What's a fantasy role-playing game without monsters? At the heart of any good AD&D® adventure, you'll find great monsters—dragons, trolls, giants, killer fungi, skeletal warriors, and who knows what else!

Now, in response to the suggestions of thousands of game players, TSR is releasing the AD&D 2nd Edition Monstrous Compendium. Volume One of this revised creature collection includes new and improved rules, expanded descriptions, illustrations, and statistical data needed for 144 pages worth of fantastic monsters—all in an easier-to-read format.

Presented in a colorful, sturdy vinyl binder (5-hole, D-ring format) Monstrous Compendium, Volume One lets you index your monsters in any order that suits your playing needs.

Volume Two is the perfect complement to Monstrous Compendium Volume One. Volume Two has 144 perforated, five-hole punched pages, including eight full-color panels that can be added to the Monstrous Compendium binder.

The focus of the third Monstrous Compendium is on monsters found in the FORGOTTEN REALMS® fantasy campaign setting. All 64 pages are perforated and five-hole punched so they will fit in the Monstrous Compendium binder.

TSR's new Monstrous Compendiums are available at your local toy, book or hobby store. Pick up your copy today!
WHY IS THIS GHOST SCREAMING?

Because his local Book and Hobby Shops ran out of...

GHOSTBUSTERS™ International

The Humorous Horror Roleplaying Game

Don't Let This Happen To You! Scare Up Your Copy Today! And While You're At It, Look For...

ApoKERMIS Now! The Premiere Ghostbusters International Adventure!

On Sale Now From

WEST END GAMES
RD3 Box 2345
Honesdale, PA 18431

Game, including rules and components © 1989 West End Games • © 1989 Columbia Pictures Industries, Inc. All Rights Reserved.
so join us!

That's right! You just can't get more music for less money. The Columbia Record & Tape Club offers great music at an unbeatable price. Join now and get any 12 cassettes for only $1. You'll mail the application together with your check or money order for $1.86 (as payment for the first selection at only $1.86, plus $1.15 for shipping and handling). In exchange, you agree to buy 8 more selections at regular Club prices in the next 3 years and you may cancel membership anytime after doing so.

How the Club works: every 4 weeks, you'll receive the Club's music magazine, which describes the Selection of the Month, plus hundreds of alternatives from every field of music. Up to 6 times a year you may also receive offers of Special Selections, usually at a $1 discount off regular Club prices, a total of up to 18 buying opportunities.

If you wish to receive the Selection of the Month or the Special Selection, you don't have to do anything—it will be shipped automatically. If you prefer an alternate selection, or none at all, just fill out the response card and mail it by the date specified. You will always have at least 10 days to make your decision. If you never receive any Selection without having 10 days, return it at our expense.

The selections you order as a member will be billed at regular Club prices, which currently are $3.29 to $9.95, plus shipping and handling. (Multi-unit sets, specials and classical selections may be somewhat higher.) And if you continue after completing your enrollment agreement, you'll be eligible for our bonus plan:

10-Day Risk-Free Trial: we'll send details of the Club's operation with your introductory shipment. If you are not satisfied for any reason, just return all of your orders within 10 days for a full refund and you will have no further obligations.

Order your first selection now at a big discount—and get 2 extra cassettes FREE! You may choose your first selection right now. We'll give it to you for up to 60% off regular Club prices—only $1.86. Send payment now and you'll receive it with your introductory cassettes. This discount purchase immediately reduces your membership obligation—you never have to buy just 7 more CDs instead of 8 in three years. Who's in, this discount purchase entitles you to 2 more cassettes a bonus, FREE. Just check the box in the application and indicate your first selection and 2 free bonus cassettes.

OR—IF YOU PREFER, YOU MAY TAKE 8 COMPACT DISCS FOR $1

You may choose to enroll in the CBS Compact Disc Club and get any 8 CDs for $1, plus shipping and handling. You have scores of CDs to choose from, since most selections are now available on Compact Discs. Just write in the numbers of the 8 CDs you want and mail the application together with your $1.86 payment order for $1. In exchange, you agree to buy just 6 CDs in the next three years at regular Club prices (which currently are $3.99 to $9.95, plus shipping and handling)—and you may cancel anytime after buying six CDs. If you decide to continue as a member, you'll be eligible for our bonus plan, which allows you to buy one CD at half price for each CD you buy at regular Club prices.

As a special offer to new members, we'll take one additional CD right now for $2.95, which is a savings of 25% off regular Club prices. It's a chance to get a ninth selection at a super-low price!

The CBS Compact Disc Club works in the same manner as the Columbia Record & Tape Club, so read the "How the Club works" and "10-Day Risk-Free Trial" information above.

Selections marked with * are not available on CD.

LOW REED NEW YORK 378-210
ELVIS COSTELLO 378-190
THE BOYS 378-166
TINA 378-236
POLARIS EASTON 378-395
THE LOST HUGGINS 378-260
HUMAN LEAC Lv 378-210
GREATEST HITS 378-180
AL JARREau 378-180
Green 378-180
KURT KABIN 378-390
...
Fighting the Good Fight: A look into the ways of the warrior.

Always Wear Your Best Suit — Gordon R. Menzies
Your armor could become the most valuable treasure you own.

Tracking Down the Barbarian — David Howery
If Conan is the only barbarian you know, you’ve got a lot to learn.

“Good” Does Not Mean “Boring” — Scott Bennie
No one said that all paladins have to art exactly alike—and they don’t!

The Corrected Cavalier — David Howery
Knighthood flowers again (with a little judicious pruning).

Arcane Lore — Bruce Kvam
Wizards aren’t clerics, but they, too, can cure wounds.

Luck of the Draw — Robin Jenkins
Knowledge has a high price if you study the deck of many things.

The Game Wizards — Steve Estvanik
The tactics of victory: the SNIPER™ game comes to CompuServe.

Role-playing Reviews — Jim Bambra
Even monsters deserve respect—and here’s how they get it.

The Role of Computers — Hartley, Patricia, and Kirk Lesser
Saving the world from evil: Prophecy and The Magic Candle.

Around the World in 36 Levels — Jim Bambra
Adventures are for everyone in the D&D® game’s Known World

Through the Looking Glass — Robert Bigelow
A bad day at Retirement Village—or, A giant troll never forgets.

Watch Your Step! — Thomas M. Kane
A mine is a terrible thing to waste in the TOP SECRET/S.I.™ game.

COVER

Ned Dameron (noting that art directors sometimes look at a painting and ask, “What is going on here?”) sent a five-page description in screenplay format of the action in his cover painting. Both warriors are searching for a mysterious item—but they don’t plan to share it. By the way, any similarities between this cover and last month’s cover by Clyde Caldwell are coincidental (“independent invention,” as per this month’s editorial).
What did you think of this issue? Do you have a question about an article or have an idea for a new feature you’d like to see? In the United States and Canada, write to: Letters, DRAGON® Magazine, P.O. Box 111, Lake Geneva WI 53147, U.S.A. In Europe, write to: Letters, DRAGON Magazine, TSR Ltd., 120 Church End, Cherry Hinton, Cambridge CB1 3LD, United Kingdom.

Dear Dragon:
I really enjoyed “The Marvel®-Phile” section in DRAGON Magazine. It helps make the MARVEL SUPER HEROES game more entertaining. I have been disappointed at not seeing more Marvel characters put into this section.
Craig Moore
Claymont DE

Dear Dragon:
I’m pretty sure that I found an error in issue #146. On page 26 in the statistics for the rainbow dragon, it says that an 11-12 HD dragon would be worth 8,050 xp per hit point.
Now, if a 12-HD rainbow dragon with 96 hp (maximum) came along and it was slain, it would be worth 772,800 xp! You’d have to kill Asmodius 11 times before you could match that!
Geoff Manaugh
Blue Bell PA

The experience-point value for the 11-12 HD rainbow dragon should have read “8,050 + 16 per hit point.” Sorry!

Dear Dragon:
I am writing about the cobra dragon in issue #146. The cobra dragon’s venom reduces a character’s strength by half. Would that include magical strength, such as from a girdle of giant strength or strength spell?
Eric Moon
Fairport NY

Cobra dragon venom would not affect magical strength gained from a potion or girdle, though if the character using such strength-boosters lost the effects of the potion or took off the girdle, his normal strength score would be reduced by half. If the character was under the effects of a strength spell when he was bitten, reduce his normal strength score by half, then add the amount of strength he gained from the spell to get his new strength score.

Dear Dragon:
Recently I got issue #144 and almost immediately found a big mistake. In the review of Ral Partha’s Regimental Command Lance (“Through the Looking Glass”), you stated that the recon ‘Mech was an Ostscout. It isn’t. It’s a 60-ton Ostsol. So offense.
Ben “Zed” Gillian
Garland TX

Here we go: When the review column arrived, we checked it against a copy of FASA’s BATTLE-TECH® Technical Readout 3025. We did not have the Regimental Command Lance figure set, however. The smallest ‘Mech in the figure set was identified as an “Oscout,” but there is no “Oscout” in the Technical Readout 3025. There is, however, an Ostscout. We thought the reviewer had made an error and so “corrected” it.
At fate would have it, the boxed set does indeed identify its smallest ‘Mech as an “Oscout,” but the Ostscout in the book does not look very much like the figure in the boxed set. As we later learned, the Technical Readout 3025 was itself in error; as it had reversed its pictures of the Ostscout and the Ostsol. (Note that the Ostsol is said to be capable of punching other ’Mechs — but the picture of that ’Mech on page 79 of that book has no hands; also compare the “Weapons and Ammo” descriptions with the pictures on pages 29 and 79.) Thus, the smallest miniature in the Regimental Command Lance is really, an Ostscout after all — we think.

Dear Dragon:
In reading David E. Cates’ article on drakes in issue #146 (“Dragons Are Wizards’ Best Friends”), I noticed that it says there are five types of drakes to be described; the article describes only four. Also, there is a table labeled “Faerie Dragons’ Ages and Spells,” and a reference to faerie drakes in that first paragraph. And yes, that would be worth 772,800 xp! You’d have to kill Asmodius 11 times before you could match that!

I noticed that it says there are five drakes. I really enjoyed “The Marvel®-Phile” section in this issue, and a reference to faerie drakes in that first paragraph. And yes, that would be worth 772,800 xp! You’d have to kill Asmodius 11 times before you could match that!

I am writing about the cobra dragon in issue #146. The cobra dragon’s venom reduces a character’s strength by half. Would that include magical strength, such as from a girdle of giant strength or strength spell?

Cobra dragon venom would not affect magical strength gained from a potion or girdle, though if the character using such strength-boosters lost the effects of the potion or took off the girdle, his normal strength score would be reduced by half. If the character was under the effects of a strength spell when he was bitten, reduce his normal strength score by half, then add the amount of strength he gained from the spell to get his new strength score.

Jeff Grubb, who wrote most of the installments for that column, has moved on to other projects at TSR. However, we are picking up other material on the MARVEL SUPER HEROES game for use in the magazine. Because so many heroes and villains are scheduled for the Gamer’s Handbook of the Marvel Universe series, we will probably focus more on campaign information and suggested rules for the game than on character statistics. Still, we may have some surprises in store.

In reading David E. Cates’ article on drakes in issue #146 (“Dragons Are Wizards’ Best Friends”), I noticed that it says there are five types of drakes to be described; the article describes only four. Also, there is a table labeled “Faerie Dragons’ Ages and Spells,” and a reference to the “color of a faerie dragon’s wing markings.” I assume that these references should actually refer to faerie drakes.

That should have been four instead of five drakes in that first paragraph. And yes, that should be “faerie drake” instead of “faerie dragon.”

Several readers recently pointed out similarities between one of the new dragons described in DRAGON® issue #146 and a small dragonlike creature that appeared in several SF novels by Alan Dean Foster. We were not aware of the similarities and have no evidence that the new dragon was derived from the one in the novels. We do our best to avoid the unfair use of copyrighted materials in DRAGON Magazine, but with the enormous growth of fantasy and SF in recent years, we cannot always tell if a submission is wholly original or not.

Most role-playing games abound with materials and items that were based in part on other sources. The works of J. R. R. Tolkien, Jack Vance, Poul Anderson, Gordon Dickson, Robert Heinlein, Larry Niven, and Jerry Pournelle (not to mention Star Wars and Star Trek) have served as inspiration for hundreds of ideas in the field of role-playing games. Such inspiration is fine, but there is a limit to what you can borrow before it is considered theft-and thus legally actionable.

To complicate the issue, we regularly see cases of independent invention, in which two or more writers independently create monsters, magical items, spells, characters, and even adventures that are extremely similar. While everyone would like to think his ideas are unique, your magazine editors can tell you that certain themes do appear over and over. We have seen many interesting duplicates of witches, shape-changing NPC classes, unusual vampires, Oriental martial-arts NPC classes, aliens and demons that resemble the creature from Alien, and certain types of dragons, golems, and giants. It is not unusual to see two or three monsters, spells, or magical items with identical names and powers from different writers over the course of a year (e.g., glass and wood golems, thunderclap spells, rings of quasi-elemental or para-elemental commands). It is difficult, if not nearly impossible, to develop a truly original idea.

Sometimes we have published independently created items if they

Continued on page 52

Duplicates

Several readers recently pointed out similarities between one of the new dragons described in DRAGON® issue #146 and a small dragonlike creature that appeared in several SF novels by Alan Dean Foster. We were not aware of the similarities and have no evidence that the new dragon was derived from the one in the novels. We do our best to avoid the unfair use of copyrighted materials in DRAGON Magazine, but with the enormous growth of fantasy and SF in recent years, we cannot always tell if a submission is wholly original or not.

Most role-playing games abound with materials and items that were based in part on other sources. The works of J. R. R. Tolkien, Jack Vance, Poul Anderson, Gordon Dickson, Robert Heinlein, Larry Niven, and Jerry Pournelle (not to mention Star Wars and Star Trek) have served as inspiration for hundreds of ideas in the field of role-playing games. Such inspiration is fine, but there is a limit to what you can borrow before it is considered theft-and thus legally actionable.

To complicate the issue, we regularly see cases of independent invention, in which two or more writers independently create monsters, magical items, spells, characters, and even adventures that are extremely similar. While everyone would like to think his ideas are unique, your magazine editors can tell you that certain themes do appear over and over. We have seen many interesting duplicates of witches, shape-changing NPC classes, unusual vampires, Oriental martial-arts NPC classes, aliens and demons that resemble the creature from Alien, and certain types of dragons, golems, and giants. It is not unusual to see two or three monsters, spells, or magical items with identical names and powers from different writers over the course of a year (e.g., glass and wood golems, thunderclap spells, rings of quasi-elemental or para-elemental command). It is difficult, if not nearly impossible, to develop a truly original idea.

Sometimes we have published independently created items if they
I am writing in response to Aaron Goldblatt’s letter in issue #141’s “Forum” in which he says that no real religion, “modern or not, should be allowed in the AD&D® game.” Although I have not read the article in issue #121 that inspired his letter, I must comment on his statements.

First, I see no reason why players should not ROLE-PLAY interactions with deities. I capitalize role-play because that is what you are meant to do—the ideals of any AD&D® game religion should be restricted to characters not players) in game sessions. Second, the ideals behind most deities (particularly the historical ones in Legends & Lore) are ideals present in human society and human nature, reflected in a divine figure, and so no morals are being “imposed” on anyone.

Also, I would like to comment on the way Aaron Goldblatt simulates the priestly duties of clerics (and druids, too, I hope) and paladins. The idea of just taking money from a character sheet or removing a character from play takes a lot of fun out of the game, as many possibilities for adventure are lost by doing so. Too many assumptions can do the same—a fiendish DM could have a lot of fun sending PCs clerics on quests if the PCs failed to inform the DM that they would carry out their religious obligations. To add to this, if such major tasks as constructing a temple or shrine are not carried out, a player with strong religious beliefs to play a character with similar beliefs, rather than one merely assume that a cleric worships a certain deity? The cleric’s mission in life is to increase the number of worshippers for his patron, thus increasing his patron’s overall power. A cleric in a superior campaign will show no shame when worshiping and promoting his god. He will immediately oppose anyone who is against his religion.

Mythical gods are, therefore, very important, as most religions in the campaign world will be polytheistic. Gods can be unique to a fantasy world or can be borrowed from mythology. Use of the latter creates a sense of familiarity and plausibility, which is an important element of any fantasy world. Monotheistic religions should be used as well. They simply cannot be left out of a quasi-medieval fantasy world. Besides adding to that sense of familiarity, they allow a player to play with strong religious beliefs to play a character with similar beliefs, rather than one with different morals and values. Besides, many Biblical stories are more awesome than myth and fantasy and are an excellent source of inspiration. Andrew C. Gronsky’s article in issue #140 (“So Many Gods, So Little Time?”) is an excellent tool for creating monotheistic and polytheistic religious systems for a campaign world.

For these reasons, I hope that the list of deities and heroes in the AD&D® 2nd Edition game is more complete. The only hint of a monotheistic religion in Legends & Lore is in the section on Arthurian heroes. The 2nd Edition game should include more knights and saints (Roland, El Cid, etc.), as well as characters from the Arabian Nights tales (Ali Baba, Aladdin, Sinbad, etc.). Such legendary characters are an inspirational source for many contemporary heroic-fantasy epics.

In short, the AD&D® game simply cannot be deprived of its very roots. Religion and mythology are two of the most interesting and important elements of the game.

Hammad Hussain
Newark NJ

Mr. White, in issue #141, seems to imply that illusions are merely sense-affecting spells. There is such a spell in the game (phantasmal killer) spell to understand this.) The contribution that mind and sense alter-
When It Comes to Adventure
WE WROTE THE BOOK!

TANTRAS is the second novel in the Avatar Trilogy, TSR's newest epic saga based on the FORGOTTEN REALMS® fantasy setting.

The first module in this series, Shadowdale, found your heroes arrested for the murder of Elminster the sage. Now they face execution for the crime—unless they can escape from the Twisted Tower. This sequel to Shadowdale sends your PCs across the Dales and the Dragon Reach to Tantras, where the first Tablet of Fate rests. But the God of Strife wants the tablet for himself, and he'll destroy the entire Realms to get the mysterious artifact!

The novel trilogy is supported by the FRE module series, which features the same titles and a related storyline.

Available in August!

In TANTRAS, Book Two of Richard Aalinson's Avatar Trilogy, Midnight and Adon have saved the Realms from Lord Bane, but they now stand accused of a heinous crime—the murder of Elminster the sage! Chaos still grips nature and magic, and the exiled gods still roam the world. The Tablets of Fate can set things right, but the heroes are the only ones who know where they are. In their flight from the Dales, Midnight and her allies must face violent storms, crazed assassins, and the wrath of two gods! But the worst threat is the most unexpected—one of Midnight's friends has joined Bane and the evil forces of Zhentil Keep.

Available Now!

FORGOTTEN REALMS and the TSR logo are trademarks owned by TSR, Inc. ©1989 TSR, Inc. All Rights Reserved.
The illusionist attempts to cause the deluded to act or change his or her state of being. The illusionist may not cause the target of the illusion to understand that the target is not potentially capable of undergoing with the resources of his own body or mind. Mr. White points out that “An illusion adds; it doesn’t take away.” While this is true of physical things, an illusionist could certainly make a victim believe that an amulet by casting an illusion over the space the arm occupies and deadening the senses impacted by the still-attached arm. (Note the spells deafness and blindness for relevant effects.)

Mr. White notes that deficiencies in the illusion can aid in its effects. While this is true, there are many things that affect this. A knight in full armor, visor down, who has sweated in that armor for days with the sounds of battle crashing around, may not be quite so critical of an illusionary dragon that appears.

It is also suggested in Mr. White’s letter that damage caused by illusion can only be cured by illusion. Why is this? If the illusionist can spur the mind to heal the body faster than normal, “real” damage could certainly be healed. All one needs to do is define the capabilities the body’s resources have to deal with physical injury.

Consider the effects of the dispel exhaustion spell. It has a long duration, large effect, and is applicable to one to four individuals. A similar spell, when limited to one person, could conceivably cure “real” damage. It might be limited to some fraction of the total hit points the patient has normally. Of course, this might have long-term costs as the patient recovers the “inner resources” the spell invokes. Obviously, this spell could not be used again on the same individual until those resources are regained.

Mr. White correctly points out the vulnerability that an unattended illusion can have to falsification. An attended illusion is another matter entirely. The illusionist controls the entire area of effect of the illusion. If the illusionist wishes, the illusionary targets of missile attacks may disperse and continue wandering, or the arrows may simply bounce off those targets. The real arrows will land on the ground, and if they pass out of the area of effect of the illusion, they may serve as evidence as to the nature of the illusion.

As the illusionist gains power, the ability to affect real characters increases. Note that the shadow magic spells are but illusion/phantasm spells, but they have partially real effects. There is much need for rules governing the illusions a caster may produce. Such a system would not necessarily hamper play.

The second issue of concern is that of playing lower-level magic-users. It is quite clear that the 1st-level magic-user is weak, with an extremely strong one-shot punch (depending on spell availability). This initial weakness is the price the magic-user pays for future power. Remember, game balance is with respect to the whole game. Unless you make the game uniform in all ways, you will always be able to find parts where some local inequities lie. In these areas lie the choice trade-offs that make choosing and playing a character interesting. One of the most interesting parts of the game is watching the party’s relations with the differing rates of character growth change.

On the other hand, the 1st-level magic-user does not have to be useless. The party needs someone to map, someone to handle the pack animals, or someone to carry the torch or lantern. The magic-user can load a crossbow if need be. If skilled with the dagger or dart, he can provide missile fire. Of course, others in the party can do these things as well, but they are usually occupied by their primary functions. Once the magic-user has cast memorized spells, he can still be useful to the party. In the long run, the payback for supporting a magic-user during his weak period is rewarding.

One thing to remember is that a magic-user can always earn money. Higher-level magic-users may hire low-level magic-users to copy spells into books. A higher-level mage might hire a low-level mage to conduct spell research, saving the higher-level mage the personal time expense. Continual light and magic mouth devices can be sold. Dozens of ways of making money from spells have been mentioned at various times in DRAGON® Magazine issues. The breadth of spells available to magic-users makes their services highly marketable. At 7th level, a magic-user may scribe scrolls and (with the aid of an alchemist) produce potions. An enterprising DM may also extend this with a system that allows lower-level magic-users to produce the weaker potions, and restricts production of more powerful potions to magic-users of levels higher than 7th.

I am writing in response to letters by Dean Wright and Steve Allen, recently found in “Forum” (issue #140). I agree with Mr. Wright on the fact that house rules should not be contested, unless the player has a good argument. In my own campaign, gods and demigods are invincible, as well as devil and demon lords; not much is even a challenge to the more powerful demons and devils. I also agree with Mr. Allen’s statement that tells everyone to stop crying “They both sound like one of my characters!” Also, he always protests against this spell could not be used again on the same statement that tells everyone to stop crying “No, it can’t.”

Eric Ehlers
Springfield, VA

I’ve been playing the AD&D® game for about five years, and for the past three of those glorious gaming years I’ve been the primary DM for our campaign. In those years, I’ve run the campaign for all of the unique evil creatures who inhabit the planes of existence, such as the Nine Hells, Hades, and the Abyss, are cowering worms! A crack team of five solars could easily annihilate all of those so-called “lords of evil!”

But I’m not writing about their terribly low hit-point totals, or their pitiful armor classes, or their measly damage-per-attack abilities. I am writing about their spell abilities—or, rather, their lack of spell abilities. Arch-devils are supposed to be far superior to mortals, but a 12th-level magic-user has more than twice the spell ability of any arch-devil. Don’t you think that over the thousands (if not millions) of years that they’ve been in existence, the lords of evil might have picked up some decent spells? For this problem, I’ve got a solution: Give each of them the spell abilities of a cleric, druid, magic-user, and illusionist of levels equal to that being’s hit dice.

Bryan Penney
Superior WI

Continued on page 32
CHRIS HARVEY GAMES

If you don’t know us then you obviously don’t own a shop!®

But why should you when you can visit all the great, independent retailers listed below. After all, CHRIS HARVEY GAMES is the biggest wholesaler of games in the world® and supplies more games played in this hobby than your average Gromon eats in four yarts.® So if you want any of the games illustrated here then visit the shops below and say, “CHRIS HARVEY sent you.”


Encounter Games
7 High Street Arcade
Cardiff CF1 2BB
(0222) 221 2159

Collector’s Centre
58 St. Nicholas Cliff
Scarborough Y01 2ES
(0723) 356 321

Woppers
54 Wee Gate Street
Chester CH1 2LA
(0244) 328 002

Tower Models
44 Cookson Street
Blackpool FY1 3ED
(0255) 237 397

Mirage Miniatures
Top Floor
Craft Workshop
Orford Square
Sheffield

War & Peace
8 Upper Orwell Street
Ipswich IP4 1NN
(0769) 238556

King Lynn Model Centre
40 Norfolk Street
King’s Lynn
Norfolk PE34 1AH
(0553) 765755

The Model Shop
190 Station Road
Harrogate
(01623) 837 288

Dungeon Games
7a George Street
Halifax HU1 3AA
(0482) 299 293

Games & Puzzles
6 Green Street
Cardiff CF2 3JU
(0222) 357 188

Role & Play
120 Station Road
Welshpool
(0686) 317 357

Players Union
172 Membre Street
Cardiff CF3 2UH
(0222) 221 221

Jigsaw Games
13 East Street Centre
Southampton
SO1 1LL
(023) 2179

Putney Games
91 St. Nicholas Place
Leicester LE1 4RD
(0533) 514 437

D&G Games
120 Station Road
Alnwick
(0660) 237 237

Sheffield Space
Centre
233 The Whicker
Sheffield S3 8HS
(0114) 237 237

The Final Frontier
29 St. Nicholas Place
Leicester LE1 4LJ
(0533) 514 437

The Explorer
222 Station Road
Alnwick
(0660) 237 237

The Model Shop
209 Danegate
Manchester M1 3NN
(061) 834 3972

Estate & Things
97/127 Cheston New Road
Bolton BL3 5QW

Peterborough Role
221 High Street
Peterborough PE1 2AJ
(0733) 312 555

Arms Games
57 High Street
Newport, Gwent NP10 1NL
(0633) 210 880

Jade Martial Arts
10 Castle Street
Eastbourne BN21 1RR
(0323) 433279

Thunderbirds II
294-6 High Street
Cheltenham GL10 1SE
(01242) 24266

Entertainment
21 Bay Street
Boston
(0522) 312 555

Another World
23 Silver Street
Leicester LE1 5EU
(0533) 752 525

Guardroom
55 West Street
Stevenage
(0733) 752 525

Paperback Back Shop
101 Cowley Road
Oxford OX4 1HU
(0865) 721 548

The Gatemaker
101 Cowley Road
Peterborough PE1 3AJ
(0733) 312 555

Astral Games
21 Byron Arcade
Weston-Super-Mare
(0423) 433279

Another World
23 Silver Street
Leicester LE1 5EU
(0533) 752 525

Swiss Model & Hobbies
37 Chezley Rd
Swinton
Manchester M27 1AZ
(061) 737 4137

Novel Ideas
172 Quarry Street
Hamilton
Lanarkshire ML3 6JL

Game Room
25 High Hill
Norwich
(0603) 328 140

GOOD GAMES SHOPS

TRAD Enquiries Only
CHRIS HARVEY GAMES, PO Box 38, Bath Street, Walsall WS1 3BY
FAX: 0922 721644
by Skip Williams

If you have any questions on the games produced by TSR, Inc., "Sage Advice" will answer them. In the United States and Canada, write to: Sage Advice, DRAGON® Magazine, PO. Box 111, Lake Geneva WI 53147, U.S.A. In Europe, write to: Sage Advice, DRAGON® Magazine, TSR Ltd., 120 Church End, Cherry Hinton, Cambridge CB1 3LD, United Kingdom.

And now, for a special edition of "Sage Advice!" The AD&D® 2nd Edition game has arrived, and the sage is here with an in-depth look at the 2nd Edition Player's Handbook. All page numbers herein refer to the 2nd Edition text alone, unless otherwise stated.

Priests

How long does a produce flame spell last? How many flames can the caster hurl?

*Produce flame* lasts one round per caster level. The caster can throw a maximum of one flame per level, but no more than one flame per round.

How do you determine how many square feet of faerie fire is required to cover a creature?

Just assume the caster can cover one man-size creature per level. Assume small creatures equal one-half a man, and large creatures equal one-and-a-half men.

Can halflings become clerics? Also, where are the advancement limits for demihuman characters?

Yes, halflings can become clerics. See the upcoming 2nd Edition *Dungeon Master's Guide* (page 15) for advancement limits for halflings and other demihuman characters.

Rogues

Can a thief character take the mountaineering proficiency and improve his climbing chance?

Yes, but the character’s climbing chance cannot be made better than 95%.

Are you supposed to multiply strength bonuses to damage in a successful backstab, as described on page 40, or are you supposed to add strength bonuses after the multiplier, as explained on page 104?

The text on page 104 is correct.

What penalties does a bard suffer by using thief abilities when wearing normal chain mail?

Use the "Elven Chain" column in Table 29 but add another -5% to the column's values.

Are multiclassed bards allowed?

The text on page 45 mentions multiclassed bards, but the chart on page 44 does not.

Page 44 is correct; page 45 is wrong.

Warriors

According to page 13, any warrior with a strength score of 16 or more gets a 10% bonus to experience. But later on, in the descriptions of the paladin and ranger, the rules say that members of these classes must have other high ability scores to get the bonus. Which is correct?

The text on page 13 is a misprint. Fighters get the 10% for a strength score of 16 or better; paladins and rangers must have additional high ability scores.

What happened to the fighter's ability to double specialize with a weapon?

It has been dropped.

Can a fighter specialize with more than one weapon?

No, but he can "save" additional slots as he earns them and specialize with a weapon later in his career if he doesn't fill those slots at the start.

Do demihuman fighters get to roll for extraordinary strength?

Yes; all warrior characters are entitled to exceptional strength rolls if they have strength scores of 18.

Does armor interfere with the new ranger's animal empathy ability?

What is that ability's range? Why don't druids have this ability?

A ranger can wear any type of armor...
Briarwood Castle* is an adventure of magic, mystery, and monsters set in the cavernous dungeons and endless hallways of this ancient structure. Briarwood Castle is presented in a beautiful box set containing the complete history of Briarwood Castle. This includes the personalities, guards, and defenses that inhabit its granite walls. As one of six evil Player Characters, you must defeat the castle’s defenses. Explore the dungeons containing over 50 detailed rooms in the guidebook. This book includes background and descriptions as well as new monsters, spells, and items. Briarwood Castle can be played separately or as part of the City-State of the Invincible Overlord* line: the creative alternative when looking for fantastic fantasy.

August Release.

*indicates a Trademark of Mayfair Games, Inc. All Rights Reserved.
Mayfair Games, Inc. P.O. Box 48539 Niles, IL 60648 (312) 647-9650
and still use animal empathy. The ranger must be close enough to the animal to attract the animals undivided attention (about 10 yards in a wilderness setting—less, if the setting is something like a crowded marketplace that provides distractions). Individual DMs may give druids animal empathy if they wish. The rules don’t give the druid this ability because a druid’s focus is on nature as a whole, not just on animals.

Isn’t the new ranger too limited in spells? Can a ranger pick more than one type of creature for an enemy?

The ranger’s two spheres give him plenty of spells. However, individual DMs might want to add a sphere or two; one campaign I am familiar with allows rangers to use healing spells. The DM has to decide what constitutes a valid enemy. Since the rules mention giants, it is probably acceptable to choose a class of creatures. Thus, a ranger from the FORGOTTEN REALMS™ setting might be allowed to choose the goblin races (see Cyclopedia of the Realms, page 46) as an enemy. A ranger can never choose two or more entirely different creatures as enemies.

Can rangers wear elven chain mail and still use the special abilities described on page 287?

Elven chain mail interferes with a ranger’s special abilities; refer to Table 29 (page 39) for a list of penalties. Elven chain mail also negates the ranger’s ability to use two weapons without penalty.

Does the ranger’s +4 attack bonus vs. a specific type of adversary apply to both attack and damage rolls?

The bonus applies only to attack rolls; see page 29.

Can paladins become dual-classed characters?

As clearly stated on page 44, there are no restrictions on the class combinations allowed to dual-classed characters, provided that alignment restrictions are respected. Most DMs, however, do not allow characters to combine subclasses (e.g., no bard/thieves, paladin/rangers, etc.).

Wizards

With the large increase in the number of wizard spells, why wasn’t there an increase in the minimum and maximum number of spells a wizard can learn? A wizard with an 18 intelligence can learn a maximum of 18 spells a level; that’s less than half the number of first-level spells!

The AD&D® game is one of choices. The additional spells are intended to create a greater variety of mage characters, not more powerful mages.

Table 22 (page 31) shows the minimum ability scores required for specialist wizards. What is the minimum intelligence score required for a specialist wizard?

Specialist wizards must have an intelligence score of at least 9, just like a normal wizard.

What happened to the write spell? It isn’t needed anymore. The primary function of the write spell was to allow a mage to add a spell to his books after he had failed his “chance to know” roll for that spell. In the 2nd Edition game, a mage can attempt a new “chance to know” roll each time he gains a new level. (See “Spelling It Out,” in DRAGON® issue #147, for more information.)

What is the material component for the spectral hand spell?

There is none. The “M” in the components’ line is a typographical error.

Does casting the first version of a flame arrow spell break invisibility?

No, because this is not an attack.

Does the delayed blast fireball spell have a damage limit?

Yes. The limit is 10d6 + 10 hp damage.

Several spells are missing from Appendix 5.

Here are the schools for the omitted spells (at least the ones I know about): iridation deafness, fabricate and slow are alteration spells (fabricate is also an enchantment); Melf’s minute meteors, evocation and alteration; locate object and know alignment, divination; geas, enchantment/charm.

In Table 22 (page 31), the races allowed entry for diviners is “any.” Does this mean that a character of any PC race can be a diviner?

No. Only races eligible for the mage class (humans, elves, and half elves) can become diviners.

What happened to cantrips?

Cantrips are still in the game. Just use the first-level cantrip spell. If you need help figuring out what kind of cantrips to cast, use your copy of Unearthed Arcana as a guide. Actually, things are better now for cantrip-using mages because they no longer need to waste spell book space on cantrips, and they are no longer limited to the few cantrips in their books.

Since mages start the game with the ability to read spell books and to write in them, do they also have the ability to read and write their native languages?

No. Magic is written in a special language.

The new rules mention the possibility of fireballs detonating early and lightning bolts rebounding because of hitting an obstruction. My group and I thought these spells always hit, just as a magic missile spell does. If these spell do not always hit, how does the mage hit his opponent?

The spells do always hit, after a fashion. In the case of a fireball, the missile bursts at the designated range unless it strikes an object before it gets there. Since the missile flies in a straight line between the caster and the target, it can be blocked by invisible barriers (such as walls of force) or by a bend in a passage obscured by an illusion or mirror.

A lightning bolt is similar to a fireball in that the spell begins at a designated height and range, extending directly away from the caster. A lightning bolt is always either 40’ or 80’ long, and the caster must decide which he casts the spell. If caster miscalculates and casts this spell into an area too small to contain it, the lightning bolt grows to its full length (as measured from the point where it strikes a barrier), heading back at the caster unless it smashes through the barrier (see page 151). Some players have misread the example on page 151: lightning bolts do not bend or fold over when hitting a barrier. The 80’ bolt in the example starts 40’ away from the caster, travels 10’, and strikes a barrier; the bolt must maintain its full length, however, so the opposite end of the bolt (starting from the point of origin) instantly grows out in the direction toward the spell-caster, extending 70’ from its point of origin. Thus, the bolt’s final length is 90’. A victim caught between the point of origin and the wall behind him is not struck twice by the bolt. The use of the word ‘rebound’ in the spell’s description seems to be the confusing element.

The text under the new identify spell says a fully charged ring of three wishes radiates only faint magic. Is this an error?

There is no error in the spell’s description, but you have made an erroneous statement. The identify spell does not detect magic or its strength; it reveals an item’s functions and charges. A ring of three wishes has only three charges, so it is faintly charged. Smart wizards use a detect magic spell, which can determine magical strength and type, before casting identify.
Always Wear Your Best Suit

Making armor and weapons unique for all characters

by Gordon R. Menzies

Appearances count in fantasy campaigns, particularly for fighters, cavaliers, paladins, and other glory-seeking warriors. If such warriors are short on impressive magical items, then with or without decoration—be it enameling, engraving, or plating with a unique metal—can make even mundane weapons and armor unique and attractive. Herein are some suggestions for outfitting fighters, whether magical arms and armor are available or not.

Assuming that the majority of weapons, suits of armor, and horse barding in the many AD&D® game worlds are forged from iron and steel, much room is left to elaborate on various means of decoration and various optional metals to be used as either base material or plating. Some campaigns may limit the metals and means of decoration that are available; a land still in its Bronze Age will not likely employ mithral. The DM must place restrictions as he sees fit to harmonize these guidelines with his game world.

The decoration of personal arms and armor can indicate the identity of the owner and his social class, or can simply be an expression of current fashion. Decoration beautifies and increases the value of many items, bringing both greater wealth and distinction to the owner. The knowledge that he alone owns plate armor made by a famed craftsman, or a sword forged of a metal not employed in his native land, can do much for a warrior’s social standing, if not his ego.

Decoration need not be based upon an individual’s personal taste. Rather, it may indicate membership in an organization or nationality in much the same way heraldry does. For instance, mercenaries of the Bloody Hand Company may all carry swords with hilts enamelled red; soldiers from the royal palace may wear silver-plated armor; and so on.

Almost any combination of the various methods of decoration described below can be used. By employing one or more of them, players and Dungeon Masters alike can create interesting items of worth to enhance everything from individuals to entire societies.

ENAMELING

Applied to a suit of armor or horse barding, enamel certainly makes a character stand out in a crowd, regardless of the color of enamel chosen. Red and black, because of their association with blood and death, are commonly favored colors among warriors. The enameling has no effect whatsoever on combat, nor does it significantly increase an item’s encumbrance for game purposes: However, the value of the item is generally increased by 10% if properly enamelled. Enamel cannot be used on leather, studded leather, or padded armor, and is rarely used to coat more than the hilt or handle of most weapons. Limners and some specialized armorers can do enameling; see Table 1 for details.

The drawback is that enameled items frequently chip and flake, especially during rigorous movement or combat, decreasing their overall value. Thus, enamelled armor and weapons must be touched up frequently. This repair work costs 1-10% of the original value of the repaired item.

ENGRAVING

Engraved armor became popular in 15th-century Europe and was commonplace among kings and lesser nobles. It was worn at ceremonies and social functions, and soon became a mark of social status and high fashion. By that time, because of the increased use of gunpowder, armor was of little military use anyway. In pregunpowder fantasy worlds, PCs may still deck themselves out in such finery.

Simple engraving denotes uncomplicated lines and basic etchings on the armor or weapon in question. Table 1 gives details on fees, time involved, and results. Simple engraving on a short sword costs 16 sp, but the finished sword is worth 12 gp.

Complex engraving, in addition to adding complicated decorative etchings and symbols, includes the addition of heraldic devices and nonmagical runes and script. Table 1 has details on this type of work. The fee for having a two-handed sword engraved with complex designs is 15 gp, but the new value of the sword is 60 gp.

Elaborate engraving denotes fine, origi-
nal artwork, incredible detail, and the overall resulting beauty of the item worked upon. The fee for this type of work is equal to the item's original cost; see Table 1 for other details. Simple plate mail can be worth 2,000 gp, and a dagger worth 10 gp!

Engraving work is generally reserved for various types of plate armor, but leather and studded leather may also be worked, as well as shields and various weapons. These items so decorated are not proper for combat purposes; if they are taken into battle or into any other situation in which the DM decides they incur damage, they lose 1-20% of their value, and repair work may not be possible. Damaged metallic items (plate mail, barding, etc.) with simple engraving have a 25% chance of being suitable for restoration; metallic items with complex engraving have a 10% chance of being suitable for restoration; all leather items and those metallic items with elaborate engraving cannot be restored at all. Repairs, when possible, cost 25% (for simple engraving) or 50% (for complex engraving) of the original value of the damaged item. It is easy to see why this type of decoration is so often reserved for social functions.

Unfortunately, professional engravers are few and rare, and their work is highly coveted by kings and noble lords. It will be difficult for the average character to obtain the services of such an individual, because it is not just a matter of having the money available. A king may want to keep all high-quality work for himself. Elves are master engravers, and the DM may add 25% to all stated fees and 50% to all resulting values of the items obtained through elves. Gnomes are also quite skilled and may add 15% and 30% to these values, respectively.

Metal plating

Silver, electrum, gold, and platinum are generally considered too soft for the forging of armor and weapons used in combat. However, it is possible to have a character's arms and armor plated with such. Copper, bronze, mithral, and adamantite platings are also available, even though these latter metals can be used as pure or alloyed base materials for making metallic items. Some fighters simply can't afford such extravagances as mithral and adamantite, but they won't settle for anything less than silver or gold.

The process of plating with any metal will cost the buyer the exact value of the item to be worked upon; the buyer must also provide the armorer with the equivalent of 25 coins of the desired metal (see Table 2 for other details). Plating has no effect on combat, nor does it add to the encumbrance of the plated item. Any sort of engraving on precious-metal plating can create a valuable item indeed.

New Metals

Iron and steel are the metals commonly employed in the making of arms and armor in most AD&D® game worlds. Man, however, did not always have access to these superior metals—and in most fantasy worlds, even better metals are available. Here are a few metals for use in forging armor and weapons, with the bonuses and penalties they incur.

Copper: One of the first metals to be used in the making of armor, weapons, and various other utensils, copper is a relatively soft metal compared to steel or iron. (Try hammering a penny to see how pliable it is.) Any weapon forged from copper will break if it makes a natural to-hit roll of 1, 2, or 3. Likewise, copper armor is two armor classes below what it would normally be (a suit of copper chain mail would be AC 7), but it is much lighter than a normal sort of armor (see Table 3). Copper tarnishes quickly, so copper items require weekly upkeep to look nice; other-

![Table 1](image1)

<table>
<thead>
<tr>
<th>Decoration method</th>
<th>Cost of decoration *</th>
<th>Increase in value of item *</th>
<th>Time required</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enameling</td>
<td>5%</td>
<td>10%</td>
<td>1-6 days</td>
</tr>
<tr>
<td>Simple engraving</td>
<td>10%</td>
<td>50%</td>
<td>1-2 weeks</td>
</tr>
<tr>
<td>Complex engraving</td>
<td>50%</td>
<td>100%</td>
<td>1-3 months</td>
</tr>
<tr>
<td>Elaborate engraving</td>
<td>100%</td>
<td>300-500%</td>
<td>7-12 months</td>
</tr>
</tbody>
</table>

* Figure given is a percentage based on the normal price of the item decorated.

![Table 2](image2)

<table>
<thead>
<tr>
<th>Usable metals</th>
<th>Cost of plating *</th>
<th>Increase in value of item *</th>
<th>Time required</th>
</tr>
</thead>
<tbody>
<tr>
<td>Copper</td>
<td>100%</td>
<td>+ 10%</td>
<td>1-4 weeks</td>
</tr>
<tr>
<td>Bronze</td>
<td>100%</td>
<td>+25%</td>
<td>1-4 weeks</td>
</tr>
<tr>
<td>Silver</td>
<td>100%</td>
<td>+50%</td>
<td>1-4 weeks</td>
</tr>
<tr>
<td>Electrum</td>
<td>100%</td>
<td>+100%</td>
<td>1-4 weeks</td>
</tr>
<tr>
<td>Gold</td>
<td>100%</td>
<td>+150%</td>
<td>1-4 weeks</td>
</tr>
<tr>
<td>Platinum</td>
<td>100%</td>
<td>+200%</td>
<td>1-4 weeks</td>
</tr>
<tr>
<td>Mithral</td>
<td>100%</td>
<td>+200%</td>
<td>1-4 weeks</td>
</tr>
<tr>
<td>Adamantine</td>
<td>100%</td>
<td>+500%</td>
<td>1-4 weeks</td>
</tr>
</tbody>
</table>

* Figure given is a percentage based on the normal price of the item plated.

![Table 3](image3)

<table>
<thead>
<tr>
<th>Usable metals</th>
<th>Cost of item made from metal *</th>
<th>Encumbrance increase</th>
<th>Bonus or penalty</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Copper</td>
<td>75%</td>
<td>- 50%</td>
<td>Weapons break on a to-hit roll of 1-3; +2 to armor class</td>
<td></td>
</tr>
<tr>
<td>Bronze</td>
<td>90%</td>
<td>-</td>
<td>Weapons break on a to-hit roll of 1-2; +1 to armor class</td>
<td></td>
</tr>
<tr>
<td>Meteorite iron</td>
<td>Special</td>
<td>+50%</td>
<td>Weapons gain +1 to hit*; no bonuses for armor class</td>
<td></td>
</tr>
<tr>
<td>Mithral</td>
<td>500%</td>
<td>-</td>
<td>Weapons gain +1 to hit and damage* *; -1 to armor class</td>
<td></td>
</tr>
<tr>
<td>Adamantine</td>
<td>1,000%</td>
<td>-</td>
<td>Weapons gain +2 to hit and damage***; -2 to armor class</td>
<td></td>
</tr>
</tbody>
</table>

* Figure given is a percentage based on the normal price of the item made from given new base metal.

* * * May be enchanted up to +3 value as weapons or armor.

* * * * May be enchanted up to +4 value as weapons or armor.

(The last three footnotes were taken from the 1st Edition DMG, page 164.)
Remember: The mundane need never be dull and boring. These suggestions can put more variety into a game, allowing the players to make their characters unique. Aside from this and the overall increase in value of common arms and armor, decoration allows for many role-playing situations. An engraved, gold-plated suit of plate mail can sweeten the pot in a joust in which the armor is exchanged or ransomed at the end. Perhaps the local king or lord will present a beautifully crafted suit of mail or an elaborately decorated sword to a character who has performed some great deed in service to the realm. Such items will sometimes be found in treasure hoards. The Dungeon Master can make them available in many ways.

CONCLUSION

Mithral: Coveted by elves, mithral is a rare and beautiful silvery metal, quite superior to iron and steel. Armor and weapons forged from mithral-alloyed iron are generally only obtainable from elves. The elves almost never sell mithral, so unless the item is a gift, the average adventurer would never have a chance of owning anything made from it. Table 3 has details on mithral-alloyed items. Interested readers can consult DRAGON® issue #123, “Fire For Effect!” for more details. This rare metal is made rarer still because of the extensive hoarding practiced by the elves. Some of this race’s greatest magical weapons are forged from mithral.

Adamantine: Superior to and even rarer than mithral, adamantine alloys are second to none in terms of strength. Adamantine itself is pliable but very difficult to work when alloyed. Adamantine can only be found deep beneath the earth, and so the black metal is very hard to obtain; human miners simply don’t go that deep. Drow, the dark elves, are rumored to have an abundance of it, but they have somehow tainted the forging process with their dark magicks so that drow-forged adamantine immediately deteriorates when exposed to sunlight on the surface world. Luckily, a few clans of deep-delving dwarves have come across the metal and utilized it to meet their own needs. The few adamantine-alloy items that exist on the surface world are most certainly dwarf-made. [See DRAGON® issue #123, “Fire For Effect!” for other details.]
The barbarian subclass, as described in *Unearthed Arcana*, is a unique type of fighter with many interesting abilities. The class has come under fire recently with claims that it is too powerful and too vaguely defined. While I agree with these criticisms, I don’t agree that the class should be eliminated. This article presents a revision of the barbarian, making use of the new material in the *Dungeon**e’er’s Survival Guide* and the *Wilderness Survival Guide*, for AD&D® 1st Edition games.

The main problem with the barbarian is that the rules concerning it are vague. There are several proficiencies given, but no real guidelines on assigning them to different types of barbarians. In addition, many of the abilities can be replaced by proficiencies in the DSG and WSG. The purpose of this article is to create standard barbarian types based on cultures from history, which can then be placed into any campaign world. Note that this article does not affect Oriental barbarians, which are already well defined in *Oriental Adventures*.

### The new barbarian

The following characteristics of the barbarian are unchanged from the information given in *Unearthed Arcana*:

- Minimum ability scores of 15 in strength and constitution, 14 in dexterity, and a maximum wisdom of 16;
- No principle attribute or dual class, and class allowed only to humans;
- Armor-class bonus of +2 per point of dexterity over 14, reduced to +1 per point if wearing bulky or fairly bulky armor (reaction/attacking adjustment unaffected);
- Hit-point bonus of +2 hp per point of constitution over 14;
- Non-lawful alignment;
- 15" movement;
- Limited language skills;
- Experience points and hit dice per level (*Unearthed Arcana*, page 19);
- Actions and abilities per level (*Unearthed Arcana*, page 20), unless otherwise noted in this article; and
- Barbarian-horde summoning powers.

The following characteristics of the barbarian, as given in *Unearthed Arcana*, are now dropped:

- Ability to hit creatures that can only be harmed by magical weapons; and
- Saving-throw bonuses vs. poison, paralyzation, death magic, petrification, polymorph, rods, wands, staves, breath weapons, and spells.

Since the barbarian is eventually able to use most types of magical items available to fighters, these bonuses and to-hit abilities are not needed; if kept, they give an unfair advantage to this subclass.

These primary abilities, taken from *Unearthed Arcana* (pages 19-20), are possessed by all barbarians:

- Hide in natural surroundings;
- Leaping and springing;
- Surprise;
- Leadership;
- Back protection; and
- Healing (1 hp/day normally, 2 hp/day if resting).

The following primary abilities from *Unearthed Arcana* are now dropped:

- Detect magic; and
- Detect illusion.

It is hard to justify giving these latter two powers to the barbarian. Even if barbarians do grow up in the boondocks and hate magic, they should have no better chance to detect magic and illusions than any other fighter.

‘Barbarian characters must take proficiency with the spear, knife, and hand axe at 1st level. Among foot tribes, the spear is 5-6’ long. Among mounted tribes, the spear is 7-13’ long, serving as a lance.

The barbarian has three other weapon-proficiency slots at 1st level. The weapons chosen will depend on the barbarian’s background. Although the barbarian is restricted in his choice of weapons at 1st level, slots gained at higher levels can be spent on any weapon. The barbarian receives one weapon-proficiency slot for
Warhammer Fantasy Roleplay is the most complete fantasy roleplaying system in a single volume. The 568-page rulebook provides all the necessary information for roleplaying adventures in the unique fantasy setting of the Old World. Over 100 careers, 150 skills and 100 fantasy creatures provide an unmatched depth of background and atmosphere, backed up by a fast, detailed and flexible game system. The Old World is described in detail, from the insanely twisted northern Chaos Wastes to the pirate coast of south Tilia; from the Elf haunts of Laurelom Forest to the cities of The Empire; from the history of the world to the price of a candle.

But the Old World is just the beginning. Beyond lie the Dark Lands, home of Orcs and Goblins; the vast Steppes of the Dolgan horse-tribes and the Hobgoblin Hremoncy; the mysterious lands of Lind, Cathay and Nippon; the Elf Lands of Utthuan, and the Dark Elf empire of Naggaroth; the steamy jungles of Lustria, with their weird ruins and stories of fabulous treasure; exotic Araby, bleak, wild Norca. A whole world of fantastic adventure awaits.

Warhammer Fantasy Roleplay is supported by an extensive range of adventures and accessories, including the internationally-acclaimed Enemy Within campaign. Like other WFRP products, this series is presented in hardback book format, with full-colour campaign maps and numerous tactical maps and player handouts.
WARHAMMER FANTASY ROLEPLAY is supported by a large and growing range of adventures, all presented in durable hardback books. THE ENEMY WITHIN CAMPAIGN has met with international acclaim, and will finally run to six books totalling more than 750 pages of fantasy adventuring. The Enemy Within is Chaos, growing at the heart of the Empire. Hidden agents and secret cults flourish everywhere, and few can see the danger. From a strange coincidence on the road to the coronation of a new Emperor, the hand of Chaos is never far away.

THE RESTLESS DEAD combines the best adventures from White Dwarf magazine with new material to produce a shorter campaign, which can be combined with The Enemy Within if desired. The book also contains a section of rules expansions, including new spells and magic items.

WARHAMMER FANTASY ROLEPLAY boosts an expanding range of high-quality play-aid.

The WARHAMMER CHARACTER PACK gives you a pad of 50-chamber sheets, plus a 16-page booklet crammed with useful material for the game.

DUNGEON FLOOR PLANS contains 68 sheets of top-quality full-colour floorplans, including many complete 'set-piece' areas such as rooms and restaurant kits.

WARHAMMER TOWNSCAPE contains 50 full-colour card building kits, from town houses to a town hall and from an inn to a wooden bridge to a watermill.

Used together with Citadel Miniatures, Dungeon Floor Plans and Warhammer Townscape can bring your Warhammer Fantasy Roleplay adventures vividly to life on the tabletop.

CITADEL MINIATURES

CITADEL MINIATURES produce over a hundred finely-crafted new miniatures each month. For all your gaming needs. The ranges cover all of Games Workshop's tabletop games, and Warhammer Fantasy Roleplay is no exception. So whether you need a miniature for your favourite character or a band of Ulthas, Beastmen and other monsters, you need look no further. Citadel Miniatures are specifically designed to be compatible with Warhammer Fantasy Roleplay, Warhammer Fantasy Battle and Warhammer 40,000.

CITADEL'S Winter Pack ranges include:

- * Riften * Elfs * Dwarf * Ulthas * Goblins
- Undead * Skaven

THE CITADEL CATALOGUE packed with a vast selection of Citadel Miniatures' complete range, comes in a sister of volumes packed for storage in a ring-binder. Monthly updates help available by post or in White Dwarf magazine.

IN THE WORKS - Games Workshop's world-class studio is constantly developing and expanding, and there are always new products on the way. As the time of going to press, the following products of interest in WFRP games are in development:

- * Empire in Flames* - the new engine comes to the Warhammer Campaign, with The Empire in Flames module or an army of Chaos wides pitted against the Old World
- * The Norden Rat* - a huge adventure, where you go to play the bad guys, as a band of Chaos Champions battle through a vast league of the Shattered Hordes in the midst of the Chaos Wastes
- * Realm of Sorrow* - the long-awaited magical supplement, now in an advanced stage of preparation
- * Swarms of Undebral* - the touring title for a terrifying adventure in the south of The Empire. A cast of animal army fanatics - can you survive? - or can you beat it all?

As yet untitled - a new one-part mini-campaign series, not far from completion.

WARHAMMER Fantasy Roleplay products are available from all Games Workshop shops and specialist stockists, and from better toy and hobby shops everywhere. In the event of difficulty, or for further details of our latest releases, send a stamped self-addressed envelope to the appropriate address below:

Games Workshop Ltd.,
Cheam Road, Hilltop, Eastwood,
Nottingham NG10 3VY.

US customers please write to:
Games Workshop Inc.,
3431 Beacon Avenue, Baltimore, Maryland 21227.

GAMES WORKSHOP
Copyright (c) 1988 Games Workshop Ltd.
All rights reserved.

WARNING: Citadel Miniatures' metal figures contain lead which may be harmful if chewed or swallowed. They are not toys, and are unsuitable for children under 12.

The Warhammer, Realm of Chaos, White Dwarf, Games Workshop and Citadel Miniatures logos are all trademarks of Games Workshop Ltd.
Barbarian types

The descriptions of barbarian types are broken down as follows:

**Proficiencies:** These are the nonweapon proficiencies from the DSG and WSG that are given to barbarian characters of the type in question. The proficiencies from the table herein are also used. These replace all secondary and tertiary abilities given to barbarians by *Unearthed Arcana*.

**Preferred weapons:** These are the weapons that the barbarian must take proficiency in at 1st level, in addition to the spear, knife, and hand axe. In some cases, the player is given a choice between two weapons.

**Native terrain:** This is a term required by some of the primary abilities, classifying the barbarian's homeland terrain.

**Barbarian horde:** This describes the armor and weapons of the common warriors that can be summoned. All the barbarians in the horde are zero-level humans with 5-8 hp, except for the leaders. Leaders are armed as desired by the DM.

The notes for each type provide a general background and historical basis of the barbarian type in question.

### Foot Nomads

**Cavemen**

**Proficiencies:** animal lore, fire building, foraging, hunting, plant lore, tracking

**Preferred weapons:** (stone) battle axe, club, sling

**Native terrain:** forested mountains or hills

**Barbarian horde:** 50%—spear, club; 20%—sling; 20%—battle ax; 10%—hand axe; club

This barbarian type is based on Stone Age Cro-Magnon humans, not Neanderthals or any other race. A barbarian horde of cavemen is not really feasible, since cavemen would spend too much time finding food. But the AD&D® game is a fantasy game, so rules for the horde have been included.

### Desert Tribes

**Proficiencies:** alertness, animal lore, endurance, fire building, foraging, hunting, long-distance signaling, running, snare building, survival (desert), tracking

**Preferred weapons:** short composite bow, club

**Native terrain:** mountainous desert

**Barbarian horde:** 50%—short composite bow, spear, knife; 50%—short composite bow, hand axe, club

These tribes live in the midst of brutally hot mountainous deserts. They are very skilled at finding water and game. They are also fiercely protective of their possessions; trespassers and thieves will be tracked and killed. This barbarian type is based on Lipan Apaches.

### Forest Tribes

**Proficiencies:** animal lore, boating (canoes), fishing, foraging, hunting, plant lore, running, snare building, tracking

**Preferred weapons:** short bow

**Native terrain:** temperate forest

**Barbarian horde:** 75%—short bow, hand axe; 25%—spear, hand axe

These tribes live in villages among the vast temperate forests. They make excellent dugout canoes, grow small gardens, and hunt and fish extensively. Like people everywhere, some of the tribes are friendly while others are hostile. This barbarian type is based on native peoples of eastern America.

### Mounted Nomads

**Desert Nomads**

**Proficiencies:** animal trainer (horse or camel), direction sense, land-based riding (horse or camel), long-distance signaling, survival (desert)

**Preferred weapons:** scimitar, javelin, or short bow

**Native terrain:** subtropical desert

**Barbarian horde:** 75%—scimitar, spear, javelin, or short bow (mounted on war horse or camel); 25%—as above, but with a shield

These people live an arduous life in the world's harshest and hottest deserts. Mounted are vital to survival, as are sheep and goat herds. This barbarian type is based on Bedouin and Berber tribes.

**Prairie Nomads**

**Proficiencies:** animal handling, animal trainer (horse), animal lore, fire building, foraging, hunting, long-distance signaling, plant lore, land-based riding (horse), tracking

**Preferred weapons:** short bow, club

**Native terrain:** temperate grassland

**Barbarian horde:** 100%—short bow, spear, knife, shield (mounted on war horse)

These tribes, based on Comanches, are fast and fierce raiders. Luckily, they have to spend a lot of time gathering food, since they have no real agriculture. Bison and wild cattle are hunted extensively. Intruders are hated and will be tracked for days; the nomads will attempt to rob and kill them.
Steppe Nomads

Proficiencies: animal handling, animal handling (pony), endurance, land-based riding (pony), survival (desert)

Preferred weapons: scimitar, short composite bow, lasso

Native terrain: desert grassland

Barbarian horde: 90%—short composite bow, spear, scimitar, lasso (mounted on pony); 10%—as above, but with armor equal to AC 5

These nomads herd cattle and sheep on the cold dry steppes. They are a hardy and ruthless people. Ponies are important to their way of life; the ponies are short enough to provide a stable base for mounted bow fire. Raiding neighboring countries and other tribes is a favorite pastime. This tribal type is based on Yakka Mongols.

Northmen

Forest Clans

Proficiencies: animal lore, climb cliffs and trees, endurance, foraging, hunting, running, snare building, tracking

Preferred weapons: long sword

Native terrain: temperate forest

Barbarian horde: 75%—spear, shield; 25%—long sword, shield

These are tribes of large, fierce clansmen based on Cherusic Germans. The warriors are most highly regarded among them. They live by a combination of agriculture, hunting, and gathering, and they place great value on weapons forged in civilized lands.

Highland Clans

Proficiencies: animal handling, chariot-eering, climb cliffs and trees, running

Preferred weapons: two-handed sword or long sword

Native terrain: forested hills

Barbarian horde: 50%—spear, knife, ring mail; 15%—battle axe, knife, ring mail; 10%—spear, shield, ring mail (mounted on normal horse); 25%—spear, chain mail (two-man chariot)

These semi-civilized clans live in forests and swamps, and they depend heavily on agriculture for their living. The clan leaders and champions ride to battle in small chariots. The clans forge excellent weapons and armor. This barbarian type is based on various Celtic tribes of Britain.

Sea Raiders

Proficiencies: boating, direction sense, endurance, fishing, running, swimming

Preferred weapons: long sword, battle axe, short bow

Native terrain: mountainous forest

Barbarian horde: 90%—battle axe, short bow, chain mail, shield; 10%—long sword, short bow, chain mail, shield

The kingdoms of the sea raiders consist of nearly civilized groups. They are excellent sailors and savage raiders. Although their economy is based on agriculture, their land is poor for farming and grazing.

Thus, raiding is almost a necessity. The sea raiders make excellent steel weapons and armor. Both sexes tend to be taller and heavier than the folk of other lands. These barbarians are based on Viking groups.

Tropical Natives

Jungle Tribes

Proficiencies: animal lore, boating (canoes), climb cliffs and trees, hunting, long-distance signaling, running, snare building, survival (heat), tracking

Preferred weapons: club, short bow, or blowgun

Native terrain: tropical rainforest

Barbarian horde: 100%—spear, club, short bow or blowgun, shield

These primitive tribes, based on various West African and Brazilian natives, live in the depths of the jungles that are hostile to men of northern lands, due to disease and wild beasts. The tribes subsist on food from small garden plots, augmented by hunting. Although some tribes have cannibals and headhunters, others are a vital part of the trade routes, trading spices and ivory.

Conclusion

It is hoped that this article will turn the 1st Edition barbarian into a more viable class. The barbarian given in Unearthed Arcana has some interesting features but also has some unnecessary powers. How powerful is the class now? It’s weaker than before but still equal to any other fighter or cavalier, class. Some abilities were removed but others remain. The barbarian’s high hit points and many non-weapon proficiencies are balanced by his distrust of magic and inability to specialize in a weapon. True, he starts out with a large number of abilities, but many might not be used in a typical dungeon adventure. The revised barbarian is a balanced, viable character.
“Good” Does Not Mean “Boring”

Paladins are far more complicated than you might think

by Scott Bennie

Of all the character classes in the AD&D® 1st Edition game, the paladin is one of the most misunderstood. When comparing campaigns, you will find people role-playing paladins in radically different ways. Some paladins treat anyone who isn’t of their social class and heroic standing as vermin. There are also those paladins who drink nothing but milk and spend most of their time helping little old ladies across the street. Will the real paladin please stand up?

Complicating matters is the Unearthed Arcana tome, which unearthed paladins but reburied them as part of the cavalier class. The cavalier class, however, is based on certain medieval knighthood orders that did a lot of foolish and unpalladinlike things (such as at the Battle of Agincourt, where the cavaliers mowed down their own troops in pursuit of the glory of battle, only to be used as pincushions by sturdy peasant bowmen). How can paladins be categorized as a part of this class?

To understand paladins, you have to look at the reasons paladins exist and view their attitudes and actions from a variety of perspectives.

The origin of paladins

Paladins exist to combat evil. Their primary abilities are most effective against evil; thus, whatever powers created paladins and gave them their abilities had the destruction of evil as the main objective.

Paladins also exist to protect and heal. They have been given powers to aid the sick (e.g., by curing disease) and heal minor wounds (e.g., laying on hands). Thus, paladins, who are destroyers, are also healers. Their healing abilities are obviously not meant for evil beings; it would be most natural to heal those who are true and virtuous, especially if such people could not help themselves. Therefore, the powers that created paladins want them to protect the innocent.

Another characteristic of paladins is their ability to turn undead and to cast clerical spells. Obviously, in addition to their formidable fighting skills, a paladin needs the wisdom and piety of a cleric. Therefore, paladins were created to serve the gods. They form religious orders of knighthood; in fact, they are the fighting champions of their religions.

Because paladins have different abilities and purposes, each one probably differs in his individual emphasis on which goal is most important. The pursuit of these ideals leads to four different types of paladinhood which, while lawful good to the core, provide players and DMs alike with different ways of playing this class.

Paladins of justice

To some paladins, justice is the ultimate ideal. These paladins believe that they exist to serve an unswerving and unyielding law, and that this law is in the best interests of Good.

A paladin of justice will spend his life pursuing injustice, seeking to punish the guilty. Such a paladin travels in search of wrongs to be righted, of crimes to be prosecuted, and dead to be avenged. A paladin of justice seems to be grim and obsessed (consider him to be a Clint Eastwood, Judge Dredd, or Batman sort of paladin).

Paladins of justice are found among all sorts of religions but are especially prominent among those religions devoted to law and justice. The highest priority, of course, would be righting the wrongs of the enemies of the religion (a paladin of Tyr, if such paladins exist in a campaign, would be devoted to fighting injustice caused by giantkind or Loki’s agents, the enemy of the Norse gods).

Paladins of war

Because so many of the paladin’s abilities are directed at fighting evil, it is logical that many paladins will devote their energies to the holiest of wars: seeking out and exterminating evil. These paladins seek out sources of evil and attempt to eliminate them in the most effective manner.

Paladins of war are the sort who can’t decide whether to take their annual vaca-
tions in the Abyss or in the Nine Hells, so they do both. Paladins of war are extremely aggressive—sometimes too aggressive. Stories abound about paladins who wander city streets, using their detect evil ability on everyone passing by; when such a paladin finds someone of evil bent, he takes out his gleaming sword and slays the miscreant. Well, paladins are supposed to slay evil—but what is wrong with this picture of paladinhood?

The answer is simple: It is missing the quality of justice. Even though a paladin may sense that an entity is evil, no proof exists that the entity has committed an evil deed unless it is caught in the act. Paladins should slay evil beings while the evil actions are taking place (e.g., attacking someone who is torturing peasants), not just because the beings are noted to be evil. The paladin’s detect evil ability is meant to give an advantage in dealing with evil and to prevent him from being tricked, not to give him a license to kill.

Compounding the problem of fighting evil is the fact that evil is often lawful. A lawful-evil culture may have a rigid system of slavery, and if a paladin slays a person for committing this evil act, the paladin is breaking the law. If the paladin breaks the local law while fighting evil, does he violate his code?

In my view, a paladin is bound not to the law of a nation or individual (unless he has sworn fealty to that nation), but to a more personal law, the principles by which his life is governed (the conflict between the principles and rigid laws of the Solamnic Knights in the DRAGONLANCE® volume Dragons of Winter Night is an excellent example of this conflict in action). This does not allow the paladin to assassinate an evil king, but it does allow him to organize rebellion and encourage overthrow of the evil ruler if the ruler will not agree to change his ways.

This law governs a paladin’s relations with evil humans and demi-humans. Paladins are considered to be at war with evil humanoids, undead, and monsters such as evil dragons, demons, daemons, and devils, and can usually slay them with impunity, preferably by a clean kill in combat. Paladins never use torture, nor will they permit themselves to be led out of the room just when the rest of the group is about to stick bamboo splinters under the drow’s fingernails.

**Paladins of glory**

One of the primary goals of a paladin is to be an effective leader and a symbol of goodness, to serve as an inspiration for all people to follow the ways of lawful good. These paladins seek glory.

Of all types of paladins, a paladin of glory is closest to a cavalier in attitude. A paladin of glory goes on quests for the sake of fame and fortune, but everyone has the potential to serve good; only evil is not worthy of respect. A paladin of glory may get annoyed when someone fails to treat him with respect, and he may view this as a sign that that person is evil (since anyone who was really good would certainly be smart enough to give the paladin the honor he deserves). But such a paladin doesn’t go out of his way to make enemies by insulting people, and he generally treats common folk with courtesy.

**Paladins of defense**

The fourth variety of paladin is sometimes referred to in gaming as the “boy scout.” The goals of these paladins are to protect the innocent and drive away the weak, and liberate the oppressed. Paladin defenders, like heroes on some television series, travel about in search of people to save. They heal the sick and try to comfort fears, encouraging persecuted people who are too timid to fight back. Most important to a defender is the safety of the innocent; if a paladin would endanger innocents by picking a fight with evil, he’ll back down but will try to mete out justice as soon as it is safe to do so.

Paladin defenders should (in my view) form the majority of paladins. They are gentle and courteous people but can be fierce in battle. Paladin defenders usually acquire good reputations and are the variety of paladin most hated by evil.

**Paladins and religion**

Paladins are granted their abilities by the gods. They are not simply fighters or cavaliers; they are priests as well, knowledgeable in the ways of their religions, and are also instruments of their religions. The attitudes of paladins are shaped by their doctrines. A paladin of a war god would usually be a paladin of war; a paladin of a justice god would be a paladin of justice; etc. More than one goal may be followed if the lawful-good deity of a paladin controls more than one area (such as Tyr, as noted in Legends & Lore).

Paladins are responsible to the priesthood for their actions. Bestowing paladinhood may be the duty of a priest, the paladin’s status being granted only after the candidate had proved his skill and his worth; the appointment must be confirmed by the deity himself. Likewise, priests may have the ability to strip paladinhood, although only under the direction of the deity concerned. Paladins are for the most part rare.

A paladin must swear an oath to follow...
Reach For Something Cold ...

The Most Important PARANOIA Adventure of all!

A New PARANOIA Adventure!

PARANOIA®
THE ROLEPLAYING GAME
PARANOIA

THE ICEMAN RETURNETH

Roleplaying Doesn’t Get Any Colder Than This!

Darkly Humorous Games From
WEST END GAMES
RD3 Box 2345
Honesdale, PA 18431

Paranoia: Science fantasy roleplaying game, supplements and adventures © 1980 West End Games. All Rights Reserved.
Everything Jules Verne should have written.
Everything H.G. Wells could have written.
Everything A. Conan Doyle thought of, but never published—
because it was too fantastic.
Everything you need for the adventures of the century!

CARAVANS OF MARS (in September)
Where the Martian canals no longer function transportation has been taken over by vast caravans. Large wagons pulled by gashants and ruminat breeders and protected by nefarious mercenaries carry items between cities. Join a caravan bound for Alelyon, beset by bad omens and subtle sabotage. Someone is going to great lengths to see that this caravan does not reach its destination. GDW: 1903. ISBN 1-55878-023-8. 64 pages...$8.

CONKLIN'S ATLAS (Just Out!)
Just where is Rutania? How far is the Grand Canal extend out of Syrria Major? What parts of Venus have been explored? Who are the Lizard-men? What languages are spoken where on Mars? Where is Kranx Burrovar? Where are the lost civilizations of Earth rumored to lie? What does it cost to travel by steamship from London to Bombay? Where is Princess Christina Station?
Where else could you find the answers to any of these questions but in the world-famous Conklin's Atlas of the Worlds and Handy Compendium of Useful Information? Available now for the incredibly low price of just $10.00. Don’t delay! GDW: 1983. ISBN 1-55878-024-6. 96 pages...$10.

BEASTMEN OF MARS
- The dreaded Cult of the Wurm.
- A famous archaeologist thinks he can find artifacts of ancient Martians in a High Martian kraag. “Artifacts among the beastmen! May as well be buried forever!”
But rumors and strange events encourage an expedition. Only upon venturing into the depths of Kraag Burrovar will the humans discover the hidden reality of the kraag, a conclusion more terrible than anyone could have imagined. GDW: 1902. ISBN 1-55878-022-X. 64 pages...$8.

CLOUDSHIPS AND GUNBOATS
- Detailed deck plans.
- Exquisite card stock heroes.
- Enhance your Space: 1889 adventures with large, color deck plans for cloudships and gunboats, beautifully executed for immediate play. But Cloudships and Gunboats is more than just a collection of deck plans. It has additional information and construction rules for vessels, more ships for Space: 1889, and rules on how to use the deck plans with the 32 card stock miniatures—5mm stand-up High Martians, Hill Martians, soldiers, and adventurers in full color with plastic stands. GDW: 1982. ISBN 1-55878-021-1. Boxed...$20.

ADVERSARIES
- Figures for Space: 1889! All 25mm figure sets are sealed for use with the Soldier's Companion rules and Space: 1889. Each set includes a background booklet, complete with a quick-and-easy painting guide.

VICTORIAN ADVENTURERS

SOLDIERS OF THE QUEEN
- One company of British troops equipped for battles with any opposing force. Twenty figures; 10 different poses. GDW: 1841. Boxed...$20.

LEGIONS OF MARS
- One war band of Canal Martians equipped battles against British troops. Twenty figures; 10 different poses. GDW: 1842. Boxed...$20.

KRAAG WARRIORS
- One flying party of High Martians ready for battle with British colonial troops. Twenty figures; 10 poses. GDW: 1843. Boxed...$20.
his doctrine with absolute faithfulness. Minor violations may be grounds for loss of paladinhood. If a religion forbids a paladin to travel on a certain day of the week, the paladin would have to petition the deity or his servants to lift the ban in life-or-death circumstances.

Paladins are considered lesser priests in the hierarchy of a lawful-good church; they will never be found within higher levels of religious leadership. Paladins are considered to be more effective in the field than at the pulpit.

Paladin limitations are subject to alteration by the church. For example, whereas a paladin may be limited in the number of his possessions, this limitation may also apply to priests of the paladin’s religion. Some religions might permit paladins to save up wealth to build major strongholds, to further the territory of their religion. Some religions may permit paladins to associate with neutral beings, preferably to convert them to the side of good. In principle, however, paladins should be self-reliant, should not covet wealth or possessions, and should not associate with corrupting influences.

Another issue is that of paladins and marriage. Some DMs insist that paladins take vows of chastity. Others are more liberal and permit paladins to marry without relinquishing their paladinhood. In my view, marriage laws vary according to the governing religion and the rules of the Order. In the WORLD OF GREYHAWK® setting, the King of Furyondy is described as a paladin, and his son is also a paladin, which would appear to indicate that some orders of paladinhood are permitted to marry. Historically, knights who strove for paladinlike virtues often took a vow of chastity. This is yet another case of both sides being right. It should be left to the DM to determine whether certain orders are allowed to marry.

Because paladins serve different religions, it is unlikely that paladins of differing religions will always get along. Regional rivalry is also a cause for interpaladin conflict. Because of these differences, some orders of paladinhood are labeled other paladin groups as false and will fight them when they meet. Many paladins have lost their lives and honor during such conflicts. When there is a great evil to fight (a rampaging dragon or a lich with hordes of undead), however, regional and religious rivalries take a back seat to more important needs.

**Paladins and cavaliers**

Like cavaliers, paladins often come from the upper classes of society. Paladins often seem concerned with glory, which is the chief pursuit of all cavaliers. At least on the surface, the two classes appear very similar, so much so that paladins are considered to be a subclass of cavaliers, not fighters.

The principle difference between paladins and cavaliers is attitude. Cavaliers tend to be arrogant and haughty toward those who are of a lower social station. Paladins are much more humble; humility is considered a virtue.

Cavaliers have many powers that are also included in the paladin class. These powers include weapons of choice (another form of weapon specialization), near-total immunity to fear-based spells, and parrying and riding skills. How should a DM handle paladins? Are they cavaliers? There are at least three available options for the DM. First, he can use the paladin with all the cavalier abilities listed for it in _Unearthed Arcana_. Second, he can say paladins are fighters, as given in the 1st Edition Players Handbook, and ignore _Unearthed Arcana_. Third, he can combine the two books, creating cavalier-paladins and fighter-paladins.

Fighter-paladins are simply those listed in the _Players Handbook_. They may be given a couple of _Unearthed Arcana_ options, such as riding horse knowledge, and parrying, but otherwise are as they were originally described.

Cavalier-paladins have many of the abilities of the true cavalier, such as:

1. The opportunity to improve characteristic scores by rolling percentile dice (unlike cavaliers, they may only choose one of the following characteristics to improve at each level: strength, constitution, or dexterity);
2. Weapons of choice, as described in _Unearthed Arcana_, but making multiple attacks with a weapon of choice as if they were three, not five, levels higher;
3. The riding ability of a cavalier and the knowledge of horses of that class;
4. Immunity to fear but without the ability to radiate that immunity in a 10’ radius and a 30% immunity to the following spells and effects: beguiling, charm, domination, hold, hypnosis, magic jar, possession, sleep, suggestion, and mind blast; and
5. The ability to function at negative hit-point totals, like cavaliers.

The cavalier-paladin does not have the armor requirements of a cavalier. He owes his loyalty not to a liege lord but to a religion, and his hospitality duties are colored by his allegiance to a church or religious group. All of the knightly virtues listed for cavalier-paladins are applicable, except pride. Under no circumstances will a paladin mow down his own troops just to get into battle more quickly. Instead, a paladin is concerned with the lives of all who serve under him or with him, and fights to protect them as well as gain personal glory. In a world where fighter-paladins exist alongside paladin-cavaliers, the paladin-cavaliers should pay extra experience points for rising in level. A suggested experience-point table is given here for cavalier-paladins.

**The paladins’ code**

Sometimes it is difficult to decide how a paladin should be role-played. The following is a suggested set of guidelines that I have found useful:

1. Death before dishonor.
2. Dishonor before innocents are harmed. All women are to be honored. All challenges are to be met honorably.
3. Obedience: Obey your religion and honor its tenets. Obey the laws of the land where they do not conflict with your religion.
4. Respect all opponents.
5. Avoid all excesses.
6. Care for the sick and aid the distressed.
7. Honor your liege lord and your deity.
8. Do not permit evil to do harm.

Paladins are a very interesting class to play in the AD&D® game. In many ways, paladins are the ultimate heroes in heroic fantasy. Being “goody two shoes” isn’t for everyone, but it can be a lot of fun.
The Corrected Cavalier

Having a difficult knight? Relief is on the way!

by David Howery

Illustration by Jim Roslof
The cavalier, based on the knights of medieval Europe, has the potential to be a unique and interesting fighter. Unfortunately, the cavalier described in *Unearthed Arcana* is complicated to play and overly powerful. Some players say the class should be eliminated, but the cavalier can be revised to be a unique and viable class. This article redefines the cavalier in AD&D® 1st Edition games.

Cavaliers are warriors with a background of nobility. Their training emphasizes mounted and personal combat as well as the leadership of military units. They have a strict code of conduct, although nonlawful cavaliers tend to ignore it. Not all noble warriors are necessarily cavaliers; some are paladins, rangers, or ordinary fighters who come from the noble classes. Like barbarians, cavaliers cannot be multiclassed characters. In addition, cavaliers cannot be reduced to fighter status for their actions, as their skills are not linked to alignment.

**The new cavalier**

The following rules regarding the cavalier are unchanged from those given in *Unearthed Arcana*:

- Experience points and hit dice per level, including level titles (*Unearthed Arcana*, page 15);
- Ability to estimate the worth of horses; Bonuses to lance damage, whether mounted or on foot;
- Immunity to fear;
- Parrying ability with shield or hand weapons; and
- Henchmen restrictions (*Unearthed Arcana*, page 75).

The following rules from *Unearthed Arcana* for the cavalier are removed from the class:

**Alignment restrictions:** Cavaliers may be of any alignment at 1st level and have the usual penalties for switching alignments. Why would all cavaliers begin their careers as good-aligned? To use the WORLD OF GREYHAWK® setting as an example, the knights of Iuz or the Great Kingdom would be evil from the start. Also, the idea of characters switching alignments without penalty, as given in *Unearthed Arcana* and DRAGON® Magazine supplements to that book, should be discouraged.

- Zero-level Horseman and Lancer levels: These are weak and unnecessary; it would be simpler to require the cavalier to be at least Upper Middle Class.
- +3 hp bonus at 1st level: This is an unfair advantage that is not logically justified.

**Ability to increase strength, constitution, and dexterity scores:** This is an unfair idea. The other fighter classes could easily claim that they also spend every nonadventuring hour training hard and increasing their ability scores. Cavaliers are now subject to all limitations by race and sex on ability scores.

**Protection from fear aura:** This is a semimagical power that is completely beyond a cavalier’s training. Cavaliers are not favored beings like paladins.

**90% resistance to mind attacks:** Of all the cavalier’s powers, this one most unbalances the class. Once again, a cavalier’s training does not cover this, and the power should be dropped.

**+2 bonus on save vs. illusions:** A cavalier is trained in combat, not magic. If anything, a cavalier should be more susceptible to illusions due to a lack of familiarity with spells. However, if this power is simply dropped, the cavalier will again be equal to the other fighter classes in this regard.

**Ability to function at negative hit points:** This is another idea that is hard to justify. Why would this power be linked to alignment? Cavaliers will be unconscious at 0 to -9 hp and dead at -10 hp, as with other classes. Healing is at normal rates.

**Charge at all opponents in sight:** This is a foolish and unrealistic notion. Even prideful historical knights would retreat when they absolutely couldn’t win. Knights are sometimes reckless, but they are not stupid. They are trained to lead armies, and would not immediately charge the enemy.

These rules from *Unearthed Arcana* are modified:

**Class type:** Cavaliers are now a subclass of fighter and use the fighter’s combat and saving-throws tables.

**Ability score requirements:** Cavaliers must have a minimum strength, constitution, and charisma of 13. Cavaliers have no prime requisite and cannot gain bonus experience points.

**Social class:** Cavaliers must have a minimum social class of 56, as Upper Middle Class. This roll will determine their starting money (see *Unearthed Arcana*, page 82, and “Starting money” section elsewhere in this article).

**Racial limits:** Only humans, elves, and half-elves can be cavaliers. Among elves and half-elves, only those of gray, high, and valley elf stock can be cavaliers. Drow cannot become cavaliers, since horses are not used underground.

**Preferred weapons:** Cavaliers prefer to use any sort of lance, any sword (except short and khopesh), scimitar, horseman’s mace, horseman’s flail, horseman’s pick, dagger, hand, axe, javelin, and bec de corbin. Elves and half-elves add either a short bow or short composite bow to the list. These weapons must be taken as weapons of proficiency before any others can be learned.

**Mounted combat bonuses with weapons of choice:** Delete all the *Unearthed Arcana* rules on this subject. Instead, at 1st level, the cavalier has three weapon-proficiency slots. These must be used to gain proficiency with: a lance (any); a sword (any except short, khopesh, or two-handed) or scimitar; and a horseman’s weapon (mace, pick, or flail). These three weapons are known as the cavalier’s weapons of choice. The cavalier has a +1 bonus to hit with these weapons, and a +2 to hit when mounted. The number of attacks per round with these weapons is: levels 1-6, 3/2; 7-12, 2; 13 +, 5/2.

**Other weapons of proficiency:** Weapons of proficiency taken at levels higher than the first are not weapon of choice. The cavalier has normal combat proficiency with these weapons. The number of attacks per round with such weapons is: levels 1-6, 1; 7-12, 3/2; 13 +, 2.

**Nonweapon proficiencies:** The cavalier has two nonweapon proficiency slots at 1st level. One slot must be spent to gain the land-based riding proficiency (*wilderness Survival Guide*, page 16) with horses. This replaces the riding skills of the cavalier as given in *Unearthed Arcana*; however, the cavalier still has the same chance to stay in the saddle under difficult conditions, and the same chance to be uninjured if he does fall, as given in *Unearthed Arcana*, page 15 (84% plus 1% per 1 level). There is no other restriction on the nonweapon proficiencies that the cavalier can learn.

**Armor restrictions:** Cavaliers will not use leather armor, studded leather armor, padded armor, or wooden shields. Other than this, they are free to wear any type of armor they choose. In large battles, they will wear the heaviest armor available. While adventuring, they will be more flexible (e.g., they will not insist on wearing plate mail in the desert).

**Paining:** From levels 1-9, a cavalier must be trained by another cavalier at least two levels higher. The cavalier must pay normal training fees.

**Henchmen:** Cavaliers can gain henchmen as noted in *Unearthed Arcana*, page 75. Material on followers on pages 74-75 is ignored. To gain men-at-arms and followers, the cavalier must be of 9th level or higher, must build a castle or keep, then must clear an area for 20-50 miles around the castle. When construction is completed, the cavalier will gain men-at-arms, all of zero level with 5-8 hp and the same alignment as the cavalier. The men will consist of:

- 20-50 light cavalry (ring mail, shield, three javelins, light lance, scimitar (saber), light war horses).
- 10-40 heavy cavalry (chain mail, shield,
miscellaneous notes

Paladins: It is not a good idea to combine cavalier and paladin powers into a single character. This creates a character who is much too strong. Under the variant rules given here, the paladin is treated according to the rules in the 1st Edition Players Handbook. A special type of royal paladin is not needed, since random social class rolls allow for high-born paladins.

Background: A cavalier is not likely to be an only child or a first-born (10% chance). If he was, the PC would be kept at home as the immediate heir to the family lands and holdings. If a PC cavalier is an only child or first-born, it is likely that the cavalier’s parents are dead or have lost their holdings, forcing the PC into the insecure life of an adventurer. The DM and players can create the details.

Battlesystem supplements: Cavaliers have one weapon and one nonweapon proficiency slot for every three levels beyond the 1st (4th, 9th, etc.).

Starting money: Delete the rules in Unearthed Arcana on page 25 regarding starting funds. Instead of equipment, the cavalier receives only a number of gold pieces at 1st level. The amount depends on the cavalier’s social class roll (Unearthed Arcana, page 82):

<table>
<thead>
<tr>
<th>Roll</th>
<th>Funds</th>
</tr>
</thead>
<tbody>
<tr>
<td>56-87</td>
<td>50-200 gp (5d4 X 10)</td>
</tr>
<tr>
<td>88-96</td>
<td>90-200 gp ([ld12 +8] X 10)</td>
</tr>
<tr>
<td>97-99</td>
<td>101-200 gp (ld100 + 100)</td>
</tr>
<tr>
<td>00</td>
<td>155-200 gp (5d10 + 150)</td>
</tr>
</tbody>
</table>

The code of chivalry is well detailed in Unearthed Arcana, though it is heavily slanted toward law and good. Since cavaliers can be chaotic, neutral, and evil, obviously many would ignore various parts of the code. Chaotic cavaliers would resist this restrictive set of laws, while evil ones would hardly regard “chivalry” or “courtesy.” Again, it is the player’s choice to follow the code of chivalry (and incur all penalties for doing so).

Conclusion

The purpose of this article is to turn the cavalier into a viable character. With these variant rules, the cavalier is a subclass of fighter equal (but not superior to) to the paladin or ranger. This revised cavalier is similar to the original paladin: Both subclasses are similar to the fighter in regard to hit points and combat abilities, and each has a special immunity and unique abilities. Both also lack weapon specialization, which puts the fighter back on equal footing.

Forum

Continued from page 8

I am writing to disagree with two letters printed in issue #137: Bahman Rabbi’s letter complaining about nonweapon proficiencies, and David Howery’s comments about the “plain old fighter.”

To the former: I would say nonweapon proficiencies allow players to develop the personalities of their characters and offer opportunities for role-playing. I’m in a campaign that played-tested the AD&D® 2nd Edition game. I think you may like some of the changes and new proficiencies presented in this game. It should be up to the DM to mitigate imbalances in his campaign. A DM able to think on his feet wouldn’t allow his players to run rampant over his well-laid plans simply because one character has a blind-fighting proficiency.

As to the second letter commenting on the “fact” that other warrior classes are more interesting than the fighter class, I say “Come on!” It’s up to the player to make his character interesting. For example, my 3rd-level fighter is high-born, cultured, and a gentleman well versed in the courtly skills of etiquette, dancing, and the singing and playing of musical instruments. He has high charisma and comeliness.

Recently, while spending a few weeks in a small town (one of our party members needed training), my character, Harmony Madrigal Greenwood, spent his nights singing and playing for tips in a local inn with the party’s illusionist, Taran, who accompanied Harmony with a beautiful light show and pretty illusions. They shared a percentage of their take with the innkeeper who, in turn, fed and lodged them.

Due to my character’s high comeliness and charisma (and the devilously clever mind of Tracy Reed, my inventive DM), the local women became enamored with Harmony and began congregating at the inn to see his performances. During the second week of his appearances, the situation got out of hand when a jealous husband made his way through the throng of women to attack Harmony. The innkeeper attempted to control the situation, but a bar brawl ensued and Harmony and Taran were forced to flee.

The above is only one example of my “plain old fighter’s” young but already very interesting career. If a player puts no imagination into a fighter character, I can see how you can end up with a boring hack-n-slash type. But that’s the player’s fault. It’s up to you to build an interesting personality into your character—you’re only limited by your imagination.

Valerie A. Valuek
Williams Bay WI

I am writing in response to the downgrading of the fighter class in “Forum” (issue #142). It is true that the fighter class is somewhat limited outside of the dungeon, but with the use of a little logic, the class becomes more useful without unbalancing the campaign.

Nothing aids hostile critic negotiations better than a 6’6” warrior with 18/98 strength standing behind you. Fighters should also get more respect from the common folk. A magic-user may be feared because he can turn you into a toad, but a warrior can associate with the average people who understand fighting.

One option for fighters in my campaign is to allow them a 2% chance per level to identify high-quality or magical weapons. This allowance is limited to discovering how to operate the item’s powers (without necessarily knowing what the powers do) and gaining a general knowledge of weapon’s attack bonuses, within +1 or -1 of its true value. This stems from the fact that a warrior trains with all sorts of weapons and little else. I deny this type of training to the fighter subclasses because they spend more of their time in other pursuits. (Paladins in clerical training, rangers in druidical and magical training, etc.).

Howard J. Nenno
Macedon NY

Continued on page 58
At the sign of the Prancing Pony
useful npc's for MERP role-playing in town and village settings

The "Prancing Pony", formerly known as The King's Rest, is one of the best inns on the Great East Road. It is an important focus for travellers passing in all directions. Set in the village of Bree it offers a safe haven to the weary adventurer and a chance to hear news, and meet folk, from far-off places, or listen to the tall tales told in the firelight. It was in the "Prancing Pony" in the fateful year of 3018 T.A. that Frodo the Ringbearer first encountered 'Strider' and performed a disappearing trick before an astonished crowd.

NEW RELEASES
M113) Strider, Frodo & Sam (3 Figs)*
M114) Seated cardplayers (2 Figs)*
M115) Serving girl & Hobbit (2 Figs)
M116) Drinking companions (3 Figs)
M117) Seated men drinking (2 Figs)*
M118) Bill Ferny & Southron spy (2 Figs)
M119) Pot-boy & dog (2 Figs)
M120) Seated lute-player & girl (2 Figs)*
M121) Drunken men (2 Figs)
M122) Accessories: (table, two chairs, one stool, 4 mugs, 4 plates, 2 candlesticks)

Code
7
6
5
6
6
5
2
5
5
7

Mithril Miniatures, Macroom, Co. Cork, Ireland.
The Jedko Game Co. P.O. Box 164, Moorabin, Victoria 3189, Australia.

Price: US$ St£
2 1:90 0:99
5 3:75 1:95
6 4:95 2:49
7 5:49 2:95
8 5:95 3:49

*MERP* is copyright of Iron Crown Enterprises 1988

Trademarks and Copyright 1988 Tolkien Enterprises.
Arcane Lore

Can a wizard cure your light wounds? No, but . . .

by Bruce Kvam

Villem was dying. His breathing became ragged and irregular, and his eyes glazed over as he muttered a prayer to Tyr. His grasp on Renfrew’s forearm loosened.

“Can you do something to heal him?” Renfrew cried, turning on Fratakara.

The mage took a step back, stroking his chin slowly. His eyes were hooded by shadow, and the others could not read his expression. He shook his head.

Renfrew knelt over Villem, checking the bandages with which he had crudely bound his brother’s wounds. He cursed himself for not listening to Villem’s lessons, being more interested in the arts of combat than the arts of healing. The young priest had taken the brunt of the dragon’s attacks, holding the monster off so that the others could pull Renfrew from beneath its claws. Now Villem was paying for his bravery with his life.

As the last breath slipped from Villem’s slim body, a rage grew within Renfrew, a senseless rage that he could not hold back. “Damn you, Fratakara!” he shouted. ‘All your books, all your knowledge, all your spells, and you can do nothing to save my brothers life! Your magic is worthless!”

What is healing?

When we speak of healing, we mean restoring hit points that a character has lost due to damage. The powers that affect healing are represented by: the clerical spells cure light wounds, cure serious wounds, cure critical wounds, and heal; the potions healing and extra-healing; and the elixir of life. It is also possible to give a character more hit points than his maximum, by means of the clerical aid spell and the potions of heroism and super-heroism.

Other forms of healing that most clerics have access to can: restore functions to a damaged character (spells like cure blindness, cure disease, restoration, and regenerate, and the elixir of health and ring of regeneration); negate the effects of poison (slow poison, neutralize poison); bring the dead to life (raise dead and resurrection, and the rod of resurrection); and prevent death (death’s door). Other forms of clerical healing include a full-spectrum immunity energizer (heroes’ feast) and your basic snake-oil (Keoghtom’s ointment).

One could argue that magic-users can already heal, because they (along with alchemists and other spell-casters) are the manufacturers of potions—and potions are, after all, spells in a bottle. This begs the question, though, because mages cannot carry their laboratories when they go adventuring. But it does point out that magic-users can heal. Why, then, can they not cast spells that have the same effects as the clerical healing spells?

Why no healing?

Magic-users and clerics (including druids) share many spells. Most of the detection spells are common to both character classes (detect evil, detect magic, know alignment, etc.). Some combat and
person-affecting spells are the same or very similar: hold person; quest and geas; and flame strike and fireball. Many general-purpose spells are also held in common, such as light, animate dead, protection from evil, and rock to mud. The magic-user's arsenal generally packs more powerful punches when it comes to damage (e.g., the clerical flame strike does an average of 27 hp damage, whereas the equivalent 9th-level magic-user's fireball does 31.5 hp), while the cleric's arsenal generally offers longer spell durations (e.g., the clerical protection from evil at one turn per level, while the magic-user's is two rounds per level). As far as casting time goes, magic-users are quicker on the draw than are clerics—but not always (e.g., know alignment).

There is a philosophical difference between mages and priests that is reflected in their abilities. Magic-users are interested in abstract knowledge, personal gain, and shaping the universe to fit their whims. Clerics desire to serve a deity, aid and serve those who share this desire, further a particular ethos, and gain converts to their beliefs. Clerics, by virtue of their relationships with higher powers, have a closer connection to the origins of life. Thus, they have a wide range of healing and detection abilities to help further those goals. Magic-users, on the other hand, have many spells that allow them to dominate the physical world.

Not all magic-users are selfish, power-mad individuals lusting for control of the universe. The question is, then, how can we give magic-users spells that heal without disturbing game balance? It would help to see what magic-users can already do to heal themselves and their fellows.

**Magic-user healing**

“Magic-user healing” sounds like a contradiction in terms, but magic-users (including illusionists) do indeed have rudimentary healing powers, though it may not seem that way at first glance. Here's the rundown by spell level:

**Find familiar** (first-level spell): This double-edged spell allows the magic-user to add the hit points of a familiar (2-4 or more hp) to his total when the familiar is within 12'. Unfortunately, if the familiar is killed, the magic-user loses double the number of its hit points.

**Feign death** (third-level spell): This is a useful but underused spell. It can produce the same effect as slow poison (though for a lesser duration), because poison does not affect a person under the effect of feign death. It might also be used to prolong a character’s life when he has been brought to zero or fewer hit points.

**Dispel exhaustion** (fourth-level illusionist spell): This spell temporarily restores 50% of lost hit points. However, the character loses those magical hit points at the end of the duration of the spell (thus, if he is “running on empty,” he will collapse).

**Polymorph self** (fourth-level spell): This spell heals only the magic-user who casts it. When he finally reverts back to his original form, the spell-caster is cured for 1-12 hp. Many mages keep this spell memorized only for this reason!

**Dream** (fifth-level illusionist spell): This spell is similar to the limited wish spell but is a little more flexible.

**Reincarnate** (sixth-level spell): This spell brings someone back from the dead in much the same way as the clerical raise dead spell. No system-shock or resurrection survival roll is required. There is, of course, a drawback: The recipient of the spell most likely will not return as his original race. On the positive side, there is a 48% chance of returning as a humanoid (so for a fighter, this might not be a terrible option if no others are available).

**Tenser’s transformation** (sixth-level spell): This spell temporarily doubles the mage’s hit points, giving a kind of healing. It has many drawbacks, though. It makes the mage berserk and unable to cast spells. If he is damaged beyond the added hit points, the mage takes double damage. And to top it off, the material component for the spell is a potion of heroism!

**Limited wish** (seventh-level spell): This spell cures the mage of some of his hit-point loss, or all his hit-point loss temporarily. As with all wishes, the wording of the wish is critical and is subject to the interpretation of the Dungeon Master. It is also an expensive spell to cast, for it ages the caster by one year.

**Alter reality** (seventh-level illusionist spell): This spell is similar to the limited wish spell.

**Clone** (eighth-level spell): Though not as obvious as the other spell choices, this spell is an excellent replacement for raise dead (albeit a less-convenient replacement). When combined with the preserve spell, an effective life-insurance policy can be taken out with a high-level magic-user. A character need only donate a bit of flesh to the mage (who preserves the flesh) at regular intervals. If the character meets an untimely end (such as disintegration), he can be restored to life as he was when the last donation was made. The character loses some memories and experience points, but he will at least be alive. Be forewarned: Some DMs may not be amenable to this sort of bending of the rules.

**Temporal stasis** (ninth-level spell): Similar to the feign death spell, temporal stasis might be used to defer curative action to a later time when a cleric is available.

**Wish** (ninth-level spell): This is the ultimate spell, the one every mage itches to be able to cast (but is afraid to cast). This is the magic-user’s cure-all: It can restore lost hit points, remove diseases, raise the dead, etc. It has the drawback of aging the caster by three years, and it is subject to the interpretation of the DM. But healing is the most benign use of the wish (as it has no debilitating side effects other than the aging) and will most likely be granted by all but the most heartless DMs.

There may be other conniving schemes by which magic-users can obtain healing powers, but this list is sufficient to draw a few conclusions. These conclusions are as follows:

1. Spells that mages can use to heal are of higher level (none below 4th).
2. The amount of healing is either small, temporary, or the by-product of another effect.
3. There is a substantial cost for casting the spell (e.g., aging or an expensive material component).
4. There are often undesirable side effects.
5. Increases in hit points are generally confined to the spell-caster.
6. No new life essence is created. Healing is accomplished by accelerating normal processes or by transferring hit points from another source.

This last point (#6) shows the key difference between the clerical and magic-user spells: The former produce a net increase in life-force while the latter maintain a balance.

**New magic-user spells**

Keeping the above guidelines in mind, we can design curative spells for the magic-user that do not disrupt game balance or anger the gods.

**Arnvid’s Unseen Limb**

(Conjuration/Summoning)
Level: 4  
Components: V,S,M  
Range: Touch  
CT: 1 round  
Duration: 6 turns/lvl.  
ST: None  
AE: Creature touched  

**Explanation/Description:** When Arnvid's unseen limb is cast, the magic-user causes an invisible limb (arm, hand, leg, or foot) to come into being. This limb may replace a missing limb, or it may be used to create an extra one. The invisible limb functions exactly as a normal limb, except that, at the option of the recipient of the spell, parts of it may become immaterial so as to pass through solid objects. For example, the limb could be used to uncork a potion inside a closed chest and dump the bottle out, but it could not remove the potion from the chest. The limb has normal touch sensations. It may be used to wield a weapon only if the limb is replacing a missing arm or hand. The limb bestows no extra senses other than touch, so it cannot be used, for example, to add a second shield arm in the middle of the recipient's back. The invisible limb has no hit points or armor class as such, and it cannot be harmed unless it is dispelled.

The material component of the spell is the tail of a lizard (any type that regenerates lost body parts). This is touched to the place on the body where the limb is to be restored.

**Empath** (Necromantic/Alteration)  
Level: 4  
Components: V,S,M  
Range: Touch  
CT: 5 rounds  
Duration: Permanent  
ST: None  
AE: Creature touched  

**Explanation/Description:** The empath spell enables the caster to transfer a certain loss in hit points from another creature to himself, thus curing the recipient. Up to 2 hp per level of the spell-caster may be transferred, so a 10th-level magic-user could cure his friend of a 20-hp wound (but the magic-user will then take 20 hp in damage himself). The hit-point loss could have originally resulted from physical attacks, certain poisons, spell effects, diseases, or curses (except those that cannot be removed by remove curse). This spell cannot restore amputated limbs, drained life levels, or death. It also cannot undo any continuously acting poison or disease, so the spell only temporarily reverses such harm, which will then continue to affect the victim.

If the caster is brought below zero hit points by use of empath, he begins to die. No effect results from casting empath on the deceased character.

The material components of this spell are hair and blood from both the recipient and the caster, two newt eyes, and two wolf teeth (each from a different animal). The components disappear in the casting of the spell.

**Life Force Transfer** (Necromantic)  
Level: 4  
Components: V,S,M  
Range: 12"  
CT: 4 segments  
Duration: Instant  
ST: None  
AE: One creature  

**Explanation/Description:** This spell allows the caster to transfer some of his life-force to another creature. When cast, the spell transfers 1 hp/level of the caster to the target creature, plus an additional 1-4 hp. The hit points are added to the target's current hit-point total and deducted from the spell-caster's. Thus, a 7th-level magic-user can transfer 8-11 hp from himself to another creature. The caster can transfer only as many hit points as he currently has; if he purposefully or accidentally transfers more, his current hit-point total plus 1-4 hp are transferred to the target, while that amount is subtracted from the caster's total (and the caster begins to die). The target creature cannot gain more hit points than its full normal total; such extra hit points are merely lost. The magic-user's hit-point losses can be regained by normal healing or magic.

After the transfer is complete, the magic-user loses four points of constitution temporarily; each point may be recovered by six turns of rest. If the caster's constitution drops below 3, unconsciousness results and full constitution is not regained for 24 hours. The material component of this spell is a glass tube filled with the caster's blood, which disappears when the spell is cast.

**Dispel Exhaustion** (Illusion/Phantasm)  
Level: 5  
Components: V,S  
Range: Touch  
CT: 5 segments  
Duration: 2 turns/lvl.  
ST: None  
AE: 1-3 persons  

**Explanation/Description:** Except as noted above, this spell is the same as the 4th-level illusionist spell of the same name.

**Accelerated Metabolism** (Alteration)  
Level: 6  
Components: V,S,M  
Range: Touch  
CT: 6 segments  
Duration: 1 turn/lvl.  
ST: None  
AE: One creature  

**Explanation/Description:** This spell speeds up the life processes of the recipient at a rate of 1 day/turn for the duration of the spell. All life processes (sleeping, eating, healing, etc.) progress at this accelerated pace. If insufficient nourishment is provided, the recipient suffers from thirst and starvation. Three rounds of rest per turn must be allowed, otherwise exhaustion results and no healing is possible. The other seven rounds per turn must be spent eating and drinking a day's rations. The recipient regains 1 hp/turn for the first seven turns (minus any penalty due to poor constitution). In subsequent multiples of seven turns, characters with constitution bonuses additionally receive their constitution bonus score. In any case, 28 turns of accelerated metabolism heal a character completely.

**Vampire Dagger** (Necromantic)  
Level: 6  
Components: V,S,M  
Range: 0  
CT: 6 segments  
Duration: 1 rnd./lvl.  
ST: Neg.  
AE: Personal  

**Explanation/Description:** By casting this spell on a specially prepared nonmagical dagger, the magic-user is able to drain hit points from other creatures that he strikes with it and bestow those hit points on himself. The magic-user must attack the creature normally with the dagger. If the hit is successful, the creature takes normal damage from the dagger (1-4 for small- and man-sized creatures, 1-3 for large-sized creatures, plus any strength bonus), plus bonus damage of 1 hp for every two levels the spell-caster has. The magic-user in turn gains this bonus damage as cura-
The spell is ineffective against creatures that can be harmed only by magical weapons (undead excluded) and creatures that have no blood (e.g., golems). If the dagger is used in an attempt to drain an undead being, the magic-user must save vs. death magic with each strike or die himself; the undead being takes damage from the dagger and associated strength bonuses.

One of the material components of the spell is a dagger that has a channel inside it running from the tip through to the handle. The dagger must be forged from an alloy of silver and steel that has been mixed with the crushed bone of a vampire. The minimum cost of such a dagger is 2,000 gp. Blood from the dagger's wound must travel through the channel and touch the bare flesh of the magic-user's hand for the hit points to be transferred. The dagger remains after the completion of the spell. The other material component of this spell is the claw of a vampire, which disappears after the spell is cast. The effects of this spell do not protect the caster from any unusual effects of the victim's blood.

**Exchange** (Necromantic/Alteration)

**Level:** 8
**Components:** V, S, M
**Range:** Touch
**Duration:** Permanent

**ST:** Neg.
**AE:** Two creatures

**Explanation/Description:** This spell is similar to the *empath* spell, except that it allows the caster to transfer a hit-point disability (of up to 2 hp/level of the caster) between any two creatures, excluding the caster. The magic-user must be able to grasp both the creature with the disability and the creature about to receive the disability without having to make to-hit rolls, so the two beings involved must either be willing to undergo the spell or else be sleeping or unconscious. The recipient of the disability is entitled to a saving throw vs. spells if unwilling. If the recipient's saving throw succeeds, the *exchange* is incomplete and nothing further happens. If the recipient fails the saving throw, the disability passes through the magic-user, inflicting him for an instant. If such a wound would normally place the magic-user below zero hit points, it immediately does so, and the spell ceases; the creature that first bore the hit-point loss is healed, and the recipient is unharmed.

The material components for the spell are the same as the *empath* spell, except for a ruby (worth at least 5,000 gp), which is shattered as the disability passes through the caster.

If the risks of some of these spells seem to outweigh the benefits, remember that these spells deal with life and death—dangerous territory for magic-users. But these spells offer new options in role-playing. *Empath* and *life force transfer* allow magic-users to perform heroic acts of self-sacrifice without stepping on the hem of the cleric's cloak. *Arnvid's unseen limb* allows limbless victims to limp along until a high-level cleric can be found. With *exchange*, black wizards can trade lives and white wizards can save them.

Can your magic-user do something to heal his wounded comrades? Perhaps now, the answer is yes.
A NEW TYPE OF MAGAZINE FOR ALL GAMES PLAYERS.

GAMES REVIEW MONTHLY is a new style of magazine, a review magazine that offers readers material that is not being presented by other UK magazines. Material like:

* Reviews of all types of games, role playing, board, war, strategy, family games... reviews of anything worth playing in fact.
* Features on board games, role playing games, round ups, comparative reviews etc.
* News, new products, best sellers charts... everything you need to help you chose and play the games you are interested in.

In the November issue for instance we have:

* Interview with Frank Chadwick, designer of Space 1889

* Battletech - part two of our series on tactics in Battletech.

* Reviews of Circus Imperium, Flight Leader, Mutants Down Under, Space Master, MegaT-traveller, 2300AD and more.

We feel that no games player should be without their copy of Games Review so subscribe now and book you place in a new view of our hobby.

US Subscribers should not send money to the address below, but should send $30.00 to: CHESSEX, 2950 SAN PABLO AVENUE, BERKELEY, CA 94702.
Mark your envelopes: GAMES REVIEW SUBS Please.

Complete the form below and mail to: SUBSCRIPTIONS, GAMES REVIEW, 129 KING STREET, HAMMERSMITH, LONDON, W6 9JG.

I would like to subscribe to Games Review for 12 issues and benefit from membership of the subscription list.

NAME:...
ADDRESS:...

POSTCODE:...

I am paying by cheque/postal order/credit card*, Make cheques payable to: GAMES REVIEW. Credit card type: VISA/ACCESS* Number:...

Please debit my credit card the sum of £12.00/£25.00* for subscription to Games Review for 12 issues.
Signed:...
The City of Greyhawk
AD&D® GREYHAWK® boxed set by Douglas Niles, et al.

This new boxed set is TSR's response to fans' requests. Four poster-sized maps, two 96-page books, and a package of special adventure cards all help make the grand city of Greyhawk and the surrounding area come alive. Never has a single locale in the WORLD OF GREYHAWK® fantasy setting been presented in this much detail. You'll learn what the city looks like, and you'll know the people who live in it—from the Lord Mayor to the scruffiest street urchin.

Suggested Retail Price: $18.00/£8.95
Product No.: 1043

Dawn of the Emperors
AD&D® Gazetteer boxed set by Aaron Allston

Thyatis is home to the largest military force in the Known World. Alphatia, a country of wizards, has magical strength beyond imagining. The two giant powers are in a constant battle for control, and this boxed set, containing two 32-page Players' Guides, two double-sided, full-color map sheets, and one 128-page DM Guide, details the action and scope of that battle as never before. New rules on flying combat, airships, etc. have been included for high-flying adventures.

Suggested Retail Price: $18.00/£8.95
Product No.: 1037

TM 1 The Western Countries
AD&D® Trail Map by TSR Staff

This colorful Gazetteer-style map, complete with road and weather information, provides us with the knowledge of the western lands of the AD&D® game's Known World. This mammoth, 36” X 57” map is a “must have” for any Known World traveler!

Suggested Retail Price: $3.95/£2.95
Product No.: 9403

Deluxe City Campaign Set
MARVEL SUPER HEROES™ boxed set

TSR has taken New York, favorite city of MARVEL's super heroes and villains, put it in a box, and provided all the rules and information for running a top-notch MARVEL campaign in New York or any large city. In this boxed set, any city adventure can come to life with four big, full-color maps, a 96-page source book on the Big Apple, and a 64-page book of adventures set in New York City that offers advice on refereeing in the MARVEL UNIVERSE™.

Suggested Retail Price: $18.00/£8.95
Product No.: 6890

* U.K. price includes VAT.
Armory Acrylics
Specially Formulated For Painting Miniatures & Scenics

- OVER 200 COLORS
- WATERBASED
- NON-TOXIC
- PERMANENT
- QUICK DRYING
- LONG SHELF LIFE

The Armory
THE #1 PAINTS FOR MINIATURES & SCENICS

8-JAR PAINT SETS
$1.99 ea.

26 DIFFERENT SETS! INCLUDING OUR NEW FANTASY COLORS!
8-1 oz. GLASS JARS
PER SET
U.S. RETAIL $15.95 ea.

Polymer Paint Water Based Non Toxic

Armory Acrylics Are Available From These Fine Hobby & Game Shops

AL BIRMINGHAM LION & UNICORN
CA BELLFLOWER ALPHA OMEGA GAMES
CA GARDEN GROVE MINIATURE HOBBIES
CA LONG BEACH BALBOA GAMES
CA MERCEDES HOBBY CASTLE
CA SAN DIEGO HAMTONIONE
CA VAN NUYS FRIENDLAND GAMES
CT HAMPTON FLOCK, STOCK & BARREL
CT WEST HARTFORD WAR & PIECES
DE CLAYMENTTON BEING BOOKS
FL FT. LAUDERDALE DRAGON LAR GAMES
FL LAKELAN THE FANTASY FACTORY
FL NEPTUNE BEACH HOBBY OASIS
FL ORLANDO ENTERPRISE 1701
GA AUGUSTA JODAN
GA CONVERS DRAGONWAXE HOBBIES
IL BLOOMINGTON HOBLYLAND, INC.
IL MT. PROSPECT GAMES PLUS
IN ELKHART BOOKS & BEYOND
IN MUNCIE WIZARDS KEEF
IN VALPARAISO - VALPARAISO PET & HOBBY
IA DAVENPORT THE GAME EMPIRE
IA DES MOINES THE GAME SHOP
KS KANSAS CITY JS HOBBY HAVEN
LA LAFAYETTE CYPRESS GAMES
MA BOSTON COMPLETE STRATEGIST
MA HOPEDALE NEW ENGLAND GAME PEDDLER
MA MALDEN EXCELSIUS HOBBIES
MA PITTSFIELD FUN & GAMES
MA WORCESTER MUSIC QUEST
MA BATH TOY SOLDIER
MD ANNAPOLIS THE SHIP SHOP
MD BALTIMORE ARMORY MUSEUM OF MIL. HIST.
MD BALTIMORE TIME & SPACE EMPIRE
MD WALDORF SMALLWOOD VIDEO CENTER
MI FLINT RIDERS HOBBY SHOP
MI LANSING RIDERS HOBBY SHOP
MN ST. PAUL THE SOURCE COMICS & GAMES
MO INDEPENDENCE MONTY'S BOOKSWAP
MO OVERLAND GAMES, CRAFTS & HOBBIES
MT MISSOULA TREASURE CHEST
NV LAS VEGAS PAGE AFTER PAGE
NH CONCORD TOY CITY
NH DOVER PAPERBACK BAZAAR TRISTATE PLAZA
NJ KEENE TOY CITY
NJ MANCHESTER GAME & HOBBY WORLD
NJ MANCHESTER THE COMIC STORE
NJ MASPITA THE COMIC STORE
NJ LINDEN KIDDY MART
NJ PARAMUS GAME MASTER LTD.
NY WILWOOD PARTS & HOBBITS & MORE
NY NEW YORK COMPLEAT STRATEGIST #1
NY NEW YORK COMPLEAT STRATEGIST #2
NY PLATTSBURGH THE GAMEMASTER
NY ROCHESTER COMICS ETC.
NY SYRACUSE ANIMALS
NY WATKINS GLEN CASTLE PRODUCTIONS
ND GRAND FORKS THE COLLECTORS CORNER
OH TOLEDO MIND GAMES
OK TULSA OK HOBIES & GAMES
PA HANOVER AMAZING COMIC BOOK SHOPPE
PA JENKINTOWN JENKINTOWN HOBBY
PA KING OF PRUSSIA COMPLEAT STRATEGIST
PA KUTZTOWN PENNSYLVANIA DUTCH HOBBIES
PA LEBANON SPELLBOUND HOBBIES
PA PHILADELHIA COMPLEAT STRATEGIST
RI WARWICK ACME SPACE PRODUCTS
SC N CHARLESTON GREEN DRAGON
TN NASHVILLE GAMES EXTRAORDINARIDE 800-777-GAME
TN N. NASHVILLE IMAGINATIONS FRONTIER
TX EL PASO 77THS PAPERBACK BOOK EXCHANGE
TX LUBBOCK BOOKS & COMICS
TX MALDEN TOY CITY
TX SAN ANTONIO DUNSTON BOOK & COMIC
TX SAN ANTONIO TOYS OF THE DISC
UT CEM GAME WORLD
UT SALT LAKE CITY ORION HOBBIES
VA ALEXANDRIA EAGLE & EMPIRE GAME SHOP
VA CHARLOTTESVILLE STANDARD BEARER
VA FALLS CHURCH COMPLEAT STRATEGIST
VA NORFOLK CAMPAIGN HEADQUARTERS
VA RICHMOND ONE-YEDED-JACQUES
VT STERLING PARK WARGAMERS HOBBY SHOP
VT BURLINGTON QUARTERSTAFF GAMES
VA WILMINGTON FANTASY FANTASY GAMES
FF - PARIS THE ARMORY/ENFLEU CUVE
IT - VERONA THE ARMORY/FERNANDO FERRARI
NZ - WELLINGTON THE ARMOURY/HUBER BOOKS

FOR A CATALOG AND PAINT CHART OF ARMORY ACRYLIC PAINTS, SEE ANY OF THE FINE DEALERS IN THIS ADVERTISEMENT, OR SEND A LARGE BASE ALONG WITH $2.00 CASH TO: THE ARMORY MUSEUM 4145 AMOS AVENUE, BALI, MD. 21215. DEALERS IF YOU WOULD LIKE TO BECOME AN ARMORY CO-OP DEALER AND APPEAR IN FUTURE DRAGON'S MAGAZINE ADVERTISING CALL 1-800-NEW-GAME DRAGON is a registered trademark owned by TSR, Inc.
3 HOT NEW GAMES from TSR!

We dare you to try it!

The WEB OF GOLD Game
Search for gold in a labyrinth of tunnels in a bewildering cavern. But watch out! You may encounter a deadly spider or two along the way!

Each player maneuvers an adventurer and a spider with the power to block or bite other adventurers. Be the adventurer with the most pieces of gold... or the spider with the most bites to his credit to win!!!

On sale NOW at your local hobby or toy store.
Pick up your copy today!!

You create the skyline!
The HIGH-RISE™ Game
Buy or lease a plot of land. Dynamite the old building and build new. Do what you must to out-trump your opponents in this all new game from TSR!

Create a skyline of growing, changing, modern-day city but whatever you do, don’t run out of money and property! Be the player with the most assets when the bank goes bust!! That’s what it takes to win!

Don’t miss this fun and exciting game... from TSR, Inc. of course! Available September ’89 at your local hobby or toy store.

World War II... Fast!
The EUROPE AFLAME™ Game
World War II from the invasion of Poland to the fall of Germany. That’s the EUROPE AFLAME™ game, the first complete WWII boardgame that doesn’t take as long as the war did to play.

You pick a critical time in the history of the war—1939, the Polish Campaign; 1940; or 1941, Barbarossa—and start your game at that point. As commander-in-chief, you conduct campaigns and commit armies to battle by placing infantry and naval forces and controlling supplies.

Your actions decide the course of World War II!
The EUROPE AFLAME™ Game is on sale now at your local toy or hobby store... don’t miss this one!!
Get yours today!!
YOUR TOUGHEST OPPONENT SHOULDN’T BE THE RULEBOOK

We think it’s time that the rulebooks were on your side. Introducing ADVENTURES & DRAGONS® 2nd Edition game system, the revised, player-friendly edition of the world’s most popular role-playing game.

After 15,000 letters, years of research, and many hours of playtesting, the game system you’ve been waiting for is here. We’ve revised our handbooks to be more concise and better indexed. Awkward mechanics have been cleaned up, and rule changes have been made to improve play. Revised tables, charts, and stats make for a smoother game, and powerful new graphics create vivid images for campaign play. In short, the best just got better.

But fear not. AD&D® 2nd Edition products are designed to improve your game. All AD&D 2nd Edition products are compatible with existing AD&D products.

So arm yourself with the new AD&D® 2nd Edition Player’s Handbook. With what’s in store for you on your journey, the last thing you need is another opponent.

The AD&D 2nd Edition Player’s Handbook is available at your local toy, book, or hobby shop. Pick up your copy today!

ADVANCED DUNGEONS & DRAGONS and AD&D are registered trademarks owned by TSR, Inc. © 1989 TSR, Inc. All Rights Reserved.
“It’s all there in front of you,” Jared said, scowling as he pulled on his beard. “It took hours to collect my notes and write down all my observations.”

“And I appreciate the work you’ve done,” Basil replied, shuffling the sheets between his open hands as the fighter looked on. “But these are merely words on vellum; they lack feeling and conviction.” The old mage let the papers fall from his hands. They drifted slowly to the hardwood table below, each suspended by some magical dweomer. The magician then leaned over the table, his hands supporting him. His milky, sinister eyes bored deeply into Jared’s hazel ones. “These ‘reports’ are merely that—sound effects from a magic wand, not the tangible experience.”

Jared watched the papers spin like lazy pinwheels until they landed, leaf upon leaf, on the table’s surface. The old guy is such a dramatist, he thought. He’s difficult to work for. Still, you had to admire his flair....

Basil settled into his high-backed chair. “Words are of little importance to me. I read them by the thousands every day, and still I know little until I feel the experience for myself. That is why I called you here; it is your experience I require, not your words.”

Jared smiled and pulled a small, ornate box from the pouch on his belt. “If it’s experience you need,” he said, sliding the box across the table, “I suggest you go through the deck yourself, one card at a time.”

The wizened mage stared stupidly at the box before him. The box’s wooden trim curled repeatedly upon itself like a nest of carved snakes connected mouth to tail. Pearly streams of inlaid ivory twinkled in the candlelight like so many trickles of spilled milk. Basil found himself mesmerized by the box’s intricate beauty and the strength of its allure. With a sudden effort, he turned away from the box and looked up at the man across the table. “Do not be sarcastic with me. I do not require your information enough to bear the barbs of your derisive wit.”

There was silence, punctuated only by the occasional “caw” of the spell-caster’s familiar. Jared squirmed in his seat, roasting uncomfortably under Basil’s reprimanding glare. Another moment passed in silence before the mage sat back in his chair and crossed his hands. “But I do require your information,” he said. “Do we understand each other?”

Jared searched the mage’s eyes for his motives. Unable to pierce the milky globes, he nodded anyway. “Good. Let’s begin. You will describe the experiences of you and your party with the deck of many things. As usual, I intend to ‘read’ you. You know what that means, of course?”

Jared nodded again. “Sure. It means you don’t trust me.”

Perhaps. One cannot be too trusting in these matters; you know that from our
Jared nodded blankly. The wizards' tirades grew less bearable with every meeting. Besides, he knew the spell merely copied words; it did not check for truth. He would be truthful enough, though. If only there were easier ways to earn gold.

Basil shuffled Jared's report into one pile and set it to the side of the table. Pulling a leather-bound tome from a rack, he muttered a brief, unintelligible phrase and laid it point first at the top of the page. He muttered another clandestine phrase and clapped his hands sharply together. Instantly, the quill sprang to life, floating perpendicular to the open book, point to page. "Let us begin!" The quill scratched across the page.

Jared watched in silence. He had seen the wizard's tricks a hundred times and was no longer impressed by parlor magic. The mage ventured a question. "How do you open it?"

"I'm waiting. Don't waste my time or I'll send you to the Ninth Circle of the Hells for this!" Basil grabbed a book from his shelf, tore open its pages, and began chanting loudly. Jared saw that—and stopped laughing. "Wait a minute!" the fighter shouted. "I was only joking. I didn't mean anything by it! Where's your sense of humor?" Basil continued his incantations and gesticulations. He ignored the prone and pleading fighter, only glancing at him briefly to chastise with his eyes.

Jared scrambled to his feet. Suddenly, inspiration came to him. "There's a point!" he shouted. "I was making a point!"

Unable to contain himself, Jared hooted with boisterous laughter. Jared smiled sheepishly. "Sorry: he offered.

Basil waited for another moment to pass. What happens next?" he asked.

Jared remained silent, his face hidden beneath his arms, his body convulsing. Basil waited for another moment to pass. "What happens next?" he repeated. Jared continued to shake in silence. Slowly, muffled sobs seeped from the fighter's hidden head; gradually, they were revealed to be muffled snorts. Within seconds, the fighter rolled onto his back, wracked with gales of laughter.

Basil caught on quickly. Once again, Jared had played him for a fool. Fear turned quickly to anger as the mage slid from beneath the table and jumped to his feet. "Boisterous ass!" he shouted, his face livid.

"Pull a little harder," the young fighter suggested.

Basil pulled again, harder this time. Lid and bottom came quickly and equally apart, dumping ivory plagues all over the table in clattering piles. A mask of uncertainty, then gradual horror, passed across the wizards wrinkled face. The lens fell from his eye. Speechless, he looked to Jared for help. Jared blinked. The wizard blinked. Each man remained transfixed by the other's ludicrous stare.

"Styx in the Hells!" Jared shouted. "Hit the floor!" He dove face down under the table. Basil slammed unintelligibly, unable to find his tongue. "Just do it!" Jared shouted.

Basil pushed his chair back quickly. Two of its legs caught in a crack between the floorboards, sending both chair and occupant tumbling backward with a thud and a yelp. Dizzy-eyed, Basil scrambled for cover, bumping his head solidly against the leg of the chair. He crawled beneath the table, cowering.

Minutes passed in silence. Whispering, the wizard ventured a question. "What happens next?"

Jared remained silent, his face hidden beneath his arms, his body convulsing. Basil waited for another moment to pass. "What happens next?" he repeated. Jared continued to shake in silence. Slowly, muffled sobs seeped from the fighter's hidden head; gradually, they were revealed to be muffled snorts. Within seconds, the fighter rolled onto his back, wracked with gales of laughter.
Basil maintained his scowl. "I grow tired of your sophomoric pranks." He made no motion to sit again. "Continue."

"Right. As I was saying, the cards in a deck of many things are enchanted to act independently of one another, never in concert. This makes it possible to flip the deck over, look at the cards all at the same time, and suffer no penalty. Of course, in that case, all the cards appear blank. We discovered this early on. In the course of hunting for information on the deck, we were fantastically lucky and found several decks of many things. Most of these were 13-card vellum decks, although we did find two 22-card ivory decks, one of which you have now. In any event, the standing joke in our party was to pull a card without announcing the pull, then show it to an unknowing friend or party member. Of course, the card was always blank, though the victim of the prank seldom realized it immediately. It was always good for a few chuckles."

The pen, forgotten until now, came to a halt. Basil grunted to himself and looked down at the scattered cards. "Something is amiss," he said. "These cards are blank."

"True enough. As I said, the cards remain blank until the possessor announces the number of cards he intends to pull: one, two, three, or four. He can even announce that he wishes to pull them all."

"All? Is that wise?" Basil righted his chair, slid it to the table, and seated himself.

Jared took the hint that it was time to get down to business, and he sat down, too. "No, but it is possible. You see, the purpose of the deck is to allure—it's ability to entice greed. The deck is one of the most perfectly random magical items known to this world; it does out good as well as bad, equally and unequivocally. The more you pull from the deck, the better your chance of being burned. But the beauty of the deck is in its balance. One pull and you're wallowing in wealth; the next sees you roasting in the Inferno."

The thought triggered a memory. "Vanel, you little weasel. Jared's smile broadened to a grin. "I told you not to be too greedy. You should have listened to me for once."

"Basil broke the fighter's amused reverie. "You lost a party member, I assume!"

"Jared's smile melted like a halfling in Hades. "Yes, we did—our dear friend Vanel. I'll miss the little wea—, uh, fellow."

"The keys, of course, are in the luck of the draw and in knowing when your luck is about to run out. Vanel, the halfling who was our scout, lacked both. We warned him of the inevitable consequences of drawing too many cards from his deck. He refused to listen. The fool was caught up in the lure of easy success, but fate paid him back in spades."

"What happened to him?"

"All told, Vanel drew from his own deck about six or seven times, and he was obscenely lucky. It was staggering. While watching him, we discovered that once a card is pulled from the deck and its effects have occurred, often instantaneously, the card goes blank. The card must then be returned to the deck in order for the pack to continue working its enchantment. If the card is not returned to the pack, the deck is useless; any cards pulled from that point on are blank and nonmagical."

"We feared for Vanel's life, and in a moment of stupidity, we hid his deck. In turn, that night, he broke into our mage's backpack and stole another deck, one of the two complete ivory sets. We found later that he then pulled the Donjon card. According to records found by Tomas, our mage, the Donjon card signifies imprisonment by some spell or creature."

"And is this not the case?"

"Well, it depends on the kind of deck found. I'll explain the difference between the decks in a moment. Anyway, when we arose the next morning, we found Vanel gone. At first we assumed that some creature had attacked him during the night. Later, however, we discovered the ivory deck was missing. We then assumed that his card-pulling greed was to blame, but we had no way of checking—that is, until later. We had usually limited ourselves to drawing only one card from any deck per day; this we did with greater rigor follow,
WE'VE GONE BONKERS !!!
MIDSUMMER MADNESS

at

Virgin

Stupendous savings on fantastic games from these great companies:

TSR, ICE, FASA, GDW, WEST END GAMES, STEVE JACKSON GAMES,
CIAOSIUM, PALLADIUM, TASK FORCE GAMES, AVALON HILL, VICTORY
GAMES and many others.

SALE runs from:
SATURDAY AUGUST 19TH - SATURDAY SEPTEMBER 9TH

So rush in now
for unrepeatable bargains on:

RPG'S
WARCAMES
and
COMPUTER SOFTWARE

the no.1 choice for games

The Virgin Games Centres are as follows:
100 Oxford Street LONDON ■ 18 Merchant Street BRISTOL
And in the Virgin Megastores at: Virgin at Marble Arch, 527 Oxford Street LONDON
157-161 Western Road BRIGHTON ■ 98 Corporation Street BIRMINGHAM
14 216 Aston Quay DUBLIN ■ 131 Princes Street EDINBURGH
28-32 Union Street & Lewis's Building Argyle Street GLASGOW
94-96 The Briggate LEEDS ■ 6-8 Wheelergate NOTTINGHAM

Specialist Software Department in The Virgin Megastore, 14-16 Oxford Street LONDON
The American Games Fair

HOURS: Friday, September 8th 1:00pm - 10:00pm
Saturday, September 9th 9:30am - 10 pm
Sunday, September 10th 9:30 am - 6 pm

ADMISSION: $5.00 for adults, $2.50 for children under 12
$2.00 per tournament round

For more information or pre-registration, call:
(212) 887-5159

September 8th, 9th & 10th, 1989
The Roosevelt Hotel
New York City
ing Vanel’s disappearance. Then, on the following day, Granick, our cleric, pulled a card from his own deck. The result was enlightening.

“How so?”

“Granick drew the Knight. This card grants the holder the services of a minor but experienced fighter—in this case, our very own Vanel, fresh from the confines of Hades.”


“So were we, at first. After talking with Vanel, however, everything became quite clear. According to the halfling, he had indeed pulled the Donjon card and had been transported instantly to Hades, where he found himself the target of much abuse.” Jared barely kept from smiling. “There were others there as well—all suffering the same torments for the same bad draws. According to Vanel, these people would remain in Hades until someone wished them back to the Prime Material plane or until some other card pull resulted in a need for their person or services. In this case, the Knight card called for the services of a minor fighter. Vanel, being a warrior as well as a thief, fit the bill and was transported back to our party to serve our needs. Needless to say, Granick found many uses for Vanel. . . more than the little fellow served our party in his initial membership.’

“It would be of great assistance if I could talk to this Vanel. He may have learned more about the deck—and about the Outer planes—than he told you.”

“Would that it were possible. As I said, Vanel is no longer with us. He suffered an unfortunate mishap in combat and is probably once again roasting on a spit in Hades even as we speak. His curse seems quite intact.”

“Of course. Your party has a high turn-over rate, if I recall correctly.”

“True enough. It’s our payment for high adventure.” Jared did smile this time, and Basil rolled his eyes. “In any case, Vanel did prove to be of some use before his untimely departure, and he even contributed a few answers to our quest for knowledge. For example, although he was transported to Hades, Vanel informed us that the true power for the deck of many things comes from the plane of Concordant Opposition; this he learned from a knowledgeable sage who had suffered a similar fate of imprisonment.

“According to this sage, the powers of Neutrality are at the core of the deck’s power, and the enchantments of such decks come from the plane of Concordant Opposition. As Vanel discovered, any magical items, treasures, and the like that are lost or gained as a result of the deck go to or come from that plane. Items that are lost are stored there, where they are used by the gods of luck,” depending upon their needs or desires. Items gained by pulls from the deck come from this point of storage—a realm so full of wealth and magic that it would make even the richest of adventurers drool with envy and greed.” Jared unconsciously licked his lips. Basil toyed with a blank card. “And these gods of luck—they are the powers responsible for the deck of many things?”

“It would appear so. As forces of true Neutrality, such beings seem likely to benefit from the dissemination of such items in this world.”

“To what end? Why introduce something as random and potentially dangerous as a deck of many things? Surely there must be a motive?”

Jared smiled broadly, knowing he had the mage’s curiosity piqued. “There is. The purpose behind the deck of many things is to encourage risk. The god Vergadain, for example, is a gambler. His followers are dwarven rogues who wish for luck. What better opportunity for luck—albeit both good and bad—than from the deck of many things?”

Basil stroked his beard as he digested this bit of information. “And these gods are responsible for distributing these magical items in our world?”

“Not entirely. They create and supply the decks, but a worldly force actually distributes these items. It’s simple. Look at the box in which the deck is protected. See the...
The Jester is an interesting but deceptive experience, it offers two more draws from the card. Not only does it offer a gain of experience, however. My notes indicate unique properties for several cards. We have

Major 13-Card Deck Results Table

<table>
<thead>
<tr>
<th>Card</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sun</td>
<td>Gain one beneficial magical item worth up to 2,000 xp.</td>
</tr>
<tr>
<td>Moon</td>
<td>One limited wish is granted but must be used within one day.</td>
</tr>
<tr>
<td>Star</td>
<td>Gain one point to prime requisite ability.</td>
</tr>
<tr>
<td>Throne</td>
<td>Charisma increases by one point.</td>
</tr>
<tr>
<td>Key</td>
<td>Gain access to a genuine treasure map.</td>
</tr>
<tr>
<td>Knight</td>
<td>Gain the service of a 2nd-level fighter.</td>
</tr>
<tr>
<td>The Jester</td>
<td>The drawer’s soul is captured by the card (as per the trap the soul spell), and the card instantly teleports itself to the most dangerous monster’s lair or NPC’s home within 100 miles. A wish can recover the card; a limited wish only reveals the card’s current location. The drawer’s material body vanishes as well; burning the card frees the captured drawer (but causes the deck and broken card to vanish).</td>
</tr>
<tr>
<td>The Void</td>
<td>Card holder is attacked by a wraith with 43 hp. If anyone besides the card-drawer attacks the wraith, another wraith (with 43 hp) is summoned to attack the helper, and so on.</td>
</tr>
<tr>
<td>Ruin</td>
<td>Lose half of all real wealth immediately.**</td>
</tr>
<tr>
<td>Euryale</td>
<td>-1 penalty to all saving throws vs. petrifaction for five years.</td>
</tr>
<tr>
<td>Rogue</td>
<td>A random henchman or hireling will turn against the drawer, as per the usual version of this card. However, this effect may be broken with a remove curse spell cast upon the affected NPC.</td>
</tr>
<tr>
<td>Jester</td>
<td>Gain 5,000 xp or one additional draw.</td>
</tr>
</tbody>
</table>

* For a multiclassed player, use the highest-level class.  
** This does not include magical items or possessions other than currency.

faces on the sides of the box? They’re leprechauns. The entire concept of the deck—risk, fate, the punishment of greed, and the reward of extreme luck—fits in perfectly with the nature of those mischievous imps. We took two of our decks from leprechaun lairs. Some elven or faerie god must have supplied those particular ones.”

“I see. You said something earlier about there being two types of decks?”

“Correct. Actually, there are three types of decks, though one is merely an abridged version of another. The simplest form is a low-power 13-card deck. These decks are made of vellum and have fairly weak rewards and punishments. The lesser 13-card deck is found in a leather pouch rather than a carved box. Aside from these differences, this lesser deck is identical to the others.”

“As for the more powerful decks, there are two sorts of them: another 13-card deck and the full 22-card deck. I have listed the inventory of these decks in the notes before you; it would be easier if you look at them after I leave—which should be soon, I fear?”

“Good enough. I have two final questions, however. My notes indicate unique properties for several cards. We have already discussed the Donjon card. Tell me about the Void, the Jester, the Fool, and the Idiot cards.”

Jared sighed audibly. He was tired and wanted only to get his payment and leave. “The Jester is an interesting but deceptive card. Not only does it offer a gain of experience, it offers two more draws from the deck. The deception is that most people drawing this card opt to draw the other two. Tomas proved this point. His first draw after the Jester was the Gem card; this only encouraged his next draw all the more. Unfortunately, his luck was fleeting. The next card out of the deck was the Idiot. It is a brief step from jester to idiot, both in our world and in the deck of many things.”

“Upon drawing the Idiot card, Tomas immediately lost a substantial portion of his intellect. As with the Jester, Tomas received two additional draws if he so chose. Tomas failed to learn his lesson, though, and proved himself the greater fool by drawing once more from the deck.”

“I thought you said he had two draws,” Basil interrupted.

“He did, and he opted to take both. Unfortunately, the first card he drew was the Void. He wasn’t the same after that.”

“What happened?”

“The Void card, much like the Donjon, severely punishes the card holder. In this case, the possessor’s body functions, but his soul is imprisoned on the plane of Concordant Opposition. As when the Donjon card is drawn, the deck disappears, presumably returning to the plane of Concordant Opposition!”

“And what of Tomas?” It was more a professional curiosity than anything, as Tomas was a fellow mage. “What did you do with his body?”

“Of what use is a mage who can’t cast spells?” Jared grinned openly at Basil’s dawning horror.

“Surely you didn’t just let him wander mindlessly. Not even you could be so callous as that.”

Jared shrugged and laughed. “Oh, we found a number of uses for him—probably more than he offered in his former incarnation. He now helps us check for pits, traps, that sort of thing!”

Basil was appalled. “Damned inconsiderate, if you ask me.” Basil turned to the still-scratching pen and reread his notes. “And what of the Fool? What can you tell me of that?”

“If there is any single card that best personifies the deck, it is the Fool. Not only is the holder punished by a loss of experience, he is forced to draw twice more from the deck. I was the victim of the Fool. Fortune, however, made up for it in my next two draws.”

Basil nodded, then turned to scan his notes. Jared leaned forward, hopeful of leaving. The mage ignored him for a moment, setting the pen to the side and flipping back through his notes. Jared cleared his throat. “Are we finished?”

Basil looked up from his work. “Hmm? Finished? I suppose so.” He returned to his reading. Jared rose from his seat, fidgeted, and stood by the desk, waiting. Basil looked up from his notes once more, disgruntled by the interruption. “Is there something you need?” he asked.

“Payment would be nice,” Jared responded. The mage nodded slowly. It was a routine they went through with every service. Basil turned to the shelf behind him, whispered a couple of words, and pulled open a drawer. From it, he produced a small pouch of deceiving weight and tossed it on the table.

“You can count it if you like,” the mage suggested.

Jared grinned. “Unlike you, I’ll take your word for it.” The mage ignored the remark. Jared pocketed the pouch and reached over to scoop up the scattered plaques. Basil’s bony hand stopped him.

“If you don’t mind, I’ll keep these cards.”

Jared glared at the wizened mage and saw greed glittering in his old, milky eyes. “But this is my personal deck,” Jared pleaded. “It’s never been used!”

“Nevertheless, I would like to keep it. Consider it an expense, a part of our arrangement!” Basil pushed the fighter’s hand away from the table.

For a moment, Jared considered striking the mage, scooping up the cards, and bolting for the door. But striking any wizard, especially an old and slightly paranoid one, was not wise. Then, too, his arrangement with Basil was difficult and tenuous enough without the addition of battery to worsen it. The decks had taught a few lessons, some of which Jared had learned. The foremost lesson was that no magical item was worth dying for. Life was far more precious.

Jared stared down at the plaques and flipped a few over one last time. Then, with a snarl, he swept his cloak around
One Million role-playing game books sold!

Celebrate with Palladium Books® at Gen Con® 1989

That's right, Palladium Books® will sell its one millionth role-playing game product some time in the month of August or September.

We couldn't have done it without you, our loyal fans, so we invite you to the Palladium One Millionth Celebration. We didn't think we could squeeze everyone in to a giant party, so we came up with something even better.

FREE Stuff

FREE copy of our historically accurate. Exotic Weapons source book with every purchase of $6.00 or more. We recently found several hundred copies in the darkest recesses of our warehouse. Most copies are smudged or have a slightly crooked cut, but the books have been out of print for a few years now. Available while supply lasts.

FREE Transdimensional Ninja Turtles Poster with any purchase.
FREE Robotech REF poster with any purchase.
FREE Palladium Fantasy RPG poster with any purchase.

Win a $100 line of credit with Palladium Books®

Palladium Books® will be giving away a $100 line of credit twice Thursday thru Saturday and once on Sunday. This line of credit is applicable to ALL Palladium Books® products, new and old, for one year!

And who knows what else these mad men may come up with by Gen Con®?! Don't miss it!

Important Note: "FREE Give-Away items" are available on a first come, first served basis while supplies last. We'll be bringing plenty, but can not promise that we won't run out.

NEW at Gen Con®

The Compendium of Weapons, Armor, and Castles

This long awaited source book for all game systems will hit the stores sometime the beginning of August and will be featured at Gen Con®. Although we must apologize for the delay, we think you'll find it has been worth the wait! $19.95 plus $2.00 for postage if you order through the mail.

ROBOTECH™: Return of the Masters

The Return of the Masters is an adventure book filled with excitement. The setting is the invid swarming jungles of Southeast Asia. Highlights include fighting hostile mutants created in a Genesis Pit, REF Moon Base (with floor plans), the Robotech Super Factory (with floor plans), Mecha Su-Dat: a sort of mecha martial arts, and more! $9.95 (plus $1.00 for postage)

PALLADIUM RPG®:

Adventures in the Northern Wilderness

We aren't going to promise, but we may have Adventures in the Northern Wilderness done for a Gen Con® release. Followed by MORE Wilderness Adventure this Fall. Highlights include a spectacular cover by Keith Parkinson and a half dozen adventures to knock you socks off. $9.95 (plus $1.00 for postage)

What else?!

Get autographs from Kevin Siembieda, Erick Wujcik, Matt Balent, and Kevin Long who will all be at our booth. Take a look at our original art and other goodies. See if we have any special events happening.

What's that? You say you've never looked at a Palladium RPG®??? Well, don't miss this historic opportunity! Because we make the teenage Mutant Ninja Turtles RPG, Heroes Unlimited, Ninjas & Superspies, RECON. Beyond the Supernatural, the Mechanoids, Robotech, and more!

Palladium Books Dept. D 5926 Londo Detroit, MI 48210

Special One in a Million Coupon

I can't make it to Gen Con® but would love to get a poster (check ONE).

I understand that I must include $1.50 to cover postage and handling.

___ Transdimensional TMNT Poster
___ REF Field Guide Poster
___ Palladium RPG (full color) Poster

(SECRET MESSAGE: All the coupons we receive postmarked by October 1st 1989 will be put in a box. One will be drawn out and that lucky person will win a $100 line of credit toward Palladium products, good for one year or until you spend it all, whichever comes first.)

Name: ____________________________
Address: __________________________

Please PRINT Clearly!
him as he headed for the door.

"Again," Basil jibed as the fighter slammed the door, "I thank you for your services." With a smile of intense self-satisfaction, the mage returned to his reading.

The inside of the Belching Balrog Bar was dark and dusty. Nevertheless, Jared knew where to look; the party always sat in the back. He saw Tomas first; his red locks of hair and vacuous gaze made him an unmistakable landmark in any setting. Jared shuffled through the crowd, took a seat at the table, and ordered mead from the barmaid. The others in his group were already well into their third and fourth drinks.

"So," Renick asked, "did you get the gold?" It was his traditional first question after such sessions. Jared nodded. "How did it go?"

The barmaid set the mead before Jared, who quickly took a gulp and coated his beard with foam. "Quite well, except I lost my new deck."

"Lost it? How?"

"The old geezer decided to keep it for himself. Said he needed it for research." "Research!" Renick laughed. "No doubt he’s pulling cards right now."

Jared smiled. "Perhaps."

Renick looked at Jared curiously. "Maybe he’ll draw the Donjon. That’d serve him right, eh?"

Jared’s smile grew. "It’s doubtful he’ll find it."

Renick leaped forward, his tilted gaze and twisted smile digging for facts. "There’s something you’re not letting on about," he said. "What’s so amusing?"

Jared reached into his cloak as foam dripped from his beard. Grinning tooth-somely, he tossed a single ivory plaque onto the center of the table. It clattered momentarily before landing face up, blank.

"You see," Jared said, "he isn’t playing with a full deck."

Footnotes
1 It is believed by some that the most powerful deck of many things (the 22-card ivory deck) has a special, magical allure. A character looking for the first time at a deck of this nature must make a wisdom check on ld20 or be entranced by the deck for 1-4 rounds. In addition, characters so affected are more likely to draw from the deck. (DMS should use discretion; it is never advisable to force a character to do something his player would rather not have him do.)

2 The deck of many things is known to many races by many names. For example, the leprechauns (the distributors of many decks) refer to it as the "Deck of Fools." Dwarves, who generally avoid such random magicks (in spite of Vergadain’s involvement), refer to it as the "Deck of Curses." To many lawful religious orders, it is known as the "Deck of Chaos"—a misnomer, since the deck is the product of true Neutrality. Nevertheless, clerics, paladins, and other devotees of these religious orders avoid these items unless allured by the deck (see note 1). But not all names for the deck of many things are disparaging. Gnomes, who are noted for their love of gambling, refer to it as the "Deck of Fate" or the "Deck of Luck."

3 Either type of wood might be used to make a case for a deck of many things; both hold magical dweomers quite well. Cases made of other unusual woods are possible.

4 If an attempt is made to pull cards without first announcing a number, the cards turn up blank and powerless. Once the number of cards to be drawn is announced, other characters may pull from the deck in place of the initial character, thereby assuming the number of pulls initially announced. Any character who announces his intention to pull a new number of cards from a deck "erases" any previous number announced, so long as that previous number of draws was not completed; this makes it possible for one deck to pass through many hands. As stated on page 167 of the AD&D® 2nd Edition Dungeon Master’s Guide, the deck disappears once a number of pulls equal to the currently announced number is reached. Note that elective and mandatory draws (as with the Jester, Fool, or Idiot cards) may not be transferred to other characters. Any attempt by another character to draw during this elective or mandatory period turns up blank, powerless cards. The deck remains in this state until the previous card holder makes his mandatory draws or relinquishes his right to his elective draws.

When a deck disappears, it goes back to the god who made it, who then places the deck into circulation again by distributing it to an appropriate agent (leprechaun, thief, gambler, monster, etc.) If a Balance card is drawn, the deck does not disappear, although the deck must be forfeited—either given to another character, sold, or left behind. Until the deck is given up, any card drawn from the deck is blank and powerless.

If someone announces that he will draw all of the cards from a deck, he is immediately compelled to do exactly that. Nothing will break this compulsion, and the character is obviously doomed. No wish will ever reverse the effects of the deck in this event.

5 The gods of luck need not be entirely Neutral themselves; but they all encourage risk-taking. See the deities in Legends & Lore (for details).

6 This lesser deck offers results that differ from those listed on page 166 of the AD&D® 2nd Edition DMG for the deck of many things. See the Lesser 13-Card Deck Results Table for details.

**Editorial**

Continued from page 5

work well together (see DRAGON issue #103, “The Centaur Papers,” and DRAGON issue #115, “The Ecology of the Harpy”), but more often we just pick out the best such item and return or discard the others. Sometimes we discard all duplicates to avoid overkill on a particular topic or to avoid dealing with the situation. (We rejected all samurai and ninja classes sent to us for years before the AD&D® Oriental Adventures tome came out simply because we knew no one would be pleased with anything other than an “official” version of either class.) We have a very healthy respect for proper usage and fairness, and we believe the majority of our readers share the same respect. Everyone takes pride in creating something entirely on his own—well, almost everyone.

The extreme was reached by the writer who sent a short story to AMAZING® Stories a few years ago. The story was quite good and was on its third or fourth reading when it was discovered that the story was a plagiarized copy of Arthur C. Clarke’s “The Nine Billion Names of God.” One word had been changed early in the tale, but otherwise it was identical to the original. We won’t discuss the legal horrors that befell the “author” of the story, nor the academic horrors that befell the student who plagiarized “The Ecology of the Minotaur” from DRAGON issue #116 and turned it in to his high-school teacher for an assignment. His teacher was already familiar with the AD&D® game and called our offices to ask about the story.

Borrowing, independent invention, and copying will always be around, but steps can be taken to reduce their effects. Writers can consult the appropriate legal sources to protect their rights to their materials, and we’ll keep our records in order and count on our readers to look for things we might miss. With a little effort, we can share the best of our readers’ creative works to benefit the entire role-playing hobby.

But please, don’t send any more brown, gray, rainbow, stone, rock, or purple dragons to us. We have lots, thanks.

Roger Moore
TRUE LEADERS GO BY THE BOOK

ALL NEW 2nd Edition

Available in June

great game play in your
to become a superior game leader

It’s no secret that a great Dungeon Master makes for role-playing campaign. Now every player has the chance with the new ADVANCED DUNGEONS & DRAGONS® 2nd Edition Dungeon Master’s Guide from TSR.

After 10 years of player suggestions, along with new design mechanics, we’ve created the AD&D® 2nd Edition Dungeon Master’s Guide that is sure to make you a better leader. It’s easier to understand, filled with new information and adaptable to all your current accessories and modules.

The AD&D 2nd Edition Dungeon Master’s Guide is a must for new or experienced role-playing game fans, with dreams of becoming a masterful game leader. And it’s a must for expanding the horizons of the AD&D game, the world’s favorite role-playing game.

The Dungeon Master’s Guide for the AD&D 2nd Edition game is available now, along with the new Player’s Handbook at a book, toy or hobby store in your neighborhood.

ADVANCED DUNGEONS & DRAGONS and AD&D are registered trademarks owned by TSR, Inc.
* designates other trademarks owned by TSR, Inc. © 1989. TSR, Inc. All Rights Reserved.
The Game Wizards

World War II: Here, now, and in your computer!

by Steve Estvanik
Christmas comes to the Ardennes. Your tiny squad steals warmth from sputtering fires amidst the ruined cloisters of a small abbey. Then the soothing crackle of the fire is interrupted by one of your two forward spotters, returning with word of a German attempt to infiltrate your position. Shortly thereafter, firing breaks out. You move your squad forward to investigate, arriving to find the other sentry wounded and pinned by heavy weapons fire from the vicinity of a small hut. Deploying the rest of the squad, you start the tedious and dangerous game of crawling through the abbey's gardens. The deadly hide-and-seek game ends abruptly when a figure rises from the hedges and breaks away. Your best rifleman tracks, aims, fires, and brings the figure crashing down in the brush.

The wounded German somehow regains the gardens safety and slips into its dark embrace. You split your team, sending two men to track the wounded man while the rest of your squad turns its attention to the Germans firing from the cover of the gardener's hut. You send your machine gunner forward, covered by a crossfire from the rest of the squad. Once he's in position to provide support for the squad, you send in the squad. Your grunts crash into the hut—but find only one wounded German. This wasn't the main group! Where are the other infiltrators? As you search for the rest of the German patrol, you hear new firing breaking out from the area where your lone sentry watches in the orchard to the south . . .

S
o begins another SNIPER!* computer game, as adapted for the world of electronic games on the CompuServe Information Service. I converted TSR's SNIPER!* board-game series into a multiplayer, online computer game, combining war-gaming strategy with role-playing emotional impact. Players from around the country can access CompuServe using almost any microcomputer with a modem, usually through local phone connections. Once on CompuServe, you can find other gamers with similar interests in the various forums, or go directly to the games themselves (just type GO SNIPER at any system prompt).

The Saloon
You start as a recruit in the Sniper Saloon & Salad Bar, a friendly place where you can pick up the local gossip, brag about your wins, and explain your defeats. Here you can also challenge other players from around the country to a SNIPER!* game. If no one else is available, you can play the computerized opponent to hone your skills or try some new tactics. For the raw recruit, a friendly drill instructor waits in Bootcamp to show you how the game is played. In addition, you can check to see if anyone has beaten your best scores by examining the Halls of Fame. Finally, extensive keyworded help is available to answer your questions about the game.

The game was designed to be easy to play. Even if it's your first time, you can play a game and try the commands. If you make a mistake, the program will show you what your command should have been. This is a big advantage over board games, as you don't have to read through pages and pages of rules before beginning play. As you become more proficient, you can try the less-used commands or learn the subtleties of the commands you already know.

In addition to playing games, you can conduct reconnaissance. This feature lets you watch any of the games in progress, so you can pick up pointers from the veterans or gain insights into the skills of your future opponents.

The weight of command
The SNIPER! game is straightforward. You have a small squad of soldiers under your command. You play the Germans or the Americans, somewhere in western Europe during World War II. There are two basic missions:

Patrol: This is one of the most common types of squad-level infantry combat. Two opposing squads, Alpha and Bravo, meet in no-man's land between their front lines. Both squads are on general patrol with the primary goal of gathering information. The firefight that results is usually brief. Both sides want to sweep through the area and get away with enough men to make a useful report of the encounter.

Infiltrate: In this case, the Alpha force must cross from one side of the map to the other, exiting the map at Bravo's Victory Point area. Bravo must try to stop Alpha.

Since the game is played in real time, you never have to wait to give commands. The syntax (how each command must be input into the computer) may look forbidding at first, but it's actually easy to remember. (If you don't remember it, the computer will show you the proper syntax for your command.) Commands include EVade, FIre, HElp, MAp, MOve, RADio, Sighting, TRuce, and more; each has its own special syntax and options. For example, when you FIre, you show which of your soldiers will fire, then you choose between targeted or directional fire. Targeted fire requires the code letter of the enemy soldier you want to shoot. Directional fire only requires the direction in which you want to aim.

Playing the game
The online SNIPER!* game is continually updated. Each command takes a variable amount of time to be executed, so orders are "stacked" for each soldier. This lets you give multiple commands to one or more guys, then turn your attention elsewhere. Of course, as we'll see later, there may be additional problems if you split your group too many ways.

Real-time movement and action are two major differences you'll notice if you've played the SNIPER! board game before trying the online game. Most board games and many computer games use some sort of pulsed or sequential movements. It's difficult to make a reasonable simultaneous action game without a computer. For board games, the best that can be done is to allow players to write orders and then execute all orders at the same time. A real-time game has a completely different feel to it. Things are constantly happening. You never need to 'wait for your opponent. Instead, you have your squad carry out your plans, reacting to the enemy's moves as you become aware of them. However, this necessitated a redesign of some of the original game's features. Gone are the pulses, rounds, and other stepwise parts of the game. Recovery phases are gone, too, but in a real battle, the two sides don't stop for several minutes while people run around to help allies recover from panic. Instead, when a soldier panics, he recovers at a later time largely dependent on his panic rating (an individual trait of your soldiers).

Another major change was the shift to a square-grid map. Since the computer doesn't mind the extra calculations, diagonal and sideways movements are easy to calculate correctly. Thus, while your squad faces one direction, your men can move in several other directions relative to their facings. This lets you do things such as fall back while maintaining covering
fire against anyone coming after your
retreating squad.

Perhaps one of the nicest aspects of a
computer game is the elimination of dice
and tables. The information is still there
for study, but you don't need to read and
absorb it in order to play. It's much easier
for a novice to start the game.

Nuts and bolts

In the Compuserve version of the
SNIPER!™ game, one of the most important
concepts is that of activation. This is a
rough measurement of a soldier's respon-
siveness and initiative, based on his train-
ing and motivation, and it serves as an
indicator of the probable time it takes a
soldier to perform an action. Activation is
a continuous, real-time function in the
online SNIPER!™ game—if you have your
soldier wait for a minute, he waits for one
minute. A unit's responsiveness and train-
ing vary with its nationality, and activa-
tions vary by individual. Though you
cannot predict a soldier's precise perfor-
ance in the game, you'll learn that an
Activation 2 soldier will perform much
better on average than an Activation 5
soldier. You'll give the essential tasks to
the high-activation guys, and let the slower
soldiers perform less vital tasks.

Panic ratings are assigned to individuals
by nationality, based on historical param-
eters. Panicked soldiers normally fall to the
ground and remain there for a randomly
determined amount of time. They can't do
anything until they recover, so they are
very vulnerable. The one bright spot is
that your opponent can't tell which of
your men have panicked. However, a
panicked soldier may bolt if he's fright-
ened badly enough, causing him to run
madly in a random direction.

New features

The online SNIPER!™ game has real hid-
den units. No longer will you be able to
watch what your opponent is doing with
his counters. You don't even know where
he starts on the map; you only know his
men are somewhere in front of you. This
is especially nerve-wracking in the Infil-
trate scenarios, in which the entire Alpha
squad can exit the map without ever com-
ing into contact with Bravo.

It's easy to coordinate movement on a
gameboard, where you can see all the
units at once. In online SNIPER!™ games,
though, your view is limited; so you face
another tough choice. You can keep your
squads together and see everything that's
going on, but you risk getting flanked or
even taken from behind. Or you can
spread out, perhaps forming two or three
fire teams—but while you're giving orders
to one team, another may be ambushed.
The game becomes a balancing act as you
seek to keep all teams active and healthy.
The successful leaders achieve this bal-
cane. For the successful ones, there are
comments. Rules, scenarios, reports, and
can sight. Sightings only last for a short
time, though, you'll see enemy soldiers
brieﬂy, then they'll disappear again unless
you can maintain a line of sight (LOS) to
them. This is more realistic than the situa-
tion in board gaming in which you can
always tell where the enemy is because of
the use of cardboard counters. (A 'blind'
game helps recreate this fog of war, but
the process of searching still reveals much
about where the searching units are and
which areas most interest the searching
player.)

When the computer controls the informa-
tion about both sides, you can have true
fog-of-war situations—units appear
from behind a hedge, ﬁre, then drop back.
If you manage to wound an enemy soldier,
you don't know how quickly you should
follow up. If he panicked, he will be un-
able to respond when your men move in
to finish him off. On the other hand, he
might be waiting there for you, hoping
you'll make a better target. (The reverse
can be true, too—you're entire squad may
have panicked, but the enemy won't know
this. All the enemy will know is that none
of your squad members are moving or
firing. A crafty player can create lulls like
this on purpose to lure the enemy forward.)

This method of sighting makes for an
extremely tense game. Some of the sce-
nario maps are modeled after the hill
villages of Italy, with twisted streets and
tiny alleys with close-packed buildings
that usually have interconnected passageways.
Clearing a block of buildings is not easy
when you don't know the exact position of
every defender. Even if you see a sniper
ﬁre at you, he can be far away by the time
you get your units into place. You're
forced to move from street to alley and
from room to room, carefully sighting and
shooting as you move in each new deﬁ-
ensive position. An opponent with enough
nerve might let you pass his covered posi-
tion, then attack from the rear. You never
really know how secure your position is.

Coming attractions

One of the pleasures of working with an
online game is that the program itself can
 evolve, based on player feedback and
comments. Rules, scenarios, reports, and
Some say that fantasy RPGs are Passé
Don't you believe it!!
Discover the Palladium® Role-Playing Game

The Palladium® fantasy RPG delves into all the myriad possibilities of magic. The Diabolist who unleashes mystic power through wards, circles, and symbols. The Summoner who calls forth supernatural forces through circle magic. The Warlock, wielder of elemental magic. The Mind Mage who draws his power from his own inner psionic strength. The Wizard, master of arcane knowledge and spell caster. The Druid metamorph. And priests who draw their powers from enigmatic beings they dare call gods. Over 280 magic spells, 60 ward combinations, 50 magic circles, runes and more.

Men of arms with the strength and skill to hold their own against magic. Mercenary, Long Bowman, Knight, Paladin, Soldier, Thief, Assassin, and Ranger. Combat is quick and realistic, yet astonishingly simple.

The Palladium® world is one of adventure and intrigue as several races, human and non-human, struggle to carve out their own kingdom. The humans seem to be the dominant force, but there is the mounting power of the Wolfen Empire who control the Great Northern Wilderness. And dozens of non-human races who long to topple humankind.

The most bestial and monstrous creatures roam the fabled Old Kingdom, a wasteland that was once the seat of Elven and Dwarven civilization, now reduced to ruin. Many an adventurer has dared to explore its buried secrets, but few have lived to tell their tale.

The cravenous Western Empire represents the worst of human and elven kind. While the Eastern Territory is a new frontier waiting for anyone bold enough to claim her.

To the farthest South is the uncharted, and unclaimed Yin-Sloth Jungles, the home of dragons and all manner of monsters. And this is all but part of the adventure that awaits you.

The Palladium® Role-Playing Game has become a classic. This is the RPG that started Palladium Books®. And we'll be adding to the legend with a battery of new adventure source books beginning this summer. So drop that laser pistol and grab your rune sword for a journey into epic adventure. You won't be disappointed.

The Palladium® Role-Playing Game, 274 pages, includes an introductory adventure. $19.95 + $2.00 for postage and handling.

Fantasy Source Books . . .

• Book II: Old Ones, a 208 page book of cities, towns, and adventures. $14.95 + $1.50 postage.
• Book III: Adventures on the High Seas, a 208 page source book with new skills, new character classes like the Gladiator and Acrobat, new magic items, curses, the Isle of the Cyclops, a ton of adventures on land and at sea, and ship to ship combat rules. $14.95 + $1.50 postage.
• Monsters & Animals presents more exotic monsters from around the world, as well as the most comprehensive description of animals ever compiled. Compatible with Beyond the Supernatural™. $14.95 + $1.50 postage.
• Adventures in the Northern Wilderness, an adventure book that takes characters into the harsh and mysterious Northern Wilderness. Coming this summer. $9.95 estimated retail price.
• More Wilderness Adventures coming this summer.
• Our complete catalog of RPGs and source books is available for 50¢ postage and handling.
Forum

Continued from page 32

This is in response to Karen S. Garvin’s “A Horse of a Different Color” article in issue #141. As a miniature painter, I find “Through the Looking Glass” invaluable. Karen’s discussion of the color of horses is no exception.

There are, however, a few points she seems to have overlooked. There is a sixth group of horse coloration: the albino. True albinism (pink eyes and a total absence of pigmentation) doesn’t occur in horses, but any horse that is born white or almost white is called an albino. The most common form of albino is a cream-colored horse. These cream-colored albinos tend to breed true (they pass their color on to their offspring), while many white albinos do not.

The eyes of albino horses may be dark brown, light brown, or blue “glass!” Another coloration is dun, which is yellowish-brown to mouse-gray, with a dark or black mane and tail, dark points, and an eye stripe down the spine. (Buckskins are a subgroup of duns.)

Likewise, under the category of gray horses, Karen left out perhaps the most striking coloration—one that is relatively easy to duplicate on a miniature. A gray horse is born black or dark brown and gets lighter with age. Dapple-grays are lightly spotted in gray and white patterns, giving them a mottled appearance. These dapples may be thought of as white spots with ill-defined edges on a gray background, or as gray rings on a white background. Some dapple-grays are almost uniformly dappled from head to toe; others are lightly dappled on the neck and shoulders, with a blanket of darker dapples on the rump. Dapple-grays may have light or dark manes and tails and might have dark points on their legs and muzzles.

To get this effect on a miniature, start out with a coat of white paint on the entire horse. For a lightly dappled horse, merely dab all over with light gray paint, in a random but fairly even pattern. This will give the horse a subtle mottled appearance. For a more striking and darker dapple-gray, start with a slightly darker gray. Mottle the face and neck with light stabs of gray paint on the white coat. As you work toward the rear, the mane and tail might gradually darken the shade of gray. When you get to the haunches, begin carefully painting tiny rings, leaving small white spots showing through. This will give the horse a distinctly dappled appearance. Continue the dapples down the legs, letting the dapples blend into a solid gray on the lower halves. Dark dapple-gray horses are likely to have dark gray manes and tails and dark or black points. Light dapple-gray horses are more likely to have light manes and tails. Most dappled horses will have dark brown eyes, although blue is possible.

Other horses may be dappled as well. While a gray’s dapples are its normal coloring and will change only as it gets older and the gray slowly turns white, dapples on other horses may come and go with the seasons. Bay horses, for instance, often get dappled coats during the early summer. These dapples are a sign of a healthy coat and may disappear later in the summer as the horse’s skin becomes sunburned. Chestnuts, buckskins, and cream albinos may also get dapples. For a dappling of any color, use the same techniques as for a gray; simply darken the color of paint you used for the main body and dab it on as dapples. Lightly dappled solid-colored horses tend to have most of their dapples on their haunches. Some horses may be heavily dappled over the entire body.

When putting markings on horses, remember this: The pigmentation that causes white hairs may also cause blue eyes and light-colored hooves. One horse I know has a small streak of white coming out from his blaze to cover one eye; it looks like a tear, and the eye is a startling blue. The horse’s other eye is brown. Horses with white markings on their legs will often have light hooves; the hooves of horses with dark points will be dark. Some hooves will be streaked light and dark in correspondence to white spots on their otherwise dark legs. (In her discussion of Appaloosas, Karen mentioned that “Appaloosas usually have pink and black vertical stripes.” I assume she’s referring to their hooves. Some buckskin or dun horses, however, have horizontal black stripes on their upper legs, much like a zebra has.) Most horses’ hooves aren’t black, unless polished or painted to look that way. They tend to be horn-colored, ranging from a creamy pinkish color to a dark grayish brown. Karen’s advice to use coral pink or a very dark gray to paint the hooves works for any color horse.

Pinto coloring will also affect mane and tail. Where white patches meet the mane or tail, the white coloration will be continued. Manes and even tails can thus be light and dark in patches as well as the main coat. Appaloosas will often have streaked tails and even manes to match their spots.

Another color type that’s relatively easy to render in a miniature is the roan. A roan has a uniform sprinkling of individual white hairs on a brown, reddish, or black coat. Some roans have white mixed in with their entire coat; others have patches of roan on a solid-colored coat. Dry-brushing with white can be used to turn an otherwise dull horse into a roan. Care must be taken not to put the white on in spots or streaks, however.

As for the specific merits of horses of certain colors, it’s all a matter of fashion. The Spaniards bred many spotted horses (the ancestors of the Appaloosas were bred by the Nez Percé Americans), which were much sought after in Europe until fashion dictated that riding such showy horses was vulgar. Cowboys thought that dun-colored (buckskin) horses were the hardest, so they bred for that color as well as for stamina and hardiness. This produced many dun horses of high quality. Napoleon never rode a horse that wasn’t gray. But the truth of the matter is that color is not a reliable indication of quality. One of the chestnuts I know is the complete opposite of the “high-spirited and temperament- tal creatures” Karen mentioned. But that’s not to say that color doesn’t affect riders’ choices of mounts!

My advice to painters who wish to have truly extraordinary horse miniatures is this: Find a book or calendar with color photographs of horses and take your inspiration from that. The range of coloration and markings is inexhaustible and can turn a “plain old, boring brown” into a truly outstanding miniature.

Ann Dupuis
Brighton MA

The firing to the north crescendoes, then diminishes while the sentry peers into the night. Then, without warning, bullets ricochet off the stone wall behind him. The squad has been flanked, and he’s now the only one who can stop the German penetration. He squeezes one last bit of cover from the wall and checks his ammunition. The enemy will be coming soon. Their covering fire begins. . . .
The latest addition to your role-playing game! D&D® and AD&D® Trail Maps!

Role-players like to know where they're going and where they've been. That's where our new Trail Map line comes in.

We've mapped major areas in the D&D® and AD&D® game worlds in just enough detail to preserve the integrity of the countries presented, yet we've left enough leeway to customize the maps to your own campaigns.

The first Trail Map, T1, is a complete map of the western lands of the D&D game's Known World and is on sale NOW at your local toy, book or hobby shop.

Look for Trail Maps of the eastern lands of the D&D game's Known World, the lands of Krynn, the city of Waterdeep, and the most dangerous section of the Oriental portion of the Forgotten Realms, Kara-Tur, all coming soon!

Don't Miss The New Trail Maps...

From TSR!
Monsters have always been an integral part of fantasy role-playing games. At the most basic level of presentation, monsters provide ready-made antagonists for the player characters to cross swords with or blast with their magic spells. Everyone remembers with fondness his first adventure, when he traded blows with the evil orcs or mindless undead that lurked in the local dungeons. In the first few gaming sessions, the physical descriptions of your opponents, coupled with the knowledge that they are going to chop your character into pieces unless you get them first, suffice to maintain your interest. They’re orcs, right? They are up to no good, and they hoard the gold and magical items that your character wants.

As time goes on and you gain more experience with the rules, the simple joys of monster bashing begin to wane. Players begin to look for more in their monsters than a series of statistics. Monsters with well-defined personalities and motivations help fill this need, and so does the use of narrative adventure structures in which the adventurers feel that they are playing a pivotal role in the development of a campaign or a single adventure.

Over the years, fantasy role-playing has developed tremendously. The large number of background supplements and sourcebooks now available are witness to our desire to find out more and more about the worlds in which our characters adventure. Campaign supplements are now an established part of most companies’ new releases. The majority of products focus on humans and demi-humans, providing background on how people live in the various fantasy worlds. Over the years, a few products have taken a similar look at the cultures of some of our favorite monsters. Gone are the days when a paragraph or two on each monster would cover all our gaming needs. Now we look for details on how these creatures live and breed, and why they act as they do.

This month, we look at some products that feature monsters of one sort or another. Each of the products approaches its subject from a different angle, showing some ways monsters can be portrayed within fantasy role-playing games.
Ents of Fangorn™
A MERP™ game supplement
48-page book
Iron Crown Enterprises, Inc. $12.00
Design: Randell E. Doty
Editing: Coleman Charlton
Cover illustration: Angus McBride
Interior illustrations: Liz Danforth

J. R. R. Tolkien’s Middle-earth® is a world rich in background and myth, and is one of the most developed fantasy worlds ever published. With its tales of epic struggles between Good and Evil, and the more mundane but no less gripping stories concerned with the struggles of individual elves and men, Middle-earth is more than just a gaming setting. Considering the depth and detail already present there, it comes as no surprise that I.C.E.’s MIDDLE-EARTH ROLE-PLAYING™ (MERP) game should boast a large number of campaign supplements. Of these, the Ents of Fangorn™ supplement offers a detailed look at Tolkien’s ents.

Many tales abound in Middle-earth concerning ents. Some portray ents as dangerous monsters that slay all who enter their forest; others believe ents are extinct creatures of legend. The people bordering Fangorn Forest are wary of entering its alien and menacing interior. Only orcs risk battles with ents.

The ents are the treeherders of Fangorn Forest. Being large, treelike creatures themselves, the ents care for the trees of their forest. But time has not been kind to the ents. As men and orcs have spread across the lands of Middle-earth, they have chopped down large areas of the forest to feed their fires and make room for their settlements. The once-mighty forest of Fangorn has been greatly reduced. Many of the ents are themselves turning “treeish,” preferring to stay in one place and sleep. But not all of the ents of Fangorn Forest are as friendly as Treebeard, the old ent in Tolkien’s The Lord of the Rings. Other ents are more violent in their outlooks, preferring to slay intruders rather than talk to them.

Fangorn Forest is also home to the huorns, or tree spirits: creatures that lie somewhere between ents and trees. Most huorns are quiet and docile, but a few are bent on destruction. These huorns are a danger to all who encounter them, including ents.

Ents of Fangorn™ is a good example of how to portray monsters in an interesting style, while still staying true to the splendor and learned feel of Middle-earth. It does so by presenting ents and their environment in the form of straightforward descriptions. The main source of inspiration is, of course, the writings of Tolkien, particularly the chapter in The Lord of the Rings where the two hobbits, Merry and Pippin, first encounter Treebeard. The information provided by Treebeard about the ents, including his story of the entwives, is faithfully reproduced in this product. In addition, further insights into ent life and culture are extrapolated from the available background. The supplement makes for interesting reading and portrays the ents as a deeply motivated race with an ancient history. The rich legends and stories, which Tolkien did such a masterful job of integrating into The Lord of the Rings, are used in this supplement to further define the background of Fangorn Forest.

The background sections on the ents of Fangorn are relatively complete and cover all the major areas of interest concerning ents, Fangorn Forest, and the forest’s environs. The maps and illustrations are of high standard and do much to enhance the atmosphere of the work.

Ents of Fangorn™ is less successful in its handling of the adventure sections, which are particularly thin when it comes to presenting narrative elements. Detailed descriptions of orc-infested dungeons form the major part of these adventures. The dungeon descriptions are reminiscent of the early days of adventure design, when suitably tooled-up parties would raid the lairs of local monsters. The two adventures dealing directly with ents are very skimpily outlined, giving no feel for how to handle encounters between PCs and ents. In fact, all of the adventure outlines are short on character interaction and role-playing.

Also, the unique atmosphere of Fangorn Forest is hardly used at all. This is a pity, as Fangorn Forest is a rich setting that, in the hands of a skilled adventure writer, would provide some memorable gaming sessions. Instead, random encounter tables are used to handle a party’s passage through Fangorn Forest. The tables are okay if you like that kind of thing, but don’t expect any colorful or useful staging tips. Just roll to see what the PCs run into, then hit them with it.

Evaluation: Ents of Fangorn™ is a useful
product for GMs who like their monsters depicted in a scholarly style. This is done remarkably well while staying true to the writings of Tolkien. As a book on ents, *Ents of Fangorn™* has many uses outside of its MERP™ setting, but it would have benefited from more development, particularly in showing how this product could be used to stage and run adventures. *Ents of Fangorn™* is useful for its background, but if you are after a source of adventures, you are advised to look elsewhere. This supplement is available from Iron Crown Enterprises, Inc., PO. Box 1605, Charlottesville VA 22902.

**Into the Troll Realms**
A RUNEQUEST® game supplement
48-page booklet
The Avalon Hill Game Company $9.95
Design: Greg Stafford and Sandy Petersen
Editing: Lynn Willis
Cover illustration: Steve Purcell
Interior illustrations: Daniel Brereton
Cartography: Charlie Krank

This booklet takes a markedly different approach than *Ents of Fangorn™* in its treatment of monsters. Here, the emphasis is very much geared to a narrative style of presentation. By describing trolls in their natural habitat and by allowing PCs to interact with them through role-playing, rather than through violence, *Into the Troll Realms* clearly shows how trolls can be used as colorful and interesting NPC's. *Into the Troll Realms* offers little in the way of hard background facts on trolls; that is left for the forthcoming *Trollpak* supplement, an update of a supplement previously published by Chaosium in 1982. In fact, *Into the Troll Realms* is itself an updated part of that previously published work. It is to Greg Stafford’s and Sandy Petersen’s credit that *Into the Troll Realms* can be extracted from a larger work and still be well written and useful.

*Into the Troll Realms* contains three detailed adventures and three smaller encounters that can either be played on their own or integrated into the larger adventures. The smaller encounters may also be used in a variety of ways, and the designers offer many suggestions as to how PCs came to be involved in the first place. Instead of getting a bunch of randomly generated monsters that rush at the party, we get encounters that have lives of their own.

The first encounter details a troll caravan, which is evidence that the RUNEQUEST® game’s trolls are not the unthinking brutes that many adventurers might assume them to be. We meet a troll merchant and his helpers as they travel with their caravan of riding and pack bugs. This is followed by an encounter with some assassins, then we get a firsthand look at a trollkin horde. This latter encounter is excellent; it builds steadily in atmosphere and gives us neat and evocative images of how trollkin think and act. Surprisingly, this is achieved in less than one page of text.

Now we get to the real meat of the package. Many player handouts with factual and false information regarding trolls are available to the PCs at the start of the first two adventures, from the PCs’ employers and other sources. These well-written background materials can also be used to form the basis of some short role-playing encounters between the possessors of the information and the PCs.

The adventures are of a uniformly high quality and emphasize role-playing over combat. That’s not to say that PCs won’t find plenty of opportunities to engage in combat, but they’ll miss out on some great role-playing encounters if they stir up the trolls unnecessarily.

I’d like to tell you more of the details of the adventures, but that would only detract from your fun should you ever use them. I’ll just say that the encounters are excellent examples of how to stage and present adventures. Groups that enjoy chatting with interesting NPCs will find lots of ways to amuse themselves.

As an added bonus, *Into the Troll Realms* comes with the rules for playing Trollball, an ancient game much loved by trolls. The
The Orcs of Thar is tenth in TSR's series of D&D® game Gazetteers. Each Gazetteer details part of the D&D® game's Known World, providing information on culture, society, history, geography, economics, and prominent NPCs of a given nation. On the whole, the Gazetteers are excellent and in many ways surpass recent releases in the AD&D® game line.

The Gazetteers have also made a significant contribution to the rules of the D&D® game—not in a gratuitous way (rules are not added for the sake of adding new rules) but in order to enhance the background and flavor of a particular setting. New rules have been added to deal with character skills, mechanics for handling sea and overland trading expeditions, new character classes, and several new types of magic: Glantrian, runic, and shamanistic, as well as the magic of the merchant princes of Minrothad, the elves, the halflings, and even the dwarves. To allow players and DMs of the AD&D® game to get in on the fun, recent Gazetteers have also included guidelines on converting the Gazetteers for use with the AD&D® game.

With the appearance of The Orcs of Thar, the D&D® game returns to its roots by allowing players to take on the roles of monsters. Depraved and depraved humanoids, the kind of scum that players love to hate. When originally published in 1974, the D&D® game gave some very skimpy guidelines on using monsters as player characters. When new editions appeared, these rules disappeared, and the D&D® game became decidedly human and demi-human oriented. Now, The Orcs of Thar gives the opportunity to play the bad guys in a detailed and humorous campaign.

The Broken Lands is where The Orcs of Thar is set, but many of the module's rules and background details are readily portable to other settings where humanoids live. The material is fun to read and informative, and The Orcs of Thar does an excellent job of describing the lifestyles of orcs and other humanoids. The Gazetteer is also humorously illustrated by Jim Holloway: anyone who has seen West End Games' PARANOIA™ game will be familiar with Holloway's fun-filled art, and here he does an excellent job of capturing the flavor of humanoid life.

So, what do we get in The Orcs of Thar? First comes the Players' Guide, providing an introduction to the Broken Lands and a humanoid character generation system for players and DMs. The Players' Guide gives us the history of the various humanoid races as seen through their own eyes. It then describes the current situation in the Broken Lands with a look at the 10 tribes, their beliefs, and the areas they inhabit. Next are new rules for generating humanoid player characters, including kobolds, goblins, orcs, hobgoblins, gnolls, bugbears, ogres, and trolls. All of these creatures are capable of increasing in experience levels, all the way up to the dizzying heights of 36th level. To maintain game balance, the larger creatures start off as younger members of their race and must earn experience points before they become fully grown monsters, as detailed in the D&D® rule books. For example, an ogre begins its adventuring life as a Youngster with only 2d8 + 1 Hit Dice; a troll begins as a Whelp with 3d8 + 1 Hit Dice. On the other hand, the weaker monsters, such as goblins and orcs, start life as fully mature adults. As all monster types adventure, they gain additional experience levels that bring increases in Hit Dice, saving throws, and combat abilities. The system handles these different types of creatures in a smooth and integrated manner. Being big has its advantages, since you start with more Hit Dice than the other creatures, but it takes you far longer to gain additional Hit Dice than it does for the lowly kobolds, goblins, or orcs.

To help players get into their new roles, there are tables and suggestions for generating height, physical appearance, and outlook. All this makes for very well-rounded characters with distinct personalities. As in other Gazetteers, various skills are available to further add-depth and interest to the characters. Optional rules cover many of the more humorous elements of humanoid role-playing. Humanoids don't like shiny new weapons and armor; beat-up, rusty equipment makes you look mean and fierce, but it might break or fall apart in the middle of a fight.

The information in The Orcs of Thar is also valuable to DMs running conventional campaigns. Player characters, once they get to medium levels of experience, are frequently scornful of the threats posed by humanoid opponents. As a consequence, humanoids are encountered only in very large numbers or not at all. With these new rules, humanoids are going to earn a lot more respect from human and demi-human adventurers. That bunch of orcs up ahead could easily be a party of 8th-level NPCs out for some action. Are you sure you want to mess with them?

Humanoids are renowned for their love of battle and mindless slaughter, and for acting in an obnoxious fashion. To help them maintain such high standards of behavior, Thar's Manual of Good Conduct has been prepared. This comes as part of the Players' Guide but is intended to be pulled out of the booklet, chopped up, and stapled into a smaller booklet that describes life in the humanoid army. This humorous booklet gets players and DMs into the right mood for engaging in humanoid role-playing.

The Dungeon Master's Booklet continues with the same overall flavor as the Players' Guide. Here, the DM gets the real history of the humanoids and the details on the major NPCs active in the Broken Lands. It also includes new rules for playing shamans and wiccans. These nonhuman spellcasters were first described in the D&D® Master Set; they are the clerics and magic-users of the humanoid races. By dedicating themselves to one of the humanoid...
Looking for a definitive book about ancient weapons?

Look no further

Palladium Books® Presents...

The Compendium of Weapons, Armour, & Castles

The Compendium presents over 700 different types of ancient weapons, scores of armor, and dozens of castles complete with floor plans.

Best of all this data is adaptable to ALL game systems!

Every weapon, suit of armor, and castle is illustrated. Plus, additional art and data focuses on exotic weapons and other fascinating details, like the floor plans of real, existing castles, how to suit up in chain mail or plate armor, the rapid fire Chinese cross bow, and much more.

This is not a boring text book, but a visual aid designed specifically for the role-playing gamer with his/her very special needs in mind.

Those of you who remember the small weapon book series may wonder if this is just a reprint of the previous books in one large edition. The answer is no. The Compendium will contain that data plus a lot more with mostly all new art by Kevin Long, Dirk Johnston, and Kevin Siembieda. If you thought you loved the old weapon books you ain’t seen nothin’ yet!

Highlights include . . .

- Approximately 700 different weapons from around the world.
- Over 40 types of armor throughout the ages.
- Dozens of castles and floor plans.
- Siege weapons and techniques.
- Everything beautifully illustrated; 200+ pages.
- $19.95 plus $2.00 for postage and handling.

Still Available!

The Palladium Book® of Weapons and Assassins

This is one of the small 48 page weapon books still in print. It explores the assassin societies throughout history, such as the Ninja and Thug cult. It examines their methods, weapons, tools, poisons, and motivations.

Why did these secret societies come to exist? How deadly were they? What is myth and reality? Over 100 illustrations, 48 pages. $5.95 plus $1.00 for postage and handling. Adaptable to ALL game systems.

The Palladium Book® of Weapons & Castles of the Orient

This is a companion book to Weapons & Assassins that focuses on Japan, China, and the rest of the Orient. It includes the famous and infamous weapons of the ninja and samurai like the kusarigama, jitte, war fans, and over 40 other weapons and 20 suits of armor. Plus castles and floor plans.

Adaptable to ALL game systems. $5.95 plus $1.00 for postage and handling.

Fantasy Role-Playing

The Palladium® Role-Playing Game creates an exciting world of epic fantasy. Players can be any number of unique creatures such as the werewolf-like wolfin or bearmen of the North, or the loathsome changeling who can assume the form of any humanoid creature. Additional player creatures include ogre, troll, goblin, hob-goblin, orc, dwarf, elf, human, and dozens of optional races.

Magic is unparalleled with the inclusion of the spell casting wizard, elemental aligned warlock, warp wielding diabler, circle using summoner, psionically empowered mind mage, the metamorph druid, and others.

Combat is realistic and fast playing. The world intriguing. If you play any of our other games then you’re already familiar with the game mechanics. This is the original RPG system that all other Palladium roleplaying games grew out of.

274 pages. $19.95 plus $2.00 for postage and handling.

Palladium Books® 5926 Lonyo
Dept. D Detroit, MI 48210

Available at Hobby Stores and Comic Book Shops everywhere!
Immortals, humanoids can gain spell-casting abilities.

The DM is provided with plenty of information about the best way to stage and present humanoid adventures, along with a large number of adventure outlines and one full-blown adventure. The adventure outlines do a superb job of capturing the flavor and atmosphere of humanoid adventuring, with plenty of opportunities for groveling and attacking the hated humans. There’s even Oenkmar, a detailed orich city for humanoids and humans to explore, as well as the rules for Tlachtli: a ball game played in Oenkmar. This is similar to soccer, but played with a rubbery ball in an area resembling a squash court. Tlachtli players carry wooden clubs that they use to beat their opponents senseless.

A board game is also included in The Orcs of Thar. “Orc Wars” is set in and around the Broken Lands and features a power struggle to see who’ll be the top humanoid. It’s good fun. “Orc Wars” first appeared in DRAGON® issue #132; the game’s counters in The Orcs of Thar are printed on heavier stock than was used in the magazine, easing their handling and making this Gazetteer a great value for the money.

Evaluation: The Orcs of Thar combines neat monster descriptions and background material with a colorful and humorous narrative style of presentation. Couple this with its high-quality graphic presentation, and you end up with a product that no one should be without. The Orcs of Thar is wonderfully conceived and executed. Even if the idea of having humanoid characters doesn’t appeal to you, the background material in The Orcs of Thar still makes it a valuable contribution to your campaign. Miss this one at your peril.

AC 10 Bestiary of Dragons and Giants

A D&D® game supplement 64-page booklet, 2-panel folder, and a Dragon Spell Generator

TSR, Inc. $8.95


Editing: Deborah Christian

Cover illustration: Larry Elmore

Interior illustrations: Wanda Lybarger and Roger Raupp

Cartography: Dennis Kauth and Ron Kauth

This anthology, dedicated to dragons and giants, takes a look at how these high-powered monsters live, work, and relax. The book kicks off with an overview of the lifestyles of dragons and giants, followed by short adventures that feature the various giants and dragons. The adventures take place in different locations and are written for a wide variety of character levels.

The Bestiary of Dragons and Giants adds little to our knowledge of dragon and giant lore. It doesn’t set out to greatly expand the information already available concerning dragons and giants, but instead redefines it slightly and provides a ready source of adventures that can either be played as stand-alones or dropped into an ongoing campaign. Of special interest are the game aids that come with this product.

The inside of the cover folder shows the relative sizes of the various huge monsters. The monsters are artfully rendered and are a great aid when it comes to describing these creatures to player characters. In case anyone doubts that storm giants are really big, you can flash this picture at him and let him see that even a 6’-tall human fails to come up to a storm giant’s knee. But even a storm giant looks short compared to an adult red dragon.

To help DMs generate spells for dragons, the Dragon Spell Generator has been included. This nifty device requires a bit of construction, but once completed, it can be used to determine which spells the various normal dragons and the powerful dragon rulers prefer. It also comes complete with the statistics for each type of dragon, thereby avoiding any referencing of the rule books. This can be a great bonus when you consider that the D&D® game rules are spread across a total of nine books.

Evaluation: As an anthology, the Bestiary of Dragons and Giants is quite bitty. But since its major role is to make available a wide variety of adventures about monsters, this is less of a problem. This is a book to dip into for ideas or to find a suitable adventure at short notice, and less a work to be read from cover to cover. If your prime concern is to have a ready source of adventures available, then the Bestiary of Dragons and Giants is a useful product. As a source of detailed background information, as found in Ents of Fangorn or The Orcs of Thar, the Bestiary of Dragons and Giants adds little to our knowledge of these creatures.

Short and sweet

GURPS® Ice Age game, by Kirk Tate. Steve Jackson Games, Inc. $7.95. A game centered around cavemen and woolly mammoths? The GURPS® Ice Age game takes this unusual subject and does a first-class job of turning it into a credible and detailed setting, including lots of background information and a gaming environment that makes a distinct change from other settings. This book gives you the lowdown on early man, rules for using these characters in a GURPS® game, shamanistic magic and spells, and details on how to set up a prehistoric campaign. The included adventure is suitable for play over 2-3 sessions and does an admirable job of capturing the flavor of life at that time. The GURPS® Ice Age game is also a handy sourcebook for GMs running time-travel or lost-worlds adventures. This one is available from Steve Jackson Games, Inc., Box 18957, Austin TX 78760.

TSEI Web Of Deceit, by Bob Kern. TSR, Inc. $8.95. This 64-page book is the first in a three-part series for the TOP SECRET/S.I.™ game. It pits the player characters against the evil schemes of the WEB organization. The action takes place on the fictitious Caribbean island of San Cristobal. With over half the book dedicated to describing San Cristobal in a colorful and game-oriented style, Web of Deceit has a very loose and free-flowing flavor. Instead of forcing the GM to quickly make up areas and NPCs when the PCs head out to explore parts of the island, the GM can turn to the section describing the part of the island in question and use the encounters and NPCs listed there. The second part of the book is dedicated to the adventure proper. When combined with the background material, it adds up to a very impressive piece of espionage role-playing.

Star Trek: The Next Generation Officer’s Manual, by Rick Stuart and John Terra. FASA Corporation. $15.00. Players of STAR TREK®: The Role-Playing Game and fans of the new Star Trek series will find the major changes and advances made in the Star Trek universe described here. The book goes into great detail on uniforms, insignias, starships and their weapons, the Ferengi Empire, and how the older aliens of the original series and movies have changed in the intervening years. Updating the STAR TREK® game to include information from the new television series is made easy with this book, and devourers of Star Trek trivia will be kept pleasantly engaged. Star Trek: The Next Generation Officer’s Manual is available from FASA Corporation, PO. Box 6930, Chicago IL 60680.
The Greatest Treasure of All!

Add DRAGON® Magazine and DUNGEON® Adventures to your treasure hoard.

Subscribe now and receive 12 issues of DRAGON Magazine for $27, or 6 issues of DUNGEON Adventures for $15.

Check the appropriate boxes under the publication(s) to which you are subscribing. Then, either mail this form with payments to: TSR, Inc., P.O. Box 72089, Chicago, IL 60678, or bring this form with payment to the TSR Periodicals booth at the 1989 GEN CON® Game Fair.

DRAGON® Magazine □ New □ Renewal (Attach mailing label.)
□ 1 year, 12 issues for $27 in U.S. funds only — a $3 savings!
□ 2 years, 24 issues for $54 in U.S. funds only — a $6 savings!
□ 3 years, 36 issues for $81 in U.S. funds only — a $9 savings!

DUNGEON® Adventures □ New □ Renewal (Attach mailing label.)
□ 1 year, 6 issues for $15 in U.S. funds only — a $3 savings!
□ 2 years, 12 issues for $30 in U.S. funds only — a $6 savings!
□ 3 years, 18 issues for $45 in U.S. funds only — a $9 savings!

[Please PRINT clearly] □ U.S. □ Canada

Name
Mailing address ________________________________ State/prov. ________________________________ Zip

City ________________________________ State/prov. ________________________________ Zip

Check one to indicate choice of payment.
□ Check □ Money order □ MasterCard □ VISA

Name in which credit card is issued ________________________________ Exp. date

Credit card number ________________________________ Date of order ________________________________ Authorized signature ________________________________

This form applies to addresses in the U.S. and Canada only.
Your first issue will arrive within 6 to 10 weeks. Offer expires August 31, 1989.

DRAGON, DUNGEON, and GEN CON are registered trademarks of TSR, Inc. ©1989 TSR, Inc. All Rights Reserved.
Capture a Treasure!

A treasure of exciting game adventure awaits you in each issue of POLYHEDRON™ Newszine!

The POLYHEDRON™ Newszine is the bi-monthly newszine sent to all members of the ROLE PLAYING GAME ASSOCIATION™ (RPGA™) Network. The Newszine brings you updates on conventions, news about the industry, gaming advice, game scenarios, and even a classified section so you can seek out gamers in your areal.

Join 1000s of gamers worldwide! Join today!!

See our subscription card in this issue, or write to RPGA Network, P.O. Box 515, Lake Geneva, WI 53147.

RPGA, ROLE PLAYING GAME ASSOCIATION, the RPGA logo, and POLYHEDRON are trademarks owned by TSR, Inc. © 1989 TSR, Inc. All Rights Reserved.
Of prophecies, candles, and killer canaries

The voting for the Beastie Awards continues, but for only a few more issues. We’d like to hear from you regarding your favorite computer game and the system version you played. Include your name and address for vote verification. The Beastie Awards are our way of recognizing outstanding accomplishments in the field of computer gaming. Send your vote to: The Beastie Awards, 179 Pebble Place, San Ramon, CA 94583. Become part of an ongoing tradition: Vote for your Beastie!

Reviews

Computer-game ratings

<table>
<thead>
<tr>
<th></th>
<th>Not recommended</th>
<th>Poor</th>
<th>Fair</th>
<th>Good</th>
<th>Excellent</th>
<th>Superb</th>
</tr>
</thead>
<tbody>
<tr>
<td>X</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>**</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>***</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>****</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>*****</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Activision
(distributed by Mediagenic)
P.O. Box 3048
3885 Bohannon Drive
Menlo Park CA 94025
(415) 329-0800

Prophecy
MS-DOS version $39.95

Employing a marvelously effective magic system, Prophecy is one of the latest fantasy role-playing games to arrive for PC/Microsoft-DOS computers. We reviewed the game in its EGA mode and are delighted with its on-screen color, animation, and graphics. Prophecy is bound to please most gamers, despite one or two minor drawbacks. The game can be played using either the keyboard or the joystick. The key to Prophecy is learning to avoid conflict at times to complete your quest.

Combining arcade action and role-playing skills, the game starts when you find the citizens of CrissCross, your hometown, are slaughtered. You recall the words of an ancient prophecy that predict a hero will appear to vanquish Krellane, the villain, and his Empire. Perhaps you are that hero!

Leaving CrissCross, you make your way to a church for the guidance necessary to complete the prophecy. Adversaries block your route, and you must fight with only a shield and gauntlets. Through the judicious use of magic, you can win through to the church.

“Seek, my child, the goblin crown of mind absorption,” states one priest. “Return it to a church, and more guidance will be given. Go now to the right alcove and pray for transport? Following the priest’s advice, you are told that once you have been magically transported to the goblin capital city of Gobar, there is no easy way back to CrissCross. You are then sent on your way.

As you journey through Gobar, you realize that discretion is always the better part of valor. Many of the goblin guards that appear on one screen simply cannot keep up as you move to another screen. Through careful use of your joystick, you can quickly enter a screen, note the position of stronger opponents, then withdraw. Then you can reenter the screen at a better place. You can also change weapons to better attack certain opponents.

Prophecy is not copy-protected, so it can be installed on a hard disk drive. The game includes both 5.25" and 3.5" disks. If you don’t have a mass-storage device, the game is playable from the floppy disks, but some disk swapping is required during the game. Prophecy supports CGA, EGA, VGA, MCGA, and Tandy 16-color graphics boards.

One of the most pleasing aspects of Prophecy is that you can save the game at any stage of play. The Control S dual keypress is required. Before leaving one screen we found this keypress was the best action to take. Should the next screen prove to be more than a match for your character, you can enter Control L and reload the saved game. You can also control the game’s speed, turn the sound on or off, and activate the joystick or keyboard control at any time.

The joystick is by far the easiest method for moving your character. To activate whatever object your character is holding (such as a sword, bow, or potion), press the first joystick button. To retreat quickly, press the second joystick button. If you don’t have a game card installed in your PC/MS-DOS machine, you can use the numeric keypad to move the character. Your character will continue to move in the direction of the last keypress until you press the “5” key to halt, then enter the next direction command.

Other keyboard controls include:

The “A” key, space bar, or first joystick button: Attack, using the item in your character’s hand (be certain you have equipped your character appropriately).

The “R” key: Review the last message (great for those times when you forgot to take notes).

The “L” key: Search for traps in the immediate area.

The “O” key: Opens doors, chests, gates, etc. (if you are using the joystick, simply moving toward the gate or chest opens it).

The “M” key: Memorize spells. Enter the Magic screen, which shows 10 spells your character has memorized. Each spell number corresponds to one of the 10 function keys on your computer. The screen shows the name of the spell and the number of spell points it costs to cast. When you press the function key corresponding to a spell, the spell goes off in the direction your character faces. The higher your level, the longer your spell lasts. To memorize a new spell (there are 31 spells), you simply move the cursor to a spell that you wish to replace. Press Return, then type the name of the new spell and press Return again. You can also enhance a specific spell by adding a prefix to the spell’s name. For example, the prefix Kru means that, when cast, the spell will affect 13 squares (watch out for backlash!)

The “E” key: Accesses the Equip screen, where you can alter your character’s armor and weaponry. Because your character can only have five items in use at one time, and because your weapons needs change a lot, you’ll use this screen often.

When you enter the throne room of the Goblin King to retrieve the goblin crown
of mind absorption, note that there are three powerful enemies to overcome in this room and that your character is still a novice. Think carefully before jumping into the fray. After the fight, you must find your way back to the stairs you used when you entered the city. The stairs will take you to the next adventure.

The game also possesses its share of dark humor. For example, in the tax office, some of the books to be found on the shelves are titled C.O.D./Cash or Die, I.R.S./Infernal Revenue Service, and U.P.S./Universal Peasant Servitude.

When you start a new section of the game, you are asked to identify the creature displayed on-screen by matching it with one pictured in the user's manual. The published pictures of these beasties are rather blurry and not easy to identify. You must type in the creature's correct name, not the name you'd think was the creature's true identity. For example, a rather bearlike nastie is described on page eight as Helf (wolflike, carrying a bowl, Lord of Ertaxia. You'd think to enter the word "Helf," but you'd be wrong. You must enter "Lord of Ertaxia." If you don't correctly identify the creature after two attempts, the game locks and you must reboot the PC.

Some lack of planning is apparent in some creatures you might encounter. For example, an evil archer was awaiting our character in a room with three walls laid out in a rough T shape. Upon entering the room, our character was protected by a small wall. That didn't stop the archer, who immediately began firing arrows into the wall—arrow after arrow after arrow. Not only would a half-intelligent archer wait until he saw his target, but there is no way that archer could have an unlimited supply of arrows. Your character's arrow count limits you to the number of arrows you are carrying, so why not limit the opposition as well? And to continue firing into walls is a rather futile gesture.

We enjoyed playing Prophecy. If you enjoy arcade-style games with a hint of adventure, Prophecy is a good purchase. The game does not require much thought, and there are no exasperating puzzles to solve. There are 28 animated characters, more than 60 weapons to use, and seven dungeon levels—more than enough goodies to keep your joystick from stagnating. This is a good game for beginners in computer gaming or for those who have some experience in fantasy role-playing games but want a little more action-based adventuring. Activision gives PC/MS-DOS users an adventure game for their micros that supports the adage that there are good games for IBM micros and clones.

Mincraft Software, Inc. (distributed by Electronic Arts)
2341 205th Street, Suite 102
Torrance CA 90501
(415) 571-7171
The Magic Candle

MS-DOS version $49.95

As if by magic, here is another excellent PC/MS-DOS adventure game for IBM micros or compatibles. The Magic Candle exemplifies a new approach to an otherwise overpopulated genre of computer gaming and is well worth investigation by any PC/MS-DOS user. Available in formats for PC/MS-DOS machines and the Apple II family for $49.95, and the Commodore 64/128 computer for $39.95, The Magic Candle is an enormous adventure that spans the entire continent of Deruvia. Not copy protected, the game uses a common method of ensuring that only authorized owners play the game (a word must be entered from a specified page number and column from the user’s manual).

The forces of darkness have gained footholds in Deruvia. The player’s goal is to somehow halt a magic candle from burning out. Once the candle is extinguished, an evil being named Dreax will escape from the candle to wreak havoc on Deruvia. You have accepted King Rebernard’s call for a hero, and it’s up to you and five stalwart companions to prevent the influx of peril into the lands.

The game initially places you in the role of Lucas, but you can rename this character as you wish. You must select five companions from many volunteers. All have various skills and talents, and only after careful selection will you be able to adventure forth with some degree of competence. The list of volunteers includes elves, humans, dwarves, mages, halflings, rogues, and more, all with interesting personalities, possessions, and talents. Note that Ziyx, the final volunteer, is probably the greatest wizard who ever lived in Deruvia; he has the Book of Sabano.

For our initial adventuring party, we selected Lucas (who owns a short sword), Nehar, Sakar, Ziyx, Eflun, and Alhan. With two wizards able to cast two varieties of spells, and with Nehar and Alhan able to fire arrows at the opposition, both Lucas and Sakar can then handle hand-to-hand combat with those who penetrate our wilting fire and magic blasts. However, all action in The Magic Candle requires energy. You’ll be quite surprised at how quickly one’s energy can dissipate, especially in combat.

Fortunately, there are two major methods by which you can increase a character’s energy. The first is by having a mage cast an Energy spell on each character (but only after he’s cast it upon himself first), and the second is by eating the Sermin mushroom. Other goodies that can enhance a character’s capabilities include potions, dried leaves, and seed pastes.

Other items that you’ll find handy range from rope (to help you get through those mountains) to a lens (for reading scrolls), and blankets are all available at stores.

Another goodie packaged with the game is a four-color map that shows the major areas of interest in this land. Remember that every move requires energy, and when night falls, one of the best ways to restore depleted energy is to sleep. With one member of your party on watch, any sneaky opponents will be spotted before they reach the party.

One of the most admirable features of The Magic Candle is the ability to split your party into different groups. Each group can then explore or work without waiting for other groups to complete other tasks. For example, should you find a job for Alhan at Port Avur, he can (D)ivide from the party. You can then place your highest-charisma characters in another two-member party to investigate the possibilities around town, speaking to all they encounter. The remaining three party members can purchase supplies at various stores. If specific training schools are found for various members of your questing party, those members can be separated from the main group to undergo their training. In Port Avur, your fighters, wizards, and archers will find training schools, and the training can be undertaken to the benefit of the entire party without wasting time. And time is valuable; in the upper right hand corner of the screen, you’ll be constantly reminded of the number of days remaining before the magic candle totally melts and releases Darkness.

The game screen is divided into four information areas. The main screen graphically represents the area where your party is located. In a town, you’ll note individual buildings and nonplayer characters. When traveling, you’ll be offered a broad view of the region and, should an encounter occur, the picture will zoom in to a more personal graphics level.

The Command screen reveals the commands that are currently active for your particular screen and are accessed either with the cursor keys or your joystick. The more interesting commands include:

ATTACK: This command only works if you are confronting one of the Minions of Darkness. However, you’ll feel foolish if you haven’t DRAWN your weapon first!

BEGIN: This is the command for activating a rest period. It also allows you to select a divided group in case you wish them to do something while others are resting or learning spells. When you access BEGIN, the time begins to tick by until you press the spacebar, ending the rest period. Should you be resting on the trail when an encounter occurs, you’ll be awakened to protect yourself.

CHANT: Applicable for magic spells that can be learned by talking with many of the NPCs. Your party’s survival is dependent upon proper spelling.

EAT: What you have to do to ingest mushrooms, potions, food, and so on. If you don’t eat, you don’t survive.

FIX: Weapons get dull in combat, and sometimes an axe handle might break.
This command allows you to repair weapons and hone them to a near-perfect state. FLEE: One heck of a way to escape from particularly obnoxious monsters. Unfortunately, it eats up energy levels.

FORMATN: Short for formation, this command rearranges the members of your party. Highly useful for putting fighters up front and spell-casters in back.

LEARN: Your wizards need this command to learn the available spells.

MAGIC: How you cast an active spell that has been RECALLED.

RECALL: A magic-users must RECALL a spell before it can be cast.

VIEW: A bird's-eye view of your quarter of Deruvia, with a blinking dot showing where your party is currently located.

The Information section is in the upper right hand corner of the screen and has six subsections. Here, you'll read the current date and time and see whether it is light or dark outside. Every five minutes, the time changes. This is called a "click." Data regarding your party's current position is next. If you're inside an edifice, you're notified of your current level; if you are outdoors, longitude and latitude are shown. Also revealed are the number of days remaining before the magic candle has melted away, leaving the land at the mercy of Dreax. A party formation box shows you the current positions of each of the six members of the party.

The last graphic box is the Status Summary area, where the current action direction is always highlighted. Also within this area is a description of the party's current location. This is always helpful, since your party can not only travel on foot, but by ship or through teleportation.

If you want to check out the current statistics for any party member, you simply enter the number of the character you wish to investigate. Be sure to remain aware of the health indicator, since your characters can become tired or exhausted if they don't obtain enough rest or food while traveling and fighting. The second screen for each character reveals his inventory, including coins, food, and up to 23 different objects. Also shown are any spell books in that character's possession.

The Magic Candle contains dwarves, elves, halflings, men, and wizards. Professions include carpenter, fighter, gem-cutter, knight, mage, mercenary, metal smith, ranger, and tailor. Several towns offer employment for those who possess certain skills.

The Magic Candle is relatively new to Japan, this genre is relatively new to North America.

The game features high-speed arcade action combined with puzzle-solving depth. In the game, the player must recapture Government City's orbiting power plant before it explodes and pulverizes the planet. The Minister of Power, Dr. Bester, has suddenly disappeared and malignant monsters have seized control of the plant. More than 30 monsters will be encountered. To be successful, the player must master Wibarm's three-phase form, complex dual-level weapon system, and psychol-link amplification. The player must race through one mazelike city after another and go far into space, constantly battling a menacing menagerie of loathsome monsters while using 10 different weapons of increasing power. The program is priced at $39.95 and supports EGA and CGA graphics. Wibarm is packed with one 5.25" disk and one 3.5" disk.

Cinemaware Corporation
4165 Thousand Oaks Boulevard
Westlake Village CA 91362
(805) 495-6515

Cinemaware Corporation has released The Kristal, a 3-D interactive stage production for home computers. Based on The Kristal of Kronos, an original stage musical, this science-fiction epic brings the look and feel of a Broadway performance to home computers. High drama and humor, abound as the player takes on the role of Dancis Frake, a space pirate who seeks the long-lost Kristal of Kronos. Emerging from a timeless dream with no memory, Dancis must discover the secrets of his past as well as his future on this colossal adventure. The Kristal defies categorization as it includes elements of graphic adventure, space exploration, and arcade action. Scores of lifelike animated characters interact with the player, providing clues to the quest. If a spaceship is acquired, the player can travel to planets throughout the galaxy on his search to locate the mysterious Kristal. When the going gets rough, action abounds, as numerous adversaries attempt to obliterate Frake and his plans to save the universe. Intense swordfighting encounters and heated space battles are just part of the action.

ADVANCED DUNGEONS & DRAGONS and the TSR logo are trademarks owned by and used under license from TSR, Inc. © 1989 TSR, Inc. All Rights Reserved.
This game is available for Commodore Amiga and Atari ST computers for $49.95, with a PC/MS-DOS version available later at the same price.

Epyx, Inc.
600 Galveston Drive
Redwood City CA 94063
(415) 368-3200

Just released by Epyx is Devon Aire in the Hidden Diamond Caper. Set in mysterious Crutchfield Manor, this is the first discovery-genre game that requires the player to extensively interact with a number of objects in the household to solve the puzzle. Lady Crutchfield III has hired cat-burglar extraordinaire, Devon Aire, to find the collection of precious stones that her eccentric (and deceased) husband Montague hid in the manor. This might seem like a simple task for a man of Devon’s talent, but the manor is huge and the floor plan defies explanation. There are surprises around every corner, such as secret passageways, hidden doors, barricaded entrances, and numerous dead ends. Killer canaries and mutant pig-mice, the results of failed genetic experiments, stalk the rooms. The game is now available for the C64/128 and Atari ST computers. It will be offered in formats for PC/MS-DOS machines, the Apple II computer family, and Commodore Amiga computers during the fourth quarter of this year. The suggested retail price for the C64/128 and Apple II is $29.95, for PC/MS-DOS machines is $39.95, and the Atari ST and Commodore Amiga prices are $49.95.

“Technicolor gussarama” is the latest development in action/strategy games from Epyx. One such game is Axe of Rage, a game that has it all: barbarians, a princess, fast action, an evil sorcerer, gruesome monsters, a noble and heroic quest, and a sense of humor. The player chooses the character of either Gorth the Barbarian or Princess Mariana. Their quest is to find the evil sorcerer Drax and stop him from shrinking humankind’s brain capacity in an attempt to throw civilization back millions of years. Gorth/Mariana’s weapon is the Axe of Rage, which must be wielded with might and accuracy. From a simple high or low chop to flying neck chops, points are scored for each successful blow, depending upon the difficulty and execution of the move. This is currently available for the C64/128 computer for $34.95. Future versions include PC/MS-DOS micros ($39.95), and the Commodore Amiga and Atari ST computer ($49.95).

Clue Corner

Pool of Radiance (SSI)
In the slums, use plenty of Sleep spells. Small monsters have an annoying habit of swamping low-level PCs with sheer numbers. Sleep usually works against every thing that has one hit die. For the best start, there is a hidden treasure in the NW corner. Get it for a boost in experience.
Under Kuto’s wall are some catacombs where bandits lurk. The leader of this band, Norris the Gray, is tough; the easiest way to kill him is to throw Sleep and Hold Person spells at those around him, holding him safely in the middle of that group. Then kill him with your archers. In Menador’s library, it is easiest to take out the sceptor with Magic Missiles, as they automatically hit their target.
Once you have the treasure in the Textile House, get it past the thieves under the wall. It contains a magic item.
When you meet the nomads, agree to fight with them against the kobolds. You’ll obtain lots of treasure.
When fighting the goblins, first take out the wyvern. Then, after the third wave of kobolds, exit and rest outside the caves.
When in the temple of Bane and the wealthy quarter, search for hidden treasure.
When in the buccaneer’s den, get the pass from the man by the wall.
In Zhentil Keep, get into one of the barracks after the alarm rings. After slaying the guards, keep ramming against one of the end walls. This will limit the number of troops accompanying the leader to about a dozen.
In Stojanow Gate, it is easiest to sneak through and rest in the towers after you fight the ettins.
In Valhingen Graveyard, take out the groups of undead and the specters in the towers one by one.
You also can reproduce items such as magic armor and other valuable items such as Wands of Lightning and Necklaces of Missiles. First, load the saved game. Second, remove a character (not the character with the item you wish to reproduce). Put another character in the removed character’s place. Give all the items to this added character. Then, remove this character and turn off the game. Repeat until you have enough items to keep the party well stocked.

Aleck S. Johnson
Claremont CA

Ultima V (Origin)
Watch out for the keep in the mountains west of the Bloody Plains: all three Shadowlords might be present at any time!
When in Cove, talk to a fighter at the healer’s at midnight. You will gain a clue to the location of the Mystic Arms of the Avatar.
The Glass Sword, which will keep a Shadowlord from bothering you if you happen to meet one, is hidden in a clearing in the Serpent’s Spine Mountains.
A Spiked Collar will protect you from the pendulum in Blackthorne’s Castle.
The Crown of Lord British is in the top floor of Blackthorne’s Castle. The Crown can protect the wearer from ANY magical attack, no matter how powerful.
The Scepter can zap any lock on any door or chest and is hidden in the Underworld.

The diary that comes with the game should be carefully read. Follow the diary's directions. Where the skiff was, it still is, as are the bodies of the three knights.

Favorable characters to incorporate into your party include:
Katrina (5th-level fighter, New Magincia);
Geoffrey (3rd-level fighter, Buccaneer's Den);
Captain John (Underworld, in his ship);
Mariah (3rd-level mage, Lycaeum);
Julia (2nd-level bard, Empath Abbey);
Gwenn (3rd-level fighter, Britain); and
Dupre (3rd-level fighter, comes with a two-handed sword and good armor, Bordermarch).

Characters you should not incorporate into your party include:
Toshi (1st-level bard, Empath Abbey);
Maxwell (1st-level fighter, Serpent's Hold);
Gorn (3rd-level fighter, Blackthorne's dungeon); and
Saduj (4th-level bard, Lord British's castle).

Saduj is rather a rotter. When you enter combat with another creature, he will try to kill all members of your party. He poses as a gardener in British's castle.

You know not to take food from fields or tables, but that doesn't apply to robbing houses. Search bookcases, barrels, fruit trees, stumps, dressers, vanities, and trunks. In Blackthorne's bedroom, for example, there are about six Summon Daemon scrolls. In Moonglow, you'll find one Negate Time Scroll, Cure Poison (red) in the healer's bedrooms, Healing Potions (yellow) in healer's rooms, and Resurrection Scrolls.

Search the graveyard in West Britannia and you'll come up with a Resurrection Scroll and a Regeneration Ring.

Recently we've heard about several mountain trolls under a bridge. They give you experience, gold, and sometimes gems.

If you ever meet ettins fight them, unless there are more than four or you are not in tip-top condition. They give a Summon Daemon Scroll and a Resurrection Scroll. They can also give you bags of gold and sometimes a Spiked Collar.

If you meet dragons, try to leave. They can summon daemons, and then the daemons are the major threat. If you go into combat with a dragon and win, you can get enough treasure to satisfy your financial needs for a long time. Magic Bows are also in dragons' chests.

For those who aren't quite up to dragons, reapers serve well. They can be very dangerous, so fight with caution; use some Vas Flam spells first, then concentrate your missile attacks on one of them and fight both. They can give lots of cash.

If you meet wisps, get away. They are far too dangerous.

Try to stay away from water creatures, as they offer no treasure after they've been eliminated.

There is an Ank hidden in Cove.

If you wait by a Moon Gate until it sinks into the ground, search the area. There will be a moonstone there that corresponds to the Moon Gate. Get the moonstone and bury it (by using it); when it comes time for the Moon Gate to rise, it will rise in the spot where you buried the stone.

Sometimes the armorer in the Buccaneer's Den is in a good mood; when you sell him items, he gives you triple normal price.

Find a sextant with Pirate Dave in a lighthouse.

Amanda Gupta
Pasadena CA

Most product names mentioned in this column are trademarks owned or licensed by the companies that produce those products. Use of the name of any product without mention of trademark status should not be construed as a challenge to such status.
Maps! Maps! Maps!

Creating Your Own World Is Easy With
THIS IS YOUR WORLD
Universal Campaign Maps & Settings!
THE CLASSIC WORLD MAP!
Poster-Size World & Mini-map... $6.95
THE FORTRESS!
Six Page Castle Layout... $5.95
THE INLAND TOWN!
Poster-Size Town & Island Layout... $7.95
NJ Residents add 6% sales tax.
Outside USA add $5.00 for catalog
Send check or money order in US funds to:
CCI, P.O. Box 148, Cresskill, NJ 07626
Send SASE for complete catalog.
Dealers inquiries welcome
CREATIVE CARTOGRAPHY IDEAS

Dream Wizards

The Shop of the Fantastic—Since 1978
Send $2.00 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 O
P.O. Box 2348, Rockville, MD 20852
Phone: (301) 881-1530
When in the Washington DC area visit our incredible shop—Congressional Plaza South.
Rockville, MD (across from Twinbrook Metro stop)

Xenophobe

Join XENOPHobe today and get in on a game of intergalactic economic, political and military confrontations and configurations! Join one of four races, ranging from the destructive "K" red to the economic giants, the "Terran"! Create your own starships (complete with propulsion, weapons, defenses, scanners and much more!) and start your journey into the best sci-fi PBM adventure of them all! All you have to do is send $5.00 for the rules to:

Empire Game Systems
Dept. DM
P.O. Box 83
San Marcos, CA 92069
(or phone us at 619-744-LOOK for free information on all of our games)
ASK US ABOUT WARP FORCE EMPIRES

Bounty Hunters Come in All Shapes
And Sizes... Join in the Hunt in

Manhunter

Sci-Fi/Fantasy RPG

Fully Illustrated, 80 page Rules Book contains everything you need right from the mobius. Complete rules for a dynamic new role playing campaign including

• Role-Player Modern scenario
• Taros, Robot and Alien Character Generation
• Magic and Spellcast
• Unique New Sidekick Concept System
• Special Ship Design and Refit Design
• Complete Economic, Historical and Govt Data
• List of the Galaxy's 'Most Wanted' Criminals

Burst Into A New Universe
Of Adventure Gaming!
Look for Manhunter role playing game at fine hobby shops, or order direct Direct $10 plus $2.00 postage from:

Kingston Publications
P.O. Box 441, Laithrup Village, MI 48633

Dragons!

Great selection of dragons!
The catalog offers T-shirts, stationery, rubber stamps, bell buckles, key chains, sculptures, coffee cups, posters, puzzles, and much more.

Send $2.00 for holographic stickers and 24-page dragon catalog.

Dancing Dragon Designs - Dept DG
1881 Fieldbrook Rd
Arcata, CA 95521

Model Nations

A novel hobby concept that takes the BEST features of roleplaying, modeling and simulations and makes them one! New Handbook featuring complete introduction to "Nation Building" is $5.00 including fast shipment (Vares add .25 to.

Send check/Mon. Ord. to:
WELL OF THE WORLDS
P.O. BOX 5335
SPRINGFIELD VA 22150

Imaginative Mail Order
* GREAT PRICES *
RAI PARTHA GRENADE
BATTLETECH CAR WARS
TSR MORE!
FAST SERVICE!
Send $1 for catalog;
(Refundable with first order!)
Box 100
Hawleyville, CT. 06440

High Quality Dice 100% Satisfaction Guaranteed! No remorse, 100% refund if not satisfied.
Koplow Dice Set

99 DICE

Help for Owners of Computerized FRP Games

Our map sets are compatible with all types of computer versions of Might and Magic II. Bard's Tale I & II, Bard's Tale III & IV, in book form for $10, Wizardry I & II, in one tome for $15, and Wizardry IV for $12. Each map set contains detailed maps of all dungeons levels, monster charts, object charts and a list of handi speeches. Our character editors are compatible with any Apple II/II+, IBM, or 80386 computer. The character editors allow you to modify your character's status, race, class, skills, background, experience points, hit points, level, spells, spell levels and each monster's object inventory. Our character editors include a character printing routine and either a printed list of clues or a clue printing routine. We have character editors for Bard's Tale I & II, Wizardry II, and $20 for any two, or $25 for all three. Ultima II & IV both on one disk for $20, Ultima V for $45, Might and Magic $45, Deathblow for $15, Wasteland for $15, Phantasie III and IV for $15 each, $25 for any two or $50 for all three. We also carry character editors for Wizardry I & II for $15 each, $20 for any two or $35 for all three. Wizardry IV for $15, Wizard's Crown for $15 and Adventurer for $15. Postage is free inside the USA or Canada, others add $3. Send checks, money orders or cash requests for

B&Q Solutions
P.O. Box 217, St. Louis, MO 63166
CUSTOM LEATHER GOODS
"WHERE YOUR IMAGINATION IS OUR CATALOG"

SPECIAL
JUMBO BLACK PIGSKIN DICE BAGS
6" X 8"
$10.00 INCLUDING SHIPPING

YOU TELL US WHAT TO MAKE
Bookbags, Bags, Boxes, Boots, Bands, Belts, and more, made from ELK, DEER, KIDSKIN, SHEEPSKIN, RABBIT FURS, and more

WRITE FOR INFORMATION AND PRICES
TANSTAAFL LEATHER
R.O. BOX 10324
ROCKFORD, IL 61101-0324

WESTERN BONES
DICE
—HIGH QUALITY—
—EUROPEAN STYLE—

FAIRYTALE DICE
(164 / 256 / 260 different colors for a D100, 50 different colors for a D6)

GEM SETS
(Tanzanite, Ruby, Amethyst, Peridot, Aquamarine, Blue Topaz, Citrine, Smokey Topaz, Tourmaline, Mystic Topaz, Rose Quartz, and more)

SOLID SETS
(White, Red, Blue, Purple, Black)

PERCENTILE SETS
(sets of 30 dice)

DICE BAGS
Colored Leather, holds 90 dice

MAIL TO:
WESTERN BONES
P.O. BOX 84
AKRON, COLORADO 80720
ADD $1.00 FOR POSTAGE AND HANDLING

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
4-6-8 DICE SALE
BONUS — 6 FREE dice with each set

All sets contain six different dice.

Sets of solid color — White, Red, Blue, Green, Teal, and Black

Sets of eight solid dice — White, Red, Blue, Green, Teal, and Black

Sets of solid colors — Black, Dark Red, Dark Teal, Dark Blue, and Brown

Sets of translucent dice — Green, Yellow, Diamond, and Teal

Sets of transparent die — Blue, Purple, and Red

Heavy 16mm dice packages (207) — Red, Blue, Green, Gold & Purple

16 mini Dragon magazines (4x6) — one for each (5.94 each)

Bag of 100 assorted solid dice — (250) $14.00

Bag of 100 assorted transparent dice — (250) $8.00

Bag of 20 assorted 6-sided dices (50 each $5.00)

Bag of 4 assorted transparent Jumbo dice (60 each $16.00)

Bag of 10 assorted transparent Jumbo dice (60 each $3.50)

CAST YOUR OWN FANTASY FIGURES

38 Super Molds
Fantasy Chess Sets - Special Figures

SPECIAL
A Fantasy Starter Set, catalog and four figures only $12.50 postpaid.
(a regular $20.00 value)

or send $1.00 for illustrated catalog

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

EATING RIGHT, LIVE LONG AND PROSPER.

Eating high-fiber foods, such as fruits, vegetables, and whole grain products. Eat fewer high-fat foods. Maintain normal body weight. And live long and prosperous.

CALL THE AMERICAN CANCER SOCIETY AT 1-800-ACS-2345 FOR FREE NUTRITION INFORMATION.

AMERICAN CANCER SOCIETY

THE AMERICAN CANCER SOCIETY AUTHORIZED USER.
When it comes to fantasy games, the ADVANCED DUNGEONS & DRAGONS system is the real stuff. In fact, AD&D designed fantasy role-playing gaming as we know it today!

Only AD&D games provide the incredible richness of detail that makes vast and mysterious worlds come alive, filled with characters, monsters, weapons, spells and encounters of incredible diversity and depth.

Now SSI uses this legendary system to take fantasy gaming one step beyond: A line of AD&D computer games set in the immense world known as the Forgotten Realms.

Every game in this exciting series can be enjoyed by itself. However, the beauty of SSI's FORGOTTEN REALMS epics is that they are intricately woven together. The more you play, the more you'll discover the glorious wonders of this mystical domain.

**Pool of Radiance:** the first and now classic AD&D computer role-playing game. In the fabled ruins of Phlan and around the northern shore of the Moonsea, your band of six Player Characters fight an unending wave of monsters and strive to unmask their mysterious leader.

**Hillsfar:** An action-adventure game that is a crucial stopping point in your travels. Hillsfar serves as the training grounds for all your heroes. Transfer your characters from Pool of Radiance or Curse of the Azure Bonds and increase their skills through vigorous workouts that include combat, maze-running, lock-picking, archery and horseback riding. Succeed in Hillsfar and some of your characters' statistics will actually improve. They will emerge from Hillsfar more prepared than ever to survive your dangerous journey.

**Curse of the Azure Bonds:** the sequel to Pool of Radiance, with deadlier monsters, more powerful spells and new Player-Character types. In this game, you find your characters' arms mysteriously imprinted with azure blue symbols. When they glow, they ensnare your will — you must do as they command! Search the realms for members of the New Alliance who forged these chains of enslavement and remove the Curse of the Azure Bonds.

Look for AD&D games from SSI at your favorite retailer. A wondrous universe awaits you.

To order, visit your retailer or call 1-800-245-4525 to charge on VISA/MC. To receive SSI's complete product catalog, send $1.00 to SSI, 1046 N. Rengstorff Ave., Mountain View, CA 94043.
Around The World In 36 Levels
Exploring the D&D® Gazetteers (without getting lost)

“Yeah, sure. The D&D® game? It’s all about going down holes in the ground; whacking the monsters, and grabbing their treasures. Once you’ve done it often enough, you go up a level. You get tougher and tougher, and go down deeper and deeper holes. The monsters get bigger and bigger, and one day you wake up as an Immortal. It’s gross; how can you take 20th-level characters seriously, never mind 36th?”

Is this what the D&D® game means to you? If so, think again, because the game is much, much more.

For a long time, the D&D® game has taken second place to the AD&D® game. The D&D® Basic Set gave guidelines for running classic dungeon adventures. With its clearly presented systems, it served as an ideal introduction for newcomers entering the world of fantasy role-playing. However, while guiding players and DMs through their first adventures, it lacked a consistent campaign setting in which to base future adventures. The world surrounding the dungeon existed only in an abstract sense: It was a place you went to be healed between adventures and to buy more monster-bashing equipment.

The arrival of the Expert Set went a long way toward rectifying this situation. It opened up the great outdoors, allowing characters to move around aboveground and interact with the many diverse peoples populating the world. As they progressed in level, characters were able to settle down and build strongholds. But many gamers, instead of continuing their characters into the realms of Expert play, opted for the more detailed and complex systems of the AD&D® game.

The reasons for this were many and diverse. The AD&D® game was perceived as being more “solid” and “real.” It offered more dramatic settings and opportunities for character development. TSR, Inc. supported the AD&D® game more than the
D&D® game, offering adventure modules galore, a campaigning area in the WORLD OF GREYHAWK® setting, and the steady flow of hardbacked rule books focussed the spotlight firmly on the AD&D® game. But all was not quiet on the D&D® game front.

The Companion Set, while primarily dealing with characters of levels 15-25, contained lots of information relevant to lower-level characters. Specialist character classes appeared; the druid (a subclass of cleric), and the paladin, the avenger, and the knight (all subclasses of the fighter) were all available to characters of 9th level and above.

The founding of a stronghold and the development of its surrounding territory was given detailed treatment in the rules on dominions. Dominions could be clearly defined and make an integral part of a campaign. As well as clearing out the evil monsters which lurked in their new holdings, characters could become involved in developing and expanding the lands under their control.

While characters could still participate in dungeon and wilderness adventures, they could also lead armies using the Companion Set’s War Machine rules. This set of abstract rules made it possible to maneuver armies around the countryside and fight large battles in an easy and systematic fashion. If world domination was one of your character’s goals, then the War Machine gave you the opportunity to indulge in warfare to your heart’s content.

With the extra material of the Companion Set, the D&D® game suddenly developed into a very comprehensive system, offering opportunities and systems that the AD&D® game had only hinted at. The development of the D&D® game did not end there, either.

The Master Set described life at the megaloads of play: 26th-36th. Characters were shown how they could strive for and achieve Immortality. The day-to-day life of a high-level adventurer was concerned more with founding a dynasty, traveling to other planes, and becoming involved in the epic struggles that threatened to tear the world apart, rather than with the accumulation of loot and power.

Detailed rules for becoming highly skilled in various weapons meant that a character’s combat options mushroomed dramatically, including skills at disarming, deflecting missile attacks, and inflicting additional damage. These extra abilities were available to lower-level characters too, so there was no need to wait until 25th level to gain all this new stuff.

After Master-level play, characters could continue their adventuring careers by shaking off their mortal forms and becoming Immortals. This was a whole new ball game. The Immortal Set marked a character’s progression into the cosmos, as earthly forms were left behind and characters soared into the vast beyond. The PCs’ world was merely one of many, and its significance dwindled rapidly.

While all this development was taking place, the game world grew slowly. It started in the Expert Set and module XI The Isle of Dread. A world map accompanied by a few paragraphs on each country, loosely defined the adventuring lands. The world was sketchy in the extreme, leaving DMs to flesh out the vital details needed to bring it to life. As time went by, various modules introduced new areas and developed others. The land of Norwald first appeared in module CM1 The Test of the Warlords. Norwald formed the basis for the published Companion and Master adventures. The ancient emnity between the empires of Thyatis and Alphatia provided plenty of opportunity for characters to engage in epic struggles.

The Companion Set, while opening up Norwald, set aside attention on the “Expert World.” It was assumed that the Expert World was deserted by Companion-level PCs as they ventured north into Norwald for high-level challenges.

Then the Companion and Master PCs came back to the Expert World (now the “Known World”), and great changes took place in the realms of the D&D® game. The background to the D&D® game’s Known World is being expanded dramatically. Countries that were previously described in only a paragraph or two now get the full treatment. Each country has been developed into a detailed setting for characters of all levels, with notes on local economics, culture, society, and politics, and with lots of adventure ideas to show how you can use all this new stuff.

The Gazetteers
The D&D® game Known World is being showcased in a series of Gazetteers. The following gazetteers are available:
GAZ1 The Grand Duchy of Karamskos;
GAZ2 The Emirates of Ylaruam;
GAZ3 The Principalities of Glantri;
GAZ4 The Kingdom of Ierendi;
GAZ5 The Elves of Alheim;
GAZ6 The Dwarves of Rockhome;
GAZ7 The Northern Reaches;
GAZ8 The Five Shires;
GAZ9 The Minrothad Guilds;
GAZ10 The Orcs of Thar;
GAZ11 The Republic of Darokin; and
GAZ12 The Golden Khan of Ethengar
In addition, a boxed set describing the warring empires of Thyatis and Alphatia, Dawn of the Emperors, is scheduled for release in August.

The benefits to both DMs and players of a developed campaign world are tremendous. The Known World acts as a backdrop to adventures, providing color and a meaningful rationale for adventures. While base greed can be used to motivate characters, it pales in comparison to the thrills gained from undertaking an epic quest to save the local populace from death or imprisonment.

A developed setting also provides great scope for role-playing, as the player characters deal with the setting’s inhabitants.
on a day-to-day basis. The DM can create adventures by drawing on the worlds political and geographic backgrounds. These adventures will be infused with a greater importance than those that simply start the PCs outside of the dungeon entrance. NPCs encountered in one adventure can reappear later in the campaign, helping the DM to maintain consistency and providing friends and enemies with which the PCs can interact. The PCs’ actions affect more than their immediate surroundings, and their struggles can take place within a coherent setting. Almost everything a player character does has some influence on the world. Whether Basic-level adventurers clear out a horde of goblin raiders, or Master-level characters thwart the schemes of some powerful Immortal, their actions shape the world and make it a believable place in which to adventure.

Without a world setting to draw upon, the DM is placed under an immense burden. The DM must define territorial boundaries, populate the lands of the world, create the beliefs and practices of the inhabitants and, at the same time, design adventures to challenge the player characters. This cannot be done overnight; it takes long hours of careful design work—work that many DMs simply don’t have the time to do. The availability of ready-made settings goes a long way toward reducing the work load.

The Gazetteers take the crushing burden of world creation off the DM’s shoulders, and they do so without asking the DM to surrender any creativity in the process. A DM armed with the Gazetteers is able to draw on the background to create adventures that are both memorable and original. The DM is not restricted by the contents of the individual Gazetteers. It’s your world, and you can do what you want with it. Whether you like what you read or not, the Gazetteers serve as a springboard to the imagination. If you don’t like something, go ahead and change it. If something strikes you as ill-defined, simply develop it until it matches your requirements. The Gazetteers provide the raw material, and you can work this into any finished product desired. So what’s the D&D® world like?

The Known World

Two great empires dominate the Known World: Alphatia and Thyatis. Their wars shape global events, and their spies and envoys fuel existing political tensions everywhere.

The mighty empire of Alphatia is the oldest in the world. It lies to the east of the main continent, across the Sea of Dawn. Alphatia is ruled by a council of 1,000 36th-level wizards and, as can be expected, it relies on its impressive magical abilities to impose its will.

The empire of Thyatis is currently 1,000 years old. Since its founding, Thyatis has expanded rapidly and has clashed with Alphatia on more than one occasion. Thyatis is ruled by a triumvirate of powers—theocratic, magical, and military—all headed by an emperor, Thincol the Brave. Thincol possesses a keen soldier’s mind, but he also has a reputation for being cruel and merciless—traits that he employs to great effect. Many of the Empire’s battles have been won through treachery and deceit, and Thincol’s spies and agents can be found fermenting dissent throughout the Known World.

An uneasy balance of power exists between the two empires. Neither empire is keen to wipe the other out, but minor wars occur frequently in outlying areas. Alphatia, with its vast array of magical abilities, has won most of these small wars but, undaunted, Thyatis still continues to flex its might.

While the mighty empires continue to glare at each other across the Sea of Dawn, life goes on as normal in the minor states of the world. Not as yet directly threatened by the machinations of the great powers, these states have their own internal concerns to occupy them, concerns that are many and diverse. The states of the first four Gazetteers will serve as examples.

The Grand Duchy of Karameikos: The state most closely tied to a great power, Karameikos is ruled by the Thyatian noble, Duke Stephan Karameikos. Exchanging his ancestral lands 30 years ago for sole sovereignty of an undeveloped Thyatian colony, Duke Stephan is now attempting to transform Karameikos into a developed state. Many Thyatian nobles have accompanied Duke Stephan to his new lands, where they now impose their will upon the native Traldarian peoples. Following a bloody and unsuccessful rebellion, the Traldarians have come to accept their new rulers. Barony and city-states have been granted by Duke Stephan to many of his Thyatian followers, but large tracts of land remain undeveloped and unallocated.

Largely a wilderness setting, Karamainos is a good setting for low-level adventures. Here, low-level PCs can make names for themselves, and in time they may even be given a land grant by the Duke. Until that day, adventurers will be kept busy clearing out the monsters that lurk in the forests and mountains of Karamainos.

The Emirates of Ylaruam: This desert land was the home of Al-Kalim, the prophet and divine leader of the Ylaruam peoples. Now worshiped as an Immortal, Al-Kalim gave the people of Ylaruam their codes of conduct and the dream of the Desert Garden. One day, the desert will bloom and all the prophet’s people will benefit from its fruit.

While the Emirates of Ylaruam can be found desert warriors, cultured city dwellers, merchants, and the mighty efreet. A code of personal conduct and honor marks the people of this land. No social interaction takes place before certain rites and customs have been performed. Etiquette is very important, and it is disgraceful to press any kind of business before the required formalities have been carried out. This is a culture where outsiders are at a distinct disadvantage. Ignorant of the required formalities and customs have been performed. Etiquette is very important, and it is disgraceful to press any kind of business before the required formalities have been carried out. This is a culture where outsiders are at a distinct disadvantage. Ignorant of the ways of the peoples (and also being unbelievers), outsiders are faced with some great role-playing challenges as they try to avoid offending the locals.

This land of burning sands offers adventures in the mold of the Arabian Nights—battling evil efreet, discovering lost cities buried under the desert, and becoming involved in duels of honor. True followers of Al-Kalim respect and follow the code of the Nahmeh, the sacred book. By ‘keeping the Nahmeh’s teachings in their hearts, true believers can expect to rise to positions of power and be honored guests throughout the Emirates.

The Principalities of Glantri: A land where magic use is a developed art is sure to be a fascinating place, and Glantri certainly is. To be a cleric in Glantri is to court death, for clerics are outlawed. (The punishment for breaking the law is death.) The land of Glantri is ruled by powerful mages. As a consequence, magic and its effects are everywhere. Continual light spells illuminate Glantri City at night, and invisible stalkers are frequently encountered going about their masters’ business. Guilds of monster hunters and monster...
A DM may either pick the characters' backgrounds or allow them to roll on the character background tables. Once their background has been determined, the DM may then decide how best to use this background to flesh out the character. The background provides the foundation for much of the character's personality and appearance. It also serves as a guide to how the character might be expected to act in various situations.

Characterization

Characters in a D&D game are not just a collection of stats and abilities, but are unique individuals with their own personalities, backgrounds, and motivations. These characters can take many forms, from the brave and noble heroes of a fantasy world, to the cunning and calculating villains that seek to undermine their heroes' efforts. The DM is responsible for creating these characters and guiding them through the adventures of the game. This requires a deep understanding of the game's setting, as well as a creative and imaginative mind.

In a sense, every D&D game is a work of character creation. The DM must think about the world in which the characters live, the cultures they come from, the languages they speak, and the beliefs they hold. This allows the DM to create a rich and diverse cast of characters that bring the game to life.

The DM should be as imaginative as possible when creating characters. The more unique and interesting the characters are, the more fun the players will have playing them. This is true whether you are creating a new character for a one-shot adventure, or a regular character for a long-term campaign.

One of the best ways to create interesting characters is to give them a back story. This can be as simple as a brief summary of the character's past, or as detailed as a full-blown adventure that takes place long before the current story. Either way, a back story can give the characters depth and personality, making them more interesting to play.

Another important aspect of character creation is the character's alignment. This is a measure of a character's beliefs and moral compass, ranging from good to evil. The character's alignment can affect how they interact with other characters, and can also impact the course of the story. For example, a good-aligned character might be more likely to help others, while an evil-aligned character might be more likely to harm them.

In addition to alignment, the character's race and class also play a role in their character creation. A character's race determines their physical appearance and abilities, while their class determines their skills and roles in the story. For example, a human warrior might be strong and skilled in combat, while a gnome sorcerer might be cunning and clever.

Finally, the character's personality is also an important aspect of their creation. This is determined by a combination of their race, class, and background. A character's personality can be as simple as a single trait, or as complex as a full-blown character arc. Regardless of the complexity, a character's personality is what makes them unique and interesting to play.

In conclusion, character creation is a key aspect of any D&D game. It requires creativity, imagination, and a deep understanding of the game's setting. By taking the time to create interesting characters, the DM can help make the game more enjoyable and engaging for all players.
home area and then to decide on what a character knows about the area. A Traldarian from a remote area may have had little or no contact with the Thyatian overlords, and would thus be ignorant of their beliefs and culture. He would, however, be very knowledgeable about Traldarian beliefs and culture. This character would be provided with the history of Karameikos, and with information on the Traldarian Church and Traldar beliefs. A Thyatian character would know all about the history of Karameikos from the side of the Thyatian overlords. Such a character might, however, be totally ignorant of Traldarian beliefs and simply believe the people to be uncouth barbarians. A character of mixed blood, as well as having the physical traits of both races, would know about both cultures. She would be conversant in the teachings of the Church of Karameikos and the Traldarian Church. If these three characters meet, they could role-play the meeting, thus drawing on their knowledge of the land. Each culture could then find out about the other during play.

Characters do not have to adhere to the ruling beliefs of their culture; they could play atypical characters who reject all of their society’s beliefs, or accept the majorities while rejecting others. They may decide that another culture has aspects that they would like to copy. Anything is possible. All that’s needed to achieve this is some basic background knowledge for the players to use. Alternatively, the PCs could all take on the role of Thyatians and discover the Traldarian beliefs by interacting with NPCs. Or they could be all Traldarians. Some might accept their Thyatian overlords, while others might go out of their way to cause trouble.

Whatever method is chosen, there are vast opportunities for PCs to interact with each other and with NPCs. By drawing on their own backgrounds and physical appearances, players have lots of hooks around which to build their characters. They need never again be merely Fred the Fighter from the village down the road. They will be Karameikans of every possible sort.

Demi-humans, depending on their origins, could be ignorant of the ways of the humans, or be conversant with the basic background. I favor keeping demi-humans in the dark about human ways; that way the demi-humans can discover a world which is as alien and as exciting as the darkest dungeon.

The prevailing social trends will do much to shape a character’s development. Glantrian citizens tend to pursue magic above all else. Ierendians, whether from native stock or from one of the many immigrant continental families, are fun-loving adventure seekers. In Karameikos, the concerns of characters revolve around carving out the land from the wilderness and gaining political status. In Ylaruam, religion and honor dictate most of a character’s actions.

Each Gazetteer provides plenty of guidelines and rules to assist DMs in creating the tone and texture of the land. Adventure outlines show how adventures can be easily created out of the background. Once the players start developing their character’s personalities in play, you’ll find that adventures begin to start of their own accord. There’s nothing quite like well-defined characters and a good background for creating subplots all over the place. Defined characters tend to have interesting motivations, and they’ll often adventure for other reasons than just to grab the loot.

Family ties always make for good adventure openings. Only the most heartless character is going to refuse a request for aid from a family member. A mission to rescue one’s kinsman from an evil vizier makes for a much more interesting adventure than merely being asked to rescue some unknown messenger from the vizier’s dungeon. If the kinsman is killed and the vizier flees before the adventurers arrive, vengeance will be a high priority for the bereaved PC. This is the kind of motivation that players love and that makes a DM’s job that much easier.

Characters may even be from overseas. They will still need some background on their home areas, but they will be more or less ignorant of the new land before them! What holds true in their own land may not apply in another country. By interacting with the inhabitants, the foreigners will slowly discover the local ways. Role-playing encounters are enriched, and a whole new area of play is opened up.

Travelers arriving in the Emirates of Ylaruam will have to adjust to the fanciful speech of the inhabitants and to their rigid customs. The suspicion directed at all unbelievers must also be overcome. Citizens of the Emirates who visit Karameikos will discover a land where social graces and honor are unimportant. The players can then role-play their characters’ amazement at the uncouth ways of the infidel.

Room to grow

As a general rule, low-level campaigns are best set within one area, allowing the characters to become familiar with it and establish their local reputations. Once characters are conversant with a setting, they will treat it as home, making any threat to that home very meaningful. Just because the campaign is set in one area, there’s no reason not to have the PCs encounter Ylaruam traders, Glantrian wizards, and Ierendian adventurers. Any visit to a busy port can involve an encounter with an interesting foreigner. The PCs could uncover the schemes of a Glantrian wizard, or discover a Magian Fire Worshiper from Ylaruam attempting to open a
gate to the plane of Fire.

Another good use of the Gazetteers is as a backdrop to a more wide-ranging campaign. This can involve PCs of any level. All that’s needed is a reason for them to travel. This can be a simple desire to see what life in the next country is like, or part of an epic, continent-spanning campaign. The following are adventure outlines that may be developed as a means of drawing PCs to distant lands.

The runaway: A nobleman’s younger son has run away from home. His distraught parents engage the adventurers to bring him back. The adventurers must follow the son’s trail into a neighboring state and convince him to return home. Extra complications can easily arise if, for example, the son has fled to Glantri and the adventuring party contains one or more clerics. While searching for the son, the clerics have to avoid being discovered by the Glantrian mages.

Young and in love: A nobleman’s daughter has eloped with the son of a village blacksmith. The two young lovers board a vessel and travel to a distant land, where they gain the protection of a powerful NPC who refuses to let them be taken back home, either for sinister reasons or out of a desire to protect them. The adventurers can try to persuade the foreign NPC to change his mind, or they can attempt to take the young lovers back by force. Either way, the PCs must deal with the local customs and become familiar with the new country. The young couple may even decide to slip away from their protector and head for another land.

The emissary: The adventurers could be appointed as emissaries and sent on an important and delicate mission to another country. While enjoying the status of emissaries, the adventurers also have to ensure that they do not bring their own nation into disgrace, Module X10 Red Arrow, Black Shield, although set 200 years after the current date of the Gazetteers, involves the characters in just such a mission. In this module, the adventurers travel from country to country in an attempt to gain allies in the Known Worlds’ first world war.

The repo men: A magical item has been stolen from a powerful Glantrian noble who hires the adventurers to repossess it. The adventurers must travel to a neighboring country and attempt to retrieve the item from the thief. To add extra spice, the thief could have been hired by an important NPC who does all in his power to retain the item, even going as far as framing the adventurers for a murder or another robbery.

Frying tonight: A group of Magian Fire Worshipers from the Emirates of Ylaruam are attempting to open a number of gates to the plane of elemental Fire. These gates are situated in remote areas of various countries. If the gates are opened, large numbers of fire elementals will enter the Prime Material plane and wreak havoc throughout the Known World. The characters can discover the existence of this plot and then travel around the world dealing with the Fire Worshipers. Adventures can revolve around attempting to prevent the opening of the gates and to close any that have already been opened.

Fifth column: Thyatian agents are engaged in fomenting unrest in a number of countries. They plan to destabilize the countries in question, giving Thyatis an excuse to invade. The adventurers can learn of this plot by various means and then seek to expose the agents’ schemes.

Murder most foul: A murder has been committed and the murderer, or a witness to the murder, has recently left the country. The PCs must track down the murderer or witness and bring him back (or at least interview him). This may prove to be a delicate task, especially if the person is of high rank in his own country.

Choosing a setting

With all the settings available, the DM has a wide range of choices in the tone and location of his campaign. Each Gazetteer also has a number of special rules that are usable in the other settings. Karaameikos has a simple skill system that can easily be expanded to cover other cultures. Ylaruam has its own skill system and a ready-to-use village that characters from other cultures can explore. Glantr’s special magic system can be made available to non-Glantrian magic-users by having a teacher from the Great School of Magic set up a school in another country of the Known World. The way in which Glantr’s mages react to this could form the basis for a number of adventure sessions, as they set out to close down the renegade school. Glantr also offers variant rules for creating magical items and spells. This system can easily be used by magic-users seeking to expand the magic powers at their disposal. If large naval battles are something you’ve always wanted to run, then a copy of The Kingdom of Jerendi will be invaluable, as it contains excellent rules for conducting sea battles, including ship counters representing each nation’s fleet. Later Gazetteers offer even more variety.

Conclusion

The Gazetteers are a long overdue addition to the D&D® game. They greatly increase the role-playing potential and add great depth to any campaign’s background. There are plenty of good ideas in the Gazetteers, making them great assets to any fantasy campaign. Whether you play the AD&D® game, the D&D® game, or another fantasy system entirely, the Gazetteers have something to offer for every one. Your adventures need never again take place against a vaguely defined fantasy background. The world is now rich, diverse, and above all, fun.
"We're fed up, and we're not going to take any more!" The bad guys marshal their forces for the assault on Retirement Village.

Through the Looking Glass

Urban renewal at Retirement Village
©1989 by Robert Bigelow

With the 1989 GEN CON® games fair (and all of its miniatures events) on the horizon, it seemed like a good idea to present a lively fantasy miniatures battle. "Retirement Village" was offered as a short but active event at the last major Gamefest given by our club, the Gamemaster’s Guild of Waukegan. The scenario could accommodate up to 10 people (one gamer per adventurer or group of monsters). It was designed to be a thinking-gamer’s battle as well as a slugfest. The outcome depended upon skill, luck, and good military planning.

The chief planner and judge for this event was our club president, Chris Clark. Chris designs products for his own company, Inner City Games; he has created many smooth-running but slightly devious scenarios. This one was no exception. In this scenario, the monsters are simply tired of being kicked around. They live in their lairs and gather the belongings of those interlopers who burglarize and terrorize the monsters’ happy homes. Nevertheless, because the monsters do away with those home-wreckers, they are the "bad guys"! Those craven adventurers who loot and pillage the monsters’ caverns are the "heroes"!

But the monsters have discovered the whereabouts of one of the first groups that looted their lairs and started the stream of vandals. Maybe if this group is destroyed, the honor of the caverns will be redeemed and further adventuring will be discouraged!

The battle report that follows is a combination of players’ action reports and the after-game report by Chris Clark. While I have changed and shortened some of the text, I present you with what I think is an amusing battle.

Scenario set-up

Modified BATTLESYSTEM™ supplement rules for the AD&D® game were used for this scenario. Some variations in the AD&D® game rules were also applied that were used in the local campaign. Due to aging effects on the retired characters, some of their statistics were not in line with AD&D® game norms.

The battleground for this scenario was a 6’ X 8’ table covered with a green felt surface, with one large forest and some small hills. There were no rivers but there were several thickets to limit movement. In addition, there were several small clumps of trees scattered around the area.

In recreating Retirement Village itself, the setting should consist of no more than four or five buildings. We used Greenfield's 15mm Inns as our primary structures, with two medieval buildings to
round out the town. We picked Greenfields products because they are well
made and light, as well as easy to paint.

The village should be set up in the
northwest corner of the board, with the
woods to the east exactly two movement
turns away. The adventurers start in the
buildings in town, and the monsters start
on the edge of the eastern woods. Rein-
forcements for the adventurers should
start just behind the woods to the south,
only five and a half turns away from Ret-
irement Village.

The figures we used included those
from Minifigs, Heritage, Ral Partha, and
Grenadier; many of the figures are no
longer in production. The figures can be
made and light, as well as easy to paint. You can
substitute new monsters or characters,
but balance the new figures’ powers to fit
the scenario.

Forces of “good”

Army 1—Heavy lancers (16): AC 2
(men in plate mail with shields), 3 (horses
with plate mail barding); MV 18” (9”
charge bonus may be used once); zero-
level fighters on medium war horses (HD
2 + 2); hp 7 (each man), 11 (each horse);
level fighters; hp 7 (each); #AT 1;
Dmg 1-12 (pole axe); AL LG.

Bartholomew the Bard (human): AC 5
(plate armor + 3 and ring of protec-
tion +3); MV 12”; Bard14; hp 56; #AT 1;
Dmg by weapon type (unarmed) or spell
use; S 10, I 8, W 12, D 7, C 10, Ch 7, Co 9;
AL NG; Charm ability 24%; Age 59; magi-
cal scroll containing fireball, ice storm,
and cloudkill (one use each; roll vs. intelli-
gence on 1d20 for scroll use).

Dula the Dwarf (dwarf): AC 3 (-2 to be
hit by giant class; plate mail); MV 6”;
F9; hp 48; #AT 1 or 2; Dmg 1-8 (heavy
crossbow, 12” range) or 1-6/1-6 (hand axe,
can attack twice); S 10, I 8, W 5, D 9, C 9,
Ch 9, Co 8; AL CG; Age 296; hand axe and
heavy crossbow.

Skyle the Bold (human): AC 2 (plate
mail +1; MV 9”; F10; hp 45; #AT 1;
Dmg 2-9 (axe); S 9, I 9, W 8, D 10, C 6, Ch 9,
Co 12; AL LG; Age 85; battle axe +1.

Amana the Raider (half-elf): AC 2
(chain mail +2 and shield); MV 12”; Ran8;
hp 29; #AT 1; Dmg 2-9 (spear); S 9, I 9, W
7, D 7, C 9, Ch 10, Co 7; AL CG; Age 201;
can cast faerie fire (roll vs. intelligence on
1d20); spear + 1.

Moose (human): AC 0 (plate mail +2
and shield); MV 9”; F10; hp 80; #AT 1;
Dmg 2-9 or 2-13 (sword); S 9, I 6, W 10,
D 9, C 9, Ch 6, Co 5; AL NG; Age 79; long
sword +1.

Forces of “evil”

Kobolds (10): AC 7; MV 6”; HD ½; hp 3
each; #AT 1; Dmg 1-4; AL LE; MM/57.

Gnolls (12): AC 3; MV 9”; HD 2; hp 11
each; #AT 1 or 2; Dmg 1-12 or 2-6/1-6
(arrows); AL CE; MM/46.

Bugbears (10): AC 5; MV 9”; HD 3 + 1; hp
22 each; #AT 1; Dmg 1-12; AL CE; MM/12.
Troll: AC 4; MV 12”; HD 6 + 6; hp 48;

Army 3—Heavy infantry (9): AC 2;
MV 6” (3” charge bonus may be used
once); zero-level fighters; hp 7 (each); #AT
1; Dmg 1-12; #AT 1 or 2; Dmg 1-8 (heavy
crossbow, 12” range) or 2-16 (when set against charge); S 10, I
6, W 10, D 9, C 9, Ch 10, Co 7; AL CE;
Age 85; battle axe +1.

The battle

Bartholomew sat alone next to his
second-floor window, idly gazing at the
verdant woods outside of town. As he sat,
he rocked, his bones creaking only slightly
louder than the runners of his rocking
chair as they touched the hardwood floor.
Bartholomew had been reminiscing about
the day 40 years ago when he and his
friends went adventuring in the Dark
Caverns. That fateful day had shaped the
fortunes of his youth. He and his friends
had destroyed the evil creatures dwelling
in the Dark Caverns and carried home
riches and wealth in volumes almost be-
 past belief. Even considering the four
decades that had passed, Bartholomew
fancied he could still take on a savage
monster or two. Why, he could—

Bartholomew blinked. There was some-
ing at the edge of the peaceful woods.
No! An ogre and a troll and a veri-
tything at the edge of the peaceful woods.

"But the good guys are supposed
to beat up the monsters!" The aging
heroes (and their young allies)
prepare their town’s defenses.
An aerial view of the “Retirement Village” playing area, with the village and heroes on the lower right, the monsters (in the woods) on the lower left, and the heroic armies in the distance.

crippled in his arms, babbling obscenities about a murderous party of human adventurers who had invaded the caverns his family called home. At that moment, Namor resolved that he would give all future adventurers pause before they marauded through his cave system again. It was time for a lesson to be taught.

In a far greater universe, the bounds of which were beyond the ken of both Namor and Bartholomew, four humans speculated on the potential futures of a group of brightly painted miniatures dispersed over a variegated-terrain playing board. Linda and John Rosen controlled the forces of good, while Milt Levenberg and Jason Hainer ran the forces of evil. Milt and Jason chuckled as they pushed the figures of a horrendous band of hideous monsters within striking distance of the sleepy, unsuspecting town. In one more turn, there would be a holocaust!

Linda and John, surveying with some apprehension the advance of the evil minions, hurriedly arranged for reinforcements, led by the sons and daughters of the retired adventurers residing within the town. Unfortunately, it would be several turns before these forces arrived. Bravely, John assembled Dula the Dwarf, Skyle the Bold, and Moose near the town wall to make a desperate stand using missile weapons. Their chances were slim, but the melee might stall the attackers for a time. Suddenly brightening, Linda rolled a die. With grim determination, she grasped the figure of Bartholomew and placed him once again in front of the second-floor window of the inn.

Racing to the street, Bartholomew called loudly for his aged friends—Dula the Dwarf, Skyle the Bold, and Moose. In the old days, these three had been deadly with the long bow and crossbow. As the aging party approached, Bartholomew quickly informed the group of what he had seen. Taking command, Moose turned to the others and shouted, “I’ll get da bows and meet youse guys at da town wall!” Feeling helpless, Bartholomew raced back up the stairs to his second-floor room. Near panic, he rifled through the papers on his desk. Suddenly, a scroll caught his attention. It was that old fireball scroll he had been saving for a special occasion. If only he could remember how it worked! Rack-ing his brain, Bartholomew probed his senile memory; suddenly, the process was made clear to him. Chanting confidently, Bartholomew grasped the scroll firmly and pulled back the sash on the window.

Namor bellowed an ancient battle cry as he exhorted his troops to press their attack on the town. Another hundred yards and they’d be within the wall, free to wreak havoc among the townspeople. A small volley of arrows came from the town wall to harry the attackers, one of them striking and killing a kobold in the front ranks. Laughing uproariously, Namor yelled at the defenders. “Hey, you got one!” Then from the corner of his eye, Namor noticed a small, red streak hurtling down on his group from the second-story window of the town’s dilapidated inn. He jumped quickly to the right and flattened himself to the ground as the world exploded in a flash of fire and light.

The forces of good surveyed the scene with satisfaction. Against all odds, the fireball had worked. Their satisfaction, however, was short-lived. One after another, the monsters somehow managed to avoid the blast. Only a small number of the attackers were struck. With a sigh of regret, John pulled his figures back from the city wall, leaving only Dula the Dwarf to stem the onslaught. The forces of evil, as John had hoped, mistook this as a sign of weakness and pressed the attack, glee fully anticipating bloodshed. Seeing this, John concealed his mirth. Let them gloat, he thought; we have a plan. . . .

Namor stood up and dusted himself off. So, the enemy had magic! Still, the effects had not been that bad. All of the kobolds had been fried, and just about everyone had gotten a little roasted, but the marauders were, for the most part, intact. Namor would simply use a little more strategy. Motioning for the gnoll troops to come forward with their bows, Namor glanced over to the town wall to examine the strength of the defense. Unbelievably, the defenders were deserting the wall, leaving the town undefended! One gnarled old dwarf was now the remaining obstacle between Namor’s army and their prize. Shouting orders for the gnolls to provide covering archery fire, he bellowed a shout of victory and ordered his troops to charge. Now was the time to bring on the

A new type of tent peg? No, just the half-elf Amana, following the sledgehammer blows of one of the local monsters.
Skyle raced into the tavern, dragging Moose along behind him into the supply room. He remembered many late-night card games played by the light of flickering lamps that used—there they were!—flasks of oil! Grabbing an armload of flasks and several cleaning rags, Skyle sped from the tavern across the street to the town's inn. Moose, following suit, grabbed some flasks and hurried after him.

But a figure stood at the door to the inn, holding a vicious-looking 6' spear. Startled at first, Skyle then recognized his friend, Amana the Raider.

"I'll hold them at the door!" Amana cried. "See if you can help Bartholomew. He's looking for other surprises in his bag of tricks."

Motivating for Moose to follow, Skyle took the stairs two at a time while rapidly stuffing cleaning rags into his oil flasks. If he could get to a window on the second floor, he might have a chance.

Linda regarded the figure of Bartholomew with hope. Once again, she rolled a die. Once again, against all odds, the result indicated success. . . .

Bartholomew was ready to tear out his hair. He had found another scroll in his belongings and had rushed to the window, certain he could vanquish the invading army. To his dismay, he found that he couldn't even make out the title on this scroll. Suddenly the magic came back to him—he remembered how the spell worked! Concentrating on the open area just outside the town wall, he intoned the arcane passages of the scroll. With a thunderclap, an ice storm rained down on the battle below.

Yulo, the umber hulk, ambled over to the stone wall of the town's inn and regarded it with his four green eyes, flexing his monstrous claws. So these are the creeps who stole our family heirlooms so many years ago, he thought. I think it's time we stress-test this little town of theirs. He bent down and literally dove into the ground, claws tearing through rock and earth as if through cloth and paper. A stream of stones and debris flew behind the monster as vengeance drove him on.

Skyle fumbled with the candle next to the second-floor window. Running up two flights of stairs had left him winded. He never remembered the inn stairs being quite so long. Finally, the wicks he had placed in the two flasks of oil caught fire. Aiming carefully, he dropped them on Namor's head far below. "Try regenerating this!" he chortled as the troll writhed and fell, his head a mass of flame.

Moose was glad he had decided to help Amana fend off the intruders at the door of the inn, for things were not going well there. Three gnolls, two bugbears, and a giant troll now faced them, and Amana had been badly hurt on the monsters' first charge. Then the giant troll's head burst into flame, and it fell and rolled on the ground. Glancing upward, Moose noticed...
Buy any game or miniature for less!  
**The Discount Game Warehouse Inc.**

No matter what you’re interested in - Miniatures, RPG’s, War Games, Software, and Accessories - get it for less from THE DISCOUNT GAME WAREHOUSE! Don’t ever pay full price again! Call our toll free 800 number to place your order and get the Warehouse’s standard 15% - 40% discount. Shop Accessories, and you can’t beat The Discount Game Warehouse for price or service. Here’s just some of the titles that we carry:

### SPECIAL
This month, the entire Talsorian Games product line will be available at 30% off!

#### TALSORIAN GAMES
- Cyberpunk RPG 20.00
- New / Solo (cyberpunk supplement) 12.95
- Teenagers from Outer Space RPG 10.00

#### GAME DESIGNERS WORKSHOP
- Space 1889 RPG 30.00
- Cloud Ships and Quaddaron (1980) 8.00
- New Conkling Atlas 10.00
- New Martian Cloud Ships (Miniatures) 10.00
- New Aerial Gunboats (Miniatures) 10.00
- New Victorian Adventurers (Miniatures) 10.00
- New Soldiers of Compassion (1988) 12.95
- MegaTraveller RPG 30.00
- Sky Galleons of Mars 24.00
- Twilight 2000 RPG 18.00
- Harpoon 20.00
- Battles of the Third World War 8.00
- Ship Forms (Harpoon) 6.00
- Uck Forme (Harpoon) 6.00
- Johnny Reel 20.00
- New Space Holics 47.95
- New! Dungeon Bowl 22.95

#### STEVE JACKSON GAMES
- GURPS Players Book 9.95
- GURPS Basic Set (3rd Edition) 19.95
- GURPS Swashbucklers 11.95
- GURPS Blank Character Sheets 4.95
- GURPS Space 9.95
- Car Wars (Deluxe) 18.95
- New! GURPS Supers 14.95

### UP TO 40% OFF

**We sell many products from many manufacturers. If you don’t see what you’re looking for... CALL (617) 648-0800**

#### VICTORY GAMES
- Gulf Strike (2nd Edition) 34.00
- Ambush 24.00
- Purple Heart (Ambush) 22.00

#### WEST END GAMES
- Ghostbusters II RPG 16.95
- Star Wars RPG 15.00
- New! Galaxy Guide 2 (Star Wars) 12.00
- Paranoia RPG 17.00

#### MINIATURES
- We carry the entire current line for these manufacturers and others:
  - CITADEL
  - RAL PARTHA
  - GRENADIER
  - MINI FIGS
  - EMPIRE
  - FALCON
  - FRONTIER
  - GHO
  - IRON BRIGADE
  - RAFM
  - ROCO
  - ALPINE MOUNTAIN
  - ESCI

### ACCESSORIES
- Call or write to get our full listings of dice, mats and graph paper, and paints and brushes. Special of the month

### SOFTWARE
- We cover over 250 software titles - here’s just a few:
  - Steel and Thunder (Acadola) 39.95
  - Red Storm Rising (Microprose) 54.95
  - F-15 Eagle (Simulator) 59.95
  - Speedball (Spotlight) 39.95
  - Incomet BattleTech

**NOTE:** Prices may vary for certain computers

---

**800-344-8498**

369 Massachusetts Avenue, Suite 220  Phone (617) 648-0900  Fax (617) 648-0803

Arlington, MA 02174  Telex 7101101920

The Discount Game Warehouse Inc.
Skyle grinning at him from a second-floor window.

Bartholomew staggered and gasped. For some reason, the whole inn was beginning to shake. Grabbing his last scroll, he ran for the stairs leading to the first floor.

The forces of good scrutinized the scene with mounting alarm. Many monsters had died, but there were still too many left alive for a group of over-the-hill adventurers to handle. Reaching for the figures of Dula and Skyle, John had them retreat from the fray. If only they could buy one more turn, then the reinforcements would arrive—enough cavalry and men-at-arms to cow a horde twice the size of that which they currently faced. “I’ve got one more ace up my sleeve,” whispered Linda as she reached for a 20-sided die.

Though things were going well for them, the forces of evil were dissatisfied. The monsters could escape if necessary, and a sharp lesson still needed to be taught here. Although theumber hulks burrowing would undoubtedly cause the collapse of the town inn, the cavalry would arrive the following turn. Milt reached for a gnoll figure.

Dernak, the gnoll, got an idea. He knew that retreating meant dying ignominiously at the hands of Namor, but that did not mean he wanted to face the swords and spears of the bloody-handed adventurers at the door of the inn. Chuckling maliciously, Dernak sparked a torch into guttering life. Jogging to the tavern, he dipped behind the bar and soon had a merry blaze licking at the ceiling. Racing out the back door, he followed a similar procedure at the stables. This would make big points with Namor when they got back home! Turning to search for still more buildings to burn, Dernak spied a short figure near the town wall; it pointed some-

The forces of evil congratulated each other on their master stroke. The town was mostly destroyed, and one of the adventurers had died a swift yet painful death. Although the cavalry was now entering the north side of town, the forces of evil had accomplished their purpose. It was time to retreat. . . .

Namor quickly gathered his troops together and headed for the welcome darkness of the forest. Though they hadn’t killed all of the thieving murderers, they had levelled the town and left a mangled corpse as a warning. Namor felt sure that the next generation of adventurers would think twice before choosing his cave system for a “day of fun!”

Late in the evening, Bartholomew surveyed the wrecked town through tear-streaked eyes. Skyle, Moose, and Dula had returned home with their children, but his friend Amana lay in the cold earth at his feet—a heavy price to pay for all their past glories.

Let us hear about your own miniatures battles, and let us know what you think about the ones you see in this column. Comments and requests for further information should be sent to: The Gamemaster’s Guild of Waukegan, 1411B Washington Street, Waukegan IL 60085 (halfway between Chicago and Milwaukee). Or call us at: (312) 336-0790. You might find me at the miniatures-events area at the 1989 GEN CON® games fair.
Watch Your Step!

by Thomas M. Kane

Mines and traps in the TOP SECRET® and TOP SECRET/S.I.™ games

Edwin saw no guards. He could, however, see the crash site ahead under the predawn sky. The tilted tail fin pointing at the heavens, a twisted wing wrapped around a tree, the dull black fuselage — the wrecked plane was surprisingly intact. But no guards. Why?

Clutching his pistol, Edwin left the safety of the bush and started out into the tall grass, moving slowly and keeping low. You’d think that a crashed spy plane would draw all sorts of attention, he thought, but there wasn’t — oops. He froze — then saw the object ahead was just a sign. How’d I miss that? Edwin crept forward until he could translate what it said.
DANGER!
MIDPOINT OF MINEFIELD!

Edwin closed his eyes and gripped his pistol until his hand turned white. There was no point in turning back now. When he opened his eyes again, he crouched down and stared hard at the ground in the dim morning light. Then, with infinite caution, he continued his journey toward the plane wreck. He had come a long way. He had a long way to go.

Both the TOP SECRET® and TOP SECRET/S.I.™ games give general descriptions of land mines, but neither includes any details on them. This article describes the uses and effects of different land mines (as well as other traps) for either game system. Note that the TOP SECRET/S.I.™ game has rules on page 16 of the Administrators Guide which replace part of the “Finding them first” section herein; the rules on page 16 can also be used to see if a victim is caught by other traps.

For the most part, this article applies to campaigns using the TOP SECRET game. If you use the TOP SECRET/S.I.™ game, simply treat all of this article’s references to Physical Strength as STR, Coordination as REF, and Deactivation or Military Science/Weaponry AOKs as Demolitions skill.

### Mines and fuses

Mines come ready for use with their own fuses, but fuses can be purchased for building custom-made traps. For example, a charge could be wired some distance from the fuse so that the mine simply scares its victim. A string of explosives can be linked to one fuse and laid in a line, so that the mines will destroy a column of troops behind the victim. A land mine is often anchored with an extra fuse so that the mine goes off when it is lifted. Demolitions experts prefer to make their own mines to get exactly the right charge and fuse for the job. A character with a Military Science/Weaponry AOK above 60 can attach a different fuse or triggering device to any standard mine.

### Mines and fuses

<table>
<thead>
<tr>
<th>Type</th>
<th>Weight (lbs.)</th>
<th>Explosive equivalent (lbs. plastique)</th>
<th>Complexity</th>
<th>Triggered by</th>
</tr>
</thead>
<tbody>
<tr>
<td>Soviet</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>TM-38</td>
<td>11.4</td>
<td>6.5</td>
<td>-50%</td>
<td>500-lb. pressure</td>
</tr>
<tr>
<td>TM-41</td>
<td>12</td>
<td>8.6</td>
<td>-20%</td>
<td>400-lb. pressure</td>
</tr>
<tr>
<td>TMB-2</td>
<td>15.4</td>
<td>11</td>
<td>0%</td>
<td>26-lb. pressure</td>
</tr>
<tr>
<td>TMB-8</td>
<td>17.6</td>
<td>13</td>
<td>0%</td>
<td>26-lb. pressure</td>
</tr>
<tr>
<td>YaM-5</td>
<td>14.5</td>
<td>11</td>
<td>-10%</td>
<td>300-lb. pressure</td>
</tr>
<tr>
<td>American</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>M14</td>
<td>3.5</td>
<td>1 oz.</td>
<td>0%</td>
<td>20- to 35-lb. pressure</td>
</tr>
<tr>
<td>M15</td>
<td>30</td>
<td>22</td>
<td>+25%</td>
<td>300- to 400-lb. pressure</td>
</tr>
<tr>
<td>M16</td>
<td>8.25</td>
<td>special</td>
<td>+10%</td>
<td>special</td>
</tr>
<tr>
<td>M18A1</td>
<td>3.5</td>
<td>special</td>
<td>-</td>
<td>remote control</td>
</tr>
<tr>
<td>M19</td>
<td>28</td>
<td>21</td>
<td>+20%</td>
<td>350- to 500-lb. pressure</td>
</tr>
<tr>
<td>M21</td>
<td>18</td>
<td>10.5</td>
<td>0%/30%</td>
<td>special</td>
</tr>
<tr>
<td>M-23</td>
<td>11</td>
<td>special</td>
<td>special</td>
<td>special</td>
</tr>
<tr>
<td>M24</td>
<td>special</td>
<td>special</td>
<td>special</td>
<td>special</td>
</tr>
<tr>
<td>M25</td>
<td>3.5</td>
<td>special</td>
<td>0%</td>
<td>14- to 26-lb. pressure</td>
</tr>
<tr>
<td>M49A1</td>
<td>3.5</td>
<td>special</td>
<td>+10%</td>
<td>1-lb. pull</td>
</tr>
</tbody>
</table>

* The tripwire pulls off a cap, releasing the striker. It is possible to remove this cap and attach the fuse to a line so that relaxing the pressure detonates the mine. ** A character needs tools, such as a lockpick set, to disarm this type of fuse.
American fuses

**M1:** The M1 is simply a metal tube with a tripwire ring.

**M1A1:** This tiny metal pipe contains several screw eyelets so it can be attached to an explosive. Its trap consists of a disc with three upward-pointing prongs. When something crushes these prongs, the fuse detonates.

**M3:** An M3 fuse detonates when pulled and released. It is very dangerous to disarm. The M3 is a steel pipe with one tapered end. The tripwire is attached to a small winch.

**M5:** The M5 appears to be a metal box. It goes off when lifted or jostled. The M5 can also be set to detonate when it is squeezed and released. This latter type is placed under a weight of 5 lbs. or more. When a victim lifts the weight, the mine blows up. This latter fuse type could also be used to make the mine arm itself when an enemy soldier steps on it, then go off when the victim lifts his foot.

Soviet mines

**TM-38:** Looking rather like a suitcase, the TM-38 is a metal box with an X cut in the top to weaken the metal. It is about 9" X 9" in size. Impact or pressure crushes the mine's lid, triggering the fuse. The TM-38 is usually booby-trapped; it often contains devices which detonate the mine if it is lifted, if the cover is removed, or if the fuse is taken out. TM-38s are never disarmed in the field.

**TM-41:** This is a metal can about 1' wide. The two handles on a TM-41 make it look like an old-fashioned chamber pot. A TM-41 has a pressure cap that can be loosened by twisting; then the fuse can be pulled out. However, TM-41s often stick—and pulling can set off the mine. Two similar models exist, the TM-44 and TM-46.

**TM-38:** This thick, round mind often rots in moist soil. For game purposes, there is a cumulative 10% chance per week that a TM-2 will disintegrate. The TM-2 is made of asphalt-impregnated cardboard. Its fuse can be screwed out. Another Soviet mine, the TM-1, is nearly identical.

**TM-8:** Except as noted in Table 2, this mine can be treated as a TM-2.

**YaM-5:** The YaM-5 is a wooden, box-shaped mine that explodes when its lid is crushed. To disarm it, an agent removes the nail or wooden peg from the striker, opens the lid, and takes out the fuse. The Soviet use many similar mines with different explosive charges.

American mines

**M14:** Turning the arming dial frequently on an M14 may cause the dial to wear out and become stuck in an armed position. Each time an agent adjusts the dial, there is a cumulative 5% chance that it will stick. This mine is a steel disc with several tabs.

**M15:** The M15 looks like a smooth, steel disc.

**M16:** The M16 mine mines into the air and explodes, firing steel shrapnel in all directions. No arming dial is used with the M16; its fuse is simply screwed in. The M16 looks like a soup can and can be set to explode from pressure of 8-20 lbs. or from a pull of 3-10 lbs. on a tripwire. An M16 inflicts damage as a fragmentation grenade.

**M2A1:** The M2A1 is often called a claymore mine, and it is usually detonated by remote control with an M1 or M3 fuse. Claymores are placed in a triangular pattern, with a row of three mines closest to the enemy, two more mines behind them, and one beyond that. The mines are 150' apart. An operator sits in a foxhole behind the minefield, detonating each row of mines as the enemy approaches it. Characters can set unmannned traps with the M18A1, using tripwires and fuses. This mine sprays 700 steel balls over a range of 820', across a 60° arc. Anybody within range suffers the effect of 1-10 gurshot wounds. Claymores are rectangular, metallic, and appear slightly bent. Most are painted blue and labeled "front towards enemy!" Each stands on four wire legs. In Vietnam, the Viet Cong were known to reverse M18A1 mines so that they sprayed the operator.

**M19:** An M19 cannot be armed or disarmed without a special safety fork. The U.S. Army packages M19 devices with the fork attached. If an agent attempts to operate an M19 without a fork, its Complexity score is -40%. This mine is plastic and shaped like a square box.

**M21:** This round mine has no arming dial; a fuse is simply screwed into the metallic mine itself. Two fuses are available, one which goes off under 290 lbs. of pressure, and the other (an upright rod) which fires the mine when brushed. The latter tilt-rod fuse will also detonate if the mine tilts 20°, which makes it perilous to disarm the mine. When the tilt-rod is employed, use the second Complexity figure in Table 2.

**M23:** The M-23 is a highly restricted chemical-warfare device. It and its cousin, the M1, can be set for pressure detonation or remote control. Any of the poisons in the TOP SECRET™ rules can be used with an M-23. The M-23 is a round disc of thin metal with a raised lid in the center, having three stripes on one side.

**M24:** An M24 does not explode; it fires a missile. To use it, one camouflages a missile launcher near the area to be trapped and places a discriminator where the victim will pass. The discriminator looks like a loop of wire and is attached to the missile launcher by a cable. It can be set to fire at either tracked or wheeled vehicles. The effects of the missile are as per the descriptions of personal missile launchers in the TOP SECRET™ game's Equipment Inventory (page 5), in the TOP SECRET™ Companion (page 61), or in Desmond P. Varaday's article, "Now, That's Firepower!" in DRAGON® issue #102. The missile always hits. It is simple to dismantle an M-24, the act requiring no Deactivation check.

**M25:** These mines are sometimes nicknamed "Elbies." They cause 1 point of damage when stepped on and can penetrate a tire. An Elsie is a pointed metal device with a wire handle and no arming dial. One simply pushes the M25 into the ground to set it. The wire handle makes it easy to pull up.

**M49A1:** This is an automatic flare, not a weapon. It is attached to a post. The M49A1 illuminates an area 330 yards in radius. Characters who look directly at the flare will be blinded for 1-10 seconds. Anybody within 20' of the M49A1 must roll below his Willpower score to avoid looking at it.

Finding them first'

Avoiding traps and mines is the name of the game here. Whether driving or walking, an agent can detect mines by rolling...
his Observation score or lower on 1d100; this check must be made every 100’. Observation is incorrectly described on page 3 of the TOP SECRET™ Companion it equals one-half the sum of the agent’s Willpower and Knowledge traits. A mine detector always detects metallic mines. Any other metal detector adds 30% to the user’s Observation score when hunting for metal mines. To look for mines, an agent must move at one-quarter normal speed. An agent who is unaware of the presence of mines or moves faster through a minefield than he should must roll his Coordination or below on 1d100 every 10’; failure means he triggers a mine. Sometimes, of course, these rules will not apply. For example, if an agent attaches a tripwire to a door, opening the door detonates the mine — no dice need to be rolled.

To disarm a mine, a character must roll his Deactivation score or below on 1d100. If the roll is above the Deactivation score, the mine stays armed, and the agent must check his Deactivation again to keep the charge from firing. An agent may make only one attempt to disarm a given mine.

When U.S. Army personnel breach a minefield, 35 enlisted men, one noncommissioned officer, and one officer are required. The lead man operates a mine detector or probes with a stick. A soldier crawls behind him, laying tape to mark a safe path and covering mines with a small dome. The NCO comes next. Two soldiers follow him and dispose of any mines; they also probe for mines the mine detector missed. A few mines are disarmed, but most are set off from safe ranges with a grappling hook. Sometimes the Army uses a powerful explosive to detonate a discovered mine. A back-up mine-detector operator comes next, then a radioman. The rest of the unit follows to replace any casualties suffered.

Other traps

Land mines are only one way to entrap an area. Wooden punjee stakes are treated as caltrops, described on page 60 of the TOP SECRET™ Companion. The Viet Cong often poisoned punjee stakes with excrement and filth. A wound caused by such a device festers unless treated with antibiotics, and the victim loses 2-20 points of Physical Strength and Coordination. Medical treatment restores this damage at a rate of 1 point per day. Without treatment, 1-10 points in each ability will be regained, at a rate of 1 point per week.

Another trap-type weapon of the Vietnam War is tanglefoot. This is a mesh of barbed wire with gaps about as large as a human foot, strung along the ground and hidden in mud or water. A victim’s feet will slide between the wires and be caught. An agent may escape tanglefoot by spending 1-10 seconds carefully removing each foot. If the victim is running when captured, the barbs inflict 1 point of damage.

The Geneva Convention banned razor wire for use in warfare, but prisons use razor wire extensively, and secret installations might employ it. An agent takes 1 point of damage each time he brushes against razor wire. When cutting through razor wire, an agent must roll his Coordination or below on 1d100. Otherwise, the wire lashes the agent as it springs away, inflicting 2 points of damage.

Secret agents are not issued military weapons, and that includes land mines. This is why no prices are listed for the individual traps and mines described herein. However, these weapons are not much deadlier than standard explosives. On a special mission, the Administrator may release these devices to agents, and enemy NPCs can be expected to use them. So, watch your step!
CONVENTION CALENDAR

Convention Calendar Policies
This column is a service to our readers worldwide. Anyone may place a free listing for a game convention here, but the following guidelines must be observed.
In order to ensure that all convention listings contain accurate and timely information, all material should be either typed double-spaced or printed legibly on standard manuscript paper. The contents of each listing must be short, succinct, and under 150 words long.
The information given in the listing must include the following, in this order:
1. Convention title and dates held;
2. Site and location;
3. Guest(s) of honor (if applicable);
4. Special events offered;
5. Registration fees or attendance requirements; and,
6. Address(es) and telephone number(s) where additional information and confirmation can be obtained.
Convention flyers, newsletters, and other mass-mail announcements will not be considered for use in this column; we prefer to see a cover letter with the announcement as well. No call-in listings are accepted. Unless stated otherwise, all dollar values given for U.S. and Canadian conventions are in U.S. currency.
WARNING: We are not responsible for incorrect information sent to us by convention staff members. Please check your convention listing carefully! Our wide circulation ensures that over a quarter of a million readers worldwide see each issue. Accurate information is your responsibility.
Copy deadlines are the last Monday of each month, two months prior to the on-sale date of an issue. Thus, the copy deadline for the December issue is the last Monday of October. Announcements for North American and Pacific conventions must be mailed to: Convention Calendar, DRAGON® Magazine, PO. Box 111, Lake Geneva WI 53147, U.S.A. Announcements for European conventions must be posted an additional month before the deadline to: Convention Calendar, DRAGON® Magazine, TSR Limited, 120 Church End, Cherry Hinton, Cambridge CB1 3LB, United Kingdom.
If a convention listing must be changed because the information has been cancelled, the dates have changed, or incorrect information has been printed, please contact us immediately. Most questions or changes should be directed to either Anne Brown or Roger E. Moore at TSR, Inc., (414) 246-3625 (U.S.A.). Questions or changes concerning European conventions should be directed to TSR Limited, (0223) 212517 (U.K.).

- indicates an Australian convention.
* indicates a Canadian convention.
○ indicates a European convention.
* indicates a product produced by a company other than TSR Inc. Most product names are trademarks owned by the companies publishing those products. The use of the name of any product without mention of its trademark status should not be construed as a challenge to such status.

CAPITOL-CON V, August 5
This year's convention will be held at the Prairie Capital Convention Center in Springfield, Ill. Featured events will include board, miniatures, and fantasy role-playing games. Registration fee: $4.00. Write to: Bill Wilson, 99 Cottonwood Drive, Chatham, IL 62629; or call: (217)483-5797.

Y-FACT, August 5-6
This gaming convention will be held at the Wick Park Community Center, Park Ave. between 5th Ave. and Youngsends. Ohio Events include RPGA™ Network AD&D® tournaments, with BATTLETECH®, CALL OF CTHULHU®, WARHAMMER FANTASY®, WARHAMMER 40,000®, and other miniatures and role-playing events. Gaming fees are $5 per day or $7 for both days. Write to: Breastplate Hobbies, 3002 Center Rd., Poland OH 44514; or call (216) 757-9791.

HOUSTON FANFAIR, August 12-13
This fantasy festival, which will be held at a hotel to be announced, will draw 600-800 attendees and will offer 60 dealer tables and 15 guests. Features will include a video room, Japanimation, programming, gaming, an open con suite, a masquerade, an art show, filksinging, and more. Admission is $5 for Saturday, $4 for Sunday, and $6 for both days. Write to: Bulldog Productions, P.O. Box 820888, Dallas TX 75382; or call: (214) 349-3367.

COLLECTOR'S EXPO, August 18-20
This collector's show is held semiannually at the Eastgate Mall on Brainerd Road, just off Interstate 75, in Chattanooga, Tenn. Show hours are 10 A.M. to 9 P.M. on Friday and Saturday, and noon to 6 P.M. on Sunday. Guests will include representatives from Marvel Comics. Events will include an AD&D® tournament (which begins Friday and ends with final rounds on Sunday); an ongoing DRAGONLANCE® board game; a TEENAGE MUTANT NINJA TURTLES® event; workshops on gaming and comic-book and baseball-card collecting; a miniatures-painting contest; video showings of Star Trek bloopers, X-Men cartoons, and more; an auction hosted by our own Freddy R. Elms (in Youngsends going to the American Cancer Society); slide shows; and a Saturday-night costume contest. Admission to this show is free! The entire mall is the showroom area. It will include: comic books; baseball cards; Star Trek, Dr. Who, and Blake's 7 memorabilia; Japanese animation; gaming; and other related items. Dealers' tables are 8 long; only 50 are available. Prices for these tables vary with the number of tables a dealer desires.

Write to: Amazing World of Fantasy, 2518-C Shorter Avenue, Rome, GA 30161; or call Dana Pinkard (show chairperson) at: (404) 233-2179; or Patrick Swinford at: (404) 233-5309.

ECONOMYCON II, August 16-20
ECONOMYCON II will be held at the Plaza de Fiesta, 2740 S. Alma School Rd., Suite #18, Mesa, Ariz. Admission is free. Events include BATTLETECH® AD&D®, and BATTLE FOR MOSCOW® tournaments, and a painted figures contest with prizes. Other games will include WWII micro-armies, WARHAMMER FANTASY® miniatures battles, a WORLD IN FLAMES® campaign game, and open gaming. Send an SASE to: Roaming Panther Game Co., 2740 S. Alma School Rd. #16, Mesa, AZ 85202.

GATEWAY '89, September 1-4
STRATEGICON will sponsor this convention at the Los Angeles Airport Hyatt Hotel. All types of family, strategic, and adventure board, role-playing, miniatures, and computer gaming will be offered, as well as flea markets, an exhibitors' room, auctions, seminars, demonstrations, and special guests. Write to: STRATEGICON, P.O. Box 8399, Long Beach, CA 90808; or call Diverse Talents at: (213) 420-3675.

NANCON 88-XI, September 1-4
NANCON 88-XI will again be held Labor Day Weekend at the Ramada Northwest Crossing, 12801 N.W. Frwy., Houston, Tex. Numerous events this year will include two AD&D® events, with SQUAD LEADER® BATTLETECH®, PARANOIA® TWILIGHT 2000®, CALL OF CTHULHU®, 15mm Napoleonic, STAR WARS®, HARPOON®, and CHAMPIONS® games. Send an SASE to: Nan's Games & Comics Too, 2011 S.W. Frwy., Houston, TX 77008.

TACTIKHAN '89, September 1-3
The Denver Gamers Association and World-wide Wargamers present TACTIKHAN '89, held at the Ramada Hotel, Westminster, Colo., on September 1-3, Labor Day Weekend, 1989. Gaming of all hinds, official RPGA™ Network tournaments, the Puffing Billy tournament, and an auction will be offered. Miniature events will be staged by the Colorado Military Historians. Registration is $14 for the weekend until August 25, and $17 thereafter. Write to: Denver Gamers Association, P.O. Box 11369, Denver, CO 80211.

AMERICAN GAMES FAIR, September 8-10
Communications, Conferences & Exhibitions Ltd. presents this premier event, rescheduled from earlier this year. This show will be held September 8-10 at the Roosevelt Hotel (45th Street and Madison Avenue). This event is the first consumer and trade show for the games industry to be held in the New York area. A program of special events and entertainment will run throughout the duration of the fair. Highlights include: prize-winning RPGA™ Network AD&D® game tournaments and RPGA™ Network PARANOIA® tournaments; an open-
Time Travel Ninja Turtle Style

NEW!! Transdimensional Teenage Mutant Ninja Turtles®

Transdimensional TMNT expands the world of mutant animals into the multi-verses of other dimensions and shatters the barriers of time.

In addition to new and old villains, there are mutant dinosaurs, regular dinosaurs, mutant humans, new powers, adventures and a believable system for time travel.

After an unfortunate delay, this exciting, new, sourcebook is now available. Honest!

Compatible with Heroes Unlimited™ and Beyond the Supernatural™. 112 pages! $11.95 plus $1.50 for postage and handling.

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 $11.95 Please add $1.00 for postage.

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 Triceratons, and dozens of other aliens which have appeared in the TMNT comic book. Plus rules for space and aerial 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 SF! $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. $7.95. Please add $1.00 for postage.

TMNT Sourcebook: Mutants Down Under™! An "After the Bomb" companion of post holocaust adventure in Australia. Over 20 new mutant animals, man-eating plants, the Dream Time Sorcerer, adventures and more. $7.95 plus $1.00 for postage.

Coming this Summer! Adventures in the Microsphere.

A mad scientist shrinks your heroes to the size of an ant to pit them against a horde of insect predators. A sourcebook for Heroes Unlimited™ and TMNT.

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 $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. Compatible with TMNT. $19.95. Please add $2.00 for postage.

Complete Catalog
Send $1.00 postage and handling to receive the complete catalog of our fantasy, superhero, and science fiction role-playing games and supplements.

Palladium Books®
Dept. D
5926 Lonyo
Detroit, MI 48210

Available at Hobby Stores and Comic Book Shops everywhere!

Copyright © 1989 Kevin Siembieda.
Teenage Mutant Ninja Turtles are a registered trademark and copyright © 1984, 1988 Mirage Studios.
ROBOTECH™ the Adventure Begins

Since the publication of ROBOTECH II: The Sentinels™, we have been deluged by inquiries asking if this will be the last of the Robotech™ RPG books. Absolutely NOT!!

We have three Robotech™ books in production at this very moment and all three will be out by summer. The first is the REF Field Guide (available now), there are also Return of the Masters (Invid/Sentinels setting) and Lancer's Oddyssey (working title subject to change). Watch for 'em!

NEW!! The REF Field Guide

The REF Field Guide is a technical journal and adventure book.

As a technical journal it presents valuable data and diagrams available only to REF soldiers. How to suit up in CVR-3 body armor, REF Bases complete with floor plans, the transformation sequences for the Cyclone, Alpha, and Beta, and much, much more. Depicted by original model sheet artwork most of which has never seen print anywhere.

The RPG adventure portion presents nearly 20 characters from the T.V. series, a look inside a Robotech Factory (including new robot defense drones), adventures, adventure ideas and surprises. Over 140 pages! $14.95 plus $1.50 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™. $9.95 plus $1.50 for postage (price is increasing to $11.95 by the middle of summer).

ROBOTECH™ Book II: The RDF Manual. More combat vehicles, more data, high-tech bandits, wastelands, character sheets, and floorplans for the Prometheus II and the Daedalus II. Sourcebook: $7.95. Please add $1.00 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 array of new mecha, high-powered personal battle armor, energy weapons, vehicles, and the insidious Robotech Masters with their army of Bioroids! Much of this material is published here for the first time. A 112 page sourcebook. $9.95. Please add $1.50 for postage.

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. $11.95. Please add $1.50 for postage.

ROBOTECH II: The Sentinels™ Book VI: The Sentinels. Rick, Lisa, the SDF III, and thousands of troops carry their struggle for freedom to the home galaxy of the Robotech Masters.

Includes the famous Cyclone, Alpha, and Beta, plus new, more powerful destroids, spacecraft, alien playing characters, new vehicles, the Invid Inorganic and a universe of adventure. A complete game in itself. $14.95. Please add $1.50 for postage.

SENTINELS™ The Video Tape! Now, for the very first time, you can see the only existing episodes of the ill-fated Sentinels T.V. series in one, long, 76 minute color feature. See the invasion of the Robotech Masters' homeworld by invid and inorganics, the marriage of Rick and Lisa and other tid bits to tantalize fans. VHS Only! $24.95, postage included.

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! $7.95, please add $1.00 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-w hammory book of adventures (simulated and real), dozens of encounter tables, scenario ideas and other data. $7.95, add $1.00 for postage.

Palladium Books
Dept. D
5926 Lonyo
Detroit, MI 48210

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.

Available at Hobby Stores and Comic Book Shops Everywhere
gaming area; daily game demonstrations and presentations; seminars for game enthusiasts, manufacturers, retailers, and designers; an inspirational exhibit of original and poster art; and a “Best of Show” game competition. All categories of games are included within the scope of the show. Hours for this fair are as follows: Friday, trade only, 9:30 A.M. to 1 P.M.; Friday, trade and public, 1 P.M. to 10 P.M.; Saturday, trade and public, 9:30 A.M. to 10 P.M.; and Sunday, trade and public, 9:30 A.M. to 6 P.M. Write to: Bulldog Productions, P.O. Box 820488, Dallas TX 75382, or call: (214) 349-3367.

AUSTIN FANFAIR, September 8-9
Over 60 dealers’ tables, 15 guests, and over 700 convention-goers will be in attendance for this fantasy festival, which will be held at a hotel to be announced. Features will include a video room, Japanimation, programming, gaming, an open con suite, a masquerade, an art show, filksinging, and more. Admission will be $5 for Saturday, $4 for Sunday, or $6 for both days, and will be available at the door only. Write to: Bulldog Productions, P.O. Box 820488, Dallas TX 75382, or call: (214) 349-3367.

MIRACLECON ’89, September 9
This gaming convention will be held at the Shenango Valley Civic Center, on the corner of Pitt Street and Shenango Avenue in Sharon, Pa. Featured events will include an AD&D® tournament, an auction, a miniatures-painting contest, a dealers’ room, and other role-playing and miniature games events. Registration fees are $5 at the door. There will be no separate event fees. Write to: Timothy A. Riley, 308 West Church Street, Urbana OH 43708; or: 7855 Elm Street SE, Masury, OH 44438; or call him at: (513) 633-7848.

VALLEY CON 14, September 9-10
This science-fiction, fantasy, and comics convention will be held at the Days Inn Conference Center at 600 30th Street South in Moorhead, Minn. Activities will include video rooms, an art show and auction, a hucksters’ room, panels and demonstrations of games, aFantasy News article, and many gaming events, including STAR TREK®, RUNEQUEST®, ROLEMASTER®, SPACEMASTER®, STAR WARS®, DR. WHO®, CALL OF CTHULHU®, and AD&D® games. Send an SASE to: VALLEY CON 14, P.O. Box 7202, Fargo ND 58108; or call: (701) 232-1954.

KETTERING GAME CONVENTION September 10
This convention, sponsored by Kettering Parks and Recreation Division, will be held at the Rose E. Miller Recreation Center, 3201 N. Marshall, Kettering. Games will include CIRCUS MAXIMUS®, RISK®, NUCLEAR WARS®, FAMILY BUSINESS®, LIARS DICE®, CONSPIRACY®, MONOPOLY®, FICTIONARY®, TRIVIAL PURSUIT®, UNO®, CLUE®, SCRABBLE®, YAHTZEE®, AGRAvATION®, EUCHRE®, and fantasy role-playing games. A game auction will also be featured. Hours are 12:30 to 7:30 p.m. Admission is $0.50 for children 12 and under, $1.00 for 13 and older. Write to: Bob Von Gruenberg, 2013 Gay Dr. Kettering, OH 45420.

SIOUX CITY WARGAMES IV September 15-17
This gaming convention will be held at the Marina Inn in South Sioux City, Nebr. Featured events will include RUSSIAN CAMPAIGN®, DIPLOMACY®, ADVANCED SQUAD LEADER®, SPEED CIRCUIT®, CAR WARS®, AXIS & ALIENS®, EMPIRE III®, JOHNNY REB®, HARPON®, CHAINMAIL, WWII and modern microarmor, and science-fiction games, among others. Special room rates will be available to conventioners. Admission to this event is free. Write to: SIOUX CITY WARGAMES IV, ATTN: Dave Patch, 1600 Pierce, Sioux City IA 51105.

COLONIAL CITY GAMEFEST 1989 September 16-17
The Mt. Vernon Gamers Association will hold the 7th Annual Colonial City Gamefest at the Mt. Vernon Memorial Building, East High St., Mt. Vernon, Ohio. Games will include AD&D®, HARN®, TWILIGHT 2000®, CALL OF CTHULHU®, GLADIATORS®, CIRCUS IMPE RiUM®, and) historical miniatures games, including WWII modern microarmor, ACW, and colonial games. Also included will be WARHAMMER FANTASY® and WARHAMMER 40,000®, and 25mm CHAINMAIL games. Sunday will include the ever-popular Battle of Mount Vernon 1862. The convention will also feature a miniatures painting competition, auction, retail vendors, and demonstration games. Hours are: Saturday, 10 a.m. to 11 p.m.; Sunday, 10 a.m. to 11 p.m. Admission: $5 for the weekend, preregistration only; $3 per day at the door. Write to: Colonial City Gamefest, c/o Mt. Vernon Gamers Association, P.O. Box 1184, Mt. Vernon OH 43050.

1989 CALGARY GAMING CONVENTION September 22-24
Hosted by the Canadian Wargamers Group and the University of Calgary, this convention welcomes all gamers. This three-day con will include games and miniatures events, such as SYSTEM 7®, KREMLIN®, SHOGUN®, WORLD IN FLAMES®, ADVANCED SQUAD LEADER®, BATTLETECH®, and CIRCUS MAXIMUS® games. Write to: The Canadian Wargamers Group, 207 Bernard Drive N.W., Calgary, Alberta, T3K 2B6 CANADA.

CONTACT-7, September 29-October 1
This science-fiction, fantasy, and gaming convention will be held at the Ramada Inn, located on Hwy. 40, near Traverse City, Mich. Andrew J. Offutt will be the guest of honor; other guests will include George “Lan” Laskowski, Rick Dunning, and Arlan Andrews (toastmaster). Events include RPGA® Network sanctioned gaming, closed-circuit television programming, an art show, a dealers’ room, and a 24-hour hospitality suite. Membership is $15 until September 1; $20 thereafter. Write to: CONTACT-7, P.O. Box 3894, Evansville, IN 47734-3894; or call: (812) 853-5730.

COUNCIL OF FIVE NATIONS 15 October 6-8
Hosted by the Schenectady Wargamers Association, this convention will be held at the Ramada Inn in Schenectady, N.Y. A number of RPGA® Network events are planned, including a Master’s Level AD&D® tournament. There will also be several other AD&D® game tournaments and single-round events. Other events will include BATTLETECH®, STAR FLEET BATTLES®, CIVILIZATION®, DIPLOMACY® (youngstown 10-player variant), CHAMPIONS®, CAR WARS®, RUNEQUEST®, and various other role-playing, board, and miniatures games. The convention will also feature a miniatures-painting contest and games auction. Advance registration will be $10 for the weekend, or $15 at the door. To receive a preregistration booklet (mailed in August), send an SASE to: Eric Paperman, Con Director, 418 Vliet Boulevard, Cohoes, NY 12047.

Room rates for this event are $60 a night for double occupancy and $75 a night for quad. For information about lodging, contact the Schenec- tady Ramada Inn at: (518) 370-7711.

DRAGON CON ’89, October 6-8
This science-fiction, fantasy, and gaming convention will be held at the OMNI Interna- tional Hotel and Convention Center in Atlanta, Ga. Guests include Anne McCaffrey, Wes Craig, Michael Whelan, Andrew Greenberg, Margaret Weis, Tracy Hickman, Gary Gygax, Richard Garriott, Robert Asprin, Lynn Abbey, and Larry Elmore. Preregistration (through September 15) is $30. Fantasy role-playing, strategic, miniatures, and computer gaming will be featured in over 100 tournaments. Other events will include four tracks of workshops and panels, masquerade shows, an art show and print shop, video rooms, art and consignment auctions, a con suite, and more. Send an SASE to: DRAGON CON ’89, Box 47696, Atlanta GA 30362. You may also purchase your advanced membership by VISA or Mastercard by calling Tevex, toll-free, at: (800) 456-1126.

SUNCOAST SKIRMinShES ’89, October 6-8
SKIRMinShES presents the ninth-annual presentation of this gaming extravaganza. This event will take place at the Holiday Inn-Asheville Plaza, 111 West Fortune Street, in Tallahassee, FL. Room rates are $50 for one to four people. Events will include AD&D®, TRAVELLER®, STAR FLEET BATTLES®, CAR WARS®, Napoleonic miniatures, SEEKRIEG®, and other games; board gaming; a KILLER® tournament; and dealers. Registration is $15 for the weekend; send your fees to receive a program booklet. Write to: SKIRMinShES, P.O. Box 2097, Winter Haven, FL 33883; or call: (813) 293-7983.

TOLEDO GAMING CONVENTION 7 October 7-8
The seventh-annual edition of Northwest Ohio’s largest gaming convention will be held at the University of Toledo’s Scott Park Campus. This year we will have over 140 events, including: role-playing, strategy, tactical, board, and miniatures tournaments; two auctions; demonstrations; painting contests; and dealers and exhibitors. Featured this year are AD&D®, BATTLETECH®, WARHAMMER 40000®, STAR FLEET BATTLES®, GURPS®, STAR WARS®, ADVANCED SQUAD LEADER®, AXIS & ALIENS®, and SPACE 1889® events. In addition, there will be nonstop movies and open gaming. Send an SASE to: TOLEDO GAMING CONVEN- TION 7, c/o Mind Games, 3001 North Roads Road, Toledo OH 43615.

QUAD CON, October 13-15
The Riverbend Gamers Association will sponsor QUAD CON ’89 at Palmer Auditorium, 1000 Brady St., Davenport, Iowa. Special room rates are available at the Best Western Riverview Inn by calling 1-800-528-1234 or (319) 324-1921. Games will include AD&D®, D&D®, BATTLETECH®, RECON®, STAR FLEET BATTLES®, CAR WARS®, STAR TREK®, MARVEL SUPER HEROES®, GURPS®, GAMMA WORLD®, TRAVELLER 2500®, TWILIGHT 2000®, TEENAGE MUTANT NINJA TURTLES*, MERP®, CALL OF CTHULHU®, DR. WHO®, DC HEROES®, ADVANCED SQUAD LEADER®, CIVILIZATION®, DIPLOMACY®, and AIR SORTIE® games. Other events will include microarmor, a painting contest, multiveent ancients-to-future combat tournament, and a costume contest (no weapons, please). Preregis- tration is available August 1 ($7 weekend, $3 per day) but must be received by October 1. At-
two-day fees are $10 weekend, $5 per day. Send a #10 SASE to: RiverBend Gamer’s Association, P.O. Box 8421, Moline, IL 61265.

NECRONOMICON '89, October 20-22
NECRONOMICON '89, a science-fiction, fantasy, and role-playing event, will be held at the Ashley Plaza Holiday Inn in Tampa, Fla. Guests of honor will be George Alec Effinger (author of When Gravity Fails) and artist Tom Kidd. Other guests include Richard Byers (author of Fringe Line) and Richard Louis Newman (author of On Wings of Eagles). Admission fees are $15 until September 15, and $20 at the door. One-day memberships are available at the door only. Hotel room rates are $50 for single to quad occupancy. Activities will include author and artist panels, a fan cabaret, a masquerade, a ball, an Ygor party, and whatever else we can come up with by convention time. Write to: NECRONOMICON '89, P.O. Box 2076, Riverview, FL 33569; or call (813) 677-6347.

NOTJUSTANOTHER CON, October 20-22
The Science Fiction Conventioneers of U. Mass. (SCUM) will hold its fifth NOTJUSTANOTHER CON in the Campus Center of the University of Massachusetts-Amherst. Guest of honor is Oscar-winning filmmaker Mike Jittlov (The Wizard of Speed and Time). Membership fees before Oct. 20 are $7 per day or $18 for the weekend. Registration fees after that point will be $100. Send an SASE to: RiverBend Gamer’s Association, P.O. Box 8421, Moline, IL 61265.

AU GAMERS CONVENTION November 10-12
The Au Gamers are proud to host the largest fantasy role-playing convention in New Jersey at the Sheraton Tara Hotel, 199 Smith Rd., Parsippany, NJ. Events will include RPGA™ Network-sponsored events, a costume contest, dealers’ area, miniatures painting contest, and more. Prizes will be awarded for best players and best gamemasters. For reservations, call (201) 515-2000, ext. 5800. Mention the convention to receive special room rates. Registration fees on Oct. 20 are $7 per day or $18 for the weekend. After Oct. 20, rates are $8 per day and $20 for the weekend. Registration on the door will be $10 per day. Write to: Steven M. Scheel, Oakwood Village, Bldg #26, A9, Flinders NJ 07836, phone (201)927-8097, or John Moir, 361 Vanderheide Ave, Sommerville, NJ 08876, phone (201) 725-1297.

SCI CON II, November 10-12
This science-fiction and gaming convention will be held at the Holiday Inn Executive Center in Virginia Beach. Guest of honor is Ron Lindahn and Val Lakey-Lindahn. Special guest is Frank Kelly Freas. Events will include panels, readings, video presentations, a costume contest, an art show, and gaming. Write to: SCI CON II, Dept. DR, P.O. Box 9434, Hampton, VA 23660.

ARMISTICE CON '89, November 11-12
This gaming event will be held at the Horizon Activities Center in North Olmsted, Ohio. Special events will include TRAVELLER*, CAR WARS*, BATTLETECH®, and microarmor games, with an RPGA™ Network tournament, role-playing, miniatures, door prizes, seminars, and a costume contest. Write to: Cincinnati Adventure Gamers, Q.C.G. '89, P.O. Box 462, Cincinnati, OH 45201; or call: (513) 542-3449, 1:30-6:00 p.m.

MILEHICON 21, October 27-29
This science-fiction, fantasy, and gaming convention will be held at the Executive Tower Inn in Denver, Colo. Robert Bloch will be the guest of honor; Forrest J. Ackerman will be fan guest of honor; and Simon Hawke will be toastmaster. Events will include: literary and scientific panels; an art show and auction; exhibitors; a Critter Crunch (offensive and defensive role-playing competition); videos and movies; film programming; an expanded gaming area; a costume contest; and a masked ball. Room rates are $47 for single or double occupancy; $52 for triple or quad occupancy. Dealers’ tables are $35 until October 15, or $40 after that point. Send an SASE to: MILEHICON 21, P.O. Box 2097, Lakewood, CO 80227; or call: (303)426-0806.

WARGAMER’S EXPO, October 27-29
This expo will be held at the Holiday Inn Baymeadows, 9150 Baymeadows Rd., Jacksonville, Fla; phone (904) 737-1700. This new and exciting convention will deal in many aspects of fiction, from science fiction to history to comics. Events will include a costume party with contest, dealers’ room, and all types of gaming. Preregistration is $15, or $18 at the door. One-day rates will be available. Write to: Wargamer’s Expo, MallMart Center, 103rd St., Jacksonville, FL 32210; or call (904) 777-9366 from 10:30 a.m. to 5:30 p.m. Mon.-Fri.

98 AUGUST 1989

murder mystery. Admission is $5 per day and $2 per game. Send an SASE to: Table Gaming Club, c/o Student Life Office, Student Center, 5 South Street, Farmington, ME 04938.

UCON '89, November 17-19
This role-playing and strategy gaming convention will take place in the Michigan Union at the University of Michigan in Ann Arbor. Events will include: live role-playing; dealers’ tables; a movie room; a costume contest; an AD&D® tournament; and CIVILIZATION®, STAR FLEET BATTLE®, DIPLOMACY®, and THIRD REICH® games. Write to: The Michigan Wargaming Club, P.O. Box 4491, Ann Arbor MI 48106.

DALLAS FANTASY FAIR, November 24-26
Featuring over 140 dealers’ tables, more than 60 guests, and over 2,000 attendees, this fantasy event will be held at the Marriott Park Central, 7750 I-635 at Coit Road in Dallas, Tex. Attractions will include two 24-hour video rooms, Japanimation, 24-hour gaming, four-track programming, a masquerade, an open con suite, an art show and auction, a charity auction, artists’ and writers’ workshops, autograph sessions, film screenings, dancing, an amateur-film festival, a talent show, and more. Admission is $15 for all three days in advance, or $20 at the door. Single-day admissions may be purchased at the door; prices are $8 Friday, $10 Saturday, and $8 Sunday. Write to: Bulldog Productions, P.O. Box 820488, Dallas, TX 75382, or call: (214) 349-3367.

MACQUARIECON '89, December 8-10
The Macquarie University Role Playing Society will host Australia’s largest role-playing conven- tion at campus in May. Accommodations are $60 flat, $85 for sleeper car suites. Guests will include Michael P. Kube-McDowell, Robert E. Vardeman, David Cherry, Danny Gill, Wilson “Bob” Tucker, Stan Bruns, and Dick and Nicki Litch. Registration is $30 Australian for the weekend or $3 Australian per session with a $7 registration fee. Write to: M.U.R.P.S., P.O. Box 1577, Macquarie Centre, North Ryde NSW 2113, Australia.

CHATTACON XV, January 12-14, 1990
CHATTACON XV will be held at The Chattanooga Choo-Choo, Chattanooga, Tenn. Accommodations are $60 flat, $85 for sleeper car suites. Guests will include Michael P. Kube-McDowell, Robert E. Vardeman, David Cherry, Danny Gill, Wilson “Bob” Tucker, Stan Bruns, and Dick and Nicki Litch. Registration is $30 until Dec. 1, 1989; $25 thereafter and at the door. Send an SASE to: CHATTACON XV, Box 23908, Chattanooga TN 37422; or call: (404) 591-9322 (no collect calls).

JACKSONVILLE SKIRMISHES ’90
February 9-11, 1990
SKIRMISHES presents this role-playing and war gaming convention at the Jacksonville Motel on the Riverwalk, 565 South Main Street, in Jacksonville, Fla. Room rates are $52 for one to four persons. Events will include AD&D® game features, along with TRAVELLER*, STAR FLEET BATTLE®, CAR WARS*, and SEEKRIEG® games. Other events will include board gaming, a KILLER® tournament, dealers, a miniatures-painting contest, demonstrations by the SCA, and many other role-playing and historical events. Registration is $30 per person with a $20 deposit by calling (904) 398-8800. Registration is $18 for the entire weekend. Send your registration fee to receive a program booklet. Write to: SKIRMISHES, P.O. Box 2097, Winter Haven, FL 33883; or call: (813) 293-7983.
You Run Into the Most Interesting Characters In the Far Reaches of Space...

New Miniatures Set!

Return of the Jedi™ Miniatures Set:
Featuring 10 metal figures from the hit movie including Admiral Ackbar and the Emperor!

Riders of the Maelstrom
Can Rebel heroes save the Kuari Princess luxury liner from marauding pirates in this action-filled adventure?

Star Wars Product Checklist

Games
- Star Warriors
- Assault on Hoth
- Lightsaber Duelling Pack
- Starfighter Battle Book
- Battle for Endor

Miniatures Sets
- Heroes of the Rebellion
- Imperial Forces
- Bounty Hunters
- A New Hope™ Movie Set
- Stormtroopers
- The Empire Strikes Back™ Movie Set
- Rebel Characters
- Mos Eisley™ Cantina Alien Set
- Return of the Jedi™ Movie Set

Adventures
- Tatooine Manhunt
- Strike Force: Shantipole
- Battle for the Golden Sun
- Starfall
- OtherSpace
- Scavenger Hunt
- Riders of the Maelstrom

Hardcovers
- Star Wars: Roleplaying Game
- The Star Wars Sourcebook

Supplements
- Star Wars Campaign Pack
- Galaxy Guide 1: A New Hope™
- Star Wars Rules Companion
- Galaxy Guide 2: Yavin™ & Bespin™

Products are available from The Compleat Strategist at these and other locations:
- 630 Fifth Ave., 40th Floor
  New York, NY 10111
  (212) 308-7448
- 301 Walnut Street
  Philadelphia, PA 19103
  (215) 441-2940
- 1641 Vine Street
  Hollywood, CA 90028
  (213) 482-9000
- 93 East Broad Street
  Columbus, OH 43215
  (614) 469-9000
- 7054 Eastwood Parkway
  Charlotte, NC 28214
  (704) 588-9000

Now Available From
West End Games
RD3 Box 2345
Honesdale, PA 18431

© 1989 Lucasfilm Ltd. All Rights Reserved. Trademarks of LFL used by West End Games under authorization.
"Boy, I'll tell you! It just doesn't get any better than this!"

"...I heard you the first time, you're the dreaded Black Knight... but nobody gets a spot in this contest without a full name and proof of insurance!..."
"Serf's up!"

"Why didn't you tell me this helmet isn't machine washable?"

"Brawling or non-brawling?"
The 1990 calendar is TSR's best ever! Thirteen poster-quality reproductions of paintings with scenes from Waterdeep, Ten Towns, and other exciting settings from the Realms are all included in the 1990 FORGOTTEN REALMS™ calendar.

Renowned fantasy artists Jeff Butler, Clyde Caldwell, Jeff Easley, Larry Elmore, and Jim Holloway have pooled their talents to make this another collector-quality calendar.

The NEW 1990 FORGOTTEN REALMS™ calendar is on sale now at your local book or hobby store. Pick up your copy today!!
Endure man-to-man combat at your computer keyboard.

Play the SNIPER!™ multi-player war game on CompuServe.

Now you can defend territory from enemy siege through an electronic version of TSR's SNIPER!™ war game, on the CompuServe Information Service.

Whether you're an unprotected American under German sniper fire, or a French squad leader advancing men through an enemy-held village, you'll demonstrate the most sophisticated military tactics through your computer.

Witness war from a foxhole level. Recreate the unpredictable, explosive flow of combat in World War II. Choose one of several scenarios for each simulation. All you need is a personal computer with a modem.

Right now, you can become a CompuServe member through this special introductory offer. You'll get a $15 usage credit to explore the SNIPER! Multi-Player War Game, along with CompuServe's other online services.

Just call 800-848-8199, ask for Representative 94, and request your free Introductory Membership. If you're already a CompuServe member, just enter GO SNIPER at any ! prompt.

SNIPER! and the TSR logo are trademarks owned by and used under license from TSR, Inc. The SNIPER! product on CompuServe is copyright © 1989. CompuServe Incorporated and copyright © 1989 TSR, Inc. All Rights Reserved.
Have a Monster of A Good Time

The New DUNGEON!® Game

Are you brave enough to unlock the secrets of the underworld? Test your courage in the new, fast-playing, adventure-filled DUNGEON!® board game from TSR, Inc.

Explore a fantastic underworld of mystery, suspense and danger while you search for hidden treasure. Use your powers and skills to avoid secret traps and fearsome creatures. As a dwarf, elf, warrior, magician, cleric, or fighter on a perilous journey, you’ll battle the forces of evil to find the treasure, win the game...or just survive.

Now is the time! The new DUNGEON!® board game can be found clinging to the shelves of a toy or hobby store in your neighborhood.

DUNGEON! and the TSR logo are trademarks owned by TSR, Inc. ©1989 TSR, Inc. All Rights Reserved.
Before they were heroes...

Introducing the DRAGONLANCE® Preludes Trilogy

TSR, Inc. brings back the strikingly popular characters of the highly acclaimed DRAGONLANCE® Chronicles Trilogy. But, instead of continuing the tale, the three Preludes books tell of events that preface Chronicles.

In Darkness and Light, the enigmatic warrior woman, Kitiara, and the moody knight, Sturm, set off for Solamnia and end up on the red moon, Lunitari.

Darkness & Light Available Now

Kendermore Available September 1989

Brothers Majere Available January 1990

In Kendermore, the irrepressible kender, Tasslehoff, is arrested by a lady bounty hunter for violating the kender laws of prearranged marriage.

Caramon's and Raistlin's search for a village's missing cats leads to murder, a thief who is not all he appears, and a foe who is not what they expect in Brothers Majere.

The Preludes Trilogy is a must for DRAGONLANCE saga fans everywhere. Pick up your copy today at your local book or hobby shop!!
Don't miss TSR's three new boxed sets now available at your local hobby shop or book store!

The Deluxe City Campaign Set is literally the Big Apple in a box. TSR has taken New York, favorite city of Marvel's characters, put it in a box, and provided all the rules and information necessary for running a top-notch Marvel campaign in New York or any large city.

Look for these exciting new boxed sets at the 1989 GEN CON® Game Fair!

THREE GREAT PLACES
To Spend Your Summer Vacation

Dawn of the Emperors is a huge boxed set that does for Thyatis and Alphatia, the two major countries of the D&D® game world, what the Gazetteers have done for Thar, Rockhome, and other D&D® game kingdoms. The two giant powers, Thyatis and Alphatia, are in a constant battle for control, and this new boxed set details the terms and scope of that battle as never before!

In TSR’s new AD&D® GREYHAWK® boxed set, City of Greyhawk, you’ll get an up close look at the heart of the AD&D® game’s oldest and most storied world. The long-awaited “city-system style” presentation of Greyhawk gives players new rules for urban campaigning and new information for years of role-playing in and around this legendary medieval city.