

FIRST ENCOUNTER

April 1983
NO.6

CANADA'S COAST TO COAST FANTASY & GAMING MAGAZINE



ROLE PLAYER'S BLAB

LATEST EDITION

RPG Game Masters

Offers \$50.00 Prizes in Designer Contest

DO YOU CONSIDER YOUR ADVENTURE SCENARIOS OF GOOD QUALITY?
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CONTEST RULES:

1) There will be two categories, each with a \$50.00 grand prize and two \$15.00 runner-up prizes. Total monies awarded will be \$160.00. R.P. Game Masters is the sole judge of the contest.

2) The categories are: 1) adventure role playing scenarios and 2) game designs.

3) Submissions must be typed and double spaced. R.P. Game Masters can not acknowledge receipt of your design unless a stamped, self addressed envelope is included in the submission.

4) Contest closes midnight, June 10 1983. Entries must be postmarked before that date to be considered in the judging.

5) All entries become the property of R.P. Game Masters. Exceptional submissions may be considered for publication.

6) Winners will be notified by regular mail. The names of winners will be published in July, 1983.

RPG Game Masters

STATION S, BOX 77103
Vancouver, B.C. V5R 5L0

New Book Will Turn RP World Upside Down

"RUNNING THE GAME", a reference book by J. Everett Steele and published by RP Game Masters will soon be ready for release. The work will cover all aspects of moderating ANY role playing game. Topics will include campaign development, providing players with motivation, Game Moderators organization, reasons to role play and much, much more. The book is recommended for both new and experienced game moderators alike. Any Game Moderator will benefit from the practical advice presented in this excellent guide.....
(continued on page 4)

BC FOG A Big Success!!

The first BRITISH COLUMBIA FESTIVAL OF GAMES, held in Vancouver, B.C. on February 26 and 27 was dubbed a big success by all. War games of all types were presented and played. The Tournament Dungeons, designed by R.P. Game Masters were particularly well received. It has been announced that the elimination dungeon, "IN SEARCH OF THE EMERALD DOOR" will soon be available in expanded form as a module. Look for IN SEARCH OF THE EMERALD DOOR, along with other quality R.P. Game Masters modules such as KELTEK: SERVANT OF STAWITCHI and TOWER OF STAWITCHI, in finer hobby and game stores.

R.P. Game Masters Fantasy Modules may be used with any FRP system. R.P. Game Masters Science Fiction Modules may be used with any SFRP system. R.P. Game Masters Espionage Modules may be used with any Spy RP system.

SHORT & SWEET



Please don't shoot your local hobby or toy store owner for not having First Encounter magazine on time. It isn't their fault, honest!

I'll tell you what happened. I was sitting at a local pub, having a drink with a friend, when he asked "when is the next issue coming out". I said, that's a good question, when is the next issue coming out? Just then it hit me. I'm the editor and I'm supposed to know when its time for the next issue. So I split from the pub, cursing and racing as fast as I could to the old trusty typewriter, and I've been working ever since. Actually I'm just pulling your leg. What really is the reason for the issue's tardiness is that at the last minute I decided to add some more pages and put an extra colour on the cover.

As you might have noticed, John Frazer has been doing many articles for the magazine lately, and is now categorized as staff writer due to his natural intelligence, excellent writing skills, exceptional knowledge of the gaming world, and besides.....since I beheaded the rest of my staff (see letters section in More Mail) he's all I have left.

I must apologize for not having the article on secondary skills as promised, so to avoid not coming through on my promises, I've decided not to make any more promises... and that's a promise.

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MORE MAIL

Dear First Encounter;

Your articles are fantastic, they have a lot of potential and I am looking forward to your next edition. Although you have a one dollar cover price, I feel it is still very worth while. The "Have You" adventures have helped me a lot as a player. Thanks a lot, and keep it coming!

MING CHIN
 NORTH VANCOUVER, B.C.

Dear First Encounter;

Your Gun Gallery One article is of exceptional quality. It is something that I've never seen in any other gaming magazine. Having pictures of the weapons you list statistics for is a must. For up to now, players have not been able to visualize the firearms they use. My fellow agents and I hope you will continue this column indefinitely.

JONATHAN WILL
 VANCOUVER, B.C.

WHO KNOWS, IT JUST MIGHT.....ALTHOUGH WE HOPE TO GET MORE LETTERS AND REQUESTS ON THAT SUBJECT.

Dear First Encounter;

I just purchased the newest edition and am most upset to find Canada's Finest running a second class contest for such a "grand" prize.

The grandest treasure for any Dungeon Master to acquire is "The Imperial Dragon". Imagine my pleasure in discovering your "scroll of Summoning" - the contest.

To my outrage I found not one but two errors in spelling 1) Aggrevation or Aggreavation, 2) Rummoli or Rumolt.

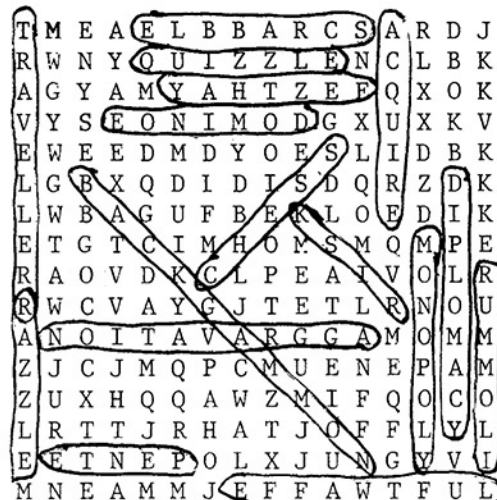
I do believe your magazine is on the right track. I fully support Canadian Content. It is much easier to obtain anything advertised. The articles on weaponry are most helpful in my game planning. I would like to see your magazine grow and prosper.

KEVIN MISKIMINS
 SAULT STE. MARIE
 ONTARIO

THANKS FOR THE LETTER, KEVIN, AS IT REALLY SHOOK SOME PEOPLE AWAKE HERE. WE HERE, HOWEVER, DO FEEL VERY BAD ABOUT THE TYPO ERRORS IN THE CONTEST. IF IT IS ANY CONSOLATION, TO ANY OF OUR READERS, DUE TO THE ERROR, WE HAD THE STAFF RESPONSIBLE BEHEADED. WE FEEL THIS SHOULD MINIMIZE OUR ERRORS.

BY THE WAY THE WINNER OF THE IMPERIAL DRAGON IS MICHAEL SUMMEHELL OF 100 MILE HOUSE IN BRITISH COLUMBIA. CONGRATULATIONS.

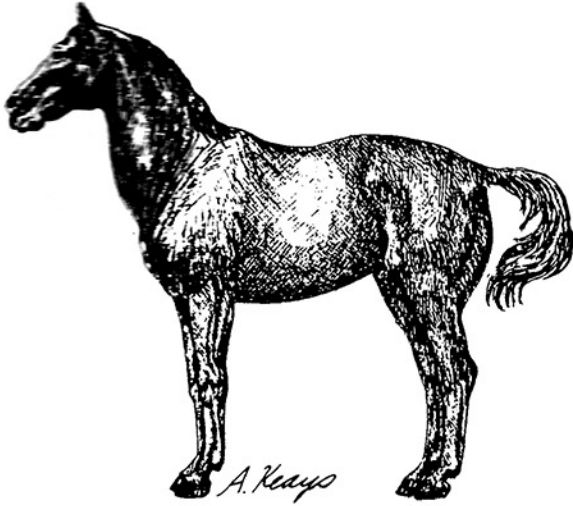
THE CORRECT WORD LOCATIONS ARE SHOWN BELOW.



MOUNTS

by April Keyes

Stats by Kelly Villemaire



LIGHT WAR HORSE

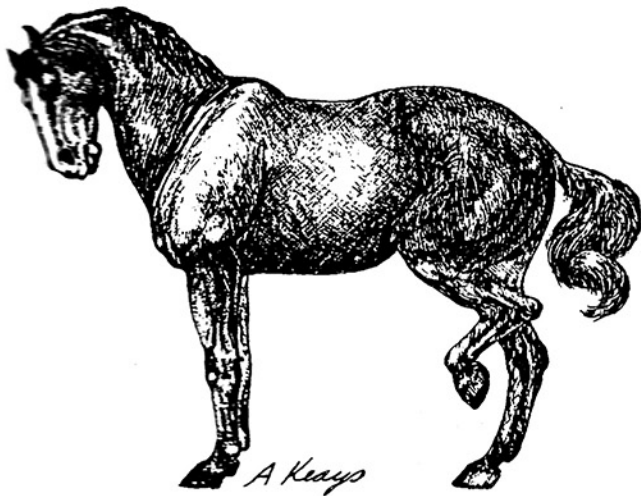
Here we have the speed, the messenger horse as the one who gallops around and rallies the gang. Standing about 13-15 hands, he would have an average weight of 600-700 lbs, and never seem to want to stand still. Certainly not able to carry a very heavy man, or much armor, this fellow may not have been used in actual close quarter battling very often. Though able to outrun the heavier horses, in close quarters he would not stand much of a chance.

MEDIUM WAR HORSE

This beast was probably the most favoured of the war horses, because of his versatility. His height would not be much more than 15 hands and weight about 800-900 lbs. This horse was most likely the one trained in what is now the equivalent of high school dressage. Deriving from the natural movements of the horse when excited or frightened, the animal is trained to do what he would normally do, only now it would be on command and under control.

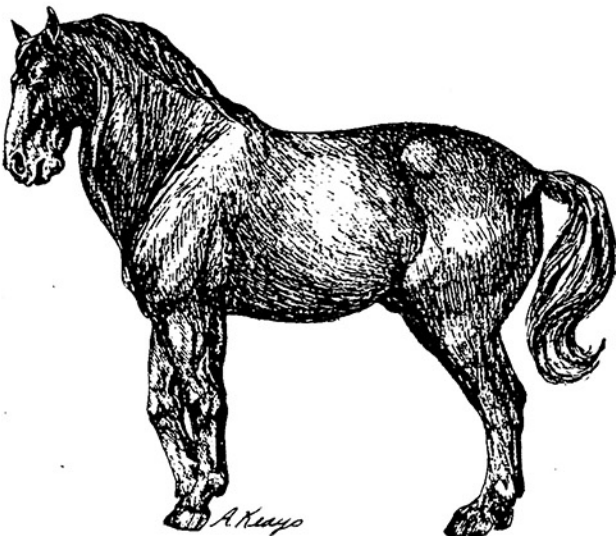
The movements often require the horse to leap high in the air and kick out violently with the hind legs with any man or horse armored or not feeling the effect of such a blow. Other movements include the horse rearing up onto his hind legs, then jumping forward and again landing on his hind legs. A well trained horse should be able to do this 3 or 4 times in a row, his front legs only touching the ground for a few seconds between each jump. The horse can also remain balanced on his hind legs at a 45 degree angle until such time as the rider asks him down. Both these movements would be for blocking and protecting the rider, and at this time a rider can only gain one attack and only while a horse is attacking. Two other movements which are very similar, are a high stepping trot on the spot, and a prancing like gait where the horse is moving forward very slowly and raising each leg quite high, and hesitating before bringing it down again. Both of these techniques are quite effective for trampling a fallen enemy underfoot.

The heavy war horse is just that, too heavy. He has the power to execute good kicks and trampling, but he would be too heavy to achieve the high jumps often necessary. The light war horse would be able to get himself into a high leap, but would lack the power to give a really powerful kick once he got there. In all the movements, he would have just the opposite problem of the heavy war horse, as he is just too light in body weight to be very effective.



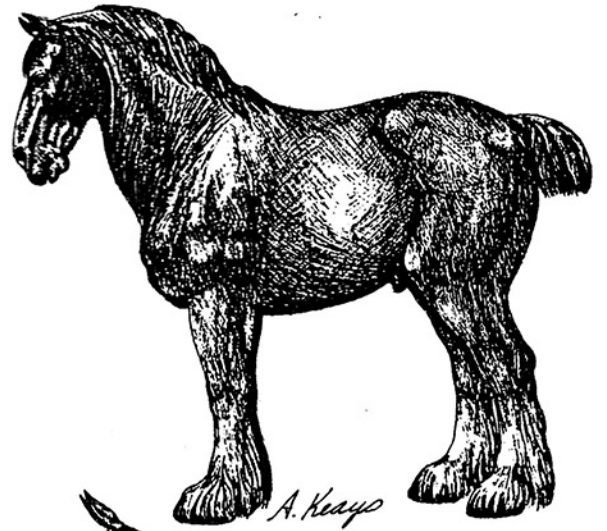
HEAVY WAR HORSE

This animal would certainly match the weight of the draft horse, but would weigh in at least 100 lbs lighter, which would of course make this horse much more comfortable for riding. The heavy war horse would certainly have some speed and endurance in his gallop, but would but would be more favoured for the power charge and for blocking or pushing back the enemy.



DRAFT HORSE

This is one of the heaviest horses known in the old or new world, although weight and size certainly do vary the difference between breeds of draft horses. The animal is definitely not suitable for riding but are instead used in harness mainly to pull the big heavy wagons which the smaller riding horses would hardly be able to budge. All breeds of draft horses are characterized by a heavy solid build, powerful hind quarters, thick shoulders and neck, powerful legs and feathering around hooves in some breeds. Most important of all these features, is that considering their size and strength, this type of horse is gentle and generally has a calm nature. Average weight for one of these heavy horses is approximately one ton and it stands between 15 to possibly 18 hands high (one hand equals approximately 4"). Again height and weight vary depending upon the particular breed.

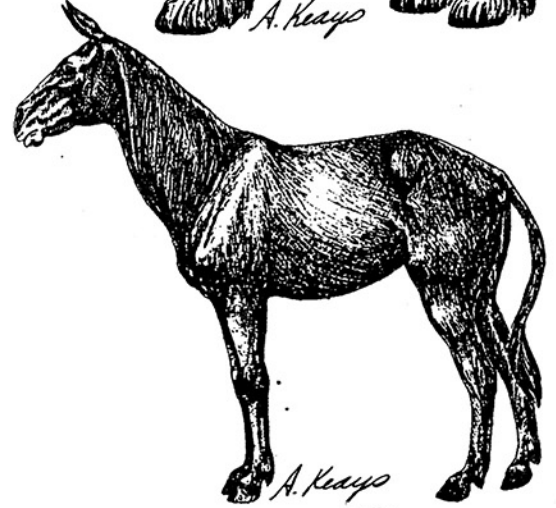


MULE

Here is one of the most misunderstood members of the equine family. Thought to be stubborn and pig-headed, the mule is actually more intelligent than a horse and is very sensitive to the people around him, and if treated roughly, he will become stubborn and uncooperative. If treated with respect and gentleness, he will work his best til he drops.

The mule is the product of mating together a horse and a donkey. Because the horse and donkey are close enough on the ecological scale to mate and produce but far enough apart not to be really of the same species, the offspring are born sterile, and they themselves cannot reproduce. The male is called a Jack and the female a Jenny. The height and weight of mules vary depending on the size and breed of the horse used, They can be as small as a pony, or as large as a medium war horse.

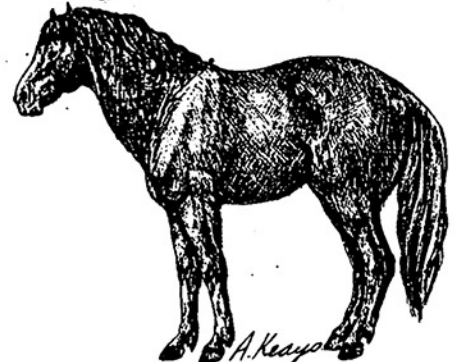
Mules can be ridden, but are more popular as pack or harness animals. They are very powerful, have more endurance than a horse, are more surefooted, and possess a sensible level head, unlike most horses who tend to fly into hysterics at shadows. The mule also has the donkey's long ears and tuft tail. From the horse, the mule mainly gets his height and some speed at the gallop, as well as a nice sleek hide as opposed to the donkey's heavier one.



PONY

In a nut shell, the pony is simply a small horse, weighing in at anywhere between 200-600 lbs and standing from 10-14.2 hands. He is often mistaken by the untrained eye as a young horse, and given time will grow to an acceptable height.

A pony is actually quite different from a horse. He tends to have a thick sturdy body, small delicate head and ears, short sturdy legs and small hooves, and of course a thick mane, tail and longer coat. A good pony is quite strong and can carry a full grown man without much difficulty and can run quite fast as well, considering their short legs. A pony, if not smarter than a horse, is indeed craftier and tends to get himself into trouble quite a bit. Some breeds of ponies can be quite nasty in temperament, just because they are small and furry, doesn't mean they're going to be nice.



HORSE STATISTICS

Strength	Kick down Wood Door	Reinforced Door	Metal Door	Jump	Pulling (lbs)
1	1-3 on D6	1-2 on D6	1-2 on D6	N	N
2	1-4 on D6	1-2 on D6	1-2 on D6	N	N
3	1-4 on D6	1-3 on D6	1-2 on D6	N	N
4	1-5 (1) on D6	1-4 on D6	1-3 on D6	N	+20
5	1-5 (2) on D6	1-5 (1) on D6	1-4 on D6	+1'	+50
6	1-7 (2) on D8	1-5 (2) on D6	1-5 (1) on D6	+1'	+80
7	1-7 (3) on D8	1-7 (2) on D8	1-5 (2) on D6	+2'	+150
8	1-8 (5) on D10	1-7 (3) on D8	1-7 (3) on D8	+2'	+300

Numbers in brackets represent numbers needed to kick down magically held doors

MINIMUM - MAXIMUM STRENGTHS FOR MOUNTS

	Draft	Heavy War	Medium War	Light War or riding	Pony	Mule	Pegasus
Strength:	7-8	3-7	2-6	1-5	1-4	2-5	2-7

Dexterity	Jumping	Charging or Jousting to hit	Fetch or throw object in mouth	Open locks or latches	To move Invisible
1	-1'	-1	-1	-2	No
2	-1'	-1	-1	-2	1%
3	-1'	-1	-1	-1	2%
4	N	N	-1	-1	3%
5	N	N	N	-1	5%
6	N	N	N	N	8%
7	N	N	N	N	15%
8	+1'	N	N	N	20%
9	+1'	+1	N	N	25%
10	+2'	+1	+1	N	30%
11	+2'	+2	+2	+1	40%
12	+2' (3')*	+2 (+3)**	+3	+2	50%

* +3' gained only to light riding horses.

** +3 to hit when jousting only awarded to Paladin Warhorses.

MINIMUM - MAXIMUM DEXTERITY FOR MOUNTS

	Draft	Heavy War	Medium War	Light War or riding	Pony	Mule	Pegasus
Dexterity:	1-8	2-12	3-12	4-12	1-10	4-12	7-12

HORSE SHOES

3

Horse shoes are put on by a blacksmith or farrier (specialist). A farrier being a specialist will also clean out the mount's hooves thus a -5 on disease rolls affecting hooves. Why waste time and money putting horse shoes on your mount? Well, a mount wearing horse shoes inflicts an extra 1-2 points of damage on successful kick attacks. Unfortunately shoes fall off and get lost. Roll a d6 when riding on cobblestone streets in towns, once a week. If a 1 comes up on the roll, the shoe has fallen off. In mountainous or hilly regions if a 1-2 on a d6 rolls up, the shoe is then lost. For simplistic reasons only roll once a week. In areas other than hills, towns, etc., if a 1 on a d8 appears a shoe is lost. Since sometimes you can hear a shoe fall off, if a player rolls a 1 on a d6, he or she notices or hears the shoe come off. The normal cost for putting all four shoes on is 2 gold pieces and 1 gold piece for labour.

JUMP CHART

Draft	Heavy	Medium	Light	Pony	Mule	Pegasus
1-4'	1-5'	1-6'	3-6'	1-4'	1-4'	---

CHARISMA

In this sense charisma not only means looks, but more importantly it's temperament. Roll six sided dice to determine your mounts bonuses for learning tricks. The only modifications pertain to mules which roll at -2 and pegasi which roll at +1, with 1 always being the minimum and six always the maximum.

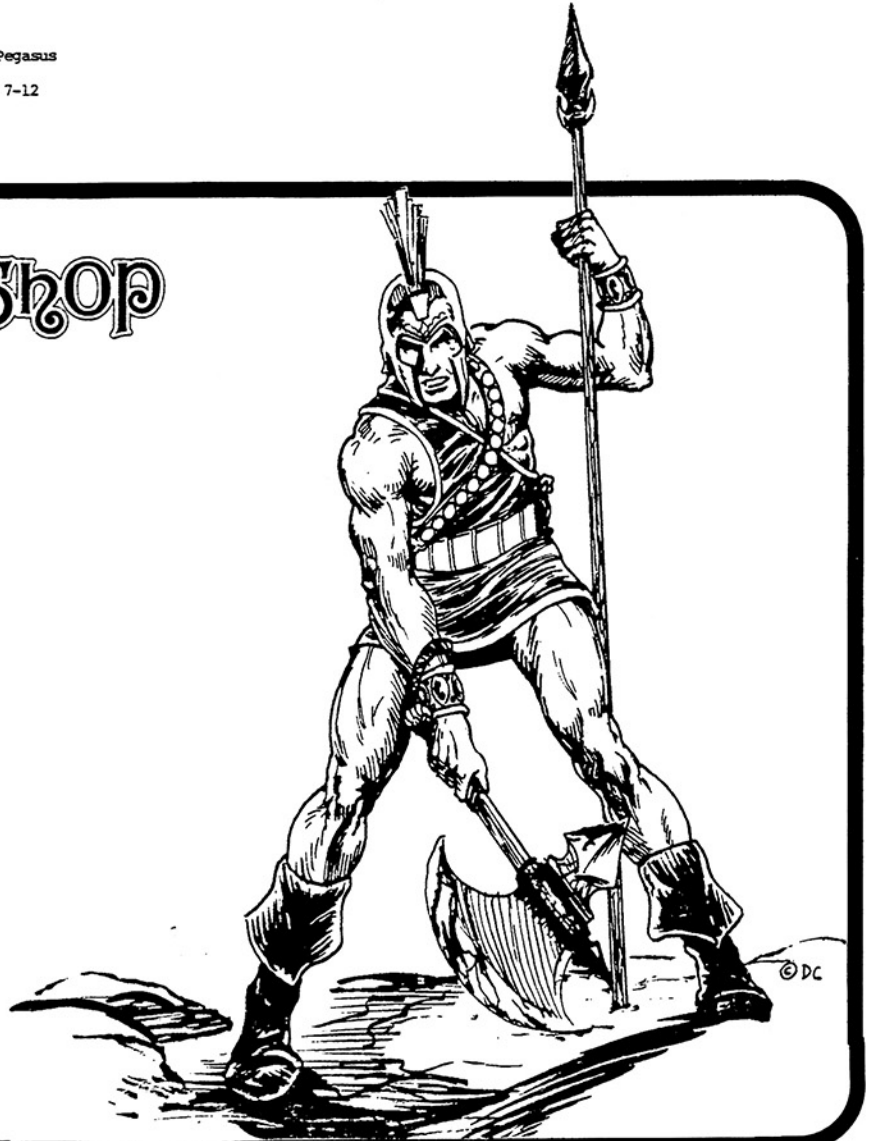
- 1) Lose 1-2 tricks
- 2) Lose 1 trick
- 3) Neutral
- 4) Neutral
- 5) Gain 1 trick
- 6) Gain 2 tricks

The Comicshop

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STORES

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plus at
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MOUNT'S INTELLIGENCE+ DIE ROLL USED TO SEE IF TRICKS KNOWN

1/10-40%	1-4 tricks (D4)
1/42-52%	1-5 tricks (D10)
1/53-63%	1-6 tricks (D6)
1/64-74%	1-8 tricks (D8)
1/75-85%	1-10 tricks (D10)
1/86-96%	1-12 tricks (D12)
1/97%	4-15 tricks (D12+3)
1/98-100%	5-20 tricks (5D4)

TRICK MODIFICATIONS

- druids using ANIMAL FRIENDSHIP spell (only once) gain +3 on die roll.
- a player with animal husbandry for a secondary skill gain +2 on die roll.
- Ranger using druid ANIMAL FRIENDSHIP spell +3 on roll.
- wood elves gain +1 on die roll.
- mules gain +2 on roll.
- Pegasus gain +6 on roll.
- with a Paladin's warhorse, 5D4 is automatically used to see number of skills.
- Half-Orcs and Orcs have -2 on die roll.

MOUNT TRAINING AND TRICKS

- 1) Control; stopping, proceeding and basically operating movement on command.
- 2) Ground tie; if reins fall down or are set in front of horse, it will either stay at it's location or tell it to stop.
- 3) Attack on command.
- 4) Drive other mounts off (usable in melee with other dismounted foe, as your mount will run off your foe's mount, thus destroying foe's retreat via mount.)
- 5) Jump; see chart.
- 6) Either pull yourself or enemy back loose by clothing or straps.
- 7) Bite through wood (not flat wood, but wooden protrusions like door handles, bar holding door shut etc.
- 8) Kick door down - check strength table or stats.
- 9) Open Locks; lift up latches (simple) 1-2 on D6 of success on all attempts which take 2 segments of time.
- 10) Joust (excluding light riding horses or ponies), or charge towards any other
- 11) Bite through rope (time taken to do this feat up to referee).
- 12) -3% to panic, fear or run away.
- 13) Summon aid (location of friends house, store etc.).
- 14) Lets you stand on back either while standing still or galloping (this can only be done while wearing leather, padded or no armor on).
- 15) Find path, if lost (1-4 on D6 of being successful).
- 16) Fetch object with mouth (if physically possible); can only try once.
- 17) Throw objects with mouth (NOTE: this is not an attack form, but great for either distractions or passing something to mount's owner.
- 18) +25% chance of operating invisible.
- 19) Answer call from it's master: 24" range.
- 20) Walk up stairs.
- 21) Play dead.
- 22) Horses naturally swim, but must be taught to enter water.
- 23) Pull off uninvited rider with mouth, usually grabbing boot.



NEWS

BC FOG Results By Klaig Morton

The first British Columbia Festival Of Gaming was held February 26 and 27 at the Century Plaza Hotel, in Vancouver B.C. Organized by Ron Nelson, this convention attracted about two hundred gamers from all over B.C. I even talked to one couple from Dawson Creek.

Speakers at this convention included Ray Johnson, courtesy of Rafm Co. who was speaking on Napoleonic Armies, miniatures, and judging the miniatures painting contests. Larry DiTillio (courtesy of Chaosium and Flying Buffalo) spoke on role playing and mastering demonstration games of Runequest, Call of Cthulhu, and Mercenaries, spys and Private Eyes. Jeff Mehain (of R.P. Game Masters) and Bill Fearon introduced and demonstrated STAR TREK: THE ROLE PLAYING GAME by Fasa. All these speakers entertained and educated the crowd with their insight into the gaming universe.

The tournaments were varied with Star Fleet Battles (beginner) won by Brian Ruebottom, and Star Fleet Battles (advanced) won by U.B.C. Wargamers. Squad Leader (advanced) was won by Mark Woloshen with the Advanced Dungeons & Dragons tournament won by a team from White Rock B.C. Members of the team included Rob Cook, Ian Hobbs, Stephen Hill, Ralf Bergert, Ron Clarke and Errol Canning. Sam Morton won the door prize, with Tony Burbille winning the two hour painting contest, and Mike Sjollem winning the painted figure contest with his unfriendly giant.

NEWS BY KELLY VILLEMAIRE

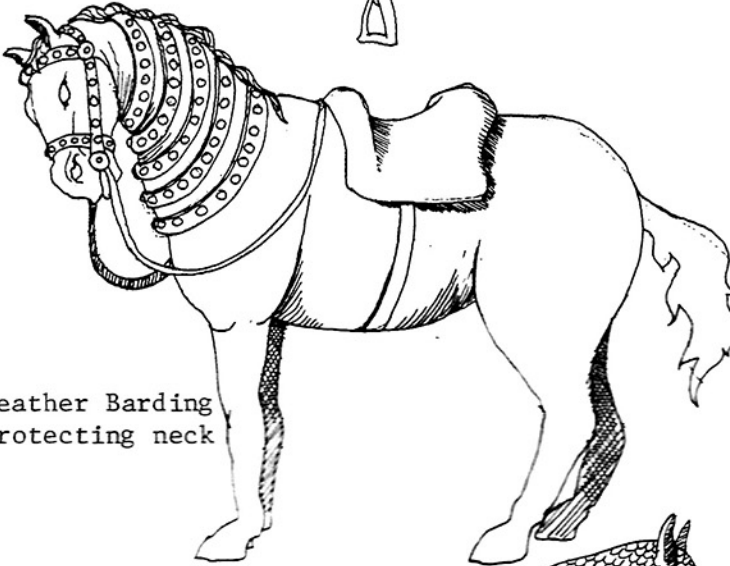
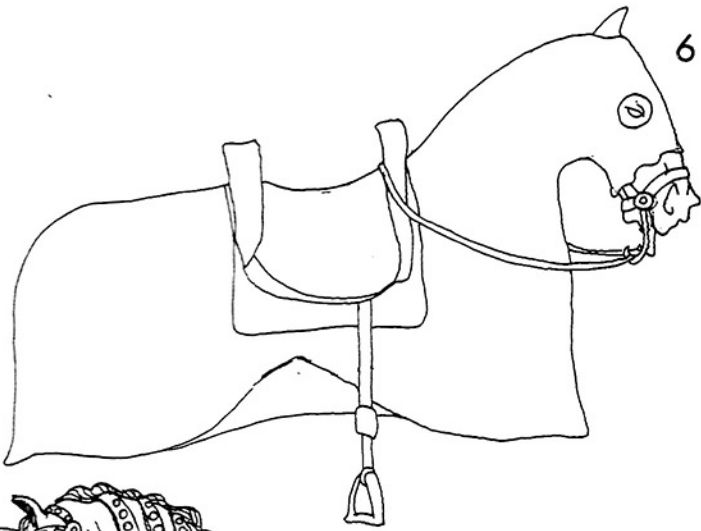
Scheduled for April 10th at the Arts, Science and Technology Centre in Downtown Vancouver is a Fantasy Role Playing Convention catering to not only you hard core D&Ders but to new Fantasy Role Playing Gamers as well. So bring a friend along, even if he or she doesn't totally understand FRP games as many of their questions will be answered. Editor of the First Encounter, Kelly Villemaire will be present to discuss and referee the latest DELF Fantasy module. Also present will be First Encounter staff writers Cameron Munn, John Frazer, and John Edwards. Cameron Munn will be previewing his latest FRP module Land of the lizards, and staff artist Eric Hotz will be present as well. Ben Brounjohn of the Dragons Lair organized this convention and is known for the last convention thrown, where over 750 people were in attendance, and more are expected for this one. At this convention DELF Enterprises will be accepting modules and art work for consideration.

The Can Games are going to be held at the Carlton University in Ottawa from May 20 to the 23rd. Apparently it will be running 24 hours a day and they are featuring a D&D Tournament, Napoleonics, Micro Armor, many boardgame, etc. and video movies are to be shown. It should be quite a lot of fun.

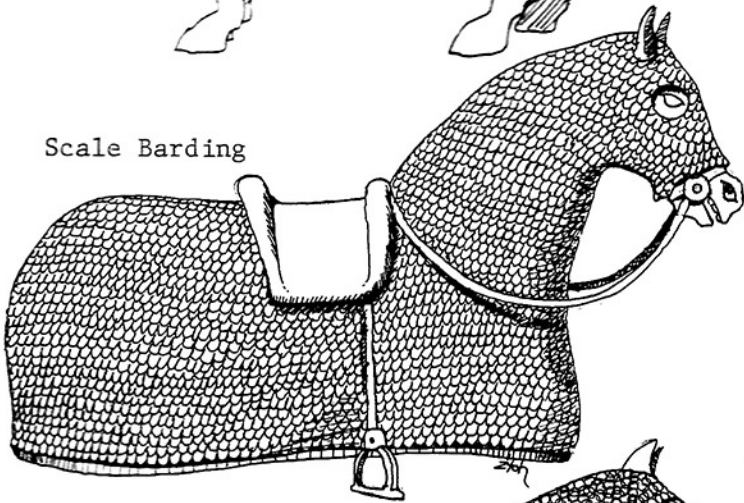
Ken and Kathie Ward of the Wizard's Corner in Saskatoon, Saskatchewan, are running a Fantasy show at the Hospitality Inn in Saskatoon on May 6, 7, and 8th. They will be running a D&D tournament, there will be free T-shirts given, and they are having a costume ball and buffet on Saturday night. So dig into your closets for the old green slime outfit from last halloween. In regards to the tournament, I understand they will be taking entries from teams of four people, for more information call Ken or Kathie at the Wizard's Corner.

FANTASY MOUNTS
IN ORDER OF PREFERENCE

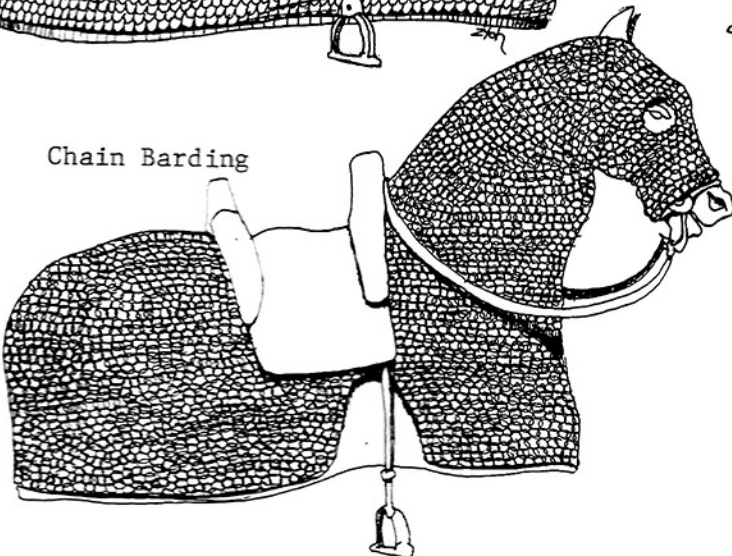
- Human: Medium war horse, light war horse, heavy war horse, mule, camel, pegasus (if available)
- Dwarf: Pony, mule, donkey, light war horse
- Elf: Light riding horse, pony
- Halfling: pony, donkey, mule
- Gnome: Donkey, pony, mule, giant badger
- Half-Orc: Heavy war horse, medium war horse, light war horse, mule, pony, camel
- Orc: Medium war horse, heavy war horse, dire wolves or wargs, wyverns
- Goblins: Wolves, wargs
- Kobolds: War dogs, wolves, wargs
- Bugbears: Wyverns, heavy war horse
- Hobgoblins: Wargs, hippogriffs, wyverns
- Hill Giant: Elephant
- Frost Giant: Woolly mammoth
- Gnoll: Giant hyenas, wargs, giant wolves, axebeaks
- Lich: Nightmare
- Vampire: Nightmare
- Wraith: Pteradactyl, hell hound
- Skeleton: Skeletal horse
- Wood Elves: Light riding horse, pony, irish deer, stag, wolves
- Grey Elves: Griffin, hippogriff, light riding horse, pegasus (if available)
- Drow Elves: Huge spiders, nightmare
- Minotaur: Bull, buffalo
- Lizard Men: Giant lizard, pteranodon
- Ogre: Heavy war horse, elephant
- Dryad: Irish deer, giant stag, pony, light riding horse
- Fire Newt: Giant striders
- Wereboar: Giant boar
- Deep Gnomes: Boars



Leather Barding protecting neck



Scale Barding



Chain Barding

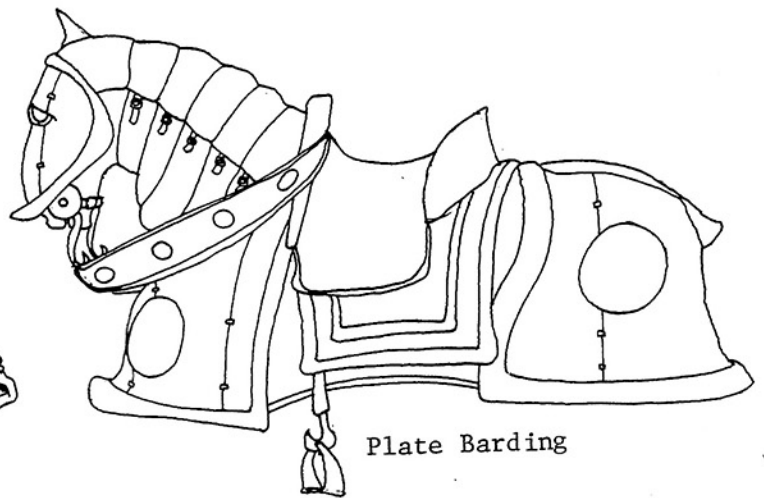


Plate Barding

HORSE'S ARMOR RATING WITH BARDING ON

Comparison

Human	Horse
10 no armor	7 no armor
8 leather	6 leather barding
5 chain mail	5 chain barding
3 plate mail	4 plate barding

JOUSTS



Various Jousts

Joust of Peace: lance must be blunt.

Joust from Trial: If the accuser accepts the challenge of the accused, they will have three runs with any lance, then he or she must dismount and fight with hand held weapons. This practice is usually used by Humans, Half-Orcs and Hobgoblins.

Tournament Joust: Lances must be the same length and blunt (as in Pageant Joust).

Joust of War: No rules and regulations.

Pageant Joust: Lances are to be of equal length, blunt, and the joust stops after an opponent is dismounted. A pageant joust is entered usually to impress someone viewing.

Jousting

When jousting on a mount speed is not needed because the fighter is usually clad in full plate armor or full chain mail. Being situated on a mount racing at full gallop, is like being thrown into a tin can and shaken. A fast trot is the usual speed of a horse in a joust. Jousting can be done for the reason of gambling, battle, fun, hurt pride, or sometimes two leaders of an army at war, will decide to joust.... just the two of them. This is a great idea, as opposed to having all the bloodshed, of the two armies clashing. The winner of the battle is the army whose leader lives after the joust. A Trial joust is used, if a person is accused of something, and is of Paladin or Fighter status, then he or she is entitled to joust the accuser instead of being put on trial by a council. If you won the joust, you are innocent.

Humans Half-Orcs, Orcs, Hobgoblins, and sometimes Elves are premium for lance jousting, as you can simply realize, that it is almost impossible for a Dwarf, Halfling, Goblin, Gnome, or Kobold to hold a lance, and correctly aim it.

In jousts for trial after three runs with the lance the opponents dismount and can select one of the following weapons: hand-axe, bo stick, mace, morning star, quarter staff, or any type of sword. Any size shield can be used. Using magical weapons, if caught, is punishable by death, except during a war. Fists being used are often frowned upon by Humans, Half-Orcs, Half-Elves, and Elves as it is considered a wench's way of fighting. If a fighter is a woman, then by all means fists can be used.

To have an effective joust, the joust must be made on a flat area of land. For tournaments the field is to be marked out and covered with a thick layer of sand. This will soften the fighter's fall and give firm footing to the mount. Usually two fences are built around the jousting space, and are about six feet apart. To hit an opponent while jousting simply roll what is needed to hit the opponent vs. his/her armor class (DEX adj., not included). After being hit a player must roll versus strength and dexterity (on a d20) to remain seated. If they get over either of their rolls needed, they fall. If unmounted, the character receives 1-2 hp damage and there is a 10% chance of being stunned for 1-4 melee rounds.

Use the modifications below for attackers to hit and defenders to defend when jousting, roll of a 1 on a d20 signifies the lance breaking.

For Attacker To Hit

- +1 horse dex 13-16
- +2 horse dex 17-18
- +3 horse dex 19
- +2 using heavy war horse
- +1 using medium war horse
- using light war horse
- 2 charging in hilled section
- 1 horse dex 5-6
- 3 non proficient with lance
- +1 defender has no armor
- +1 defender has horse dex of 5-6
- 1 defender using a buckler or small round shield
- 2 defender using a medium round or norman (triangle) shield
- 3 defender using a large round shield
- 4 defender using a Viking kite shield
- 1 defender using medium war horse
- 2 defender using heavy war horse
- 1 defender using full helm

Initiative for mounted fighting

Lance vs. Lance

Seeing who hits first depends on who has the longest lance. A man mounted with a medium horse lance will hit before a man mounted with a light horse lance. A light horse lance will hit before a man mounted with a heavy horse lance. If both lances are of the same length, then roll standard initiative system.

Lance vs. man armed with hand held weapon (hand axe, mace, etc.)

Lanceman always rolls for first hit.

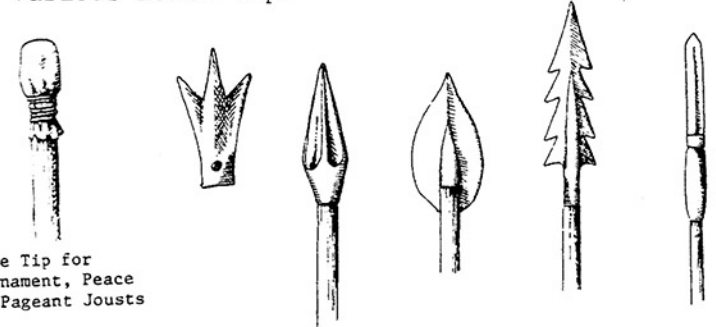
Mounted with hand held weapon vs. man mounted with hand held weapon

standard initiative system.

WEAPONS USABLE WHEN MOUNTED:

are battle axe, hand axe, bo stick, club, dagger, fist, horseman's flail, hammer, jo stick, lances - all, horseman's mace, morning star, horseman's military pick, scimitar, spear, quarter staff, all swords except two handed, short bow, short composite bow, light crossbow or heavy crossbow.

Various Lance Tips



Lance Tip for
Tournament, Peace
and Pageant Jousts

Lances are made of ash wood and are usually equipped with a vamplate which is the half-cup guard which stops the hand from slipping, and protects the hand.



Avalon Hill's CIVILIZATION

GAME REVIEW - CIVILIZATION

Civilization has to rate as one of the best "non-war" games ever released by Avalon Hill. It has enough twists, variations and detail for even the most particular gamer, yet is easy enough to grasp that one can actually play a game the first time that one is introduced to it.

The object is simple (although far from simple to achieve!): each player begins his civilization as a single, nomadic tribe (representing the embryo of perhaps Crete, Babylon, or Egypt) which he must expand and guide through various eras - iron and bronze ages, culminating in a thriving and "civilized" culture. To do this, a player will breed ("Go forth and multiply"), build cities to house the growing population (which of course, must be supported by rural peasants), defend one's frontiers (especially if you're in a game with my brother) and the skills (civilization cards) requisite for the advancement of their civilization.

In these "civilization" cards lies the key to the game. They must be purchased either through taxation from the cities or through the acquisition of sets of trade cards. The latter items are distributed each turn based on the number of cities each player has created. They may also be traded in a two minute free-for-all similar to the Vancouver Stock exchange, as the value of the various items increases geometrically with the number of cards in a set. (I'll give you 2 hides and one silver for 2 bronze and an iron, "No, no - you'll have to throw in a papyrus").

The civilization cards, when acquired allow advancement to new eras, and are often advantageous during game play ("metal-working" grants an edge in battle, while "agriculture" allows a greater population to be supported by a given land area) and can minimize the various disasters that can befall budding civilizations with all too frequent regularity. "Engineering", for example, reduce the effects of flood, while "law" or "democracy" can minimize the consequences of a civil war.

It is these numerous disasters which make the game so unpredictable and oft times frustrating. I once had my mighty Egyptian empire of nine cities reduced to a pile of rubble in one turn as a result of bad luck, lack of foresight, and vicious neighbours. It was resilient enough, however, to bounce back in only a couple of hundred years (two turns - those Egyptians always could breed!).

Although there are so many variables that no two games could possibly be the same, the rules and phases of each turn are clearly set out and easy to follow. The game has an element of conflict to it (territorial disputes) but it is very possible to achieve victory without going to war.

The game takes about the same length of time as Diplomacy and is best with five or more players (although scaled-down versions are outlined in the rules and are also very playable).

I would highly recommend this game - even for those not "into" traditional wargames - and offer this piece of advice: "Even when all looks lost, there still might be a civil war next door!"

PLAYERS: 4+
TIME: 4hrs - 12 hrs
COST: \$35
MAKER: Avalon Hill
COMPONENTS: Good
DIFFICULTY: Medium (read the complete rules before playing)

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VIDEO CORNER

IMAGIC'S

DRAGONFIRE

(By IMAGIC for ATARI & INTELLIVISION)

Much of the video gamers reaction to IMAGIC's latest release will depend on their expectations (another AD&D it's not). The game incorporates features from several other popular games - movement similar to "Pitfall" and "Donkey Kong" and quick avoidance, akin to "Kaboom" - in a similar format.

The first part of the game requires a prince to cross a bridge while avoiding fireballs thrown at either his head or his kneecaps. He can either duck, jump, do both at the same time, or run back to the safety of the castle (Boo! Hiss!).

Once across the bridge (and it may cost several of his seven lives to get that far), the prince enters the treasure room, where he finds (1) a hiding place, (2) scattered treasures and (3) a dragon (always mean, but moves faster as the level increases). To pick up the treasures, the prince simply has to touch them, while avoiding the fireballs which the dragon directs his way. Points are assigned to the treasures, and when the treasure room is empty, the prince exits, crosses the bridge, and moves to a new treasure room, with a tougher dragon.

I found the game easy to learn (3 minutes), yet challenging (seven lives can disappear pretty quickly when the fireballs start to fly). The graphics and movement were excellent (as expected with IMAGIC releases). If one is looking for the complexities of dungeon exploration, they may be disappointed by the simplicity of this game. The game is certainly more than adequate, however, to test your dexterity against a merciless dragon with burning britches the price for failure.

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GUN GALLERY TWO

by John Fraser.

WEAPON SECONDARY STATISTICS

GUN GALLERY TWO By John Frazer

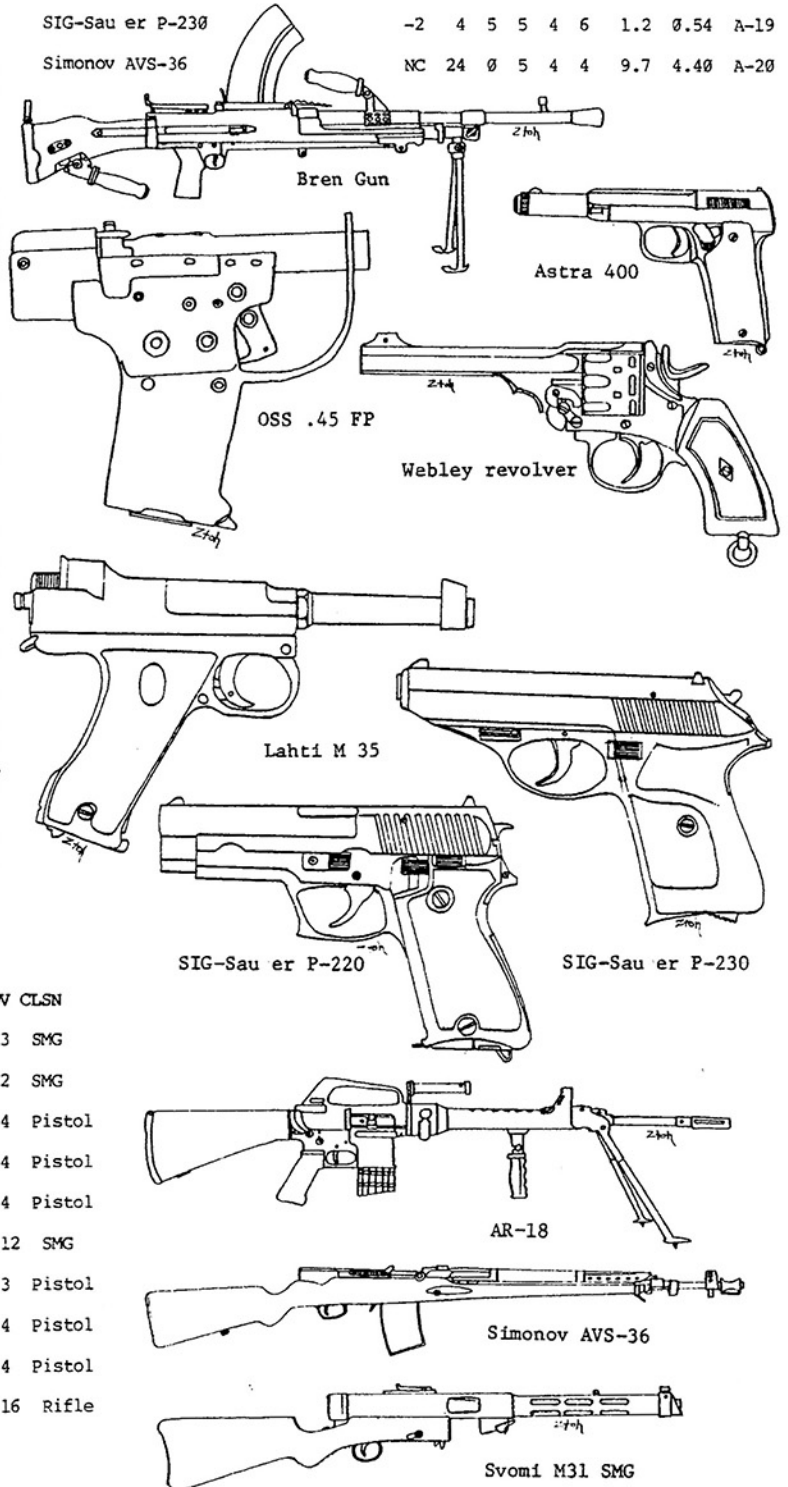
Boy, Kelly, did you ever screw up. In issue No. 5 the primary statistics for the Colt Commando, Skorpion and the De Lisle got mixed up. Perhaps if I corrected the problem the readers might consider forgiving you. The Colt Commandos PWV should've been 72, the Skorpion's PWV should've been 57 and the De Lisle's rating is supposed to be 83. All other primary stats for the three weapons should be switched around as well, corresponding to the appropriate Projectile Weapon Value (thus the weapon classifications should list as Auto Rifle, SMG and Carbine, instead of SMG, Carbins, Auto Rifle). The secondary statistics are all correct and need no replacing. See readers? Editors can do things right sometimes too. Anyway, now that all the preliminaries are over with, I can get around to introducing ten new weapons for TOP SECRET. Last issue I neglected to include pistols, so I'm making up for it now. This time I'm going to expand on two of the weapons. The first is the British Bren Light Machine Gun. This sturdy weapon was used extensively by the commonwealth forces throughout the Second World War particularly India and Australia. The curved, top-fitted magazine was one of it's weak points, since it was essential that each round was fed in with it's rim behind the one in front. Failure to do this gave rise to stoppages, though it was very easily cleared. If the Bren ever jams in combat (on a roll of 00) the character may unjam as normal, but gains an automatic +20 on the first round to his chance of clearing, +30 on the next round, +40 on the one after, etc. The other weapon I shall expand on is the OSS. or the .45 Flare Projector (it has one other name -- the "Liberator") This little weapon is a cheap, one shot, short range pistol. It is an expendable pistol used for combat in close quarters, and was used as such by resistanc groups, formal or informal. The OSS was developed by the Strategic Service the precursor of the CIA. It's range and ammo limitations made it quite effective because the firer was obliged to make his first round count, so he usually moved into a point-blank range before he fired at his victim. The OSS could be reloaded and sometimes was, but it took some time to eject the cartridge case by hand, twisting and pulling back the breech lock, inserting the cartridge then closing and locking the breech. This took on the average eight seconds to do, which translates to eight phases to reload in game terms.

Okay, below are the stats you've been looking for. I've racked up twenty new weapons for the TOP SECRET game system and I hope it's enough. If you still desire a larger weapon selection, let either myself or Kelly know and we'll try to oblige (GUN GALLERY THREE? Good Lord). Unusual weapons such as the anti-tank rifle, emplacement machine guns or AA guns might be included, but may not fit too well into the game system. After all, TOP SECRET is about espionage and not war, right? Well, you never know. Oh, and Kelly got the stats right this time.

WEAPON	RANGE MODIFIER										QRC	HW	CLSN
	PWV	PB	S	M	L	WS	RATE	AMMO	COST				
.303 Bren (U.K.)	80	5	-21	-67	-250	S	4	30	300	A-11	13	SMG	
5.56mm AR-18s (U.S.)	76	5	-25	-80	-220	S	3	20	325	A-12	12	SMG	
9mm Astra 400 (Sp)	46	0	-50	-140	x	VF	1	8	310	A-13	4	Pistol	
.38 Webley Revolver (UK)	37	0	-40	-150	x	F	1	6	300	A-14	4	Pistol	
9mm M35 (FIN)	47	0	-45	-155	x	VF	1	8	325	A-15	4	Pistol	
9mm M31 (FIN)	78	5	-25	-100	-285	BA	5	*20	300	A-16	12	SMG	
.45 Flare Projector (US)	32	5	-75	x	x	VF	1	1	100	A-17	3	Pistol	
9mm P-220 (GER)	39	0	-50	-150	x	VF	1	9	350	A-18	4	Pistol	
9mm P-230 (GER)	36	0	-40	-155	x	VF	1	7	325	A-19	4	Pistol	
7.62mm AVS-36 Semi-Automatic (USSR)	77	0	-3	-30	-120	S	2	15	295	A-20	16	Rifle	

*The M31 also has 36,40,50 and 71 round drums.

WEAPON (full name)	DECP	A	C	F	P	R	WP	WK	QRC
Bren Mark 1	NC	18	0	6	4	2	22.3	10.15	A-11
Armalite AR-18s	NC	12	0	6	3	2	5.8	2.60	A-12
Astra model 400	-6	6	3	5	4	6	2.5	1.15	A-13
Webley Mark IV	-4	4	4	4	4	6	2.5	1.13	A-14
Lahti - Pistooli Malli 35	-4	3	4	5	4	6	2.7	1.22	A-15
Suomi - konepistooli M31	NC	13	0	6	4	1	10.8	4.87	A-16
OSS/Liberator/.45 Flare Projector	0	1	6	1	5	4	1.0	0.45	A-17
SIG-Sauer P-220	-4	5	4	5	4	6	1.6	0.75	A-18
SIG-Sauer P-230	-2	4	5	5	4	6	1.2	0.54	A-19
Simonov AVS-36	NC	24	0	5	4	4	9.7	4.40	A-20



Careful...He's Unarmed!



CAREFUL...HE'S UNARMED

A new weaponless combat system for AD&D by John Frazer.

DM: "Hey, Joe. I've worked out your pummel attack."
 JOE: (waking up) "Huh? Wazzat? Oh....well, did I hit?"
 DM: "Um.....no"
 JOE: "In that case wake me up again after the scum swing at me."
 LARRY: "Can I get into the brawl too?"
 DM: "If you do, it'll take much longer."
 LARRY: "Aw, c'mon. I feel like punching somebody's lights out."
 DM: (sigh) "Okay, swing away!"
 LARRY: "Uh, percentile dice?"
 DM: "Yep"
 LARRY: "Okay, what do I need?"
 DM: "Just a minute..."(figures out total)"...uh, 75% or less."
 LARRY: "Wait a sec, I think I'll overbear him instead."
 DM: "Oh, God. Larry, I just spent about three or four minutes working out your blaster pummel value. If you change attack modes now I'll pound you."
 LARRY: "Hey, no fair, I want to overbear him."
 DM: "Larry, I'll rip your guts out."
 LARRY: "Joe....wake up, I need help-OUCH!"
 JOE: (waking up) "Huh? Did I hit him?"

Any sane DM (if there is such a thing) who has to use the unarmed combat system found on pages 72 and 73 in the Guide knows how tedious and time consuming the task can be. After I ran a session of D&D where four player characters took on fifteen tavern patrons in a barroom brawl I began thinking about ways to make the system simpler yet still fairly feasible in terms of realism. What if a Dwarf takes on a Sprite in a grappling match (perish the thought)? How much would a Sprite weigh? What do I do if another one of those twenty participant brawls occur again? Should I submit to the suffering, or should I prepare a set of tables that work similar to the weapon system? I'm sure most DMs would agree to the latter choice. So, I got to work and came up with a playable and fast system, at only a slight sacrifice of realism. The tables are very easy to use, for they are based on the 20 sided die, and hit and damage are both determined on the same roll. Okay, let's start with the pummeling system. When a character wishes to take a swing at

someone, cross-index his strength and dexterity to find the base number needed to hit. Next, modify this number (and make sure it is the number needed that is modified, never modify the die roll. Note that this applies to the grappling and overbearing tables as well) with the list provided below the table. Note that subtractions from the base number actually helps the attacker, for it lowers the number needed to hit the target. After the base score needed is calculated the attacker rolls a D20. If the number rolled is less than the base score the attack has missed and the defender may counterattack, if possible. If the number rolled is equivalent or greater than the score needed, the attacker has hit. Next, using the number rolled, move to the damage table and find out what damage and other effects have been inflicted upon the defender.

Grappling and overbearing work the same way. Cross-index strength and dexterity of the attacker and modify the base score by the list provided below the respective table. However, the grappling and overbearing tables have an added modifier table—the Mass Rating Chart. The mass rating of unarmed combatants becomes highly important in wrestling and overbearing, for the larger creatures are rather hard to knock over unless the attacker is of equal size. When grappling and/or overbearing comes into play, compare the Mass Factors of the attacker and defender. Subtract the defender's value from the attacker's, and use the result as a base score modifier. Note that when categorizing the participants with the mass chart, use the highest value between weight and height. As an example, say a human is being classified, and has a height of 6'6" and weighs 250 lbs. On the Mass Chart, he would be classified as Large-Medium, even though his height is in the Medium category. His weight on the other hand is in the Large-Medium category, and since this is the higher rating, the human is classified as such.

When grappling, and a successful result is achieved, the defender must break the hold by hitting and attaining a higher lock/hold. If this does not occur, another damage set is applied, the same amount accrued when the hold was first put in place. Note that if one of the best three holds (stranglehold, headlock, bearhug) is attained, and the defender does not break the hold, he/she is liable to be stunned unless already in such a state. Remember that a stunned character cannot attempt to break holds or counterattack.

Remember that when you use the Mass Factor for base score modifiers, you subtract the defender's mass factor from the attacker's mass factor. The Mass Category can be used to approximate the height and weight of something like a Sprite (miniature) or Ogre (very large) when the hardy adventurers find themselves without weapons and are confronting a monster. One more thing I would like to make clear—only ONE die roll is needed to determine hit and damage for all unarmed attack modes. Simply use the number rolled when checking for a hit for the damage result. This speeds up the process considerably, since damage modifiers have already been calculated in the "to hit" roll.

Now all you poor, suffering, overworked Dungeon Masters can rejoice. A simple and fast unarmed combat system is at hand. A fair trade was made between realism and playability, and that's worth something isn't it? Ah, yes. Your players can no longer blackmail you into giving them a new weapon when their's breaks ("Gimme a new longsword or I'll attack them orcs with my bare hands..."), and now tavern brawls can be resolved in a few minutes instead of the whole night. Speaking of brawls, I think I've got fifteen rather miffed NPC's who would love to punch the lights out of four certain player characters.....



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PUMPELLING "TO HIT" TABLE

DEXTERITY	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	
S	3	20	20	20	20	19	19	19	19	18	18	18	17	17	16	15	14	
T	4-6	20	20	20	20	19	19	18	18	18	17	17	16	15	14	13	12	
R	7-9	20	20	20	19	19	19	18	18	17	17	16	15	14	13	12	11	10
E	10-12	20	20	19	19	18	17	16	15	14	13	12	11	10	10	10	10	
N	13-14	20	19	19	18	17	16	15	14	13	12	11	10	10	10	9	8	
G	15-16	19	19	18	17	16	15	14	13	12	11	10	10	10	9	8	7	
T	17-18	19	18	17	16	15	14	13	12	11	10	10	10	9	8	7	6	
H	18/01-75	18	17	16	15	14	13	12	11	10	10	10	9	8	7	6	5	4
	18/76-99	17	16	15	14	13	12	11	10	10	9	8	7	6	5	4	3	2
	18/00	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

MODIFIERS FOR "TO HIT" BASE SCORE

Attacker's AC, per point: -1 (negatives treated as positives by type)
 Opponent slowed/attacker hasted: -2 each
 Opponent stunned: -4
 Opponent helpless: -1
 Opponent move over 12", and able to move freely; +1
 Opponent hasted/attacker slowed: +2 each
 Using wooden butt or mailed fist: -1
 Using metal pommel: -2

OPPONENT WEARING:

Leather or padded: +2
 Ring, scale or studded: +4
 Chain, splint or banded: +7
 Helm, open faced: +1
 Nasaled helm: +2
 Visored helm: +4

PUMPELLING DAMAGE RESULTS

D20 result	Damage	Other
1	12	stunned for 2-5 rounds
2-3	10	stunned for 1-4 rounds
4-6	8	stunned for 1-2 rounds
7-10	7	none
11-13	6	none
14-15	4	none
16-17	3	none
18-19	2	none
20	1	none

*Note that the strength damage bonus still applies. c Damage is purely incidental and is recovered at the rate of one point per round.

GRAPPLING "TO HIT" TABLE

DEXTERITY	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
S	3	20	20	20	19	19	19	19	18	18	18	17	17	16	16	15	15
T	4-5	20	19	19	19	19	18	18	18	18	17	17	16	16	15	15	15
R	6-7	19	19	19	18	18	17	17	17	17	16	16	15	15	15	14	14
E	8-9	19	18	18	17	17	16	16	16	16	15	15	15	15	14	14	13
N	10-11	18	17	17	16	16	15	15	15	15	14	14	13	13	12	12	11
G	12-13	17	16	16	15	15	14	14	13	13	12	12	11	11	11	11	10
T	14-15	16	15	15	14	14	13	13	12	12	11	11	10	10	9	9	8
H	16-17	15	14	14	13	13	12	12	11	11	10	10	9	9	8	8	7
	18	14	13	13	12	12	11	11	10	10	9	9	8	8	7	7	6
	18/01-75	12	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4
	18/76-99	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2
	18/00	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0

MODIFIERS FOR "TO HIT" BASE SCORE

Attacker's AC, per point: -1 (negatives treated as positive by type)
 Opponent slowed/attacker hasted: -1 each
 Opponent stunned: -4
 Opponent move over 12" and able to move freely: +2
 Opponent hasted: attacker slowed: +1 each
 Opponent helpless: -6


OPPONENT WEARING:

Splint or banded: +2
 Plate: +3
 Helm or shield: 1 each

GRAPPLING DAMAGE RESULTS

D20 result	Damage	Effect
1	11	Stranglehold (80% stun 1-3 rounds)
2-4	9	Headlock (60% stun 1-2 rounds)
3-6	7	Bearhug (40% stun 1 round)
7-9	6	Full nelson
10-12	4	Half nelson
13-15	3	Arm lock
16-17	2	Elbow lock
18-19	2	Body clinch
20	1	Clinch

Strength damage bonuses apply. Note that a result of 1-6 may induce a stunning effect upon the defender. Damage is purely incidental, as in pummeling.



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T	4	20	20	20	20	19	19	19	19	19	19	18	18	18	18	18	17	17
R	5	20	20	20	19	19	19	18	18	18	18	17	17	17	17	17	16	16
E	6	20	19	19	19	18	18	18	18	18	17	17	17	17	16	16	16	16
N	7	19	19	19	18	18	18	18	17	17	16	16	16	16	15	15	14	14
G	8	19	18	18	18	17	17	16	16	16	16	15	15	14	14	14	14	14
T	9	18	18	18	17	17	16	16	16	16	15	15	14	14	13	13	13	13
H	10	18	17	17	16	16	16	16	15	15	15	14	14	14	13	13	12	12
	11	17	16	16	16	16	15	15	15	15	14	14	13	13	12	12	11	11
	12	16	16	16	15	15	15	14	14	13	13	12	12	11	11	11	11	11
	13	16	15	15	15	14	14	13	13	12	12	11	11	11	11	11	10	10
	14	15	15	15	14	14	13	13	12	12	11	11	11	11	10	10	9	9
	15	15	14	14	13	13	12	12	11	11	11	11	10	10	9	9	8	8
	16	14	13	13	12	12	11	11	11	11	10	10	9	9	8	8	8	8
	17	13	12	12	11	11	11	11	10	10	9	9	8	8	8	8	7	7
	18	12	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4
	18/01-50	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3
	18/51-75	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2
	18/76-90	10	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1
	18/91-99	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0
	18/00	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	-1	-1

Height	Weight	Mass Category	Mass Factor
up to 1'6"	up to 10 lbs.	Miniature	10
1'7"-3'0"	11-25 lbs.	Tiny	9
3'1"-4'0"	26-50 lbs.	Very Small	8
4'1"-5'0"	51-100 lbs.	Small	7
5'1"-5'6"	101-150 lbs.	Small-Medium	6
5'7"-6'6"	151-200 lbs.	Medium	5
6'7"-7'0"	201-275 lbs.	Large-Medium	4
7'1"-9'0"	276-375 lbs.	Large	3
9'1"-12'0"	376-500 lbs.	Very Large	2
12'1"-15'0"	501-750 lbs.	Massive	1
15'1"and up	751 lbs. and up	Tremendous	0



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Attacker's AC per point: -1 (negatives treated as positives by type)
Opponent slowed/attacker hasted: -1 each
Opponent hasted/attacker slowed: +1 each
Opponent braced: +2

OPPONENT WEARING:
Splint, banded or plate: -2
Scale, ring or studded: -1

OVERBEARING DAMAGE RESULTS

D20 result	Damage	Effect
1	6	*knocked flat, stunned 2-5 rounds
2-3	5	*knocked to hands and knees, stun 1-4 rnds
4-5	5	*knocked to knees, stunned 1-2 rounds
6-8	4	*staggered, stunned 1 round
9-12	4	*staggered
13-15	3	*staggered
16-17	3	none Strength bonuses apply.
18-19	2	none Damage is purely incidental, as in pummelling.
20	1	none

*knocked flat---3 segments to stand, no combat allowed by victim until standing.
*knocked to hands and knees---2 segments to stand, no combat allowed by victim until standing.
*knocked to knees---1 segment to stand, combat at -2 to hit for victim until standing.
*staggered---victim has disrupted balance, -1 to hit for 1-2 rounds.

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Bard Infiltrating the Assassin's Guild?



CHARACTER STATS:

NAME: Northrunner ALIGNMENT: Neutral Good
 CLASS: Fighter/Thief/Bard LEVEL: 7/8/12
 RACE: Human SEX: Male HIT POINTS: 105
 ARMOR: Leather, Cloak +2 SUPPLIES: Rope (50'), Waterskin
 WEAPONS: Broadsword +3, Two throwing daggers. GOLD: nil
 STRENGTH: 16 INTELLIGENCE: 14 WISDOM: 17
 DEXTERITY: 18 CONSTITUTION: 12 CHARISMA: 17
 MAGIC ITEMS: Canaith Mandolin (Cure Serious Wounds, Dispel Magic, Protection from Lightning 10' Radius 1/day each.)
 SPELLS: Faerie Fire (2), Entangle, Detect Snares and Pits, Speak with Animals, Cure Light Wounds, Obscurement (2) Warp Wood, Call Lightning, Cure Disease, Tree, Neutralize Poison, Control Temperature 10' Radius.
 SPECIAL ABILITIES: Charm 53% (+25% with mandolin) total=78% Legend Lore 45% Transform into bird/reptile/mammal 3 times per day.
 NOTE: You may use the cure spells (or any curative) at your discretion after each encounter.
 Cure Light wounds: 6 hps restored.
 cure serious wounds: 14 hps restored

By John Frazer

As you walk through the gates of the City of Orlow, your rumbling stomach informs you of your hunger. Food is plentiful in this settlement, but to get food you need gold. And judging from the intensity of the hunger pangs you're suffering from, you'll need a lot of gold. Unfortunately, you have no gold on your person, but you do have your mandolin, which was awarded to you for achieving the highest grades in your college last year. So, you step into the nearest tavern and find a place to sit down. You clear your voice and strum your instrument a few times. People in the tavern begin to gather around and a song lifts from your lips, backed by the enchanting melody emanating from your mandolin. Your song carries through beautifully (as usual) and the people applaud with vigor. Coins are tossed to your feet in appreciation of your service. You begin to count the reward as people disperse back to their tables. 79 gold pieces! What a take, and for one song too! As you begin to decide what to order, an elderly gentleman approaches you. With anxious eyes he seats himself at your table and begins to speak. "Correct me if I'm wrong, but are you not a bard?". You nod your head in reply. "Then, bard, you are in the best position to help me. My name is Ka-Teel and I am the Merchant Chancellor of this city. Only a few days ago my daughter, Aurora, was kidnapped by members of the Assassin's Guild. I appealed to the City Governor for help, but he refuses to interfere with the operations of the guild. The Guildmaster has sent me a message telling me to give the Guild control over the trade of this city, or my daughter will die by slow torture. I have spoken to countless mercenaries in the past week, but all are afraid of opposing the Guild. I have but two more days of grace before I must give my answer to the Guildmaster. I now ask

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. Villemaire

you, no, beg of you to help me by rescuing my daughter from the clutches of those criminals." You look at Ka-Teel with experienced eyes and see that he is indeed speaking the truth. As you begin to ponder the merits of helping the old man, he adds, "I could make you a very rich man, bard." This makes up your mind very quickly and you accept the job.

Besides, you never did like assassins. You glance over the merchant's shoulder and see a dark figure beating a hasty retreat out of the tavern. A spy? Oh, well. There's nothing much you can do about it now. The merchant buys you a filling meal and you set out into the cool early evening air with a clear cloudless sky pondering on where the best place to start looking for clues to lead to the Assassin's Guild is. As you walk down the cobblestone street, a tall, handsome individual approaches you. He carries a sword by his side and is wearing leather armor and a cloak. When he sees you he smiles and walks over. Now that he is closer, you see a lute slung over his back. Another bard? Well, why not? In any case, you could use the company. The other bard speaks first and says, "Greetings, friend. My name is Procion of the Cli college." You return the greeting by saying, "And greetings to you, Procion. I am Northrunner of the Canaith college." Procion smiles and says, "Where are you headed? I have heard rumors of your deal. Would you like some assistance?" At this friendly offer, you:

- A1- Proceed to waste this presuming goon with your sword.
- A2- Cast CONTROL TEMP. 10' RAD. and fry him by raising the temperature to 150 degrees.
- A3- Attempt to CHARM him with your singing and SUGGEST that he should kill himself.
- A4- Trust this brave, kind fellow and let him help you.
- A5- Let him help you, but stay wary, with your hand on your sword hilt.
- A6- Cast OBSCUREMENT and escape.
- A7- Cast ENTANGLE on him and make him talk.
- A8- Cast CALL LIGHTNING and blow him away.
- A9- Cast FAERIE FIRE and attack him with your sword.
- A10- Throw a dagger at him then run.

After the disturbing encounter with the so-called bard, you proceed down a side road and enter the city slum area. The smell is quite appalling, and you swallow carefully, setting your wrenching stomach at ease. As you walk past various ramshackle huts, a trio of ragged beggars approach you and grovel at your feet for money. Though you are a compassionate man, you decide not to involve yourself with the paupers. More beggars begin to gather, and eventually, you have over thirty of the wretches following you. You ignore them, and they begin to get angry, picking up rocks as they go along. Seeing yourself in dire straits, you decide that you had better do something:

- B1- Run like mad from the beggars.
- B2- Give them 30 gold pieces (leaving you 49gp).
- B3- Fight them with your sword.
- B4- CALL LIGHTNING on the beggars.
- B5- CONTROL TEMP. 10' RAD. and freeze the beggars at -66 degrees.
- B6- Cast ENTANGLE on the beggars and run.
- B7- CHARM the beggars with your music and suggest that there is a box of gold 50 feet behind them, then run.
- B8- Cast FAERIE FIRE and attack with sword.
- B9- Throw a dagger then run.
- B10- Throw a dagger, then fight with your sword.

As you leave the slum area, you are welcomed by a delicious smell of roast fowl. You are now entering the Common Quarter of the city and you walk up to the tavern with the odor coming from within its doors. You decide to enter the bar to see if you can find out anything about the Assassin's Guild. As you open the door, a short, rather young man bumps into you and says, "Excuse me, stranger. I've had a bit too much ale.", then walks on. You smile without turning to watch him go. The man was obviously a thief, and an inept one at that. You knowingly feel for your pouch which isn't there any longer. An inspiration hits you and you decide to follow this thief. Perhaps he could lead you to some clue. As you trail him silently down winding streets and alleys, you sense someone watching you. Suddenly you find yourself surrounded by a trio of thieves. These fellows in contrast to the one who filched your pouch,

look quite competent. Each has an arsenal of well worn daggers strapped across their chests. They are obviously there, but seem to be flitting about in the shadows. One of them speaks up in a commanding voice, "Okay, pal. If you don't want to get hurt just hand over your stuff - SLOWLY." You decide to:

- C1- Hand them your sword, daggers, cloak and mandolin.
- C2- Run from the thieves.
- C3- Cast FAERIE FIRE on the thieves to make them more visible, then attack with sword.
- C4- Cast CONTROL TEMP. 10' RAD. and fry the thieves.
- C5- Cast OBSCUREMENT then run after throwing dagger.
- C6- Cast OBSCUREMENT then run.
- C7- Cast WARP WOOD at thieves weapons and attack with sword.
- C8- CHARM them with your music and suggest that you are too dangerous to attack.
- C9- Cast ENTANGLE then run.
- C10- Attack with sword after throwing dagger.

After that unfortunate run in with the thieves, you decide to continue following the other rogue if at all possible. After a few minutes you spot him counting the gold from your pouch in an alleyway. You silently creep up to him and grab him by the arm, wrenching it in a powerful hammer lock. The rogue screams in pain and cries, "Hey! C'mon buddy, not so hard! I'll give you your money back, but just let me go!" You take the pouch from him and strap it back onto your belt, all the while holding him in the lock. "Now", you say in a menacing voice, "I want some information. And if you don't tell me what I want to know, I'll break every bone in your body. Understand?" The apprentice thief nods his head vigorously and says, "Sure thing. Whadd'ya wanna know?" You ask about the Assassin's Guild but he says "I dunno where you can find 'em. But I can take you to the Black Market district. Maybe you can find sumptin' 'bout the Guild there." You nod your head in acquiescence and he leads you to the Black Market, then fades into the shadows. As you approach one of the stalls, the fence calls out to you. "Ah, young man. Wouldst thou be pleased with mine wares?" As you look over his display you decide to:

- D1- Fight the dealer and steal all of his items.
- D2- Buy the first flask (10 gp).
- D3- Buy the second flask (16 gp).
- D4- Buy the third flask (22 gp).
- D5- Buy a set of six throwing daggers (10 gp).
- D6- Buy the first scroll (29 gp).
- D7- Buy the second scroll (31 gp).
- D8- Buy the third scroll (39 gp).
- D9- Buy the fourth scroll (10 gp).
- D10- Buy nothing and leave.

*NOTE When buying items, you may purchase more than one if desired, as long as gold holds out. Thus if you wished to obtain the first scroll and the second flask, your choices would be D3 and D6. The total cost would be 45 gp.

As you leave the Black Market district in the Thieves Quarter, you notice that it is but an hour before sunset. You slowly wind your way out of the maze of streets and, at dusk, you find yourself near the City Palace Grounds. As you stride past the walls you see, perhaps, half a dozen cloaked men terminating an equal number of palace guards in the garden. Assassins! You make up your mind quickly and decide to assist the guards. You then proceed to:

- E1- Cast FAERIE FIRE on the assassins and then attack with sword.
- E2- Throw dagger then attack with sword.
- E3- Attack with sword.
- E4- CALL LIGHTNING on the assassins.
- E5- CONTROL TEMP. 10' RAD and freeze assassins at -66 degrees.
- E6- CHARM assassins with your music, then suggest that attacking the palace is useless.
- E7- Cast ENTANGLE then attack with sword.
- E8- Charge in and attack with dagger.
- E9- Call for assistance from other palace guards within earshot.
- E10- Call for help then attack with sword.

Now that the fight is over, the palace guard Captain thanks you for your most timely assistance. The Captain would be happy to lend you several men for your mission, but you know that the soldiers would attract too much attention, therefore you decline on his offer. He shrugs his shoulders and gives you sketchy directions to the Guildhouse location. "Somewhere in the woods North of here. Oh, and beware of the beasts that roam in the forest at night." With that advice, he wishes you the best of luck. Oh, well. Here we go. You walk out of the city and into the night, travelling northward. After a few hours, you approach the edge of the forest. The night sky is clear and starry. As you enter the woodlands, 5 or 6 giant ticks fall out of overhead branches and land on you. You quickly decide to:

- F1- Cast FAERIE FIRE on ticks and attack with dagger.
- F2- Cast FAERIE FIRE on ticks and attack with sword.
- F3- CONTROL TEMP. 10' RAD. and burn the rotten things off.
- F4- Run, hoping to jostle them off.
- F5- Attack with sword.
- F6- Attack with dagger.
- F7- Cast ENTANGLE and attack with dagger.
- F8- Cast TREE and hope the ticks fall off.
- F9- Turn into a bird and fly off.
- F10-Turn into a bear and rip them off with your paws.

Having rid yourself of the ticks, you walk on into the forest. Almost immediately you enter a hilly clearing, and you feel raindrops lightly spatter on your face. Clouds rumble overhead, blocking out the moonlight. Blast it! What a time to be left in the dark! In the distance you hear the baying of wolves, but this is blocked out by the growl of thunder. Suddenly a flash of lightning erupts, followed by another clap of thunder. However, in the moment when the sky lit up, you saw a pack of wolves running down the hill towards you. Knowing that you may soon be dog food, you:

- G1- Cast SPEAK WITH ANIMALS and try to talk your way out of being eaten.

- G2- Cast FAERIE FIRE and attack with sword.
- G3- Cast ENTANGLE and attack with sword.
- G4- Cast CALL LIGHTNING and wipe the wolves out.
- G5- Cast TREE and hope the ignore you.
- G6- Turn into a wolf and run with the pack for a while.
- G7- CONTROL TEMP. 10' RAD. and fry the wolves.
- G8- Cast ENTANGLE and run.
- G9- Turn into a bird and fly away.
- G10- Cast OBSCUREMENT and run.

The storm was torrential, but left a thick cloud cover. The last encounter was a little strenuous, so you sit down heavily on the slope of the nearest hill. A leathery feeling appendage rubs your bare arm and neck. You whirl around, sword drawn and up on your feet in one smooth motion. Behind where you were sitting you spot a large toadstool-like fungus creature with flailing tentacles. Your knowledge of flora comes in use, and you figure out, in horror, that the toadstool is classified as VIOLET FUNGUS. You decide to:

- H1- NEUTRALIZE POISON on yourself then kill the fungus with your sword.
- H2- Cast OBSCUREMENT then run from the fungus.
- H3- Cast CURE DISEASE on self, then attack with sword.
- H4- Throw dagger, then attack with sword.
- H5- Cast FAERIE FIRE, then attack with sword.
- H6- Cast CURE DISEASE on self, then run.
- H7- Cast NEUTRALIZE POISON and run.
- H8- Turn into a lion and attack.
- H9- Cast CALL LIGHTNING and electrify the fungus.
- H10-CONTROL TEMP. 10' RAD and fry the lousy mushroom.

As you continue to make your way through the forest, you spot a flicker of light behind some trees. You walk to the edge of a small clearing and see a campfire surrounded by four tents. The warmth of the fire is most inviting, but you restrain from entering the area. Suddenly, a human dressed in studded leather emerges from the farthest tent. Apparently he has sharp eyes, for he sees you almost immed-

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WEST EDMONTON MALL.....EDMONTON,ALTA.
DEERFOOT MALL.....CALGARY,ALTA.
CHINOOK MALL.....CALGARY,ALTA.
MEDICINE HAT MALL.....MEDICINE HAT,ALTA.
PARKLAND MALL.....RED DEER,ALTA.

ately. Before you can act, he makes a hue and cry, and six more men erupt from the tents, all armed. One of the men, probably the leader, is wielding a javelin with a blue crystalline head that sparkles. He hefts it and prepares to throw it at you. The others are wielding spears. You decide to:

- J1- Cast PROTECTION FROM LIGHTNING on yourself and attack with sword.
- J2- Cast FAERIE FIRE and attack with sword.
- J3- Cast FAERIE FIRE, throw dagger, then attack with sword.
- J4- Turn into a bird and fly away.
- J5- Cast CALL LIGHTNING and lay waste to the camp.
- J6- Cast ENTANGLE and attack with sword.
- J7- Cast OBSCUREMENT and run.
- J8- Cast WARP WOOD and attack with sword.
- J9- Cast TREE and hope they think you escaped.
- J10- CHARM men with your music and suggest that the leader is insane and should be killed.

That was a little too close for comfort! What would have happened if the leader had more of those ruddy weapons? You shudder just to think about it. You continue your walk into the dark forest pondering your next move, when suddenly your sharp ears pick up a faint and melodic singing in the distance. Intrigued, you move towards the beautiful sound. Your head becomes somewhat dizzy and light as the song penetrates your mind. Shaking your head violently, you peer up into the branches of a nearby tree and spot four of the ugliest harpies you've ever seen in your life! Quickly, you decide to:


- K1- Plug your ears with torn cloth and attack with sword.
- K2- Play your mandolin then attack with sword.
- K3- Throw a dagger at the nearest harpy, then run.
- K4- Cast OBSCUREMENT then run.
- K5- Cast ENTANGLE and attack with sword.
- K6- Throw dagger then attack with sword.
- K7- CONTROL TEMP. 10' RAD. and try to fry the harpies.
- K8- Cast TREE and hope they ignore you.
- K9- CALL LIGHTNING on the harpies and wipe them out.
- K10- Cast ENTANGLE and run.

Of all creatures one would have to fight, harpies can be the most disgusting. Egads, do they ever fight dirty! Dropping thick, gooey bombs on you! You're just lucky that Ogres don't fly. Further and further you go, deeper and deeper into the hostile wilderness. You begin to wonder whether the forest has an end to it or not when a sound intrudes on your thoughts. The sound of hooves on ground echoes through the forest, and you remember that this is bandit territory (you aren't about to forget the incident with the javelin of lightning). Behind several trees you see silhouettes of something approaching. Since you have the initiative, you:

- L1- Cast ENTANGLE and charge in with your sword.
- L2- Cast OBSCUREMENT and run.
- L3- Cast TREE and hope they pass you.
- L4- Cast FAERIE FIRE and charge in with sword.
- L5- Throw dagger, cast ENTANGLE and attack with sword.
- L6- Cast PROTECTION FROM LIGHTNING then attack with sword.
- L7- Approach carefully, sword drawn.
- L8- Throw dagger and run.
- L9- Cast ENTANGLE and run.
- L10- Charge in with sword.

Again you trudge on, wishing your journey to be over. You may well be conditioned for travel, but this one trip is getting the best of you. Quite accidentally, you spot a large clearing to your left. As you silently approach (keeping hidden, of course) the edge, you see two half-orc guards standing in front of a cave entrance. This is it! The Assassin's Guildhouse! But you still have to deal with the guards outside. You act fast, deciding to:

- M1- Cast OBSCUREMENT and run past the guards.
- M2- Charge them with your sword.
- M3- Cast ENTANGLE and run past them.
- M4- Cast TREE if they spot you trying to sneak in, and continue if they turn away.
- M5- Throw a dagger at one and attack the other with sword.
- M6- CALL LIGHTNING and fry them.



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ON: SPELLS

DM: Okay, how long does the invisibility last?

MU: This time I think I'll stay invisible for 3 years because the spell lasts until I dispell it or attack someone!

DM: WRONG!

I find find that too many of the spell usable by MUs are not clearly defined. The DURATIONS of most spells are quite clearly and reasonably limited with regards to time. The ones we'll be dealing with here are those so-called PERMANENT spells and the ones with SPECIAL duration.

There are two main types of spells which carry the heading of permanent spells. These two main types are ones involving ALTERATION and ILLUSION/PHANTASMS. Alteration spells are those which will actually change the shape and/or molecular structure of an object or entity (i.e. CONTINUAL LIGHT, POLYMORPH OTHER/SELF, etc.). An illusion/phantasm spell is actually an attack on the mind of the intended victim. An illusion or optical illusion is created by bending and shaping light and ultraviolet light into forms which will look totally real to any who view it. The creature who sees an illusion must of course have at least animal intelligence as this is an attack on the mind.

Now that we've figured why these spells work let's examine for how long. Here are a few rules I use in regards to the different spells.

Most alteration type spells will last forever (remember we're talking only of the ones with a permanent or special duration). A CONTINUAL LIGHT spell will last for as long as the spell caster lives. The POLYMORPH OTHER spell will last forever or until it is dispelled because the spell is cast

M7- Cast ENTANGLE, throw dagger at one, then attack other with sword.

M8- Ask them to take you to the Guildmaster.

M9- CHARM them with your music and suggest that they hate each other and should fight.

M10-CONTROL TEMP. 10' RAD. and attempt to freeze them.

You hurry through the cave entrance and stride down a narrow passage. The passage ends abruptly, opening into a large cavern. Behind you, you hear the rumble of thunder as another storm builds up outside. You shift your attention back to the cavern and see that it is lit by several lanterns. There appears to be no other exit to this cave than the one you came in by. Then, to your surprise, a rock panel slides to one side and four assassins confront you emerging from the opening. You hear footsteps behind you and see two more assassins taking up positions to your rear. Surrounded and outnumbered, you know you'll be a dead man unless you act fast. You see that all are armed with a dagger and sword, both of which glisten from some sticky fluid. You decide to:

N1- CALL LIGHTNING and make the cave roof collapse on the assassins.

N2- Show 'em that you're a man and hack away with your sword.

N3- Cast NEUTRALIZE POISON or drink antidote (if available) and attack with sword.

N4- Cast FAERIE FIRE and attack with sword.

N5- Cast ENTANGLE and attack with sword.

N6- CHARM them with music and suggest that you are a friend.

N7- Cast OBSCUREMENT and run.

N8- Throw dagger at leader then run.

N9- Cast WARP WOOD and attack with sword.

N10-Throw a dagger, then attack with sword.



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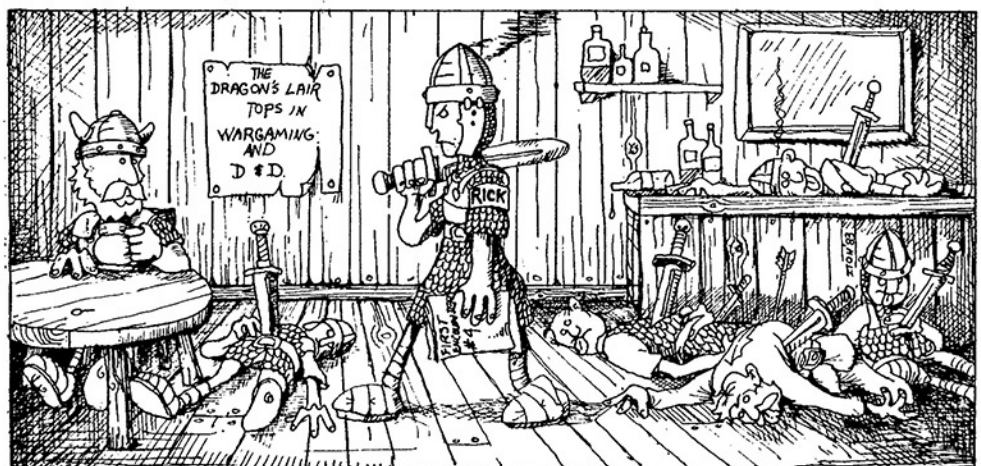
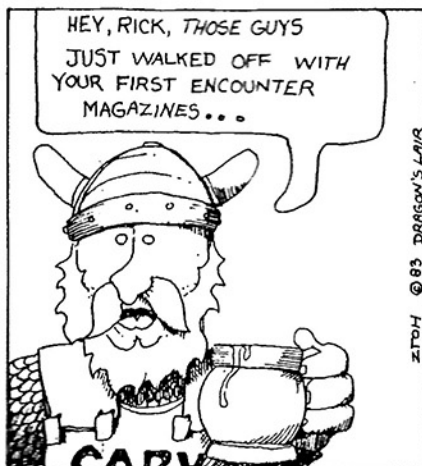
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You run down the secret passage after the encounter with the assassins, still a little scared from being so close to death. This hero business can be real painful. The passage ends abruptly, like the one before, except this time it opens up into a cavernous garden. Someone has cast some sort of light spell on the cavern ceiling for there are no other light sources in here. The floor of the cave is packed with undergrowth and has a few trees growing out of it. At the other end of the cave is a person - definitely female, judging from the curves - hung on wrist shackles. That must be Aurora! Near the end of your mission, you are impatient to get to her. So, you decide to:

- 01- DETECT SNARES AND PITS, run in and grab Aurora, then run out.
- 02- Prod ahead of you with your sword, and rescue Aurora.
- 03- Cast OBSCUREMENT and rescue her.
- 04- Rescue Aurora, turning into a TREE if any creature appears.
- 05- CALL LIGHTNING and massacre the plants, then rescue the girl.
- 06- Sprint in, grab Aurora, then run out.
- 07- Run in, ENTANGLE anything that approaches, and rescue Aurora.
- 08- Cast WARP WOOD on the trees and rescue Aurora.
- 09- Cast FAERIE FIRE on Aurora so that you can see her easily, the rescue her.
- 010-Hack at the undergrowth with your sword and rescue Aurora.

You manage to get back with Aurora with no problem by dawn. Ka-Teel greets you happily and offers you Aurora's hand in marriage and an ample amount of gold. Aurora is a pretty girl (charisma 16), and you could do much worse without the money he offers you. But you decline, and only stay for the day. As you walk off into the sunset, you hear a voice behind you say:
"Who was that masked man?" "I don't know, but he left behind this silver mandolin string."

DM's Only cont.

on another person. The POLYMORPH SELF spell lasts only for a certain length of time because the spell is cast on the MU him or herself. Note however that the MU can change shape s many times as he wishes whereas the other will stay in the polymorphed form permanently.

Now Illusionary and Phantasmal spells differ greatly from Alteration spells. In general, an illusionary spell can last forever as long as it doesn't take any concentration on the part of the MU. Any spell which can be cast on another object can last forever. Examples are LEOMUND'S TRAP, MASSMORPH, and HALLUCINATORY TERRAIN. Possibly the favorite illusionary spell is INVISIBILITY (and INVISIBILITY 10' RADIUS). This spell will last forever only if it is cast on another person. The spell will cease if the MU casts it upon himself as soon as he falls asleep as his limited concentration will break.

The PHANTASMAL FORCE spell can be maintained indefinitely only under the following conditions: 1) the MU must remain stationary; 2) he must be able to see all of his illusion and all of the creatures it is to affect; 3) the spell will cease if the MU ceases concentration or falls asleep. As long as the MU makes his illusionary creatures react accordingly the Phantasmal Force will last forever.

One of the most deadly spells for MUs and opposing MUs is the DISPELL MAGIC spell. This spell when cast covers an area 30' cubed and apparently lasts forever. Even though there is only a percentage that the spell will work it can prove to be extremely dangerous. Here is my point. In your campaign, 200 years ago there was a great battle between two high level MUs. They ended up casting many DISPELL MAGIC spells trying to negate the other's spell casting. The spell was finally ended when one MU was flying high above the second. The second MU successfully cast a dispell magic on the flying MU who lost his wings and fell to his death. Now 200 years later the MU in your campaign wants to try out his new FLY spell for the first time. Up he soars 50', 60', 70'. Finally he reaches 110' when suddenly he starts falling. Splat! Goodbye MU. What happened! Well he hit that 30' cube of area where the DISPELL MAGIC was cast 200 years ago! I believe that a fair duration would be to let the dispell magic last for 1 day per level

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of the spell caster. This still allows plenty of time for any fortifications to be made for the MU under attack. You see if the dispell magic lasts forever we would eventually become an unmagicked world



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NEW MONSTERS



Additional Creatures from the Elemental Planes, by John Frazer.

On pages 128 and 129 of the DEITIES & DEMIGODS cyclo-
pedia the paragraph describes the existence of para-elemental
planes and their inhabitants. But, what sort of attacks
do Ice Elementals get? Do Dust Elementals have the ability
to blind people? These questions are answered below among
the statistics for each of the four basic para-elementals.
All rules apply to Elementals in general apply to para-ele-
mentals.

Dust Elemental

Frequency: Very Rare
No. appearing: 1
Armor Class: 2
Move: 24"
Hit Dice: 8,12 or 16
% in Lair: nil
Treasure Type: nil
NO. of Attacks: Varies
Damage/Attack: 2-24
Special Attacks: see below
Special Defences: +2 or better weapon to hit
Magic Resistance: Standard
Intelligence: low
Alignment: Neutral
Size: L
Psionic Ability: nil
Attack/Defense Modes: nil

The dust elemental is a cross between the air and fire
elemental. They appear as swirling clouds of fine particles,
and shed uncomfortable amounts of heat. Dust elementals move
over land effortlessly, always gliding a few inches above
the ground. However dust elementals cannot cross over water
at all, which means even a streamlet would be an effective
barrier. As an opponent, the dust elemental is fierce, for
it fights with the hot, abrading power of it's dust. They
are all 4" in height and are equal to a number of inches in
diameter corresponding to it's hit dice (i.e. 8",12" and
16"). If, due to some obstruction, the dust elemental cannot
maintain it's natural dimensions, it will adjust itself to
conform to the terrains shape. Note that a dust elemental
cannot survive in an area that has lesser dimensions, and if
summoned into such an area, the elemental will not come. All
those within the dust cloud will be susceptible to attack
and must save versus breath weapons to avoid going blind (-4
to hit for duration) for 2-8 rounds. Dust elementals are
rumored to be ruled by a leader of immense size.

Ice Elementals

Frequency: Very Rare
No. Appearing: 1
Armor Class: 2
Move: 27"
Hit Dice: 8,12 or 16
% in Lair: nil
Treasure Type: nil
No. of Attacks: 1
Damage/Attack: 4-24
Special Attacks: see below
Special Defences: +2 or better weapon to hit
Magic Resistance: Standard
Intelligence: Low
Alignment: Neutral
Size: L
Psionic Ability: nil
Attack/Defense Modes: nil

The ice elementals are a combination of the air and
water elementals. Humanoid in shape and perhaps seven to
eight feet tall, the ice elementals are formed with white,
smooth, featureless ice. These creatures can move through
ice with no penalty, just as easily as moving over land. Ice
elementals can deal viscous blows with their ice-hard
limbs, or may instead fire off a stream of unpleasantly
solid hail once per round, up to a maximum distance of 13"
(treat all ranges as short). The elemental must roll to hit
for the hail stream, however. The hail does 2-16 points of
damage to the target. Any being (without adequate protection
such as furs or a ring of warmth) that grapples with the
elemental or comes within 2 feet of it for longer than 1
round will begin to take cold damage, at the rate of 1 hit
point for every 2 hit dice the elemental possesses. Ice or
cold attacks do not affect ice elementals, but heat and fire
attacks do an extra point per damage die. The ice elemental
baron is rumored to be of tremendous size.

Heat Elemental

Frequency: Very Rare
NO. Appearing: 1
Armor Class: 2
Move: 9"
Hit Dice: 8,12 or 16
% in Lair: nil
Treasure Type: nil
NO. of Attacks: 1
Damage/Attack: 3-30
Special Attacks: see below
Special Defences: +2 or better weapon to hit
Magic Resistance: standard
Intelligence: Low
Alignment: Neutral
Size: L
Psionic Ability: nil
Attack/Defense Modes: nil

A cross between the earth & fire elemental, the heat
elemental is a fearsome sight indeed. They are approximately
eight feet tall, and are humanoid in shape. However, the
heat elementals are composed of lava, and it is this trait
that makes up their special weapon. Though they can strike
targets normally with their molten rock limbs, they can
instead throw a lava ball 6 inches in diameter once per
round in lieu of their normal attack. The elemental must
roll to hit as normal on the combat table, and may throw the
molten spheres up to 12" away (consider all distances as
short range for purposes of hitting), doing 3-12 points of
damage. Heat elementals ignite all flammable materials that
they touch and are themselves impervious to fire attacks.
Against fire-using opponents, heat elementals score -3
on their damage dice. Heat elementals cannot cross water bodies
of any kind. Water may be used as a weapon against the heat
elementals, doing 2-7 points of damage per gallon. Heat ele-
mentals are also effective battering rams (much like the
earth elemental), and do 1-4 points of structural damage per
round. Heat elementals are all loyal toward their king.

Vapor Elemental

Frequency: Very Rare
 Armor Class: 2
 Move: 21"
 Hit Dice: 8,12 or 16
 % in Lair: nil
 No. of Attacks: Varies
 Damage/Attack: 6-24
 Special Attacks: see below
 Special Defenses: +2 or better weapon to hit
 Magic Resistance: Standard
 Intelligence: Low
 Alignment: Neutral
 Size: L
 Psionic Ability: nil
 Attack/Defense Modes: nil

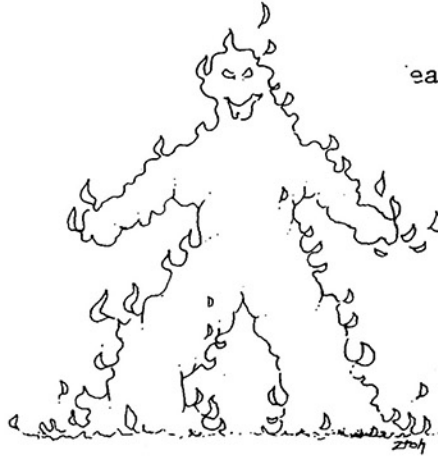
Vapor elementals are descendants of the earth and water elementals. Appearing as swirling banks of mist, these formidable creatures are difficult to distinguish from a fog cloud. Vapor elementals are of variable size and shape, but have relatively constant volumes, equalling the square of their respective hit dice (i.e. 64,144 and 256 square feet). The vapor elementals attack by suffocating their prey and opponents, affecting anyone within their cloud. Vapor elementals also have the ability to seep through cracks and crevices, thus making them a difficult foe to escape. It is said that a giant monarch rules over the vapor elementals with an iron fist.

Well, there you have it. The para-elementals in detail, filling the gaps in the elemental ring of planes. Summoning spells may be modified to accommodate these new creatures, and new magic items could be invented (Ring of para-elemental summoning, Staff of Ice and Vapor elemental summoning, Flask of heat elementals, et.al.). I caution DM's to use consideration in using these creatures, for they have the powers of their parents, and excellent damage potential besides. I certainly hope that these new elementals will give your players and yourself a new challenge, and food for thought as well. In a future issue I will possibly expand on the outer planes, elemental planes and the ethereal plane (the astral plane will most likely be in an article of it's own) thus giving DM's a framework to build upon in planar adventures. Until then.....

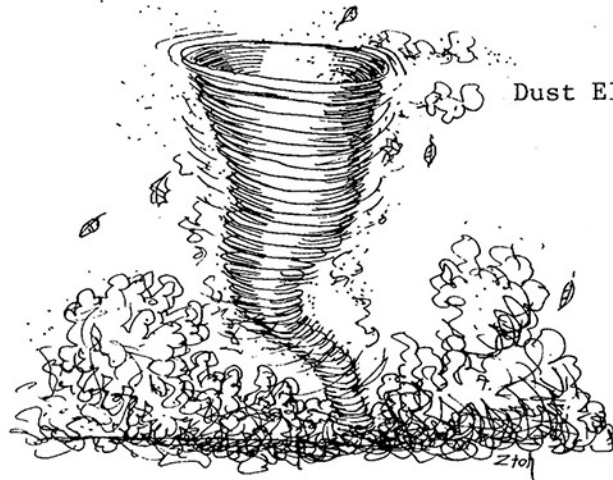
Ice Elemental



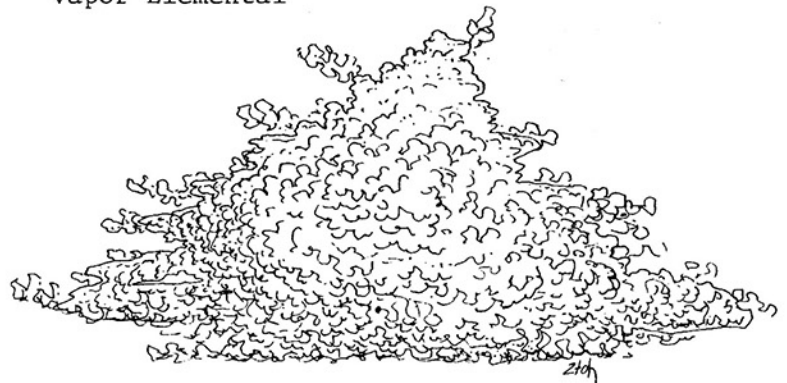
Heat Elemental



Dust Elemental



Vapor Elemental



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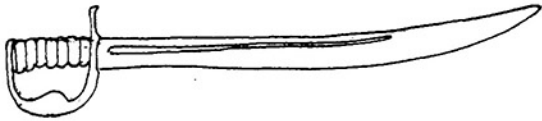
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- A1- Take 15 hps from melee with this disguised assassin.
 A2- Fried the assassin. No damage.
 A3- Suggesting to kill himself negates the spell. You are dead from assassination.
 A4- Bards never associate with another bard of a lesser college. He's an assassin, and you're dead.
 A5- Same as A4, but take 30 hps instead of dying.
 A6- Fine. No damage.
 A7- Entangle only words near plants. Dead from assassination.
 A8- No storm in area. Dead from assassination.
 A9- Take 5 hps from combat.
 A10-Take 20 hps from his thrown daggers while running.
 B1- Take 10 hps from stone thrown by begger.
 B2- Okay. No damage.
 B3- Take 12 hps damage in combat.
 B4- No storm in area. Take 20 hps before you run.
 B5- Fine. The beggers are on ice.
 B6- Entangle works only near plants. Take 15 hps before running.
 B7- Excellent choice. No damage.
 B8- Take 6 hps in combat.
 B9- Take 8 hps from thrown stones.
 B10-Take 10 hps in combat.
 C1- Fine. They kill you after they rob you.
 C2- Take 16 hps from thrown daggers while running.
 C3- Good choice. Take 14 hps in combat.
 C4- Fry two thieves, fight the other for 12 hps in combat.
 C5- Okay. No damage.
 C6- See C5.
 C7- The thieves have metal weapons. Take 22 hps in combat.
 C8- Bards don't look that dangerous. They save and fight you for 24 hps in combat.
 C9- Entangle only works near plants. See C2.
 C10-Take 28 hps in combat.
 D1- Dealer has 4 bodyguards. Take far too much damage to live.
 D2- Heals 6 hp when drunk.
 D3- Heals 14 hps when drunk.
 D4- Poison antidote.
 D5- Okay. You have six throwing daggers.
 D7- You have an extra **OBSCUREMENT** spell.
 D8- You have another **CONTROL TEMP. 10' RAD.** spell.
 D9- Cursed scroll. You die instantly.
 D10-Fine nothing happens.
 E1- Fair choice. Take 24 hps in combat.
 E2- Take 32 hps in combat.
 E3- Take 36 hps in combat.
 E4- No storm. Take 34 hps in combat.
 E5- Good choice. No damage.
 E6- Good. See E5.
 E7- See E5.
 E8- You're crazy. Take 52 hps in combat.
 E9- Take 30 hps in forced combat.
 E10-Fair choice. Take 27 hps in combat.
 F1- Take 25 hps before killing them.
 F2- Take 17 hps before killing the ticks.
 F3- You fried 'em all. No damage.
 F4- Wishful thinking? You're dead, pal.
 F5- Doing it the hard way? Take 27 hps before killing them.
 F6- Doing it the harder way? Take 42 hps.
 F7- You slowed yourself down with the spell. Death.
 F8- Good job. They fell off.
 F9- Birds don't have much blood. See F4.
 F10-Viscious but effective. Lose 20 hps from ticks, but remove 20% of your wounds for transforming.
 G1- One wolf stops, but the others fight you for 65 hps.
 G2- Take 27 hps in combat.
 G3- Take 23 hps in combat.
 G4- No damage.
 G5- See G4.
 G6- See G4, plus remove 10% of damage for transforming.
 G7- The wolves avoid you until the spell runs out. Take 30 hps in combat.
 G8- See G4.
 G9- See G4, plus remove 50% of the damage for transforming.
 G10-See G4.
 H1- Rotting is a disease, not a poison. Death.
 H2- The fungus hit you remember? You rot to death.
 H3- Why did you attack again? It hits you once more and you die from rot.
 H4- See H2.
 H5- See H2.
 H6- Excellent choice. No damage.
 H7- See H1.
 H8- See H2.
 H9- See H2.
 H10-See H2.
 J1- Good choice. The javelin oof lightning doesn't affect you. Take 12 hps in combat with the others.
 J2- Tak e30 hps in combat.
 J3- Take 28 hps in combat.
 J4- You get hit by the javelin for 26 hps. Also, remove 40% of damage for transforming.
 J5- Sorry, storm's over. Take 42 hps in combat.
 J6- Nice choice, but take 21 hps in combat from the leader's javelin.
 J7- You escape. No damage.
 J8- Good. Only take damage from javelin - 21 hps.
 J9- They aren't that dumb. Take 39 hps in combat.
 J10-The leader didn't like that. He hit you with his javelin and ruined your spell. Take 31 hps in combat.
 K1- Take 19 hps in combat.
 K2- Excellent. Your singing cancelled the harpies' melody. Take 12 hps in combat.
 K3- They fly faster than you run. Take 26 hps in combat.
 K4- Flying creatures have a better view. Take 24 hps.
 K5- Take 21 hps in combat.
 K6- Take 24 hps.
 K7- They keep their distance until the spell fades. Take 26 hps damage.
 K8- They already saw you. Take 25 hps in combat.
 K9- Killed the harpies. No damage.
 K10-Entangled two of 'em. The others fight you. Take 22 hps in combat.
 L1- You fight the three Centaurs and take 29 hps of damage.
 L2- No damage.
 L3- The three Centaurs walk past you. See L2.
 L4- See L1, but take 32 hps.
 L5- See L1, but take 24 hps.
 L6- See L1, but take 30 hps.
 L7- Thee Centaurs greet you and cure you for 10 hps with a potion.
 L8- Take 22 hps From Centaur arrows as you run.
 L9- See L2.
 L10-See L1, but take 33 hps.
 M1- Excellent. They can't see through the **OBSCUREMENT** mist, even with infravision. No damage.
 M2- Take 20 hps in combat.
 M3- Entangled one. Take 12 hps in combat with the other.
 M4- They saw you. Take 28 hps in combat.
 M5- Take 18 hps in combat.
 M6- No storm. Take 25 hps in combat.
 M7- Take 8 hps in combat.
 M8- Why did you do that? They slay you on sight.
 M9- They do as you suggest No damage.
 M10-You freeze one, but the other deals you 15 hps with his bow before dying by your sword.
 N1- There is a storm, but you're inside, remember? You die from the poison on their blades.
 N2- Even men die from poison. Sorry.
 N3- Wise choice. Take 53 hps in combat.
 N4- Sorry. You die from the poison on their blades.
 N5- No plants around. See N4.
 N6- The leader saved and ruined your spell. See N4.
 N7- Where can you run? You're surrounded. See N4.
 N8- See N7.
 N9- Their weapons are metal. See N4.
 N10-Brave but fruitless. See N4.
 O1- Excellent choice. No damage.
 O2- The sword snaps a trip wire and you die from poisoned darts.
 O3- What was that for? See O4.
 O4- Sorry, you set of a trip wire and you die from poisoned darts.
 O5- You're inside, bozo. See O4.
 O6- Courageous, aren't you? See O4.
 O7- See O4.
 O8- See O4.
 O9- See O4.
 O10-Sadist. See O2.

WEAPONS: SWORDS

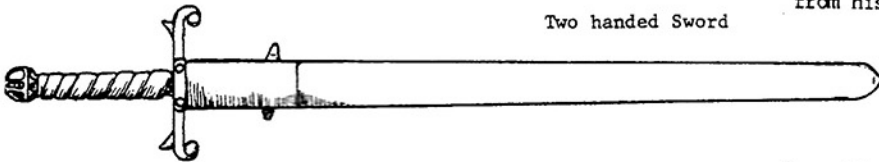
Cutlass



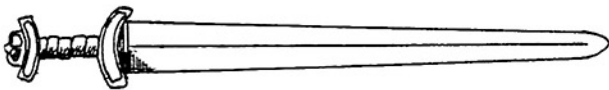
Rapier



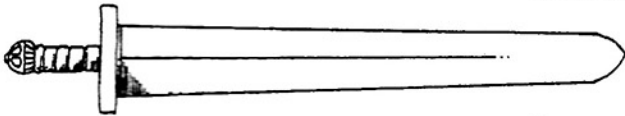
Two handed Sword



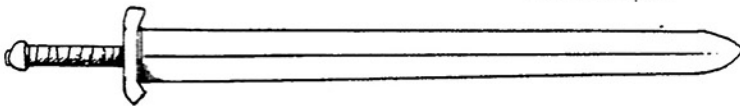
Long Sword



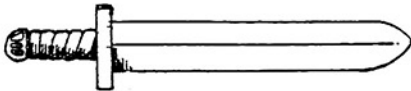
Broad Sword



Bastard Sword



Short Sword



Dagger



Scimitar



Due to many letters asking what a scimitar is, what a rapier is, etc. we are presenting our weapons article for this issue on all swords in general. The illustrations used, are for the basic shape, and dimension of the swords all drawn in scale to each other. Read on...

Obviously, the two known parts of a sword or dagger, are the blade and hilt. The tang is a slender shank or tongue protruding from the end of the sword or dagger. The quillon of a sword is the two projected guards usually slightly curved perpendicular to the direction of the blade. The quillon or guards are used in case an enemy's blade slid down the length of the sword towards the hand. The quillon increases the chances of deflecting the oncoming blade, away from the hand or arm, or some might even trap the opponent's blade, giving an opportunity to wrench the opponent's sword from his hand.

The pommel or pummel is the end piece attached to the tang. Pommels are not only used for a good grip and for pummeling, but as a counterbalance to the blade's weight. Therefore pommels are given more weight by fashioning them with a solid block of metal. With a well balanced sword, combat is obviously easier, plus a well balanced sword is less tiring to use. Listed are types of pommels and damage modifications if used to pummel with a sword with this type of pommel. They include the: "egg" (no additional damage), "brazil nut" (+1), "crown" (+1), "cross" (+1), "round wheel" (no additional damage), "button" (no additional damage), "ball" (no additional damage), and spiked ball (+2). These pommels are only some of the most common types and many more are well known, so these are just some suggested types to use if desired.

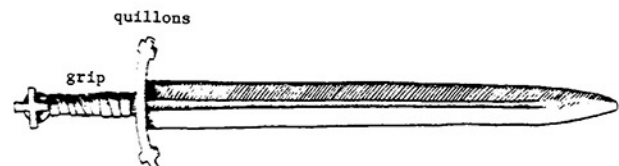
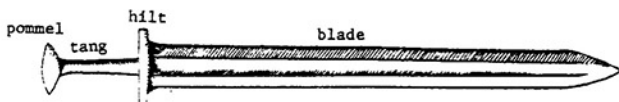
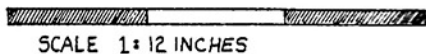
To test your knowledge on swords and the like used for FRP gaming we have created a test for you. Let's see how your knowledge is on the subject of cut & thrust weapons.

1. What's the difference between a knife and a dagger?
2. What are scabbards made of?

A) steel	B) wood	C) ivory
D) leather	E) Leather and wood	F) bronze
3. Which weapons can Druids use in the AD & D (Tm) system?
Short Sword, Scimitar or a dagger
4. What's the handle of a sword made of? (This doesn't include the tang)
5. Why do many swords have deep lines grooved out in the centre of the blades?
6. If a man specializes in baldrics, what does he do?
7. What's the most important factor to increase the damage inflicted by a sword?

A) Sharpness	B) Width	C) Character's strength	D) Length
E) Weight			
8. What sword is also known as a hand and a half sword?
9. In the AD & D (Tm) system, which cutting weapon does 1-8 damage against small or man size opponents?
10. Which type of sword do gnolls usually use?

A) Long swords	B) Two handed swords
C) Bastard swords	D) Broad swords



You're On the Air

An expansion of communication techniques in TRAVELLER, by John Frazer.

PILOT: "We're coming up on Antares III, Ensign. Patch into ground control."

COMMUNIC. OFFICER: "Yes, Sir. Antares Ground Control, this is Merchant Cruiser Orpheus, MC-114t609, bound from Regulus Four Starbase with cargo and passengers. Request landing instructions, over."

GROUND CON.: "We read you, Orpheus. Strip 14 clear for your approach. Taxi to docking bay 9c, over."

COMMUNIC OFFICER: "Roger, Ground Control. Strip 14, docking bay 9c. Traffic?"

GROUND CON.: "Fuel carrier Katana warping out. Unidentified frigate warping in. Over."

COMMUNIC OFFICER: "Thank you, control. Over and out."

NAVIGATOR: "Uh, skipper, I've got that frigate on screen. It seems to be having troubles locking into orbit."

PILOT: "Hmmm, We better render assistance. Commander, plot a course for that frigate. Ensign, see if you can get through to them and ask what's wrong."

COMMUNIC OFFICER: "Yes, Sir. Hailing on all merchant frequencies."

NAVIGATOR: "Captain.....the frigate's headed for us."

PILOT: "What in blazes are they doing? Ensign, have you raised them yet?"

COMMUNIC OFFICER: "No, Sir. They're jamming all frequencies!"

NAVIGATOR: "Hey! They're firing on us!"

PILOT: "What?! Ensign, you've got to get through to Ground Control. We aren't armed!"

COMMUNIC OFFICER: "Ground Control, this is the Merchant Cruiser Orpheus. Mayday, mayday. We are under attack. Request immediate planetary support fire. Mayday, mayday. I say again, we are under attack...."

All those people who think the communications skill in TRAVELLER is next to useless should think again. The above situation is hypothetical, but it could happen. One of the most important elements in a war is the communication of vital information of the enemy's movements, battle results etc.

The best way to get information to the respective HQ is to have a fast and effective communications system. This branch of the military is under Logistics, and is known as Military Intelligence (which is often a contradiction in terms). Oh, anybody can send or receive a message, but not everyone can jam or unjam transmissions. Also, coding and decoding of intercepting messages can play a very important part in a military engagement. Sounding better? It should. Communications specialists are some of the most important technical staff in any war. So, lets start with jamming/unjamming transmissions. Any person with communications skill (hereafter termed commo skill) can jam reception and transmission on all frequencies, either selectively or completely. Selective jamming involves the disruption of all transmissions to and from a single ship or base. Note that the jamming craft must weigh a minimum of 100 tons or great-


er. Fighter, shuttles, etc. can only jam other small craft transmissions. To successfully jam a ship's/base's comm system, a throw of 9+ must be obtained, with a DM of +1 per skill level in communications. To unjam a system, someone with commo skill must be on board the silenced ship/base. A throw of 10+ is necessary to unjam, with a DM of 1 per commo skill level. There is a further modifier of +1 to both jamming and unjamming per 500 tons the jamming/unjamming ship/base is greater than the opposing craft. This modifier also applies to complete jamming. Complete jamming involves the smothering of all transmissions in an area, including those of the jamming ship. A throw of 10+ is needed to successfully jam all transmissions in a circle that is 1 light minute in diameter per 500 tons the craft weighs, or fraction thereof. There is a DM of 1 per commo skill level the jammer possesses, with a further modifier according to the weight of the craft, as above in selective jamming. Small craft may only jam selectively. To unjam complete disruption, a throw of 9+ must be attained, with a modifier of +1 per commo skill level. Include craft weight DMs as well. Coding is another function of the commo skill. To develop a code, an individual with at least level 2 in commo skill and level 1 in computer skill (or two individuals with equivalents) must work together for a number of hours equivalent to the roll of one die. To use the code, a person with any level of commo skill is needed. To crack the code, another individual with at least level 2 in commo skill is needed. A throw of 10+ is needed to decode a message successfully, and the attempt takes 2d hours. Note that if the attempt fails, decoding may not be tried again on the same message. If the attempt succeeds, however, all future messages in that code may be automatically decoded (the code designer should designate a title to each code, such as "JARGON 5" or "CODE 7B" and must specify which code, if any, is being used before a message is sent). Die modifiers to code breaking include only a +1 to the dice for each level of commo skill above 2. The code designers must have a code book to translate their own codes, and should distribute a limited number of similar copies to possible message recipients. Military code books (or any others for that matter) bring a high price in the black. However, most well organized forces replace their codes with new ones regularly.

Despite first impressions, the commo skill is one of the more important ones in any military organization. As a matter of fact, it would be unwise to run a ship without having at least one person on board having communications as a skill. Perhaps one of these days someone can find something useful about the steward skill. I would like to thank Lawell Kiing for supplying me with the necessary reference material for this article. 'Bye for now.

SWORD QUIZ ANSWERS

Answers

1. A knife has a single edged blade and a dagger has is double edged and almost invariably tapers towards the point.
2. A,B,C,D,E,F Scabbards have been known to be made out of all these substances.
3. Scimitar.
4. They have been recorded as being made of bone, horn, wood covered with silver wire bound around it, wood covered with copper wire bound around it, and wood with leather bound around it.
5. This absorbs the shock, so when the sword hits it vibrates throughout the blade, and not the whole sword. If you don't believe this, take a solid piece of steel and hit it as hard as you can against a large rock (simulating a hit to a man in plate armor). The shock will run up to your hand and more than likely cause you to drop it, or at least shake it quite loose from your grip.
6. He makes the leather belts (baldric) that scabbards are attached to. They sometimes make scabbards as well, so either answer is correct.
7. Although sharpness and character's strength are quite important, D) length is the correct answer.
8. A bastard sword is also known as a hand and a half sword, as it can be gripped with a hand and a half at the handle.
9. Long sword and scimitar are correct.
10. Two handed swords.



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BEWARE OF TEETH

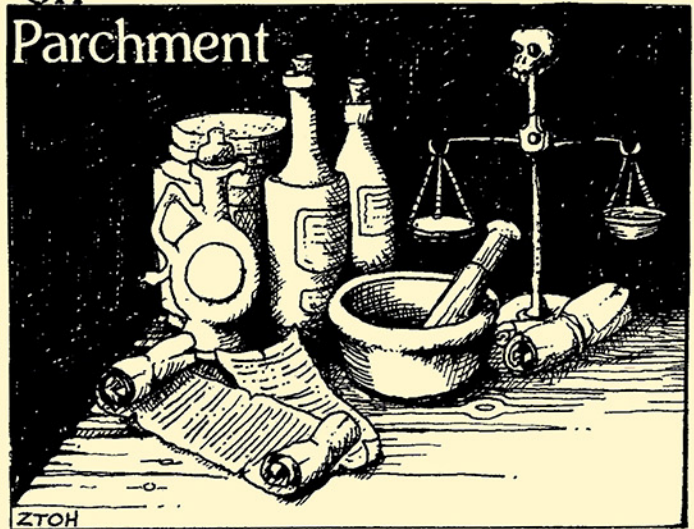
An expansion on the animal guards in TOP SECRET, by John Frazer.

AGENT GOLD:"Hey, what's that?"
 RANGER 167:"Shaddup, Gold. I can't hear the tumblers in this blasted safe."
 AGENT GOLD:"Ranger, there is definately something out there"
 RANGER 167:"Like what?"
 AGENT GOLD:"Maybe a guard animal."
 RANGER 167:"Sure, probably a killer guppy on the prowl. Now will you clam up so I can open this thing?"
 AGENT GOLD:"But.....**HOLY JEEZ...**
 RANGER 167:"Gold, I told you to shut up."
 AGENT GOLD:"...R-Ranger..."
 RANGER 167:"What, for God's sake?"
 AGENT GOLD:"Do killer guppies have striped fur and 4-inch fangs?"

Perhaps one of the most neglected ares of TOP SECRET is the usage of guard animals. Animals have senses and abilities that would rival the best of human security guards, but unfortunately, these are not taken into account. Also, there are no rules provided for animal attacks, only for damage inflicted when the animal hits. So, I decided to come up with a set of rules that would provide attack percentages and varied damage results. Below is a chart listing the animal name and type, attack modes, life level range ("D+2" indicates that you roll a D10 and add 2 to the total for the animal's life level), % chance to hit a target according to it's respective attack mode and the damage level inflicted.

Note that some creatures get claw attacks along with their bite. These may be used in the same phase, along with the bite attack. Also note that there are two separate claw attacks, so each must be rolled for individually. Damage that is inflicted is determined by an additional die roll below, on the appropriate line:

The three animal types (canine, feline, avian) have distinct advantages unique to themselves. Canines have excellent olfactory senses (that is, a good sense of smell). Felines have superior night vision and an excellent sense of hearing. Avians have remarkable distance vision. All of these superior senses may be used to advantage by the animals' master in detecting intruders (Admin's ruling here). The movement of the animals must be taken into account. consider all canines as strong runners, all felines except the cheetah, as super runners (consider the cheetah as super with an additional 30 feet tacked onto the movement rates), and all avians as double super individuals. Now all you Administrators out there can give your players a run for their money, 'cause in this case, killer guppies do have striped fur and four-inch fangs.



by Rod Mont

POTION OF SLEEP

One who drinks this potion must save vs. poison at -4 or fall into a deep slumber lasting 3-12 turns. If only a sip is made, the drinker must save at +2. Various degrees in between these two values can be calculated by the DM depending on the amount of potion drank. Note that loud noises will not awaken the sleeper. Once someone has fallen asleep from this potion, 1-4 turns must pass before he can be ~~awoken~~ physically; no non-magical means will awaken the sleeper for this initial period.

Experience Point Value: 300
 G.P. Sale Value: 500

- tongue from a cockatrice
- crushed gems at the following prices or higher:
 garnet(100 gp) agate(10 gp)
- pinch of white sand
- chip of bark from a wild woodbine
- balm leaf
- crushed root from an arach

Slice the tongue into fine strips. Place the strips in a small cauldron filled with boiling water. Add the crushed gems and pinch of sand and let simmer for 2 hours. Wrap the balm leaf around the bark and float it on the surface of the water. Over the next half-hour slowly sprinkle in the arach root and place cauldron in a cool area. A fine powder should float to the surface within two hours. Carefully scoop up powder and let dry. This powder can be used as sleeping powder (same effects as the potion) or can be diluted in water to make the potion.

Next Issue!



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ANIMAL	TYPE	ATTACK MODES	LIFE LEVELS	% TO HIT	DAMAGE LEVEL	
Doberman	Pinchers	Canine	1 bite	D+2	75 (bite)	C
German Shepards		Canine	1 bite	D+2	80 (bite)	B
Great Danes		Canine	1 bite	D+4	75 (bite)	D
Wolves		Canine	1 bite	D+2	80 (bite)	C
Huskies		Canine	1 bite	D+3	75 (bite)	B
Leopards		Feline	1 bite/2 claws	D+2	50 (bite) / 70 (claw)	D/D
Tigers		Feline	1 bite/2 claws	D+6	65 (bite) / 75 (claw)	E/E
Lions		Feline	1 bite/2 claws	D+5	75 (bite) / 70 (claw)	F/D
Cheetahs		Feline	1 bite/2 claws	D+2	60 (bite) / 65 (claw)	E/D
Falcons		Avian	1 bite/2 talons	D-2	40 (bite) / 75 (taloon)	A/B
Hawks		avian	1 bite/2 talons	D-2	70 (bite) / 35 (taloon)	B/A

DAMAGE LEVEL	01-20	21-35	36-50	51-70	71-90	91-100
A	1	1	1	1	2	2
B	1	2	3	4	4	5
C	2	3	4	4	5	6
D	3	4	4	5	6	7
E	4	5	5	6	7	8
F	5	5	6	7	8	9

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