

# FIRST ENCOUNTER

February 1983

CANADA'S COAST TO COAST FANTASY & GAMING MAGAZINE **NO. 5**

Controlled Circulation



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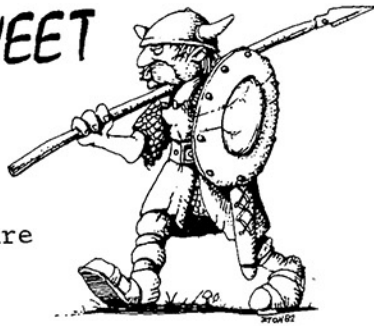
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# SHORT & SWEET



by Kelly P. Villemaire

WHAT! A DOLLAR IS WHAT YOU WANT FOR THIS MAGAZINE? Many people are looking at the new cover price (actually we never had an old one) in disbelief. Who took over the magazine? Why is it a dollar? When did you people decide to put a cover charge on the magazine? These are many questions thrown at me almost every day now. The answers are- No one, because of printing costs brought on by a need of a thicker cover & requests for more varied articles and, to answer the last question, we decided to put the cover charge on this magazine in October, 1982 and we held out, keeping the magazine FREE as long as financially possible. If you disagree on the last answer, let our readers tell you why.

LAST ISSUE WE RAN A CONTEST IN OUR EDITORIAL SECTION, WHERE YOU WRITE US AND TELL US THE REASONS WHY FIRST ENCOUNTER NOW HAS A COVER CHARGE. WHY WOULD SOMEONE ENTER? FOR A FREE SUBSCRIPTION OF COURSE. THE FOLLOWING LETTERS WERE SENT IN, AND PROCLAIMED THE WINNERS.

1st PLACE  
MARK CAMERON  
VANCOUVER, B.C.

## DEATHS

FREE COPIES OF FIRST ENCOUNTER - Passed away suddenly at a tragically young age of four issues when high printing costs and foolish whims of Kelly's took his life. Survived by Kelly P. Villemaire, John A. Edwards, Eric Hotz, many contributors and hundreds of gaming fans. The mourners cherish the memory of the late magazine, but take some comfort because death was short & sweet. Burial service to be held in fileboxes and fireplaces throughout Canada. In lieu of flowers send letters of complaint to First Encounter Magazine, 4787 Edmonds St., Burnaby, B.C.

## 2nd PLACE

REG GABRIEL  
OLIVER, B.C.

The value of this magazine would be greater if a price was put on it, as people would want to read it, if people are paying for it. Also if you had this magazine, you would be less likely to throw it away, if a price was on it. This price also helps to pay for the increase in printing costs and would also help pay for your advertising of the magazine. A reason which is very important, is for the gathering and sorting of information which is to go into the magazine. This takes a lot of time and you deserve something for your efforts.

## 3rd PLACE

BEN (Dragon) BROWNJOHN  
BURNABY, B.C.

The reason a cover charge was put on this magazine, was out of sheer greed!

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## Credits

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Contributing writers: John A. Edwards, Jeff Mehain  
Cameron A. Munn, Gary Harper  
John Fraser

# MORE MAIL

Dear FIRST ENCOUNTER,

Let me begin by saying that I think that your magazine is a good one, and so far being free has helped a lot of people on tight budgets. Who can afford \$3.00 plus for a magazine. Even though you have started to charge a dollar an issue, I still feel it is a good deal. After all, how much can you get for a dollar anyway, now with inflation. I guess with the new ideas you have planned, your magazine will be worth it.

TONY LOBMEIER  
WHONNOCK, B.C.

HEY TONY! THANKS FOR THE LETTER, AND BY THE WAY READERS, FOR SOME REASON, I TOTALLY AGREE WITH TONY.

Dear FIRST ENCOUNTER,

Your magazine is excellent! I especially enjoy the BiteClaw Critical Hit Tables in Issue #4. I'm interested in finding out how I can obtain #1, 2, and 3, as I've heard No. 2 and 3 contains the Critical hit tables which I'm trying to obtain.

MIKE CHAN  
VANCOUVER, B.C.

Dear FIRST ENCOUNTER,

I bought my first issue of First Encounter magazine and really liked it. The damage tables are very helpful because when a hit is registered, as DM, I never knew what kind of damage was done. These tables indicate the damage and the consequences of the hit.

PETER NEWBURY  
WINNIPEG, MANITOBA

Dear FIRST ENCOUNTER,

After reading one of your editions, I was entirely pleased with your magazine. Your "HAVE YOU" adventure was excellent. The article on hand held weapons was badly needed to end some speculations on weapon descriptions. Overall it is the best fantasy and gaming magazine out. How can I get back issues that I missed?

DAVID ROENSPIESS  
WATERLOO, ONTARIO

Dear FIRST ENCOUNTER,

I have just finished reading your No. 4 issue and thought it was great. Is there any way of obtaining your first three issues?

JASON KENT  
SASKATOON, SASKATCHEWAN

ONCE AGAIN, THANK YOU FOR THE POSITIVE LETTERS. IN REGARDS TO BACK ISSUES, WE NO LONGER HAVE ANY #1, #2, #3, or #4 LEFT, SO IF YOU HAVE ONE OUT THERE - HOLD ONTO IT. I REALIZE IT IS NOT FAIR FOR MANY OF YOU IN THE UNITED STATES AND EASTERN CANADA, WHERE THE MAGAZINE WAS NOT DISTRIBUTED AT THAT TIME. WHAT I HAVE DECIDED TO DO IS THIS - AROUND APRIL OR MAY, WE ARE PRESENTING FIRST ENCOUNTER ANNUAL #1. THIS LARGE ISSUE WILL CONTAIN ARTICLES FROM ISSUES 1-4 PLUS A NEW HAVE YOU ADVENTURE AND MANY MORE ARTICLES. SO SIT TIGHT.

# Through the looking glass of THE BUCCANEER

by Jeff Mehain of  
R.P. Gamemasters



## THE BUCCANEER

Since the theme of this issue is "Sea Adventures", I would like to take this opportunity to introduce an NPC class: The Buccaneer.

Buccaneers are, of course, sailors. In relation to D&D they are a sub-class of fighters and have 10-sided hit dice. Buccaneers can be encountered on their own ship or working for somebody else. They most often have a background in many different sea-going professions such as merchant marine, navy, piracy, etc. During wartime, Buccaneers may hire out as mercenary naval forces. During peacetime, they may become merchants, cargo haulers or even return to piracy. It is not uncommon for a Buccaneer to have done all of the above.

Because of the chaotic lifestyle a Buccaneer must lead, no Buccaneer may be of a lawful alignment. Any other alignment combination is possible.

Because life on a ship discourages the use of heavy armor, a Buccaneer is restricted to the use of padded or leather armor. Many will not wear armor at all, instead relying on superior dexterity. A Buccaneer may use a small shield only.

Buccaneers are limited as to weapon use, but are very effective with those they can use. A Buccaneer may use the following weapons only: dagger, cutlass, club, dart, short sword or crossbow. Some may be encountered who can use a boat hoot (treat as a spear with damage 1-4 (s-m) and 1-6 (L)). A Buccaneer gets an automatic +1 to hit for every two levels he is above 4th, and a +1 damage for every 3 levels he is above 4th. These bonuses accrue only when using a weapon the Buccaneer is already proficient with. For example: A 10th level Buccaneer will have a +3 to hit and a +2 damage before any other die modification when using a weapon he is proficient with. Buccaneers begin at first level with weapons and gain one proficiency for every 3 levels thereafter (ie one at 4th, one at 7th). A Buccaneer's non-proficiency penalty is -3.

At third level, a Buccaneer gains the ability to identify any sea animal by sight (he must get a clear look) with a 25% chance of success. This percentage increases by .10% per level above third until a maximum of 80% is reached.

A Buccaneer can pilot and navigate ships of all types. He can plot a course "by the stars" with 60% accuracy plus 5% for every level he is above first level to a maximum of 95%.

At third level the Buccaneer can sense a change in weather 24 hours before it happens.

At fourth level, the Buccaneer begins advancing in the thieving abilities: moving silently, hiding in shadows and hearing noise. He will go up one level in each of these abilities for every level he advances as a Buccaneer (ie a 6th level Buccaneer will have the thieving abilities of a third level thief). Note that with these abilities comes the "double damage from behind" ability when striking out of silence or shadows.

To qualify for a Buccaneer, a character must have the following minimum scores: strength 10, wisdom 9, dexterity 15 and constitution 9. Buccaneers gain no experience bonuses from high rolls in any category.

The following is the Buccaneers experience table:  
Exp. Points    Exp. level    10-sided dice    Level title  
for hit points

Exp. Points	Exp. level	10-sided dice	Level title
0-1,650	1	1	Swabby
1,651-3,250	2	2	Ships hand
3,251-6,500	3	3	Mate
6,501-14,000	4	4	3rd Mate
14,001-27,500	5	5	2nd Mate
27,501-56,500	6	6	1st Mate
56,501-97,500	7	7	Jr. Sailor
97,501-180,000	8	8	Sailor
180,001-330,000	9	9	Master sailor
330,001-485,000	10	9+2	Buccaneer
485,001-715,000	11	9+4	Buccaneer (11)
715,001-945,000	12	9+6	Buccaneer (12)
230,000 e.p. per level above 12th level.			



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# ..... Of Herbivores and Men

A Traveller Trio, by John Fraser

REFEREE: "Hmmm. Let's see.....Okay, you encounter something."  
 ARMY PLAYER: "Yeah? What is it?"  
 REFEREE: "Um, it's a herbivore."  
 NAVY PLAYER: "Okay. So, what's it look like?"  
 REFEREE: "Just a minute. It's an intermittent."  
 ARMY PLAYER: "I thought you said it was a herbivore."  
 REFEREE: "I did."  
 NAVY PLAYER: "Never mind. What's it doing?"  
 REFEREE: "Gee, that's strange. It's attacking."  
 ARMY PLAYER: "I'm goin' to blast it!"  
 NAVY PLAYER: "What's it attacking with? What's it look like?"  
 REFEREE: "Oh, it uses teeth, and I don't know what it looks like."  
 ARMY PLAYER: "Great. I'm shooting bullets at something with teeth."  
 REFEREE: "Well, sorry guys. I just didn't have the time to make a critter up, so I've got to do it randomly. Jeeez... that's gratitude for ya."

Any referee for GDW's science-fiction role playing game TRAVELLER knows how it feels to get caught unprepared when an animal encounter occurs. Sure, if you have the money you can get the Animal Encounters Supplement, which I highly recommend, but, if you just want a few creatures, it might not be worth while. So, you dutifully refer to page 24 in Book 3 and randomly generate half a dozen rather bizarre creatures, which usually have no hope of survival in a planet's ecosystem. Having spotted this flaw, I designed a trio of absolutely horrid adversaries for sadistic ref's in search of creatures that make some sense.

**AMBYSTOMA**  
 Omnivore/Eater  
 Frequency: Rare  
 No. Appearing: 10-2  
 Weight: 8000kg+ or -1000 kg  
 Weapons: see below  
 Armor: Battle/Jack  
 Hits: 100/40  
 Wounds: See below  
 Speed: Normal  
 Attack/Flee: 3+/11+  
 Approx. Size: 24' long, 6' wide, 8' high



The ambystoma (or armoured slug) can be found on any planet that is neither a water world nor one with a type O,1,A,B or C atmosphere. The natural habitats of this enormous mollusk are the grasslands, mountains and the hills. Despite its great size, the ambystoma has a low intelligence (common to most Eaters) and will devour anything in its path that is edible (i.e. grass, plants, insects, lizards, humans, etc.). Ambystomi attack by crushing their prey, then absorbing the victim through the soft spidermal cells between the armor plates as they roll over them. The plates are incredibly tough and highly resistant to just about all attacks (thus Battle armor). The exposed skin between these plates, on the other hand, is much softer (thus Jack armor) and are just about the only points where an ambystoma can be seriously harmed. All medium, long and very long ranged attacks are adjusted vs. Battle armor. Close and short ranged attacks are made vs. Jack. When attacking prey by crushing, the ambystoma must be at close range. The victim must roll less than or equal to his dexterity on 3D to avoid a horrible death. If the prey fails to escape, the ambystoma will roll over him/her, doing 8D+8 points of damage per round. The only way the victim can be saved (if not dead after the first round) is to kill the Ambystoma. Once the prey is dead, it is absorbed through the skin in one round (two rounds for bigger creatures) during which the Ambystoma is motionless.

Ambystomi move by 'flowing' or 'rolling' like tank tracks do. The plates are grey in colour, while the skin is brown. They detect their prey through highly enhanced vibration detection senses. If these creatures move through

2

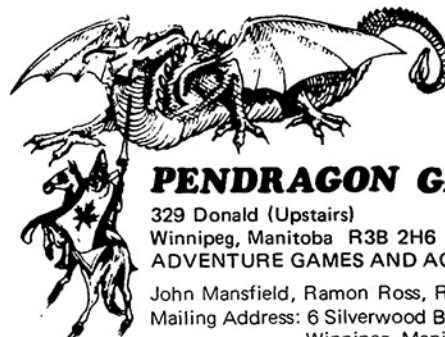


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savannah, they will leave a 6' wide path of barren soil behind them, having absorbed the grass. Ambystoma have long lives, ranging anywhere from 90 to 160 years. The birth rate of young (which are carried in the womb until birth) is 1 or 2 baby Ambystoma (with Mesh Equivalent plates) every 3 years. The mother is highly protective of her young and will move at double speed when her babies are threatened. They communicate by reading and sending vibrations through the ground, with an effective range of a few kilometers.

#### PARANEA

Carnivore/Pouncer  
 Frequency: Rare  
 No. Appearing: 1 (2)  
 Weight: 150 kg+ or -30kg  
 Weapons: See below  
 Armour: Cloth  
 Hits: 5D/2D+2  
 Wounds: See below  
 Speed: Double  
 Attack/Flee: 2+/2+  
 Approx. Size: 5' dia.  
 Body: 2' high




This horrible little (?) creature, nicknamed the "rock bug", can only be found in mountainous and rocky areas. They can exist on any planet with a type 5-9 atmosphere as long as the hydrographical portion of the planet isn't above 80%. The Paranea attacks by jumping on an unsuspecting victim at close or short range, and overbearing him, her or it. Surprise is usually complete due to the Paranea's ability to camouflage itself among rocks, changing its natural color to match its surroundings instantaneously. IR goggles, biological sensors and the Psionic abilities of Life Detection and Read Surface Thoughts will reveal the Paranea. A Paranea's attack consists of 4 stages: first, it pounces on a victim, hitting with a 5+(no DM's). Second, if the hit is made, an overbearing attack may be attempted to bring the target to the ground. This is done by rolling 3D+3, and if the total rolled is greater than the victim's strength, the prey has been knocked flat. If the attack is not successful, the Paranea will bounce off the target and flee. Thirdly, once the target has been brought down, the Paranea will proceed to pin its prey by locking its eight stout and powerful legs around the hapless victim, then bite with its mandibles (8+ to hit. Treat as teeth with +2 DM to all armor adjustments. Damage is 2D). Note that the fangs are not used for eating, just for combat, as the mouth is located on the underside of the creature. Fourthly, the Paranea will eat the prey alive, using the circular, fang rimmed orifice to gouge its victims to death (hit automatic, damage 2D+2, armor must be eaten through first. The steel hard fangs in the Paranea's orifice will eat through Reflex and Jack immediately, Mesh and Ablat in one round, two rounds for cloth and 10 rounds for Battledress).

Each round the victim may try to pull away from the Paranea's clutches. Roll 2D-2 and add the victim's current strength. Compare this to a roll of 1D+14. If the victim has rolled higher than the Paranea's total, he has broken loose and rolled away. If this occurs, the Paranea will flee. Otherwise the victim is still pinned, and will receive an orifice attack (automatic hit) and a mandible attack. Paranea are solitary creatures, and are very rarely (3%) found in pairs. They are dark-grey in colour, have a tough plastic-like exo-skeleton, black multi-faceted eyes and dull white mandibles. Young are hatched from egg clus-

3

ters (3D eggs to a cluster) 4D+4 days after being incubated. Eggs are laid by females once a year, with the young having a 10% survival rate. Paranea live for approximately 15 years.




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## TAURUS COUGAR

Carnivore/Killer

Frequency: Uncommon

No. Appearing: 1D

Weight: 100kg+ or -10kg

Weapons: Teeth/Horns/Claws

Armor: Nothing

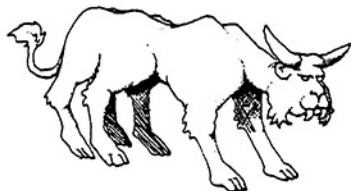
Hfts: 5D/2D

Wounds: 2D+6/2D-6/2D+3

Speed: Double

Attack/Flee: 6+/11+

Approx. Size: 6' long, 4' high



The Taurus Cougar, more commonly known as the Bullcat, can be found in the jungle or veldt on planets with a type 6-9 atmosphere. This fierce carnivore kills for the sake of killing and eats perhaps 30% of its victims. Its attacks consist of its fangs, horns and claws. However, it may only use either its teeth or its horns in an attack, not both at the same time. Its claws may be used in conjunction with either attack mode. If a Bullcat hits its prey with both of its claw attacks, the victim must roll less than or equal to his strength on 3D or he has been knocked flat, and, next round, the Bullcat may use all six of its claws in attacking. A Bullcat has blue fur and red eyes. The horns are white, as are the fangs. The lithe body of the Taurus Cougar is supported by six powerful legs. Young Bullcats are born every six months in litters of 2-12. The mother is very protective of her kittens and will do double damage to any who threaten her young ones. Taurus Cougars live for about twenty-five years.

That's it for now folks. If Kelly wills it (and you can convince him by sending in letters), I'll continue to write a Traveller article every issue. Constructive criticism is appreciated.

REFEREE: "Okay, you see this huge armor-plated slug bearing down on you."

ARMY PLAYER: "No sweat. I'll laser it." (rolls dice... a 10)

REFEREE: "The laser bolt bounced off the plates, and the slug has closed the gap."

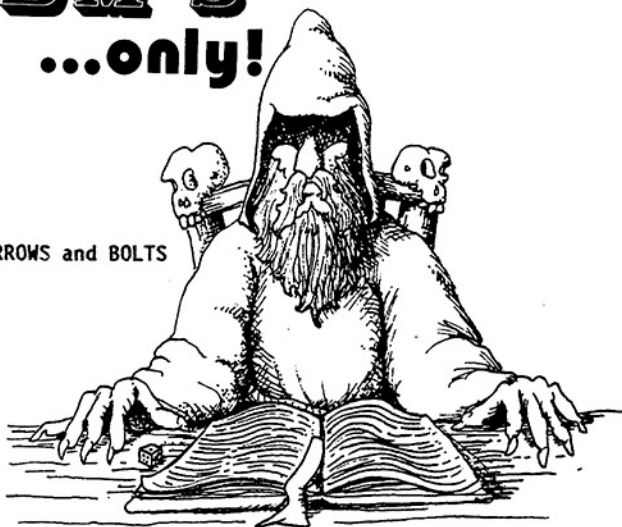
NAVY PLAYER: "Our Father, thou art in heaven, hallowed by thy name...."

4 For

**DM'S**  
**...only!**

by CAM MUNN

on: ARROWS and BOLTS



"Okay, Now that we've slain those bloodthirsty orcs we'll check them for treasure and retrieve all the arrows that we fired." How do you as DM handle this situation? Do the characters in your campaign have a never ending supply of arrows and bolts or, on the other hand, is it considered that any arrow or bolt fired is lost or broken? The way you treat this situation could make a big difference on the way your players handle different battle situations.

Example: A band of eight orcs is spotted approaching your party approximately 90 yards away.

A party which has only 12 arrows left between them may choose to engage in hand to hand combat rather than waste their precious arrows. The party could then save the arrows for use of a defense against - say a manticores which is doing a flying attack.

If you DM's have done your homework you should know that in medieval wars the first attack between armies was generally an arrow shower. Now in times of siege very little time was available for construction of new ammunition (arrows and bolts) and so in desperate situations runners were sent to collect and USABLE arrows from the enemies' shots which missed.

There is always a chance that an arrow or bolt will survive its flight if it has missed its target. So here is a chance for those smarter players to regain a few of those precious arrows and bolts.

Percentage chance of finding lost arrows in the following terrains.

Sand or Soil	90%
Grassland	60%
Marsh or Swamp	30%
Water	20%
Light Forest	15%
Dense Forest	05%

Percentage chance of an arrow or bolt breaking which has missed its target.

Shot Into	Arrows	Bolts
Soil	10%	02%
Wood	25%	15%
Metal	80%	35%
Stone	90%	40%
Magic	50%	20%

(ex. Shield Spell)

Breakage includes any arrow or bolt which snaps, bends, feathers tear, etc.

By the way, remember that bolts are metal and made specifically for crossbows. A special note: there are separate arrows for long bows and shortbows, of course the longer arrows for the long bow and the shorter arrows for the short bow. A long bow arrow can be used in a short bow but a short bow arrow CANNOT be used in a long bow! The same is true for the heavy and the light crossbow; light crossbow bolts CANNOT be used in a heavy crossbow but the reverse is possible.

Good Hunting!



# ANIMATED WEAPONS



5

by John Frazer

Ever felt like pitting your players against animated weapons? Can you imagine how effective an army of animated broadswords would be? How about an opponent for that Sword of Dancing that one of your players is so proud to possess? After a little thought and a lot of playtesting, I've figured out a system to handle animated weapons. Each weapon has an AC and hit points. The armor class of a weapon simply equals its speed factor (the rationale here is that faster weapons are harder to hit). If a weapon's speed factor is above ten, add the difference to the attacker's "to hit" roll (e.g. The pike has a speed factor of 13. Anyone striking at it will roll vs. AC 10 with a +3 bonus). Hit points of a weapon equals its weight divided by 10 (rounded off). Thus the pike, which weighs 80gp will have 80/10 or 8 hit points. Animated weapons do damage as normal and use the Armor Type "to hit" adjustments where applicable. Magical weapons that are animated gain an increase in armor class and hit points. The armor class (and thus the speed factor as well) is improved one place for every +1 a weapon has (note that a sword like the Flametongue has variable bonuses. In cases such as this, use the appropriate plus to calculate the AC and speed factor). Cursed weapons have no AC/weapon speed adjustments. Hit points of all magical weapons are doubled per +1 (use the highest bonus in variable cases). Any cursed weapons are also included. Just change penalties to bonuses (i.e. a -2 weapon is considered +2 for hit point calculations). As an example of a magical weapon's statistics when animated, take a +3 longsword. A normal longsword's stats would be AC5, Hps 6. The +3 sword will have an AC of 2 and 6x2x2x2 or 48 Hps. When weapons combat each other (this is the only way a Sword of Dancing can be struck physically aside from at-

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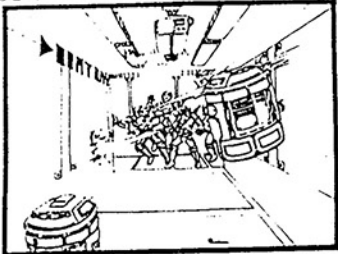
tack spells) go through the normal combat steps with the weapons with the faster weapon speed striking first. When any weapon is struck in combat, look up the approximate weapon length. Any with a length of 8' or more is considered large. All others are considered small-medium. Animated weapons fight at variable levels, ranging from zero to nine (roll D10, treat ten as zero). Only certain spells will affect animated weapons. Heat Metal will cause automatic damage and Warp Wood will render any wooden weapons useless. Disintegrate will destroy them utterly if the weapons fail their saves (see ITEM SAVING THROWS p80 DMG). Fireball will melt the weapons if they do not successfully save against Magical Fire. Electricity will do double damage (no save). Transmute Metal to Wood will reduce damage done by all weapons by half. Dispel Magic, if successfully cast (consider the weapons to have been animated by an eleventh level MU) will neutralize the weapons by destroying the magic that animates them (this does not include the Sword of Dancing).

All in all, the system works rather well if applied properly. Imagine the surprise on the players' faces when they find the Orc weapon racks empty.....with the weapons floating behind them.

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# NEW MONSTERS

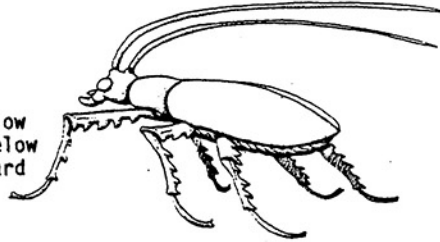
6

Giant  
Cochroach is  
presented  
courtesy of  
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## GIANT COCHROACHES

FREQUENCY: Uncommon  
NO. ENCOUNTERED: 2-20  
ARMOUR RATING: 2  
MOVEMENT: 18"/24"  
HIT DICE: 3+3  
% IN LAIR: 20  
TREASURE TYPE: Nil  
NO. OF ATTACKS: 1  
DAMAGE/ATTACK: 2-8  
SPECIAL ATTACKS: See below  
SPECIAL DEFENSES: See below  
MAGIC RESISTANCE: Standard  
INTELLIGENCE: Non  
ALIGNMENT: Neutral  
SIZE: M (5' long)  
PSIONIC ABILITY: Nil  
ATTACK/DEFENSE MODES: Nil



FLYING MANEUVERABILITY: Class E

XP VALUE: 135 + 4 per damage point

Wherever there is dirt, these fetid smelling insects thrive. They are found in dark places above and below ground, avoiding light, if at all possible, although they don't fear it. They attack voraciously, always in search of food. These creatures rely very much on smell, and can smell any creature from 100 feet away.

If a roll of a natural 20 is made on a hit, against this creature, then it's antennae has been damaged which will cause it to fight further at -4 to hit, and -1 on damage against their opponent.

Their special attack or defense, whichever way you like it, is the foul smell that these creatures have. A person or creature coming within ten feet of one, must roll their constitution score or lower, or they will be very sick to their stomach for 1-6 melee rounds, causing them to fight at -4 to hit, till recovered. Since Giant Cochroaches are so dirty, and carry disease, when a person is bitten by one, there is a 10% chance of catching a disease. If a person eats any food, that a Giant Cochroach has touched, there is an 8% chance of catching a disease as well.

Giant Cochroaches attack without fear, & are very strong. (Can open an unlocked door).

The eggs of a female Giant Cochroach, are contained in a pod, which is carried by the female, attached to the tip of the abdomen for a day or two, before gluing it to an object in a dark protected spot. The eggs will hatch in 3-12 days with the young having no wings, although they resemble adults in every other way, except in size (8" long). One pod produces twelve young roaches, so you can see why they are uncommon. Since it will take a year to become full grown, a variety of molted shells are often seen in the lair, which is a telltale sign of Giant Cochroaches about.

## GIANT AMOEBA by John Fraser

AMOEBA, GIANT  
FREQUENCY: Uncommon  
NO. APPEARING: 1 or 2  
ARMOR CLASS: 8  
MOVE: 3  
HIT DICE: 5-8  
% IN LAIR: Nil  
TREASURE TYPE: (15%) J, K, L, M, N, Q, X  
NO. OF ATTACKS: Special  
DAMAGE/ATTACK: 2-8/2-12/3-18/5-20  
SPECIAL ATTACKS: See below  
SPECIAL DEFENSES: Never surprised  
MAGIC RESISTANCE: Standard  
INTELLIGENCE: Non  
ALIGNMENT: Neutral  
SIZE: M to L  
PSIONIC ABILITY: Nil  
ATTACK/DEFENSE MODES: Nil



Giant Amoeba roam the various bodies of water on a world, seeking prey at all times. The Amoeba are not found in waters deeper than 50'. In lakes and shallow seas, however, Giant Amoeba are not rare, and can be a dangerous adversary. They attack by engulfing their prey, surrounding the victim(s) with ectoplasmic pseudopods and enclosing them. The Amoeba must roll to hit vs. AC9 (with any dexterity and magical adjustments - armor does not count) or its prey has avoided the pseudopodia. An Amoeba can make a number of such attacks equal to its hit dice per round. Once enclosed within the Amoeba, the prey takes automatic damage every round, the range according to the hit dice of the Amoeba. Note that the prey can still try to fight its way out, by attacking the Amoeba from the inside. Amoebas cannot digest non-organics, and eventually expels such material in due time. Thus there is a chance (15%) that a party will happen upon an Amoeba carrying treasure inside one of its vacuoles. Amoeba are only rarely (10%) found in pairs.

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# WEAPONS:

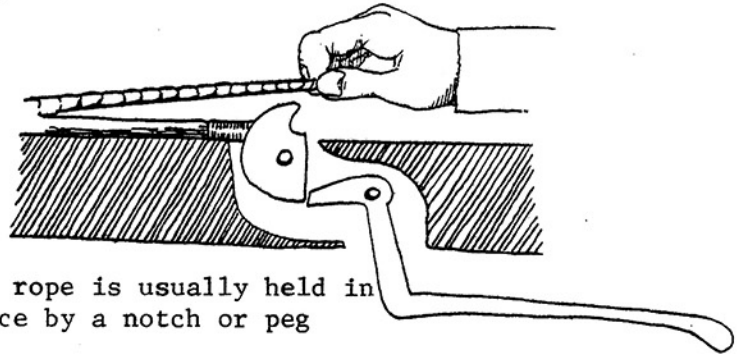
## BOWS & CROSSBOWS

What's the difference between a short bow and a short composite bow? What! You don't know, and you've been playing FRP games for how long now! Well, now you are going to know about bows and crossbows. Why do crossbows take so long to fire? You will know why now! Read on.....

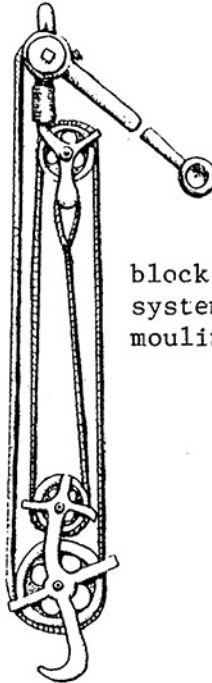
The origin of the crossbow is a leary tale, much like the creation of many other weapons. The one theory is that it evolved from the "bow trap" used in Europe, Africa, and Southern Asia. This was simply a bow secured adjacent to a known trail (animal or otherwise), with the bow bent back and an arrow in place. The releasing catch was tripped by a line of string or leather, stretched across the path, at the appropriate height. When disturbed, the arrow was released.

In China, however, they say that the crossbow was invented by Huang-Ti, one of the first mythical kings of that country. Ancient Chinese tombs have revealed a crude type of crossbow, including the repeating crossbow.

The crossbow was very powerful and was thought as an unsportsmanlike and unchristian weapon to be used by any member of the Roman Catholic church. In the year 1139 AD, it was forbidden by the church, to be used - "except against the Infidel" during the Crusades.



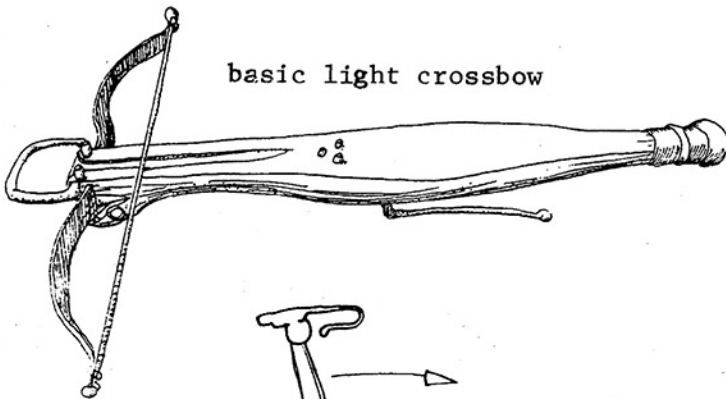
The rope is usually held in place by a notch or peg



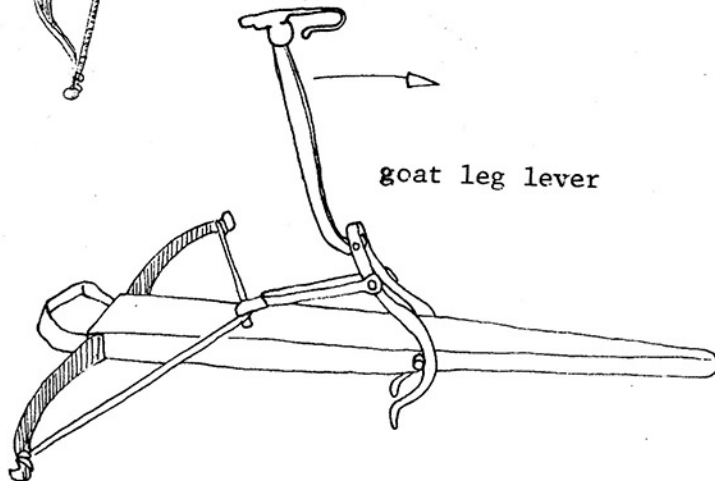
block & tackle system of the moulinet crossbow



moulinet heavy crossbow



basic light crossbow

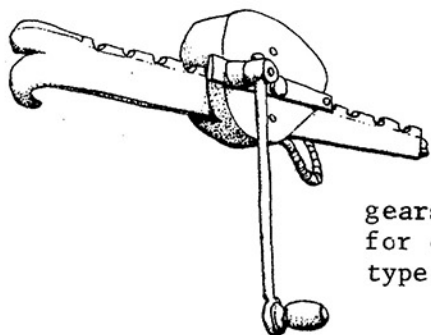
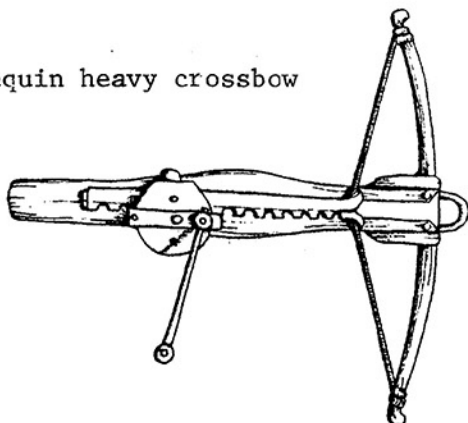


goat leg lever

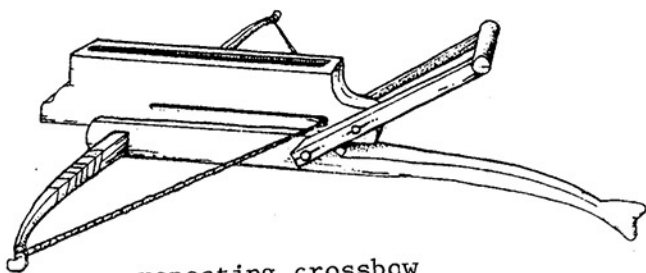
As you FRP gamers know, there is the light crossbow and heavy crossbow. Out of these two categories, sprout different types of light and heavy crossbows, which will be covered in this article. There are two different types of light crossbows - the hand loading (which requires two hands to pull back the line to the catch) and the draw back type (which is equipped with a goat leg lever which is simply pulled back, setting the line on the catch). Although there are probably other types of light crossbow loaders, to keep FRP gaming simple, let's just stick to these two types. I would suggest putting an additional cost of 2gp, for the purchasing of the pull back light crossbow. Shown (diagram 3) is a cross-section of the firing mechanism of a light crossbow.

There are two different types of heavy crossbows suggested for FRP gaming. I consider the standard type to be the moulinet type which works by cranking back the line with the aid of a block and tackle. The length of this type of crossbow is a bit longer than the light crossbow, with the difference being, that the heavy type has a metal bow, requiring more power to pull back, thus cranks are required. The second type, is the cranequin type which works on the principle of gears. These are made of steel as well, and require cranking after each shot. Diagram 4 shows the loading mechanism of the moulinet type of crossbow, with diagram 5 showing it being loaded. Diagram 6 which is the cranequin type of heavy crossbow, is sometimes best to be used for hunting, as when it is loaded it is not as loud as the moulinet, although it is still loud. For mounted fighters, the draw back light crossbow, and the cranequin type heavy crossbow are used, for the obvious reason that they are the easiest types to load when mounted. I suggest that the cranequin type sell for an additional 3 gp as its advantages are obvious.

cranequin heavy crossbow

gears are used  
for cranequin  
type crossbows

Shown below is a repeating crossbow which can hold 6 bolts in its holding chamber. The appearance of these should be through an NPC, if at all. It fires at the same rate as a long bow, although still with only the accuracy expected of a crossbow. Despite its appearance, treat it as a light crossbow, even though it requires a pull back crank. I cannot emphasize enough - if you are to introduce this weapon into your game, then make its appearance very rare.



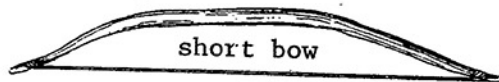
repeating crossbow

During the Earth's history, nearly every race has used a bow and arrow, but, in England during the fourteenth and fifteenth centuries, the English longbowmen dominated the wars of Europe and were justifiably feared. Equipped with his six foot yew stave, skill and strength, the English Bowman possessed a proud and dignified status. As historians state, the longbowmen were important and relied on for the victory of many battles.

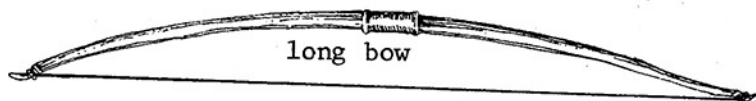
To wield a long bow for FRP gaming, I strongly suggest that a character must have a minimum strength of 13. To get top efficiency in damage from a long bow, a draw weight of a hundred pounds plus, was needed, drawing a full clothyard shaft to his ear. Simply stating that without the required strength to pull the string back a full three foot length, the accuracy and damage of the arrow could not be depended upon. As a rule, the length of the long bow (unstrung), was the height of the person firing it, being five feet in length minimum. Therefore, gnomes, dwarves, halflings, and some elves cannot use a longbow or composite longbow. The longbow, like other bows, is about the simplest piece of weaponry, consisting of only a bowstave and string. Bows are made of horn, hazel, elm,

and ash, with the slow grown mountain yew (evergreen) being labelled as the supreme wood for the making of a longbow. The crossbow was a complicated weapon with much mechanics and much metal work about it. The longbow, on the other hand, was a plain, ugly stick, being simply a long wooden piece of wood with a nock on both ends, with a string attached to it. Actually it is a bit more complicated than that, but the making of bows and the like, will be covered in next issue's secondary skills on the bowyer/fletcher.

The longbow's advantages are obvious - it is cheap to produce, has a fantastic firing range, and could be fired as fast as a short bow. The disadvantages - its length required that it be carried and cannot be stored conveniently in a quiver or backpack like the short bow or short composite bow.



short bow



long bow



long composite bow



short composite bow

Did you know that if any bow gets wet it is virtually useless then. However, a crossbow when wet is still usable, but damage taken is at -1. The reason for this is simple; simple bows are made of wood with the strings usually made of hemp, and when these two materials get extremely damp or wet, the bow is then rendered useless. How can this happen? Example - a high level druid standing about 60' from a couple of archers, casts a create water spell over them, and voila. Example two - a party of ten plus a 17th level cleric approach a camp of sixty fighters, most have bows, with the others having swords. The cleric casts control weather and has it rain on the bowmen, thus rendering the bows useless. Now the reason that crossbows are not relatively affected by dampness is because the bow is made of metal. The stock is usually made of either wood or whalebone, so really the only thing that is affected by dampness on the crossbow is the string. One more thing, if a player walks around with a crossbow that has been cocked for more than two rounds, the damage inflicted is at -1.

There is not much to be said of the short bow, except all that is required to fire one is a strength of 8. Do you know what a composite bow is? Well, as you know, to make a short or long bow, simply cut out the length of wood you need, from a nearby tree. Composite bows take more time, care and know-how to create. Because composite bows are more stout than a simple bow, the odds of them breaking are extremely low. As you know, composite bows cost more than simple bows, although the firing distance is very similar. Why is this? It will now be revealed to you.

A bow made from a single piece of wood is called a self or simple bow; and one made of wood, horn and sinew is a composite bow. The making of these bows will be covered in the next issue's secondary skills on bowyer/fletcher. However, take my word - composite bows are far superior to simple bows. They have about 100-200 lbs. pull and a minimum strength of 13 is required. The arrows of composite bows are lighter and cannot be used with simple bows. They are laminated and have leather protection so they are not affected by dampness like the simple bow, so remember that.

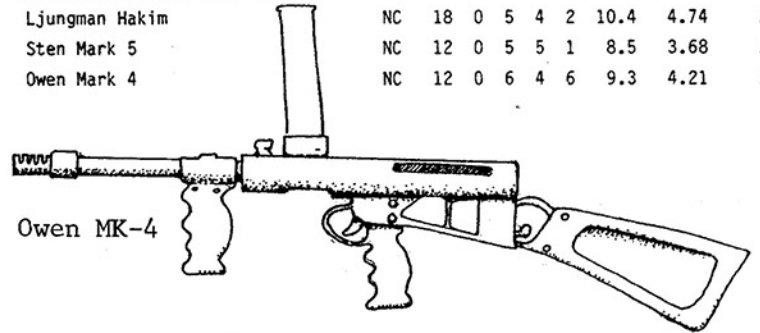
# GUN GALLERY ONE

by John Fraser.

The weapons list in TOP SECRET is no doubt adequate for the beginning campaign, but after a while the same weapons being used over and over can lead to predictable situations. This problem turned up several times in the campaign I was in, in which several other players and myself desired a larger, more varied selection. So, after a small amount of research, I came up with an additional list of ten weapons, which are displayed below. This is but the first part of the GUN GALLERY, and if reader response is favorable, I'll be more than glad to compile another list of weapons for TOP SECRET. Before we come to the stats, I'd like to mention a few special things about some of the firearms. Firstly, the Czech Skorpion 61 has not been rigidly classified in my sources. There seems to be some discrepancy in classifying it as either a pistol or a submachine-gun. I chose to list it as an SMG instead of an automatic pistol, due to its high fire rate. The Skorpion is concealable, due to its small size (it's less than a foot long when folded) and collapsible stock. However, if the stock is not folded over, its DECP and C ratings are changed to NC and O, respectively. Note that the stock must be unfolded in combat. The second firearm I would like to expand upon is the excellent .45 De Lisle Carbine. This weapon was used extensively by the British commandos and clandestine organizations in past years. The De Lisle, like the Skorpion has a folding stock, which accounts for its concealability. This special carbine has a built-in silencing feature, which makes it ideal for killing sentries and assassinating political targets. The bullets travelled at a velocity of about 900 ft/sec (274 m/sec), which is well under the speed of sound, thus negating the characteristic whistle of bullets flying through the air. Lastly, the Australian Owen MK-4 SMG has a very useful feature indeed. The cartridge is loaded on the top of the gun, which makes the weapon a lot less likely to misfire and jam due to the gravity assisted cartridge spring. The weapon gave a reliable feed even under the harshest conditions, and the position of the cartridge allowed the gun to be slid around trees and other cover. In combat, consider a roll of 99 as a miss and 00 as a misfire. Indeed, it was one of the best jungle weapons and has a lifetime unequalled by any other wartime gun.

I hope that this list will bring more variety and colour into your campaign. I would like to encourage readers to send in suggestions on what future articles dealing with specific weaponry they would like to see, or any ideas whatsoever dealing with TOP SECRET. We'll see ya around.....

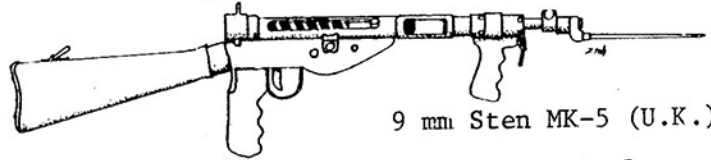
WEAPON SECONDARY STATISTICS									
WEAPON (Full name)	DECP	A	C	F	P	R	WP	WK	QRC
Carabine Automatique Legere	NC	16	0	5	4	2	6.5	2.95	A-1
Automat Kalashnikova 47	NC	16	0	5	4	2	9.5	4.31	A-2
Beretta Model 12	NC	10	0	6	5	1	6.6	3.00	A-3
Car-15 Colt Commando	NC	14	0	5	4	2	7.1	3.23	A-4
Ceska Zbrojovka Skorpion Vz/61	-10	7	1	6	2	2	2.9	1.31	A-5
De Lisle Carbine	-10	14	1	5	5	6	4.4	2.00	A-6
Mauser Karabiner '98k Carbine	NC	20	0	4	4	6	8.6	3.90	A-7
Ljungman Hakim	NC	18	0	5	4	2	10.4	4.74	A-8
Sten Mark 5	NC	12	0	5	5	1	8.5	3.68	A-9
Owen Mark 4	NC	12	0	6	4	6	9.3	4.21	A10



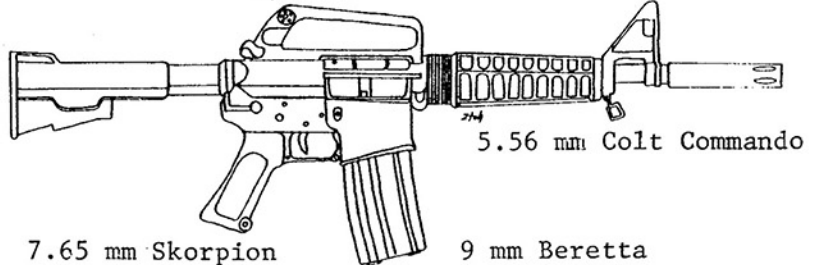
Owen MK-4



Hakim 7.92



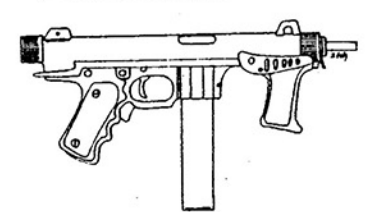
9 mm Sten MK-5 (U.K.)



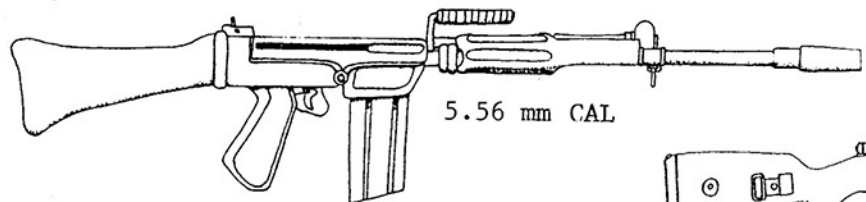
5.56 mm Colt Commando



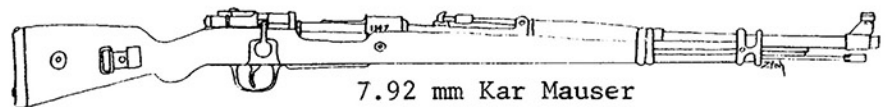
7.65 mm Skorpion



9 mm Beretta



5.56 mm CAL



7.92 mm Kar Mauser

## WEAPON STATISTICS

## RANGE MODIFIER

WEAPON	PWV	PB	S	M	L	WS	RATE	AMMO	COST	QRC	HWV	CLASSIFICATION
5.56mm CAL(Belg)	77	+5	-10	-50	-160	S	3	20	325	A-1	14	Auto Rifle
7.62mm AK-47(USSR)	75	0	-8	-60	-180	S	3	20,30	325	A-2	14	Assault Rifle
9mm Beretta M 12(It)	78	+5	-20	-100	X	BA	4	20,30,40	300	A-3	12	SMG
5.56mm Colt Commando (USA)	57	0	-15	-125	X	BA	4	10,20	300	A-5	10	SMG
7.65mm Skorpion SMG-61(Czech)	83	+5	-5	-65	-165	A	1	10	300	A-6	10	Carbine
.45 De Lisle(U.K.)	72	+5	-12	-70	-180	BA	3	20	325	A-4	12	Auto Rifle
7.92mm Kar Mauser(Ger)	71	0	-8	-55	-130	S	1	5	300	A-7	14	Carbine
7.92mm Hakim(Swed)	70	0	-12	-48	-175	S	3	10	325	A-8	15	Auto Rifle
9mm Sten MK-5(U.K.)	77	0	-15	-110	X	BA	4	32	300	A-9	12	SMG
9mm Owen MK-4(Austr)	84	+5	-10	-85	-225	BA	4	33	300	A-10	12	SMG

# VIDEO CORNER

10

by Gary Harper

MATTEL ELECTRONICS  
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**ADVANCED  
DUNGEONS &  
DRAGONS**



Not since Asteroids has a video cartridge been preceded by as much anticipation as Mattel Intellivision's Dungeons and Dragons. The consensus - terrific - as a video in it's own right, but if you're expecting a computerized version of the actual fantasy role playing game, you'd best look elsewhere.

Your party consists of three warriors, armed only with bows and three arrows each, who must journey to Cloudy Mountain to retrieve the two halves of the king's crown - each being guarded by a dreaded winged dragon.

In order to complete the quest, the party must delve into dungeons along the way to obtain an axe, a boat, a key, and additional arrows. These items allow them passage through various terrain towards their goal. In each of the dungeons different monsters ranging from bats (no damage, but noisy), giant rats (little damage), to spiders who steal arrows. There are snakes and demons which take two hits to kill and which can kill you faster than you can hit the reset button! There is limited visibility in the dungeons simulating a torch-light although an area once travelled remains lit. The real trick is to read the clues that warn the adventurers of imminent danger. These clues are fresh tracks from rats and demons to sounds of an angry snake attacking to that of a snoring dragon. Another skill is the ability to ricochet arrows ('tis more noble to kill from a distance than be mauled at close range).

I found that with the four skill levels, the game produces an excellent and exciting challenge (I still haven't completed number three yet!). The game is also popular with kibitzers who are never at a loss for advice to the hero - usually something to the effect of "RUN" when the dragon is upon the unfortunate warrior. The anticipation of hearing but not seeing the monster lurking somewhere around the corner can be quite nerve racking (and oft-times fatal).

As I said, this cartridge has enjoyed immense popularity through it's name alone, but it stands on its own merit as an entertaining and challenging game.

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## GAME REVIEW



**221B BAKER  
STREET**

You! - You there! Put down your callabash, the violin can wait. You too, Watson. L'estrade is at the door and ... the game is afoot!

In 221 B Baker Street, two or more players compete to be the first to piece together the solution to a heinous crime. Each case involves a different crime (unlike timeless CLUE). Twenty cases (at an average of an hour to solve) come with the game, with an additional one hundred cases in five extra clue sets.

The game commences with the reading aloud of the case card (available for reference throughout) at which time the detectives are asked to solve the identity of the murderer, the weapon, the motive, or some other aspect of the case.

Additional clues are obtained by visiting such places as the pub, the docks and the playhouse. Often the clues relate to the building in which they're found. The tobaccoist may inform you that Major Heelwright smoked Turkish cigarettes (which may be vitally important!). Other clues are simple riddles to determine parts of the criminal's identity, the weapon, or the motive. For instance, the clue may be "KILLER PART I: Part of the foot." This could point to Major Heelwright as the culprit. (Don't fall into the trap that a friend of ours did when he accused the TOE-baconist). Only the player entering the room gets to look at the clue.

After a few clues, the case begins to fill in and a feverish race to fill in the last pieces of the puzzle begins. When a player feels he has the case solved, he returns to 221 B Baker Street and unveils his solution. If wrong, he is relegated to the other room to play Atari, and the game continues.

All in all, the cases are interesting, with the solutions often featuring clever twists worthy of Sherlock himself. Judging from the number of people who have returned to buy additional sets of clues, this game can be recommended. The best part of the game could be the rules - only two pages and ten minutes to learn. In fact, they're quite elementary, Watson!

Have you ever played a... 11

# Wizard in the heart of a HOBGOBLIN LAIR

by Cameron Munn  
and Kelly Villemare



NAME: Elron Baroon  
CLASS: Magic User  
RACE: Human SEX: Male  
ARMOR: None SUPPLIES: Food, torches

STRENGTH: 15 INTELLIGENCE: 18 WISDOM: 12  
CHARISMA: 9 CONSTITUTION: 17 DEXTERITY: 16  
LEVEL: 8 ALIGNMENT: Chaotic Evil

WEAPONS: +2 Dagger  
+1 Dart

MAGIC ITEMS: Ring of INVISIBILITY  
(lasts for 1 turn)  
Wand of PARALYZATION  
(creature gets Save at Neg.)  
Cloak of Protection (=1)

SCROLLS: PROTECTION FROM EVIL  
PUSH  
HASTE  
DETECT INVISIBILITY

SPELLS- Burning Hands, Hold Portal, Magic Missiles,  
Sleep, Ray of Enfeeblement, Continual Light-  
usable twice, Fireball, Lightning, Slow, Ice  
Storm, Polymorph Self

HINT FOR SUCCESS: BE CAUTIOUS WITH SPELLS,  
YOU CAN ONLY USE EACH SPELL, SCROLL  
OR MAGIC ITEM ONCE

The HAVE YOU, which will appear in almost every issue of this magazine, is a quiz designed to test your skill as a Fantasy Role Player, plus to test your knowledge of AD & D Rules, monsters, etc., as per the T.S.R. Handbooks. This mini-test, or quiz, offers adventure in various caverns, rooms or wherever, where you are to choose what seems to be the best decision on handling your type of encounter.

In certain cases, your best choice may be one, which will minimize the damage taken, but cannot prevent damage altogether. In every issue (we hope), we will have this Mini-test, using different races, and character classes, where you decide the fate of your player. How to play is simple, pick the best choice for every situation, then check the answer sheet to see what is the result from your choice.

GOOD LUCK!

Kelly P. Villemare

HIT POINTS: 29

Revenge is sweet. Boy, are those rotten hobgoblins going to get it. During their most recent raid on your home of Silt, and what a wonderful town it is, they had the nerve of actually breaking into your humble abode and stole the gem of Spell restoring, you were coveting for your birthday. What a nice gift it would have been! But this should be some fun getting back your present from the slimes.

Walking through the Culnar swamps isn't really your favourite thing to do, but dirtying your robe, gives you even more wonderful ideas on what to do to those hobgoblins. It's about midday, fairly muggy, and up ahead in the trees you see a campfire. You place your hand on your dagger, as you feel no need to waste your good spells on a measly merchant. As you get about twenty yards away the fire suddenly disappears. You then realize that this wasn't a campfire of a merchant, but a will-o-the-wisp which you feel in your bones is about to attack. You suddenly see the light reappear in front of you, so you decide to:

- A1 - Cast a SLEEP spell on it
- A2 - Cast DETECT INVISIBILITY, then attack with dagger
- A3 - Cast a LIGHTNING BOLT on it, if it doesn't kill it, then attack with dagger
- A4 - Cast FIREBALL on it, then attack with dagger
- A5 - Cast CONTINUAL LIGHT on it, then attack with dagger
- A6 - Cast MAGIC MISSILES at it
- A7 - Cast PROTECTION FROM EVIL on Self, and DETECT INVISIBILITY, then attack with dagger
- A8 - Throw a dart at it, then attack with dagger
- A9 - Use ring of INVISIBILITY on Self, then run past it
- A10 - Cast PROTECTION FROM EVIL on self, then attack with dagger

After disposing of the Will-o-the-wisp and getting out of that gruesome swamp, you proceed up into the Cardolov Hills to the entrance of the Skull Crusher Hobgoblin lair. Suddenly you hear voices "It's this way". "No it's not, look at the map, Lendon!" As you approach the crest of a hill, you see two of those foul Elvish people discussing something. "Look Lendon, it says right here on the map that if we can get in through the graveyard, we'll be able to surprise the Hobgoblins." Realizing that this map is exactly what you need, you decide to attack them somehow, and you notice they are armed with short swords and are ten feet away, so you decide to:

- B1 - Cast SLOW spell on the Elves, then attack with dagger
- B2 - Cast LIGHTNING BOLT spell on the first elf, then attack the other with dagger
- B3 - Cast SLEEP spell on them, then go up and kill them with your dagger
- B4 - Cast POLYMORPH SELF spell and turn into an elf, then attack with dagger after gaining surprise
- B5 - Use ring of INVISIBILITY on self, then attack from behind with dagger
- B6 - Cast MAGIC MISSILE spell at the elves, two at each elf, then attack with dagger if they still live
- B7 - Read the PROTECTION FROM EVIL scroll, then attack them with your dagger
- B8 - Read the HASTE scroll on yourself, then quickly attack with dagger
- B9 - Cast FIREBALL spell on them, if they still survive attack with dagger
- B10 - Attack immediately with your dart then charge in with your dagger

Now what does the map say, Ah yes, find the tomb of Borg the Magnificent (vain little creep!) and trace the insignia on his tombstone. Seems easy enough. Without much difficulty you find the graveyard and through a bit of searching, find Borg's tombstone. As you trace the insignia a depression starts appearing right where his bones should lie! A few moments later the soil falls in to reveal a staircase leading into the depths of the Hobgoblin's Lair. As you proceed down the stairs you hear a sliding noise coming from behind you. Only a panel sealing up the staircase once more. At the bottom of the stairs is an open door revealing a room about 30' x 30' with an open door on the opposite wall. As you enter the room you hear that sliding sound again. Better make sure! You go back to look up the staircase, you see 2 ghouls trying to sneak down the stairs after you. You decide to:

- C1 - Throw caution to the wind, open the far door and close it behind you, then cast HOLD PORTAL spell on it
- C2 - Cast MAGIC MISSILES at them, if that fails to kill them attack with dagger
- C3 - Use PROTECTION FROM EVIL scroll on self, then attack with dagger
- C4 - Cast SLEEP spell on the ghoul then run away through the door
- C5 - Cast SLEEP spell on them, then attack with dagger
- C6 - Cast LIGHTNING BOLT spell on one of them, then attack the other with your dagger
- C7 - Cast CONTINUAL LIGHT spell on the first ghoul, then attack with dagger
- C8 - Cast POLYMORPH SELF spell and turn into an elf, then attack with dagger
- C9 - Attack immediately with your dagger

As you walk up the hallway from the room, you turn a corner and see a hulking form seemingly munching on a body. He can't be that bad of a guy. Just then he turns around to face you. OOPS, it's a wight. Just enough time to:

- D1 - Cast SLEEP spell on it, if that fails attack with your dagger
- D2 - Throw dart at it, then charge in to attack with your dagger
- D3 - Cast ICE STORM spell on it, then attack with dagger
- D4 - Cast CONTINUAL LIGHT on it, while quickly running past with dagger in hand
- D5 - Cast BURNING HANDS on it, then attack with dagger
- D6 - Cast MAGIC MISSILES on it, then attack with dagger
- D7 - Cast INVISIBILITY on Self using ring, then run past
- D8 - Cast LIGHTNING BOLT on it, then attack with dagger
- D9 - Cast PROTECTION FROM EVIL on self, then attack with dagger
- D10 - Use wand of PARALYZATION on it, then attack with dagger if it fails

After the hassle with the Wight, you decide that it's time to rest for a minute or two, after all, even you get tired. As you sit down in the corridor and start thumbing through your spellbook, out of the corner of your eye, you detect some movement. A Giant Centipede is quickly approaching. You decide to:

- E1 - Cast PROTECTION FROM EVIL on self, then attack with dagger
- E2 - Use Wand of PARALYZATION on it, if it fails attack with dagger
- E3 - Cast BURNING HANDS on it, if it still lives attach with dagger
- E4 - Cast MAGIC MISSILES at it
- E5 - Use ring of INVISIBILITY, then run past it
- E6 - Cast SLOW spell on it, then attack with dagger
- E7 - Simply throw dagger at it, if it misses use hands
- E8 - Cast LIGHTNING BOLT on it
- E9 - Use HASTE scroll on self, then attack with dagger
- E10 - Cast FIREBALL on it, that should kill it

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- THOMPSON PARK MALL.....KAMLOOPS,B.C.
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- EDMONTON CENTER.....EDMONTON,ALTA.
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- CHINOOK MALL.....CALGARY,ALTA.
- MEDICINE HAT MALL.....MEDICINE HAT,ALTA.
- PARKLAND MALL.....RED DEER,ALTA.

After squelching the little crud, you proceed on your way. The corridor seems to lead you in a single direction. No doors or side passages to take in this part. As you near a bend, you hear a lot of screaming and the sound of many feet running towards you. About 40' ahead of you, from around the bend, you see five kobolds running straight at you, yelling with their spears in hand. Upon spotting you, they come to a complete stop, their faces full of surprise. They quickly look behind them, then commence directly at you, running and screaming. You decide to:

- F1 - Quickly cast a FIREBALL on them
- F2 - Cast a SLEEP spell on them, then proceed
- F3 - Cast BURNING HANDS on them, then attack with dagger
- F4 - Cast MAGIC MISSILES at the first two, then attack the others by quickly throwing a dart, then attack with dagger
- F5 - Attack immediately with dagger
- F6 - Use PROTECTION FROM EVIL scroll on self, then attack with your dagger
- F7 - Cast an ICE STORM on them
- F8 - Cast SLOW spell on them, then attack with dagger
- F9 - Use HASTE scroll on self, then attack with dagger
- F10 - Cast CONTINUAL LIGHT in front of them, then attack with dagger in melee, after throwing dart at first one

Boy, that was weird! Those little rotters are pretty wretched! Oh well, on you go. Just as you approach the bend from which you first saw the kobolds coming from, you then see what they were running from. A huge gelatinous cube which takes up the whole corridor in width, and is slowly approaching about twenty feet away from you. You decide to:

- G1 - Cast LIGHTNING BOLT on it, then attack with dagger
- G2 - Cast a RAY OF ENFEEBLEMENT on it, then attack with dagger
- G3 - Cast BURNING HANDS on it, then if still alive attack with dagger
- G4 - Cast MAGIC MISSILES on it, then attack with dagger
- G5 - Use ring to turn INVISIBLE, then attack with dagger
- G6 - Create ICE STORM on it, then attack with dagger if it still lives
- G7 - POLYMORPH SELF into a sparrow, then quickly fly past it, leaving behind scrolls, wand, rings etc. There is a 50% chance that you will turn into this form in time.
- G8 - Cast SLEEP spell on it, if it fails attack with dagger
- G9 - Use wand of PARALYZATION on it, if it doesn't work, then attack with dagger
- G10 - Cast LIGHTNING BOLT on it, if it lives attack with dagger
- G11 - Cast a FIREBALL on it
- G12 - Cast HASTE scroll, on self, then attack with dagger
- G13 - Cast CONTINUAL LIGHT in front of it, then attack with dagger

You eventually squeeze by the now dead gelatinous cube and proceed on your way. The corridor continues winding around for a few hundred feet and then ends abruptly in a room, about 40' x 50' in dimension. In the room you see many bones of dead people or creatures, and on the far wall, a doorway with some statue or something beside it. As you get closer, you see that the statue is actually a huge tree like form with long tentacles. It's a Roper, and he seems to be too close for comfort. You quickly approach the doorway, and try to open the door while keeping a close eye on this creature which starts to move in for the attack. You get the door slightly opened, but it seems jammed, and you realize that you had better cast a spell quickly or do something, so you decide to:

- H1 - Cast BURNING HANDS on it, then jump through doorway
- H2 - Quickly jump through doorway, then cast HOLD PORTAL on it
- H3 - Cast SLEEP spell on creature, then jump through doorway
- H4 - Cast MAGIC MISSILES at this creature, then run through this narrow doorway

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- H5 - Cast LIGHTNING BOLT on it, then attack with dagger
- H6 - Use Wand of PARALYZATION on it, if it fails attack with dagger
- H7 - Cast ICE STORM on it, and run through doorway
- H8 - Cast SLOW spell on it, then run through doorway
- H9 - Cast FIREBALL, then run through doorway
- H10 - Attack immediately with dagger

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Through the doorway you go, and on with your venture. You realize you should be a little bit more careful now. Up ahead you see a hobgoblin carrying a damp looking sack, and he just turned into an alcove. Quickly you sneak up, towards the alcove where inside you see the hobgoblin cursing at a door fumbling with some keys. He doesn't detect you sneaking up behind him, and you successfully get your dagger to his throat before he has a chance to do anything. "Where is my gem? Tell me or I'll slit your throat here and now" you demand. The frightened hobgoblin seems to know exactly what you want and tells you where the gem can be located. You decide to end his existence anyway. Well you know where your gem is, but curiosity gets the better of you. What is behind this door? a question you will soon answer. You pick up the keys, the hobgoblin had, and easily open the door. Revealed to you is a 20' x 20' room (apparently empty). However as you enter, you hear a squeaking noise coming from the opposite corners of the room, and from out of two post revealed holes, file out some giant rats. Seven of these rotten rodents leave their slimy abode, to meet death, not their expected dinner, as you decide to:

- J1 - Step back near door and cast a FIREBALL into room
- J2 - Use ring of INVISIBILITY then run back to door, shut it, then run
- J3 - Attack them immediately with dagger
- J4 - POLYMORPH SELF into cat form, then attack
- J5 - Cast BURNING HANDS on them
- J6 - Cast SLEEP spell on them
- J7 - Cast PROTECTION FROM EVIL then attack with dagger
- J8 - Cast MAGIC MISSILES on the first four, then attack others with dagger
- J9 - Cast ICE STORM on them
- J10 - Cast SLOW spell on them, then run, and close door behind you

It is true....Curiosity does kill the cat, but not you. Well onto the great hall where your gem has been put for safekeeping. As you approach the hall, you see the great chasm of Lopdup, that you must cross. There is but a single span across this bridge, very narrow, and on top of the span, stands two hobgoblin guards. You decide to:

- K1 - Cast SLOW spell on them, then attack with dagger
- K2 - Attack immediately with dagger
- K3 - Cast SLEEP spell on them, then proceed
- K4 - Sneak up to them, then use wand of PARALYZATION on first hobgoblin, attack other with dagger
- K5 - Cast CONTINUAL LIGHT in front of them, then attack with dagger
- K6 - Use PUSH scroll on one to fall on other, to then fall down chasm
- K7 - POLYMORPH SELF into a bat then simply fly past them
- K8 - Cast MAGIC MISSILES at them - two for each one
- K9 - Use PROTECTION FROM EVIL scroll on self, then attack with dagger
- K10 - Use HASTE scroll on self, then attack with dagger
- K11 - Cast BURNING HANDS on them, then attack with dagger
- K12 - Cast FIREBALL on them, then proceed

After disposing of the guards, you cross the bridge and approach the double doors which are the entranceway to the great hall. As you are about to open the doors, you hear a terrible scream from above you, to the left. As you look up, you see a huge carnivorous ape dropping down to the shelf on which you stand. You notice that he, or she, has a chain and collar on the neck, but it doesn't appear to be attached to anything. Quickly, you decide to:

- L1 - Use HASTE SCROLL on self, then attack with dagger
- L2 - Use PROTECTION FROM EVIL scroll on self, then attack with dagger
- L3 - Touch it with wand of PARALYZATION, if it fails, use dagger
- L4 - Cast BURNING HANDS on it, then attack with dagger



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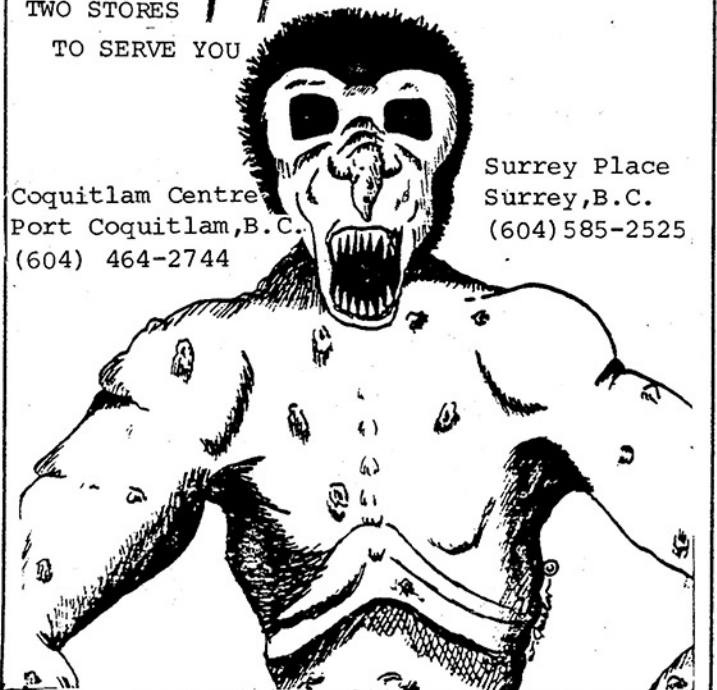


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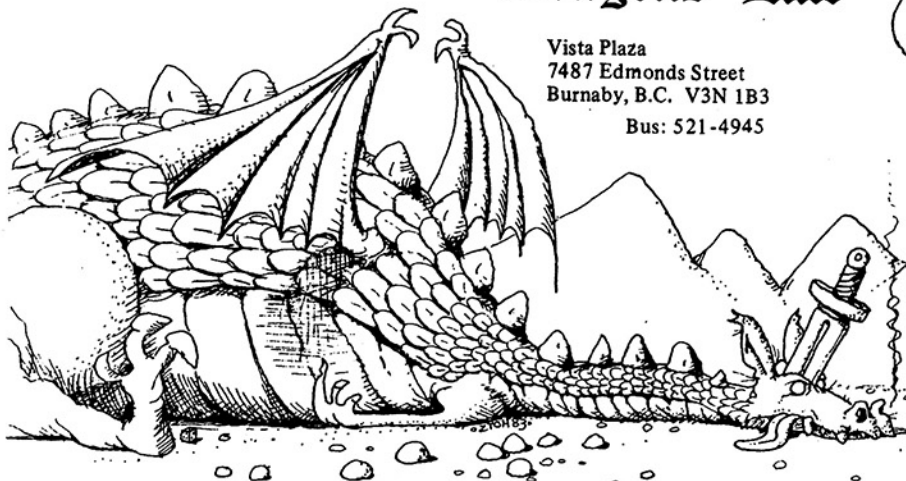
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### Dragons Lair

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CERTAINLY WORTH KILLING A  
DRAGON FOR THIS TREASURE!



15

- L5 - Cast SLEEP spell on it
- L6 - Cast RAY OF ENFEEBLEMENT on it, then attack with dagger
- L7 - Cast a FIREBALL at it
- L8 - Cast POLYMORPH SELF into an ape, then attack with dagger
- L9 - Cast SLOW spell on it, then open the door, and run in waiting for ape inside with a dagger in hand
- L10 - Quickly open the door, then cast HOLD PORTAL
- L11 - Cast MAGIC MISSILES at it
- L12 - Attack immediately with dagger
- L13 - Cast LIGHTNING on it
- L14 - Use ring of INVISIBILITY, then quickly open door, and run in
- L15 - Cast CONTINUAL LIGHT in front of creature, then attack with dagger

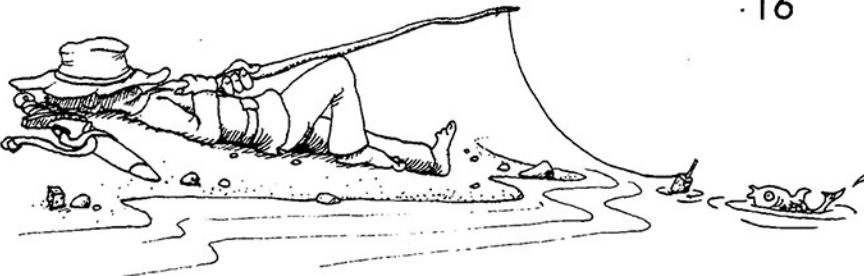
After opening the door, you see a 10' wide corridor going down about sixty feet, to a door at the end. The walls have small torches on the walls, as throughout the lair, so you easily move up to the door. You open it, and revealed to you, is a 30' x 20' cavern. Inside it, plainly visible is your gem that you seek, lying on a four foot high rock slab, in the middle of this cavern. Surrounding this rock slab, is this brownish coloured mold all along the floor. You decide to:

- M1 - Stand behind the door & shoot a FIREBALL into the room, then quickly rush in, grab the gem, then run back out
- M2 - Cast BURNING HANDS all along the floor, as you enter, burning this mold
- M3 - Cast a SLEEP spell on this mold, then run in and grab the gem
- M4 - Cast PROTECTION FROM EVIL on self, then run in and grab the gem
- M5 - Simply run in, grab the gem, then run back out
- M6 - Cast an ICE STORM, then after, enter room, grab gem, then run out
- M7 - Use ring of INVISIBILITY, then quickly run in; grab gem, then run back out
- M8 - POLYMORPH SELF into a hawk, then quickly fly in, grab gem, then come out
- M9 - Cast CONTINUAL LIGHT into the room, near the door, then quickly run in, grab the gem, then run out
- M10 - Grab one of the torches from the walls, then enter, burning the mold as you move up to the gem, then grab it and run
- M11 - Use HASTE scroll on self, run in, grab the gem, then run out
- M12 - Pull out dagger, then run in, grab gem, then run back out

After obtaining the gem, you proceed back the way you came, and have no encounters oddly enough, but then maybe the creatures in the area now fear you, and rightly so.....the crud.

# Secondary Skills

## FISHER (Hook & Line)



Since many player characters in Fantasy Role Playing, roll for Secondary Skills, but never use them, I have developed what exactly these secondary skills can do for you. This will appear in almost every issue of the magazine, with a different skill each time.

For this issue the secondary skill, that we are concerned about, is fisher (hook and line). How is this skill useful? Why would a character want to use it? Where do I get the rod & line for the character? What do I use for line? These are many questions asked by players, which will be answered.

Have you or your party ever encountered a river or lake? What did you do there? Well, if your player character is hungry or bored, he or she can fish quite successfully with this secondary skill. Since FRP gaming is a relatively easy going game, where your character can do whatever he or she wants. It is hard to cover everything. Movement, time, damage, weight, height, etc. - these things are covered. It's just the odds & ends that haven't been covered - like fishing. Use the chart on this page as a guideline.

**NOTE:** There are dangers to fishing, like catching a Lacedon (ghoul) which, when brought in, will immediately attack. What if a player is using strong metal wire to catch fish, and he catches an electric eel instead. That's right - french fried fisherman.

Check once a turn

Salt water fishing - line put down 100' or less

Die Roll	Fish	% of bite	% line break	% rod break	Meals supplied (for one person)
01-02	Blue-fin Tuna	55%	10%	02%	1-4 (d4)
03	Tarpon	60%	10%	02%	1-3 (d6)
04	Muskellunge	80%	25%	03%	5-20 (5d4)
05	Ocean Sunfish	25%	08%	01%	1-2 (d4)
06	Blue Marlin	30%	55%	10%	4-16 (4d4)
07-08	Halibut	50%	06%	01%	2-5 (d4+1)
09	Lamprey Eel	30%	15%	02%	1-3 (d6)
10	Porcupine Puffer	30%	09%	01%	1-2 (d4)
11	Sea Turtle	75%	85%	08%	2-8 (2d4)
12	Salmon	45%	30%	05%	2-7 (d6+1)
13-14	Cod	80%	08%	01%	1-4 (d4)
15	Bullfish	90%	10%	01%	1-2 (d4)
16	Snapper	60%	10%	01%	1-6 (d6)
17-20	see monster chart				

**Monster**

01-03	Barracuda	85%	85%	10%	3-12 (3d4)
04	Medium Whale	05%	99%	99%	20-200 (2d10)
05	Small Whale	07%	97%	96%	10-100 (d10)
06	Giant Sea Turtle	15%	95%	12%	2-8 (2d4)
07	Giant Octopus	05%	10%	02%	2-7 (d6+1)
08-09	Lacedon (Ghoul)	25%	25%	04%	n/a
10-11	Weed Eel	20%	15%	01%	1-3 (d6)
12-13	Giant Eel	22%	17%	02%	2-5 (d4+1)
14-15	Giant Crab	35%	10%	01%	2-5 (d4+1)
16-17	Giant Lobster	36%	11%	01%	1-4 (d4)
18-19	Shark	40%	75%	10%	3-12 (3d4)
20	Giant Shark	05%	85%	15%	5-20 (5d4)

Check once a turn  
Fresh water fishing - line put down 50' or less

Die Roll	Fish	% of bite	% line break	% rod break	Meals supplied (for one person)
01-02	Rainbow Trout	87%	13%	02%	2-5 (d4+1)
03	Snapping Turtle	88%	91%	10%	1-3 (d6)
04	Carp	75%	09%	01%	3-4 (d6)
05-06	Largemouth Bass	79%	13%	02%	2-5 (d4+1)
07-08	Smallmouth Bass	74%	12%	01%	2-5 (d4+1)
09	Pike	80%	18%	03%	3-12 (3d4)
10	Pickeral	79%	18%	03%	3-12 (3d4)
11-12	Perch	90%	03%	01%	1-4 (d4)
13	Muskellunge	65%	25%	04%	4-16 (4d4)
14-15	Catfish	81%	17%	03%	2-12 (2d6)
16	Lamprey	55%	15%	01%	1-3 (d6)
17-20	see monster chart				

**Monster**

01	Giant Water Spider	20%	15%	01%	1-3 (d6)
02	Giant Eel	50%	20%	02%	1-3 (d6)
03-04	Giant Crayfish	30%	75%	03%	3-12 (3d4)
05-06	Giant Frog	79%	05%	06%	3-12 (3d4)
07	Electric Eel	57%	02%	01%	1-4 (d4)
08-08	Giant Water Beetle	39%	25%	01%	1-3 (d6)
10	Giant Snapping Turtle	89%	96%	06%	2-8 (2d4)

continued next page

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Potions on Parchment will be a regular feature. From the tones of the alchemist Thuenax, come the ingredients and procedures needed to concoct a potion. Some of these components are found fairly commonly on the market, as well as whole potions, but many special potions will be covered in the featuring articles.

It should be noted that some game systems do not allow the manufacturing of potions until a certain level of experience is attained; in most cases, an alchemist is needed. The cost to prepare the potion, is equal to the experience value of that potion. This price includes the various flasks and other materials needed, but obviously a proper laboratory is needed for precise alchemy.

The number of days required to produce a potion is calculated by dividing the experience point value by one hundred. Example: a potion valued at 300, would take three days to make. Note that ten drams of liquid makes about one swallow, and that these potions can only be made one at a time. The ingredients cannot simply be doubled to make two potions.

POTIONS ON PARCHMENT

Potion of Luck

Imbibing this potion will bestow the drinker the benefits of good luck for its duration. This luck is similar to that gained by owning a luckstone except for the following changes: no additions are granted on rolls for determination of magic items or division of treasure and +1 is gained for both "to hit" and damage dice. The effects of this potion last for 1-4 turns.

EXPERIENCE POINT VALUE: 250  
G.P. SALE VALUE: 400

- 2 drams of wine from a leprechaun
- pinch of jacinth dust
- pinch of ruby dust
- 2 pinches of hair from the foot of a rabbit
- hellebore leaf
- root of sarsaparilla
- 1 dram of juice from crushed clover

Carefully heat wine until it is almost boiling. Add the dust from the gems and stir until a fine film develops on the surface of the wine. Float the leaf on the surface after adding the hair. Let sit for one hour. Soak the sarsaparilla in the clover juice during the time. At the end of an hour, remove the leaf and let the mixture cool. Once cooled, add the clover juice to the mixture and stir for five minutes. Let sit overnight uncapped. Dilute mixture to ten drams.

## ANSWERS to the Mini-Adventure

- A1: It doesn't work, take 22 hp electrical damage, before getting away
- A2: It works somewhat, although you take 20 hp damage before deciding to run
- A3: No effect, take 23 hp electrical damage before running away
- A4: No effect, take damage same as A3
- A5: Same as A3
- A6: Magic Missiles do damage to it, but take 29 dp damage in melee before killing it. You, however, discover its treasure (hidden) which contains a curing of serious wounds potion which cures 12 dp
- A7: Kill it after taking 28 hp damage, the Protection from Evil helps. You find a potion stated in A6 which cures 12 hp
- A8: You take 20 hp damage before running away. The dart thrown misses and is lost, and you keep missing with your dagger
- A9: No damage as you easily avoid it
- A10: Protection from Evil helps, take 20 hp damage before you decide to run

Rods, line and bait are available at a Fish & Tackle shop in sea ports usually, at the following rates:

regular rod 15 sp	reinforced rod 1gp (deduct 5% off rod breaking)
regular line (50') 2sp	reinforced line (50') 4 sp (deduct 7% off line breaking)
metal line (50') 1 gp	(deduct 12% off line breaking)

How is this skill useful?

Example scenario: A party is broke and hungry, so the fisher steps in and catches dinner. This should satisfy the sadistic DM.

Example scenario 2: A party is sent into a cavern in search of catching a rare but valuable fish. The fisher must use his skills to catch this fish. He or she might catch many other types of fish in the pool in this underwater cavern, but they might finally catch it, by using a chart similar to the one on the page.

## THE BIG CONTEST

You now have a chance to win Ral Partha's Imperial Dragon by simply completing this Search-A-Word puzzle and sending it (a photocopy) in. Make sure to print clearly your name, address, and postal code.

# Search-A-Word Puzzle

by ROSS JOHNSON

Find the words, listed on the right hand side of the page, as they are hidden in the puzzle horizontally, vertically, diagonally and backwards.

T M E A E L B B A R C S A R D J  
 R W N Y Q U I Z Z L E N C L B K  
 A G Y A M Y A H T Z E E Q X O K  
 V Y S E O N I M O D G X U X K V  
 E W E E D M D Y O E S L I D B K  
 L G B X Q D I D I S D Q R Z D K  
 L W B A G U F B E K L O E D I K  
 E T G T C I M H O M S M Q M P E  
 R A O V D K C L P E A I V O L R  
 R W C V A Y G J T E T L R N O U  
 A N O I T A V A R G G A M O M M  
 Z J C J M Q P C M U E N E P A M  
 Z U X H Q Q A W Z M I F Q O C O  
 L R T T J R H A T J O F F L Y L  
 E E T N E P O L X J U N G Y V T  
 M N E A M M J E F F A W T F U L

1. ACQUIRE
2. AGGREGATION
3. BACKGAMMON
4. CHESS
5. DIPLOMACY
6. DOMINOES
7. LUFTWAFFE
8. MONOPOLY
9. PENTE
10. QUIZZLE
11. RAZZLE
12. RISK
13. RUMMOLI
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- B1: Spell helps, take only two hp damage in melee  
 B2: Lightning Bolt destroys the first elf, and you take 1 hp damage from melee with second elf  
 B3: It works, no problem  
 B4: It works, you gain surprise and easily terminate the first elf, the second one however gives you 5 hp damage in melee before he is removed  
 B5: You gain surprise on initial attack, terminating the first elf, however after attacking you become visible and take 3 hp damage from other elf  
 B6: These low level elves die immediately from the magic missiles  
 B7: Scroll has no effect against these good elves, plus they hear you reading it and approach quite fast before you attack. Take 6 hp damage from melee  
 B8: Works great; take 1 hp damage in melee  
 B9: They are both killed, and luckily for you the map is only slightly burned  
 B10: You kill them both after taking 5 hp damage in melee  
 C1: Perfect choice; no damage  
 C2: It works and destroys them both  
 C3: Same as C2  
 C4: It doesn't work; take 3 hp damage before getting away, and luckily for you, you weren't paralyzed by its touch  
 C5: Spell doesn't work on them. You destroy the first one, but other one touches you and you become paralyzed and soon killed  
 C6: Spell destroys the first one, and you destroy the other one, taking only 2 hp damage in melee and luckily for you, you didn't get paralyzed  
 C7: You kill them both after taking 2 hp damage, and luckily for you, you don't become paralyzed  
 C8: It doesn't help you; you become paralyzed from its touch and are soon killed  
 C9: You become paralyzed after the first one hits you, and you are soon killed  
 D1: It fails; take 3 hp damage in melee and lose Polymorph self and Slow spell from loss of a level  
 D2: See D1  
 D3: See D1  
 D4: It works; great choice and no damage  
 D5: Works a bit, but in melee, take 2 hp damage, and lose Polymorph Self and Slow spell from loss of a level  
 D6: Same as D5, except take 1 hp damage in melee  
 D7: Same as D4  
 D8: Same as D4  
 D9: Same as D5  
 D10: Same as D1  
 E1: It works; no damage  
 E2: Same as E1  
 E3: Same as E1  
 E4: Same as E1  
 E5: Same as E1  
 E6: Same as E1  
 E7: Same as E1  
 E8: Same as E1  
 E9: Same as E1  
 E10: Same as E1  
 F1: It works; no damage, plus it destroys the next creature up ahead  
 F2: It works; no damage  
 F3: Same as F2  
 F4: It works, but take 2 hp damage in melee with the last kobold  
 F5: You kill them all, but take 6 hp damage from melee  
 F6: You kill them all, but take 4 hp damage from melee  
 F7: Same as F2  
 F8: It works, but take 2 hp damage from melee  
 F9: Same as F8  
 F10: Same as F8  
 G1: It fails; it hits you and you get paralyzed and are soon digested by this creature

- G2: No big difference in battling the creature; you get paralyzed and are soon eaten  
 G3: It works and does much damage, but take 3 hp damage in melee, before killing it  
 G4: Same as G3, except take 2 hp damage  
 G5: You get first attack, but then you turn visible and it attacks you. You get paralyzed and are soon digested  
 G6: Same as G1  
 G7: It works; great choice, take no damage  
 G8: Same as G1  
 G9: Same as G1  
 G10: Same as G1  
 G11: Same as G7  
 G12: Same as G2  
 G13: Same as G2  
 H1: It works and saves you from its attack  
 H2: Same as H1  
 H3: It fails and it quickly grasps you, and eats you  
 H4: Same as H1  
 H5: Same as H3  
 H6: Same as H3  
 H7: Same as H1  
 H8: Same as H1  
 H9: Same as H1  
 H10: Same as H3  
 J1: Kills them, but take 1 hp damage from the intense heat as it bounces back  
 J2: Great choice; no damage  
 J3: You kill them, but take 4 hp damage in melee  
 J4: Same as J3, except take 6 hp damage in melee  
 J5: Same as J2  
 J5: Same as J2  
 J7: Same as J3, except take 3 hp damage  
 J8: Same as J7  
 J9: Same as J2  
 J10: Same as J2  
 K1: It works but take 5 hp damage from melee  
 K2: Take 7 hp damage before killing them  
 K3: It works; no damage  
 K4: Same as K1  
 K5: Take 6 hp damage in melee before killing them  
 K6: Same as K3  
 K7: Same as K3, and disregard next encounter  
 K8: Same as K3  
 K9: Same as K1  
 K10: It helps; but take 4 hp damage from melee  
 K11: It helps; but take 2 hp damage from melee  
 K12: Same as K3  
 L1: You kill it after taking 7 hp damage from melee  
 L2: You kill it after taking 8 hp damage from melee  
 L3: Wand works; no damage  
 L4: Spell damages it, but take 4 hp damage from melee  
 L5: It fails; take 7 hp damage from melee  
 L6: It works; take 3 hp damage in melee from this weakened creature  
 L7: It works, no damage  
 L8: No big difference; take 8 hp damage from melee  
 L9: It helps, but take 4 hp damage from melee  
 L10: Same as L7  
 L11: Same as L4  
 L12: You kill it after taking 9 hp damage in melee  
 L13: Same as L7  
 L14: Same as L7  
 L15: It helps; but take 7 hp damage from melee  
 M1: After it is shot in and you run in, the brown mold starts to grow rapidly and you take 9 hp damage before leaving the room  
 M2: Same as M1, except take 7 hp of cold damage  
 M3: No effect; take 6 hp of cold damage before leaving room  
 M4: Same as M3  
 M5: Take 6 hp of cold damage before leaving room  
 M6: No problem; great choice  
 M7: Take 6 hp of cold damage before leaving room  
 M8: Take 3 hp of cold damage before leaving room  
 M9: Same as M7  
 M10: Same as M1  
 M11: Take 2 hp of cold damage, before leaving room  
 M12: Same as M5

# Captain! Captain!

## Look, the Jolly Roger!

### Not again...wretched

# PIRATES

by Kelly P. Villemaire



PIRATES

Pirates as player characters or NPC's are usually not played correctly in FRP games. After much reading and careful research, I have come to the following conclusions. Pirates are Lawful-Evil in nature, not Chaotic as first thought by many. They have leaders (the captain), a system of law and, of course, a person that handles the discipline (the quartermaster). The quartermaster looks after the interest of the crew. (Much like a Union Leader of today). He is also the spokesman for the crew, and he has almost as much power as the captain. In fact, the captain can do nothing that the quartermaster doesn't approve of. The quartermaster was the ship's magistrate and was empowered to order punishment for minor offenses and trials for serious crimes. He was also in charge of the boarding party and was in charge of dividing the booty (treasure). He usually kept the best piece of the booty for himself. He also had to lead the charge of long boats, on any difficult or dangerous mission. Since the quartermaster was chosen by a majority vote by the crew, he could easily be deposed of by the crew as well. Although it would have to be a good reason, this rule kept them in their place.

Besides the captain and the quartermaster, pirate ships had a full complement of sub-officers (Lieutenant, first mate, navigator, sailmaster). If the captain was killed the next ranking officer would take charge, the lieutenant, if all the officers were killed on a mission then elections would take place, to elect a captain and the rest of his staff.

### GENERAL INFORMATION ON PIRATES

Humans, Half-elves and Half-orcs can be NPC pirates, but any player character can be allowed to join them. When encountered, pirates will have 2-7 prisoners in their brig on the ship or dungeon cell in the hide-out. The captain of the pirate ship is usually between 7-10 levels as a fighter, with the quartermaster being a 6-9 level fighter and all other officers (Lieutenant, Mates, Sailmaster, Navigator, Boatswain) being from 3-7 levels in fighter class. All regular crew members will have between 1-6 damage points. Musician, surgeons and carpenters usually will not fight but if they do they have 1-4 dp. and attack as a 0 level fighter.

Most pirates shun armour and will be armed as follows:

- Captain: Chain Mail (usually magical) cutlass, dagger, rattan cane (quarter-staff) all weapons may be magical.
- Boatswain: No Armour, axe, cutlass or rawhide whip.
- Lieutenant: Leather Armour, cutlass and dagger.

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Quartermaster: Leather Armour, cutlass and whip

Sailmaster: No armour, cutlass, axe and dagger.

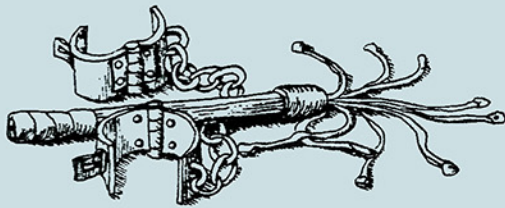
All other crew members may have two of the following:  
Leather Armour or cutlass or dagger or axe or whip or sling and bullets or short composite bow or light/heavy crossbow.

For every 100 pirates there is a 25% chance for a Cleric of 4-6 levels of experience and a 15% chance for a Magic-User of 2-5 levels of experience.

The operations of the ship, under the guidance of the captain, are left up to the Navigator and the Sailmaster. The navigator is in charge of not getting lost, and to teach his skill to his pupils. There is usually a couple of seamen on each ship who are smart enough to learn the tricks of the navigation trade. It is very bad news, to learn that the only one who could direct the ship back to port, was the only person to die in the last battle. The sailmaster is in charge of setting the sails, sail maintenance and the rigging, as well as the men who operate the sails. The boatswain was responsible for maintenance of the ship, ship's tackle, and storage. He was also the foreman over the crew, finding them jobs and making sure they do them. Other valuable men on board include carpenters, sailmakers, and the surgeon. The surgeon on board a pirate ship often spent time treating victims of venereal disease, although against yellow fever, malaria and dysentery he was virtually helpless. Of course during times of battle, arrows and bolts would have to be removed, amputations performed and wounds dressed. If there wasn't a surgeon aboard, then amputations were performed by the carpenters. Musicians were highly valued, although most of them were captured from other ships. The band members were constantly on call to play a jig or a hornpipe at a pirate dance or to serenade crew members as they ate their communal meals. During a battle, they were ordered to play nautical tunes and aggressive war notes on drums and trumpets, to demoralize the enemy and uplift the crew. Another rule pirate honored was that they would not force an ordinary seaman (Buccanneer) into service. They did not have to, as there is normally plenty of volunteers, and most pirates will not force a married man to join. However, when a man was forced into a pirate crew, he was issued a document by the quartermaster, stating that he had been forced into service by the pirates. This was used as a defense for the person, if he was ever put on trial for piracy. Sometimes seamen who volunteer to join the pirates asked the quartermaster to go through the motions of forcing them to join in the presence of officers - again for their defense in case of court action. When a person joined a pirate crew, the pirates' articles or rules were signed, swearing over an axe to obey them. Of course, a chaotic player didn't have to keep these promises. Rules are simple and strictly enforced, when a character or NPC joins a crew.

1. Every man shall have an equal vote in all elections and fresh provisions, strong liquors (rum) which can be consumed at any time, unless a scarcity may make it necessary to put the item under lock and key.
2. Every man shall have an equal share of monetary treasure, with the captain getting 2 shares, high officers getting 1.25 shares, and all other treasure (magic, clothes, weapons, etc.) were divided between officers only.
3. No women or children are allowed amongst pirates. Any man found seducing or carrying a female of any race to sea in disguise shall suffer death.
4. No crew member shall strike another crew member on board the ship, but any dispute shall be ended on shore by a duel.
5. Smoking a pipe on board or misuse of fire (using a candle outside of a lantern) is punishable.
6. No gambling with cards or dice on board the ship.
7. Lights and lanterns shall be dosed by eight at night.

Such rules preserve efficiency, safety, and unity within the crew.



### PUNISHMENTS

For lying to an officer of the ship: Branding by hot iron on face. (-1d4 points off charisma permanently and 2-5 (dp) damage points.)

Robbing a crew member: Nose and ears slit or marooned.

Disguising a female aboard ship: Death by walking the plank.

Fighting a crew member aboard ship: Fight to the death on land, by dueling, put in brig until land is reached. (unless an officer).

Deserting ship or quarters in battle: Walk the plank or marooning.

Breaking into locked foot or treasure keep: Hands cut off then marooned.

Gambling aboard ship: All treasure taken from crew members involved and put in treasure keep, to be split up as shares for all the crew.

Lights kept on after eight at night: 1-4 days in the brig with food (1 day for officers).

Keeping treasure for self: Marooned with no weapons.

Killing a crew member: Killer and corpse tied together and thrown overboard.

Jumping ship: Walk the plank or keel-hauling (scraping person across the barnacles on the ship's hull, this does 4-32 dp (damage points) and the person has a 20% chance of drowning.

Misuse of fire on the ship: 2-20 lashes on the back (1 dp per lash).

Starting a mutiny or unrest: Whipped or flogged 4-80 times on the back and then marooned. (1 dp/lash)

### **What are Pirates?**

Simply sailors or buccaneers that have a common grievance over the harshness of discipline on board merchant and Navy Ships. Sadistic or Psychopathic officers were the main creators of pirates. Many were deserters from the Royal Navy, while others became pirates because of bad economic conditions.

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### **What Goals did Pirates Have?**

To live a happy and carefree life, although some were very perverse in their search for happiness. A lot of pirates also wanted to captain their own ship. This was usually done by capturing another ship, the lieutenant on the pirate ship would become the captain on the new ship. One of the main shipmates would become the lieutenant under the captain on the pirate ship. There were also all those new jobs to be had on the new pirate ship. This is how promotions are made.

### PLAYING SEA ADVENTURES

The AD&D Rules for Water Adventures are almost complete with minor information missing, so this system is highly recommended. I would just like to put some additional ideas and playing aids together for you FRP players, to break the monotony of going into Dungeons, castles etc. SEA ADVENTURES CAN BE GREAT!

If a map of a world has been created on hexagon paper then sea adventures are easily playable. Ship chases can be half the fun of FRP games. This is done when Pirates are rolled up on an encounter table. Direction, distance and speed should be rolled, plus whether the pirate ship is spotted. Remember, pirates usually have a man in the Crow's Nest, thus enabling the pirates to see up to 20 miles in every direction. The type of ship, number of men on it, weapons, armour, treasures, etc., should all be pre-rolled for the campaign.

### ENCOUNTERING A PIRATE

In open ocean, pirates always kept a lookout who could can up to 20 miles, from the top of the mast. This enabled the pirates to surprise its victims. Once a ship had been spotted it was thoroughly examined via spyglass to determine what kind of vessel it was, where it is from, where it is going and what cargo it might be carrying. Decision on whether to attack was made by the crew by a majority vote, after the facts had been determined by the lookout about the ship.

## **Next Issue!**

★★★★★★★★★★

- Article on Swords
- Game & Video Reviews
- Secondary Skills
- HAVE YOU adventure
- Gun Gallery Two
- New Monsters
- Potions on Parchment

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