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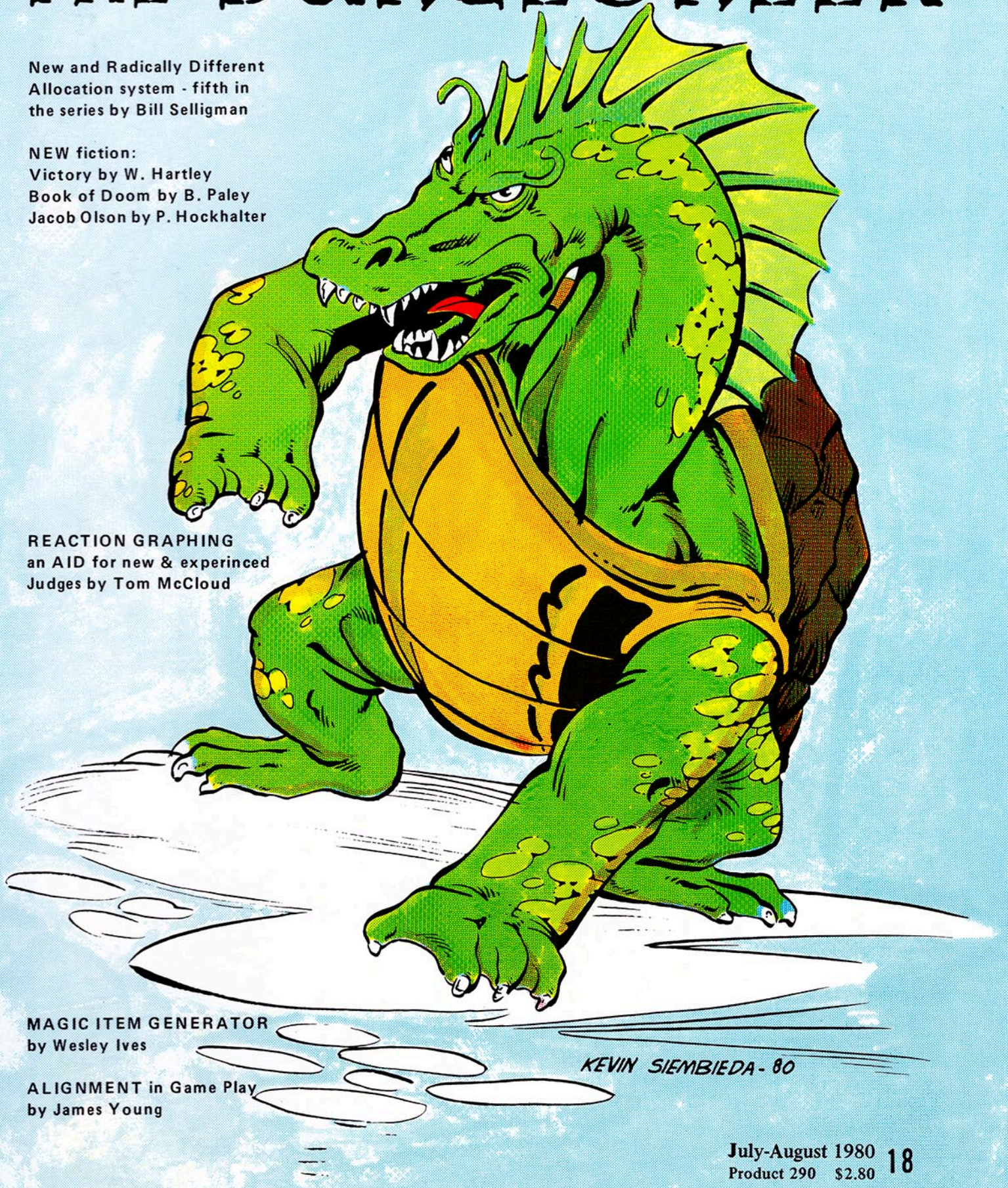
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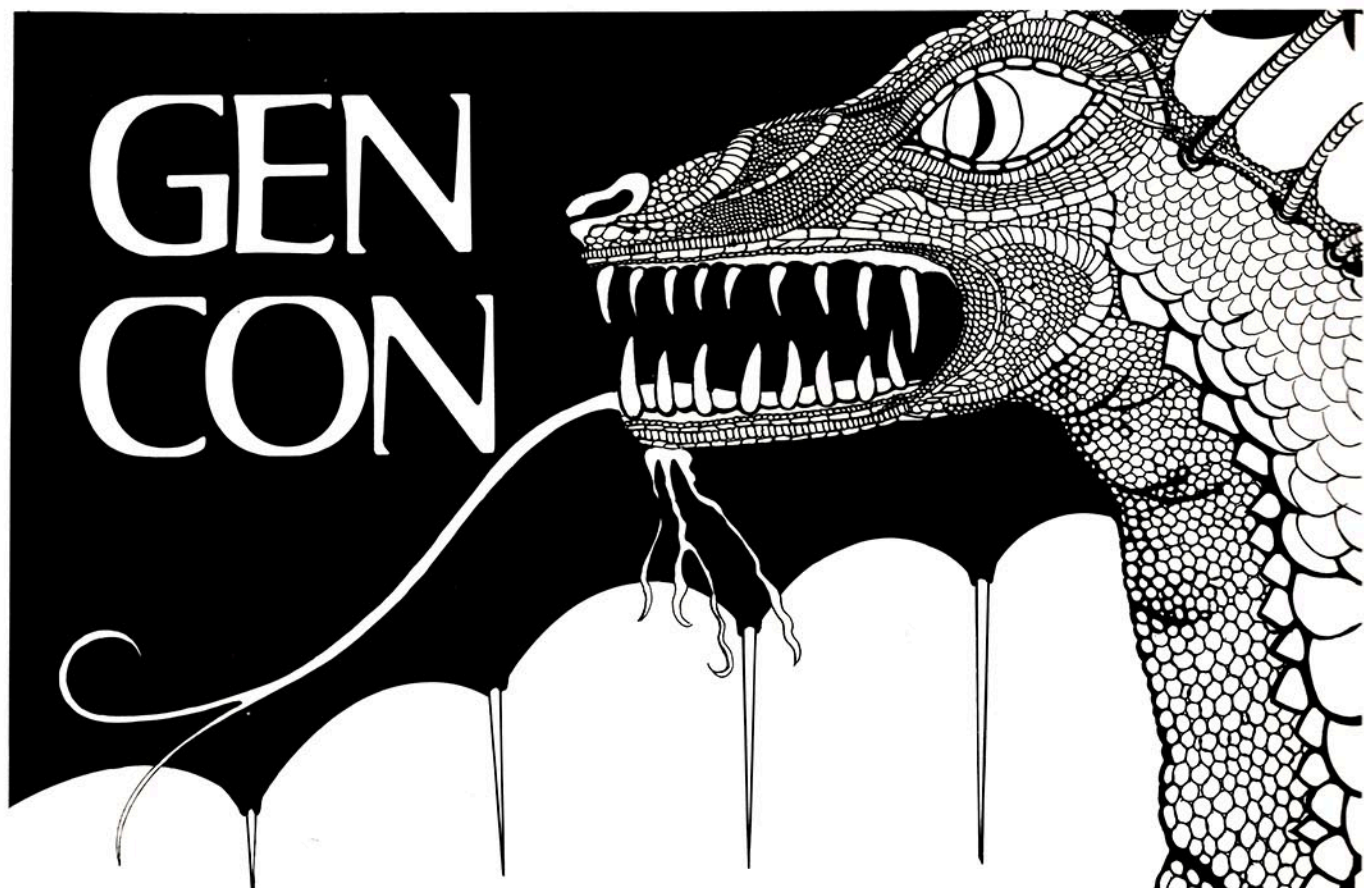
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JULY-AUGUST 1980

Issue 18

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## CONTENTS

## TABLE OF

So much to say and so little space to say it in if we are to pack this issue with as many things as we want to! First, let me apologize to **Bill Seligman** for the misspelling of his name in the last issue. My fault entirely Bill (clobber me next time you see me)! Secondly I wish to explain that the **Magic Item Generator** by Wesley Ives which was promised on the cover is missing from this issue. The cover for this issue was sent to the printer just before our former editor left Judges Guild and in the process of turnover to me, somehow part of the article (with the original copy) got misplaced. We shall continue to look for it and it will appear in a future issue. You will note the absence of **Arcane Elders** from this issue. We did not get the next chapter of this story from the author, yet. It will reappear on our pages.

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# A Trip To The Underworld

## By Bill Paley

My name's Deglenidine, Deg to my friends. I'm kind of known 'round here, 'cause I'm pretty strong. I'm a fighter, and mostly I hang 'round with these eight other people. I'll introduce 'em to you, but first a bit more about me. . . I don't get to brag too much.

See, I've been down there in the castle a couple. . . well, many times. I've been pretty lucky, 'cept for once. . . see, there was this rat I was trying to squash, and this pit trap. . . well, never mind. Let's just say I'm not too bright. But I'm strong!

Gettin' on with the rest, there's Tyrone. Now he's a pretty bright magical-type. He's gotten us out of some pretty tight jams with his arm-wavin' and mutterin'.

Then there's Melissa. Hoo Boy! She's cute an' cuddley and she'll skin ya alive for lookin' at her twice, cross-eyed. She calls herself an Amazon, but I sorta keep from callin' her anything, 'cause she don't trust me. Around her, I don't trust me.

Well, movin' on, there's Taklin the Dwarf. Now he's quite the strong-arm himself. And he can call a gem from twenty paces. He's a good Dwarf to have on point, alert, y'know.

The twins is next I guess. Spigot an' Frigate, the Brothers from some religion or another. When one's prayin', the other's fightin' 'n' vice versa, but neither one's much fer fancy fightin'. They just take out a club 'n' pound. They're sure hot with miracles, though.

Evberin is a high-falutin Elf, who never talks to me. . . I'm not his equal, I guess. I don't like him much and I guess the feelin' is mutual.

Next to the last is Sister Penny. Her name is really Penelope but she

likes Penny better. She is the sweetest lass I ever did know. She's always got a kind word to say for me, and when I get hungry, she's always got a roll or carrot to give me. She's a Cleric o' some religion, I don't know which.

Last is that damn Halfling, Finny. Finny's smart, but he's weird. He does freaky things, all the time. He's the point o' this story, see.

See, once we were, oh, about three levels under the castle. . . oh yeah! The castle's what we call this hole under a big rock, about ninety feet tall. There's a whole mishmash of corridors and rooms down there, and whole bunches of weirdos and creepy-crawlies are down there.

Anyway, one time we were down there and we found this whole corridor full of green slime. Now, like I said, Finny is strange. We was about to kill it all so's we could go on without havin' to worry 'bout it, but Finny starts hollerin' "Wait!" 'Course his holler is more like a squeak.

He starts rummaging around in this bag of Holding he's got chock full of garbage that he hardly ever uses, and he pulls out this big stone jug and a stone ladle. He scurries over and starts scooping the slime into the damn thing, and once he fills it, he seals the stopper in place with wax. After we wiped out the rest, we asked him what he was gonna do with the jug full, but the little bugger just grins and says, "you'll see."

Well, it's about a year ago that happened. Just last week we was all down about eight levels deep. See, I accidentally tripped a wire or something, and the whole corridor seals up and drops five levels. Now the group is scared to death of what we might run into down there, 'cause some

Orcs we tortured told us about baddies like some Demons and Vampires and such-like. But the worst we heard of had to be the old witch Hagatha. Word had it she had Orcus hisself coming to entertain her, and Beelzebub did her laundry.

Now we knew this friendly folk were 'round, like I said, and we tried to be careful whiles we was looking for the stair, or anything else that says "This way up!", but we musta set off an alarm someplace, 'cause all-a-sudden this green glow with fog inna middle pops up and changes real slow in to an old lady. Actually, she was so ugly she had all us rooted in our tracks. 'Cept Finny, I guess, 'cause he disappeared.

Well, this ol' witch cackles at us 'n' says "Eight worthies to feed my friends," an' she gives us a grin that made me. . . well, I won't say. Finny said later I shoulda worn diapers, and Evberin wouldn't come near me. Anyways she starts waving her arms and screechin'. Evberin offers her his Magical Chain Mail if she'd leave us be. That stops her, but she says no way.

At this everybody starts offerin' stuff, like Melissa's Magic Bow, Tyrone's Wand, Taklin's Warhammer, Gold, Jewels, ya know, the whole bit. Meanwhiles, she sittin' there grinnin' an' shakin' her head no. Finally we run outta stuff an' I'm tryin' to decide which layer a' hell I'm gonna end up, an' if I'll get a chance at Melissa there, when this old hag gets wound up to put us away.

All-a-sudden, we hear a sprung, an' up onna ceiling is Finny, dumpin' this stuff on th' witch. She melts with a howl, an' down jumps Finny, grinnin'! Know what he says? "A witch in slime saves nine."

# The Leprechaun Rosary

**By Tom McCloud**

If you insist on deadly seriousness in your fantasy role playing games, you do not ever want to encounter the Leprechaun Rosary. On the other hand, if you agree with me that the whole point of the game is to have fun, nothing I know of can inject more laughter into a game of D&D tm. Actually, you could use it in almost any FRP game, but the original write-up was D&D, and so is the one presented here.

The original Leprechaun Rosary was invented in October of 1977 and given, appropriately enough, to a character Leprechaun. Since then several others have been found.

Anyone may use a Leprechaun Rosary, but anyone doing so deliberately is indelibly Chaotic. It is simple to use. First the player announces how many of the ten rosary beads his character will move. For each bead moved, percentile dice are rolled and the following table consulted. For those effects for which it seems appropriate, saving throws should be allowed. Note that which bead is moved has nothing to do with which effect occurs.

The beads can be used once per melee round. All of the number announced must be moved. If a player announces that his character is moving six beads, and he gets what he wants on the first, it is too late to stop, the other five have already been moved. No more than ten beads can be moved on any one rosary during any single melee round.

If no foes are in sight, the entries in the table are to be read with "friend" replacing "foe".

Saving throws may be rolled individually for each foe, or one saving throw may be rolled for

each effect.

## Example

Zoth the Magic User is down in a dungeon with Gegin the Dwarf, Jerald the Fighter, and Cuthbert the Cleric. Suddenly, they are beset by two hundred and fourteen Kobolds. In desperation, Zoth pulls out his Leprechaun Rosary. (His player announces Zoth will move three beads). Zoth quickly moves three beads. (Percentile dice are rolled three times, giving 25, 02, 85. A saving throw is rolled for each effect. The rolls are 14, 29, 12. The second effect fails to materialize, but the first and third take effect). Suddenly the Kobolds' feet and hands turn into fish fins, (A 1d6 roll comes up one so the effect will last 10 minutes), and an amazing number of mushrooms appear. (A 1d1000 roll comes up 879, which is a lot of mushrooms).

Zoth and his friends escape easily while the Kobolds are trying to figure out what to do with their new found fins.

Gross magic? Perhaps. But if the effects are examined, it will be found that most of them are pretty limited in their effect on the game. Others, however, are very wild indeed. Actually, the Leprechaun Rosary does more to affect the Dungeon Master and the players than it does to affect the characters. I know that it has reduced me to helpless laughter more than once.

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### Effects of the Leprechaun Rosary

**Die  
Roll**

**Effects**

- 01 Everyone receives a magic book explaining how to kill a Red Dragon. (Reading this will add 5 to die rolls to score hits on Red Dragons, and add 5 to saving throws vs. any Fire Breath.)
- 02 A very fast flying tricycle (Move: /48") with 1d100 seats appears for 1d20 turns.
- 03 A bed appears under each Foe.
- 04 Foes' weapons become flowers.
- 05 A banquet for 1d100 persons appears on a table between friends and foes.
- 06 10,000 silver pennies rain down. (Each penny is one Silver Piece).
- 07 Foes get hiccups; one hic every ten seconds until cured.
- 08 Everyone turns invisible.
- 09 All friction vanishes for 1d6 turns.
- 10 Everyone is in a state of exstatic bliss for 1d6 turns.
- 11 Foes swear fealty to friends and keep oath for 1d20 turns.
- 12 Everything feels sticky for 1d1000 turns.
- 13 A talking Jack O' Lantern appears.
- 14 Friends have X-Ray vision for 1d20 turns.
- 15 Everyone has Microscopic vision for 1d20 turns.
- 16 Foes loses hearing for 1d10 turns.
- 17 All Chaotics become Lawful for 1d4 turns.
- 18 Air within 10 feet of each Foe becomes Breathable Gelatine.
- 19 An image, with sound, of the rock musical "Hair" appears.
- 20 Foes' humans are teleported home.
- 21 For 1d100 turns the force of gravity is  $\frac{1}{4}$  normal.
- 22 Foes lose senses of smell and taste for 1d12 turns.
- 23 Hot things become hotter, cold things become colder.
- 24 Armor moves out to float in the air looking like an "Exploded Diagram" for 1d6 turns.
- 25 Foes' feet and hands turn into fish fins for 1d6 turns.
- 26 The dungeon turns invisible for 1d6 turns.

- 27 Foes do the Irish Jig for 1d10 turns.
- 28 Foes' vision is inverted, up seems down and down seems up.
- 29 Foes hear firecrackers exploding in all directions.
- 30 2d6 items in all available packs exchange places.
- 31 Everyone becomes telepathic for 1d6 turns.
- 32 A 2d100 car railroad train passes between friends and foes, then vanishes.
- 33 Foes exchange everything they hold in their hands with one another.
- 34 All Foes' edibles vanish.
- 35 Every inanimate object in sight becomes a wooden box.
- 36 Everyone becomes friendly.
- 37 Foes lose sense of touch for 1d10 turns.
- 38 A swarm of bees appears around each Foe.
- 39 Foes' blades twist into curlicues.
- 40 A drenching rain falls for 1d6 turns.
- 41 Foes' senses blink like strobe lights.
- 42 Foes are teleported up 1d6 feet.
- 43 Shamrocks shower down for 1d4 turns.
- 44 Everything green becomes inappropriately enchanted.
- 45 Each Foe performs a Chaotic act.
- 46 All pictures become real for 1d10 turns.
- 47 All trees in sight become ents.
- 48 A real truck appears and chases anybody who moves.
- 49 Foes' distance perception reverses, near seems far, far seems near.
- 50 Foes' possessions, except clothes and armor, turn into books for 1d6 turns.
- 51 The images of 2d6 Dragons appear.
- 52 Foes' blunt weapons become soap.
- 53 Everyone becomes empathetic.
- 54 Friends henceforward age backwards.

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- 55 Water within 10 feet of friends becomes Irish Whiskey.
- 56 All Lawfuls become Chaotic for 1d4 turns.
- 57 Foes sneeze vigorously for 1d6 turns.
- 58 1d100 beautiful ladies appear and dance with any males present for 1d6 turns.
- 59 Everyone smells something terrible.
- 60 Air becomes as heavy as water for 1d6 turns.
- 61 The Coriolis effect becomes overwhelming. (Things thrown, sliding, flying, or otherwise in motion curve sharply to the west. Any creature with an inner ear becomes dizzy. Winds and currents are things in motion, so is light). The effect is permanent, but only affects an area within 20 feet of the rosary.
- 62 All available "charged" magic items discharge at random.
- 63 Popcorn rains until at least ankles, or at most necks, are covered.
- 64 Foes shrink to one tenth normal size.
- 65 Foes are teleported to Ireland.
- 66 1d100 lightning bolts strike, but no one is injured.
- 67 Friends acquire ability to tell convincing lies.
- 68 Everything turns green for 1d100 turns.
- 69 Foes stop to add together the numbers from 1 to 100.
- 70 Foes' armor and clothes vanish.
- 71 All evil animals vanish.
- 72 Foes see sounds and hear sight for 1d6 turns.
- 73 All rocks in sight become Dwarves.
- 74 Foes are teleported 100' in random directions, but not into solids.
- 75 Foes laugh helplessly for 1d6 turns.
- 76 Foes' missiles become cricket balls.
- 77 Everyone gets a mouthful of good Irish Stew.
- 78 Either, for the next two turns, use the wrong dice for all rolls, or one bead explodes and the next thing anyone playing says is interpreted as a wish. (Judge's option. Using wrong dice can be tough. However, if the wrong dice option is chosen, the following procedure is suggested. Whenever a dice roll is to be made, first roll 1d8. If that roll is 1, then use 1d4 for the roll to be made; if 2, then use 1d6; if 3, then use 1d8; if 4, then use 1d10; if 5, then use 1d12; if 6, then use 1d20; if 7, then use 1d100; and if 8, then use 3d12. Note that this can lead to people trying to roll saving throws on 1d4, and then rolling to hit on 3d12).



- 79 Foes sit down for 1d6 turns.
- 80 Foes sing Irish songs for 1d10 turns.
- 81 1d6 magic items vanish.
- 82 Foes are blinded in one eye for 1d6 turns, eye afflicted changes each turn.
- 83 Foes lose sense of balance for 1d10 turns.
- 84 Everyone hears Beethoven's Fifth Symphony.
- 85 1d1000 mushrooms sprout.
- 86 Everyone does a good deed.
- 87 Foes' skins itch intolerably for 1d6 turns.
- 88 1d100 air filled toy balloons appear.
- 89 1d6 Irish Inland Revenue agents arrive.
- 90 Foes' threads, strings, and ropes become taffy.
- 91 Friends have infravision for 1d20 turns.
- 92 Foes are terrified for 1d6 turns.
- 93 Foes' motions reverse for 1d6 turns.
- 94 Everyone's clothes and armor become wool pajamas.
- 95 All evil things vanish.
- 96 Evil creatures (not characters) become permanently good.
- 97 Friends' magic items triple in effect for 1d10 turns.
- 98 (Roll two more effects).
- 99 St. Patrick appears. He has the powers of a 1000th level Cleric, and those of a Saint.
- 100 1d10 Leprechauns appear, each with a Leprechaun Rosary. There is a 25% chance they will use them to cast magic at everyone, 25% chance they will cast it at the original caster's friends, and 25% chance they will cast it on his foes. If not casting magic by rosary, they will take advantage of the undoubted chaos to try to steal everything; 10% chance for each item.

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HEAVY BOW 2H	11	11	10	100'	1D6	10	20	
SHORT CROSSBOW 1H	11	11	10	100'	1D4	10	20	
THROWING DAGGER 1H	11	11	10	100'	1D4	10	20	
SLING 2H	11	11	10	100'	1D4	10	20	
STAFF SLING 2H	11	11	10	100'	1D4	10	20	

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# VICTORY

by **william hartley**



t. last. The final assault. Black looming terror as the giant temple seems to leap out of the mist-shrouded marshes.

"Hold firm!" myself.

"Hold ready!" my Duke.

And now men clearly visible on the battlements. Our own Wizards have forced them back for this final fight, but the dimension spanning battle has left us no Magic men for this assault. I hope the enemy feels the same.

The trumpet call to arms.

The Charge.

As a single man, we surge forward, I urge Numenhwesta skyward, following my Duke. Thundering wings of Eagles surround our Pegasi as we surge windborne.

Toward the citadel of evil. The ride of the Pylentyry is begun.

Arrows.

My arm burns like fire and I must needs hurt further. I loose Tygyr on the martingale and pluck the arrow from my left arm. Blood wells now, but the arm is usable. I grip my sword anew.

Catapult stones shoot past, a Pegasus and rider fall screaming but 10 feet to the right.

Angry faces and sharp steel. I lash out and a neck falls, spurting blood. Numenhwesta's hooves are busy, and then we jar to ground. Eagle claws, like tree-trunks striking enemies to left and right.

I am dismounted. A fear/anger visage falls from it's shoulders as my side spurts blood. Not bad. I'll live, but the pain grows.

Red blood haze. Thrashing bodies, sharp steel. Instinctive blows as training tells. Corridors. A mace and burning blackness shot through by light. My head rebounds off cold stone, I strike out blindly. Tygyr guides my hand as is his wont, an instant's pause, then warm liquid spatters my legs. Shake the blade off and strike. Then shake it again and strike. And again. . . .

Agony in my left thigh. A boy almost. His rapier bit deep, Tygyr deeper. Nearer my groin

would be impossible. Lots of blood. "They always try to mutilate beautiful women." My Duke's words. He is right. My breasts, bare as usual, have a half-dozen nicks in them from failures who died mercifully. Armor has it's points, but I have chosen my Karma.

I slump, a lull in the fight. My ankle-length hair is worn for more than prismatic beauty. Quick cut and. . . a handful of bandage. My leg feels better.

So tired. I'd so like to sleep. . . time enough later, now I must live and aid. Move down the corridor. . . .

Shouting, clash of steel, more sinister thumps and splashes. Corridors red with rivers of blood. Bare feet feel cold slipperiness.

Grinning faces. Sword point only inches from my eyes, one down. Aah! There!

I fall with the second one, my belly. . . .

Lots of blood, he drove right through me. It's lucky that intestines are so rubbery. . . I don't think they opened. . . .

Quiet.

Crumpled heaps in black and in our colors. Once living men.

Groaning of the wounded like slaughtered animals. . . that's me! Burning stomachache. . . .

"Ardariel!"

"My Duke?"

Red haze and throbbing pain. His face. Cold wet floor of stone. . . warm hands on my belly, probing with care, experience. Others, my heroes. . . . "we won" and ". . . on the run", and ". . . killed their leader. . ."

Slipping into darkness, little white flecks, voices fading. . .

Warmth, tingling, tickling, agony gone, a tired, good drawing back. Open eyes.

My Duke, hands of Healing upon me, meets me with a kiss.

I murmur my love as he raises me in his arms and sleep closes on. . . Victory.

# REACTION GRAPHING



*By Thomas A. McCloud*

The date was sometime between September 1 and October 29, 1977. I was a newcomer to the game of *Dungeons & Dragons*™, having played but a handful of games, and having only two rule-books: the *Basic D&D*™ Book, and *Greyhawk*. (Permit me to tell you that *Greyhawk* is very hard to follow, in places, when one does not have the prior three-volume set.) My wife Joellyn, even greener than I, was running a dungeon adventure for me. Suddenly my adventuring characters flushed six Wererats. We pulled seven silver-plated weapons, and my brand-new paladin demanded that they surrender.

Now that kind of problem is not too hard for most experienced Judges to solve, but remember that we were new to the game. We didn't know how much freedom a Judge actually has in making such decisions.

Joellyn found the Hostile/Friendly Reaction table and started rolling. A roll above eight on the table indicates that they "accept offer," and that would have meant a surrender — no clearly so stated, but we worked it out. A roll below five would have meant that the Wererats would attack. (They were in a dead-end corridor and so had no option of running away.) Naturally enough she rolled in the range of six through eight, indicating "uncertain."

My Lawful-Good characters would not start the fight, so we quietly repeated the demand. Not knowing how to modify the roll, Joellyn just kept rolling in increasing frustration until she got a usable answer, at which point the Wererats surrendered.

With experienced Judges this kind of thing doesn't happen very often, but sometimes it does get complicated. In a recent adventure *Under the Storm Giant's Castle*, for example, a character was trying to talk and reason with a group of balloon people, while one of his comrades was a Gold Dragon in true form and another was holding a Rod of Lordly Might. The one trying to achieve rational communication certainly had his work cut

out, and so did I.

But, because of earlier problems with reaction rolls, I have developed my own way of handling such things: Reaction Graphs. Using these, I was able quite quickly to decide that the balloon people RAN! They were, as a matter of fact, trapped a few minutes later between two Gold Dragons, but that is not really germane to the idea being presented here.

The idea of the Reaction Graph bears a similarity to the diagram of dog reactions to increasing or decreasing fear or anger in the article "Catastrophe Theory," by E.C. Zeeman, in the April 1976 issue of *Scientific American* (page 65). The idea was in fact inspired by that article.

To use a Reaction Graph, the first step is to select or create one appropriate to the type of monster reacting. I have found it convenient to simply use three graphs, one each for Good, Evil, and Neutral monsters. There is no reason why a Judge wanting ones specific to dragons, elves, elementals, or any other category cannot draw his own, or why a Judge not liking my particular choices for the boundaries of various types of reactions cannot draw his own. But if you like them, go ahead and use the ones printed here.

Once an appropriate graph is selected, two die rolls are made, the first to determine the monster's Fear, and the other its Anger. For Lawful monsters, three six-sided dice are suggested for each roll. For Chaotic monsters, a twenty-sided die is suggested. For monsters Neutral on the Lawful-Chaotic axis, try one twenty-sided die for Fear and three six-sided dice for Anger.

The two rolls, Fear and Anger, locate a point on the graph where the two appropriately numbered lines intersect. This point is just the starting point; modifying influences must still be considered before even the monster's initial reaction is determined. But it is convenient to mark it with one of the corners of a four-sided die. This marker is then moved around the graph as the modifying in-

fluences are considered.

For each thing that increases the monster's Anger, the marker is moved up the graph. Decreasing Anger moves it down the graph. Increasing Fear moves it to the right, decreasing to the left. The amount to move the marker is decided by the nature of the influence, and can be rolled on whatever the Judge considers the appropriate die or set of dice.

Once every modifying influence has been taken into account, the marker will hopefully still be on the graph. If not, each modification can be reduced, rolling again if necessary, or the marker can be considered to be on the graph at the edge point where it left the graph.

The area in which the marker finally lands indicates the initial reaction of the monster or monsters. Each area is marked with what the monsters will try to do if the marker ends up in that area, such as: "Talk," "Fight," "Rob," "Help," etc.

It is highly useful, if giving away the alignment of the monsters is not a problem, to let the players see the reaction graph, the rolls, and the movement of the marker. This will let them know how the monsters are reacting, just as their characters would know from watching facial expressions, gestures, the way weapons are held and the like.

For example, suppose a party of twelve assorted characters met a wandering trio of Hobgoblins. These are Lawful Evil, so the Evil graph applies, and the 3d6 roll Fear 9, Anger 14. (The Hobgoblins are grouchy today.) On the Evil Monsters graph, this puts them into "Fight." However, they are outnumbered four to one. This is certainly enough for an extra 1-6 points of Fear. This is

rolled; a 5 comes up. The Hobgoblin reaction is quite near to "Run," and even nearer to "Talk."

Seeing this, one of the characters calls out, "Hey, you guys want some good wine?" in a language the Hobgoblins will understand, quickly enough to get it out before the fight starts. Hearing that, both Fear and Anger are reduced. 1-4 sounds reasonable; 4 and 4 come up. This puts the marker into "Talk" and that's what the Hobgoblins decide to do.

Once monsters actually start to fight or run, it is not so easy to return to the talking stage. In general, after the initial reaction is figured, if the marker moves directly from "Fight" into "Talk," then the "Talk" area should be considered as an extension of "Fight." Similarly, if monsters are already running, and something reduces their Fear enough to put the marker into "Talk," forget it — the monsters are still running. Usually, people (and monsters) do not abruptly stop fighting (or running) to talk things out. On the other hand, it is quite common to suddenly and abruptly change from fighting to running, and vice versa. So, if the marker moves from "Run" through "Talk" into "Fight," then as soon as it crosses the border into "Fight" the monsters may be considered to have suddenly turned on their pursuers. (The disputatious reader is referred to the aforementioned article on "Catastrophe Theory.")

The determination of what amounts or die rolls to use for each influence on Anger or Fear is really up to each Judge. Situations can evolve many kinds of things that could possibly be listed here. Still, it is nice to have something from which to start. So I offer the following.

#### Some Suggested Reaction Modifications \*

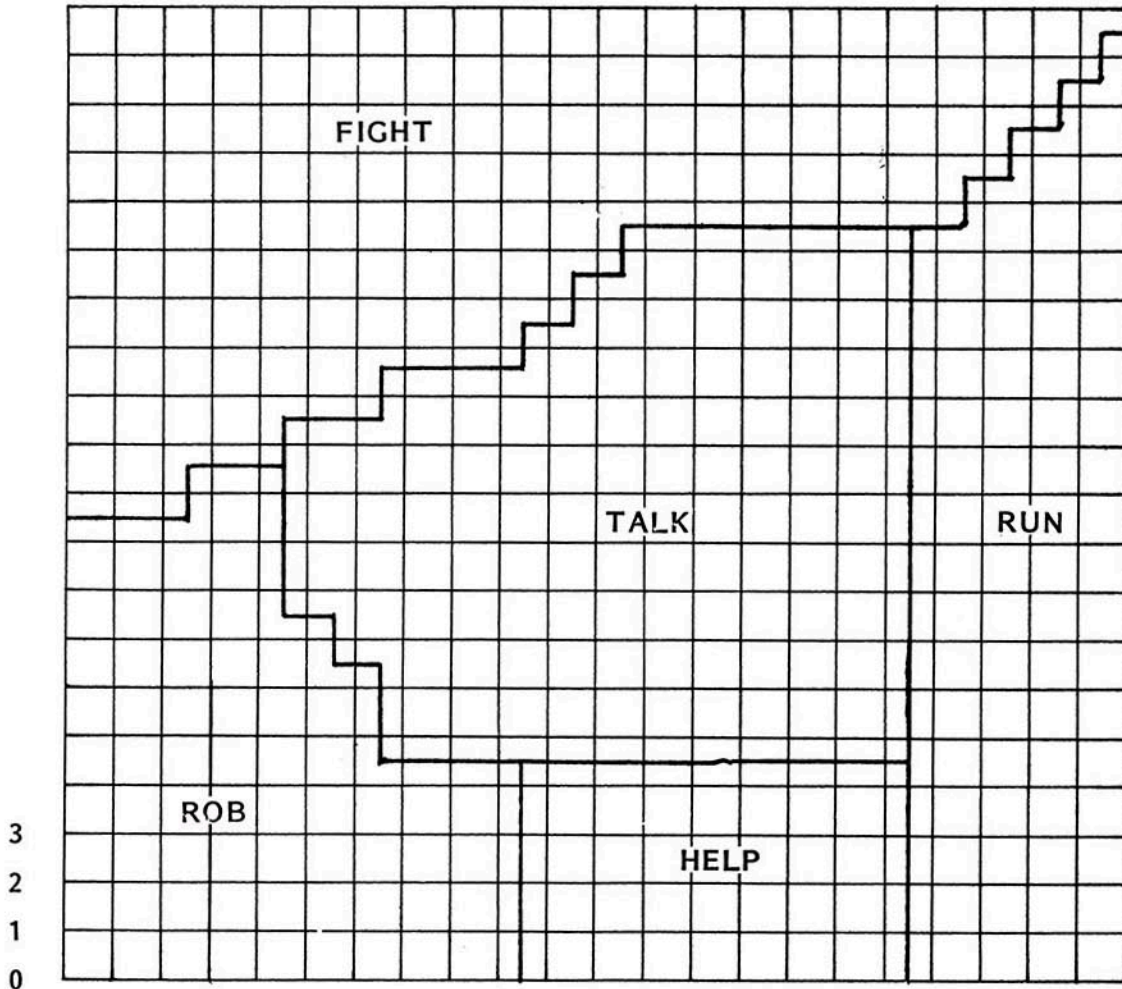
	Anger	Fear
Outnumbered more than 2 to 1	—	+1d6
Outnumbered, but less than 2 to 1	—	+1d4
Foe has potent magic visible	—	+1d12
Foe has "ordinary" magic visible	—	+1d6
Foe is very well armed and armored	—	+1d4
Foe has specific weapons for type of monster (i.e. silver weapons vs. lycanthropes)	+1d4	+1d6
Foe making threats	+1d4	+1
Foe making demands	+1d4	+1d4
Foe speaking antagonistic language	+1d4	—
Foe of antagonistic race	+1d6	—
Foe stealing monster's treasure	+1d20	—

\* When the shoe is on the other foot, with monsters outnumbering characters, or the foe is doing the reverse, such as handing the monsters a bunch of treasure, subtract instead of adding.

One more note: these graphs are perfectly usable for encounters with animal-intelligence monsters. Simply interpret "Talk" as "Try to Communicate," and interpret "Rob" as "Ignore."

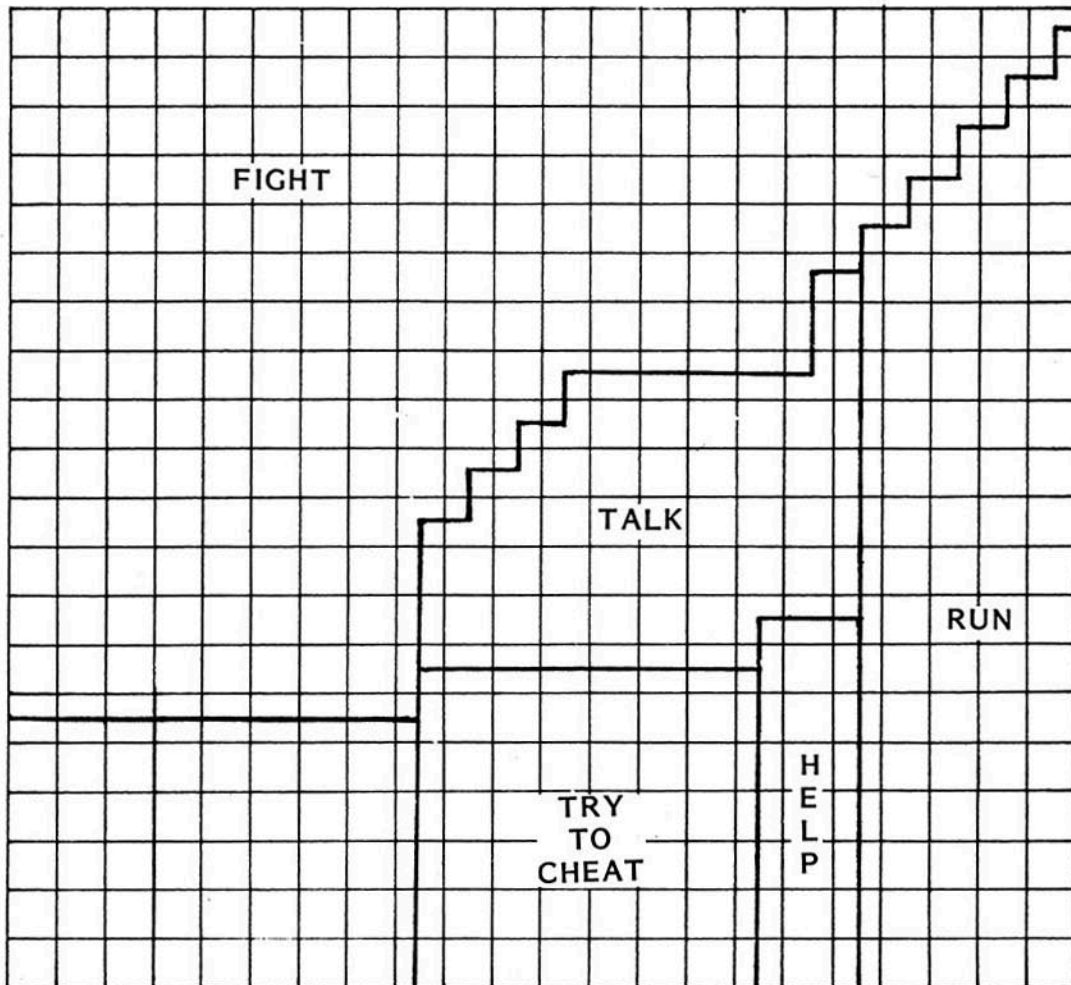
Hopefully, the idea presented here will prove useful to the reader. It is not for every encounter. When I know what the monsters will do, either because it is obvious, or because I want the monsters to do it, I do not bother. But the Reaction Graphs have proven to be helpful in solving the problem of reactions in unusual encounters.

REACTION GRAPH  
For Neutral Monsters



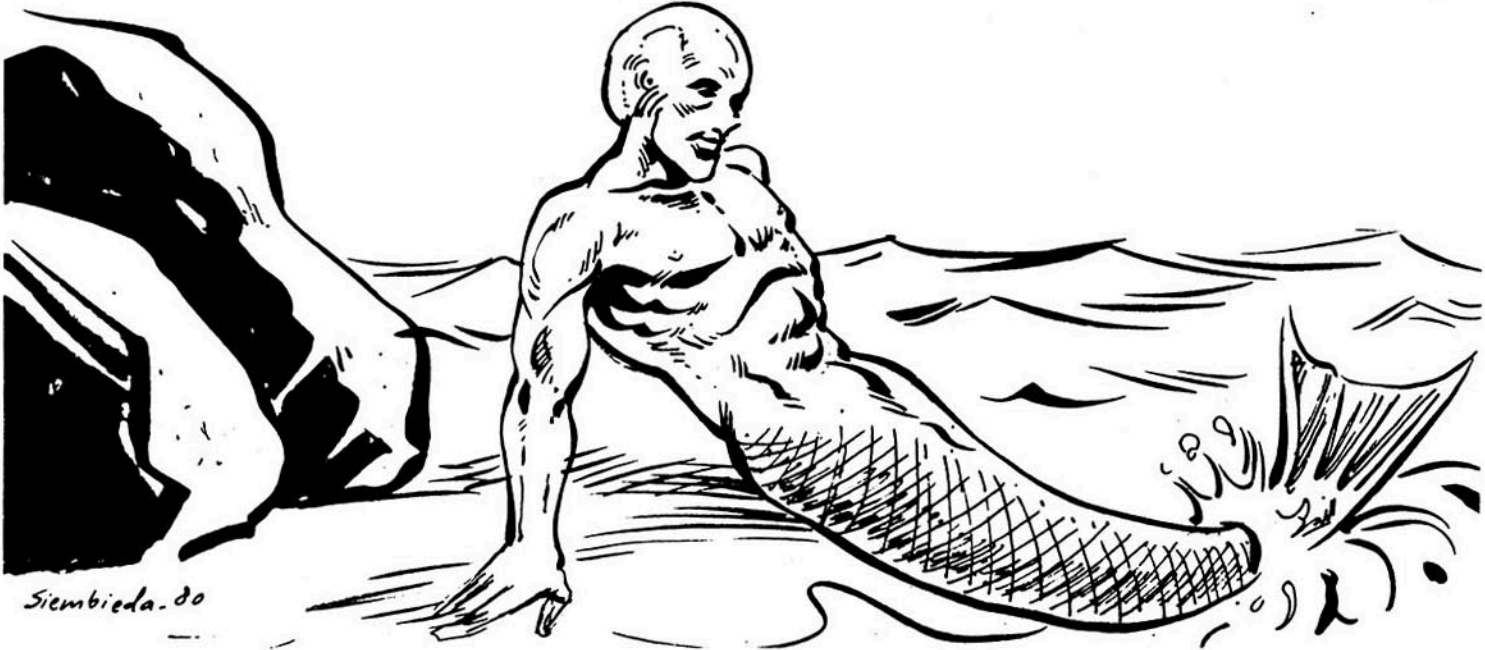
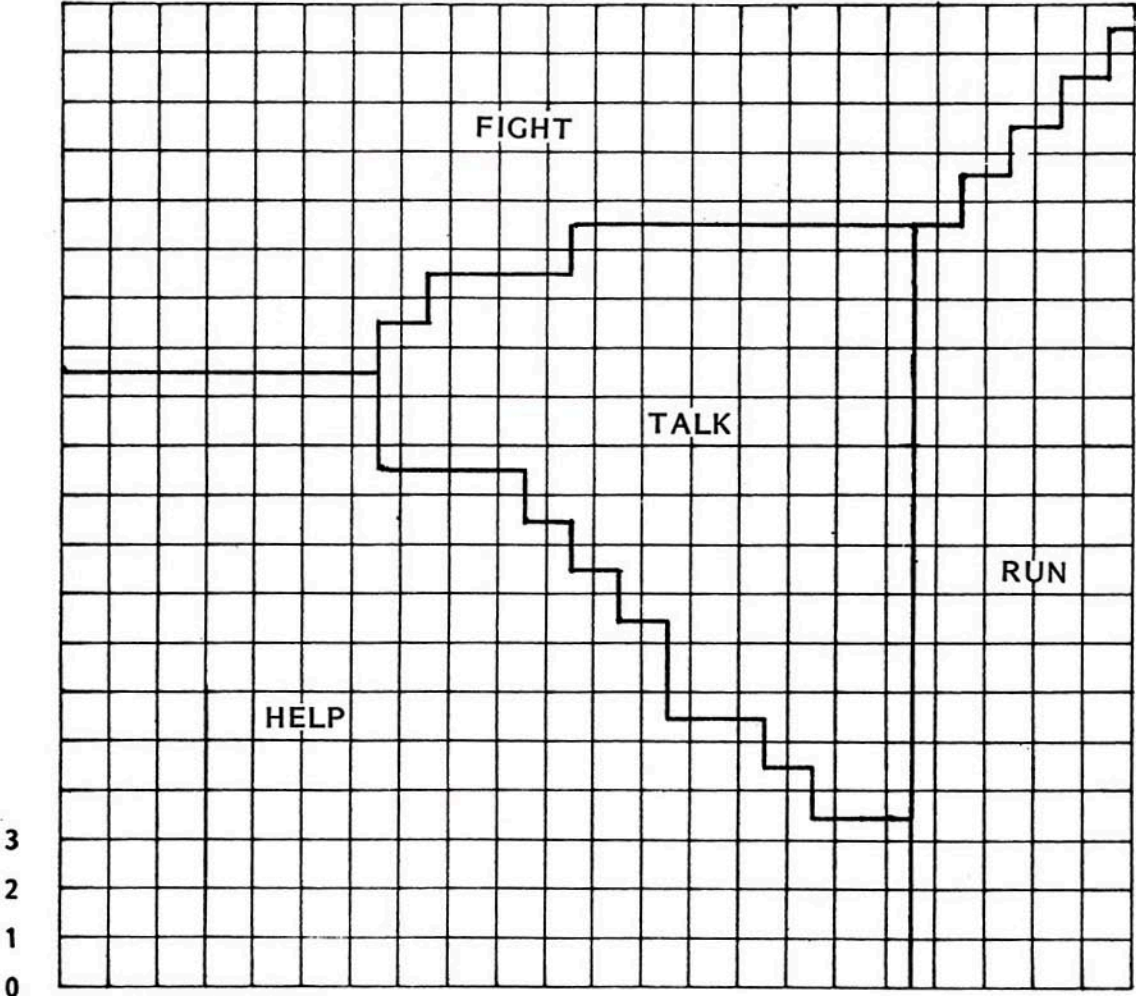


REACTION GRAPH  
For Evil Monsters





REACTION GRAPH  
For Good Monsters





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# Elven Names and Meanings

## From The Silmarillion

### By Mike Kelly

(Derived from prefixes, suffixes, names, and normal words in *The Silmarillion*, by J.J.R. Tolkien)

1) Adanedhel	Elf-Man	47) Belegfea	Mighty Spirit	92) Celebcu	Silver Bow
2) Adunakhor	Lord of the West	48) Belegul	Mighty Sorcery	93) Celebgil	Silver Star
3) Aeglos	Snow-Point	49) Belegnar	Mighty Fire	94) Celebglin	Silver Gleam
4) Aegnor	Fell Fire	50) Belegost	Mighty Fortress	95) Celebgul	Silver Sorcery
5) Aerandir	Sea Wanderer	51) Belegring	Mighty Chill	96) Celebhith	Silver Mist
6) Agarwain	Blood-Stained	52) Belegromen	Mighty Sunrise	97) Celeblhach	Silver Leaping Flame
7) Ainu	The Holy One	53) Belegruth	Mighty Anger	98) Celebnar	Silver Fire
8) Akallabeth	The Downfallen	54) Belegsul	Mighty Wind	99) Celeborn	Tree of Silver
9) Alcarinque	The Glorious	55) Belegtur	Mighty Power	100) Celebthol	Silver Helm
10) Aldaron	Lord of Trees	56) Belthil	Divine Radiance	101) Celebrant	Silver Lode
11) Aman	Blessed	57) Bragloaglar	Sudden Brilliance	102) Celebrical	Silver Twilight
12) Amandil	Lover	58) Bragolamarth	Sudden Doom	103) Celebrimbor	Silver Hand
13) Anar	Sun	59) Bragoldel	Sudden Horror	104) Celebros	Silver Rain
14) Anfauglir	Jaws of Thirst	60) Bragolgin	Sudden Gleam	105) Celebtur	Silver Power
15) Angavand	Hell of Iron	61) Braglogirth	Sudden Death	106) Corollaire	The Green Mound
16) Angrenost	Iron Fortress	62) Bragolnar	Sudden Fire	107) Cuivienen	Water of Awakening
17) Angrist	Iron Cleaver	63) Bragolruth	Sudden Anger	108) Curunir	The Cunning One
18) Aratar	The Exalted	64) Bragolsereg	Sudden Blood	109) Cuthalion	Strongbow
19) Arelen	Noble Star	65) Bragolsul	Sudden Wind	110) Delduwath	Horror of the Night Shadow
20) Arer	Noble One	66) Bragoltur	Sudden Power	111) Dimrost	The Rainy Stair
21) Arfea	Noble Spirit	67) Brethil	Silver Birch	112) Dinamarth	Silent Doom
22) Argil	Noble Star	68) Brilthor	Glittering Torrent	113) Dindae	Silent Shadow
23) Argurth	Noble Death	69) Calaciryra	Cleft of Light	114) Dindel	Silent Horror
24) Argwaith	Noble People	70) Calaquendi	Elves of the Light	115) Dingurth	Silent Death
25) Argwath	Noble Shadow	71) Camlost	Empty-Handed	116) Dinwath	Silent Shadow
26) Arnaug	Noble Dwarf	72) Caranaglar	Red Glory	117) Dinlom	Silent Echo
27) Ar-Pharazon	The Golden	73) Caranamarth	Red Doom	118) Dimmar	Silent Fire
28) Ainaglar	Holy Brilliance	74) Carananca	Red Jaws	119) Dinsul	Silent Wind
29) Ainanna	Holy Gift	75) Caranandune	Red Sunset	120) Dintur	Silent Power
30) Ainaedhel	Holy Elf	76) Carandae	Red Shadow	121) Durdae	Dark Shadow
31) Ainael	Holy Star	77) Carandagor	Red Battle	122) Durdel	Dark Horror
32) Ainafea	Holy Spirit	78) Carandel	Red Horror	123) Duredhel	Dark Elf
33) Ainagul	Holy Sorcery	79) Caranelen	Red Star	124) Durelen	Dark Star
34) Ainanaug	Holy Dwarf	80) Caranglin	Red Gleam	125) Durer	Dark One
35) Ainanar	Holy Fire	81) Carangul	Red Sorcery	126) Durfea	Dark Spirit
36) Angacam	Iron Hand	82) Carangurth	Red Death	127) Durgor	Dark Horror
37) Angacu	Iron Bow	83) Caranhach	Red Leaping Flame	128) Durgul	Dark Sorcery
38) Angagil	Iron Star	84) Caranlin	Red Pool	129) Durgurth	Dark Death
39) Angaminas	Iron Tower	85) Caranmir	Red Jewel	130) Durwath	Dark Shadow
40) Ascar	Rushing Impetuous	86) Carannar	Red Fire	131) Durhith	Dark Mist
41) Avari	Unwilling	87) Caranromen	Red Sunrise	132) Durai	Dark Void
42) Avanthar	The Shadow	88) Caranruth	Red Anger	133) Durlin	Dark Mire
43) Bauglir	The Constrainer	89) Caransereg	Red Blood	134) Durloth	Dark Flower
44) Beleg	Strongbow	90) Carcharoth	The Red Maw	135) Durmir	Dark Jewel
45) Belegandune	Mighty Sunset	91) Celebaglar	Silver Brilliance		
46) Belegai	Mighty Bow				

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136)	Durnar	Dark Fire	194)	Irmo	Desirer	251)	Narsarn	Fire Stone
137)	Durnaugh	Dark Dwarf	195)	Istarri	Wizard	252)	Nartur	Fiery Power
138)	During	Dark Chill	196)	Khelekelen	Ice Star	253)	Nenvial	Lake of Twilight
139)	Duruth	Dark Anger	197)	Khelekgond	Ice Stone	254)	Nerdamel	The Wise
140)	Dursul	Dark Wind	198)	Khelekmir	Ice Jewel	255)	Nienor	Mourning
141)	Durthang	Dark Oppression	199)	Lalaith	Laughter	256)	Nimaglar	White Brilliance
142)	Durtur	Dark Power	200)	Laureaglar	Gold Brilliance	257)	Nimdae	White Shadow
143)	Durvial	Dark Twilight	201)	Laurelin	Song of Gold	258)	Nimer	White One
144)	Earendel	The Bright	202)	Laurenar	Golden Fire	259)	Nimgil	White Star
145)	Earnur	Sea-Wing	203)	Lauresil	Golden Shine	260)	Nimglin	White Gleem
146)	Elendil	Star-Lover	204)	Lauretil	Golden Sparkle	261)	Nimgul	White Sorcery
147)	Elendili	The Faithful	205)	Lomion	Son of Twilight	262)	Nimheru	White Lord
148)	Elenna	Starwards	206)	Lorindol	Goldenhead	263)	Nimlaure	White Gold
149)	Elentari	Star-Queen	207)	Luinglin	Blue Gleam	264)	Nimlhach	White Leaping Flame
150)	Elerrina	Star Crowned	208)	Luinmir	Blue Jewel	265)	Nimlish	White Ash
151)	Elrond	Star Dome	209)	Luinnar	Blue Fire	266)	Nimloth	White Flower
152)	Elros	Star Foam	210)	Luinni	Blue Moon	267)	Nimmir	White Gem
153)	Elwe	Greymantle	211)	Maegaglar	Piercing Brilliance	268)	Nimnar	White Fire
154)	Elwing	Star-Spray	212)	Maegdel	Piercing Horror	269)	Nimtur	White Power
155)	Engwar	The Sickly	213)	Maegil	Piercing Star	270)	Niniel	Tear-Maiden
156)	Eol	Dark Elf	214)	Maeglin	Sharp Glanced	271)	Ninquelote	White Blossom
157)	Este	Rest	215)	Maegul	Piercing Sorcery	272)	Noldor	The Wise
158)	Finrod	The Faithful	216)	Maenar	Piercing Fire	273)	Nomnin	Wisdom
159)	Formensul	North Wind	217)	Maesul	Piercing Wind	274)	Ohtar	Warrior
160)	Gil-Estel	Star of Hope	218)	Maetul	Piercing Point	275)	Oiblosse	Ever-Snow-White
161)	Gil-Galad	Radiant Star	219)	Maetur	Piercing Power	276)	Orodruin	Mountain of the Blazing Fire
162)	Girithdel	Shuddering Horror	220)	Malinalda	Golden Tree	277)	Orome	Sound of Horns
163)	Girithdur	Shuddering Dark	221)	Managlar	Blessed Glory	278)	Rana	The Wanderer
164)	Girithgil	Shuddering Star	222)	Manaina	Unmarred Holiness	279)	Rauros	Roaring Spray
165)	Girither	Shuddering One	223)	Mangul	Good Sorcery	280)	Ringtur	Chilling Power
166)	Girithgul	Shuddering Sorcery	224)	Mantur	Blessed Power	281)	Ringaglar	Chilling Brilliance
167)	Girithgurth	Shuddering Death	225)	Mardel	The Faithful	282)	Ringanga	Cold Iron
168)	Girithwath	Shuddering Shadow	226)	Melkor	Great Death	283)	Ringceleb	Cold Silver
169)	Girithlin	Shuddering Pool	227)	Meneltarma	Pillar of Heaven	284)	Ringcuivie	Cold Awakening
170)	Girithloth	Shuddering Flower	228)	Menelmacar	Swordsman of the Sky	285)	Ringdel	Chilling Horror
171)	Girithnar	Shuddering Fire	229)	Mith	A prefix like golden, white, red, etc. so use the same suffixes	286)	Ringdur	Cold Darkness
172)	Girithsul	Shuddering Wind	230)	Mithrandir	The Grey Pilgrim	287)	Ringer	Cold One
173)	Glingal	Hanging Flame	231)	Mordor	The Black Land	288)	Ringgil	Cold Star
174)	Glorfindel	Golden-Haired	232)	Morgoth	The Black Enemy	289)	Ringgul	Chilling Sorcery
175)	Grond	Hammer of the Underworld	233)	Moria	The Black Void	290)	Ringgurth	Cold Death
176)	Gurthang	Death Iron	234)	Mormegil	The Black Sword	291)	Ringhith	Cold Mist
177)	Elenglin	Star Gleam	235)	Morwen	Elf-Sheen	292)	Ringkhelek	Chilling Ice
178)	Elenlaure	Star-Gold	236)	Naraelin	Fire Pool	293)	Ringlaure	Cold Gold
179)	Elennim	Star White	237)	Naralda	Fire Tree	294)	Ringmar	Chilling Fire
180)	Elenthil	Starshine	238)	Naranga	Fiery Iron	295)	Ringnim	Cold White
181)	Elennar	Star Fire	239)	Narceleb	Fiery Silver	296)	Ringromen	Chilling Sunrise
182)	Galaglar	Shining Glory	240)	Narcolon	Fire Mound	297)	Ringruth	Cold Anger
183)	Galandune	Shining Sunset	241)	Nardae	Fire Shadow	298)	Ringsul	Chilly Wind
184)	Galelen	Shining Star	242)	Nargil	Fire Star	299)	Rothinzil	Foam-Flower
185)	Galgond	Shining Stone	243)	Narheru	Fire Lord	300)	Sauron	The Abhorred
186)	Gallaure	Shining Gold	244)	Narlaure	Fire Gold	301)	Seregalin	Blood Pool
187)	Gallin	Shining Pool	245)	Narlith	Fire Ash	302)	Seregaglar	Bloody Brilliance
188)	Galnar	Shining Fire	246)	Narloth	Fire Flower	303)	Seregcaran	Blood Red
189)	Galtur	Shining Power	247)	Narmir	Fire Gem	304)	Seregcu	Bloody Bow
190)	Hador	Goldenhead	248)	Narnin	Fire Water	305)	Seregdel	Bloody Horror
191)	Helevorn	Black Glass	249)	Naromen	Fiery Sunrise	306)	Sereggul	Bloody Sorcery
192)	Hurin	The Steadfast	250)	Narruth	Fiery Anger	307)	Sereggurth	Bloody Death
193)	Idril	Silverfoot				308)	Sereglaure	Bloody Gold

309)	Seregmir	Blood Gem	342)	Tinhith	Sparkling Mist	375)	Uradune	Hot Sunset
310)	Seregmar	Bloody Fire	343)	Tinid	Sparkling Void	376)	Uranga	Hot Iron
311)	Seregon	Stone's Blood	344)	Tinkal(sil)	Sparkling Shimmer	377)	Uraloki	Fire Serpent
312)	Seregtil	Bloody Point	345)	Tinkhelek	Sparkling Ice	378)	Urceleb	Hot Silver
313)	Seregtur	Bloody Power	346)	Tinlaure	Sparkling Gold	379)	Urer	Hot One
314)	Silaglar	Shining Glory	347)	Tinlos	Sparkling Snow	380)	Urfaroth	Hot Pursuit
315)	Silandune	Shining Sunset	348)	Tinloth	Sparkling Flower	381)	Urgil	Hot Star
316)	Silanga	Shining Iron	349)	Tinmer	Sparkling Gem	382)	Urgul	Hot Sorcery
317)	Silceleb	Shining Silver	350)	Tinnar	Sparkling Fire	383)	Urid	Hot Void
318)	Siler	Shining One	351)	Tinromen	Sparkling Sunrise	384)	Urgal	Hot Shimmer
319)	Silgil	Shining Star	352)	Tinruth	Sparkling Anger	385)	Urkhelek	Hot Ice
320)	Silgond	Shining Stone	353)	Tinsarn	Sparkling Stone	386)	Urlaure	Hot Gold
321)	As per Gal except Sil	Shining	354)	Tinsir	Sparkling River	387)	Urlith	Hot Ash
322)	Singollo	Grey Cloak	355)	Tinsul	Sparkling Wind	388)	Urlos	Hot Snow
323)	Taniquetil	High White Peak	356)	Tintalle	The Kindler	389)	Urmir	Hot Gem
324)	Tauron	The Forester	357)	Tintur	Sparkling Power	390)	Urnar	Hot Fire
325)	Thation	Steadfast	358)	Tinuvial	Daughter of Twilight	391)	Urromen	Hot Sunrise
326)	Thingol	Grey Cloak	359)	Tirbarad	Watchful Tower	392)	Urruth	Hot Anger
327)	Thruingwithil	Woman of the Secret Shadow	360)	Tirdae	Watchful Shadow	393)	Ursul	Hot Wind
			361)	Tirer	Watchful One	394)	Urtur	Hot Power
328)	Tinaelin	Sparkling Pool	362)	Tirgil	Watchful Star	395)	Vala	The Power
329)	Tinaglar	Sparkling Glory	363)	Tirglin	Watchful Gleem	396)	Valanca	Powerful Jaws
330)	Tinadune	Sparkling Sunset	364)	Tirid	Watchful Abyss	397)	Valarauko	Demon of Might
331)	Tinanga	Sparkling Iron	365)	Tirmir	Watchful Gem	398)	Valdae	Powerful Shadow
332)	Tinare	Sparkling Sunlight	366)	Tirnar	Watchful Fire	399)	Valelen	Powerful Star
333)	Tinceleb	Sparkling Silver	367)	Tirsul	Watchful Wind	400)	Valer	Powerful One
334)	Tincu	Sparkling Bow	368)	Tintharon	Watchful Eagle	401)	Valgul	Powerful Sorcery
335)	Tindae	Sparkling Shadow	369)	Tulkas	Strongest/Most Powerful	402)	Valid	Powerful Void
336)	Tiner	Sparkling One				403)	Valmir	Powerful Gem
337)	Tinfea	Sparkling Spirit	370)	Uldor	The Accursed	404)	Valnar	Powerful Fire
338)	Tingil	Sparkling Star	371)	Ulfang	The Black	405)	Valsul	Powerful Wind
339)	Tinglin	Sparkling Gleem	372)	Ulmo	The Rainer	406)	Valur	Powerful Heat
340)	Tingul	Sparkling Sorcery	373)	Umarth	Ill-Fate	407)	Vanyar	The Fair
341)	Tinheru	Sparkling Lord	374)	Uraglar	Hot Glory	408)	Varda	The Lofty



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# Intelligent Monsters

## by bill Paley



When was the last time a group of three fifth-level characters reacted in fear to, say, a dozen Kobolds? Or an equal number to their party of Bugbears? Why has this game necessitated the production of bigger and nastier monsters to eat the higher-level types? Mostly, it is a lapse on the part of the judge, since he should be able to maintain the party's interest with whatever monsters he selects. What is usually lacking is intelligent actions on the part of the monsters. Those dozen Kobolds can slay the three men, if they arrange it properly.

Intelligent play includes many possible alternatives, but let me give an example from the actions in my own campaign. Late one night as most of the group was asleep, I rolled for an encounter by a ten-creature band of hobgoblins. As the sleeping group numbered over twelve, they hesitated to attack. Rolling for surprise, I found that the party members on guard had missed the fact that the hobgoblins were out there. I checked and found that this was a scout group from a tribe nearly a day's ride away, and so half the group returned to their home for reinforcements, while the remainder shadowed the group.

Once their route of march was obvious, the next day, two more scouts were sent back with this data. An ambush was set up along their route of march, with the stunning effect of slaying half the group, and sending the survivors fleeing, and the hobgoblins, retaining the field, walked off with much treasure both monetary and magical with which to fill their coffers.

Such intelligent military prowess is a function of the leader - monster's intelligence, which I roll. Even an average intellectual being, however, will seldom lead a ban zai charge without some good reason (diversion, rage, revenge, etc.). On the other hand, advantage can and should be taken of the monsters' knowledge of the geography of the area, and surprise.

Since most dungeons and wilderness areas have "traps" built into them, the locals (monsters) will almost always know of these, and can allow themselves to be chased past them, ensnaring the

adventurers. Then, after the damage has been done, they can turn back and fall upon them.

Wandering monsters should never be random, they must come from someplace in the dungeon complex, most likely nearby. If they left more of their kind behind, it is very likely that intelligent creatures will send one to get their friends, while the others keep the adventurers busy.

Reaction roles for morale should be unnecessary as well, since in a losing cause intelligent creatures will most of ten retreat, and if possible, regroup. However, if berserk, or if defending with no route of escape, or if defending their young, they will fight to the death. Also, if there is not great gulf to between apparent alignments (say chaotic-evil monsters versus lawful-evil adventurers) the monsters may surrender. Usually, they will immediately begin looking for a chance to escape.

By the same token, intelligent monsters will always be willing to accept the surrender of adventurers (unless they had been insulting to the monsters). Once captured, the monsters will either ransom or enslave them, thus part of an intelligent monster's treasure should be prisoners and slaves, an aspect only lightly touched upon in published dungeons thus far.

Intelligent monsters also learn from their mistakes. If any entry into the dungeon is unguarded once, later it will be trapped, or guarded by a creature with some sort of alarm device, such as a horn or a gong. If one week a party use one trick, it won't work in the next week, as the monsters will have worked out a way to neutralize it.

Finally, intelligent creatures have languages. The reason they speak is so that exchanges of information can occur. Therefore, no party of intelligent beings will always attack - sometimes, or perhaps even often, they will stop and talk, ordering a toll, biding their time, etc. Just as a predator who has just eaten will loll on the ground ignoring food on the hoof because they aren't in the mood to hunt. Fighting isn't all there is to this game. . . remember that as a judge, you, too, must play the role. . . of INTELLIGENT monsters.

# A New Allocation System

## by Bill Seligman

And now we've come to the fifth article in the series, discussing how to create and populate treasures and creatures in a Judge's world. Like the first three articles in the series, the bulk of information contained in this article can be adapted to almost any system.

However, I do assume that the Judge is roughly familiar with the material in the previous articles, to wit: "A New and Radically Different Magic System", which appeared in *The Dungeoneer* 7 and dealt with a system in which players create all their own spells, rather than using spell list; "A New and Radically Different Skills System", which applied the same logic to skills and appeared in *Dungeoneer* 10; "A New and Radically Different Combat System", appearing in *Dungeoneer* 15, which discussed a system of designing weapons; and "A New and Radically Different Expertise System", which was printed in *Dungeoneer* 16 and discussed how to put the first three systems together into a cohesive whole.

### The Magic Item

The problem we have to tackle, once a Judge decides to use the above system for the players' characters, is how to use them for all the other characters as well. In addition, many of the classic magic items listed in the magic item tables do not fit very well into the system. If you have started using the systems in the previous articles, you know the reason why - players tend to research abilities that have very direct utility, like damage spells, thievish skills, or increased Attack Value. It is rare for a player to research a spell akin to Part Water or Ventriloquism, since these spells are not used very often.

Therefore, the place of the magic item in a campaign under these systems, (which from now on I'm going to refer to as the "Argothald System", after the names of my campaign), is as a source of these "once in a blue moon" type abilities. With players researching increased Attack and Defense

values all the time or with the dozens of different *Fireball*-type spells (a *Fireball*-type spell is any spell that does simple damage, over some area, at some distance) that will be floating around, magic items like Swords that add to Attack Value or Lightning Bolt Wands really don't have the usefulness or added utility they once did.

I should also put this a slightly different way to get my point across. It should not be the custom of any Judge to give away what the players may earn for themselves. With my system, players can gain all the pluses in attack ability and combat spells and hiding in shadows and hypnotism abilities they can earn. Certainly, a Lightning Bolt Wand is useful, but in and of itself it represents nothing the players could not develop for themselves. Since a magic item is supposed to be special, granting the player something he or she otherwise would find extremely difficult to get, a sword like "Sword of Cold +7, +98 versus Fire Creatures" is nothing more than a replacement for dedicated abilities research.

On the other hand, a Sword of Cold that freezes water so quickly that it can form a bridge over a swiftly moving river is extremely useful, when that circumstance arrives. Since abilities cost money and time, the likelihood that anyone would have such an ability is incredibly slim. Players would spend their money and time on abilities with greater immediate usefulness.

This creates an additional burden on the Judge, I'm afraid magic items created for this purpose must have some sort of usefulness, somehow, somewhere, otherwise why were they created (by some Mage as described in the last article) in the first place? This can mean that the Judge must design the adventuring situations and the magic items in his or her world at the same time. However, this extra effort pays off. Having each magic item as a unique entity, with its own abilities, disabilities, foibles, flaws, and friends, adds considerably to the color and enjoyment the players get out of the game. In my own campaign, I have never used

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any charts, tables, or outside reference sources to create any of the magic items in my campaign, other than those described in this article. No two items have been the same. All have had their uses and abuses, but none have been dull.

Let's take a closer look. What does a magic item need to define it? First of all, it needs a form or shape. For me, the form the item assumes is the springboard for defining the item's abilities and nature. Since I am not particular as to what shapes my magic items take, or their distribution, I choose them randomly, using the following chart:

Item Category		Weapon	
1)	Weapon	1)	Sword
2)	Jewelry	2)	Broadsword
3)	Icon/Altar	3)	Axe
4)	Carried Item	4)	Staff
5)	Large Item	5)	Mace
		6)	Spear
		7)	Bow
	<b>Jewelry</b>	8)	Crossbow
1)	Ring	9)	Arrow
2)	Bracelet	0)	Special
3)	Brooch		
4)	Belt		
5)	Necklace		<b>Icon/Altar</b>
6)	Helm	1)	Cross
7)	Earring	2)	Star
8)	Glasses	3)	Circle
9)	Choker	4)	Crescent
0)	Special	5)	Brazier
		6)	Statuette
		7)	Scroll
	<b>Carried Item</b>	8)	Book
1)	Body Armor	9)	Candles
2)	Armor w/Arms	0)	Special
3)	Armor w/Legs		
4)	Armor w/Both		
5)	Helmet		<b>Large Item</b>
6)	Gloves	1)	Picture
7)	Cloak	2)	Mirror
8)	Hat	3)	Throne
9)	Robe	4)	Shield
0)	Special	5)	Statue
		6)	Book
		7)	Machine
	<b>Type of Armor</b>	8)	Tapestry
1)	Cloth	9)	Rug
2)	Leather	0)	Special
3)	Laquer		
4)	Chain		
5)	Leather		

There is obviously nothing, ahem, magical about this table - the Armor, Weapon, and Item types reflect the nature of such things in my universe, and you should definitely feel free to change

the table so it works for yours. The "Special" categories are there to indicate when I should really go all out to come up with something original. If I'm feeling slow that day, I just roll twice on the table and try to combine the two rolls in some way.

Next, what are the powers of the item? Sometimes, the shape of the item is enough to start my mind working. But if that's not enough, I have an Ability Category Table. This table is used both for magic items, and for the abilities of non-player characters, which I'll discuss a little later.

1	Strength
2	Wisdom
3	Constitution
4	Intelligence
5	Dexterity
6	Charisma
7	Infra-Red (Soul, Death, After-life)
8	Red (Life, Health, Battle, Blood)
9	Orange (Ego, Courage, Pride)
10	Yellow (Mine, Brain, Logic Learning)
11	Green (Botany, Beauty, Art)
12	Blue (Emotions, Religion, Psychic Powers)
13	Indigo (Weather, Space, Time)
14	Purple (Violence, Passion, Politics)
15	Ultra-Violet (Powerful Psionics and Emotions)
16	Brown (Animalism, Woods, Ecology)
17	Earth
18	Air
19	Water
20	Fire
21	Lore
22	Shape-Shifting
23	Illusion
24	Alchemy
25	Special

The magical colors are from those listed in *The Dungeoneer* 7 and 15, and of course in *Real Magic* by P. E. I. Bonewits. To roll a category off this chart, I roll percentile dice, generating a number from 1-100, and then keep subtracting 25 from the result until I get a number from 1-25. For example, if I rolled 82, I would subtract 75 from that to get 7.

Now, if I roll a category like Red Magic or Strength, the natural thing that occurs to me is that the item does something for one in combat (except for obvious things like thrones, of course). Adding on Attack and Defense Values or Hit Points is so obvious that I normally only do it very lightly. But when I do it, since I want such things done



randomly, I use this small table:

#### Combat Modifiers

1	Attack Value
2	Defense Value
3	Hit Points
4	Attack Value and Defense Value
5	Attack Value and Hit Points
6	Defense Value and Hit Points
7	Attack Value
8	Defense Value
9	Hit Points
0	Special

This table tells me what to modify, but not by how much. That I determine by judging how hard the party must work to get the item, and what effects the item might have on future expeditions.

The latter is terribly important. Occasionally I have heard (or used to put in myself) of things like Swords +205 put in as part of a regular campaign. The Judge usually justified this to him or herself by saying, "Look, it's guarded by the 12 Death Demons of Deimos and the Shade of Gyax, so there's very little chance the players will get it." This is not the way to allocate a universe. No matter how tough it is to get an item, no matter what the players have to go through, a Judge should never allocate an item anywhere in his or her world without assuming that the item will somehow find its way into the course of the campaign.

You can base the strength of an item by how hard it is to get it, but don't put in something that's too much of a reward, or it may unbalance the entire campaign. A Judge should leave **NO** chances for the campaign to be unbalanced - you never know when the players will crack open something that you've missed.

#### Using the Tables

That's all the information we need. Let's start creating magic items.

"What? That can't be enough! We need more charts and tables and lists and . . ."

I thought I'd hear someone complain. No, we don't need any more information to generate a magic item. We shall use something hundreds of times better than a chart or table - we shall use our imaginations.

This is not sloppy judging or haphazard systems design. The whole point of the system as presented in the past four articles has been to encourage the players' imaginations in the development of their characters. This article, and the next, are to encourage the Judge to use his or

hers. The major creative burden for any campaign always rests on the Judge, and hiding behind a table in any rules system, whether a fabulous one such as mine or anyone else, will not make a campaign interesting or enjoyable. We've eliminated lists and charts of spells and skills for the player to use. Now we must eliminate the charts the Judge is accustomed to using - it's the only fair thing to do.

Besides, most Judges underrate their own creativity and what they can do with given half a chance. So here we have a couple of tables - that's our half of a chance. Now we let our imaginations supply us with the other half.

So now I'll roll up things from my own tables and see what I can come up with. Item Category - Jewelry, specifically, glasses. Such a device is trifle sophisticated for medieval times, but in universe it fits in. Category of Ability - Illusion. Now, for my world, about one-fifth of the magic items have some defect, so there's a 20% chance that something is fishy with these spectacles - but I roll a 74, so they're OK.

What immediately comes to my mind are a pair of glasses that allow one to perceive whether or not something one sees is a Magical Illusion. In my campaign, Illusions are not too frequent, so this is not a very powerful item for my universe. Nonetheless, anyone who has had a serious encounter with an Illusion or a caster thereof might very well feel a need for an Anti-Illusion item, which gives a rationale for this item's existence. How good do they work? Take the Wisdom of the wearer of the glasses, and multiply it by two. That is the percentage chance the Illusion will be detected by the wearer.

Let's try again: Large Item, a Tapestry. I roll a "Special" on the Large Items category before rolling an 8 twice, so this is one Special Tapestry. Ability Category: Yellow. Is the item crooked? Hmm, another 74, so the answer's no. Since this is a Special item, let's make it a Tapestry of Learning. Woven into the design of the Tapestry is a symbol which, if pondered long enough, will reveal information to the ponderer. The user may set out to find the answer to a question by studying this mystic design.

To make things interesting, there's a 30% chance the user will get a correct answer, a 30% chance the user will get a neutral answer (the Judge must make a statement in response to the question that is either a non sequitor, or may or may not be true), a 30% chance the user will get a totally wrong answer, and a 10% chance the user will get a random answer (allowing the

Judge to have his or her bit of fun). It would probably take a couple of hours of pondering to get an answer to a question. This sounds to me like it was once a religious or mystical artifact, and the symbol was researched akin to some sort of passive Divine Commune.

Again: Carried Item. a Robe. Ability Category: Dexterity. It is crooked? Yes. I'll make it a crooked combat item, since I haven't had one yet - on the Combat Modifiers chart, I get Hit Points. Since Hit Points don't directly relate to Dexterity, let's put both elements into the Robe by defining it this way - this is a Robe of Dodging, adding +10 to the Defense Value (a factor that does relate to Dexterity) of the wearer, and which can be worn with cloth, leather, or no armor.

However, it doubles the damage received if the wearer is actually hit despite the increased DV - for every time a blow hits, the robe twists around, reducing the wearer's ability to minimize his or her contact with their opponent's weapon. (I am not of the "unable to take it off" school of crooked items - so instead, a crooked item has its advantages and disadvantages, and the prospective user must balance them out). This item might have been designed for some person in the past by a Mage who didn't like that person, but was bound to respect a contract of some sort. Or perhaps the spell has deteriorated or gone sour over the years. Or maybe the personality of the item is a bit strange - more on that below.

Now, I made these up at the spur of the moment. There was no sever playtesting, no divine inspiration, no novels that describe their properties in detail, and I didn't look them up in the Booty Bags of past issues of *The Dungeoneer*. I just used my Judge's judgement. Try using the above tables a few times and see what you can come up with - it's difficult at first, but gradually you can get the hang of it.

#### Magic Item Use and Abuse

Now, how do we use the above system in context with the rest of the Argothald System? Well, when the players first discover an item, they may use a magic detection spell of some sort (in fact, one of players researched a magic detection spell that even revealed the magic color associated with the item) but they cannot find out what the item is or does until the item has been researched.

Researching an item costs 500 Silver Pieces and takes one week, but it allows the player who did the researching to take full advantage of the abilities, and full disadvantage of the disabilities, of the magic item. Anyone who has not researched

the item cannot use it to full effect - and what the partial effects of any items like those above must be determined by the Judge.

After an item has been researched by a player, the player may re-research the item, as one would any ability. This re-research, in the case of the first two items, might be to increase the chances of success in using the item. In the case of the last item, it might be to win over the item's personality so it wouldn't endanger the user so much. The chances of success are determined as per spell research (unless, according to the Judge, some characteristics other than Wisdom or Intelligence are involved in the magical nature of the item, in which case the corresponding characteristics are used instead of Intelligence or Wisdom or whatever the Judge uses). However, the cost always stays at 500 SP, and the time is always one week.

As mentioned in the last article, all magic items are created by using two Fifth Order spells. The first is called Condition, and it allows the item to become magic in the first place. The second spell is called Personify, and it implants a personality (a spirit of Limbo called at random) into the item, enabling the item to keep the magic or less permanently. A third spell is then required to give the magic item whatever features are desired to make it magical - this last spell must be two Orders higher than the spell would ordinarily be if researched as a spell with limited usage. As many spells as desired may be placed into an item, but there is a danger in putting too many eggs in one basket - if that one item is stolen, you can lose all of your work, while if the abilities are spread across several items you don't lose everything if one item is lost.

Having a personality gives the item what I call a Dominance Rating. This is a percentage determined using percentile dice. Dominance Ratings of 1-20 indicate a mild, placid personality that can hardly be noticed. Dominance Ratings of 80-00 indicate a strong personality indeed, and the item will usually do what it wants to do, rather than what the user wants to do.

What the Dominance Rating indicates is the chance, given a struggle between the user and the item, the chance that the user will win. The Rating itself cannot be changed, but the chance of success can be altered (by 5% or 1D10% each time) via items research. The exact nature of the personality should be created by the Judge - normally it will reflect the personality of the creator of the item in some way. A placid, polite, and servile item with a Dominance Rating of 90 is not that much of a disadvantage, but a paranoid schizophrenic with a Dominance of even 10

can be a real nuisance, and a psychotic homicidal personality with a Dominance of 100 should have the players running away screaming.

Of course, logical personalities must be selected. I would not assign a strong or powerful personality, whatever the Dominance Rating, to the Spectacles of Illusion Detection above. But the personality of the Tapestry of Learning might very well affect how it answers questions and to whom, and the personality of Doting Yet Damaging Robe is very relevant as to who is protects and who it throws on the sword.

Admittedly, creating magic items like this is a bit of a chore, but since the resulting items tend to vary, er, interesting, one of these makes up for ten rolled up on a table somewhere and dumped into a dungeon for no reason. Let us all know of some of the more intriguing items you manage to create by sending them to the Booty Bag.

A reminder: The Condition, Personify, and the spell put into the magic item must all be justified by the player who is creating and using them. My players have had many justifications for Personify and Condition, and once your players have a need for those spells they'll be able to justify them as readily as mine.

#### Non-Player Characters

The problem with NPC's is a bit different than the problem with the magic items. In theory, MPC's have researched abilities in their past in the same way the players have researched theirs. Since the players must keep schedules of how they researched abilities in the past and what their justifications were for the abilities, it may seem necessary to create such information for NPC's as well.

Fortunately, it isn't, and here's why: When you first start out using this system, from either the point of view of a Judge or a player, justifying spells and organizing abilities often seems to be a complex operation. In reality, it is not. After you've used the system for a couple of weeks, and are familiar with the Laws of Magic, it takes almost no effort at all to justify any spell or skill. There is no point in trying to justify NPC abilities, because in reality it is too simple a task. Both the players and the Judge would be able to do the justifications so quickly that the players will not even bother to question how or why a given NPC has a given ability.

The same thing also applies to past research schedules and the like. Unless the NPC is going to become a regular party member, what the value of MAX (S-M,1) is for an NPC doesn't really matter.

Because of the 500 EP added on to the requirement of getting to the next Rank, it is possible to have 1st Rank NPCs with dozens of 1st or 2nd Order Abilities, or 6th Rank NPCs with only 6 Abilities, or 10th Rank tuples with no Abilities at all, but with a higher Attack Value due to the extra Hit Points.

In other words, you can make up an NPC, the same way you can make up a magic item. Normally, players will not ask or try to discover who made a magic item and how; likewise, the players will not usually care how the character got to be of a certain Rank and Power, nor will they care (they'll have enough problems of their own). This is not a form of "cheating" (making up things as you go along), this is simply not generating information that you are never going to use.

However, people do tend to specialize in one area or another, as the Argothald System tends to encourage this. If you wish to determine the area of specialization randomly, you can use the Abilities Category Table above - it will work just as well for non-player characters as it will for magic items.

Aside from the Ability Category, what other information does a Judge need to generate for an NPC at the time of his/her/its creation? For NPC's who are going to be involved in combat (either they have been hired by the party to go with them, or they are part of an adventure encounter situation) I generate their Hit Dice, from that their Hit Points, their Attack Value and Defense Value, and I often roll their Dexterity and Constitution for the purposes of saving throws.

Now, the Hit Dice are normally determined by the situation - an NPC found wandering on the fifth floor of the dungeon would usually have 5 to 6 Hit Dice - and the Hit Points naturally follow from the Hit Dice (just roll that number of D10s). The Dexterity and Constitution of an NPC are rolled on 3D10, like all characteristics in the Argothald System. But what about Attack and Defense Values? Do you have to determine what kind of armor and weapons the characters specifically have and figure out all the numbers? Well, you can, but I rarely bother. Remember, the AV, and DV of anyone can be increased via Innate Abilities Research, so their DV might very well be greater than the sum of their Dexterity and Defense Value of their armor.

In general, I just use an approximation. For a 1st Degree situation, I would assign an AV of 70 and a DV of 30 for an NPC who was mainly involved with physical combat. One who had spent more times with skills or spells might have 10-20 AV and/or DV less. For every Degree

above a 1st Degree situation, I would add 20 to the AV and 30 to the DV of the average fighting-type NPC. This creates problems above 5th Degree, when the AV/DV numbers become 150 and 150, but by the time the Judge gets that far he or she should have their own ideas about what the proper values for the AV and DV of non-player characters are.

Again, this may seem a bit sloppy compared to rolling up precision creatures of off precision tables, but it is not the exact numbers which are important. At most, these approximations are off of the real values by 10 or so. What is important are the characterizations that the Judge gave the NPCs. As it was for the magic items, so it is for the creatures - the Judge has no charts or tables to be lazy on; he or she must provide that essential ingredient, imagination, to make this system work.

#### Examples

Let's say we need an NPC to be the head of the Temple of the Petrified God. This is a church found in the players' home town, and is meant as a source of advice and a place of worship, and not as an adventure situation. Rolling on the Ability Category Tables, we get a 96, which is 21 Lore. So, we can define this head to be a master of Lore concerning the church and the events it was involved in. If the church has sponsored battles, created magic items, hired parties to go on Quests, or whatever, we can expect this head to know about it.

This is all we need the tables for. Now for the important part - our imaginations. Let's make one more die roll for age - I rolled a 46, so she's 46 years old (I also assumed a 50% chance that he was a she, and she was). Gloressa is a devoted priestess of the Petrified God, a religion devoted to the worship of the Dead. As a change of pace, this religion is not a nasty one with mummies walking about during religious services, but a form of ancestor worship. As a Loremaster of her church, Gloressa acts as minister of the local congregation, Saturday school teacher, and in general is in charge of spreading the word of the Petrified God to all who are willing to listen. The church is not a proselytizing, but has a healthy membership since it is not as harsh as many of the other religions or cults around, especially Steve Marsh's.

Simple, huh? Now let's try another. A Mage has been bound into a room in the dungeon by a rival, and parties who encounter her are asked to avenge the Mage on that rival, and find some way of releasing the Mage. A roll on the ability table - 48, which is 23 Illusion. The Mage is 53

years old. This encounter occurs on the 3rd floor of the dungeon, which is filled with 3rd degree situations. (If you've forgotten what Order, Floor, and Degree mean, see **The Dungeoneer 16**). It is possible the party will decide to crash through the door and murder the Mage before speaking to her, so it is important to determine her AV, DV, and so forth.

Since she is alone and has survived until 53, she must have some good offensive spells, or good combat abilities. Let's assume a little bit of both - she has an AV of 110, and a DV of 90 (which is average for a 3rd Degree Fighter-type, but high for a 3rd Degree Spell-user). Her Dexterity is 17, her Wisdom is 10 (which means she worked really hard to become a Mage). She has 3.5 Hit Dice (I think she might have researched an extra half Hit Die in the past if she is so good, for a Mage, at combat) and has 17 Hit Points (.5 Hit Die is 1D5).

Enough of the dice, let's discuss Winilla herself. Winilla is extremely dedicated to her profession, as can be seen by her success at it despite the fact she had little natural ability for performing magic. She is also quite bitter, as the opportunity to practice and improve her art in a dungeon must be rare. If the party attacks her, she will be quite vicious and show little mercy. However, if the party will try to communicate with her instead, she will be as persuasive as possible in trying to get the party to act out her revenge, and will promise them all within her ability if they will do this.

Now, we know she is an Illusion Mage, but what spells (or even skills) does she actually have? OK, you Judges out there, see if you can take this without flinching - I would not bother to consider this question until after a party first encountered her. Wait - before you start ripping the magazine to shreds, let me explain. There is a chance that a party will never encounter her, unless you run a universe where the encounter would be inevitable. To come up with a picture of what Winilla would be capable of would take some time. It is not worth it to do this at the time of allocating Winilla in her prison, especially if the party may never encounter her. I would only bother to think up what spells she might have when the party actually met her.

How difficult is it to come up with spells for Winilla? Here is one of the great beauties of the Argothald System: Since any spell, any spell at all, that you can imagine can exist, you can just make up the ability on the spot. If the party were to meet her right now, I might say to myself.

"Any Illusion Mage worth her salt would

have some illusionary combat spell - perhaps she can materialize 10 people, who look like they can fight but in reality are insubstantial, or only 3 people who will cause those who do not make their saving throws to take damage from them. Another interesting spell to have would be to be able to materialize things like furniture and food, which would be so real the party could sit in it and eat it - but when she wanted to, she could make it all disappear, so the party would fall to the floor and be hungry." Now, this in only three abilities, and a 3rd Degree person might easily have one or two more (in fact, she does - that extra half a Hit Die), and if I felt it warranted I would create a couple more abilities.

What might she give to the party for performing her Quest? She might offer to put one of her 1st Order abilities, if any, into a magic item if the party has one or can get one made. In particular, the Create Inanimate Items ability is a useful one that an adventurer would rarely consider researching (obviously, Winilla is not an adventurer by inclination) and would make a fine "once in a blue moon" ability to have around. I would rule, however, that this Create Inanimate Items would only work on things that can believe they work, like people, and not on locks and such, and once the spell was lifted all the effects of the inanimate items would be lifted too.

Again, all of the above was created as I was sitting here writing this article. No charts, no tables, and little dice rolling. Instead, I used my mind - a more valuable tool to a Judge than a pencil or sheet of graph paper.

#### Allocating a Dungeon

I can offer no real advice for allocating your universe above and beyond the material above. You will have to use your own judgement in determining the amount and frequency of treasure in your world. If you'd like to know how I allocate my universe, as a source for your ideas, here it is:

What occupies the room is determined randomly:

01 - 20	Empty
21 - 30	Trap
31 - 40	Treasure
41 - 50	Treasure and Trap
51 - 70	Monster
71 - 90	Monster and Treasure
91 - 00	Special

All the material on originality I've been presenting above, and I hit you with a table like this? Sorry, but I don't spend much of my time allo-

cating my dungeon with great vision and imagery - I save that for my Wilderness Adventures and Quests and the like. My players know the dungeon is a low-creativity situation where they can go and trash a few monsters, but not get much more out of it than that. Oh, I go beyond the tables when I think it would be interesting. But, in my universe, the underground adventures are a place of quantity, not quality. As long as the players know what is involved, and I offer them the choice of role-playing through an interesting Quest or hack-and-slashing through the dungeon, I feel no sense of guilt.

Well, how much treasure, and of what sort, should be allocated under this system? Here is the chart I use for underground allocations; it gives enough treasure to keep the players from getting bored, but not too much so that they rise up in Degree too fast.

In the formula below, F stands for Floor:

#### Percentage Chance of Finding

##### That Type of Treasure

Copper Pieces:  $75 - (F \times 5)$

Silver Pieces:  $100 - (F \times 5)$

Gold Pieces:  $(F \times 5) + 25$

Gems:  $F \times 5$

Jewelry:  $F \times 2$

Magic Items:  $F \times 4$

##### Number of That Type of Treasure Found

Copper Pieces:  $FD10 \times 100 \text{ CP}$

Silver Pieces:  $FD5 \times 100 \text{ SP}$

Gold Pieces:  $FD5$

Gems:  $1D5 + F$

Jewelry:  $1D5 + F$

Magic Items:  $1DF$

Note: FD10 means F number of D10s are rolled and added to get the number, e.g. if you're rolling for the 3rd floor, then F is 3, and you roll 3D10s. 1DF means a random number from 1 - F, i.e. you roll an "F-sided" die, by whatever means available.

##### Value of Treasure:

1 Gold Piece = 100 Silver Pieces

1 Silver Piece = 100 Copper Pieces

1 Copper Piece = 1 Earth Penny

1 Gem =  $1D10 \times 100 \text{ SP}$

1 Jewelry =  $1D5 \times 1000 \text{ SP}$

1 Magic Item = Whatever value you think it should have.

I will get to the apparently ridiculous values of Copper Pieces relative to Gold Pieces if I ever get around to discussing Coinage in this system.

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Again, the charts and tables in this section are meant to show how treasures can be allocated in low creativity situations. In high creativity situations, don't use these charts or anything like them. Be creative instead.

### Addendum and Errata

For once, I have no real errata about the system discussed in the past four articles. I do have an improvement over a bit of errata mentioned in the last article in *Dungeoneer 16*, however.

If you recall, I stated that the weights of the weapons and armors listed in the charts were too large by at least a factor or two, and I suggested the weights be considered Strength Points, and not kilograms. This was a bit silly of me - there is a much better solution. Take all the weights listed in the armor and weapons tables, and halve them. Take the thicknesses of the armor listed in the Armor Design chart, and halve them as well. Take the width of the cylinders used to make weapons and divide that width by the square root of two. That makes all the charts and rules consistent.

Now, instead of creating a new term like Strength Points, we just halve what a person is able to carry. The new limits are: you can carry up to

your Strength in kilograms and move at Full Speed, up to 1.5 your Strength and move at Quarter Speed, and so on. Now everything is realistic, and far simpler than creating a new concept like Strength Points.

Again, in partial conclusion, the next article in the series, and probably the last as well (Hurray) will discuss monsters and character races. The list of monsters that one might allocate in a dungeon was deliberately left out of the above discussion so that I can put all the monster material in one article. Also to be discussed: Opportunity Magic (like Opportunity Fire, but unlike it as well), Elves, Dwarves, Fairies, Dragons, Spirits, Merpeople, Dolphins, Porpoises, and Ogres - all as player characters.

Questions (and answers) about this system may be sent to Bill Seligman, c/o Judges Guild, Incorporated, R. R. 8, Box 9, 1221 N. Sunnyside Road, Decatur, IL, 62522. General comments on this system, how good it is, how relevant to the current state of fantasy role-playing, and so forth may be sent to the Words & Whips column. Insults and similiar irrelevant and irreverent material may be used to insulate the cellar.

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# Magic

## By Germain Giner

My game has been evolving for the last two years, over this time, again and again, players have expressed doubts about the rendition of combat given by the classical **D&D tm** melee system. So I have been spurred to create my own.

I took inspiration from Steve Perrin's **Runequest tm** game to create a new magic system.

Both of these systems are brand new, and require a bit more play-testing than I was able to give them. Please address all feed back in care of Judges Guild, R. R. 8, 1221 N. Sunnyside Road, Decatur, IL. 62522.

### Magic

My magic system is dichotomous. Wizardry is a more powerful form of magic useable only by Mages, while magic is useable to any one save Clerics.

Simple magic is powered directly by the spell caster through a characteristic known (creatively), as "Magic". Handle this as Battle Magic according to **Runequest tm**.

Wizardry, however, is powered by the magical force, "Mana", which pervades the whole world. Your Wizard uses his "Magic" Points to control the Mana and to summon it with the aid of conjuration.

In order to be a Wizard, the character must have a Magic score of 16 or better, Intelligence of 12, and Dexterity greater than 10.

Each Magic Point can control 10 Mana Points. Mana returns each 24 hours, while magic renews at a rate of  $\frac{1}{4}$  total each six hours. Intelligence multiplied by Magic gives the total Mana available every 24 hours.

This is an important limiting factor. Example: Zoot the Boring, Intelligence 18, Magic 18, uses all 180 mana points he has in some early morning action. Even though his power is down to zero, Zoot has 144 Mana Points available to him. So six hours later, our hero has another ( $\frac{1}{4}/18$ , rounded up) 5 Magic Points, or 50 Mana Points

useable.

Mages can not wear any metal of any mass greater than a Rapier, because this would insulate the Mage from his Mana force. For each six hours the Mage is so insulated, he must meditate for two hours to regain touch, or suffer a 25% cumulative Fumble Factor for each six hours out of touch.

If leather armor or encumbrance forces effective Dexterity below 10, the Wizard can not perform the needed conjurations, and thus gives himself a cumulative 25% Fumble Factor per point under 10 that he is.

Powerful spells can now be wielded only by a rare few.

### Capsule Rules

Total Mana per 24 hours - Intelligence x Magic.

Total Mana Controllable - Magic x 10.

Maximum Spell Level Useable -  $\frac{1}{2}$  Intelligence, rounded up.

Saving Throw - Roll current Magic or less on D100.

Spells require their Level multiplied by 20, plus 10 for each additional turn of duration or 10 meters range.

Spells require  $\frac{1}{2}$  x their Level in melee rounds to conjure.

If Concentration is broken, Fumble occurs.

Magic can be increased, roll 30 minus Magic total on D100.

In the event of redundant spells (draw your magic spells from **Runequest tm**, Wizard spells from **Dungeons & Dragons tm**), rule the spell in question as Wizardry.

# Alignment in game PLAY

## By James Young

While the standard alignment category breakdown (Lawful Good, Lawful Evil, Lawful Neutral, Chaotic Good, Chaotic Evil, Chaotic Neutral, Neutral Good, and Neutral Evil) has proven fairly useful in determining when a character has offended his God or how much he should tithe, it is inadequate in showing how characters should interact on a day to day basis.

Many times I have seen player-characters fight each other because they felt they were required to do so by their differences in alignment. Once in a while a player is told he cannot bring in a thief or an assassin because the Judge knows he will try to steal from the party or murder someone in the party.

For this reason I am setting forth some of the concepts I have found useful while gaming. Alignment attitude and structure can be divided as follows: 1) God Fearing; 2) Religious; 3) Nominal Believer.

### God Fearing

The God Fearing type is a devoted worshipper of his God and goes out of his way to gain favor. The Judge should work out ahead of time with the player what this may entail, but it might include pilgrimages or quests, fasting, working for the church for a certain period of time each year, etc.

This devotion should result in definite benefit to the character, i.e., having a blessing pronounced over his armor and weapons free of charge, or healing potions given at only a nominal charge. There should also be a better chance of divine intervention when the circumstance warrant.

Some disadvantages would occur from interference from the chosen God. He might select the player-character for an important mission, or require a 20% tithe of all earnings. Working for the church and time out for special instruction could consume time, more time than the character had originally figured to devote to religion.

Before going on an expedition with a party

the player-character should carefully analyse how his character will react to being with a party. This is different from alignment differences. A Lawful-Good character who is extremely fanatical should have some conflicts in a party comprised of fun-loving Chaotic and Neutral types. A free-wheeling Neutral Bard might have trouble adapting to a party of strict Clerics and straight-laced Paladins.

Extreme care should be taken by the Judge as to how long the Bard can handle the goody-two-shoes Cleric before a confrontation takes place. There is no reason why an armistice cannot be obtained until the adventure is over.

### Religious

While not as devout as the God Fearing type this character is sincerely devoted to his religion and God. He is quite likely to visit the local temple to his God in the local area and occasionally will fast or spend a brief time in service to his God. He will happily pay a reasonable tithe.

As with the more religious types some benefits are available to him. It is quite possible that he may obtain healing potions and Holy Water at a fair discount from the Clerics of his church. He may also be able to have his armor and weapons blessed for a reasonable donation or a short quest. Other advantages should be detailed by the Judge before play starts.

There are some possible disadvantages to the characters, though not as many as for the God Fearing type. It is possible that his church may request him to perform some task. The more important quests will probably be reserved for the more devout types unless none are available. The tithing is a burden that a warrior may wish to forego if he has had good luck on an expedition.

As a member of an expedition he should not have a lot of trouble adjusting. As a Lawful type he would be flexible enough to condone most of their actions. As a Chaotic type, their disgusting lawfulness should be bearable for a couple of weeks to him before getting on his nerves. Some



parties and objectives would be against his principles and he should avoid them, others he would carefully work out with the party goals and duties.

### Nominal

It seems that this type comprises most of the characters that I see played. They attend on a more or less regular basis the temple of their chosen God in their home town, but are not likely to seek out a local temple or Cleric when out of town. The alert player may "check in" at the local temple - for a blessing or to purchase a vial of healing potion.

Obtaining such spiritual aids should be more expensive and more difficult because he is a spiritual nobody. He might sell him a blessing or some Holy Water, but it should certainly cost him. The Cleric might want to question him at length or require a check with the local authorities. It is very possible that he can get these items only at retail supply houses or independent sources.

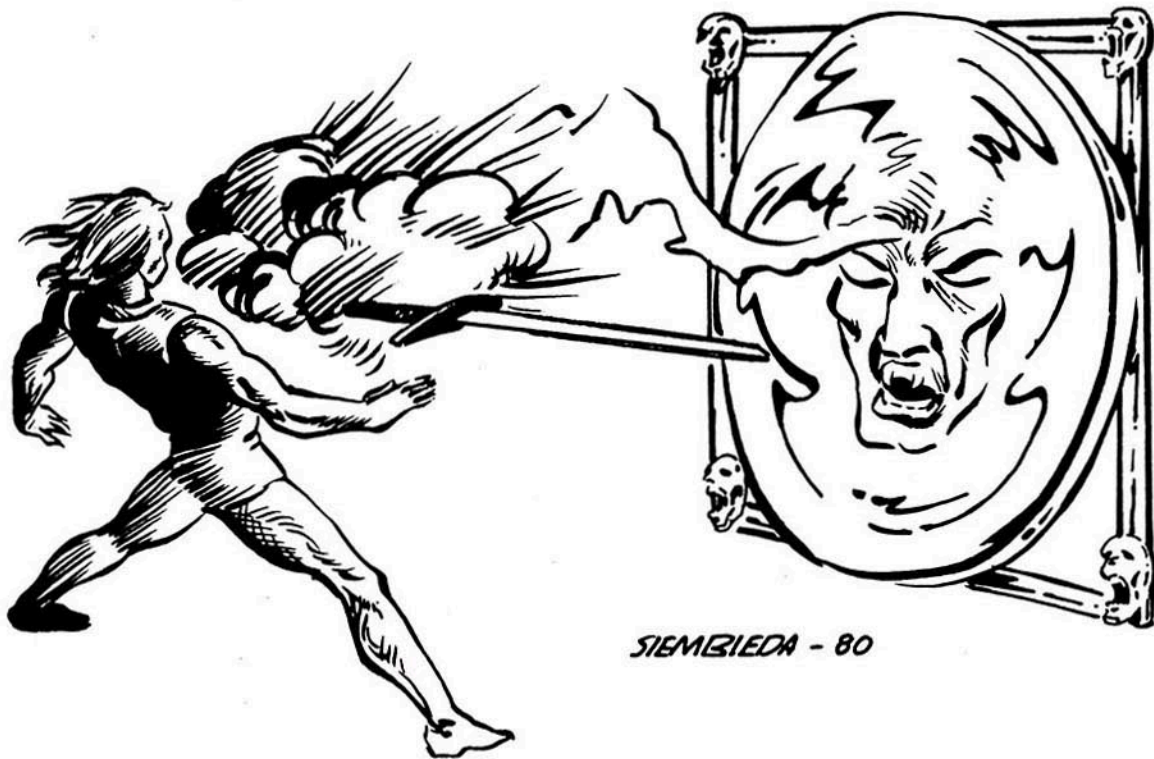
Some disadvantages might include his God, or an alternate God taking interest in him if he has been successful in some adventure. A backsliding Cleric might find a message from the local Bishop, requesting him to pay a "courtesy" call. He will

have to sit through a sermon about his spiritual standing. The Cleric might have some strong words about how the God feels about the slight, and perhaps some suggestion on how the wrath of the God might be appeased.

As a Cleric advances he will surely have to face his religion and God eventually simply because it is hard to find tough enough monsters to fight after awhile. A fighter could find benefit in dedicating himself at least for a short while to a God in order to go on a worthwhile quest. Also, the God might favor him with special weapons or abilities.

Of the three types the Nominal Believer might have the most trouble in a party that has played their religious concepts to a definite conclusion. He will definitely feel out of place in a party of religious Clerics and Paladins. In a party of Dwarves, Elves and non-religious humans he should have no trouble. These type of characters would likely have the largest temptation to betray fellow party members and will be carefully watched by their fellows.

Alignment, properly handled by the players and the Judge should provide interest and stimulus that will enhance a game and allow a variety of action by the members of a party.



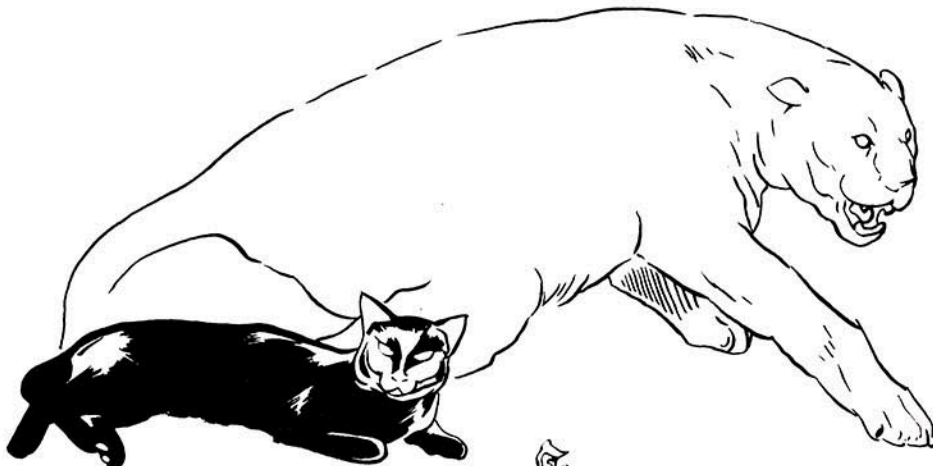
SIEMBIEDA - 80

# MONSTER MATRIX

## Jinx Cat by B. Chapin

No. Appearing... 1-4  
 Frequency... Very Rare  
 AC... 6  
 Movement... 18"  
 Hit Dice... 3 + 2  
 % in Lair... 15  
 Treasure... See Below  
 No. of Attacks... 3  
 Damage... Claw 1-4  
           Claw 1-4  
           Bite 2-8  
 Special Attack... Size Change  
 Special Defense... Surprised only on a 1d6  
 Magic Resist... Standard  
 Intelligence... Very Cunning  
 Align... N  
 Size... S/L  
 Psionic Ability... Nil

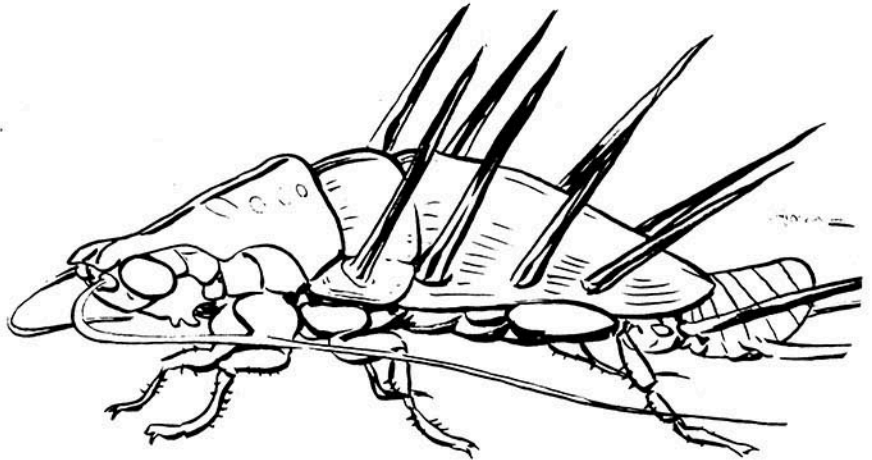
When first encountered, this black alley cat seems to be normal. However, when the advantage is his or if threatened he immediately grows to an 8' long black panther. For three rounds, he attacks at +2 after changing. Attacks on him are at -2 unless save vs. petrification is made (this is due to the fear and surprise factor). If two are encountered, one will be female (with 2-4 young 15% of the time); three encountered, two will be female (roll for young as above for each female). Four encountered, two will be female. If young are threatened, Females will attack at +4 for three rounds then at a +2 thereafter. Attacks are Claw, Claw, Bite. The young can be trained for personal use and sell at 1,000 GP each, only if very young and partially trained. Adults are difficult to sell. The fluid around their brain acts as a Growth Potion and two doses can be extracted from a single cat (either size). Cats revert back after final attacks are over. Their treasure is always in their lair and is as follows: Only average or small Gems (15%) or Cloaks and "soft" magic (5%). Because of the transformation and innocence of the cat, it surprises on a one 4d6. You may never trust a cat again.



## Carnivorous Cockroaches by B. Chapin

No. Appearing... 10-100  
 Frequency... Rare  
 AC... 4  
 (Extremely hard exo-skeleton)  
 Movement... 4"  
 Hit Dice... 1-4 HP  
 % in Lair... (day) 100  
                   (night) 40  
 Treasure Type... Nil  
 No. of Attacks... 2  
 Damage... Bite 1-2  
           Shock 1d8  
 Special Attack... Electric Shock  
 Special Defense... Nil  
 Magic Resist... Standard  
 Intelligence... Low  
 Align... N (C)  
 Size... S  
 Psionic Ability... Nil

These insects are almost indistinguishable from normal cockroaches except for being coffee brown and glossy. They can deliver an electrical shock that will stun 30% of the time (-1% per point of Constitution). 1-8 points of damage are suffered regardless. The shock is emitted from their abdomen. Once a victim is stunned or killed, they begin to devour him doing an additional 1-2 points of damage per round, each. If stomping them in less than hard boots you sustain a limp for 1-6 days. If they are killed the charge (one only) will last up to a month. However, after two weeks they are 1/2 as potent. They are very aggressive and attack immediately when prey are within range.





These are creatures for **Advanced Dungeons & Dragons**.

**The Glek**  
by Brian Wagner

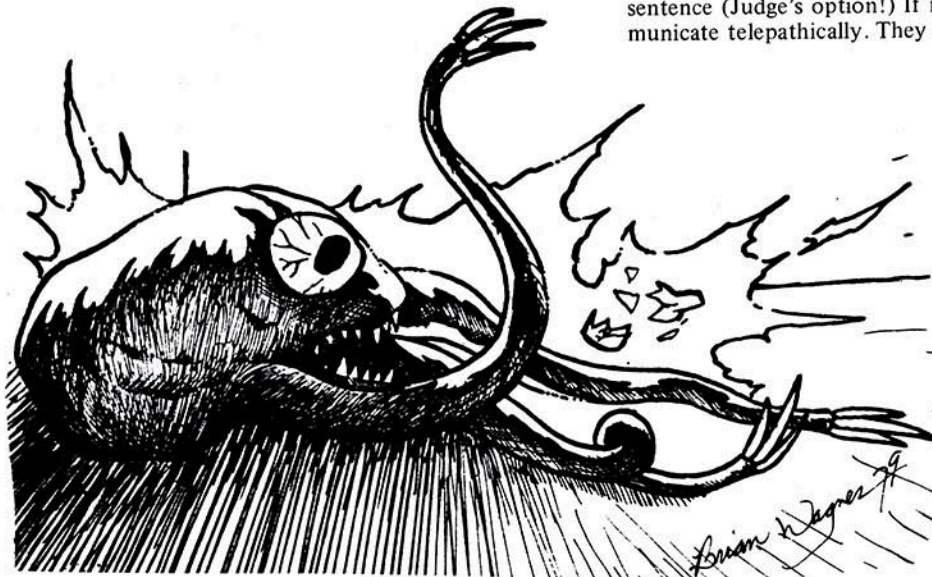
No. Appearing.....1	The Glek is an invisible
AC.....5	horror with a bulbous,
HD.....5	slimy, sacklike body, a
Movement.....5	gaping mouth studded
Treasure.....0	with teeth and a single
(that's O not zero)	bloodred eye. It has three
% in Lair.....90	clawed tentacles which it
Attack.. 3 tentacles at	uses to attack with. The
1 - 6 each	Glek is naturally invisible
Align.....Hungry	and it can attack in this
Size.....L	state. It is not an active
Ex. Pts.....165+5	hunter, but simply lurks
Intelligence...Animal	about waiting for some-

thing to come within  
easy striking distance. Fire attacks will not harm  
the Glek.

**Cops**  
by Randolph King

No. Appearing... 1 - 2	These appear as normal
AC.....9	men wearing a blue uni-
Movement.....14"	form. They carry a pistol
% in Lair.....0	(+8 to hit for 1 - 6 points)
Damage... Pistol 1 - 6	which fires six rounds
Treasure.....Special	and is reloadable only by
Hit Dice..... 5 - 8	a Mystic Knowledge

known only by Cops and  
Sages which cannot be related even under Charm.  
They carry a flashlight which is good for 1 - 8  
hours whose batteries are nonreplaceable. They  
normally see invisible and detect blended creatures.  
When they encounter a group they shine flashlights  
in the characters eyes and demand to see I.D.  
They carry a whistle which they blow frequently.  
They will hassle players, demanding how players  
obtained specific magic items or treasures. If any  
explanations are dim, they have the 'legal right'  
to confiscate any item(s) to hold for 'evidence'.  
These are held for 1 - 2 weeks. With due (or not!)  
cause, they may arrest any character for a fit  
sentence (Judge's option!) If in trouble they com-  
municate telepathically. They speak only common.



# NPC's

## Richard Koelsch

Nothing pleases me more than variety. I also like describing how my NPCs look. Most of my world is dominated by humans. They are divided into various kingdoms, republics, city states, dictatorships, etc. Most of these have interbred for centuries, but a few have kept their genes clear. These are a few of my special humans.

### Mountainmen

I have three mountain range countries. They are designed after RE Howards Cimmerica, Asgard, and Vanaheim. All are tall: The men stocky; the women hefty. Cimmericans have black hair, Asgardians have blonde hair and Vanaheim have red hair.

### Steppes Nomads

These are designed after the Huns. They are a short, bow-legged people. They are an oriental people with long black hair and yellowish skin. The

males wear their hair in a top knot. All are excellent horsemen, and those trained in archery can fire missiles from horseback.

### Altanians

This is a tall red skinned people. They can run as fast as a heavy war horse over a distance. They will seldom actually ride horses. They also have black hair. They treat jungles like light forest.

### Tarantis Slaves (Vat People)

These are a very special type of human. They are not reproduced but created by the mighty Magic Users and Alchemists of Tarantis. The women are dexterous and beautiful. The men are strong and dexterous. Both are created with low intelligence. After the characters abilities are rolled, roll a twenty sided die. The pluses are added

to Dexterity and Charisma for females; and Strength and Dexterity for males. The minuses are subtracted from intelligence.

01 - 10	+1/-1
11 - 14	+2/-2
15 - 17	+3/-3
18 - 19	+4/-4
20	+5/-5

### Stygians

These are a strange magical people. They are born in pairs, one male and one female, who will then spend the rest of their lives together. They are perfect complements. Their abilities can be added to equal 21. Such as one has a 15 Strength, the other has a 6 Strength. They will never willingly leave their mates. When needed, roll a 20 sided die to find status of mate.

01 - 14	Mate is with them
15 - 18	Mate is captured
19 - 20	Mate is dead





# The Book of Doom

By Bill Paley

## I

Sulphurous smoke tinged red by flame rose to either side of the throne. The throne itself appeared to be made of lava, just on the verge of melting away into a puddle on the floor. The guards along the walls each held six swords, one in each hand. Each one seemed humanoid, but for their lack of legs, being replaced by a snaky tail.

Striding up the hall came a monstrosity that made even the horrors on guard shiver in fear. The beast roared in anger over the hissing and crackling of flames. The creature climbed up into the throne and, in a commanding voice, called out a single word, "Brackor!"

Instantly, a winged humanoid figure appeared in front of the throne. The beast bowed and stepped back. The throned one recited other names in a great voice, and other winged humanoids appeared, bowed, and stepped back. Last, the word "Balor!" and the sixth, and largest of the creatures appeared.

At this, all six beasts were suddenly bathed in flames, bowing once again. Then spoke the last arriving creature, "Your servants, Master. We lost once again, the Dominion of the Plane of Matter. We have no excuses and await our punishment."

The smoldering figure on the throne glared and shook its heads. "I expect no excuses. I grow impatient now. You must devise a means of massive reentry of our forces. While this continues, you will be required to maintain pressure on the Material Plane. You will not allow them to consolidate their gains so as to unite against us. Then, your ploy will gain us a victory, and one victory is all we shall need to invade and hold forever!" At this the flames by the throne rose high, forming an arch over its heads. "You will prepare a Book," it said. "This Book will have in its early pages, spells which will bind a few minor Demons to the control of a human. However, its last page will seem to bind me to the user, but instead it will open a breach in the interdimensional walls set by

the Wizard, and we will be standing by to invade."

"As you command, Master. We will begin such work immediately. The preparation should take us only about a thousand years."

"To your duties then! Begone!"

A thunderous flash and the six Demons were gone.

Hundreds of years passed. The world, once ruled by Demons, soon forgot the terrors of that time. The histories became fairy tales, the structures collapsed. Only racial memory remained. Then, slowly, Demons returned, first seen only, and then the beasts began to attack randomly. Many brave warriors died battling them, but many Demons were sent back to their plane of existence.

At last, the Book was finished. For the next five hundred years, attempts were made by the six horrors to punch a hole wide enough in the continuum to allow passage of the item whole into the Material Universe.

Finally, Beskrot, one of the six, corrupted a King, wise in the ways of magic. The man had power to weaken the continuum in a space large enough for the Book to pass. When it appeared, he immediately hid it in the deepest dungeons under his castle and prepared the various rituals associated with it page by page.

Soon the King had demonic bodyguards, and his enemies were subjected to non-terrestrial horrors. Word of his tyranny spread far and wide, until the bravest Paladins and Clerics in the known world banded together to eliminate him. Late one night, they slipped in over the walls, and in a battle which raged until dawn, slew the King and his Demon guardians at the cost of their own lives.

Seventy years passed, as the abandoned castle began to deteriorate. A band of Orcs, led by a Mage of minor skill, investigated the dungeons as a possible home. They left, disappointed, carrying whatever trappings they had found. In amongst the loot lay the Book, grabbed in haste and not investigated.

The Book lay in the Mage's belongings for ten years before he even bothered to peruse it.

Even then, the Wizard was loathe to use any part of it, realizing wisely that it may hold secrets known only to the Demons so raised. Finally, though, there came a time when he felt sufficiently threatened by outside pressures that he would require demonic aid. However, an aide in the ceremonies erred grossly, and an Air Elemental, extremely hostile, was raised. The ritual, taking place in a forest grove, soon turned into a massacre, and a few days later, the dead, rent bodies were found by hunters.

The Book was then carried as merchandise by a curio salesman for seven years. This merchant made the mistake of passing over the Glowworm Steppes without magical support, trusting to the strength of the arms of his mercenary guards. . . .

## II

Howluck (often know as Wanderer) looked up from the scroll and looked worriedly at the Patriarch of Krist across the room. "So Regular had found this from Krist's own Plane, and had written it out, when the six attacked?"

"Led by Orcus. . . .", the Patriarch spat. "No other in our church was as holy or could gain so much from his communing. He was unique in our church's history. . . ."

"Yet if we do not take heed of this tale, this Book will open the way for final demonic conquest of our world. The answer is clear. I must find this Book and destroy it."

"My son, the auguries show us that this is so. However, none of the church may join you. You must hire who you can, no more than five, and persuade them to do your bidding. We would bring out the legions of Krist and allied religions, but this would force the Mage who holds it to open the portal to Doom."

"I understand. Wish me well," Howluck rose to go, but was stopped by a wave of the Patriarch's hand.

"Hold. You will need gold and gems for pay." He opened a chest on his desk and removed a small sack that rattled and jingled. "Also, with our blessings, we would beg you to accept a small gift from our person. Once, when we were still a wandering Friar, we gained this item from the horde of a Bugbear Chieftain." He drew from about his throat a necklace of copper chain, tarnished, with a prism attached. "If you gaze into the depths of the prism and concentrate upon the item you seek, you will see in its depths a color. If red, that which you seek is far away. If blue, it is close at hand. If you are within inches, the color will instantly go black. If the item is not

visualized well enough, or destroyed, you will see white. We give this to you, as the champion of our age, long may your magics battle evil." With this the older man laid the necklace around the Mage's shoulders. Howluck blushed and bowed.

"I've no time to lose. I beg of you, prepare another questor and perhaps another, until Krist makes known to you the destruction of the Book."

"Worry not. We will be working towards its destruction as well. The blessings of Krist upon you!"

## III

In the hustle-bustle of daytime life, there are some relatively quiet spots to sit and philosophically drink oneself under the table. At night, such places are as busy and noisy as a marketplace, but during daylight hours these inns are pleasantly empty.

At the Green Goblin Inn, only one table was occupied. Two warriors sat, drinking silently while a dark-skinned woman counted coins out on the table. All too soon, the counting was done, and the eyes of the group showed disappointment.

One of the warriors drained his glass and wiped his face on his sleeve. "Well, Louise, Kerk and I will find work easily under any mercenary captain. Though we have been through much, I cannot help you to find work here in the City State. Perhaps we should split up?"

"Quiet, Nech, I'm thinking," snapped the girl. She knew he was right, but she could push these two around even to the point of dying for her, and she did not wish to part ways with such 'loyalty'.

The door if the inn opened bringing a glare of light to flash in her eyes. When the spots cleared, she saw a young boy nailing a hand bill on a message post near the entry. The heading shouted: HIGH PAY. Louise got up and walked over to read it as the boy scampered back outside.

## HIGH PAY

Man offers Silver, cash paid weekly. Warriors, Mages, Illusionists, Rangers. First-come-first-served, few places. Expedition to Glowworm Steppes. All supplies purchased by employer. Meeting at sunset, Gate of the Gods! All welcome to apply.

Louise smiled and called to her henchmen, "We've a job, you animals! We've a job!"

They trotted over to see what she was talking about. Nech read the notice out loud for Kerk. When he finished, Kerk nodded once and

grunted. Nech turned to Louise and said, "Sounds fine, although I would like to see Gold, not Silver."

"Such complaints! Don't forget, we could turn on this guy and take all of his treasure if the pay is too low."

The three of them smiled evilly, and returned to their table. Refilled steins raised high, they toasted their future riches.

## IV

As the daylight waned, the busy streets slowly emptied. More and more plumes of smoke could be seen rising from cookfires in the many buildings. The Gatekeeper at the Gate of the Gods performed the rituals of begging the favor of the gods upon the gate and its guardians, and the doorway was closed and bolted. Soon the streets were quiet, while the drinking halls were noisily plying their trade.

In a worn cloak, Howluck the Wanderer stood waiting and watching. Aware of the time usually necessary for replies to "adventuring" advertisements, he remained patient as darkness fell over the City State, and gazed impassively as the lamplighters carried out their task. Just as he was about to give up, he observed three people approaching him, the female of which was clutching one of the handbills.

Howluck could tell even at this range that they were all soused. The dark-skinned woman as she approached was unsuccessfully trying to stifle a giggle. The two warriors were leaning on each other, the one silent and impassive, the other humming a tune. Howluck also observed that the volume of material in their purses was rather limited, and he smiled grimly to himself.

"Ho, there! Are you searching for someone?"

Louise giggled loudly and replied, "We seek an employer, one who offers Silver to those who join him. Are you his procurer?"

"No, milady, I am he."

The group seemed to change to sobriety instantly. "You have the werewithall to pay our fees?" asked Nech.

"I do."

"We require seven Silvers a week each as well as transport and food," said Louise.

"Agreed, and I will pay one week forward pay immediately. Meet me at the docks tomorrow before noon. Our ship will be ready." With this, Howluck removed two Gold Pieces and a Silver and tossed the lot to Louise. He then turned and left as the three stared dumbfounded at their good fortune.

"All that glitters is not gold, and vice versa

as well it seems," Nech finally said. "For such pay I would fight the Lords of Hell."

"Perhaps we'd best hope that we won't need do just that. I think rest is what we'll need now and not discussion." Louise beckoned, and Kerk grinning broadly, followed. Nech brought up the rear, acting as rearguard as they disappeared in the dark of night.

## V

Days on end, crowds of men would hang around the docks, sitting, smoking pipeweed, and telling tales of sexual prowess. Days would pass with no work, boring, long days. But, occasionally. . . . Once per week or so, a ship would arrive or leave. Suddenly the docks would be transformed with gangs of men carrying bales and crates this way and that, bringing them aboard or taking them to warehouses. Then, with three cheers, the vessel would put to sea. . . .and boredom would return.

When Louise and her escort reached the docks, there was a great deal of activity. A somewhat large sailing vessel was being loaded by a large gang of men. Standing at the prow, she could make out the form of the man who had paid for their services. The three walked sprightly up the gangplank and presented themselves to their employer.

"Your honor, we had not time to introduce ourselves, as you left quickly after our original payment. I am. . ."

"A magically endowed lass," answered Howluck. "Nech and Kerk are your men. I am Howluck, and I, too, have some little skills in matters thaumaturgic. I had taken the liberty of reading your minds last night when I hired you. Someday you will also learn this skill, my dear. Our final target is a fort in the midst of the Glowworm Steppes. We will travel oversea to a neutral city where we will purchase horses, which are yours to keep, and we will ride from there. More details will I give as we approach our goal. Questions?"

"None, sir," answered Nech. Kerk grunted and shook his head. Louise, surprised, said nothing but bowed.

"Your quarters as well as mine will be on deck, I'm afraid. We will help in defending the vessel if necessary, but hopefully, no such defense will be needed. I took the liberty of procuring bedrolls for you which are stowed in the hold. Make yourselves comfortable." The Wanderer then sat down on the deck and seemed to fall into a trance in which Louise recognized he was reviewing his spells.

Louise decided that such work was fit and

proper, and she too began reviewing her spells. The two fighting men, ignored by their magicians, strolled off to watch the ship-loading.

As the day turned towards afternoon, and loading was nearly completed, a crackling was heard and a disembodied head, or actually a pair of heads, were seen to appear before the Mages. Each started to rise, when the heads spoke. "Beware. To interfere is to die. Do not follow this whim. Death upon you if you so do." Then with a pop, the apparition was gone.

Sailors, dockworkers, and warriors crowded around the two as Louise shivered in fear. Howluck stood with arms folded across his chest and refused to answer questions. To his newly hired helpers he said, "I will explain soon as I can, but not here and now." The two hired swords were satisfied with this, but Louise was unsure.

The ship's captain brought the crowd to order and soon the gang plank was removed and the anchor raised. His timing was excellent, as the tide had just begun to turn to low from the day's high. In a few minutes, they were sailing merrily down the Estuary of Roglaroon. With the breeze blowing through their hair, and the sun shining brightly, all four members of the expedition felt their spirits rising, after the inauspicious beginning.

Night fell, and the group bedded down on deck. Howluck slowly fell asleep with a pair of voices ringing in his head, "Beware!"

## VI

Late the next morning the ship was nearing the mouth of the Estuary. Though there was no other vessel in sight, strangely enough the Wanderer saw the captain standing on deck with a megaphone. He seemed uneasy, and Howluck prepared a spell. . . just in case.

As the freighter eased into the sea, the water off the starboard bow started to bubble and boil. The captain scurried to the rail as a great snaky head splashed free of the water. He hurriedly chanted something to the creature through the megaphone as the head swung dripping over the deck. As Howluck prepared to loose a barrage of Magic Missiles, the monster nodded, and slid back into the sea.

Howluck shuddered and pounded down the deck to the ship's Master. The man was nonchalantly walking back towards his cabin, at the door to which the Mage caught him. "What was that, milord?" he asked anxiously.

"The Overlord of the City State, it is whispered, once bested this beast in one-to-one combat,

subduing it. He then gave it dominion over the mouth of the Estuary with the understanding that it would investigate each ship that passed, allowing by only those which gave it the password. This happens nearly every time a single vessel passes, and every time fleets of vessels pass. From this point on, though, the seas will be filled with enemies, and few friends. We must take care." the captain excused himself and entered his cabin.

The crew was equally blase about the affair, and they chuckled over The Wanderer's reaction to the seasnake. Howluck, although well travelled, and knowledgeable about many places, had seldom by sea. He decided to learn sea lore, and spent the remainder of the trip listening to the older sailor's tales.

A few days of clear sailing later, the merchantman was in view of the coast near her destination, Tarsh. Although the passengers had kept a nervous eye turned seaward, no other monstrosities had popped up, and the trip had been uneventful. Howluck though, had suspicions of the safety of the waters they were traversing, as he could occasionally see the outlines of sunken vessels and wrecks, only a few fathoms beneath their keel. As the day progressed, and the mouth of the river leading to the city cleared the horizon, he felt the oppressive gaze of watching eyes. The Patriarch's gift helped him not at all, because he could not visualize the danger. However, when he thought of the Book, he viewed a yellowish color, as they had come many leagues closer to their goal.

Suddenly, the man in the crow's nest cried out a warning. Rushing to the port rail, the crew and passengers could see the outlines of a huge bulbous shape with many tentacles. As they watched, horrified, great slimy arms, covered with suckers the size of boulders, slid from the water and grabbed the ship. The timbers groaned and shuddered from the impact and the forced deceleration. Soon the ship was wallowing in the sea, listing to port. Seemingly endless numbers of arms were rising out of the water, dragging the ship, and men as well, under the water.

Nech and Kerk stood slashing with their swords, protecting Louise. Three flopping arms, cut through and dripping ichor, lay about them. Howluck, however, stood close to the port rail staring into the depths. Slowly, he muttered and waved his hands in a complex pattern. Louise, trained as she was in magical arts, recognized the enormous energies gathering to the man's will. Suddenly there was a release - and all of the arms straightened as if in terror. The ship rocked to right itself, and several sailors splashed to the ship's side calling for help. The undersea shape shot



away, along the coast.

After the rescue operations, and once one of the holds in which the beast had caused a leak had been bailed and caulked, Louise joined Howluck on deck. She observed that he looked pale and drawn, and his hands trembled when he loosened his grip on the rail. "My lord," she said, "How did you drive off the Kraken?"

The Wanderer took a long while to answer. Finally he turned to her and said, "Magic is not just application of power, my lass. Judicious use of powers of minimum level tends to be more effective than use of whole sale destructive power. The single small stone dislodged properly will cause an avalanche."

She bowed and asked, "I thank you for the lesson my lord, but exactly what did you do?"

"I have learned manythings from many men all over our world. On this voyage I heard in the holds the songs of the whales and dolphins. I also heard an old sailor tell of the time he watched a Kraken and a great toothed whale battle from the ocean's depths to its surface. The whale was the victor and ate the multi-tentacled creature. Thus, I prepared and loosed an Audible Glamer underwater of a complex whale song. Apparently I chose well, for the creature abandoned its successful attack." Howluck turned once more to view the shore. "Learning magic is learning the world. All there is to know may be of use someday to a great Wizard. Each snail, each bee, each man knows of things which may be of use - let them teach you, my lass, and you will be a great Mage, renowned throughout the world for your power and wisdom."

The two stood by the rail for hours, watching the shoreline.

## VII

The next morning found the freighter with a pilot aboard bringing the ship into the docks. The sailors were "in mourning" for the loss of four of their number, but each was obviously excited, hoping for shore leave to brag his own version of the battle and his miraculous survival. The crew well knew the joys available near the docks of Tarsh, and they were expectantly waiting for the crash of the anchor chain.

Howluck and his retainers were on the vessel's bow. Howluck had just finished explaining their mission to the three, and he was half expecting their refusal to continue with him. To his surprise, he observed a gleam of joy and battle-lust in Kerk's eyes, and Louise answered, "With you we shall go, my lord. But what if we are intercepted by the hordes of Steppes?"

"I do not visualize this occurring. We will be travelling during calving time for their horses, and this is supervised by warriors in each clan. It is at this time that they chose warhorses or workhorses or if necessary, to slaughter the creatures."

"My respects to your learned opinion," she answered. "You do not know the plan of this fort?"

"No," he said.

At that moment the ship bumped up against the docks. Throwing his bag over his shoulder, the Wanderer signalled the group to follow him. Saluting the captain, they marched down the gangplank, through the gathering crowd of dockworkers and hangers' on.

Howluck led the group deep into the port town past the pleasure-houses and bars to an inn near the city gates which had ample stables. Passing through the town was an experience to the three. Although the guild-halls appeared the same as ever, and the squalor was no different from the City State, there was a palpable variation from the norm that they knew. Louise soon recognized the difference. All of the people they saw wore colorful clothes, much of it rather new. In addition, there were many furs visible. Also, the buildings had much tighter shutters which appeared to leave little draft. Louise felt proud that she was improving as an observer, and bragged about her new power to the two warriors.

Howluck hired rooms at the inn, and then instructed them to return there for lunch. He then left swiftly heading back into town. Louise ordered a bath, while Nech headed for the pleasure-palaces. Kerk sat in the stableyard, whittling.

Just before noon, Kerk was startled to see the Wanderer returning, leading eight wiry ponies and two pack horses loaded down with filled waterskins. Kerk hurried inside the inn, and returned with Louise in tow. The group of adventurers stabled the horses, and introduced themselves to the beasts. They each chose a pair, and then entered the inn to lunch.

As they supped, Nech returned, looking pleased with himself. He sat down to join them, but merely winked when asked what he had been doing.

They slept in the inn that night quite safely, although the night was disturbed in the wee hours by a gangfight a block away. The night patrol cleared that up quickly, but noisily. The noises woke both of the Magi, but as things settled down, so did the two of them. Howluck's sleep was still troubled by visions of twin heads crying, "Beware!"

That morning they broke fast quickly and were soon riding out of the city. The four quickly entered wild lands filled with game and evergreens. As they passed yet another herd of deer, Nech said, "I could easily decide to come here to make a home. What hunts I could have!"

Louise was practising the art of observation, but she seldom saw much more than trees and animals. She decided that it was not because there was nothing to see, rather it was that she did not know what to seek. Howluck was gazing into the crystal as they travelled, varying the route of march while observing the effect on the necklace.

After a day's travel they reached the banks of a mighty river at a point where a ferry raft was tied into place. The Ferrymen were still aboard, and after haggling, they agreed to take the group across for four Silver Pieces. Not far from the landing on the opposite shore they found themselves in a village. The Ferrymen scattered to their homes, while the four adventurers pitched camp in the commons. For the first time in many days, Howluck slept well.

They were on their way soon after dawn the next morning. The land was increasingly wild and untamed, and Nech chattered constantly about the joys of hunting. Kerk watched the surroundings suspiciously, apparently expecting attack at any moment. In the distance, a tall escarpment, rising to a huge plateau was visible. The team was travelling straight towards it, and there were no visible slopes. Louise asked, jokingly, if they would fly up the cliff face, but when the Wanderer replied vaguely about being hauled up, she stared at him horrified.

Soon after their lunch stop, they reached the cliff's foot. Nearly vertical, it rose several bowshots straight up. Howluck led them left along a path at the bottom and warned them, "If we meet anyone, allow me to talk with them."

The path swung around a field of boulders, remnant of an avalanche. As they came around its far side, they noticed a series of ropes, pulleys, and platforms set in the cliff in a manner so as to raise people, animals, and cargo to the top of the plateau. A group of bow-armed men approached, not appearing hostile, but merely ready.

The Wanderer was recognized by these men, and they exchanged greeting with him in a tongue unknown to the other three. Soon the strangers were leading them to the platform contraption. There was an exchange of coins and hugs between the leader and Howluck, and then a horn was winded and the platform rose smoothly into the

sky.

All four were kept very busy soothing their startled animals. None of them had time to look about at the distance to the ground below, and so had no time to find fear. After a few minutes, they reached the top, and rocked gently while unloading the platform. Louise noticed that the ropes to the platform were attached to a team of oxen who were now grazing at the far end of the trail as long as the cliff was tall. There were fields of hemp growing, and several huts were obviously preparing ropes for cables to raise and lower the platform.

As soon as all the animals were unloaded, the Wanderer signalled for the team to mount up. The group rode out of the village to see their first clear view of The Glowworm Steppes.

The Steppes! Hundreds of miles of wide-open plains, unbroken by trees. Here and there were dotted outposts of civilization, but generally the expanse of The Steppes were controlled by the Steppe Horde. These warlike horsemen gathered in small bands to raid one another, luckily for the major cities and towns nearby. If ever the horsemen gathered as an army. . . .

The great plateau of The Glowworm Steppes had a climate somewhat cooler than the surrounding lands. As they began to travel, the wind whipped across the plains, chilling the poorly protected riders to the bone. Howluck gathered his cloak about him and, noticing his partners' discomfort, turned his pony to a pack animal. He leaned over and unloaded three heavy cloaks, and then distributed them to the others. Onwards they travelled.

Howluck no longer varied their heading. He pointed his horse southeast and rode, checking his prism occasionally. They rode until nightfall, scanning the horizon for outriders of Horde warbands. They were relieved to find a gully as darkness overtook them, so that they could light a fire. After setting up watch, everyone else fell immediately asleep.

The following three days passed similarly. On the second day they sighted a Horde tent town on the horizon, but they apparently passed unnoticed. Finally Howluck stopped them below a rocky rise. "We are very near. I will climb this hill to see what I may. Await me here."

The three watched impatiently as he picked his way up the rocky slope. He hunkered down low as he reached the skyline. They waited for a long pause as he sat and stared, and then they relaxed as he turned about and started down.

He reached bottom and began issuing orders. "Picket the horses. Nech, go to the hilltop and warn us of any cavalry patrols. We will be working

tonight just after first moonrise. Louise, get some sleep." He then sat down in what seemed a trance. The group quickly carried out his orders, and settled down to wait for nightfall.

## IX

Darkness comes slowly on The Steppes. The warriors waited, but with little patience, until the last vestiges of sunset faded out to the west before they dared interrupt the Wanderer's reverie. He started awake at their prodding, blinked, and then smiled. "We'll be at it soon," he said, "so be ready for anything. If it moves, kill it. Questions?"

"How do we enter this fort, milord?" asked Nech.

"By air, of course. I will float to the battlements with one of you two on by back. I will then lower a rope for the others to climb while the brave warrior slays the guards who approach us."

"This job for me, lord." Nech grabbed his sword hilt. "I demand it of you!"

Howluck nodded to him. "I noted that the way to the fort itself is easiest if we sneak via the gully which passes within fifteen yards of the fort. From there we'll run to the wall and make our way to the top. Further questions? No? Good, then let us go."

The four adventurers slipped quietly over the ridge-top, and slid from shadow to shadow down the reverse slope. Crawling the last several yards, they dropped over the edge of the gully. There they waited a moment to see whether they had been observed, but there arose no outcry from the fort, and so they scurried along the bottom of the wash.

"This is too simple," thought Howluck. "Something must go wrong."

The stretch of gully opposite the fort's wall had a soft crumbling wall, but all four of the group scrambled up easily. They ran for the shadows at the bottom of the wall, and thudded against it in their haste. Panting quietly, they again listened for the sounds of alarm, but all they could hear was the distant footsteps of a guard.

Sure of the safety of doing so, Howluck prepared the spell of Levitation upon himself, and with Nech holding him tightly, he rose swiftly to the height of the top of the battlements. Climbing over quickly, they scanned the situation. From inside the walls the entire fort was visible. Six guards were on the walls or in the yard, but only one of four on the battlements was awake, making rounds. There was a large barracks building of stone, having but one door, and no windows on the first floor. There was also a tower, out of the top window of

which glowed a sickly green light. Howluck, sensitive to it, could tell that a powerful spell was being conjured, and with luck the guards would fear to interrupt their Wizard-employer from his work. Checking the magical prism, he could tell that the Book was not as far away as the tower, indeed, it seemed it was somewhere in the yard. He then quickly turned to tie down the rope and lower it away. At just that moment, one of the men in the yard below called out, and the sleeping guards arose.

As the men in the yard pounded towards the stairway leading to the sentry platform, Nech took a position at its top. He met their charge head-on, slaying a guard in his first thrust, but he was beaten back by the officer who first noted them. Just as Kerk reached the battle, Nech took a mortal wound. As he was falling, he grabbed the man's sword, and fell off the platform with it, leaving him unarmed. Kerk dispatched the man rapidly.

Almost immediately after the outcry, some ten armed men poured out of the barracks. Approaching the stairs as Louise reached the walltop, they were a greater danger than those guards already up facing Kerk. Due to the width of the platform only one man could fight at a time, but if enemies were before and behind one. . . . as Louise regained her feet, Howluck turned to prepare a spell. "No my lord, allow me!", she cried. Muttering carefully, she waved her hands, and all ten men in the yard fell deeply asleep. "Very good, Louise," Howluck replied, and hurried to the aid of Kerk.

Kerk had slain one of the guards, but was still faced by three. He would tire soon, though he most likely could hold them off long enough. Howluck stood just behind the sweating swordsman, and cried out four words. Pointing at the three enemies, they immediately slowed to a speed only half that of normal. As it occurred, Kerk slew the first, and grunted with pleasure. Backing away from the battle, Howluck stopped to take a breath.

Suddenly he noticed sounds of running feet and crashing arms from the barracks. Thinking quickly, he prepared and loosed a web at the doorway, just as it opened. By the way the sticky mass wiggled, Howluck was sure that at least one man was caught in it. He chuckled as he and Louise climbed down into the yard.

The prism's color was a dark violet deep inside, shades changing slightly as the two walked about. But nowhere was there any Book to be seen. Removing a scroll from his backpack, he read it and as the scroll crumbled to dust, he attempted to detect any invisible objects. Nothing invisible was to be "seen", and Howluck scratched his head in puzzlement. Checking the prism again, he found it

to be black inside.

He informed Louise of his findings, and their meaning, and he confessed he did not understand why he could not recognize the items position.

"Could it be on a different Plane?" she asked.

"It could, but it is not likely, as it was difficult for it to penetrate the Material Plane in the first place."

Gazing about, Louise noted that the earth beneath Howluck's feet seemed disturbed. Pushing him away, she clawed at the dirt. Only inches beneath the surface, she found a small wooden case. Howluck gave a cry of triumph and pleasure and snatched up the box. Lifting the girl to her feet, he gave her a hug and a kiss on the cheek, and then they were hurrying up to the ramparts.

There Kerk stood leaning on his sword. Lying groaning and bleeding about him were the guards, still slowed by Howluck's powerful enchantment. The adept gathered the girl and the warrior in his arms and stepped off the parapet, slowly floating down. Once on the ground they ran at full speed to their horses.

## X

For the next several hours they hurried their horses over the plains. At one point they thundered past a shepherd, causing panic in his flock, and they rode among them for some ways, losing their tracks among those of the sheep. Then, shearing off in a totally different direction, the riders were able to slow down and scan for pursuit. Once certain that the enemy was not yet upon them, Howluck tested the box once again with the prism. Again he saw black color deep in the crystal, indicating possession. He checked the box for traps, and then opened it, revealing a scroll and a

book. Both were written in magic. He prepared himself, and recited the spell giving him comprehension of magical writings, and then observed the first page of the book. As he had expected, it was indeed the Book. He set it some distance away, opened to the center.

"Turn away and close your eyes," he instructed the others.

From some distance away it would have appeared as if a small ball of fire was thrown from his hand to the Book, expanding as it flew. By the time it reached its target it was quite large, but as it contacted the Book, a horrible, thundering cry, as if all of the Planes conquered by Demons were keening at once wailed about them, and the fire ball tripled in size and intensity. All three adventurers were singed by the heat, which soon dissipated, leaving a column of smoke thousands of feet high. The Book was gone, in its place remained a glowing pool of molten slag.

Louise touched Howluck's sleeve, as the Mage appeared dazed. "My lord? Are you well?"

Howluck turned to the two and rubbed his forehead. "Your work is finished, my friends." He removed a jingling pouch from his belt. "Here is the balance of your pay. I have been tainted with the stink of this evil, and I will be sought by demonic powers until I can be cleansed. Until then you are in deadly danger. The ponies and pack-horses are yours, although I require one pony with two remounts. Ride now, leave me, for I will not have you in danger."

Turning to Louise he said, "My thanks to you, lass. Study hard, and learn the world about you well. I have faith in your abilities." He bowed to her, and whirled about to his small statured steed. Mounting him, he saw Kerk saluting. He smiled, waved, and raced off into the east.



# The Oldcastle Inn

A mini-dungeon for **The Fantasy Trip** or **AD&D**

by Mark Watson

The following is a mini-dungeon designed for **The Fantasy Trip** published by Metagaming. While it is modeled after the **Deathtest** mini-adventure, it is not officially approved by Metagaming for **The Fantasy Trip**. In this adventure, both **Melee** and **Wizard** rules are used. If you do not own **Wizard**, a **Fighter** character may be replaced for each **Wizard** encountered. Other than this, all rules are identical as per **Melee**, **Wizard**, and **Deathtest**.

For those of you who do not own these games, but do play **D&D**, I have devised a rough conversion table so that this adventure can be modified to fit your campaign. Once this is done, it plays very much like **Survival of the Fittest**. One simply moves from one numbered paragraph to another as indicated. Of course, there may still be some minor differences in play, but I am sure that the average **D&D** player will have no trouble with the conversions.

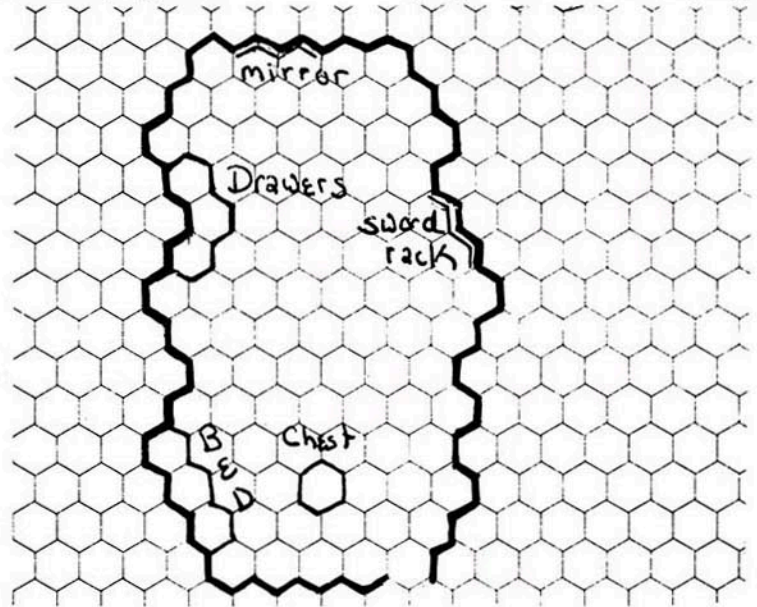
From TFT	To AD&D
Strength	Hit Points = $1dN$ , where $N = \text{Strength}$
Dexterity	Treat <b>Fighters</b> as $(\text{Dexterity} - 8) = \text{their level against an Armor Class } 10$ . <b>Magic Users</b> must roll under their <b>Dexterity</b> on a $3d6$ to cast a spell.
Movement Allowance	Not crucial to <b>AD&amp;D</b> . Ignore.
Damage	See <b>AD&amp;D</b> weapons damage table.
Armor	Leather Armor = <b>Armor Class } 9</b> . All others = <b>Armor Class } 10</b> .

With this in mind, I am sure this adventure can be modified to meet any players needs. Originally, I had intended for this to be a solitaire dungeon. However, as many as ten characters can be taken in at once. In a similar manner, a **Judge** may be used to act out **NPC's**, or the player may elect to do both. In either case, I find that four players against the **Judge** provides for a very interesting adventure. One additional note - it appears that my friend **Drei** the **Wizard** has cast a temporary *Sleep* spell on me, because I forgot to include the characteristics for the encounter in **Room 29**. They should be: **Strength** = 4, **Dexterity** = 12, -1 to hit, bite does 1+1 damage.

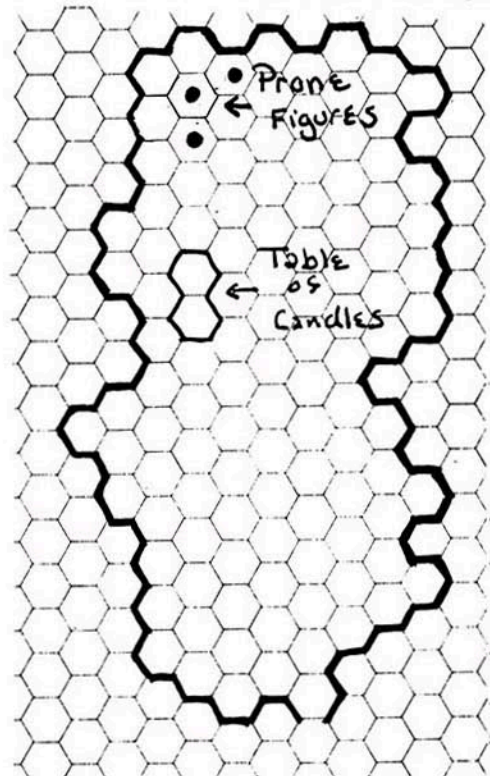
You and your bold band of adventurers have just come back from looting a dungeon. Before you head for home, however, you decide to stop off at a lonely inn and relieve its occupants of all their wealth. Thus, you and your fearless group approach the **Oldcastle Inn**. . go to **Number 1**.

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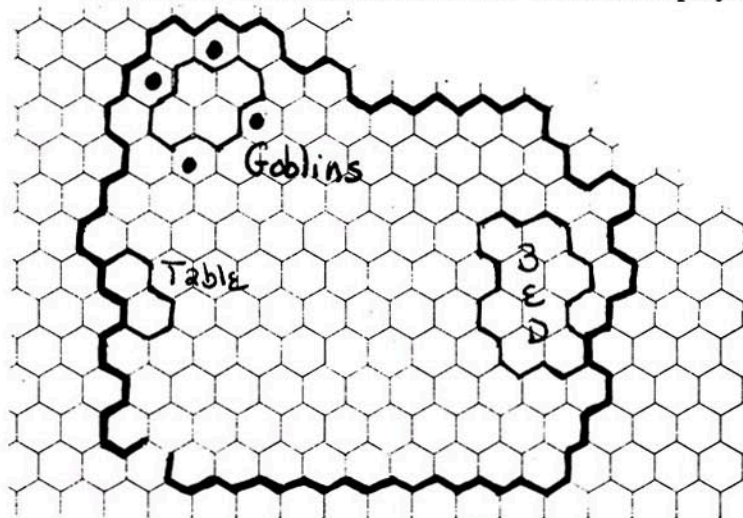
- 1) You stand outside a small Tavern. If you have finished your adventures, go to 53. Otherwise, you enter through two double wooden doors (45).
- 2) As you examine the objects, the old man turns and discovers you. In a flash of light, the old man has turned into a tall youth. Go to 38.
- 3) You are in a sparsely finished bedroom. On one wall is a bed and a large chest of drawers. On another wall is a very large oval mirror. On the third wall is a rack containing three Platinum Swords, and the wall nearest you is a large wooden chest. Leave (10), search the drawers (40), take the Swords (34), or try to open the chest (13).



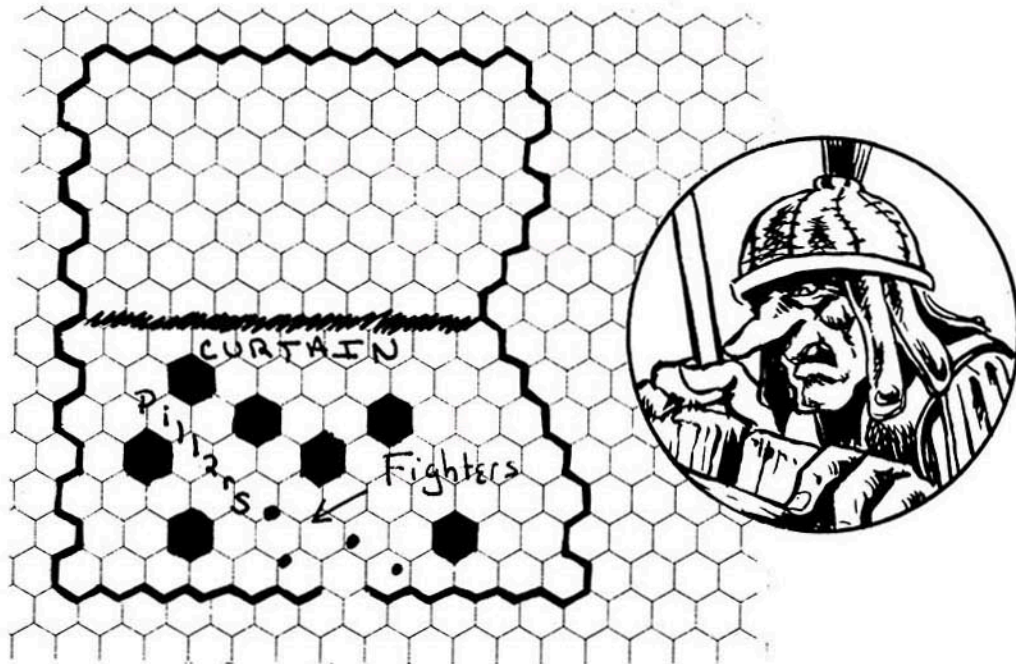
- 4) You walk through a curtain and find two chests and a small leather pouch on the floor. Try to open the first chest (29), the second chest (14), or the pouch (50). Otherwise, you may leave (10).
- 5) Go to 9.
- 6) You are in a small candle lit room. In the center of the room are three prone figures whispering softly. Their dress is ordinary, but a long object hangs from one of their belts. Attack the figures (23), approach the figures (17), or leave (39).



- 7) You are unable to open the chest and it disappears in a cloud of smoke. Examine the Swords (34), the drawers (27), or leave (10).
- 8) You turn a corner and come to a three-way intersection. Follow the arrow marked with a three (46), the arrow marked with a one and a two (16), or the arrow marked with a four and a five (24).
- 9) You are in a small corridor with a door on each side of you. Enter the door numbered one (21), the door numbered two (6), walk toward the Tavern (45), or walk away from it (16).
- 10) You are in a corridor with a door on both sides of you. Enter the door numbered five (22), the door numbered four (3), walk toward the Tavern (45), or walk away from it (24).
- 11) As you look around the Tavern, four Goblins come up to you and draw their swords. Defend yourself (25), run for the right door (9), or run for the left door (10).
- 12) Go to 2.
- 13) As you try to accomplish your task, three Fighters and a Wizard walk through the mirror. They have initiative. If the Wizard dies, the Fighters will run back through the mirror. If the Fighters die, the Wizard will also escape in a similar manner. If you kill them, go to 20 if you were opening the chest or 27 if you were opening the drawers. Fighters: Strength = 9, Dexterity = 10, IQ = 10, Movement Allowance = 8, Leather Armor, 1-1 Dagger, 1+1 Sword. Wizard: Strength = 14, Dexterity = 11, IQ = 10, Movement Allowance = 10, *Shock Shield, Summon Myrmidon, Trip, Fire, Drop Weapon, Magic Fist*.
- 14) You open the chest and find forty Gold Pieces. If you want to open the pouch, go to 50. If you want to open the other chest, go to 29. If you want to leave, go to 10.
- 15) You find nothing. If you want to look at the Swords, go to 34. If you want to look at the chest, go to 20. Or you may leave (10).
- 16) You are in a narrow corridor. Walk towards the Tavern (9) or away from it (8).
- 17) As you approach the figures, they turn and one points the long object at you. Go to 30.
- 18) The words have no meaning to you. Go to 44.
- 19) Go to 38.
- 20) Roll a die. On a one, two, or three, go to 54. Otherwise, go to 7.
- 21) You are in a small drab bedroom. In the corner of the room in a small card table with a pile of Gold coins on it. Around the table four Goblins are playing cards. Leave (5), or attack (33).



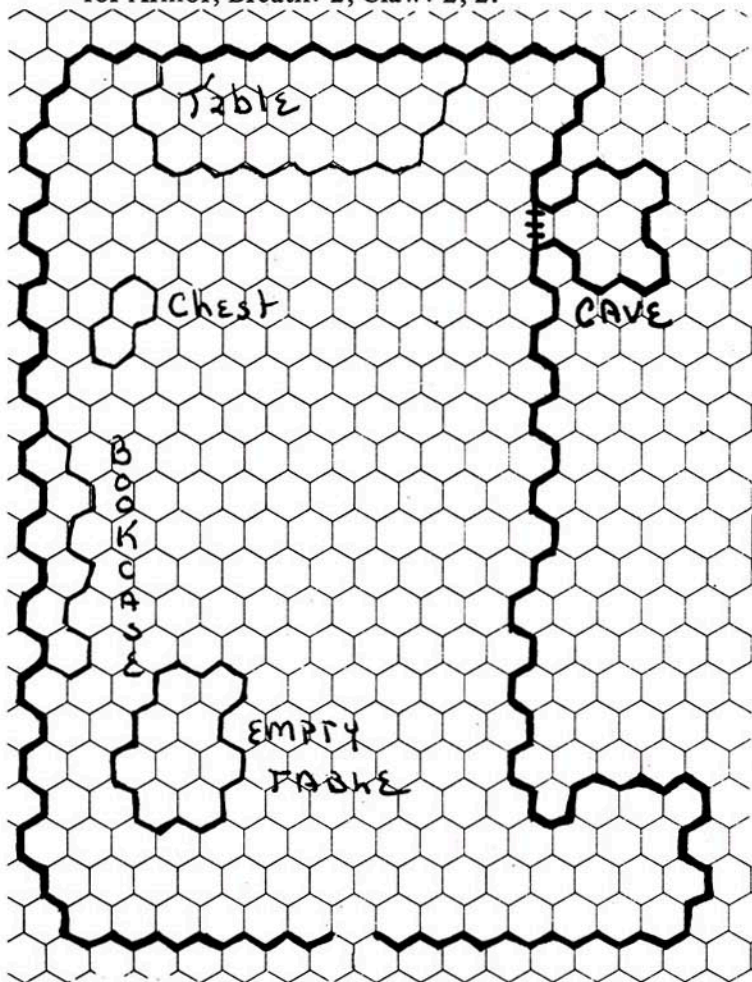
- 22) You are in an ornately furnished room split by a red velvet curtain. All the furniture is of Silver and Gold. Presently, there are four large men facing you with drawn swords. Run out the door (35) or fight (41).



- 23) The figures disappears and reappear behind you. You turn and see that one of them is pointing the long object at you. Go to 30.
- 24) You are in a small corridor. Walk to the Tavern (10) or away from it (8).
- 25) The Goblins attack. They fight until their Strength is three or lower. If you kill them or they run, go to 56. Goblins: Strength = 9, Dexterity = 10, IQ = 7, Movement Allowance = 8, Leather Armor, 1-1 Dagger, 1+2 Small Axe.
- 26) You are in a very large room. It seems to be a Laboratory. On the left wall is a large bookcase and a table holding a glowing chest. On the wall in front of you is a bent, haggared old man stirring a potion in front of a table filled with bubbling liquids of various colors. There are also many strange objects on this table. On the wall to your right is a large cave entrance with bars in front of it. Examine the right wall (2), the front wall (12), the cave (47), attack the old man (19), or leave (32).
- 27) Roll a die. On a one or two, go to 55. Otherwise, go to 15.
- 28) You are now standing around several dead Goblins. You take the money (10 Gold Pieces) and run. Go to 9.
- 29) You open the chest and three Snakes slither out to greet you. At the same time, the curtain turns into a stone wall. If you kill the Snakes, the curtain will reappear and you may leave (10), open the other chest (14), or open the pouch (50).
- 30) The figures are Wizards. They will fight until their Strength is five or lower and then disappear. If you kill them or they leave, go to 36. Wizard 1 & 2: Strength = 9, Dexterity = 10, IQ = 10, Movement Allowance = 10, *Trip, Fire, Summon Wolf, Aid, Confuse, Magic Fist*. Wizard 3: Strength = 12, Dexterity = 11, IQ = 12, Movement Allowance = 10, *Break Weapon, Freeze, Fireball, Sleep, Aid, Summon Bear, Trip, Sleep*.

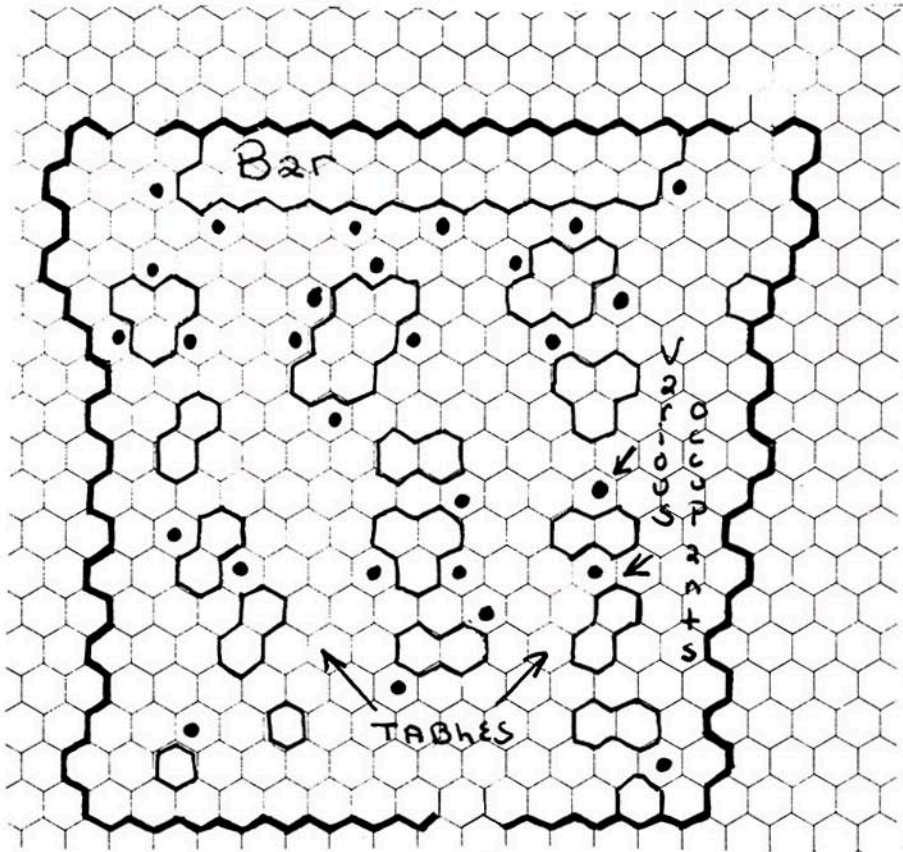


- 31) What you read confuses you. Subtract one from your IQ. Go to 44.
- 32) The door will not open and you have alerted the old man. There is a flash of light, and then, you see that the old man has transformed into a tall youth. Presently, he is pointing his finger at you. Go to 38.
- 33) You surprise them and have initiative. Go to 43.
- 34) As you touch the Swords, they come alive. Shortly after, they begin attacking you. You can run out the door (they will still be there when you get back) (10), or if you defeat them go back to 3. Swords: Strength = 3, Dexterity = 13, Movement Allowance = 10, -1 Dexterity to hit.
- 35) The door will not let you pass and they attack you. Go to 41.
- 36) There is nothing else in the room but a burning candle. You now exit the room. Go to 9.
- 37) Each Goblin had three Gold Pieces (24 altogether) which you may now take. Leave (1), go through the right door (9), or through the left door (10).
- 38) You are now standing in front of a very angry Wizard. At the same time, his pet Dragon has managed to escape from his cave and is now in back of your party. The Dragon fights to the death. The Wizard fights until his Strength is three or lower and then disappears. If you get rid of both these creatures go to 51. Wizard: Strength = 13, Dexterity = 11, IQ = 15, Movement Allowance = 8, *Teleport, Summon Giant, Lightning, Stone Flesh, Control Person, Break Weapon, Fire, Trip, Summon Wolf, Freeze*. Dragon: Strength = 30, Dexterity = 11, IQ = 16, Movement Allowance = 6/16, 3 Hits for Armor, Breath: 2, Claw: 2, 2.



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- 39) The door will not open. Go to 6.
- 40) Go to 13.
- 41) They have initiative. While fighting you may not pass through the curtain. If you kill them, go to 4. Fighters: Strength = 10, Dexterity = 10, IQ = 8, Leather Armor, 1-1 Dagger, 2-2 Cutlass, Small Shield.
- 42) You have read a *Healing* spell. Raise you Strength to its full amount. Go to 44.
- 43) You begin to fight. The Goblins fight until their Strength is four or lower. At that point, they run out the door. If you dispose of these pitiful creatures, go to 28. Goblins: Strength = 8, Dexterity = 12, Movement Allowance = 8, IQ = 7, Leather Armor, 1-1 Dagger, 1-1 Sling, and a Small Shield.
- 44) You are facing the wall with the bookcase and the glowing chest. If you want to take the chest, decide who will open it and go to 57. If you want to go the front wall, go to 49. If you want to leave, go to 53. If you want to read one of the books, roll a die. On a one or a two, go to 42. On a three or a four, go to 31. Otherwise, go to 18.
- 45) You are in a large Tavern. Throughout the room are tables and chairs seated by various beings. On the back wall is a large bar and an open door to the right and to the left of it. Roll a die. On a one, two, or three, go to 11. Otherwise, you may leave (1), go through the right door (9), or go through the left door (10).



- 46) You come to a large wooden door which is cracked open. Enter (26), or turn around (53).
- 47) As you walk toward the cage, it opens and a Dragon comes into the room to meet you as the old man runs out the door. Go to 52.



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## 50 THE DUNGEONEER

- 48) The Ring melts into your finger and can not be removed. It adds one point to your Dexterity. Go back to where you were.
- 49) As you approach the cluttered table, all of the items disappear except for a small pouch which you find to contain 25 Gold Pieces. Look at the books and the chest (44), or leave (53).
- 50) You open the pouch and find a Ring and one Gold Piece. If you wish to put the Ring on, make a note of what number you are at and go to 48. If you want to look at the first chest, go to 29. If you want to look at the second chest go to (14). Otherwise, you may leave (53).
- 51) You may now examine the books and the chest (44), the table where the Wizard was standing (49), or leave (53).
- 52) The Dragon fights to the death. If you kill him, go to 51. Dragon: Strength = 30, Dexterity = 11, IQ = 16, Movement Allowance = 6/16, 3 Hits for Armor, Breath: 2, Claw: 2, 2.
- 53) Go to 8.
- 54) You find a flask of clear liquid. If you drink it, make a note of what number you are at and go to 58. You may also look at the Swords (34), look in the drawers (27), or leave (10).
- 55) In the bottom drawer you find a Sword wrapped in brown cloth. It is a Magic Sword, and needs only a Strength of 9 to operate, but does 1+2 damage. If you want to look at the Swords, go to 34. Otherwise, you may look at the chest (20), or leave (10).
- 56) After you finish off these Goblins, four more Goblins come and attack you. They have the same characteristics as the ones in 25. If you kill or scare these Goblins away, go to 37.
- 57) If the person who touches the chest has a Strength of nine or lower, he/she immediately loses one point of Strength. After this, the chest will stop glowing and you will be able to open it up to find 10 Gold Pieces. You may now leave (53), look at the books (44), or examine the Wizard's table (49).
- 58) Whoever drinks the liquid loses one Dexterity, but gains back all of his/her initial Strength plus one point. Go back to where you came from.
- 59) So you made it through without getting yourself killed?? Very good! You may rate yourself by the following formula: Take the total number of Gold Pieces you have and divide by the number of people you had in your group at the start of your adventure.

Over 105	Excellent
94 - 104	Very Good
83 - 93	Good
72 - 82	Average
61 - 71	You should have stayed at the bar!!!!
50 - 60	Why did you even bother??!!
Under 50	Retire and take up knitting!!



# JACOB OLSON

by Patricia Hockhalter

Jacob Olson was a crusty, vile old man living alone these many years. Very little was known about him, because no one was welcome in his home. Everyone did know at one time he was a curator of Bradford's local museum. Late one evening he was caught trying to pilfer some valuable art objects and immediately his job was terminated.

His log cabin consisted of two small rooms and was more than rustic; it was, shall we say, in total ruination. The building stood on a lonely hill overlooking a large stoney field now overgrown with weeds and neglect. Only a small patch of land was cultivated to support his meager needs.

Jacob had no visible means of support, but he always seemed to pay cash at the local store for all his purchases. This caused talk that he really had taken something of value from the museum and had it hidden somewhere on his property.

The old man had been dead over a week before his remains were finally found. The local postman became worried when the mail in his box had not been removed. He approached the front door, and finding it unlocked, he entered the cabin. Jacob's body was in bed under the covers fully dressed, cold and stiff with a grotesque grin on his face. an autopsy showed every organ in his body to be healthy, and the only explanation the coronor had was that Jacob must have been called by a being from hell.

Many of the locals, pickaxe and shovel in hand, swarmed upon the place. After many hours of searching for money and anything else of value, the neighbors left empty-handed. The estate was closed and locked to be sold at a later date.

James T. Morgan, "the renown lawyer", was arriving home late one evening from a three-week stay in Florida. James is a tall dark-haired man, with eyes the shade of a deep ocean. The man never could hurt a soul by word or deed and is friend to all residing in Bradford. Without warning the engine on his automobile ceased. To make the night a total disaster, the rain suddenly came with a deluge of sleet. Trees were torn up by their roots and winds bellowed in great fury. Hurrying in blind rage, James could see nothing but the Olson cabin with the lights glowing brightly. Feverishly knocking at the door, James yelled for Jacob to please let him in. Receiving no answer, he pushed open the door and entered. Shivering with cold and despair, he again called for Jacob to please come help him. Five minutes or more passed before he heard the slow shuffle of feet. Jacob entered the room and uttered not a sound. James spoke apologetically for entering his home without an invitation, but Jacob seemed to take no notice of him. He seemed to be wandering around aimlessly looking for something. The telephone was disconnected, so James could do nothing but wait out the storm and wonder about Jacob's strange behavior.

In the morning James walked to the nearest garage, had the car towed and took a taxi home to his wife, Tess. She greeted James with a hug and kiss telling him how much she missed him. Her red curls bounced on her five foot frame with each word spoken. After a shower, shave and a little love making, he told Tess of the strange night he had. While he spoke, Tess gasped in horror. "Jacob is dead!" Tess exclaimed. "He passed on over a week ago."

The only explanation James could think of was that he surely must have been visited by a ghost. Tess tried to convince him that he was just tired; the storm was terrible, so he must have been confused and entered someone else's cabin.

James knew that he was not confused, and that he must go back to the cabin, Jacob's cabin. This time he would not go alone, or take any chances; he would take his best friend, David Collins, with him. David, the local dentist, was a grey-haired man in his mid-forty's. He had lived only two years in Bradford, but did enjoy the friendship of many. The two arrived there late that evening and saw the lights burning brightly from the cabin windows. When they were a few feet from the front door they heard such appalling cursing and vile swearing that they cringed in terror. Finally after a few minutes the gross language changed into incoherent

laughter. Using all their strength they forced open the locked door and entered. The room was in utter silence and complete darkness. A thin film of dust was everywhere and nothing possibly could have been there. Noticing a back door which was slightly ajar, their first thought was the person with the laughter must surely have escaped through this door. The door was completely opened; a candle was lit which illuminated the back yard, disclosing nothing. They closed the door and proceeded to explore the cabin. While entering the second room the candle was extinguished by a sudden gust of wind. The sound of a fall followed immediately. After groping in his pockets, James finally came upon a match and lit the candle. There, prostrate on the floor, was David. Moving closer to his friend's side, he knew at once that he was dead. Turning the body over he noticed in one of David's hands a large burlap bag with "Property of the Bradford's Museum" written in black bold letters. Examination showed the bag to be full of gold worth millions. Directly under the body was a board which had been torn from the floor; this was where the bag must have been found.

An autopsy was performed, again there was no explanation as to what caused David's death. James knew deep down that Jacob was responsible in some way for his friend's death. He knew no one would believe his story.

James left for home letting everyone believe and say David's joy and pleasure at finding such wealth was too much, he died of over-excitement.



# Nymphs

## By Steve Marsh

by Steve Marsh

Much of mythology is filled with tales of nature spirits called Nymphs or Durga or other things. These creatures provide a great deal of flavor and texture for any Judge's campaign. The following is a list of the female sprites found in Greek and Roman legends and rumored in the Phoenician and Celtic Lore.

In my campaign I divided them into two types. The first is of the untamed old magic: Capricious, Chaotic and bearing the likeness of Selene (the moon spirit). The second is of the nourishing new magic: Friendly, Capricious and of the likeness of Thalia (the grace & muse). Both roll all their requisits on 3d6. However, when rollin percentile dice for comeliness & shapeliness (a habit acquired from The Petal Throne) add an extra roll on shapeliness. If it goes over 100, add the extra points to comeliness - this duplicates the classical image of the ladies.

Now the old magic types vary in their attitudes as does the moon but tend to be wild and uncivilized. It was they who led the celebration of Bacchus that resulted in the death of the world's greatest Bard. The new magic Nymphs have the spirit of civilization within them and it tempers their actions to a great degree.

### Sylphs

These are the mountain Nymphs who fly in the clouds and bask on sunlit glaciers. Winged (fly 24"/turn) & with double the bonus to AC for Dexterity. They act as Clerics, Thieves, Fighters, and Illusionists (roll a d4 for which class each is acting in) of level 1d6. Old magic, 2d4 encountered.

### Arialiads

These are purely of the air. They seem as beautiful female figures and melee as Air Elementals. 1d8 for Hit Dice (from 1 to 8 d8's), new magic, 1d20 encountered.

### Snow Nymphs

Both Healers and Bards of level 1d6 each. Often wear armor, otherwise AC: 8 (armor is natural scale armor from vanquished enemies). 2d10 found, new magic. 30% chance that Snow Dwarves are nearby.

### Ice Maids

These are Chaotic equivilents (old magic form of Snow Nymphs) with a natural AC of 4. They love to accompany Giants and Ice Trolls. 50% Anti-Clerics, 50% Hags. 1d20 encountered. Treasure as Ghouls.

### Dryads

These are Forest Nymphs of the old magic. These function as female Magic-Users under Len Lakofka's system. They keep lovers for 1d6 time periods. Roll a d4 for which time period: 1 is in days, 2 is in weeks, 3 is in months, 4 is in seasons, 5 is in years, 6 is in leap years, 7 is permanent (the Charisma bonus, if any is added to the d4 making 5-7 possible). Those who are kept will not age. And of course, any Dryad attacked will have 2d20 lovers about willing to help her out. 1d4 appear.

### Hamadryads, Forest Nymphs

Green or tan in color with black, yellow or greenish hair, these Nymphs are Healers, Druids, Bards and Watchers (Thieves) of the new magic. There is 2d10 in any group. Each will have 1d4 animals with her (Falcons, Wolves, Bears, etc., as applicable to the forest).

### Silkies

These are Water Nymphs found anywhere, of the new magic. They are in three groups related to the 3 types of old magic Water Nymphs.

### Naiad

These are the haunters of inland pools. Healers,

Hags, Bards & Illusionists (level 1d6, roll a d4 for how many classes each is) may use one Polymorph Spell per week, either on self or on a lover. 1d4 lovers per Naiad, and Move: 18" per turn in water. There are 1d4 to an area.

#### Nereid

These Nereid haunt the coasts and coral atolls. Magic-Users, Lightwalkers, Bards & Healers have 1d8 Psychic Powers each. They appear in groups of 2d8, level 1d8 each. They cultivate helpers such as Morlocks and others. They are immune to such (and other water type creatures' powers).

#### Oceanids

These frolic on the waves and ride the storms. They are 50% Druids (of the water and not the forest), Magic-Users 25% (water type spells only), Elementals 25% (function as a Water Elemental of equal Hit Dice when in melee) are level 1d8 with 2d20 occurring.

#### Cavern Nymphs

These are found in mixed old and new magic groups. Half of them will function as Earth Elementals in combat, the others as Bards or Healers. 1d50 will frequent a cavern complex. They are mostly earth colors.

#### Oreads, the Mountain Nymphs

These glad children function as Bards, Healers, Clerics and Rangers (roll on a d4 for which) of level 1d6 each. One in 20 has the gift of prophecy once per month. Percentile accurate and 100% - 3d100% clear.

#### Ciads

These are sometimes called the Sand/Desert Nymphs. They are very fey and of the odd old magic. They are found in groups of 1d4. 25% of them are as secret order Witches; 25% will function as a cross between the Phoenix and a Fire Elemental; 25% as a Len Lakofka type Magic User/Thief split class of level 1 - 6; 25% as Sand Elemental-like creatures in combat. 10% chance for each Nymph to have a magic Sword. Each Sword will have an Ego of 12 and be Chaotic/happy with the Nymph. Ciads are the only ones to accumulate magic weapons.

These are the families of Nymphs that frolic and bedevil upon the face of the world. Similar to them are the male sprites commonly thought of as Satyrs. Perhaps if there is demand I'll cover them and their powers and prowess.





# CONVENTION WATCH ALL THE CONS WE KNOW OF

As part of our function as a National Convention Clearing House in conjunction with MGA and MDG, and as a service to our readers, we provide a listing of planned conventions that we have information on. Due to space limitations we can only list the name, type and date of the convention, and an address to write to for more information. Convention planners are asked to contact Chuck Anshell and send all available information on their convention so that we may print it and inform dealers of it. They are also welcome to write or call him at (217) 422-1930 for help in finding an open date for their convention. Convention type abbreviations: G=Gaming, SF=Science Fiction & Fantasy, ST=Star Trek, CO=Comics, CU=Computers.

NANCON III (G), Jul. 4-6, 1980. Nan's Toys and Games, 1385 Galleria Mall, 5015 Westheimer, Houston, TX 77056. (713) 622-0760.

ARCHON 4 (SF), Jul. 11-13. Archon 4, POB 15852, Overland, MO 63114.

PHRINGECON (G, SF & F), Jul. 11-13. PhringeCon, POB 1072, Phoenix, AZ 85001.

OKON '80 (SF), Jul. 19-20. Okon, POB 4229, Tulsa, OK 74104.

AUTOCLAVE 4 (SF), Jul. 25-27. Diane Drutowski, 2412 Galpin, Royal Oak, MI 48073.

CWA CON, Aug. 1-3. CWA, 3605 Bobolink Lane, Rolling Meadows, IL 60008.

MICHICON (SF), Aug. 15-17. Diane Carey, 1916 Cadillac St., Flint, MI 48504.

GENCON XIII (G), Aug. 21-24. Joe Orlowski c/o TSR Hobbies, Inc., POB 756, Lake Geneva, WI 53147.

NOREASTCON 2 (SF - 38th WorldCon), Aug. 29 - Sep. 1. NorEastCon 2, Box 46 MIT Branch PO, Cambridge, MA 02139.

WINDYCON VII (SF), Oct. 10-12. Windycon, POB 2572, Chicago, IL 60690.

CONCLAVE 5, Oct. 31 - Nov. 2. Waldo and Magic, Inc., POB 444, Ypsilanti, MI 48197.

AQUACON (SF), Feb. 12-15, 1981. Aquacon, POB 815, Brea, CA 92621.

DENVENTION II (SF - 39th WorldCon), Sep. 2-7, 1981. Denvention II, POB 11545, Denver, CO 80211.

### \*\*\*SPECIAL NOTICE\*\*\*

Some confusion has arisen over the fact that there are two MichiCons. The one at Oakland University is the old familiar wargames convention run by Metro Detroit Gamers. The later one is a relatively new science fiction convention with guests of honor Alan Dean Foster and Theodore Sturgeon.

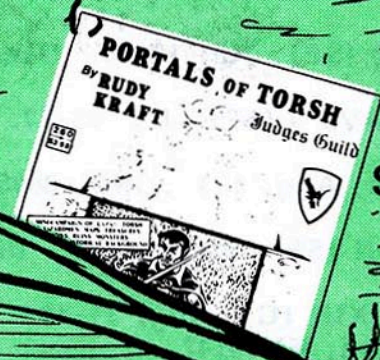
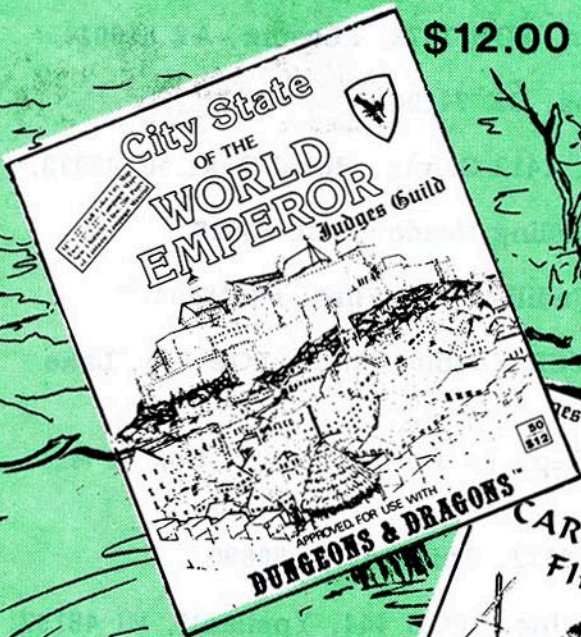
# FISHING

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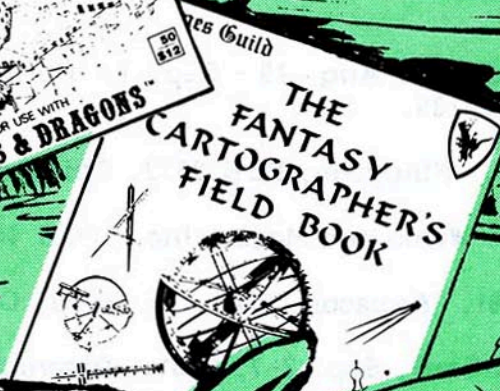
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# Nose Wet or No Sweat

Gravity reversal upon touching a switch is not new, but if it oscillates for a full turn thereafter (changing from ceiling to floor on a regular cycle of, say, four seconds) it could leave a party with quite a “bloody nose” as they bounce back and forth like tennis balls.

A tripwire could trigger a great rumbling or crashing sound, as if the whole corridor was about to collapse. Instead, the sound (very) slowly fades out. . . .as the party runs away!

Deep pit traps may have (or ought to have) trapped monsters in them as well, intelligent or not. The unlucky or unwary adventurer who falls into such a trap must then survive the fall, and slay the creature with whom he is confronted.

A tripwire activates a dart which, if it strikes a character, injects a “healthy” dose of LSD, PCP, THC or other hallucinogenic substances. For information on the effects of such drugs, just write the U.S. Government Printing Office, they have lots of literature on them. Save is applicable versus poison.

A rockfall trap may reveal a secret door. . . .which drops more boulders upon whomever opens it.

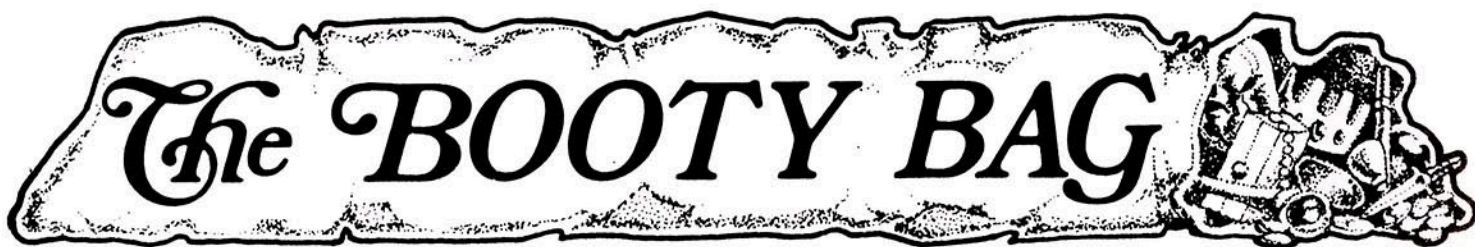
A pit trap filled with water, which when activated, sets the ceiling in motion to cover it over. Twenty minutes later the ceiling will rise again, and the pit cover will replace itself. This kind of trap can only be sprung once, however, and then will require rewinding.

Don't forget, a prisoner is worth more than a body.



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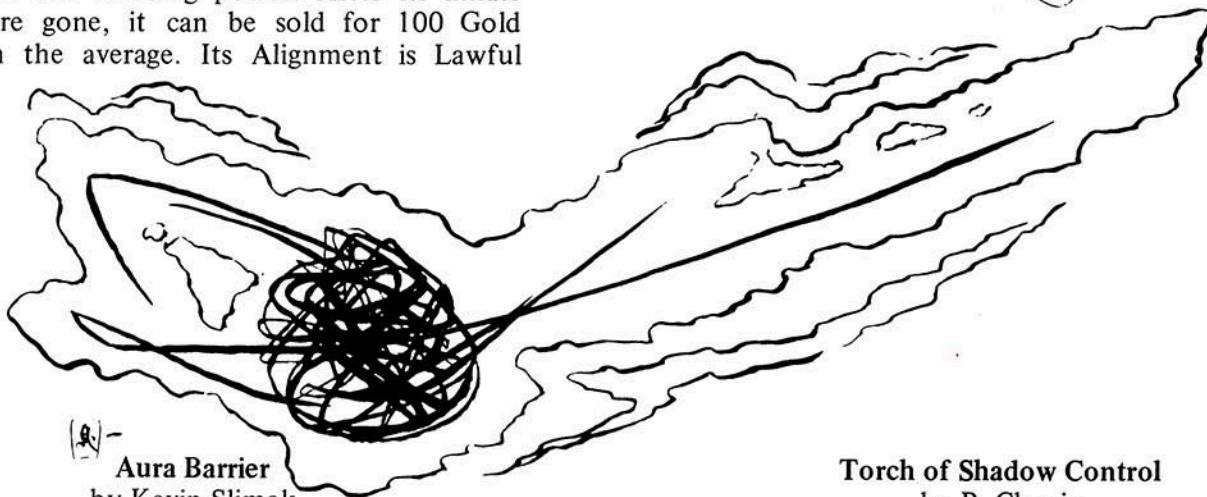
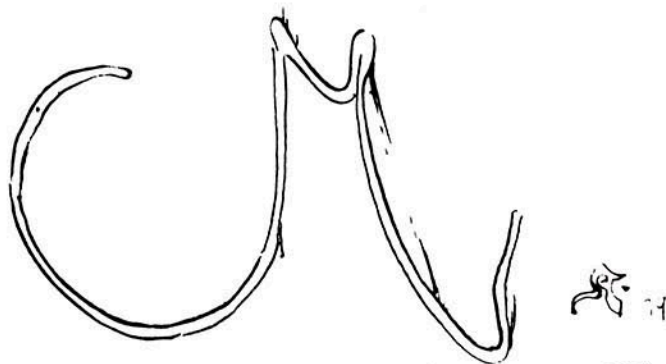
# The **BOOTY BAG**



## The Golden Strand by B. Chapin

This strand of fine gold is not much thicker than embroidery floss (nor heavier).

It obeys the commands of its owner, forces a person bound by it to tell the truth or suffer damage (2 - 6 points per lie). It needs no physical support to climb it. It can support 10,000 Gold Pieces of weight. I limit it to ten uses on the truth power and the climbing power. After its innate powers are gone, it can be sold for 100 Gold Pieces on the average. Its Alignment is Lawful Good.



**Aura Barrier**  
by Kevin Slimak

**Torch of Shadow Control**  
by B. Chapin

Demons of less than the 10th level cannot penetrate, nor Monks. Also absorbs incoming psychic attacks. As a ring or a bundle of wire that slides into and merges with skin adding -1 to AC.

## Slicing Wire by Kevin Slimak

Looks just like Aura Barrier Wire. Slices anyone who gets within four inches into 1001 pieces. Works four times.

## Android Wire by Kevin Slimak

Looks like Aura Barrier Wire. Toucher becomes an anti-life android at double Hit Dice and -4 to AC. Friends will not notice until death starts. Can change hosts if one is killed.

Appears as a normal torch, however, upon close examination, some almost indistinguishable Runes can be found near the base (15% chance).

This torch when lit will control up to six Shadows or three Shadow Giants. When it goes out, the Shadows will immediately attack. It will burn six turns (a wind or water could put it out). It can be relit from 1 - 8 times. Predetermine this.

It is often guarded by one or two Shadows. Note: A reverse of this torch may be found which instead summons a like number of Shadows or Shadow Giants that immediately attack.

### The Ring of Wakefulness by Lee Sunderlin

The Ring of Wakefulness will not allow the wearer to sleep - whether he wants to or not. It gives complete immunity to "Sleep" Spells, soporific drugs, and any other sleep-inducing agent. It gives partial immunity to alcohol and similar drugs. Unconsciousness due to blows or other causes will only last 2 - 12 seconds. The Ring, however, only delays sleep; it does not take away the need for it. After two sleepless days, the character will be greatly weakened and possibly suffering from paranoia or other psychic problems. Insanity of varying lengths will be caused after four days; death will occur after around six.

The effects of the Ring only become evident when the bearer suffers from complete insomnia. This makes the Ring very effective for guards, as well as a general precaution.



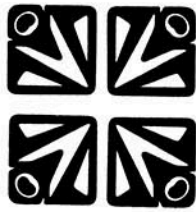
### Potion of Danger Perception by Brian Wagner

The drinker can perceive the intensity of danger presented by anything in a 15' radius around him. Intensity goes from no danger to very extreme danger. Magical items and traps and the like would not be perceived until the character were actually going to do something to trigger the affects but any monsters are immediately gauged. Several different ratings will combine to an average rating if they are all in the 15' radius at the same time and it will not rate members of one's own party unless they somehow pose a threat to the character. Remember the danger is rated on how dangerous it is to the potion's drinker, not the party of adventurers as a whole.

### Scroll

by Brian Wagner

Once read, everyone within 50' of the reader suddenly find all their clothes, armor, weapons, everything they had has disappeared and this includes the possessions of the reader, leaving them stark naked. This endures for 2 - 12 full turns during which the happy Judge eagerly rolls for wandering monsters. At the end of the effect all possessions reappear at the place they disappeared.



# Vampires

## By Jim Webster



Due to the request of one of the players, whose desire to sink his teeth into the snowy white neck of a maiden was getting to be too much for him, I thought up the character of Vampire, and I send it to you for your edification and delight.

### Basic Table of Characteristics

Level	Hit Dice	Experience Points	Special Properties
1st	1	---	Vampires always fight as same level character they were before "death".
2nd	1+3	1,000	Charm Spell with Eyes, +3 on Saving Throw, they may now have a following of Undead, their total Hit Dice not exceeding that of Vampire; this does not include any Vampires under its control.
3rd	2+2	2,000	Charm Spell with Eyes, +1 on Saving Throw.
4th	3+3	4,000	If it was before "death" a Magic User or Cleric, it may use magic appropriate, 1st level Spells only.
5th	4+4	6,000	If ex-Cleric or Magic User, it can now use magic weapons.
6th	6	24,000	From now on may cast spells as a Mortal, five levels below.
7th	8	96,000	May face direct sunlight except at midday. Saves as against deathray with magic lights. e.g. Silmarils.
8th	10	384,000	May cross threshold with out invitation and suffer no ill effects, may cross water similarly.
9th	14	450,000	May cast spells without disadvantage, and may include living creatures among its following.
10th	18	600,000	May now become a Dark Lord, and is powerful enough to exert its will and become a living immortal creature again, with the power to command any Chaotic creature weaker than itself.

Each additional Level from here on with each 200,000 Hit Points the Vampire reaches a new level and gains 2 Hit Dice.

Special Effects:

A Vampire cannot:

- a) Cross moving water, unless he reaches a high enough level.
- b) Cross a threshold without invitation, which must be issued by a free creature, not a follower or hireling. Once a threshold has been crossed, it may be crossed at will.
- c) Face Direct Sunlight.
- d) Abide the Smell of Garlic.
- e) Abide the Face of a Mirror.
- f) Abide the Sight of the Cross.

If the Vampire attempts either a (cross moving water) or b (cross a threshold) it has 3 Hit Dice of damage inflicted. This damage is regenerated at half speed and can kill it, rather than forcing it to "disperse". If a Vampire attempts to force the obstacle and suffers 50% or more damage, it must fall back. If it suffers less than 50%, it can cross. When crossing moving water, it suffers 3 Hit Dice per step.

Attempting c (face direct sunlight) kills instantly, no saving throw, unless it is powerful enough to withstand it (7th Level).

Attempting d (abide the smell of garlic), e (abide the face of a mirror), and f (abide the sight of the cross) it causes 1 dice of damage and the Vampire must seek to avoid them but cannot directly attack the cause.

Vampires can be killed by: Immersion in running water; Impalement on a wooden stake; They can be hit by magical or silver weapons which send them into a gaseous state, which they remain in until they reach their lair; Also if they cannot return to a coffin in whose bottom is covered with the soil of their native land, they lose one energy level per day.

A Vampire can regenerate 3 Hit Points per turn, call on bats and wolves, and polymorph into a bat; they can fight as a bat but take as a Vampire.

They use Magic Swords, but only of the Life Draining type, and they themselves drain one life energy level for every four energy levels of the Vampire.

Finally, they must, every day, drink the fresh blood of victims whose Hit Dice in total equal the Vampire's own. If they fail, they suffer damage equal to the difference between the two totals. This damage is not regenerated and is only repaired when they go up a level (Elf blood is poisonous to Vampires).

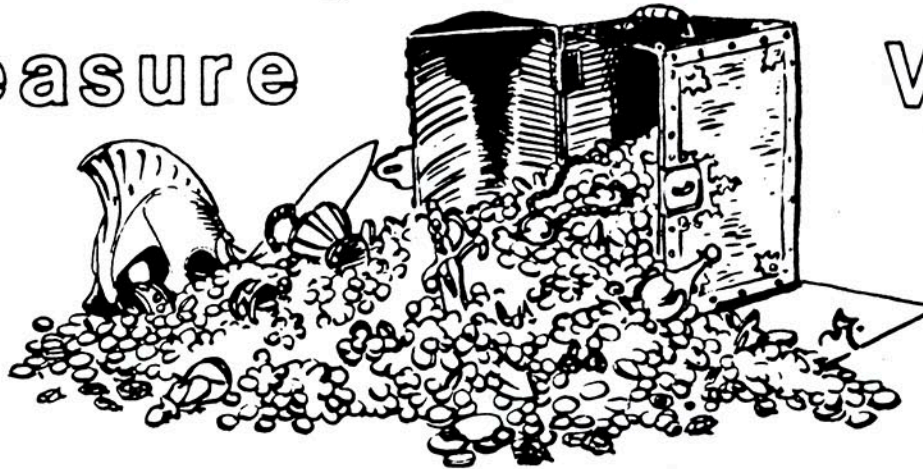




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