

THE DUNGEONEERS JOURNAL

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by Tom Jones

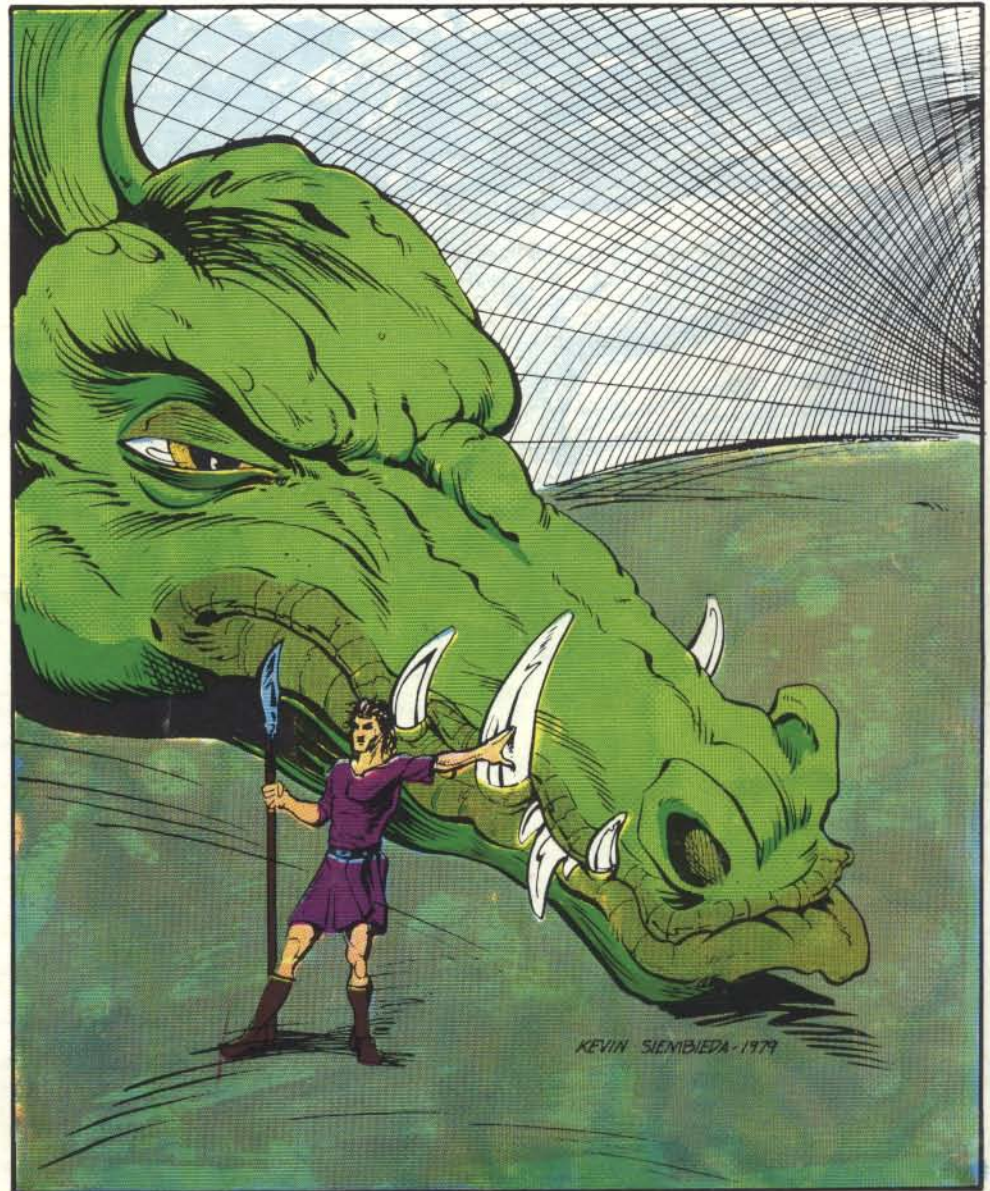
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by Charles M. Cook

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by David Dougher

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by Donald L. Spidell

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by Bill Paley

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Kevin Siembieda: Front Cover, 16, 18, 19, 42, 43, 62
 Ken Simpson: 3, 4, 5, 6, 7, 8, 10, 12, 13, 23, 26, 36, 37, 41, 42, 48, 49, 17
 Paul Jaquays: 13
 Aaron Arocho: 14
 Ed Perry: 15, 20, 22, 27, 29, 52, 53, 56
 Erin McKee: 2, 31, 61

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Editor in Chief:	Mike Reagan
Interim Editor:	Erin McKee
Front Cover:	Kevin Siembieda
Staff:	Penny Gooding, Debbie McGill, Ken Simpson, Jerry Taylor, Rick Houser, Ed Perry, Donna Mathis, Harold Kahn.



the Lab' Oratory



Once again fans, after several days of Chaos here at the Guild, the **Dungeoneer's Journal** is ready for printing. Although we have been barraged by numerous changes and in spite of all of our minor problems the job has gotten done. Adding to the normal confusion here is the fact that our "fearless leader" Mike Reagan is away at GenCon South and Yours Truly (Mike's newly hired apprentice) is still getting used to the workings around here.

We have alot packed into this issue folks. For all you D&D'ers out there in fantasy land we have an article by G. Tolle on the other forms of **Lycanthropy** entitled, amazingly enough, **Lycanthropy**. New tables for the use of **The Martial Arts** are provided by Jon Reinecke, as promised we have Tom Jones' article on political intrigue, Terrance Mikrut presents his ideas about Armor in **Shopping for Armor**. David Emigh offers his advice to Judges in **The Thespian Judge** while Donald Spidell introduces the **Tesseract** to D&D and in **Some Words on Funny Chemicals** Geoffrey Dale speaks out about **Drug Use** in D&D. Monster intelligence is dealt with in Mike Billington's **The Amazing Disappearing " "**, **Monster Matrix** offers 11 new monsters and **Booty Bag** has 5 Magic Items for your campaign.

This issues dungeon, **Shalzar's Tower**, is presented by David Dougher while Kevin Garbelman gives challenge to Dragon Hunters. For all our **Traveller** fans we have Charles Cook's article entitled **The College Option in Traveller**, Lewis Pulsipher expresses his views in **The Essence of a Good Wargame**, 35 Cons are listed in **Convention Compendium**. Clayton Miner reviews **Runemaster** and **Plunder** by **Chaosium** and Ron Lagerstrom reviews **Raid on Iran** by **Steve Jackson Games**. Bill Paley presents us with fantasy story, **Sea Devils**. Also included is the **Official Origins Awards Nomination Ballot**.

Enough small talk now and on with the meat of the issue.

Harold J. Kahn



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SEA DEVILS

by **BILL PALEY**



Only one of the moons glistened off the restless surf, pounding the sand. The wind moaned through the hanging nets and the rigging of the fishing nets dragged past the tide zone on the beach. The squat shapes of the darkened huts seemed closed in, self-contained, as the storm shutters covered their windows. No one would be out on so blustery a night.

A bowshot offshore, a head slid silently out of the sea. The moonlight glinted off of dripping scales, and the light of evil intelligence gleamed brightly as the Humanoid creature scanned the village. Realizing that surprise was total, the beast grinned a fang-filled smile. Turning away, he dove, raising the merest ripple, which was lost in the thundering tide.

Near the seabed waited a large group of similar Humanoids, each with a large Shark as escort or steed. The Scout burbled and glugged, and each member of the group flashed the same wicked grin the Scout had shown. At a signal from a much larger, more powerful looking beast, the raiders began swimming shoreward.

As they stepped onto the land, the Humanoids began a howling chant, and, raising their Tridents and Spears, they raced into the village. Immensely graceful swimmers undersea, they were surprisingly agile on land. As they reached the first hut, the door slammed open, and a man armed with a kitchen stool started with terror and screamed, "Sea Devils! Flee for your lives!" His scream ended in a gurgle as a Spear thrust slashed through his throat.

Quickly, teams of the creatures surrounded each house. Systematically they killed the adult males and females, and netted the children. Domestic animals were slain as well, and all the bodies were stacked near the shoreline. At the largest house, though, the system broke down.

A giant Human, over six feet tall, powerfully thewed, swung again and again with a huge Sword, nearly as long as he was tall. Already a dozen Sahuagin Warriors lay dead or dying within the sweep of his mighty weapon. Behind him could be heard the mewling of terrified women and the cries of children.

The large sea creature burbled an order, and the scaly Warriors fell back. "Human, surrender yourself, or we shall set the building ablaze." The man growled back a curse as he panted to regain his breath.

Finally the great Sahuagin gurgled and waved his arm. Three of his troops scattered and soon returned with lit faggots from the cook fires of smaller hovels. They appeared nervous, but at a signal they heaved the fiery brands onto the thatched roof of the house. The gusting wind soon spread the flames all across the roof.

Just as the flames began to eat down the inside pillars, the man howled and charged at the leader of the Sea Devils. Attempting to parry, the beast's Trident shattered from a mighty blow. There was a sudden horrible pain across his left arm, and then the creature found himself crashing into blackness.

The beast awoke to a generalized ache all over his body. Burling voices around him recited with glee, "Soolgluck has been defeated! Soolgluck will go to the Games!" Soolgluck former leader, tried to raise his arms to his aching head, but when they would not move, he noticed that he was tied to a net. Then, with a shock, he realized that he had but one arm his left gone at the shoulder. With a shudder of revulsion, he cried out, "I am defiled! Destroy me!" His answer was the croaking laughter of his former troops, "It's the Games for you!"

Soolgluck recognized that he was underwater. The captive pale skin young for the Royal tables were tied into nets, and each one had a Blue Pearl strapped to its wrist. Their cries were strange to hear juxtaposed to his former comrades' laughter. Some distance off, the Sharks were feasting on the dead meat and Warriors, and the smell of blood was beginning to attract their undomesticated relatives. Hearing the noises of the untamed Sharks feeding, the war party gathered up spare nets to take the great fish prisoners. All but one, Ullglook, Soolgluck's former aide, swam up and slashed free his Master's arm. "Go, begone, and die a dignified death, milord," gurgled the Sahuagin with face averted. Then he quickly turned and swam away towards the round-up.

Soolgluck swam slowly towards shore, the pain in his shoulder throbbing in couterpoint to his horrified thoughts. "I am defiled, desecrated. I am more horrible than a paleskin.

I cannot go on living. But how can I raise Sword against myself?"

As he landed on the beach, he could see the fishing village burning. Strangely, he found the leaping flames comforting, and he sat down to watch.

"I cannot return to my people, and all other sea-races would take me prisoner and torture me for information so as to wipe out all Sahuagin. Thus I must allow myself to die in a battle. I must then find a battle to join."

The decision satisfied him. Poking through the ruins, he found a Spear of undersea manufacture. Overcome with weariness, he laid down and slept.

III

The sun and tide both were high when Soolgluck woke. Peering about in the glare he noticed five horsemen approaching at speed. He immediately dropped to one knee and butted his Spear to the ground.

More details became plain as the horsemen approached. One had an aura about him that made Soolgluck's skin crawl. He was armored splendidly in Plate, and his Shield bore a seven-point Silver Star on an orange background. Two others in Chain were obviously Vassals, with similar Shields devised with Brass Stars. Another in Chain Hauberk, carried a Shield bearing the device of an old Badger, on a green background. This, the mark of Tunka, a Human God of the Pantheon of those favoring peace and order. Soolgluck snarled.

The last horseman wore stained green robes. Soolgluck knew him to be possibly the most dangerous of the lot, and so spoke to him first.

"Halt Magus, and raise thy hands not from the reins or I swear I'll pass this Spear through the back of your throat. Let me die a Warrior's death, not one beslimed by your foul magics."

"Threaten me not, sea creature. Why should I waste my power on an enemy as lowly as yourself? 'Twould be more useful to Fireball a mosquito. But first, p'raps you could enlighten us in a minor matter. Last evening, in the midst of the third watch, I heard screams from afar and saw much fire. Would you know of this?"

"I would indeed, you with mouth smelling of seaturtle feces. I, Soolgluck, commanding the third muroor of the second greekoo, led

my Warriors to raid for delicacies for our King's table. We were successful, taking thirty Slaves, though a dozen dead and one lost."

The Warrior in Plate spoke, saying, "If I recall the lore of this folk, it would be a far more fitting punishment to let this creature live, than it would be to kill him. However, there is also our need, and the prophecy. Was it not told us 'You will receive succor from the depths?'"

The others signalled agreement, and the Cleric spoke, "Soolgluck, Warrior and Leader, we will not kill you. However, we will give you the chance to die in battle, with an enemy's blood on your Spear. Does this please you?"

"It would if it comes soon. I will not ride your animals, though."

"We had hoped to go by sea from this village," answered the Cleric. "Did your efficient troops leave any boats behind?"

Soolgluck signalled towards the far side of the village. The Warrior in Plate gestured and the two Soldiers in Chain armor rode off to investigate. The Cleric continued, "One day's sail to the south lies a Fortress of Pirates hidden by powerful magics. We have been enquested to seek out and sink a Vessel bearing siege weapons which now stands within this magic protectorate. We know that these magics bedim the eye of those searching above the waves, yet the ships' keels are visible to those beneath. Thus we will board and burn this ship, and thence, if possible, return alive. Do you perceive the duties thrust upon you in this venture?"

"I do," the Sea Devil gurgled, a wicked grin on his face.

"Do you agree, then to aid us, fight for us, and help us survive through this ordeal? If so, swear by the Gods and by your people."

"I do swear by your Gods and by the Sahuagin great and small, throughout the oceans of the world."

As he was finishing, the sound of a horn being winded reached them. "They've found a seaworthy craft," said the Warrior as he spurred his horse. The Mage and Cleric followed.

"Well, a Paladin, a Holy Man, a Trickster and two Mercenaries. But such a death! On an impossible raid!" The Sahuagin smiled and marched off towards the boats.



IV

Much later that day, as the sun began to set, Soolgluck rose from under the unused sails. The raiders had the bad luck to have the breeze striking from the quarter towards which they sought to sail. Without sail, the Cleric and Warriors had rowed all day, and were reaching the point of exhaustion.

Soolgluck flashed his wicked grin at the panting rowers, "So, you cannot tack this vessel, not being mariners. If you do not row, you will find us blown back past the village! What would you?"

"Go ahead, oh Holy Warrior. Smite me, before I go I hope I'll put out your eyes. But truth now! You needs must rest, or your raid must go awry, no? How will you do this? The shore here is rocky and the surf would dash us to bits 'ere we landed. Tell me, then, in your great wisdom and holiness, what would your Gods have us do?"

As the Paladin grabbed for his Sword, the Mage called out, "Stay! This is a sworn ally! This is most foul to raise arms against him, no matter how unruly he be. Not the least, he is right! You must rest or our expedition is doomed. But I have a thought which may aid us. Our fisherfolk, may they rest in peace, did not use anchors, yet to stay in one place in deep water, they must use something. I believe I have puzzled this out. There is in the bow a canvas tied to a long rope. This may well be the sea anchor we seek."

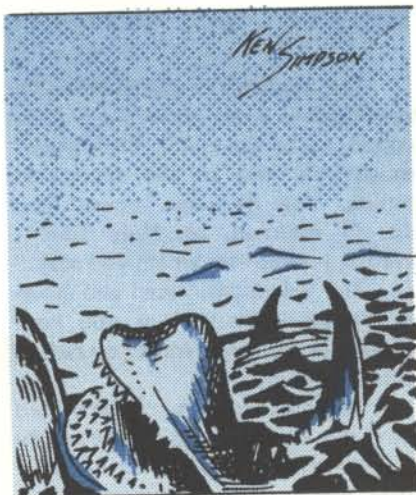
All were pleased with the Mage's discovery and soon the four tired rowers were fast asleep. As their snoring droned on, Soolgluck beckoned to the Mage and whispered, "I must swim now for a time. When I return in a few moments you may choose to sleep or stand watch with me, for I care not for the day time and will sleep it through." To this the Mage agreed, and the Sea Devil soon plunged into the water.

Immediately he had done so, his senses brought him to full alert. Listening carefully he soon identified the oncoming danger...three, four, five, Killer Whales—a male, two females, two young. Soolgluck felt himself torn. This was indeed an ideal sacrifice of his life, especially if he managed to slay one of the young. Yet, the male seemed not to notice him. Could be...yes, arrowing straight for the fishing craft. A conflict between his sworn word and his traditions struggled momentarily in his scaly head but then he howled an ancient Sahuagin war cry and gestured with his three good limbs.

His senses noted the slowing of the pack, but the male continued towards his target while the females were leading the young a safe distance away. Soolgluck knew what he must now do. Straight up he swam, much too slow to overtake the great Whale, nor at all close to being as maneuverable. Straight up into the air, crying "Awake, awake, an enemy is upon you. Defense!"

At that very moment, the great kinked dorsal fin of the Bull Killer Whale sliced up from the sea depth. Movement could be seen on the boat's deck. Soolgluck was certain that his obligations had been acquitted and he could now paddle on to glorious death in combat with the remainder of the herd, when his dark adapted eyes were blinded by a flash of light, and suddenly he convulsed as electrical shock ripped through his body. Stunned, he sank several fathoms before regaining his senses. He noted the herd in full career out towards the open sea with regret. No glorious battle with the hated beasts for him—and still an obligation with the paleskins. Up he swam, where, upon breaking the surface, he found those about the boat calling to him. He replied, and swam to join them.

After stilted inquiries about his safety, and embarrassed thanks for the warning, the Humans bedded down to a night's dreaming. Soolgluck growled and crooned to himself, and practised fighting with but one arm. As the Mage dropped off watching the sea creature, he recalled the prophesy, "You will receive succor from the depths."



V

The next morning found the wind shifted so that the band could hoist the boat's square sail. Soon, the Paladin informed the group, "The next headland hides the Pirate Stronghold, if his honor, the High Priest of Krist had his information correct. Now is the time for our undersea Scout to find us our target."

The Sahuagin bowed mockingly and said, "Pull your cockleshell on the beach on the windward side of the headland. I shall return by dark, or not at all." With this, he saluted with his Spear, and dove over the side, disappearing with a splash.

"Can we really trust to his return?" the Paladin asked no one in particular. "Or will he report us to the Pirates?"

Underwater, Soolgluck was swimming purposefully towards the supposed anchorage. As he rounded the headland, he could sense a small number of anchor chains. Swimming closer, he soon could differentiate four chains down. The Sahuagin knew that his duty as Scout required his identification of the Merchantman carrying weapons, as opposed to the

Pirates' Raiding Ships. He refined the attention of his various senses, riveting them to the area of the anchor chains. "Three large bottomed ships," he thought, "I'll start there."

At that moment, he noticed a swirl of motion approaching him from the sea bed. There were two Tritons, intent upon killing him. Soolgluck snarled defiance, and prepared himself defensively. As they approached, they split up, one to Soolgluck's left and one to his right. The Triton approaching from port, noting his lack of an arm, trumpeted triumphantly, and lunged with a Trident. The Sahuagin, in a burst of speed, dodged inside his opponent's swipe, and, in a flicker, disemboweled him. He swam around and under the body, and turned just in time to take a swipe in the left shoulder from the Spear of the second Triton. Back paddling, he sparred with the Humanoid, watching for an opening. They slowly approached the anchor chains of the ships above. As they slid into the shadows of the Pirate craft above, Soolgluck dove for the muck of the bottom. As he expected, the Triton thrust at him, but missed. Once again he turned under the Humanoid's defense, and his Spear penetrated a full foot into the Triton's groin. As the mortally wounded creature convulsed and floated to the bottom, Soolgluck swam to a stand of seaweed, and began to bind his bleeding wound.

"The children!" he thought to himself fiercely. "How could they miss killing me when I am so defiled? Why could they not kill me?!?" Even though he cursed so mentally, deep inside he felt pride at his victory, feelings that he quickly repressed.

Once his wound was bandaged sufficiently to stem the flow of blood, he gazed upwards at the four vessels. "Now, how am I to recognize a Trader, and not the Pirates' Sloops?" After several moments of thought, he began to rise towards the surface.

Breaking water silently, he glanced around very quickly. There was no sign of posted Guards on any of the vessels. There was a ring of bluish smoke around the bay, outside of which all could be seen clearly. Inside the ring were three Coasters, and a Junk. Soolgluck, knowing that Junks were Human vessels, seldom seen as Merchants in that region, decided to check out the Coasters.

Swimming just below the surface to the first ship, the Sahuagin was again having a mental argument. On the one hand, he desired battle on the Ship's deck, and perhaps a glorious death at the hands of the Pirates, but on the other, he hoped he could complete the terms of his vow by returning with a scouting report. Deep inside, he wanted to feel the pride and respect he would receive if he returned. Realizing this did not strengthen his resolve, rather it confused him.

He reached the bow of the first Coaster, and dragged himself, dripping, up the anchor chains. Reaching the deck, he noted a half dozen Guards dozing at their posts. However, he could see into the hold from his vantage point, and it had been fitted out as a Barracks. Nodding to himself, Soolgluck lowered himself back into the water.

Once back in the sea, Soolgluck glided swiftly towards his next target. Again he climbed up the chain, and again the ship turned out to be a Pirate. Soolgluck thought grimly, "I'll have no fights, just now, but we'll see tonight!"

On the last vessel, however, there was no posted guard visible, and the hold was covered over. Soolgluck suspiciously slipped over the rail and padded across the deck, leaving a wet trail behind. He carefully lifted the hold cover, and there, in the gloom, sat the siege equipment. He eased the cover down smiling to himself. Suddenly, the grin intensified. There, rushing for him, was a Human, swinging a Sword over his head and halloing for the Guard. The Sahuagin stood, and taking careful aim, cast his Spear. The man tried to deflect it with his Sword, but it transfixed him, and he collapsed on the deck.

Soolgluck could hear the pounding below decks of many feet. He trotted over to the corpse to recover his Spear, and then raced for the rail. He dove over the side just as more Humans arrived.

"'E killed Mescur, Sir!"

"'Wot were it?"

"Oh, just a Sea Devil. Prolly wanted meat. Lucky I weren't on guard."

"'Wot the 'ell were them Tritons doing then, Sir?"

"'Who the 'ell knows?"



VI

The mercenaries were betting on stonesskipping when suddenly a head popped out of the water. Their cheers brought the rest of the expedition running. The Sahuagin bowed and said, "I returned, oh Holy One. I have the intelligence which you seek."

The Paladin grimaced and growled, "What is that scum you have draped o'er yourself? Must you befoul yourself so?"

Soolgluck replied, "How should I bind my wounds so as not to arouse the wild sharks? I was not killed in battle, and so I have returned to you to report as per my vow."

The Cleric interrupted and begged him to report if such was his desire. Soolgluck described exactly the positions of the ships, apparent crew strengths, and the magical effects. The group sat down to plot their strategy.

After an hour's debate, a decision was made. Soolgluck would pile boulders on the anchors of the Pirate vessels, while the group boarded the Trader. A magical fire would be set, and the group would try to escape before she sank.

Everyone lay down to sleep until nightfall, once the Wizard placed magical wards. Soolgluck commented, "Nighttime will indeed be best for our plots," and stretched out where the waves could wash over him.

Nightfall found the group once again at sea. The party scanned the water ahead for the sudden appearance of attacking Pirate Ships. Soolgluck, deep underwater, was already beginning his part of the plan, by piling small boulders on the anchor of the Junk.

Suddenly, ahead of the party, four Ships appeared at anchor, and a smoky ring puffed by to the rear, and surrounding the anchorage. The whole team gasped in surprise, but

the Warriors and Cleric, pulled on the oars, aiming for the Trader.

Underwater, the Sea Devil had finished fouling the Junk's anchor, and had begun to do the same to one of the Coasters. He sensed the approach of the Assault Boat, and expected to note soon the pelting of arrows and quarrels. If such occurred, he planned to board the Trader alone, and, kill as many paleskins as he could before dying. He continued to work.

The Paladin also expected to hear the alarm go up, and to be skewered with arrows. However, the terms of the Quest forced him on to the adventure's end. Yet, they were but fifty yards from their goal, and still there was no outcry. Now thirty, now ten. . . Could it be? Could there be no watchful guard?

A sigh of relief escaped the team as they bumped alongside the Ship. Tying to the boarding nets hanging over the side, they began to climb aboard.

At this point, Soolgluck had run out of boulders, but managed to foul all three anchors to some extent. He swam rapidly towards the Assault Boat, eager for battle.

As the team reached the deck, several Pirates had arrived, investigating the thud of the collision between Boat and Ship. With a howl, they charged the group, and before he could draw his Sword, the Paladin, armored in full Plate, was bowled over and plummeted into the sea with a great splash.

With a cry, the remainder of the force counterattacked, laying about them with their weapons. Meanwhile, the Mage ran to the hold cover, and jumped below decks.

Soolgluck was surprised to see the Paladin dropping like a stone to the sea's bottom. While he watched the man struggle with his armor, he was stymied by a mental struggle. Once again, he decided in favor of his vow, and dove to the aid of the drowning figure.

On the Ship's deck, the going had become slippery with the blood of the Pirates. They came on deck unarmored, while the team wore Chain Mail. Still, each of the three men had been pierced here and there by enemy swipes. They were tiring rapidly. Suddenly the deck rocked and one Pirate, aiming a Crossbow from the rigging was pitched into the sea. A dull boom blew the hatch cover leading to the hold high into the air. Flames and smoke licking at his heels, the Mage, looking exhausted, ordered the survivors to retire. The Pirates, surprised, did not pursue as they raced back into the Boat.

The Paladin was rapidly losing consciousness as the Sahuagin finished tearing loose his armor. Holding him tightly with his good arm, Soolgluck

kicked hard on the bottom and swam to the surface. He practically threw the man into the boat as the exhausted team jumped in. Grabbing hold himself, he watched as the Mage gestured and intoned a formula. Suddenly, a stiff wind began blowing the little vessel away. From the burning ship, a volley of Crossbow Bolts coursed towards the ship, several piercing the Mage's body. His corpse fell overboard just as they passed out of range. As the wind blew them farther away, they saw the increasing glow from the burning Ship. Until the wind disappeared, the Cleric kept busy healing the wounded. "The Ship must have sunk, for the curse laid on us by the Quest has not occurred as we ran away."

Hours later, and miles away, the boat landed at a beach. The surviving members, including a shivering Paladin collapsed on the sand. Soolgluck viewed them grimly. "I did not die," he thought. "I cannot return to the sea. They owe me for holding to my vow. I will have them kill me."

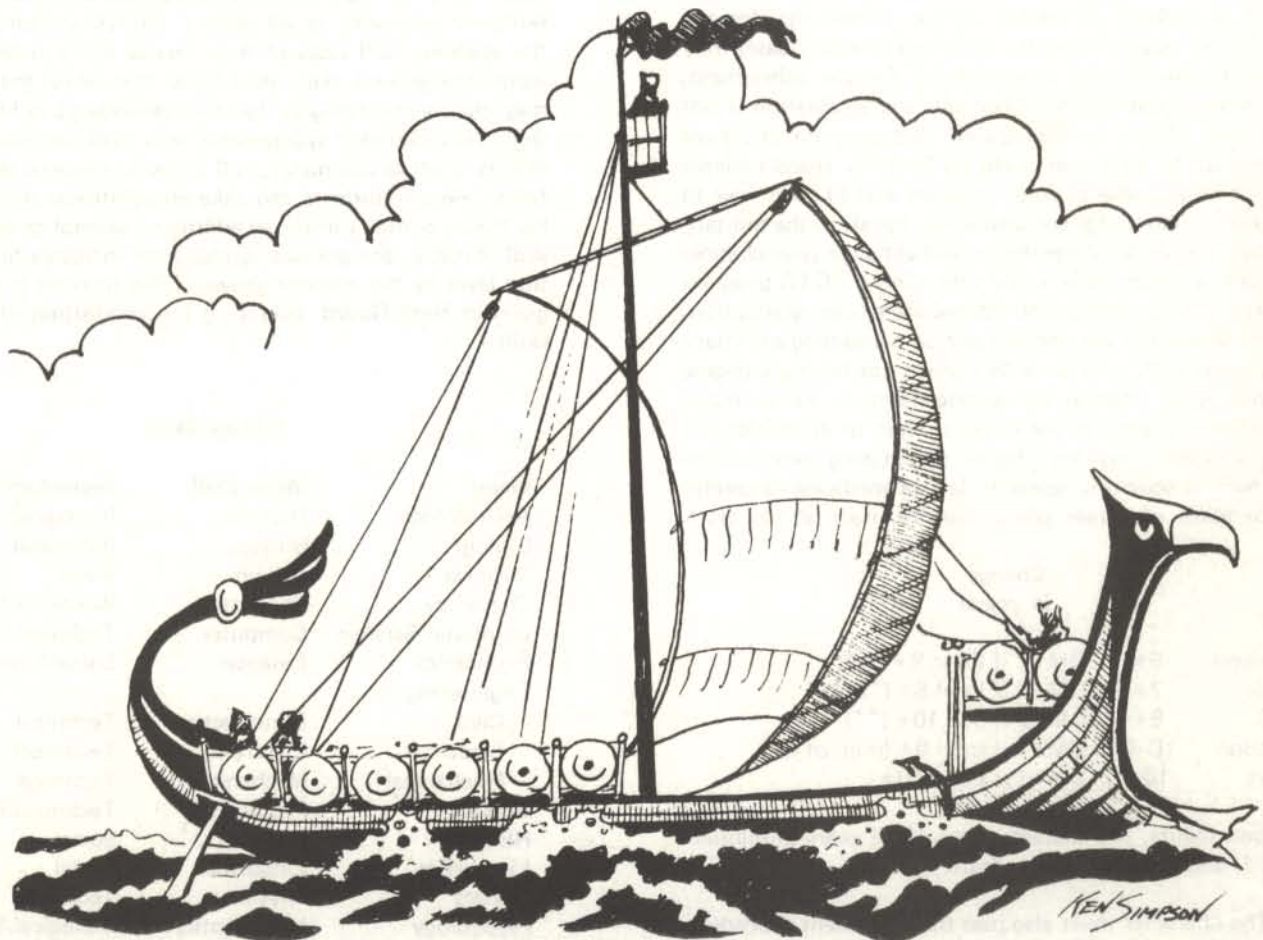
Soolgluck stood before the Paladin, and hissed at him, "Now who smells like slime? Paleskin, you lie there like a slug! Were I able, I would spit on your shadow, on your mother! The Priests of your faith worship false idols!"

The Paladin gazed up at him and spoke, "Any other man, I would have throttled long since, but to you I owe my life. I will not fight you, for it would not befit one of my station."

At this Soolgluck howled in heartfelt anguish. He turned to the Mercenaries, but both turned away. The Cleric said, "I do not understand your creed, my son, but ours is tempered with mercy. We cannot kill you for our faith would be repulsed by such a death. You must find it at other hands."

The Sahuagin raged inwardly. To the onlookers he seemed no different, although he clenched and unclenched his fist constantly. Then he turned on his heel, and dove into the surf.

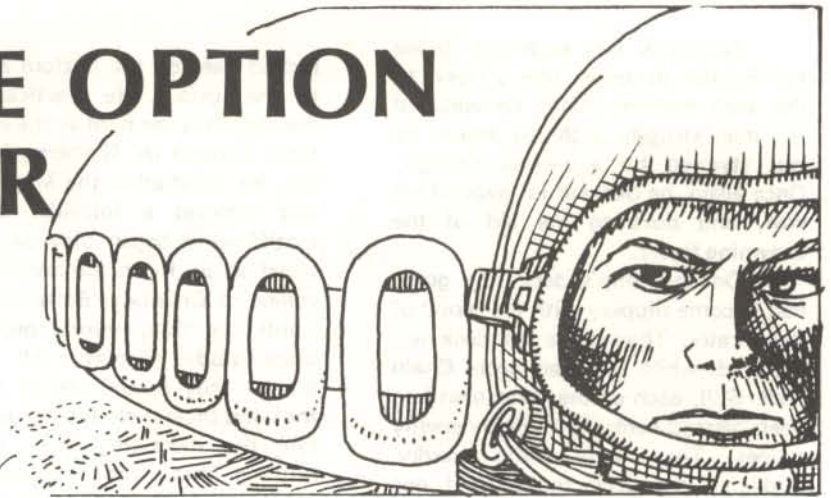
"Tortured soul," said the Cleric.



THE COLLEGE OPTION IN TRAVELLER

by CHARLES M. COOK

Variant not approved for Traveller tm



Introduction

The procedures given in the first book of GDW's **Traveller tm** make no provision for the character who wishes to postpone his career decision for four years and further his education by attending college. A college option is provided in **High Guard** for characters wishing to serve in the navy. In this article, I have extended this option to all characters by supplying the basic parameters - qualifying throws, options, and skills - for the college bound traveller. I have also supplied guidelines for attendance at service academies, medical school, law school and graduate school.

There are reasons for and against sending your character off to college. Attending college is one way for the character to acquire specific skills and in many cases may provide for more rapid advancement. On the other hand, the entrance examination is rigorous and graduation is not guaranteed. Unlike in **High Guard**, dropping out of school can cost up to four years with no benefits. Good colleges may not be available in your subsector and all costs have to be repaid. (Your Judge can advise you here). In the military branches, having a college degree will enhance your chances to obtain a commission while attending a ROTC program will grant you a commission immediately upon graduation. (Service academies are another option combining a military background with college skills.) Since not having a degree may hurt your chances for advancement in, for example, the technical branch of the Imperial Navy or in politics and will practically deny any chance of entering some professions such as scientific research, law or medicine, a careful consideration of career plans must be made at the start.

College (4 years)

Admission	9+	DM+2 if Educ 9+
Success	7+	DM+2 if Intel 8+ (*)
ROTC	8+	DM+2 if Soc 10+ (**)
Education	1D-3	DM+1 if Intel 9+ (min. of 0)
Honors	10+	DM+1 if Educ 10+

(*) Upon failure, the character ages 1D-2 years (minimum of 1) and is subject to the draft.

(**) The character must also pass the enlistment procedure of the service branch in question.

Attending College

At age 18, the character may forgo immediate military service in order to attend the college of his choice. First the character must make the indicated admission and success rolls. The character may then apply for ROTC training by passing the ROTC roll and the enlistment roll of the branch desired. Success here will result in a commission upon graduation and a service relate skill. Otherwise, the student will receive a basic skill in the major of his choice and a secondary or general skill. A secondary skill is a specialized skill in a field related to the student's major. For game purposes, this is assumed to be one of three types: Technical - Engineering type skills, Biological, or Social. General skills are accessible to all majors. (ROTC students roll on the academy skill table of their service (q.v.) in lieu of the secondary/general skill roll.) Note that while the student may choose the category (general/secondary) of his second skill, the exact skill will depend on a 1D6 die roll. Certain majors, such as chemistry, will allow a choice of secondary fields. Honor students can take an additional skill level in his major or may roll for an additional general or secondary skill. Finally, the graduating character increases his Education level by the amount shown. (This increase is less than given in **High Guard**, balancing the acquisition of specific skills.)

College Skills

Major	Major Skill	Secondary Skill
Archaeology	History	Biological
Biology	Biology	Biological
Business	Admin	Social
Chemistry	Chemistry	Biological/Technical
Computer Science	Computer	Technical
Economics	Finance	Social/Computer
Engineering		
Civil	Construction	Technical
Electrical	Electronic	Technical
Mechanical	Mechanical	Technical
Geology	Prospecting	Technical/Biological
History	History	Social
Linguistics	Linguistics	Social
Physics	Physics	Technical
Psychology	Interrogation	Biological/Social
Xenology	Alien Contact	Social

Table of Secondary Skills

General	Biological	Technical	Social
1) Instruction	Medic	Computer	Liaison
2) Scholarship	Psionics	Electronic	Admin
3) Survival	Pharmacy	Cybernetics	Law
4) Computer	Flora	Mechanical	Bribery
5) Vehicle	Fauna	L. S. Suit	Finance
6) Alien Contact	Medic	Physics	Streetwise

Explanation of Skills

Many of the skills listed above represent general knowledge in a field and expertise levels should be treated as Die Modifiers for specific actions at the Judge's discretion. Any skills not listed here are covered in **Books 1, 4, or 5**. The Judge may require you to record the technological level of your alma mater for some majors.

Alien Contact: The individual has studied the needs, customs, and culture of known alien races. This skill may be used as a Die Modifier in encounters with aliens. This skill was previously defined by Patrick Larkin in **The Judges Guild Journal 20**.

Biology: The individual has knowledge of many of the life forms found in the galaxy. Half of the individual's expertise (round up) can be applied as expertise in medicine, psionics, pharmacy, flora, or fauna.

Chemistry: The individual has knowledge in the identification, measurement and synthesis of a wide range of chemical substances. Half of the individual's expertise (round up) may be applied to pharmacy.

Construction: The individual has been trained in the design and construction of a variety of structures. The individual must choose an area of expertise: Terran, Heavy Pressure, Zero Gravity. Heavy Pressure expertise is needed for underwater construction. This skill may be added to combat engineering expertise (but only if the latter skill is known also). This skill does not imply Vacc Suit skill.

Cybernetics: The individual has been trained in the design, construction, and repair of robots (including remote controlled devices and probes. This skill does not include the programming of the robot.

Fauna: The individual has been trained in the identification, behavior, and physiology of many of the animals in the galaxy. The skill should act as a Die Modifier during animal encounters.

Flora: The individual has been trained in galactic botany. The skill will enable the character to better identify edible, poisonous, and valuable plants which may be encountered.

Finance: The individual has been trained in economics and finance. This skill may be used as a brokerage Die Modifier. (C. Ahner, R. Stuart, **The Dragon No. 35**.)

History: The individual has been trained in the history of various cultures in the galaxy. Familiarity with history enables the individual to better discover useful data from memory, computer files, and written material.

Interrogation: As in **High Guard, Book 5**. This skill applies to interviewing techniques as well as military questioning.

Law: The individual has been trained in the laws and customs of many societies. The skill may be used as a Die Modifier to avoid legal problems. At Level 2, the individual may act as a legal aid. At Level 3, the individual is a lawyer. Although licensing is not implicit, the skill may be used as a Die Modifier for passing the bar exam.

Life Support Suit: The individual may choose expertise in one of the following: 1) Vacc Suit: As in **Book 1**; 2) Power Suit: This skill allows the use of the civilian equivalent to battle dress. This does not qualify as Battle Dress skill unless the individual also has Vacc Suit skill. 3) Pressure Suit: This skill allows the use of high pressure suits including scuba gear.

Linguistics: The individual has expertise in the study of language and is more likely to know a given language, can learn languages quickly, etc.

Medic: As in **Book 1**. As with law, the acquisition of high expertise does not in itself qualify the individual to legally practice medicine on most planets.

Pharmacy: The individual has been trained in the preparation and use of drugs. Once again, this does not imply licensing.

Physics: The individual has been trained in physics and must choose a specialty in one of the following fields: Hyperspace, Gravitics, High Energy Physics, or Astrophysics. One half of the individual's total expertise in physics may be applied to a non-specialty area (round down).

Politics: The individual has expertise in political systems. This skill may be used as a Die Modifier in treating with government agents or in entering politics.

Psionics: The individual has been trained in the study of psionics and may administer the test for psionic powers. Note that this training has been officially proscribed on most planets.

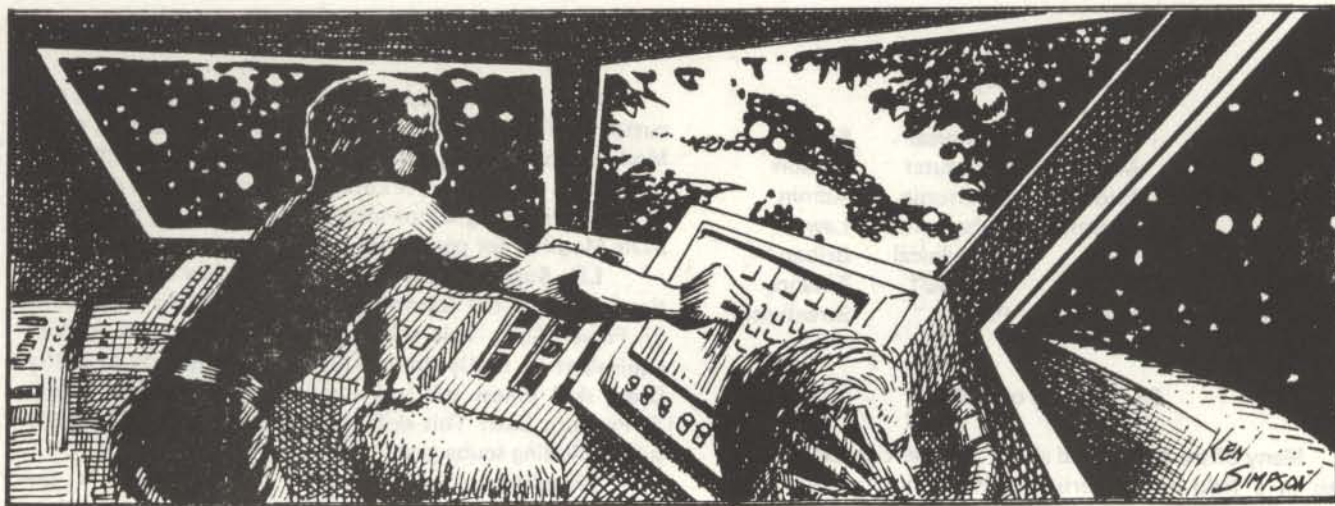
Prospecting: As in **Supplement 4, Citizen of the Imperium**, the individual has expertise in locating and identifying interesting and valuable minerals.

Scholarship: The individual has a good general background in many subjects. This skill should be treated as Jack of T for academic matters. (C. Ahner, R. Stuart)

Vehicle: As in **Book 5, High Guard**, the individual has training in the operation of one of the following types of vehicle: Wheeled, Grav. Fixed Wing, Hovercraft, Small Water Craft, or Lighter-Than-Air Craft.

Service Academies

One alternative to college or direct enlistment is to apply to one of the many service academies. It is assumed that given the large population of the empire, each branch of the service operates several academies. Subsector and planetary governments may also operate their own academies. These details are up to the individual Judge. In this section, I present guidelines for attending the Naval, Army, Marine and Scout academies. (There is no academy for the Merchant Class but a college degree in appropriate fields may be useful.) Since the purpose of these academies is the training of future officers, command and staff skills predominate. A graduate of an academy receives one level of skill in the major of his or her choice (from the college list) and



two rolls on the academy skill table given below as well as a commission of O1. Those failing to graduate are immediately drafted at a rank of E1 for two to five years, whatever is needed to complete a full term of service. The honors graduate receives an additional skill from either the general or secondary skill table. As a special bonus, any graduate of an academy may use a one-time Die Modifier +1 for promotion after any roll in his career. This bonus reflects the prestige of the academy in the eyes of the higher ups.

Service Academies (4 years)

Admission	11+	DM+2 if Soc 10+, DM+1 if Educ 9+
Success	9+	DM+2 if Intel 8+
Education	1D-3	DM+1 if Intel 10+
Honors	10+	DM+1 if Educ 10+

Skills - major (as in college), 2 academy skills
Honors - 1 general/secondary skill (as in college)

Academy Skill Table

Navy	Army	Marine	Scout
1) Ship Tactics	Tactics	Tactics	Engineering
2) Navigation	Leader	Leader	Navigation
3) Vacc Suit	Recon	Battle Dress	Vacc Suit
4) Ship's Boat	Fwd Obs	Fwd Obs	Ship's Boat
5) Computer	Survival	Zero G Cmbt	Survival
6) Admin	Admin	Blade	Cybernetics

Flight School

Flight School is a one year program to train pilots to fly one and two man fighter craft described in **High Guard**, page 30. The program is open to all commissioned officers in the flight branch of the Navy, the Close Orbit and Air Command (COAC) arm of the Army and to Marine personal cross attached to either COAC or the Navy. Any qualifying cadet may apply for Flight School before entering active duty. Upon graduation, the character will gain the skills listed below and will be assigned to the flight branch of his service. After entering active duty, an officer may apply for Flight School in lieu of any special duty assignment. Marines may only apply in lieu of assignment as a military attache/aide. No character may apply for Flight School more than once.

Flight School (1 year)

Admission	9+	DM+1 if Dext 9+, DM+1 if Honors
Survival	3+	
Success	8+	DM+1 if Intel 8+

Skills - Fighter Pilot, 2 rolls on the Flight Branch MOS Table.

Fighter Pilot: The character is qualified to fly fighter craft. This skill may be used with Ship Tactics skill as a Die Modifier in combat. The skill may be used as Ship's Boat skill. Note: When adding this skill to a campaign, it is advisable to replace the Gun Combat skill (No. 3) on the Flight Branch MOS Table of **High Guard** with Fighter Pilot.

Medical School

Medical School is a four year program open to only the brightest college graduates. Admission to the school requires either Educ 10+ or Honors. Failure to complete the program ages the character one to four years as in college. Graduation and achieving Honors entitles the character to the skills listed below. Note that Medic-2 (not Medic-3) is gained. To qualify as a doctor, the character needs an additional level of medical skill. This will probably be obtained from the two biological skill rolls (a 56% probability) or as an earlier skill. Otherwise, the character will have to obtain the skill later in his career. This is not terribly difficult in practice as many opportunities are available. In any case, a Medical School graduate entering the military will be granted a commission at the rank of O3.

Medical School (modified from High Guard)

Admission	13+	DM+2 if Educ 10+, DM+4 if Honors
Success	8+	DM+2 if Intel 9+
Honors	11+	DM+1 if Educ 11+

Skills - Medic-2, Admin-1, 2 Biological skills.
Honors - 1 general skill, choice of 1 Biological or 1 Social skill.

Law School

Law School is another program available to college graduates. While military service is not impossible after Law School, most character graduates will wish to pursue 'other' options. Thus this option is useful for the types presented in **Supplement 4, Citizens of the Imperium**: Diplomat, Bureaucrat, or Noble. (See R. Stuart in **The Dragon, No. 32**, for an article on political careers in **Traveller**.) Like Medical School, admission to Law School is difficult. The skills gained upon completion of the program are listed below. Upon graduation, the character may take a Galactic Bar exam. Passing this (12 + DM+1 for Honors, DM + Law skills) grants membership in the Imperial Society of Jurisprudence which allows the character to practice Law on any planet of the empire (and increases the character's Social Level by one). This exam may be taken only once in four years.

Law School (4 years)

Admission	12+	DM+2 if Educ 10+, DM+4 if Honors
Success	9+	DM+2 if Intel 10+
Honors	11+	DM+1 if Intel 11+

Skills - Law-3, Admin-1, 1 Social skill.

Honors - Law-1, 1 Social skill.

Graduate School

Graduate School is the third option open to college graduates which allows further development of the skills acquired in college. Successful completion of this program is a requirement for the class of Scientist presented in **Supplement 4, Citizens of the Imperium**. The character is normally assumed to pursue the field of his college major but is allowed to change fields on a roll of 7+ with a Die Modifier +1 for Educ 10+. Upon completion of the program, the individual picks up two additional skill levels in his major and, for honor students, another secondary or general skill. The Judge may require the character to restrict his expertise to some subfield in his major, e.g. High Energy Physics, Pre-Imperium History, etc. The successful character may of course add the title of doctor to his name.

Graduate School (4 years)

Admission	9+	DM+2 if Educ 10+, DM+2 if Honors
Success	7+	DM+2 if Intel 9+
Honors	10+	DM+1 if Educ 10+

Skills - 2 major skills.

Honors - 1 general or secondary skill.

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Monster Matrix

Guardian Mist by Harold Kahn

No. Appearing	1	This mist was created as a
AC	0	way to protect secret
Move	24	doors and passageways. If
Hit Dice	1	a creature is searching for
% in Lair	100	such doors the mist will
Treasure	Nil	become a powerful poison
Attacks	1	that will kill in two rounds.
Damage	Special	The Guardian Mist is im-
Align	N	mediately disbursed when

other forms of attack have no effect.

Cannibals by Harold Kahn

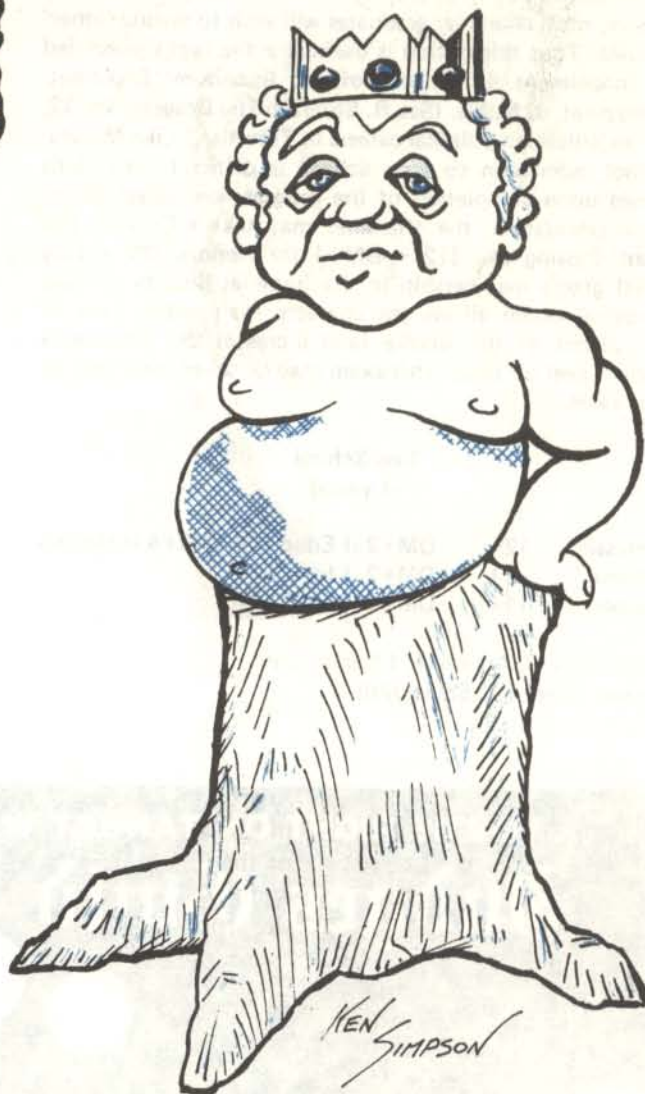
No. Appearing	2 - 200	Cannibals are fierce prima-
AC	10	tive people who live in
Move	12	almost any unpopulated
Hit Dice	1	area. They delight in tor-
% in Lair	50	ture and especially enjoy
Treasure	H	forcing one to watch while
Attacks	1	his friends are eaten. They
Damage	By Weapon	have also been known to
Align	NE	keep a victim alive to watch

his own dismembered parts being eaten.

Puff Balls by Harold Kahn

No. Appearing	1 - 100	These Fungi grow in any
AC	10	damp, dark environment.
Move	Nil	They range in size from
Hit Dice	½	2" - 12" in diameter.
% in Lair	100	Puff Balls grow until they
Treasure	Special	reach their maximum size
Attacks	Special	when they explode relea-
Damage	Special	sing thousands of spores
Align	N	that are similar to dust of

coughing and choking. They also have a 95% chance of exploding when touched.



Jesters
by Harold Kahn

No. Appearing	1 - 4	Jesters are Human, Demi-
AC	9 - 10	Human, or semi-Human
Move	12	Thieves who wander the
Hit Dice	3	countryside as entertainers.
% in Lair	20	They will not hesitate to
Treasure	H	rob a host if the chance
Attacks	1	presents itself. They are
Damage	By Weapon	treated as Third Level
Align	N - CE	Thieves in all respects.

Jesters love practical jokes.

Moving?

In order to assure that you don't miss a single issue of the Dungeoneer's Journal, let us know your new address at least two weeks in advance.



Sphinx Rock Lions
Allies of Storm Children
by Steve Marsh

STR.....6d6
INT.....3d6
Power.....4d6
Constitution....2d6+7
Charisma.....3d6
Size.....4d6
Dexterity.....2d6+7
Damage.. Bite at strike 7
 for 1d10 at 25%
 .. Claw at strike 7
 for 1d8 at 25%
(Both plus Bonuses)
If a bite sinks in they'll
use both hind claws to
really rip at x 1½% the
next round, strike 2.
Armor.....5 (skin)
 They will have 2d6
 points of battle magic
Tracking.....35%
Sense Ambush....30%
Ambush.....35%
Move Silent.....30%
Spot Trap.....20%
Spot Hidden.....25%

Of the allies the Storm Children found in the long night, one of the few that endured were the sphinxes of the rocks. Few called these creatures in any tone but respect. They are found in hunting packs of 1d6 and prides of 3d6. Often they accompany the Storm Children in their hunts and battles. During the long night several of them served Lodril and others the Earth, their mother. They will be found allied with low fire, the earth, storm, beast and (rarely) yelm if at all. Often they trust in their own strength and leave gods to themselves.

The above are the "base level" members of their races. Those with experience, leaders, etc. will have more skill. There are not known to be any rune-linked Sphinx Rock Lions currently or in the past (just ones that befriended cults for help in return).

Sand Lizard
by Harold Kahn

No. Appearing	2 - 8	Sand Lizards inhabit most
AC	5	sandy areas such as beaches
Move.	Above Surface 12	and deserts. They tend to
	Below Surface 6	live in small family groups
Hit Dice.	5	which rarely wander far
% in Lair	50	from their nest. These nests
Treasure	H	are burrows in the sand
Damage	3 - 18	about six feet below the
	+ Save vs. Poison	surface. They will attack
Align.	NE	any creature invading their

territory (60' radius of nest). When threatened, they will attempt to burrow underground to gain a position of greater advantage. These creatures have one attack per round (Bite) which inflicts a poison that causes a severe burning sensation for two turns followed by the character's death unless *Neutralize Poison* spell is thrown.

Willows
by Harold Kahn

No. Appearing	1 - 4	These monsters inhabit
AC	0	wooded areas near rivers
Move.	Nil	and streams. Their roots
Hit Dice.	10	sense movement in the
% in Lair	100	area. They have up to 20
Treasure	E	attacks per turn. The bran-
Damage	2 - 8	ches club for 1 - 8 points

while the roots constrict for 1 - 8 points. Once an opponent is unconscious, the Willow will feed on decaying body. Treasure is accumulated under the trunk.



The First One
by Bill Pixley

No. Appearing	100	Once two or three
Sections		million years ago the
AC	2	first intelligent race
(when joined) AC	4	was wiped out in the
HP	1	in the Dawn Wars. Then
Damage	1 - 4 Bite	200 years ago, the Al-
each section		chemist Dueatesf-tz the
Intelligence	17 - 18	Resurrector freed and
		then was devoured by

one of the First which he had freed from a huge block of Amber where it had been trapped seven million years ago. The creature then went forth from the laboratory and due to its unique way of reproducing, it has multiplied into thousands.

The creature resembles a giant centipede and it can, at will, divide into its sections which then swarm its enemies. The swarming had been a necessary trait to deal with the giant lizards of its time. Also if trapped, it allowed the creature to hide in cracks where it otherwise wouldn't have hid.

It is immune to *Sleep* if 1/2 of sections are still alive. If not, then spell will sleep 3 - 16 per spell.

If 1/2 killed, the creature goes unintelligent and can't use its spells but still can fight together (note: does not consider non-insects to be intelligent and will attack them as food - this is why they were destroyed in the Dawn Wars).

Spells: *Charm Giant Centipede*: (75% have 1 - 4 Giant Centipedes charmed and these will fight for it), saves are at one class lower.

Insect Kill and Reptile Kill: As per Death Ray against these only (save is at one level lower than normally needed).

Magic Shotgun-Asper, a Cone from a Red Dragon in Diminsions: All in cone take 1 - 8 Magic Missiles of 1 point of damage each.

All magic is in the creatures genetic code--an implant from the creature's civilizations height.

Treasure: The First reproduces by creating Gems within itself. These must rest 10 days after creation before they can be expelled to hatch into full-grown sections. The sections are used to replace dead sections or if there is enough of them, they are used to create a new First 20% per section of a Gem. To non-Magic Users, the Gems appear to be worth 10 - 600 GP each, but a Magic User will offer about 1000 GP per Gem. A Magic User using a *Read Magic* on the Gem will tap its genetic code and allow the Magic User to learn one of its spells picked at random. Only one spell per Gem.



Fuzzies
by Harold Kahn

No. Appearing	10 - 1000	Fuzzies are small unintel-
AC	10	ligent balls of fur that eat
Move	1	alot and multiply rapidly
Hit Dice	1/2	(one Fuzzie will multiply
% in Lair	N.A.	to 8 within the span oī a
Treasure	Nil	day if properly fed). Fuz-
Damage	Nil	zies die after one day with-
Align	N	out food due to their low
		Constitution. Possession of
		a Fuzzie adds two to your Saving
		Throws.

Ulug
by Harold Kahn

No. Appearing	30 - 120	Ulug are a combination of
AC	5	1/2 Orc and 1/2 Ogre that are
Move	10	especially fierce. They un-
Hit Dice	2 + 1	derstand only murder, rape,
% in Lair	40	pillage, and plunder. In
Treasure	H	battle, they neither show
Attacks	1	nor ask quarter.
Damage	by Weapon	
AlignCE	

Targ
by Harold Kahn

No. Appearing	1 - 10	Targ are wandering globes
AC	10	of energy whose sole pur-
Move	12	pose is destruction. They
Hit Dice	2	are attracted by movement.
% in Lair	Nil	They will attempt to follow
Treasure	Nil	a creature until it becomes
Attacks	1	trapped or stops for any
Damage	Special	reason. Targ attack by
AlignCE	floating into their victim
		to do 2 - 12 points of
		shock damage while draining one life energy level.



LYCANTHROPY

by G. TOLLE

Lycanthropy is an interesting topic over which both little and much has been said. The much that has been said has been over the full-moon type of Lycanthrope whose evening romps through the country-side have instilled terror into the hearts of players and joy into the hearts of Lon Chaney fans. The little that has been said has been over the other three kinds of Lycanthropes. Oh, yes, there are other kinds of Lycanthropes. This article shall deal with a few. It is the intent of this article to present these Lycanthrope types in a manner that will make them very playable in one's world.

Lycanthrope Type 1

This Lycanthrope is the type that most Judges are the most familiar with. This form of Lycanthropy is caused by a disease (magical in nature) that enters the victim's system through the entry of a Lycanthrope Type 1's saliva or blood entering through an open wound. It can also be caused by a curse but this curse requires both the curse and either saliva or blood of an animal thus, magically, reproducing the disease. The general symptoms of the disease appear on the night of a full moon: the body will begin to take on certain external features of the "host" animal; the strength will increase to three times the victim's non-afflicted strength; there will be the onset of a killing rage that will last the entire night; and the victim will be capable of instantly regenerating any non-energy damage. Please note that this disease is contagious and can be cured with either a **Cure Disease** or a **Remove Curse** of 7th level or greater.

Lycanthrope Type 2

Though this type of Lycanthropy is under one section, there are really two identical types which differ only in their cause. One type is caused by a spell that a Shaman will often use when they wish to change their shape. The other is caused by the disease mentioned in Lycanthrope Type 1 except that this is the second generation and the disease has had a chance to "patch into" the carrier's genetic structure and to adjust the carrier's body fully. Because the system is completely adjusted to the Lycanthropy

disease so the effects of the disease are considerably different from those of the parent. The gene is an incompletely dominant one meaning that it expresses itself much like sickle-cell anemia. Should both parents contribute a Lycanthropic gene then the gene expresses its full nature in a manner that often kills both the child and the mother. If only one parent contributes the Lycanthropic gene, then the child will have Type 2 Lycanthropy. This type of Lycanthropy gives the possessor the ability to shape-shift to its alternate form at will while maintaining its intelligence. In the altered form, the Lycanthrope is also able to almost instantly regenerate any non-energy damage (silver not included). The alternate form is the same mass as before. Its size may be larger or smaller than the normal animal depending upon the carrier's original size.

Lycanthrope Type 2A is the recessive Lycanthrope which had a 1 in a 1000 chance of surviving to child-birth. Should it survive, it is a Beast Master able to command 1 - 10 beasts of its kind per level. Its normal form is the beast form though it can become Human at will. It is intelligent and regenerates in beast form.

Lycanthrope Type 3

This type is native only to Humans. It too is a genetic condition which increases the Humans arm length enabling it to run on all fours. It also causes an occasional bloodlust. This disease is genetic in nature and is thus not contagious.

Lycanthrope Type 4

This type of Lycanthrope is of a nature entirely different from the other three. Its cause is the possession of the victim by a Wolf Spirit. The Wolf Spirit is a non-corporeal Shaitan (a kind of devil). It is exceptionally evil and its possession of its victim is unusually strong. Once possessed, the victim is taken over every full moon by the Demon. Outwardly and mentally this Lycanthrope then resembles the Lycanthrope Type 1. It has two major differences. One is that if it is slain in Human form, then the Wolf Spirit will simply leave the body and attempt to find a new body to occupy. If, however, it should be slain in the

Were-Wolf form, the Wolf Spirit will endeavor to possess the killer. The second major difference is that the Wolf Spirit will leave the victim's body if there would seem to be a good chance of the victim dying for a good (as opposed to evil) cause.

It is to be hoped that this article will supply the aspiring Judge with something slightly different from the way of Lycanthropes. If nothing else, this system allows for the possibility of non-Human Lycanthropes entering the game.

Also, to increase the Judge's capabilities, the following charts have been included. These charts are 1) not meant to be absolute and 2) meant for a world in which there are a large variety of intelligent player character races. There is a 5% chance of a person being a Lycanthrope.

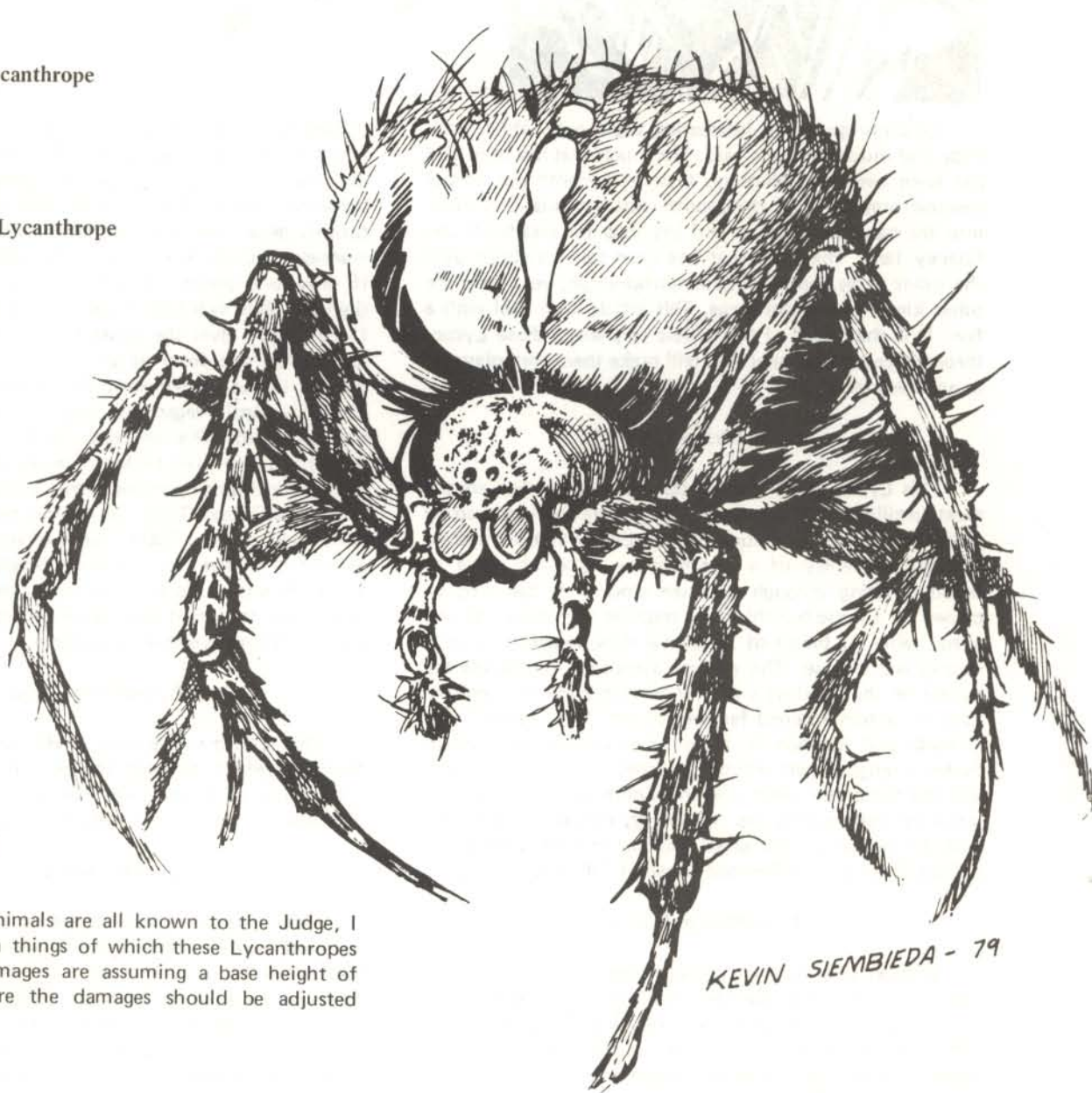
Roll on Die Type Lycanthrope

01 - 35 Type 1
36 - 95 Type 2
96 - 00 Type 3

Roll on Die Race of Lycanthrope

01 - 04 Alisaurus
05 - 10 Barracuda
11 - 16 Beetle
17 - 20 Deer
21 - 22 Eagle
23 - 30 Gull
31 - 32 Lion
33 - 40 Lizard
41 - 42 Lobster
43 - 44 Octopus
45 - 46 Plesiosaur
47 - 48 Pteradactyl
49 - 56 Rat
57 - 58 Sabre-tooth
59 - 66 Serpent
67 - 68 Shark
69 - 74 Spider
75 - 76 Squid
77 - 78 Tiger
79 - 84 Triceratops
85 - 86 Wasp
87 - 94 Wolf
95 - 98 Wolf Hound
99 - 00 Wolverine

Because these animals are all known to the Judge, I shall list only certain things of which these Lycanthropes are capable. The damages are assuming a base height of two meters, therefore the damages should be adjusted according to height.



Name	Damage by Claws	Damage by Bite	Special	AC
Alisaurus	1 - 4 Foreclaws 1 - 6 Hindclaws	1 - 6	1 - 4 by Tail	7
Barracuda		1 - 6		7
Beetle	3/1 - 2	1 - 4		5
Deer	2/1 - 3		1 - 4 by Antler	7
Eagle	1 - 8	1 - 6		7
Gull		1 - 4		7
Lion	2/1 - 4	1 - 3		7
Lizard	2/1 - 3	1 - 4	1 - 4 by Tail	7
Lobster	2/1 - 8		1 - 4 by Tail	5
Octopus		1 - 4	1 - 10 by Con.	8
Plesiosaur		1 - 6	1 - 6 by Ram	7
Pteradactyl	1 - 4	1 - 8		7
Rat	1 - 4	1 - 4		7
Sabre-tooth	2/1 - 4	1 - 8		7
Serpent				
(01 - 75)		1 - 4	1 - 8 by Con.	7
(76 - 00)		1 - 4 (poison)	1 - 6 by Con.	7
Shark		1 - 8	1 - 4 by Tail	6
Spider				
(01 - 75)		1 - 6	Web	7
(76 - 00)		1 - 6 (poison)	Web	7
Squid		1 - 6	1 - 10 by Con.	8
Tiger	2/1 - 4	1 - 3		7
Triceratops		1 - 4	2/1 - 6 by Horn	6
Wasp	2/1 - 2	1 - 2	1 - 2 (poison) by Sting	6
Wolf	1 - 2	1 - 4		7
Wolf Hound	1 - 2	1 - 6		7
Wolverine	2/1 - 4	1 - 6		7

UNIVERSAL MILITARY SERVICE REGISTRATION		
1. Name (Last, First, Middle)		
2. Address		
3. Additional Address		
4. City	5. State	6. Zip Code
<p>Complete this form in order to register with appropriate authorities for service in the event of war or declared state of emergency. Select governmental allegiance with which this form is to be filed below:</p> <p> <input type="checkbox"/> The Imperium <input type="checkbox"/> The Sword World Confederation <input type="checkbox"/> The Zhodani Consulate <input type="checkbox"/> The Vargr Extents </p>		

TAS Form 97



If you are a Traveller player, and you have not as yet completed and returned the above draft registration form, it is in your best interest to do so. Names and addresses will be kept on file for various purposes.

Deadline for Filing: 1 June, 1981.



MARTIAL ARTS

by **JON REINECKE**

This is a neat thing to put in your campaign, a school for Martial Arts. A person entering this school must be aware that when he is performing these arts: (1) He can not wear armor; (2) Can not carry any weapons except a Dagger; (3) Can not carry any other weight. The knowledge of the arts count as four weapons of proficiency.

Belts

Belt	Years of Training
White	5 months
Orange	1 year
Violet	2 years
Blue	3 years
Brown	3 years, 5 months
Black	4 years

Cost: The cost should be in the area of 500 GP per month.

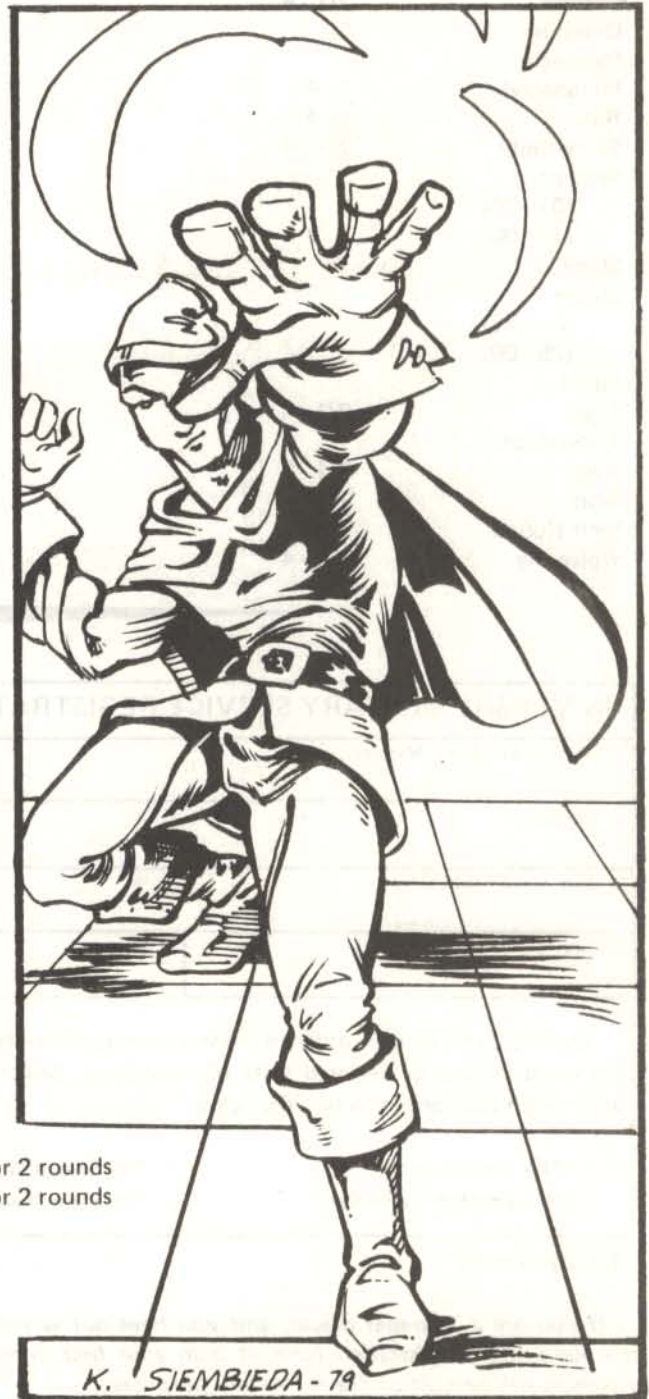
Blows per Belt

White: H1, H9, H10, H15, K1, K2, K19 Additions to % roll w/*: +0% (AT%Rw/*:)
Orange: H2, H3, H4, H12, K3, K4 AT%Rw/*: +03%
Violet: H5, H6, H7, H8, K5, K6, K7, K8, K9, K10 AT%Rw/*: +10%
Blue: H11, H13, K11, K12, K13 AT%Rw/*: +15%
Brown: H14, K14, K15, K16, K17, K18, K22, K23, K24, K27 AT%Rw/*: +20%
Black: K19, K20, K21, K26, K28, K29 AT%Rw/*: +30%

Note: Black Belts also get all holds and a 70% chance of disarming a person.

Hand Blows

Type	Dam.	Other
H 1 Backhand: Face	2 - 12	50% Stun*
H 2 Backhand: SP	2 - 12	20% Stun*
H 3 Knifehand: S	3 - 18	20% Stun*
H 4 Knifehand: Groin	3 - 18	Opponent can't strike for 2 rounds
H 5 Knuckle: Groin	3 - 18	Opponent can't strike for 2 rounds
H 6 Knuckle: Nose	3 - 18	80% Stun*
H 7 Knuckle: SP	3 - 18	50% Stun*
H 8 Knuckle: S	3 - 18	20% Stun*
H 9 Palm: Jaw	3 - 18	40% Stun*
H10 Palm: Groin	2 - 12	Nil
H11 Backhand: Throat		Death
H12 Knife Hand: Throat		Death
H13 Knife Hand: Ear		Death
H14 Knuckle: Throat		Death
H15 Palm: Nose		Death



Kicks

Type	Dam.	Other
K 1 Backkick: Groin	2 - 16	Target can't strike for 3 rounds
K 2 Backkick: SP	2 - 16	Nil
K 3 Backkick: S	3 - 18	70% Stun*
K 4 Flying Front: Groin	3 - 18	See K 1
K 5 Flying Front: Chin	2 - 16	50% Stun*
K 6 Flying Front: Nose	2 - 16	Stun for 3 rounds
K 7 Flying Front: SP	2 - 16	70% Stun*
K 8 Flying Front: SP	2 - 16	Nil
K 9 Flying Back: SP	1 - 8	40% Stun*
K10 Flying Back: Chin	1 - 8	Nil
K11 Flying Back: Nose	1 - 8	Nil
K12 Flying Side: SP	2 - 16	70% Stun*
K13 Flying Side: S	2 - 16	Nil
K14 Flying Side: Chin	2 - 16	70% Stun*
K15 Flying Side: Nose	2 - 16	80% Stun*
K16 Forward: Groin	3 - 18	See K 1
K17 Forward: SP	3 - 18	50% Stun*
K18 Forward: S	3 - 18	Nil
K19 Forward: Chin	2 - 24	80% Stun*
K20 Forward: Nose	2 - 24	80% Stun*
K21 Roundhouse: Chin	2 - 24	Stun for 5 rounds
K22 Side: SP	3 - 18	30% Stun*
K23 Side: S	3 - 18	Nil
K24 Side: Chin	3 - 18	70% Stun*
K25 Forward: Throat		Death
K26 Flying Front: Throat		Death
K27 Flying Back: Throat		Death
K28 Flying Side: Throat		Death
K29 Roundhouse: Temple		Death

Holds

Type	Strength To Break
1 Bent Arm Lock	16
2 Shoulder Lock	18
3 Elbow Lock	15
4 Head Lock	18/52



To Hit Chart for When Using Martial Arts

Belt	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8
White	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20
Orange	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20
Violet	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20
Blue	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20
Brown	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Black	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18



CAPRICON (SF) Feb. 20 - 22. Evanston Holiday Inn, L. Brestler, P.O. Box 204, Zion, IL 60099, (312) 872-1456.

WARCON (G) Feb. 20 - 22. Texas A & M c/o Grommets, P.O. Box 5718, College Station, TX 77844, (713) 845 - 0030.

EMPERORS BIRTHDAY 10 (G) Feb. 21. Robert Hagerty, 525 Middlebury 302, Elkhart, IN. 46516.

STELLARCON VI Feb. 27 - 28. Mar 1 - University of North Carolina at Greensboro David Allen, Box 4-EUC, University of North Carolina at Greensboro, Greensboro, NC, 27412.

TIPPECON II (G) Feb. 27 - March 1. Perdue Gamers, c/o Flash Ocker, 116 Stewart Center/Conference Drive, Perdue University, West Lafayette, IN. 47907.

WISCON 5 (SF) March 6 - 8 SF3. Box 1624, Madison, WI 63701.

COASTCON '81 (SF) March 13 - 15. Royal D'Iberville Hotel, CoastCon '81, P.O. Box 6025, Biloxi, MS 39532.

MARCON XVI (SF) March 13 - 15. Columbus Hilton Inn, Marcon, Mark Evans, P.O. Box 2583, Columbus, OH. 43216, (614) 497 - 9953.

LUNACON (SF) '81 March 20 - 22. Sheraton Heights, Hasbrouck Heights, New Jersey, LunaCon '81, P.O. Box 204, Brooklyn, NY 11230.

SIMCON III (G) March 20 - 21. University of Rochester. SimCon III, P.O. Box 5142, River Station, Rochester, NY 14627.

GAMEFAIR (G) March 27 - 29. Heart of Illinois Gaming Club, c/o Fred Soady, Illinois Central College, East Peoria, IL. 61635.

INCONSISTENT .55 (SF) April 3 - 5. Bowling Green Ohio, Rodger Reynolds, 1301 Bernard Ave., Findlay, OH 45840.

CWA SPRING GAME FEST (G) April 3 - 5. CWA, 3605 Bobolink Lane, Rolling Meadows, IL. 60008.

U. N. H. SPRING GAME FEST (G) April 4 - 5. c/o U. N. H. Simulations Club, Memorial Building, University of New Hampshire, Durham, NH. 03824.

BALTICON 15 (SF) April 17 - 19. Hunt Valley Inn, BSFS Inc., BaltiCon 15, Box 686, Baltimore, MD. 21203.



- EQUICON FILMCON (SF) April 17 - 19.** John and Bjo Trimble, P.O. Box 23197, Los Angeles, CA. 90023.
- CAN-GAMES '81 (G) May 15 - 18.** c/o Bruce Knight, 2011 B St. Laurent Blvd., Ottawa, Ontario, K1G 1A3, Canada.
- GRIMCON III (G) May 22 - 25.** Oakland Hyatt House, Oakland, CA. GrimmCon III, P.O. Box 4153 Berkley, CA' 84704.
- MIGS '81 (SF) May 31.** Waterloo Regional Police Association Recreational Center, R. R. 2, Cambridge, Ontario, Canada. A Free Day of Open Wargaming and Socializing. Les Scanlan, Pres. MIGS 473 Upper Wentworth, Hamilton, Ontario, Canada, L8M 2M1.
- X-CON '81 (SF) June 12 - 14.** Marriot Inn, Brookfield Wisconsin, X-Con '81, 1743 N. Cambridge, Apt. 301, Milwaukee, WI. 53202.
- MICHICON 10 (G) June 12 - 14.** Oakland University, Rochester, MI, Metro Detroit Gamers, P.O. Box 787, Troy, MI. 48099.
- SHADOWCON V June 27 - 28.** Hyatt House Hotel at L.A. International Airport, Barbara Foster-Liltz, 8601A West Cermak Road, North Riverside, IL. 60546 SASE.
- WESTERCON 34 (SF) July 2 - 4.** Red Lion Inn, WesterCon 34, Box 16179, Sacramento, CA. 95816.
- ORIGINS '81 (G) July 3 - 5.** Dunfey Hotel, San Mateo, CA., Pacific Origins, P.O. Box 5548, San Jose, CA. 95150.
- NANCON (G) July 3 - 5.** Houston, Texas, Nan's Toys & Games, 1385 Gallería Mall, 5015 W. Heimer, Houston, TX. 77056.
- ODYSSEY '81 (G) July 17 - 19.** c/o R. Bradford Chase, U. N. H. Simulations Game Club, Memorial Union Building, University of New Hampshire, Durham, NH. 03824.
- EASTCON '81 (SF) July 23 - 26.** Cherry Hill Inn, Cherry Hill, NJ.
- GENCON EAST '81 (G) July 23 - 26.** Cherry Hill Inn, Cherry Hill, New Jersey, Chris Parker, 20 Unicorn St., Newburyport, MA. 01950.
- AUTOCLAVE V (SF) July 24 - 26.** Detroit's Book-Cadillac Hotel, AutoClave c/o 16594 Edinborough Rd. Detroit, MI. 48219.
- ATLANTA CON '81 July 24 - 26.** Baltimore, Maryland., Atlanta Con, P.O. Box 15405, Baltimore, MD. 21220.
- GENCON XIV (G) Aug. 20 - 30.** University of Wisconsin, Parkside, Kenosha, WI., GenCon XIV, P.O. Box 756, Lake Geneva, WI. 53147.
- DENVENTION II Sept 4 - 7.** World Science Fiction Convention, Denver Hilton, Denver, CO.
- DRAGON FLIGHT (G) Sept. 11 - 13.** Seattle University, Seattle Washington, Brass Dragon Society, P.O. Box 33872, Seattle, WA. 98133.
- EARTHCON CLEVELAND (SF) Sept. 18 - 20.** Holiday Inn Downtown Cleveland, Cheryl P. Gloger, Chairperson, 23920 Fairmount Blvd., Shaker Heights, OH. 44122.
- CONCLAVE VI (SF) Oct. 2 - 4.** Metro Ramada Inn, Waldo & Magic, Inc., P.O. Box 444, Ypsilanti, MI. 48197.

The AMAZING, DISAPPEARING”

”!

by MIKE BILLINGTON

Frequency	Rare
Number Appearing	1 - 6
Armor Class	-1
Move.	12"
Hit Dice.	3 - 8
Percent in Lair	15
Treasure Type.	C
Number of Attacks	1
Damage/Attack.	3 - 18 (+1 - 4)
Special Attacks.	Nil
Special Defenses	See Below
Magic Resistance.	73%
Alignment	Neutral
Size	M
Psionic Ability	None
Psionic Attack/Defense Mode	None/None

Above is the normal list of monster characteristics. If you failed to notice the missing category, don't fear, it happens all the time. If you did, however, spot it then give yourself a pat on the back.

The missing category is, of course, Intelligence, and even though it is the potentially most powerful aspect of a creature it is frequently overlooked.

I am not speaking of the Intelligence of the character classes nor am I speaking of any creatures of highly magical nature for it is doubtless that at all times the Intelligence of a 17th level Mage or a Ki-Rin is both taken into account and respected, but try leafing through your good old **Monster Manual** and consider the potential of Intelligence.

The worst misconception is that the stronger (more powerful) the creature is, the higher its Intelligence. Wrong. Take two creatures. . . say, Blink Dog and Chimera. As far as Strength goes, the Chimera is the clear winner. It has better Armor Class, more Hit Points, more and better Attacks, and a Breath weapon to boot, but compare Intelligence ratings. Chimera is only semi-intelligent, close to animal, while the Blink Dog has average Intelligence. Not just average Dog Intelligence but average Human Intelli-

gence. Two to five times smarter than the average dog. Smart enough to hunt, to communicate, to fully plan an Attack.

Right before your party enters a room, you stop and get all prepared. You carefully decide who will open the door, which two people will enter first, what spell the Magic User will cast, and the etcetera. If resting or sleeping, you have guards because you know that you are in a hostile environment. Who is to say that the Blink Dogs do not? For the Judge looking for a new twist to the usual wandering monster, what's wrong with a band of **Intelligent** Blink Dogs (and hungry, too. . .) searching for their evening meal? The inclusion of a well planned battle order and full use of their "blinking" capabilities makes seven or eight Blink Dogs compatible with three or four Chimeras.

Another example is the Winter Wolf which has awesome potential. First consider how Intelligent the average Wolf is. He is already capable of communication, pack hunting, and has vastly superior senses (hearing, seeing, and also smelling) and even though we consider this highly Intelligent for animals it only counts as semi-. Now take all this, add **Human** Intelligence, superior Armor Class, more Hit Points, higher Strength, and a Breath weapon and you have trouble. After a few Human encounters, the Winter Wolf would start to take advantage of flaws. It would attack the Magic User first, take advantage of their great speed and stealth, and also avoid combat when the odds were against them.

So when the Judge gets a little tired of overpowering his adventurers with Magic or brute Strength, why not let the monsters out-think them? No reason to increase the Hit Dice of your favorite creature or boost their Magic Resistance another 17% just because the Fighters are standing back and letting the Magic Users blast them with *Fireballs*. Just take into account their Intelligence and if that does not help, increase it a bit! The next time you run short on "violent creatures", why not try a gifted Gorgosaurus or say, a lump of Ochre Jelly with a 180 I. Q.?

POLITICAL INTRIGUE GUIDELINES

by TOM JONES



Fellow Judges, with the increase of complex City Play Aids, such as Judges Guild's *City State of the World Emperor* and *City State of the Invincible Overlord*, I have noticed an increasing demand to allow the players to interact with the political personages therein.

Up to recently, I've resisted this idea as both detrimental to the overall tone of my campaign and too difficult to moderate. Unfortunately, in spite of my best efforts to the contrary, I now have a large number of Player Characters in my campaign of 20th level and higher. I also have a group of very experienced players, in consequence. They have tried a number of alternatives to running these high level characters including semi-retirement, establishing Baronies and full retirement in favor of starting new low levels.

These alternatives have proved only a marginal success. As a natural outgrowth of their experience, the players have looked for more esoteric methods of avoiding ennui in the campaign. Circumstances required that as a service to my players I draw up some method whereby they could enter into the political activities of my world. This would in theory provide many more years of exciting gaming for all of us by opening up an entirely new realm of player activity.

So for those Judges with similar problems, or who wish to integrate political activity within their campaigns from the start, I humbly present the guidelines I've developed for the Machiavellian personalities of my campaign.

Political Intrigue Guidelines

A) Influencing an NPC

- 1) Determine the potential for a Player Character to influence an NPC by adding the Character's Charisma plus Intelligence plus Wisdom plus Social Level.
- 2) Do the same for the NPC to be influenced.
- 3) Compare the two figures. If they are equal, the base chance to influence the NPC is 50%. If the Influence Factor of the Player Character is greater than that of the NPC, the base number is raised by 5% for each number greater. If the Influence Factor of the NPC is greater than that of the Player Character, reduce the base percentage chance by 5% for each number that the level is above the Player's.

- 4) Add or subtract percentages according to the appropriate modifiers below.
- 5) Roll a percentile die. If the number is less than the calculated percentage, the NPC is influenced in your favor. This result may be applied to any type of negotiation, as well. A successful roll indicates that the NPC agrees to the Player's proposal.

Modifiers

- | | | |
|---|--|-----------|
| a) Alignment: | | |
| Same | | Unchanged |
| Different | | -5% |
| Opposite | | -25% |
| b) Level: | | |
| For each level the Player is higher | | +1% |
| For each level the Player is lower | | -1% |
| c) If the Player Character is a Cleric of the same Diety as that worshipped by the NPC (non-Clerics only) | | +25% |
| d) Player is the local Baron | | +50% |
| e) Baronial Troops present | | +25% |
| f) New or short term relationship | | -15% |
| g) Long relationship (2+ game years) | | +15% |
| h) Player is the same race as the NPC | | +1% |
| i) Player is of a different race than the NPC: | | |
| Goodwill | | +1% |
| Tolerance | | +1% |
| Neutral | | -1% |
| Antipathy | | -10% |
| Hatred | | -25% |
| j) For each Heroic Deed performed in front of witnesses within 5 miles of the NPC | | +5% |
| k) As above, within 10 miles | | +2% |

- l) As above, within 15 miles +1%
- m) For each "Deed of Valor" (Judge discretion: Legendary Feat) performed on the map, or within the realm +10%
- n) For each 1000 GP spent in the NPC's community (parties, fairs, entertainments, etc) +1%
- o) Bribery:
 - For each 1000 GP +1%
 - For each Magic Item +10%
 - For each Favor* +10%
- p) Life of the NPC saved by the Player Personally +100%
- q) Life of the NPC saved by the Party +50%
- r) Ressurrection of the NPC by the Player Personally +150%
- s) Ressurrection of the NPC by a Party Member +75%
- t) The NPC is threatened by the Player -25%
- u) The NPC is threatened by the Party -50%

*Favor: Castle or Tower granted, Land Grants, Henchman status offered, Troops hired for NPC, Local civic improvements, etc.

B) Assassination Attempts

- 1) Players may make assassination attempts against NPCs or against other Players, at the discretion of the Judge.
- 2) If the level of the Assassin is the same as that of the intended target, the base chance of an assassination attempt succeeding is 50%.
- 3) Add 1% for each level the Assassin is superior in level to the target and subtract 1% for each level the Assassin is inferior to the target. Modify the result by the applicable factors from below.

Modifiers

- a) If an attempt has been made within the preceeding game month (from whatever source) -25%
- b) For each week spent on infiltration or establishing a cover +1%
- c) For each 1000 GP spent to bribe the target's underlings or guards (Check each individually as per the NPC loyalty charts in the **Dungeon Masters Guide**.) +5%
- d) Bribery Failure -75%

- e) Each special precaution taken by the target (food tasters, extra guards, bodyguards, Magic Items, Spells, etc.) -5%
- f) For each target Henchman of loyalty 100+ -10%
- g) Long range assassination attempt +1%
- h) Short range assassination attempt -1%
- i) Attempt to be made within the target's fortress or stronghold -10%
- j) The attempt is to be made outdoors +10%
- k) Per 10 troops escorting target -1%
- l) Terrain type where the attempt is made:
 - Clear Unchanged
 - Forest +5%
 - Hills +5%
 - Mountains +10%
 - Swamp -10%
 - Desert -15%
 - Steppes -10%
 - Sea/Lake/River (if target afloat) -75%
- m) If the attempt is to be made at a public appearance or in a crowd +15%
- n) For each cohort or magical aid used by the Assassin +5%
- o) Attempt to make the assassination look like an accident* -10%

* Increases the percentage chance of a successful escape by 50%. Uses the campaign evasion tables to calculate the basic percentage to evade pursuit.

C) Establishing a Spy Network

- 1) Networks may be established anywhere, but the most advantageous places to do so are in Villages and Cities, also along lines of transportation/communication.
- 2) The target of such a network shall be restricted to Non-Player Characters. A Player may not establish a Spy Network against another Player without the express approval of the Judge.
- 3) Each NPC solicited for the network must be checked for his or her reaction individually.
- 4) Determine the Influence Factor of the recruiting Player Character is detailed previously.
- 5) The NPC's loyalty score minus the Influence Factor equals the base chance to recruit the NPC, subject to modification by the following factors.

Modifiers

- a) If the NPC solicited is an Assassin +1%
- b) If the NPC recruited is the same race as the Player Character +1%
- c) If the solicited NPC is of a different race than the Player Character:
 - Goodwill +1%
 - Tolerance Unchanged
 - Neutral -1%
 - Antipathy -15%
 - Hostile -50%
- d) If the NPC is the same race as the target -5%
- e) The NPC is of a different race than the target:
 - Goodwill -1%
 - Tolerance Unchanged
 - Neutral +1%
 - Antipathy +15%
 - Hostile +50%
- f) Alignment:
 - Player Character same as NPC +1%
 - Player Character different than NPC -1%
 - Player Character opposite than NPC -5%
 - Target same as NPC -5%
 - Target different than NPC +1%
 - Target opposite to NPC +5%
- g) Player Character is the same profession as the solicited NPC +5%
- h) The target is the same profession as the NPC -5%
- i) For each 1000 GP spent in the area within the previous game year by the target -1%
- j) For each 1000 GP reinvested in the area within the previous game month by the target (if the local Baron) -1%

D) Discovery of the Spy Network

- 1) Should a Player feel there is an intelligence network directed at him or her by another player, he or she may elect to try and uncover it. This decision should be conducted to the Judge in secret.
- 2) The base chance of discovering the network for both Players and NPCs is 25%, subject to modification and should be checked monthly.
- 3) The Judge will execute a check for the NPCs every month that a network is in operation within their territory.

Modifiers

- a) Internal Intelligence Service established by the target within the area of operation +10%
- b) For each point of the target's Wisdom above 13 +1%
- c) For each point of the target's Intelligence above 13 +2%
- d) For each Henchman/Hireling of Loyalty 75% - 99% +5%
- e) For each Hireling/Henchman of Loyalty 100% +15%
- f) For each 1000 GP spent within the area in the previous game year +1%
- g) For each 1000 GP reinvested in the area within the previous game month (if the local Baron) +1%
- h) For each Service to the Community* within the previous game year +1%

* This may include, but is not restricted to, such things as ridding the hex of a dangerous monster, rescuing a Damsel in Distress, averting an invasion, arresting a Thief or group of Thieves, curing an outbreak of plague, etc. Whether a particular action constitutes a "Service to the Community" is up to each individual Judge.

E) Running the Spy Network

- 1) Each piece of information the Player in control of the network wishes to discover must be submitted secretly to the Judge in writing.
- 2) The base chance of uncovering a particular piece of information is 1% for each agent in the network, subject to modification.
- 3) Veracity of the information will be ½ the chance of finding the information.
- 4) Should the network be uncovered by the Player, or NPC, the veracity drops to a strict 25%. False information would account for the rest and is passed on at the discretion of the Judge.

Modifiers

- a) For each Tavern Keeper in the network, operating an establishment patronized by the target's men-at-arms +1%
- b) For each operator of an establishment patronized by the target's Officers, Henchmen, or Hirelings +2%

c) For each Servant subverted to the network	+2%	n) Concubine/Paramour of the target in the network	+20%
d) For each Paramour of the Officers/Henchmen/Hirelings in the network	+5%	o) Information stored mentally by the target	-20%
e) For each common Soldier in the network	+1%	p) Information stored in writing	-10%
f) For each Officer in the network	+2%	q) Information discussed freely by the target among his or her intimates	+5%
g) For each Hireling in the network	+5%	r) For each special precaution taken by the target, of whatever nature, to protect the information	-15%
h) For each Henchman in the network	+10%	s) Information not kept by the target within his immediate vicinity (eg. held by another party)	-50%
i) For each family member of the target in the network	+20%	t) For each Assassin in the network	+1%
j) For each magical aid employed by the network, of whatever nature	+5%	u) For each Thief in the network	+2%
k) For each Peasant in the network	-2%	v) For each Beggar in the network	+3%
l) For each Serf in the network	-5%	w) For each Bard in the Network	+5%
m) For each Slave in the network	-10%		





SHALIZAR'S TOWER

* by DAVID DOUGHER *

A Role Playing Adventure



Basic Setting

You can't believe the drunk's words are true! It seems impossible that a Magic User as mighty as Shalizar the Magnificent could be dead. It seemed as if his evil must live forever. But, there can be no denying it. A simple magical check by another Magic User in the Tavern confirmed it. He's dead. And, to the north lies his Tower, still guarded no doubt, but, if it could be reached before the word reached his Guards. . . .

This is intended as a simple element in a quest. An attempt to capture the Tower of a fallen Wizard. His Guards are still there. His treasure is still there. And, if the party can succeed, they may have a home base from which to operate without the usual problems associated with living in the Inn.

An additional element is the possibility of adding dungeon levels below the Tower if the Judge feels like it. The attempt should not be made without some preparation, and a group of high level characters, 4 - 7, would be preferable to a large band of 1st through 3rd level.

First Level

- 1) This is an Entryway. In the southeast corner is a studded crossbar for hanging Cloaks, etc. In the north is a set of 10' iron bound doors. A crosspiece on the other side prevents entrance. On the western wall is an iron barred window. Through this a Guard may peer. In the northeast section is a one-way mirrored door. through which another Guard may watch. The room is normally lit by torches set into the wall, but they are currently empty. In one of the empty sockets, a wily Guard has hidden a 50 GP Gem Stone which he took from the body of an unwanted guest. The outer door crossbar is in the southeast corner.
- 2) Opening the double doors to the north, the party sees a horrifying sight. The opposite wall is composed of a nearly perfect image of a Pyro-Hydra. Torches cleverly placed make the painting seem to be breathing fire. It is a subtle (?) jest of the Magic User.

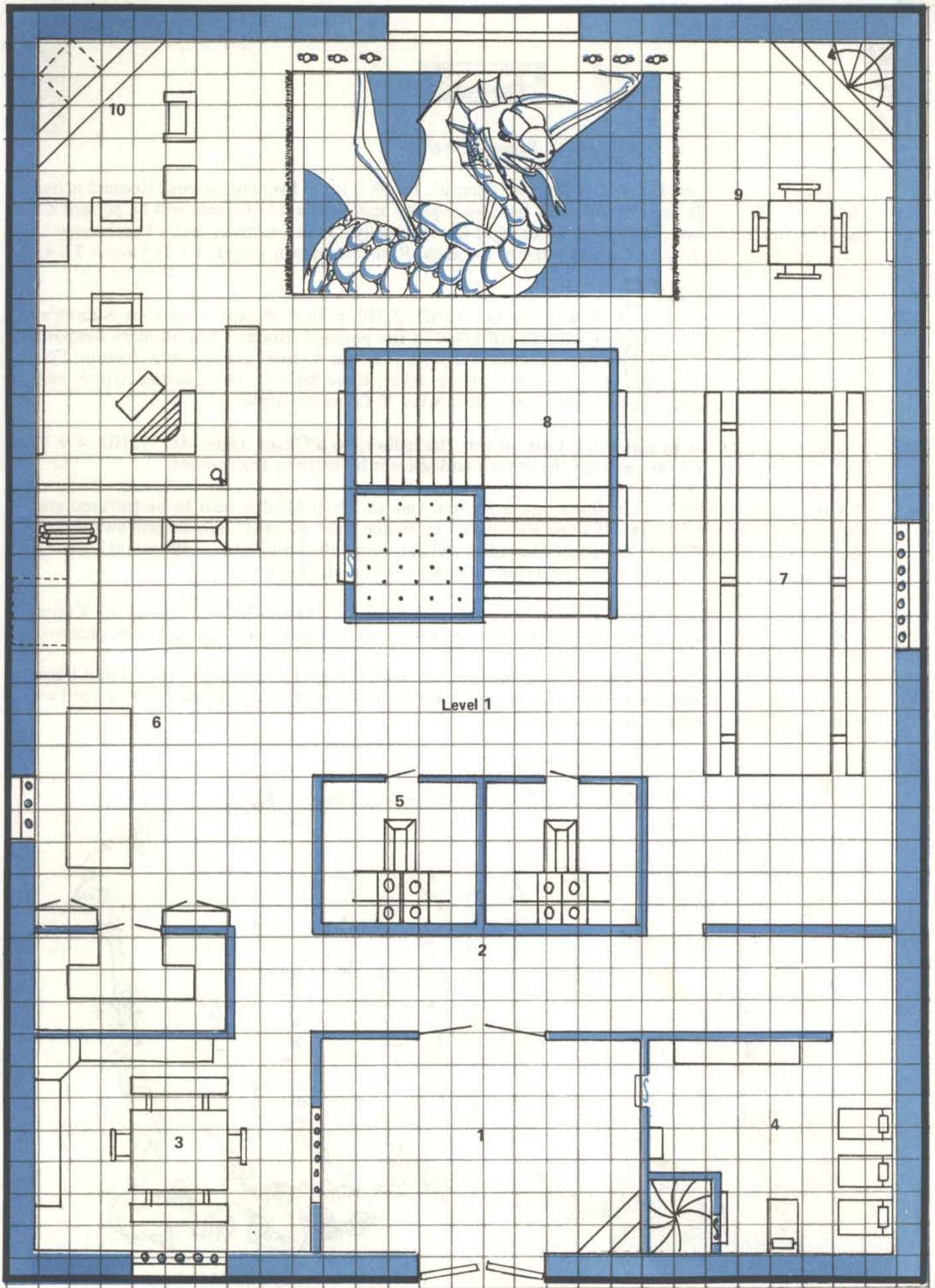
- 3) This is the main Guard Station. Along the northern and western wall are racks of weapons (8 Spears, 4 Swords, and 3 Pikes). These are all Common with the exception of a +1 Pike. It seems to be badly rusted, but actually only needs polishing. There is also an outer window to this room that is barred. A Picnic Table and two Chairs provide seating for the Guards and the daily poker game. There is a Deck of Cards (marked naturally), four Common Beer Mugs, a Sand Clock for use in determining the Watch Schedule. Six Orcs: AC: 6, HD: 1, HP: 8, 6, 4, 3, 2, 1.
- 4) This is another Guard Room. On the northern wall is a weapons rack. Three straw-stuffed mattresses are on the eastern wall. The southern wall has another mattress. Stuffed in this mattress is a false map to a treasure on the Second Level. Sliding door leads down false steps which collapse. Five Orcs: AC: 6, HD: 1, HP: 7, 5, 4, 4, 3.
- 5A & B) These are Bathrooms. In 5A is a copy of "Playorc" featuring Elvish women in various forms of torture (they are scantily clad). 5B contains an Infravision Ring which has slipped down into the wash basin drain. Lighting is from smoky torches.
- 6) Kitchen: In the kitchen is a hearth with several still glowing coals. It is in the northwest corner. There is wood for the stove as well. A large table with a chopping block is in the center of the room. There is a finger on it where someone missed. On the southern wall are shelves containing Common Cookery items; Knives, Forks, Plates and Mugs. A locked cabinet contains genuine Silverware, some Pewter Plates, and a Gold Goblet (total value, 100 GP). The cabinet is *Wizard Locked*. There is a set of double doors leading into the pantry. It has been pretty well emptied out, except for some preserved fruit and spices (40 SP value). Players will note a brightly shining Cleaver embedded in the chopping block. It is ordinary but highly polished. A Rot Grub: AC: 9, HP: 1, has infested an old piece of meat on the spit in the hearth.
- 7) The Dining Table is a huge long oaken table. A Common cloth is laid over it and the bench seats are padded. Two large Copper Candelabra (50 CP each) are on the table as well as a bowl of flowers. The flowers are various types of Orchids and Lotuses, including the infamous Red Lotus. Anyone sniffing the Red Lotus must Save vs. Poison or Hallucinate for 2 - 12 hours. Also, victim must Save vs. Poison or become Paranoid for 1 - 4 weeks.
- 8) This is a large stairway to the second floor. The secret door in the southwest opens to a staked pit. The pictures on the west, north, and east depict monsters defeating the forces of Good. The picture in the southeast shows Demons slaying a Cleric. In the northeast, a Devil interrogates a hooded, chained figure. The pictures on the northern wall are vast Battle scenes of Good-routed forces being pursued and slain. The picture in the northwest is an ambush of an adventuring party. The picture which conceals the secret door is the fall of a Paladin to a Salamander. A poisoned secret catch in the picture frame opens the door. The staked pit holds the remains of an impaled Thief. On his body is a blood soaked map. All of it is obliterated except a small piece which indicates the secret dungeon entrance at 9.
- 9) The Living Room is an interesting area as well as a very dangerous one. The card table is arranged for a game. There is a mirror on the eastern wall for cheating and most of the deck is normal. However, two cards in the deck are from a Deck of Many Things. One is the King of Spades - forfeit all Wealth and real Property. The Queen of Hearts - gain a Treasure Map plus one Magic Weapon. The false fireplace has a sliding brick which opens to a stairway to a lower dungeon level you can add or is another false stair. Finally, the gorgeous Black Dragon Rug (350 GP) causes six tiny metal Dolls to animate if walked on. It also roars and spews forth a cloud of smoke obscuring vision. Six Dolls: AC: 4, HD: 2, HP: 11 each. Dolls are "powered" by a 50 GP Ruby in each one. The magic is lost when removed from the Doll. The large window is made of glassteel.
- 10) The real Fireplace, two comfortable Chairs (20 GP), a wooden End Table (5 GP) are the northern section of the Reading Room. The southern section contains two walls filled with Common books, the eastern and southern walls. The western wall contains a portrait of a Succubus set in a Copper frame that grows hotter to the touch as you hold it. Burning causes one point of Damage per round.



Second Level

- 1, 2, & 3) These are Barracks. Room 1 is the Day Guards'. Room 2 is the Evening Guards'. Room 3 is the late Night Guards'. Depending on what time your party approaches, the Guards will be present or absent, asleep or awake. Each room holds eight Orcs normally. On the northern wall of each room is a weapons rack which the Orcs will attempt to reach. Roll for weapon seized; 1 - 2) Sword; 3 - 4) Spear; 5 - 6) Pike.
- 4, & 7) A Thief is hiding in Room 4. Thief: NE, AC: 7, HD: 2, HP: 6. Both Rooms 4 and 7 are Armories. The Thief has found a +1 Dagger with 50 GP Jewel in the pommel. Room 7 has ordinary weapons and a quiver with three +1 Arrows. Common Weapons in Room 4: five Javelins, three Swords, two Suits of Leather Armor (Orc size). Room 7: three Pikes, three Suits of Orc Leather Armor, one Human size Suit of Plate Armor, a Mace, and a Bow with 20 Common Arrows.
- 5) A large Ogre with an iron studded Club prowls the hallway as a Guard. Ogre: AC: 5, HD: 4 + 1, HP: 19. He is mute and cannot warn the other guards except by entering their rooms.
- 6) This is a secret Prisoners Cell. Inside are a Human and an Elven Maiden held to be tortured and ransomed by the evil Shalizar. If freed and helped to escape the "grateful" families will award each player 100 G.P. (50 GP per escapee). The ladies will also reveal the knowledge of the secret stairway to the Third Level and the existence of a third prisoner (3rd Level, Room 1).
- 8) This is a Fighting Ring. A center post has two ropes from it ending in Knives. One of the Knives is +2. The Orcs often replace the other knife with a simple manacle for "fighting" with captives.
- 9) A pile of empty closed and locked chests are here and used as seats by spectators. The strange triangular-shaped chest contains a Magic Scroll of Treasure finding. (Treat as a *Locate Object* spell on nearest treasure not already found by the party).





**PRESS
RELEASE!**

AWARDS ANNOUNCEMENT

The Committee for the Charles Roberts and H. G. Wells Awards, the most coveted in the industry, have joined the Game Manufacturers' Association (GAMA) to reorganize the Awards procedure. Under the new system, all facets of the hobby can participate. The nominations for the various categories will be open to participation by all gamers. Nomination ballots will be available through every hobby magazine in the industry. All gamers will be limited to one nominating ballot.

The final voting will be done by members of the newly formed Academy of Adventure Gaming Arts and Design. The Academy is open to those individuals who have made a contribution to the products and/or general advancement of the hobby in any some or all of the major divisions: Boardgames, Miniature Games, Role-Playing Games, and Computer Game Programs. It is open to Designers, Developers, Authors, Artists, Editors, Writers, Reviewers, Convention Organizers, and any professional or amateur who can prove a contribution to the hobby. Members of this academy will have the opportunity to vote for the Charles Roberts and H. G. Wells Awards prior to Origins, the National Convention, through a final ballot sent directly to Academy members 60 days prior to Origins for response by 30 days prior to Origins. This allows a more formal and dignified presentation of the Awards to the winners at Origins, and will permit the plaques to have inscribed on them the name of the winning person or product. This will also avoid abuses that have occurred in the past as a result of balloting during the convention.

Membership in the Academy will cost \$2 per year regardless of how many divisions you wish to apply for and can substantiate a contribution to (under the guidelines). The Membership fee covers the cost of postage, printing and awards cost. There is a maximum of four one-year renewals available, for an overall term of five years. It is anticipated that renewals will be at \$2 per year also. All membership fees should be check or money order payable to the Game Manufacturers' Association. For Membership Application and Guidelines, send a self-addressed stamped envelope to:

Awards Academy
P. O. Box 787
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for the year 1980, to be presented at ORIGINS '81, July 4, 5, and 6, 1981, at San Mateo California.

The Origins Awards, presented at Origins each year, are an international, popular series of awards aimed at recognizing outstanding achievements in Adventure Gaming. They comprise the Charles Roberts Awards for Boardgaming, and the H. G. Wells Awards for Miniatures and Role-Playing Games. An international committee of independent hobbyists administers the combined awards system. They will tabulate the ballots and act as liaison with the Origins sponsors.

This ballot may be reproduced and circulated by any means available, provided its contents are faithfully copied. Magazine editors and publishers should plan to include the ballot in an issue of their publications due to come out during the interval from late 1980 to mid-March 1981. Clubs and other organizations should circulate copies among their members shortly after the first of the year.

All Gaming Fans are encouraged to vote!

Deadline— March 31, 1981.

THE H. G. WELLS AWARDS FOR OUTSTANDING ACHIEVEMENT IN MINIATURES AND ROLE-PLAYING GAMES

- Best 1980 Historical Figure Series:
Best 1980 Fantasy/SF Series:
Best 1980 Vehicular Series:
Best 1980 Miniatures Rules:
Best 1980 Role-Playing Rules:
Best 1980 Role-Playing Adventure: (Dungeons, Campaign Modules, Scenarios, etc.)
Best 1980 Professional Magazine covering Miniatures:
Best 1980 Professional Magazine covering Role-Playing:
All Time Best Pre-Napoleonic Gunpowder Rules:
All Time Best Air Combat Rules:

Instructions. Read Carefully: Print legibly or type your nominations. Ballots that are messy or not filled out correctly may not get counted. You may list three nominees per category. It does not matter in what order you list entries. To keep voting as meaningful as possible, please do not make selections in unfamiliar categories. YOU MUST SIGN THE BALLOT! Also include your address. You may vote only once, and send only one ballot per envelope.

Nominations should be based on products produced during the calendar year 1980. Miniature figure series nominations should be for product lines which are either new or have been substantially expanded in 1980. Naturally, all time best nominations are not restricted to 1980. The Hall of Fame category will not appear on the final ballot since the winner is determined by the nominating ballots.

Final balloting will be done by the members of the newly-formed Academy of Adventure Gaming, Arts, and Design (watch for details in the hobby press). The voting on the final five nominees in each category will be done entirely by mail and will be completed one month before Origins. The awards will be presented at Origins.

THE CHARLES ROBERTS AWARDS FOR OUTSTANDING ACHIEVEMENT IN BOARDGAMING

- Best 1980 Pre-20th Century Boardgame:
Best 1980 20th Century Boardgame:
Best 1980 Science-Fiction or Fantasy Boardgame:
Best 1980 Computer Game (game materials for use on personal computers. Star Trek not eligible):
Best 1980 Initial Release of a Boardgame: (this refers to the first release by a new company)
Best 1980 Professional Magazine covering Boardgames:
Best 1980 Amateur Magazine covering the Hobby in general: (Amateur magazines are defined as non-profit efforts not of professional quality which do not provide income for their staffs nor pay for contributions).
Hall of Fame: (Previous winners of the Hall of Fame are Don Turnbull, 1974, James F. Dunnigan, 1975, Tom Shaw, 1976, Redmond Simonsen, 1977, John Hill, 1978, and Dave Isby, 1979)

Name: _____ Signature: _____
Address: _____
City/State/Zip: _____

Send in your ballot by March 31, 1981 to only one of the following addresses:

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46 Carelton St,
Oromocto, NB
Canada E2V 2C8

UK and Europe
Origins Awards
10 Waterside
Woodburn Green
Bucks, United Kingdom

USA and all else
Origins Awards
PO Box 787
Troy Michigan 48099
USA

Official Membership Guidelines of the
ACADEMY OF ADVENTURE GAMING ARTS & DESIGN

The Academy of Adventure Gaming Arts & Design is an organization devoted to the promotion of excellence in hobby game products for adventure gamers. Adventure gaming includes adult boardgames, miniatures games, role-playing games, and computer game programs. Membership in the Academy is restricted to individuals who have made a contribution to the products and/or general advancement of this hobby. Applications are screened by the Membership Committee of the Academy.

Members from Manufacturing or Publishing Firms

Academy members may be from any of the following categories of employees in companies or corporations. Product cited for the prospective member must be currently available to the general public, and produced in an overall quantity of 100 or more.

Executive: supervises or directs the work of some or all of the below staff within the firm.

Designer/Author: creator of game-system rules, scenarios, or supplement for an adventure game product currently available as a company product.

Developer/Editor: provided significant support and work executing any game, scenario, or supplement acknowledged as such in the product, which is currently available as a company product. Playtesters do not qualify.

Sculptor: creator of at least six (6) miniatures currently available as company products.

Artist/Art Director: creator of exterior or interior art, and/or overall graphic design and format for at least two (2) adventure game products currently available from the company.

Freelancers to Manufacturing or Publishing Firms

Academy members may be in one or more of the categories below, providing materials to a company or corporation. The freelancer's product must be currently available to the general public, and produced in an overall quantity of 100 or more. Freelancers need not be employed in the industry per se, they need only have their work produced or published by this industry.

Designer/Author: creator of game-system rules, scenarios, or supplement for an adventure game product currently available as the product of some company.

Developer/Editor: provided significant support and work executing any game, scenarios, or supplement, and acknowledged as such in the product, which is currently available as the product of some company. Playtesters do not qualify.

Sculptor: creator of at least six (6) miniatures currently available from some company(s).

Artist: creator of exterior art, interior art, and/or graphic design and format of at least two (2) or more products currently available from some company(s).

Periodical Publications serving Adventure Gaming

Academy members may be significant contributors or responsible managers engaged in the publication of a periodical (magazine, journal, newspaper, etc.) that promotes and/or disseminates information regarding any aspects of Adventure Gaming at least four times each year, to a readership of at least 100 persons each issue.

Publisher: person with legal responsibility for the periodical, and/or who supervises and directs the work of some or all of the below categories.

Editor: person who can control or change the content of the periodical, including soliciting articles and reviews, and accept or reject submissions.

Contributing Author/Reviewer: any person who has published at least two articles or product reviews in periodicals within a two year period, and credited as such in the periodical.

Art Director: created and/or executed majority of graphics and/or artwork material of the publication in at least two (2) issues within a two year period.

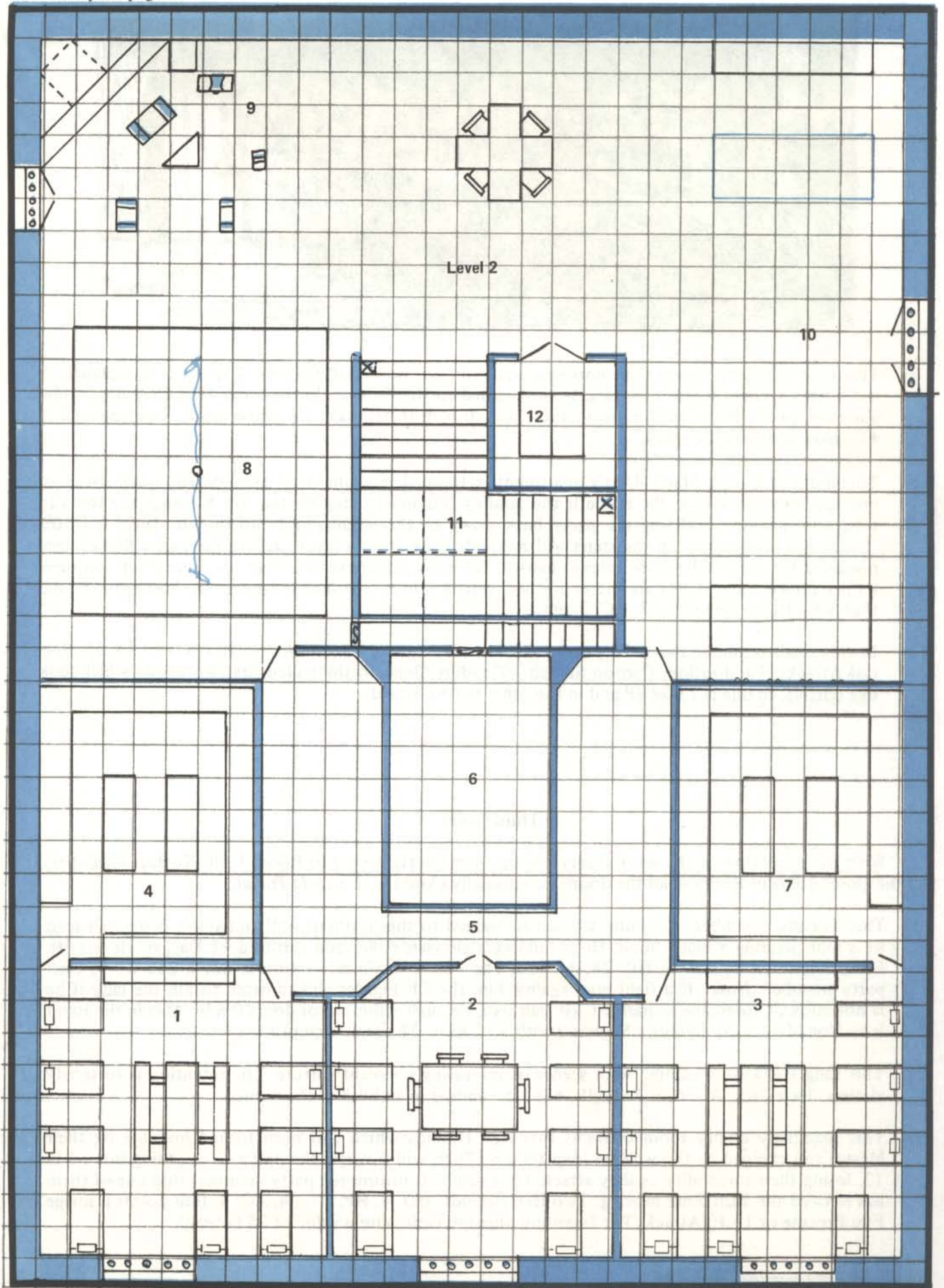
Adventure Gaming Convention Sponsors

Academy members may be individuals who have helped organize and/or run a convention for the adventure gaming hobby. They must have been publicly acknowledged as legally responsible for some aspect of the convention operation (i.e., held a position of material and legal responsibility, not just a co-worker). The convention must have been open to the general public, and provided an outlet for the interaction of individuals involved in some or all aspects of the adventure gaming hobby, and which had at least 100 attendees.

Membership Period

Membership is at the discretion of the Membership Committee of the Academy. Normally members who qualify are allowed the option to renew up to four times, for an overall five year period. However, the Membership Committee may review a member's standing at any time.

**Mail completed application to Awards Academy, c/o Bill Somers, POB 787, Troy MI 48099
Include a Stamped, self addressed envelope and check or money order for \$2 payable
to Game Manufacturers Association.**





- 10) This is an Archery Range. The northern wall contains Bows and Quivers. The 10 x 25 rectangle is where the Archers stand. Live targets are chained to the far wall. In the lower 10 x 25 section straw has been piled. When fired it will cause heat distortion to make the game more "challenging". A +1 Arrow is lost in the straw.
- 11) The stairway to the Magic User's apartment is trapped. Persons must step on the northern X to not fall into the staked Pit beneath the landing. Failing to step on the top X causes the stairs to turn into a ramp. . . sliding the party back down to the landing and into the pit. There is a 50% chance the first person up the stairs will not slide back down with the rest of the party. Stakes were poisoned but now only cause intense nausea, dizziness, and make you wish you were dead! Requires a *Cure Poison*. The stakes are metal and will punch a hole in armor if landed on. Damage is 1 - AC that is 1 - 10, no armor, 1 - 3, AC: 3, etc.
- 12) In this small room are two pallets upon which are laying two Ghosts: AC: 4, HD: 4, HP: 14, 15, Special Attacks: Paralyzation, Carrion Stench 10' radius. Beneath the pallets are two chests which look like coffins. In one is 1,000 SP and in the other is a +1 Shield.

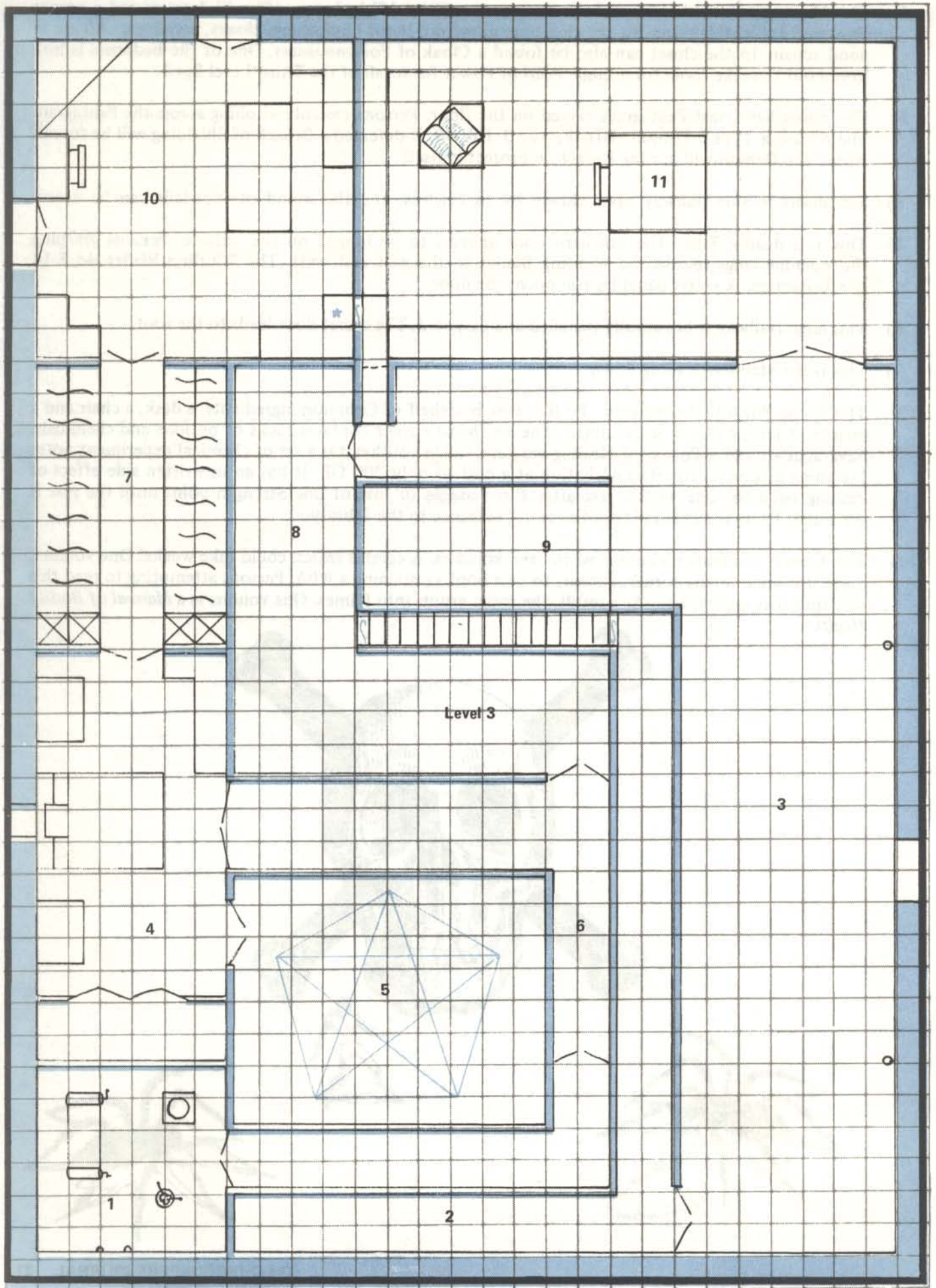
Third Level

With the exception of the set of doors leading from the Hallway 2 to Room 1, the Torture Chamber, and the closet doors in Room 4, all the doors are magically closed with a *Hold Portal*.

- 1) This Torture Chamber. A young woman is chained to the southern wall and she is being menaced by a man wearing a black hood. He is holding a glowing poker and carries a +1 Dagger. He is a 4th Level Fighter, CE, HD: 4, HP: 28, AC: 10. The young lady's safe return is worth 250 GP to each party member. Note: If a fight goes against him the CE Fighter will threaten to kill the lady if he is not allowed to escape unharmed. He can pass through either set of doors freely. Also in the room is an Iron Maiden containing a Skeleton with a +2 Ring. The rack is empty.
- 2) This long Hallway is painted with scenes of increasingly violent torture. The intention is to terrify victims. Two Orcs: AC: 6, HD: 1, HP: 6, 5, are waiting in ambush at the corner.
- 3) This seemingly empty room contains two Hell Hounds which had been turned invisible by their Master and chained to the wall on long tethers. They will surprise the party on anything but a 1 in 12, losing their invisibility as they attack. On a roll of 1, inform the party members that one of them has noticed the Iron Ring moving. Two Hell Hounds: HD: 4, HP: 17, 24, AC: 4, four points Damage Fire Breathe or 1 - 10 Attack. The fastening rings are Gold with a value of 25 GP each.

- 4) The Magic User's Bedroom. A huge four poster 20' x 15' bed, two 10' x 7' dressers and a corner bookcase are in this room. In the closet are numerous items of clothing, cloaks, boots, etc. All are in good repair. In the closet can also be found a Cloak of Poisonousness. One of the bedposts is hollowed out to make room for a single Pearl of Power for recall of the Third Level Spell.
- 5) This room has a vast Pentagram carved on the floor. Persons casually strolling across the Pentagram line release a Type I Demon: HD: 8, AC: 0, HP: 40. If defeated a Broach of Shielding will be found. Note: The Demon will use the Broach to protect himself.
- 6) The doors in this Hallway open slowly by themselves, and the sound of foot-falls can be heard.
- 7) This is a deadly Trap. The northern door appears to be hinged on the outside. Persons grasping the opening rings release the Whirling Blades to the east and west. The Whirling Blades do 8-18 points damage. A secret panel button opens the door.
- 8) This large Hallway is beautifully panelled and carpeted. The secret door leads to the roof.
- 9) This is the Stairway leading down.
- 10) This is the Wizard's Laboratory. To the west is a shelf of Common ingredients, a desk, a chair and a hearth. A large table is in the north. The northeast corner contains racks of potions and chemicals. Several acids and a Potion of Healing are here. In the southeast is a set of chemical experiment notes including a formula for Healing Potion at a cost of only 200 GP. It has an unwritten side effect of causing need for one week's rest after three usages or loss of one Strength point until the rest is obtained. There is a deadfall over the secret entrance to the Library.
- 11) The Library contains numerous works and volumes. A careful search could take weeks! One volume, currently open in the corner, appears to be a book containing a *Wish*. Persons attempting to read this will find it is incomplete. As a result, the room erupts into flames. One volume is a *Manual of Bodily Health*.





THE ESSENCE OF A GOOD WARGAME



by LEWIS PULSIPHER

If you've read many wargames magazines you've probably encountered some aspects of the "realism" vs. "playability" debate. Role-playing games have not escaped. For example, Gary Gygax has discussed the subject in *Advanced D&D* and in *The Dragon*. Beginning with the premise that "realism" or "accurate simulation" does not of itself make a game good, I will discuss in this article what makes a game worth playing again and again, and this will indicate how a designer or role-playing Judge can damage a game by deviating too much from this ideal or "essence".

A game is a conflict between two or more interests, conducted according to a set of restrictions and definitions (the rules). The players choose from among several possible courses of action. Events beyond the players' control may affect play, but in some cases they can predict the probability that such uncontrolled events will occur. The most important difference between a good game and a average or poor one is in the nature of these choices. In a good game the player is able to perceive several courses of action which may plausibly lead to his success. In some cases it is even difficult to see what choices are available, but they are there. In any case, it is not immediately clear which choice is best, in fact, there should be several choices which seem, to the inattentive, inexperienced, or incompetent player, to be equally good. Only the most skillful player can recognize which choice is the optimum. When he plays a less skillful player, he should win the game most of the time because he makes better choices. Luck, however, the uncontrollable element, can thwart the more skillful player. There is a significant difference in the kinds of chance which may affect the game. Dice rolling against an odds table or with a fixed hit probability is, to some extent, predictable, especially over a large number of trials. The skillful player can try to take into account the possible outcomes before the dice are rolled. On the other hand, in the type of role-playing campaign where "anything goes" the player cannot predict what might happen well enough to help him plan his moves. Lacking sufficient information, he is as much at the mercy of "fate" as the poor player.

To summarize, the good wargame offers the player a range of plausible choices, without an easily discerned best choice, and sufficient information about elements not controlled by the players to allow him to take such variables into account when he plays. It becomes easy to see why

many "conflict simulations", however, admirable they may be as reflections of history, are often poor games. At one point a few years ago virtually all **Simulations Publications** games, for example, put the players in an historical straitjacket. In order to ensure that the game result resembled the past each player was offered only one good course of action. He had to follow that strategy or lose the game. With both players similarly restricted, the game turned out the way the designers desired. There was no point in playing the game more than a few times because not only was there just one good strategy, anyone able to fully understand the rules could quickly discover that strategy. A superior game player might gain an advantage in details, but chance could easily wipe out that advantage.

One of the attractions of **D&D** compared with other role-playing games is the number of plausible choices open to adventurers in many situations. True, at first level the choices are limited, and the "sleep them or die" dilemma requires no deliberation at all. At about third to sixth levels the players are strong enough to accept battle without fear of immediate collapse or death, and they have enough spells to be able to use them in other than life-and-death situations. But at high levels—say, double figures—the game becomes less effective. There are so many ways to accomplish most objectives that any halfway decent player can get out of a jam or devise a usable plan. This is fine for the players but as a wargame it is not satisfactory. Sometimes the Judge is driven to compensate for the overly easy choice of strategies by increasing the uncertainty. With "anything goes" in force bad luck may thwart the players when bad choices are unlikely to do so.

A good reason for the Judge to create a complete world rather than only a dungeon is to reduce uncertainty to a level both believable and conducive to good play. A player in a world he understands can sometimes anticipate uncontrolled influences. If players know nothing about the culture, population, economics, and so on of the world they are more vulnerable to random forces. Obviously, some uncertainty must remain or soon the fantasy atmosphere will be lost. But complete uncertainty results in lottery, not mystery. If you Judge for wargames players you should provide a good game as well as an exciting mystery, or you have failed to exploit the potential of **D&D**.



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SHOPPING FOR ARMOR



by TERRANCE MIKRUT

Through the running of my campaign, I have tried to create charts to make the mundane more interesting. The chart below serves a number of purposes. First, it makes the buying of armor more interesting and personalized. Second, it does for the Judge, one of the most important things in the game, from the Judge's point of view, which is to get money out of the hands of the players, because if the players are loaded down with money, what is the need for going on adventures? (This doesn't take into account saving for such things as Ships, Strongholds, etc.)

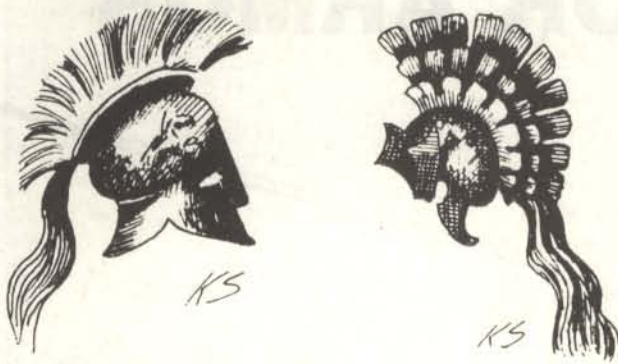
In my world, Gold is rather rare, therefore anything that is of slightly high value is prized highly. Have you ever seen two Scale Mail clad Fighters take on four Orcs only to burst into the old Rock, Scissor, Paper bit over a set of long sleeved, skirted Chain Mail with hood attached? Well, I have, and I feel that a good set of Armor, magical or non-magical, is a very prized possession.

Another thing, even though I don't use a Hit Location system, it seems to me that this chart would be useful to anyone using a Hit Location system in their AD&D campaign. I recommend that all magic Armor is long sleeved; 75% long sleeved, skirted; 25% long sleeved, skirted with hood. Dwarf, Gnome, and Halfling Armor is 75% listed price. And last, Armor bought by new characters, just starting, is always short sleeved shirt type.

The charts are listed: Armor Type, Armor Class, Short Sleeved Shirt Cost, Cost for Long Sleeves, Cost for Skirting, and Cost for Hood. For example, Padded Armor with long sleeves, and both skirt and hood made into the Armor, would cost 8 GP. The short sleeved variety would cost 4 GP, to have long sleeves made into the Armor would add 1 GP, to have a skirt made into the Armor would add another 2 GP, finally the addition of the hood to the Armor would add another 1 GP to the total, adding up to 8 GP. The listing for skirts and hoods means the price addition for the skirt or hood made into suit of armor. Certain types of hoods can be bought separately, but skirts cannot.

Armor

Banded Armor: Armor Class 4		
Short Sleeve Shirt		90 GP
Long Sleeves		+22 GP
Skirt and Hood not possible on Banded		
Chain Armor: Armor Class 5		
Short Sleeve Shirt		75 GP
Long Sleeves		+ 18 GP, 15 SP
Skirt		+ 37 GP, 10 SP
Hood		+ 18 GP, 15 SP
Leather Armor: Armor Class 8		
Short Sleeve Shirt		5 GP
Long Sleeves		+ 1 GP, 5 SP
Skirt		+ 2 GP, 10 SP
Hood		+ 1 GP, 5 SP
Padded Armor: Armor Class 8		
Short Sleeve Shirt		4 GP
Long Sleeves		+ 1 GP
Skirt		+ 2 GP
Hood		+ 1 GP
Plate Armor: Armor Class 3		
Chest Plate, Shoulder Plates, Arm and Elbow Guards, Leg and Knee Guards, Hip and Groin Guards		400 GP
Ring Armor: Armor Class 7		
Short Sleeve Shirt		30 GP
Long Sleeves		+ 7 GP, 10 SP
Skirt		+ 15 GP
Hood		+ 7 GP, 10 SP



Scale Armor: Armor Class 6

Short Sleeve Shirt	45 GP
Long Sleeves	+ 11 GP, 5 SP
Skirt	+ 22 GP, 10 SP
Hood	+ 11 GP, 5 SP

Splinted Armor: Armor Class 4

Short Sleeve Shirt	80 GP
Long Sleeves	+ 20 GP
Skirt	+ 40 GP
Hood not possible on Splinted	

Studded Armor: Armor Class 7

Short Sleeve Shirt	15 GP
Long Sleeves	+ 3 GP, 15 SP
Skirt	+ 7 GP, 10 SP
Hood	+ 3 GP, 15 SP

Helmets, Shields, and Other Forms of Protection

Helmets

Great	15 GP
Great, with Decorations	30 GP
Plain	10 GP

Shields

Large	15 GP
Small	10 GP
Small, Wooden	1 GP
Tower	25 GP

Hoods

Chain	30 GP
Leather	2 GP
Scale	18 GP
Studded	6 GP

Arm and Elbow Guards

Banded	20 GP, 5 SP
Leather	1 GP
Plate	80 GP

Leg and Knee Guards

Banded	20 GP, 5 SP
Leather	1 GP
Plate	80 GP





Role Playing Mini-adventure

Notice

REWARD! For the Death of HARAHALAT! Bring his glass eye as proof of his death to Duke Agrain at the Palace.

Legend

Harahalat is a young adult Red Dragon of about 50 to 60 years. About 12 years ago, Harahalat the Terrible had a fight with the Great Dragon Fighter NOL BROCKOL. Well into the fight Nol got the upper hand and struck out Harahalat's left eye (some say the right). Harahalat, not one to fight a losing battle, flew off, and several hundred miles South, took her anger out on the Minor Castle of the then Duke Agrain. Having flattened the Castle, she stole a priceless Jewel (it's a 4" in diameter Ruby that gets more priceless with each telling) to replace her lost eye. About 3 years later, Harahalat disappeared to the South, never to be heard from again.

Rumor

An Old Salt says he's seen Harahalat, on the Isle of Simgrass. A reliable Sea Captain says a Dragon flew over his ship about 9 years ago. He was near Simgrass Island. A Sea Trader's Ship, laden with Great Treasure, disappeared exactly 9 years ago, only 9 miles from Simgrass Island. (This is false, but who can tell.)

Legend

Simgrass Island, about 4 miles wide and 8 miles long, used to be a place where ships would stop to get coconuts and fresh water. It has since fallen into disrepute, as new trade routes do not go near it, and reports of everything from Dragons and Zombies to Head Hunting Natives have been circulated about it.

Soothsayer's Foretelling

Thou shalt go to the Village of the Damned and thou shalt wash its name into the Sea.

Thou shalt Fight Thine Enemies and Thy Weapons shall be as the Salt of the Earth.

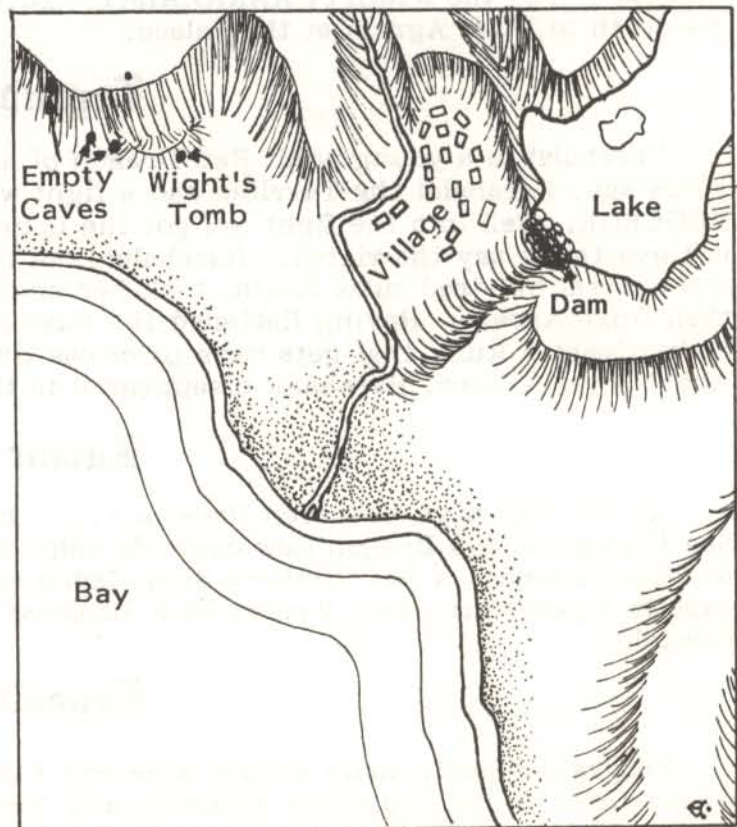
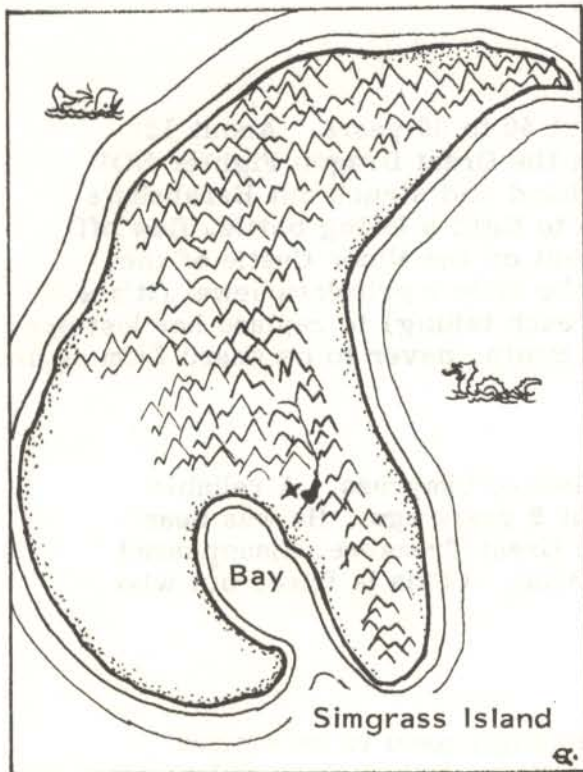
Thou shalt meet Fire and Ice.

Should your adventurers make it to port they will find only one Captain Brave (stupid?) enough to drop them off at Simgrass Island... for a price... yes, he will even stop by on his way back to pick them up, should there be anything left to pick up.

Captain Doolb Nastug has a small trading vessel with 30 Level 1 Fighter/Shiphands, ten with Bow and twenty with Sword. Doolb is a Fighter: LN, Lvl: 3, HP:15, AC:6, STR:15, INT: 19, WIS: 10, CON: 16, DEX: 12, CHAR: 11, Weapon Broadsword.

His ship is armed with a Catapult with ten 30 pound of Rocks, fifteen or better to Hit, 2D10 Damage, and 7 Firewads, a Mixture of Pitch, Tar and Straw. Sixteen or better to Hit 2D10 Damage, plus 80% chance to start a fire on flammable material for 10 turns, or until put out. The ship is carrying a cargo of salt in twenty pound blocks and ten pound sacks. Nastug's trade route is in its worst danger from Pirates before he gets to Simgrass (a fact that may have weighed in his decision to carry adventurers), so it will not be unlikely to come across wandering Pirates and Sea Monsters. What is unlikely (but you will probably come across them anyway) is a group of ICERAIDERS.

Iceraiders are a little known species that lives on the Ice at the Southern end of the World. They are roughly of Human Form, but their bodies are made up



mostly of ice and water. Their skin is of thick ice, making them tough to kill and they are exceptionally brave (as they have ice water running in their veins). The Iceraiders have carved a Floating Fort out of an Iceberg and somehow have control of its movement and speed. (Zounds! Sounds like Magic to me). The Iceberg moves barely faster than Nastug's Cargo Ship, and is armed with a Catapult that shoots twenty blocks of Ice (cut from the ship, so they don't run out), 17 or better to Hit, 2D3 Damage. Iceraiders: LE, AC:5, HD:2, Attacks: 5/with Slings and Ice Bullet, 1D6-1 shots per turn. 25/with Longword or Club, or Fist 1D6 Damage per turn. Icecaptain: LE: AC:4, HD:3, HP: 15, Broadsword. All Weapons are made of Magically Strengthened Ice.

Iceraiders dislike fire but are not terrified of it. Fire Weapons do double damage but the Raiders have two hoses and manned pumps to squirt out Fireballs and Flaming Arrows. Folks, these fellows are tough, and things can get really touchy unless someone remembers what cargo you are carrying, Raiders are inexperienced with it and will probably rout. Iceraiders love Pearls and can usually be found carrying one.

On the Island (what, you survived the Iceraiders?) is a large bay, and slightly inland of the bay at the foot of some mountains, is what appears to be a Village. A small river flows out of the mountains at this point and it appears that for some reason someone has built a dam, creating a large lake (and incidently giving the Village its name: The Village of the Dammed Lake). Captain Nastug will want to stay in the bay for at least a day to collect coconuts, fruit, and fresh water, and to make repairs. Your landing party will probably be attacked by the Villagers: 12 Zombies, 10 Skeletons, 3 Ghouls and 3 trained Giant Slugs. (What was that cargo again?) They are led by a Wight, The Spirit of a Not-so-Brave Sea Captain who was left here by "accident" by his unsatisfied crew. Being a spirit has not changed him much, and after a few casualties he will probably bug out. The Undead will likely lose heart and run off too, unless one of the Ghouls can rally them. Only the Ghouls will fight to the end.

At the Village you will find 4 Zombies repairing the wall of the dam, they will not fight you unless you threaten them or the dam, and will go on repairing it as long as they can. Otherwise the Village is empty. Treasure: Gold and possibly some Magic in the Undeads' Huts and Hovels. The Wights tomb cave should definitely have some Magic, but the Wight will fight to the death to defend his cave.

There is of course no sign of Harahalat.

The only unusual features on the island are some empty caves (15% chance of being Attacked by Undead), and the dam..

The Dam took a lot of work to build, and needs constant maintenance. The Undead appear to have built it, except for some very large and heavy rocks at the base of the dam, far too large for the Undead to have moved (but the right size for a Dragon). The Village has a large well, and a stream running nearby. The stream has fish in it, but oddly enough the lake does not. The lake is fresh mountain water, but appears to serve no purpose.

Good Luck.

In a cave under the lake, and hidden by it, lives Harahalat. Since the entrance and a good portion of the cave is under water the lake will have to be drained before you can enter the cave. Luckily this will not be too hard as the Dam is none too strong.

Harahalat has arranged to have herself hidden away because she is pregnant. As a matter of fact about 64 months along and soon to drop her Egg. Although it is hard to tell this, (she just looks bigger), the fact makes her slower and more clumsy, and very protective. She will probably try to talk her way out of a fight.

There is only a 30% chance that she will give up the Eye without a fight, but she has other goodies she will try to buy you off with.

Four Fake Jewels that look like 1,000 GP each and are really 50 GP.

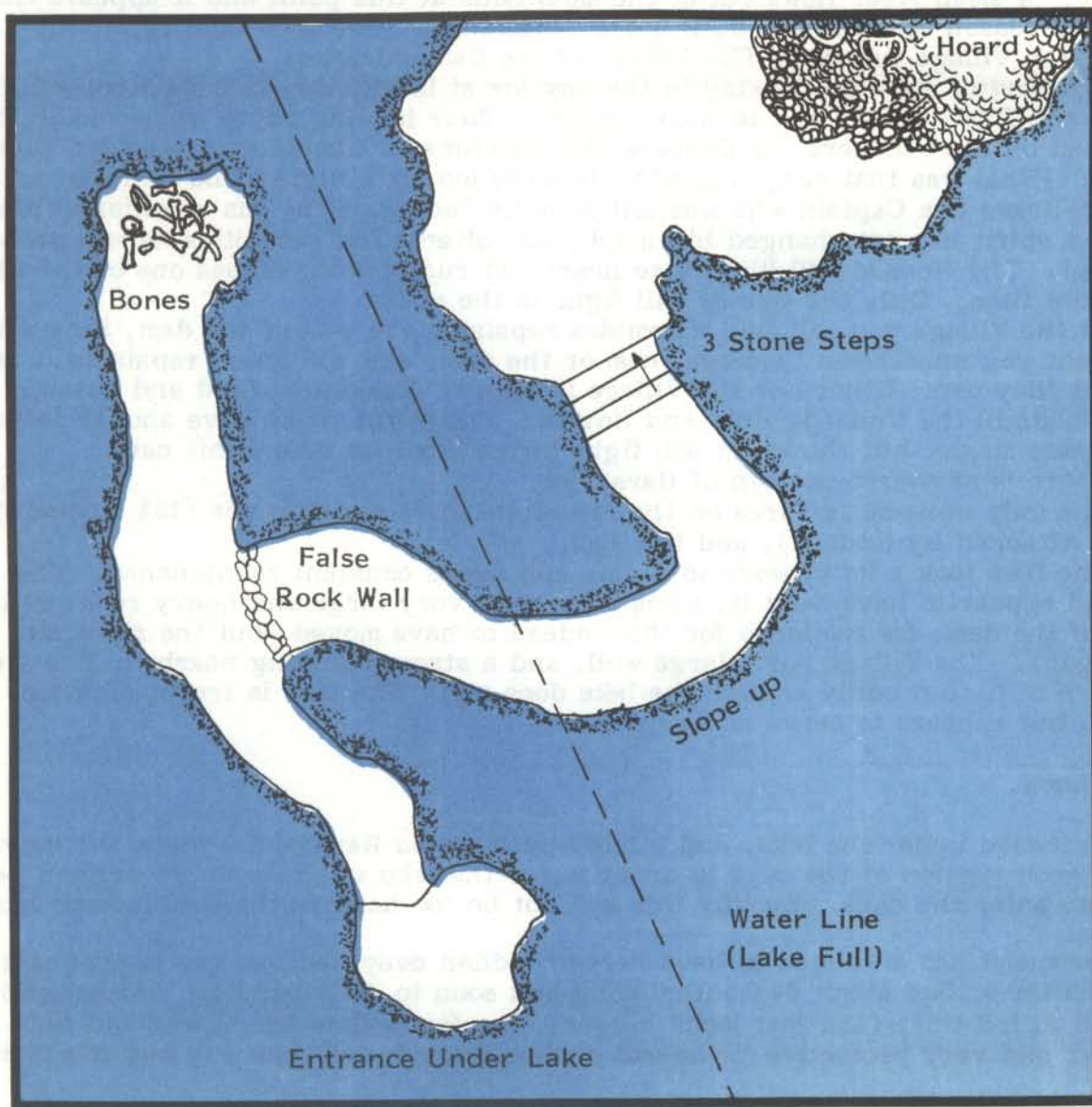
A pile of Fake Gold Coin, separated and off to one side of her'hoard'. About 2,000 pieces, worth about 60 GP.

Each person looking at these two items will have a 20% chance of detecting the fake with pluses for experience in this sort of thing. Elves will see the fake with a 50% chance and Dwarves with a 90% chance. If you show any of it to Nastug, he will tell with 50% assurance.

Seven Real Jewels: 2 Diamonds @ 600 GP, 4 Pearls @ 400 GP, and 1 Black Pearl @ 550 GP, 1,500 GP in Gold and Plate, 2,000 SP, 10,000 CP., 1 +1 Sword and perhaps some other minor things.

If you get the Eye, and Harahalat still lives, after her Egg is hatched and safe (about 2 years) she will come looking for it. Just a Warning.

Duke Agrain will give you 1,000 GP per man, up to 15,000 GP, to show the Eye, but be careful going back, I hear there are bandits in the area!
GOOD LUCK.



IN THE TESSERACT

by DONALD L. SPIDELL

Neremeli, a Dwarf Mercenary, armed with a Battleaxe, hesitated as the door before him slowly opened. The map they had with them indicated that the room they were to enter had been the personal room of the fabled Master Mahan, the first president of the Inner Council of the Drow Magi. This was where one of the darkest of the Black Magi had practiced his most powerful spells.

The map and the torch was being held by Lilair, a Human Female. Her large Shield was slung on her back and her Cutlass was sheathed at her left hip. At her left side was Erbion, a Human Man in Leather armor and armed with a Two-handed Sword.

"Humph!", Neremeli said gruffly. "The door was hidden. . . .but easy enough for a Dwarf to find. Only one magic lock. . . .put on by an amateur. Maybe this isn't the right chamber. Woman, you sure you followed that map correctly?"

Lilair: "You saw the map. What does your natural sense of direction tell you? Let's go!"

With a grunt from Neremeli, they cautiously stepped into the room. There was an uneasy feeling as if they were stepping through a veil of thickened air across the doorway. The room was a perfect cube, featureless except for a door in each wall. The walls were only fifteen feet apart, but they were hazy and indistinct. One could see the walls and doors more clearly from the corners of the eyes than by looking straight at them. The air was deathly still and musty, but there was no dust on the floor. No sounds came to the ears of the trio.

"I don't like this." Said Neremeli. "This construction; smooth, gray metal walls just don't fit in this area. And it's clean, as if there were a housekeeper."

He went to the far door to open it and ignored the doors to the sides. Erbion offered to go in first as he was the only one with any armor. Neremeli threw the door open with a slam. Erbion rushed through and stepped to the right. His Two-handed Sword was at high ready. Lilair stood against the wall on the left and held the torch high in the center of the doorway. Neremeli crouched in the shadows of the door, just inside the room and to the left.

This room was like the first except that a staircase spiraled from floor to ceiling in the center of the room. It was held in a clear cylindrical tube with one opening which they could see. The opening was a doorway to the stairs. Erbion walked towards the stairs.

The two by the door looked on in horror as a small light appeared behind Erbion. It grew larger and took on form. A Man-sized Humanoid with almost featureless, bluish-green skin appeared to be coming through a tube of light from a very great distance. It appeared to be looking in all directions at the same time through large, bulbous, many faceted eyes as it reached for Erbion. Neremeli was able to move first. With a mighty leap, he was near enough to swing the Battleaxe in a great arc calculated to go through the body of the creature and nearly miss their friend. His muscles rippled and gleamed in the torchlight as the great axe swooshed through the air with no resistance and followed through to make him stumble - off balance. Lilair watched as the creature and their friend disappeared in the same way the creature had come. And she thought she heard Erbion laughing - a low chuckle, as if he were in the arms of a lover.

"By Mithra!", exclaimed Neremeli. "What was that?"

"I've never seen nor heard of anything like that before", said Lilair. "Hopefully, it's trapped in these rooms. Let's see if we can find them."

"Watch my back," growled the Dwarf. "I'll watch yours."

Lilair took stock of their situation. "Well," she said. "There are four doors and a circular staircase that goes both up and down. Six exits. For some reason, I feel that Erbion is above us. But we won't find him unless we go down."

Neremeli glared at her. "You and your intuition," he growled. "Everytime we follow it we go from the frying pan into the fire. Well, let's go."



They took the stairs down and left that room by a door to the north. Lilair was in the lead. Neremeli came slowly, as he was looking all around, and especially back the way they had come. Neremeli was mumbling something about all the rooms being 15 foot metal cubes. Perfect cubes.

They went through the door which was straight ahead of them, and found another room with a staircase similar to the others. Lilair walked around the staircase, and there was Erbion. He was lounging against the wall of the staircase with a silly smirk on his face. His clothes were torn apart. His carrot red hair was in disarray. Weapons and armor lay around him. He was covered with a sheen of sweat, and he looked exhausted.

"What is going on here?" exclaimed Lilair. "We were so worried about you, and here we find you looking as if you've just spent the night with some trollop."

Erbion exclaimed, "Didn't you see her?" He grinned even more widely.

"See who?", thundered Neremeli. "You were attacked by a creature. . . a rubbery, blue-green, horrible creature."

"Neri," said Erbion, "I don't know about your taste in women, but if that was horrible, I wouldn't be able to live through a beautiful one. Blue-green? Yes, that describes her eyes and dress; but rubbery? No! Believe me, there was no rubber about that figure of hers. And yes, I was attacked. Ha! Ha!

Erbion started to get up while holding his clothes about him. He grew dizzy and pitched forward onto his armor.

Lilair exclaimed, "Why he's as weak as a kitten. The strength has been drained out of him like as if that creature were some sort of a vampire. Neri, pick him up! Let's get out of here!"

The creature was a Tessra. In *The Fantasy Trip* rules: ST: 6, DX: 16, IQ: 20, MA: 10; in normal space. Tessra is a Humanoid with a smooth, rubbery, almost featureless body, which is as large as the average Human. At least this is as much as we can see on this plane.

The head has huge, bulbous, faceted eyes, a small nose, a slit almost lipless mouth and sensitive membranes instead of ears.

Tessra always looks a little hazy in outline. It can travel in directions which the Human eye cannot follow. When it disappears, it looks like it travels away from the observer until it is out of sight. Any or all of the arms, legs, head or body can do this, so it may have parts of it shrunken or gone, to the observer. It's many faceted eyes can see in many directions and on many planes at once.

It feeds by absorbing energy from other living beings mainly through its hands. . . same as the IQ 12 spell "Drain Strength" from *In the Labyrinth*, but it can use any living being for food. When it touches its victim, the victim is affected by an IQ 14 "Glamour" spell, *In the Labyrinth*, into believing the Tessra is a member of the same species. . . opposite sex and highly desirable. The spells are automatic and cost no ST penalty to the Tessra.

Method of Attack: It will come up behind its victim, clutch the victim, subdue it, and then pull it through the "4th dimension" to a place where it can be uninterrupted for as long as it takes to drain the maximum amount of energy from its victim. (Remember: Energy Drain is in multiples of 5 and must not kill the victim.)

HTH Combat: Same as Humans.

Method of Defense: If it feels overwhelmed, it will simply try to go to another plane and stay there, out of reach and invisible.

It can be hit by normal weapons at the time it is grabbing its victim, but see the rules for striking at an enemy is in HTH Combat with a friend. It can disappear while engaged by following the same rules for "disengaging" as are found in *The Fantasy Trip*.

The Tesseract

The Tesseract is a four dimensional hypercube, such that the cube has a cube on all six of its faces with all of the faces joined and the whole fitting into a cube no larger than the central cube.

Remember: All of those six-sided figures are cubes of the same dimensions.

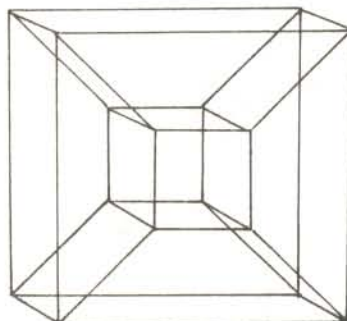


FIGURE 1

Really, it is mathematically possible for such an object to exist, but don't rely on me for proof. I produce them with magic in my world!

In figures 2 - 5, you see the room complex unfolded and labeled. You will notice two things right off. First, the floor the adventurers are using at any one time may be someone else's wall or ceiling. Second, there are many more doors in each room than the four that our adventurers saw. Why didn't they see the other doors?

The doors are always there. However, they lead in directions the eye cannot follow and the mind cannot accept. Therefore, the natural censor in our brains blocks them out. It works just like a blind spot. If you want to figure out where the doors are, you could allow a Dwarf Magician or Mathematician with alertness or the Thief's talent and with Mage Sight to see most or all of the doors if he was looking for them. However, I don't allow it in my universe. If they could see the doors, they might want to try them. That could get complicated.

There are only four entrances to the Tesseract as seen here. Two more entrances are possible by stairway from the top (down into III-A - Figure 4) and from the bottom (up into I-A - Figure 3). The main four ground floor entrances are shown on Figure 2. The numbers you see are the numbers of the internal doors. Door No. 1 in Room IV-A is Door No. 1 in Room VII-A, just as if the two walls and the two doors were the same. They are the same. There is no space there. You can go through those five rooms and in or out of the four exits with no problem. You remain upright and walking on the floor all the way. However, if you take the stairs, things get complicated.

In the story, Erbion was found resting on surface III-F. If Llair had taken the up stairs from II-A. She and Neremeli would have had the problem of trying to convince Erbion that he was on the ceiling in order to get him to join them. But he could feel the gravity holding him to the "floor", so it would be obvious to him that they were on the ceiling. You can also add furnishings to the rooms to further confuse things, and then decide whether a person standing on V-E, for instance, could see a chair or table standing on V-A or V-C or V-F. I hope you all have fun getting your friends lost in this one.



Tesseract in Flat

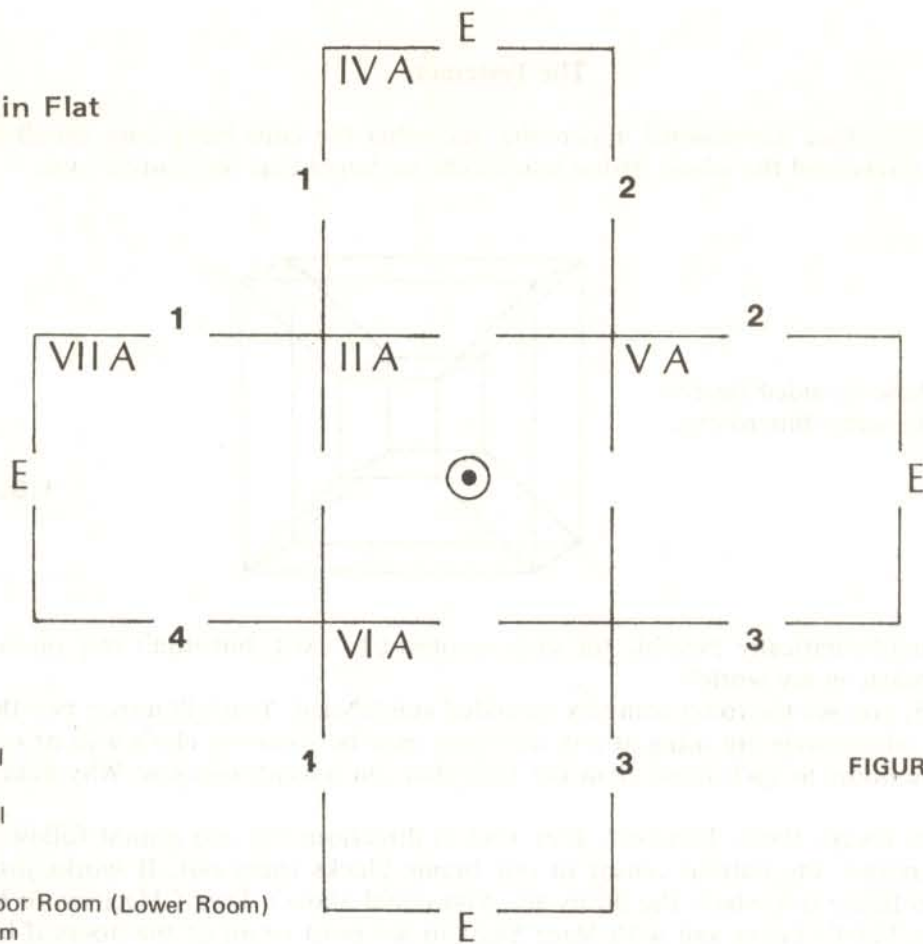


FIGURE 2

If you take the down stairs from IIA, you come to IA.

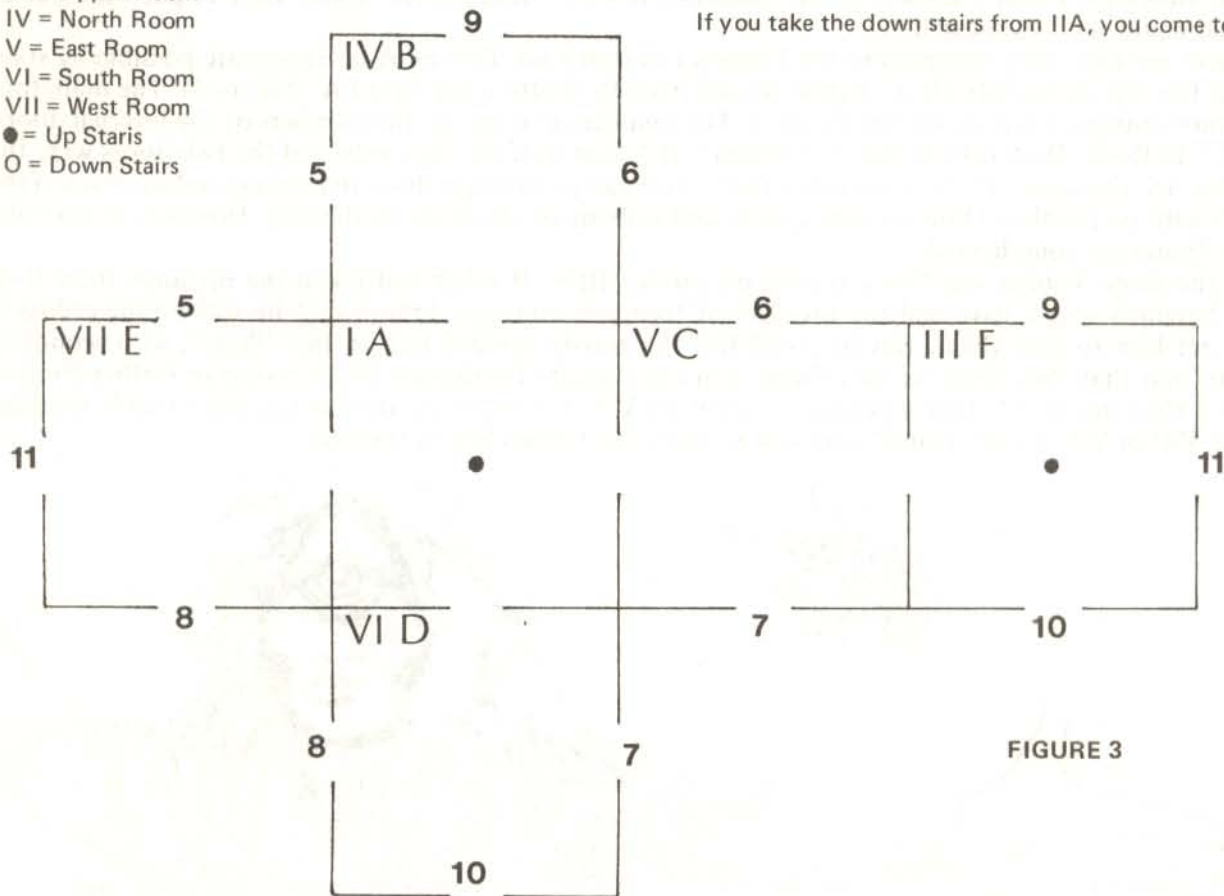


FIGURE 3

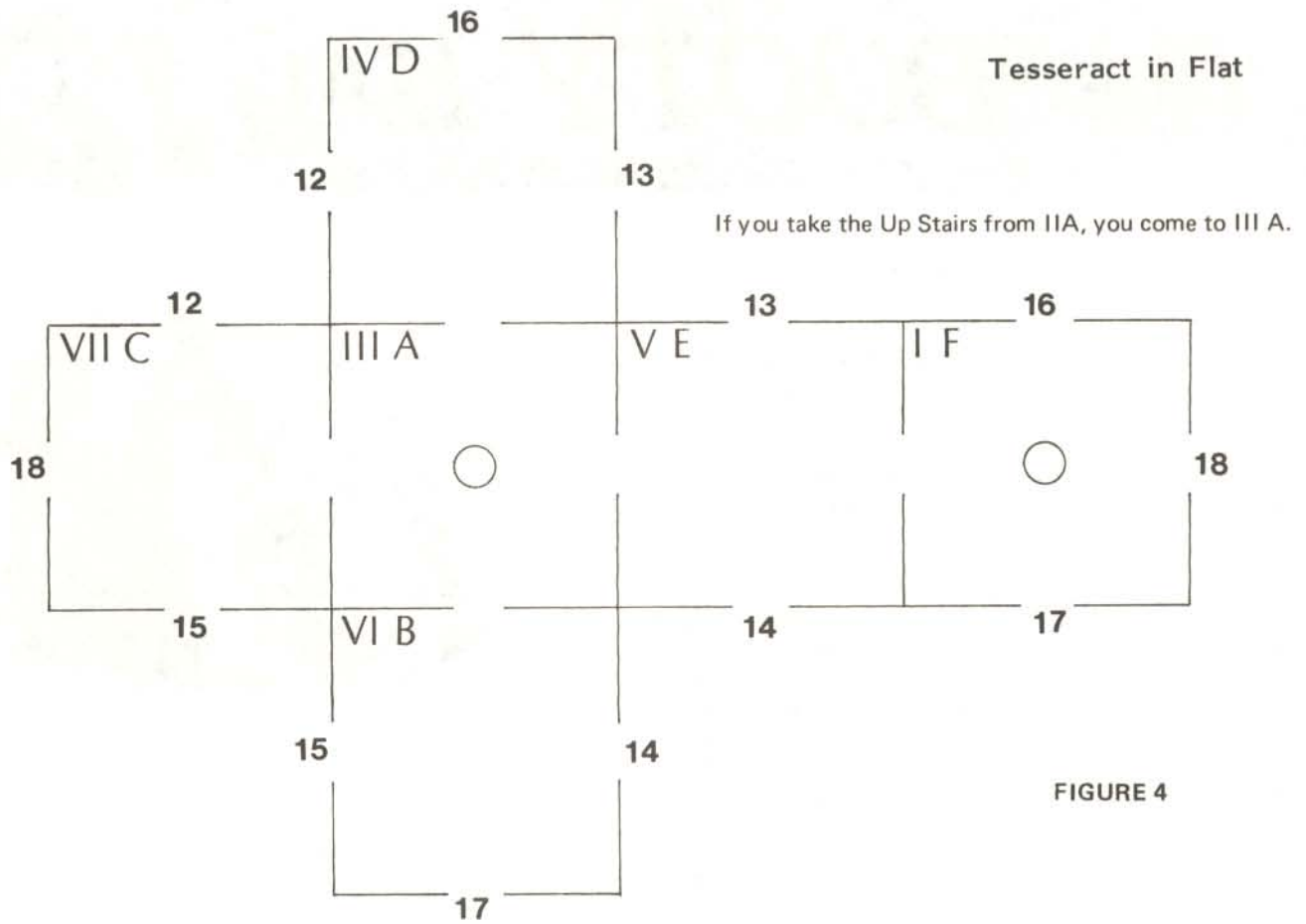


FIGURE 4

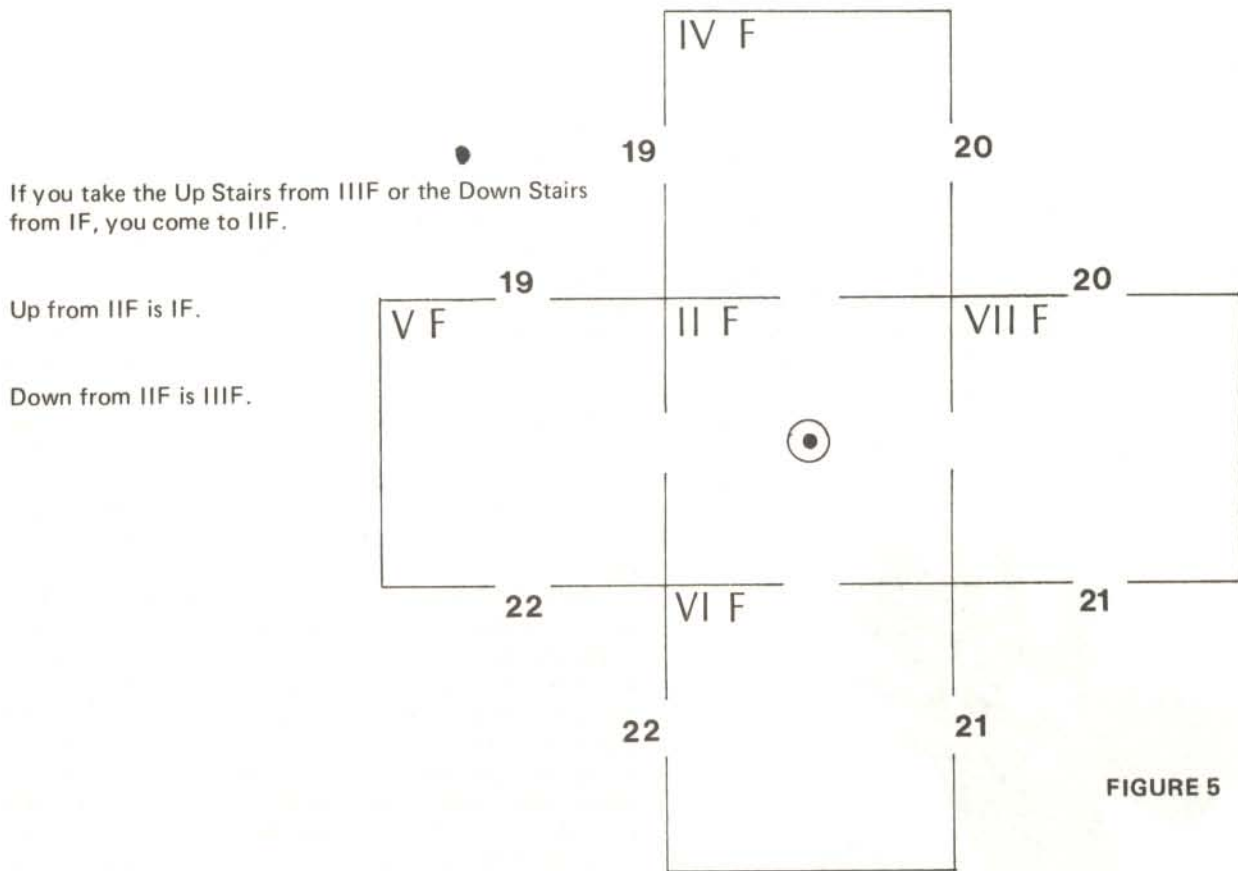


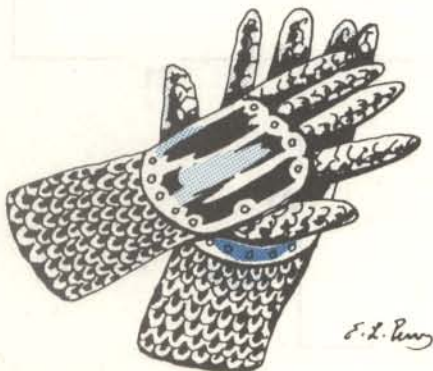
FIGURE 5

The **BOOTY BAG**

The Helm of Door Opening by Clayton J. Miner

What appears to be little more than a battered Great Helm that somebody lost on a rainy night is in reality the dreaded Helm of Door Opening (see page 337 in *Bardwell's Guide to Various Magical Devices, 5th Edition*). Until such time as the powers of the Helm are invoked a person may wear and remove this device with no difficulties, but once the effects of the Helm are known, it cannot again be removed until a successful *Remove Curse* has been cast upon it by a Thaumaturgist or better (Level 5+ Magic User). The powers of the Helm are not activated until the person who is wearing it is called upon to help in opening a door. At this time, the Helm will glint and glimmer as if just purchased while the owner backs away from the door. After opening as much space as is possible between themselves and the door, they will lower their head and charge with all available strength. If they are able to hit the door, which is unlikely because they are not watching where they are going (player must roll to hit door as if fighting a creature three levels higher, and with a -2 on the hit), their chance of opening the door are increased by 2. However, anyone who does not get out of the way in time will be bowled over and will take damage as if struck by a Mace. This sequence will be repeated until the door has been forced open, which could take a long time if the door has been locked.

A side effect of the use of this item is that it ruins any chances of suprising the occupants of a room. After the door is open, the player must make a saving throw against spells. If the saving throw is successful, the person is stunned for two melee phases, but if the roll is missed the person has inflicted a concussion upon themselves and will be out cold for as many turns as they missed the throw by. This roll must be made for each attempt to open the door. In the case of a combination of results, for example, two successful rolls and one missed roll, the stun will come after the character regains consciousness. As this device appears to be only a used and discarded Helm, it will not fetch much of a price on the open market, if you are able to sell it at all.



The Heroes' Gauntlets by Clayton J. Miner

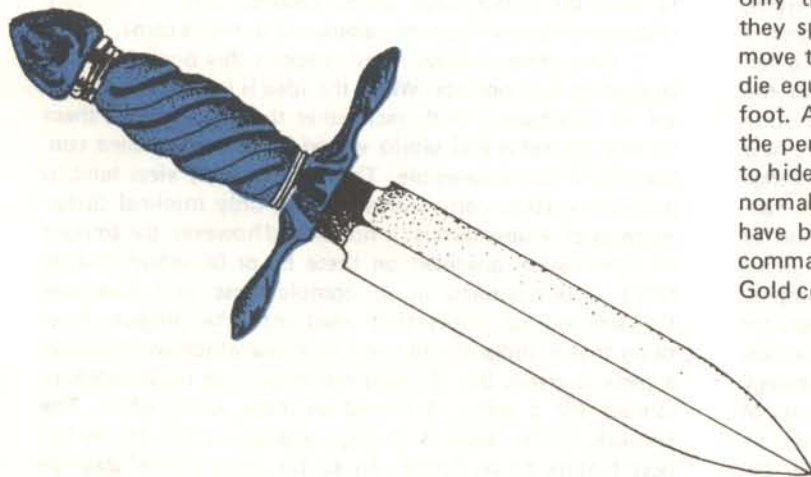
Similar to **The Boots of Surefootedness**, these highly prized gauntlets now only appear in the old legends of the great Mandragora Empire. Usually found in connection with the boots, the same scholars who now seek the boots, have come to realize that these gauntlets must also have belonged to the great Heroes. In fact, the same texts suggest that these devices worked in much the same manner as the boots, but were designed to insure that a Warrior or Cleric need never fear of dropping or losing control of their weapon during melee. From what little that can be determined in the faded and wormeaten texts, these gauntlets would work with any weapon, regardless of type, material, or who constructed it. The only apparent restrictions on the use of these items were that the owner had to have complete faith in their effectiveness, and that the weapon being fought with was one that the wielder derived pride from using. If it came to pass that the owner of the gauntlets ever fought with a weapon they distained to use, the weapon would fall from their grasp, and the gauntlets would slip from their hands and fall to the ground beside the weapon.

While being worn, the player does not have to contend with the problem of dropping their weapons. In a situation where the player fumbles (in a world where a fumble system is in use), the player ignores any fumble which calls for a dropped weapon or a loss of control, and re-rolls on what ever fumble table is being used. These gauntlets appear to be old and tarnished Chain Mail gloves with dark leather gloves sewn inside. Along the backs of the hand are small steel plates riveted to the links. Also similar to the boots, these are items of inestimable value, and only a madman would try to sell them.



The Coffers of Endless Food Supply
by Clayton J. Miner

What appears to be a small box measuring 12" in width, 18" in length, and only 5" deep, with many highly detailed illustrations and mystic lettering painted on its surfaces, is an item of great use to those who travel through the wilderness and delve into the forgotten ruins. Containing nothing when opened, the smell of a well cooked meal fills the air each time the top is raised. To make this magic device function, it is necessary to recite the following magical incantation: "We are hungry from our labours, and we respectfully request that your bounty be shared among us". Just proclaiming that "We're hungry!", or "Soup's on!" will not get the box to function. After the incantation has been spoken, the box will open four times and each time that it opens a well cooked meal will appear in front of the one holding the box. There is a delay of about a minute between each time it is opened, allowing the box to be passed to the next person. This device will function only four times in a 24 hour period, and will offer a meal appropriate to the time of day. It's value, if one is willing to part with such a treasure, is anywhere between 1500 and 2000 Gold coins.



Dagger of Enrichment
by Ron Lagerstrom

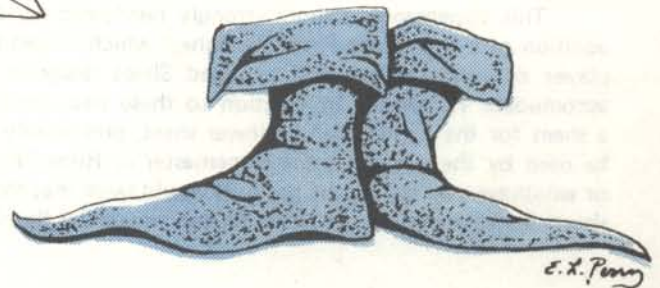
This Dagger appears to be worth around 80 some GP as it is made out of solid Gold. If this Dagger is ever thrown at a victim, it will instead change direction and fly towards the nearest person who has the most amount of Gold objects on his person. If there is no one with any Gold objects, the Dagger has a 30% chance of flying back and striking the thrower. If it doesn't attack the thrower, it will simply return to the same person who cast it into the air.

The Boots of Halfling Stomping
by Clayton J. Miner

A rather sneaky little item, these Boots have gained quite a reputation among the Wizards who appreciate a good jest at the expense of those who are unable to use magic. First enchanted many years back by the Wizard, Theoderas of the Nine Hills, these items have become a standard by which a Magic User's development is measured. A Mage is considered to have mastered the basic element of enchantment of inanimate material when he or she has completed their first pair of the boots. A trap of the unwary, any one who puts these on will become overwhelmed with the urge to go out and stomp some Halfling, innocent or otherwise, into the dust. The cry of "Help! It's the Boots!" has become a signal for all Halflings to find business indoors where they cannot be spotted. A relatively minor magical item, it is possible for a person to wrestle these boots off of their feet before running across, and over a Halfling. Once off, these Boots will revert to an inactive status, just lying there, looking for all the world like a pair of cast-offs.

Recently, however, someone has improved on the design of the Boots of Halfling Stomping, and it has become more common a sight to see some poor Halfling going down the street trying to kick himself to death. No one has yet discovered who it is that is producing these little terrors in a size wearable by the Halfling population. It has been noted that it is not a rule that a Halfling wearing these will try to do themselves in, several cases have occurred where the Halflings have stomped their companions. Another variation surfaced along with the smaller versions of these boots, that being if a Halfling is able to wrestle the boots off, they will proceed to chase the poor fellow down the street in an attempt to put themselves back on.

When a player first puts these on, they will notice only that they are quite comfortable, and it is not until they spot a Halfling that the boots go into action. To remove them persuing a Halfling requires a roll on a 20-sided die equal to or less than the character's Strength, for each foot. Also a similar roll must be made on Dexterity to see if the person falls down giving the object of persuit a chance to hide. When not after a Halfling, the boots can be removed normally. Actually somewhat popular among those who have been victimized by the Halfling Thieves, these Boots command a good price, somewhere between 600 and 1000 Gold coins.



RUNEMASTERS

by
CHAOSIUM

Reviewed by
CLAYTON MINER



Released at the same time as **Plunder**, **Runemasters** follows in the same vein, that of an idea for another game system transformed into terms useful to **Runequest** Judges. Whereas the idea for **Plunder** came from **Eldritch Wizardry**, the idea behind **Runemasters** is that of **Gods, Demi-Gods, and Heroes**. Unfortunately this product is not as successful as **Plunder**, which was an improvement over the original. **Runemasters** shows a lot of effort going into it, but the Judge who wants to make use of that work must do quite a bit of preparing before hand. For example, there are new character charts in the back of the book, and the Judge using this must make a copy of this chart first, then transcribing all of the information listed under the personality they wish to use. To even start to use this book, the Judge must wade through several pages of somewhat complex guidelines to find out how **Runemasters** was intended for use. Part of these pages are sections on Group Tactics, Melee Tactics, Spell Tactics, Battle Commands, and Strategy Tactics. It seems as if this product evolved out of a series of rules to minatures battles using the **Runequest** systems.

This appearance is more strongly reinforced by the addition of a **Runequest** Party Worksheet which is used for player character orders, and a Squad Sheet designed to accommodate 12 people. In addition to these two, there is a sheet for the Leader and Follower sheet, presumably to be used by the Judge for the Runemaster or Rune Priest, or whathave you during the game. It would seem that these sheets are intended to cut down on the amount of flipping

back and forth through the book, but as a result the Judge must keep track of large numbers of sheets of paper. Another character sheet is the 'Allied and Bound Spirit' sheet, and again like the others it was probably designed to help the Judge keep better records, but instead contributes to the overflow of paperwork during a game.

One other disturbing thing about this book is the inclusion of cult politics. While the idea is laudable, the cults are so intertwined with each other that to rearrange them to suit an individual world would be extremely time consuming, if not impossible. This would in my view tend to promote carbon copy worlds, where only minimal differences exist. **Runemasters** is not all bad however, the amount of information provided on these 50 or 60 world shaking NPCs is outstanding in its completeness, and illustrates the amount of effort that went into the project. Anything that a Judge could need to know which would effect a game is given. But if it did not require so much work to extract for a game, it would be more worth while. The artwork in the book is of high quality, and is to me the best feature to be found. As to the cults, a brief description, as was given would have been sufficient, as it would have allowed people to align them as desired. As a whole, **Runemasters** is a good try to bring some life into powerful characters, but I feel that it suffers from too many flaws to make it of much use to all but the exceptional Judge.



RAID ON IRAN

by Steve Jackson Games



Reviewed by Ron Lagerstrom

The U. S. Marines burst into the west side entrance of the U. S. Embassy, spraying Automatic Rifle fire into the adjacent hallways and corridors. A pair of Militants stepped out into view, the shine off of their American made Automatic Rifles gleaming wickedly. However, the Marines were a shade faster, and the corpses of the Militants were sent flying down the hall. But, an Iranian voice, speaking English, shouted out from an adjacent closed room, "Surrender, or the Hostages we have in our control will meet their infidel god!". The American Commander in charge pleaded with them to help the Marines end the bloodshed by throwing out their rifles. All of a sudden, a great scuffle broke out in the room, and five Militants (after firing a few shots into the room) broke out into the corridor. It was their last moment on earth. M-16 fire smacked into their Mid-Eastern frames, sending their bodies far from the doorway, but not before two Marines were hit by their sporadic fire. A man came out of the room, claiming to be one of the Hostages. He said, "We decided to attack them bare-handed, but we paid a high price for our stupidity, no matter how desperate we were." Just before the Commander could question him more, he collapsed, revealing a large head wound, in the back of his head. Inside the room, there were the twelve bodies of some of the American Hostages.

Raid on Iran, by Steve Jackson Games, is a simulation of the American attempt of the Hostages on the Embassy ground that might have been. The game itself is a very fast playing and enjoyable (if I can use that word considering the subject matter). It's rules and scenarios are purposely kept simple in order to portray a simulation, not political substance. In my opinion, it succeeds in this goal. However, this was not my first impression.

When I first took a look at this game, I thought that Steve Jackson Games had to be kidding. Not only did I consider the subject matter a little "off-color", but I thought the price tag (\$3.00) was indicative of the quality of the game, much like some of the past Micro-Games. However, I was wrong. Not only did the subject matter make a enjoyable "beer and pretzles" game, but for the price involved (it costs more to eat at McDonalds), it is an excellent simulation.

The mapboard itself, while not of the hardboard quality of Avalon Hill (after all folks, it's a \$3.00 game!), it is a colorful representation of the Embassy ground within it's so-called "protective wall". On the board are the

several buildings surrounding the actual Embassy Building (the Library, the Ambassador's Residency, and others), the Embassy's Football Field, it's Tennis Court, and the actual Embassy Building. Intermingled with these "areas" are the roads and streets necessary for Movement. Each area and building (some buildings are divided up into different heighth levels) are "disected" for the purpose of the game area movement. Each Unit can move so many areas per turn. I must admit, though, that there are a few bugs in the Movement System in the game. For example, it takes the same amount of time to climb up a set of stairs as it does to race across a football field, but the Movement System is so abstractly handled, that it really doesn't matter.

Other aspects of the Movement System in the game include such things as stealth, deceit, Iranian Sentry detection, and others. This system is really the key to the entire simulation. Sure, it's a simple system, but for the game it works very well.

The Combat System in the game is also an entry on the plus side for Mr. Jackson's game. Again, a simple format is used. There are two types of Combat: Ranged Attacks and Close Attacks. Ranged Attacks are made from adjacent squares, with no ill affects coming from his troop's fire. Close Attacks are made in the same square, with each side suffering under the fire from the other side. There are benefits for both types of attack. If a weapon (including the troops themselves) fire from a point higher in level than their target, the damage they inflict will be far superior to that of it's target. This especially helps the U. S. Machine Guns and Mortars, which have unlimited range. Close Attacks will take their toll on both sides, as this combat occurs in the same square. However, if the U. S. player kills all Iranians in a square containing Hostages, they may take instant control of those same Hostages. Heaven help those Marines who are caught in an area along with Iranians, who are being attacked by other Marines!

The game overall is quite enjoyable. By making use of such rules as Helicopter landings, Iranian enraged mobs, "quiet" attacks, and others Mr. Jackson provides, the gamer with a "feel" of what is might be like to undertake such a monumental task as forcing the release of the Hostages. True, the subject matter might be objectionable to some (it was to me initially), but once you realise it is a simulation and **not** a political statement (as Mr. Jackson states in the beginning of the rules), you'll find a most enjoyable game.



PLUNDER

by CHAOSIUM

Reviewed by
CLAYTON MINER

One of the newest items to be added to the **Runequest** line by **Chaosium**, **Plunder** may be best described as an **Eldritch Wizardry** for **Runequest**. However, **Plunder** covers more than just the great artifacts that dot the world (usually where some well aged and rather cranky Dragon dots the world), but offers lesser treasures as well. The book is divided into two major sections, the first governing the lesser treasures, with some special items mixed in to add interest to the discovery of a hoard. The second section is titled; *Treasures of Glorantha*, and it is here that the book takes on the feel of good old **Eldritch**, for it is this section of the book that describes the major and not so major artifacts of the world of **Runequest**. With the *Treasures of Glorantha* section, the Judge is given not only the description of the item, but the cults which have a relationship with the item, knowledge (a guideline as to determining who knows what and why), the history of the item, procedure which describes how to either get or make the item, the powers of the item, and lastly the value of the item. Sometimes this last category will have two listings, if several groups are looking for it.

Some of these major treasures are items which aid in writing, such as the *Fabulous Quills of the Wyrms'*

Friends, or that will temporarily raise your protection, such as *Rhino Fat*. The variety of the items, and the detailed information included with the great treasures is sure to make this book very useful to Judges. Of more use to a **Runequest** Judge is the first section of **Plunder**, which presents easy to use tables for determining that value of a lesser treasure, for example what a *Wanderingroo* might be carrying. There are 10 charts set up in an 8 by 8 array, with treasure that reaches from nothing at all to a *Monarch's* allowance. In addition to these 640 treasures, listed in *Clacks*, *Lunars*, *Wheels*, *Gems/Jewelry*, and/or *Special Items*, there are two tables to add detail to the *Gems and Jewelry* that may be discovered, and to label the special items found in that hoard under that spreading chestnut tree. These special items could be anything from a spoiled *Potion* to a *Matrix Ironhand 4*, or a *Crystal of 10 POW* storage. Further graced with good artwork throughout, this book would make a welcome addition to a Judge's stock of **Runequest** items. **Plunder** is definitely a useful piece of work and shows a great deal of imagination, and the only question I had with the book as a whole is, why do none of the items listed under the *Treasures of Glorantha* have a negative side effect on the user.



THE THESPIAN JUDGE

by DAVID EMIGH



Several years ago, when I was asked what D&D was I immediately responded that it was an exercise in improvisational theater. I have no illusions of being the first person to make that statement for the phrase is so widespread today that this idea must have occurred to many people simultaneously, to several people independently. If D&D is truly an improvisation theater then one of the keys to being a successful Judge most certainly lies in the Judge's willingness and ability to act out or perform for his players key events or non-player characters in his world.

One school of acting, one which I believe to be particularly appropriate to D&D, claims that to act a part one must know as much about the subject as possible before attempting to act it out. In general, the most popular dungeons always seem to be those which have the most background detail; that is to say such things as a history, local politics (including names and characteristics of important individuals), local customs, and other such considerations. The best time to acquaint people with this background is at the start of the very first adventure. As an example compare the following two introductions to the first adventure in a new world, both of which are written as if the Judge is speaking to the players.

Example No. 1: OK. Here you are at the end of a causeway looking toward the ruins of an old castle. You are looking north. What do you want to do?

Example No. 2: OK. Your party has gathered together at the "Golden Cockatrice", a local pub in the town of Arula Zorusa. You are here trying to decide where you want to start your careers as adventurers. As you are sitting around a secluded table in one corner of the room a very old man comes up to your table and without an invitation, sits down. He eyes everyone at the table before he starts to speak.

"I suppose you youngsters are going to wander down to pay a visit to Seaspray Castle," he cackles. He pauses for a second to eye each of you for your reactions. But most of you do not notice this for his words have reached back into your memories. The stories that you have heard about that place indicate nothing but evil. The old man leans back and sips his beer.

"Seaspray Castle, it was once an outpost for the Empire. But that was many years ago. You know lads," the old man leans forward as if he were sharing a deep dark secret, "some of the people around here are still waiting for the Empire to come back to the Castle."

Then the old man glances behind him, as if looking at an object through the walls of the tavern, an object far to the south. Then he speaks in a far away, musing tone, "Some say that the Castle was taken over by the Minions of Pwatok during the Days of Darkness." He pauses again and then off-handedly he continues, "I don't believe that myself, there is enough evil in the world without blaming him for everything. But there is no question that something in that Castle is very evil. You know, several months ago a fine bunch of youngsters like yourselves set off to explore the environs of the Castle. About two weeks later one of them returned. He was quite mad, of course, carrying that head with the Crown on it. Did you hear about the head?"

He pauses yet again. You notice that the whole pub has quieted down and that everybody was straining their ears to hear the old man talk. He continues, "There was a hole in the top of the head and all of the head's brains were missing. Clean as a whistle, I saw it myself. I recognized the head, it belonged to the leader of the party of adventurers. And the Crown, I believe that you could buy this island for a fraction of what that beauty was worth."

He takes another sip from his beer, "The madman slept just upstairs from where we sit. His body was found the next morning. There was a hole in the center of the head and the brains were sucked right out. The Crown was gone!"

The old man glances around at your party, downs the rest of his beer and then leaves you to your thoughts. For the rest of the evening you are pointedly ignored by the clientel and left to yourselves.

You set out early the next morning toward the place your map indicates as having the coastal area reputed to belong to Seaspray Castle. You soon find yourselves on a well built but very ancient road that leads to the coast. Soon you hear the pounding surf in the distance. Upon crossing a rise, you see an old, perhaps ancient is the better word, run-down Castle situated about one hundred yards out in the ocean. You notice that the south shore of the mainland there is a causeway leading north to the Castle. At this point, you realise that there are no birds or animals around this area. It feels very dark and sinister despite the fact that the sun is brightly shining.

Although both of these descriptions contain all the basic information needed to start an adventure, the second description gives much more than the bare skeleton. For one thing, it also sets a tone for the adventure, it hints at a "reason to be" for the Castle being where it is (the Empire), it hints at a local, if not worldwide disaster (the Days of Darkness), and it gives a tone to the Castle itself, hopefully a very sinister tone. But perhaps even more importantly, it gives the Judge the chance to use his thesbian skills in order to draw the players even deeper into his world. For example, instead of just relating what the old man said, the Judge can act out the old man's part; he can actually lean forward as the old man did and lower his voice so as to completely emulate the actions of the old codger. To further this process, the Judge should carefully design his dungeon around the tone he is trying to establish. In Seaspray Castle, for example, there might be several rooms with various different kinds of Skeletons laying around, each Skeleton would have a hole in the top of the skull and the brains missing. There also might be a room with a Skeleton of a huge canine type animal whose bones naturally exude a *Continual Darkness*. Near this Skeleton would be a Skeleton with a Sword and several head scars, just as if something attempted to punch a hole in the skull. There could also be various noises around the dungeon that would enhance a somber and/or sinister tone in the dungeon.

When a dungeon party goes through the dungeon, it is best if the Judge try to physically reproduce the noises and sounds that the party might hear in the dungeon. At one section of the dungeon perhaps there is a Shield lying on the ground with a steady dripping of water hitting it. As a Judge, you could recreated this sound by tapping on a solid table with your finger in a regular pattern. All the while, you could also help the players by playing their parts, or at least act out what you think they should be doing (i.e. looking worried and straining their ears and/or looking around for the "source of the noise"). All of these sorts of stage cues can be written into your description of your dungeon in your dungeon books so that when your party travels through your dungeon, you will have a simple script to follow. Preparational tricks like this will go a long way toward improving any dungeon. Unfortunately these are not enough to insure a good, enjoyable dungeon game, the Judge needs other qualities as well.

One of the qualities of a good Judge is the ability to play roles, after all, D&D is a "role-playing" game. It is almost mandatory that a Judge show good role-playing abilities himself from time to time. Everytime the players try to negotiate with a non-player character, the Judge should endeavor to play the role of that NPC. For example, suppose that the players are trying to get some information out of a bartender. Many Judges will simply state, "Well, he'll tell you this if you give him so much. . . ." It would be much more effective if the Judge would play the role of that bartender. Imagine if you will the following scenario:

The party wants to go into the Flowing Water Inn and ply some information from the bartender, a man whom is reputed to know all about most of the happenings around town. The Judge gives his consent and allows the party into the bar. The Judge says that as the party enters into the Inn,

they see the bartender behind the bar cleaning a glass. As the Judge says this he starts to clean an imaginary glass. By doing this, the Judge is indicating to the party that they can directly interview the bartender by talking to the Judge. The Judge will play the part of the bartender and will directly answer the questions asked just as if he were the bartender. In this way the party will have to be careful what questions they ask or they might get bad information.

This method is by far the best way that a Judge can add "realism" to his campaign. The interaction between the players and the Judge will become more "real", that is to say the players will suddenly find themselves involved with "real people" in "real situations". Done properly, this will encourage the players to spend more time on developing their own character's personalities.

There is an additional advantage to the Judge when he plays the role of the various people in his world. By doing this bit of acting, he can more easily and effectively hide information from the players, facts that he feels the players should not in all fairness know. For example, suppose a party bursts into a room and kills a couple Hobgoblins and *Charms* a couple others. After the fight, the players wish to interrogate the prisoner for all the information that he might know. It has been my experience that the Judge will usually state that the Hobgoblin knows nothing and is a veritable ignorant. This sometimes leads to an argument with the players on the reality of the situation. After all a party might argue, the Hobgoblin lives here and should have a very good idea of the environs. The Judge can usually avoid this sort of argument and have his own way by cleverly playing the part of the Hobgoblin. The following example is a reconstruction of a dialogue which occurred at GenCon XI where the AD&D Judge was able to forestall given out crucial information and entertain himself and the players (as well as the handful of observers).

Caller: We are going to ask the Giant what he knows about the surrounding area.

Judge: Ask away.

Caller: O.K. I turn to him. I ask, "What are you doing in this room?"

Judge: (Judge looks all around himself, then he glances at his feet, a stupid grin comes across his face) Uh, standing.

Caller: (He eyes the ceiling and speaks half to himself) Why?

Judge: Because you're making me stand. Yup, that's why.

Caller: (Starts tapping his hands on the table) I mean before we captured you.

Judge: Uh, Ralph made me stay here.

Caller: (Getting ready to pounce on an important fact) And who is this "Ralph" being.

Judge: (Pointing at the floor indicating a "dead Giant") That's Ralph. He doesn't look at all well either.

Caller: This is getting us nowhere. O.K., do you know anything about the area around this room?

Judge: (Putting on his most helpful smile) Yup, sure do.

(A Long Pause)

Caller: (Trying to prompt the Judge) Well?

Judge: Uh, well what?

Caller: (Exasperated) Tell us about the area.

Judge: Well, there's a lot of corridors out there. And corners and deep and dark rooms and a horrible monster.

Caller: (Glancing at the rest of his group) What kind of monster?

Judge: The kind that ate George. Big and ugly monster with sharp pointy teeth. (Judge puts his hand to his mouth and makes it open and close like teeth.)

Caller: Oh, perfect. We have a mean and nasty George-eating monster out there. Wonderful.

Another Player: At least we know it can kill a Giant, it must be reasonably big. That's something.

Caller: (Eyeing the Judge suspiciously) George is a Giant like you, isn't he?

Judge: (As innocent as ever) Nope, George was my pet Squirrel.

Caller: You're weird!

In the end, the party gained absolutely no information from this encounter, but none the less seemed to have enjoyed themselves and the humor of the situation. Certainly it was more enjoyable than simply being told flat out that the Giant had no information. A warning is in order here though; there are instances when the party should get some of the information that they want. Do not use these ploys to deprive players of information that they should reasonably expect to get. For example, the above Giant did know where his treasure was and knew that the treasure was trapped. Also, the more intelligent the monster, the more it should know. A Human in the same situation as above may know his environs a wee bit better, at least to some extent.

There are many other effective theatrical devices that a Judge could use to make an adventure more interesting. Sometimes a Judge could legitimately help a player play his own role, particularly when only the Judge has any idea of how the player should react to a developing situation (Important Caveat: Notice I said the Judge can help a

player play his role, never should a Judge usurpe a person's character). For example, say that the players come across some Orcs in the dungeon and the party has the surprise. In normal situations, a Judge usually tells the party that they have surprised a pack of Orcs or what not. In a sense this gives the party too much information and if the Judge were to play act one of the player's roles and feed the party the important sensory information, then the players should be able to deduce what is actually happening. For example:

Judge: ("Cocking" his ear) Wait. The Ranger hears something and holds his hand up to signal the party to stop.

Ranger: We stop. What do I hear?

Judge: (As if concentrating) Hmm. Sounds like something talking. Low guttural sounds.

Ranger: I'll carefully peek around the corner. I try not to make any noise.

Judge: (As if peering around a corner) Hmm. Definately Humanoids. They don't appear to be Humans or Elves. Seem a little small for that. They seem not to notice you.

In this way, the party has gotten the necessary information and they can make their choices accordingly. This simple method also has the advantage of giving the participants a "real-time" sense. That will encourage them to immediately take advantage of the situation rather than spending valuable time dithering. This speeding up of action adds a bit to the realism of the game.

Finally the role which should be played most often by the Judge in an adventure is that of the non-player characters which are in the temporary or permanent employ of the players. Their "NPCs" are probably the most abused people in fantasy role playing games. They also seem to be the most cardboard characters. When players take an NPC along, he tends to be treated as a non-entity unless his skills are needed at some instance in time, then he gets his flash of glory before his next sentence in oblivion. Some people may put up with such treatment, but I dare say that most would not sit still for it. It is up to the Judge to inform the party of chances in the temperament of the NPC. For example, at the end of an adventure, most players would dearly love to short-change many of their NPCs. On the other hand, the NPC would like to see that he gets his fair share. The Judge is usually the only person in the room who will really look after the NPC's best interest. If the NPC is being short-changed, there are many options open to the NPC; he could complain loudly to the party, he could start a malicious rumor about the party, he could steal from the party what he feels to be his due (and maybe a little more), he could endeavor to rob the party blind, etc. Whatever he does, it is only fair that the party realizes that he is unhappy with the divisions of spoils (via grumbling or the such). If the party does not heed the warnings, nail them to the wall.

The most difficult part of acting out parts is making sure that the players understand that that is what you are doing. A good showman is able to draw his audience painlessly into his "world". In FRP games, this can easily be done by certain key introductory phrase and voice change. Most introductory phrases are very simple and direct. One very simple example is the common phrase, "The blank says" (fill in the blank with the appropriate name or character description). But even this cue is wasted without a slight change in voice. The voice change is the key to changing

"worlds". Once your players get used to your style of theatrical role playing, your campaign will be vastly improved. Good theatricals are the icing to the cake of a well thought out campaign. But theatricals cannot salvage a poorly thought out world. A good campaign takes much effort before the players are even introduced to the world. But once the world is being played, these little theatrical suggestions will add a great deal of flavor to any good campaign.

BREWING UP WORLDS OF ADVENTURE!

Judges Guild

KEVIN SIEMBIEDA - 80



SOME WORDS on FUNNY CHEMICALS

by GEOFFREY O. DALE

In every adult culture in the world over the past few centuries, there has been at least one, and usually many, kinds of drugs which were openly accepted by society. For those whose fantasy games are set in the Medieval times, this is certainly true. However, our own games do not contain rules which cover this part of life, either from a moral resolve that this act is bad or simply from lack of thought. While I, as a person, may not approve of the unrestricted uses of some of these substances, the lack of any rules leaves me an incomplete model of a society, and so I developed the following guides (generally for NPCs). You can have a lot of fun with your characters by throwing an addictive drug in as part of some treasure and when they sample it to find out what that white powder is. . .

First, I have lumped all drugs/chemicals into six base categories by their primary effects, these are: Opiates, Hallucinagens, Stimulants, Depressants, Poisons and Antibiotics. Within each category are six Strength Classes, running from A (mildest) to F (narcotic and addictive). Drugs of Class A, B, and C are non-addictive physically, though C might be psychologically addictive; D is always psychologically addictive and both E and F are physically addictive. Exception: Class A Opiates are psychologically addicting and all others are physically addictive. With this system, some drugs are mistyped, but it does have the advantage of being simple and being correct most of the time.

For game purposes, "Addiction" is defined as being forced to have one or more doses per two game days.

Addiction

A person is psychologically addicted to a Class A drug if they roll $(100 - (18 - \frac{1}{2} \text{ CON} - \frac{1}{2} \text{ WIS}))\%$ or above.

A person is psychologically addicted to a Class B drug if they roll $(100 - (22 - \frac{1}{2} \text{ CON} - \frac{1}{2} \text{ WIS}))\%$ or above.

A person is psychologically addicted to a Class C drug if they roll $(100 - (22 - \frac{1}{2} \text{ CON} - \frac{1}{2} \text{ WIS}))\%$ or above.

A person is psychologically addicted to a Class D drug if they roll $(100 - (20 - \text{ CON}) - 3 (20 - \text{ WIS}))\%$ or above and a further check must be made for physical addiction; persons are physically addicted on a roll of $(100 - 2 (20 - \text{ CON}))\%$ or above.

A person becomes addicted to a Class E drug on a roll of $(100 - 4 (20 - \text{ CON}))\%$ or above and psychologically addicted on a $(100 - 6 (20 - \text{ CON}))\%$ or above.

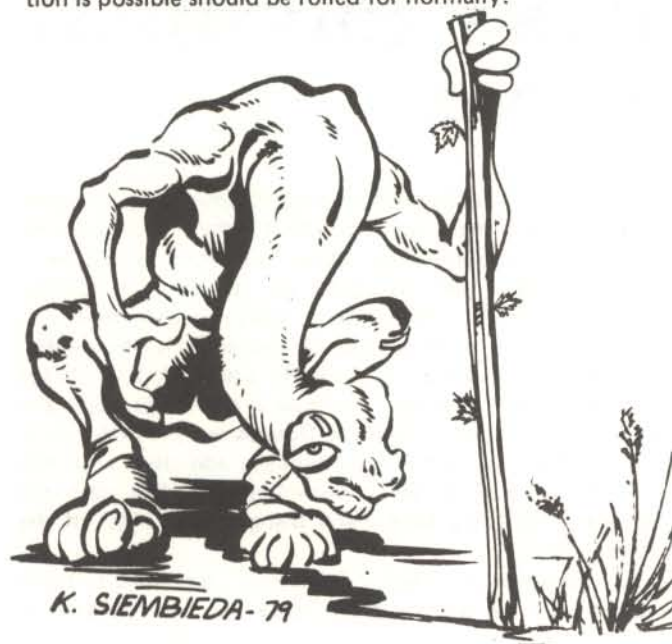
A person becomes addicted to a Class F drug on a roll of $(100 - 6 (20 - \text{ CON}))\%$ or above and otherwise is psychologically addicted.

Addiction checks must be made whenever a person has taken more than four doses over a two week period (beginners don't have much tolerance). Opiates check after two doses per two weeks.

In general, an addict Player Character will be able to function normally only after receiving a daily dose of his drug; otherwise being nervous, moody, rundown, suffering speech and movement impediments, suffering a loss of consciousness and coordination, having a terrible temper and not being able to concentrate or use their memory. Other, more severe, symptoms are headaches, violent cramps, shakings, sharp pains and nausea. Denial of an addict's drug may lead to their death.

To break an addiction requires $(3 - 18) \times (\text{drug class}, 1 - 6)$ days.

For psychological addiction, the person must roll above $(40 - \text{CON} - \text{STR})$ on 2d20 every five days of treatment with the following modifiers, add: 5% if second or more attempt to cure, 1% to 10th day check—3% to the 15th day check and 2% to every check thereafter, 5% if under the care of a Physician. Failure of two consecutive rolls or three rolls total means that the addiction is not cured. Furthermore, if any doses are taken within three months of the cure there is a cumulative 12% per dose of reverting back to addict status; later situations where addiction is possible should be rolled for normally.



For physical addiction checks are made every three days, with rolls of over $(100 - 3 \times \text{CON} - \text{STR})\%$ required. Modifiers are, add 7% if under a Physician, a cumulative 1% per check successfully made, 3% if third or more attempt to cure. Failure of two consecutive rolls or any three rolls means that the addiction is not cured. In either case (cured/not cured) a System Shock roll must be made, and if it is failed, then 1 point of CON is forever lost.

Drug Effects

Class A drugs generally effect a person for $(100 - 4 \times \text{CON})$ rounds or minutes and someone under the influence has a -1 Attack/Defend/DEX during that period. Loss of Skills/Abilities varies with drug type.

Class B drugs effect a person for $(100 - 2 \times \text{CON})$ rounds or minutes and someone under the influence has a -2 Attack/Defend/DEX during that period.

Class C drugs effect a person for $(200 - 6 \times \text{CON})$ minutes but that time is divided into three periods: Pre-high, High, Post High. Both the Pre and Post High periods last for 25 rounds and during this time there is a -1 Attack/-1 Defend/-2 Damage. During the High period, there is a -3 Attack/-4 Defend/-3 DEX and it covers the remaining period as determined above.

Class D drugs effect a person for $(200 - 2 \times \text{CON})$ minutes. The Pre and Post High periods are 35 minutes each; during Pre, there is -1 Attack/Defend; during Post, there is a -2 Attack/Defend/DEX. During the High period, there is a -4 Attack/Defend and -3 DEX.

Class E drugs effect a person for $(300 - 6 \times \text{CON})$ minutes. the Pre and Post High periods are 40 minutes each; during Pre, there is -1 Attack/Defend; during Post, there is a -3 Attack/Defend/DEX. During the High period, there is a -5 Attack/Defend and -3 DEX.

Drugs of Class F effect a person for $(400 - 6 \times \text{CON})$ minutes. The Pre period and Post High periods are 50 minutes long; during Pre, there is a -2 Attack/Defend; during Post, there is a -3 Attack/Defend/DEX. During the High period, there is a -7 Attack/-6 Defend and -4 DEX.

Intelligence is not effected for Class A or B, is -1 for Class C and D, and -3 for E and F.

Wisdom is not effected for Class A, is at -1 for Class B and C, is -2 for Class D and E, and is -4 for F.

Strength is at -3 for Class E and F only.

Opiates are pain-killers and act as depressants as well, producing an inability to move/act and often sending occa-





sional users into a deep sleep which lasts 2 - 6 hours past the effect of the drug. Treat this class as partial muscle paralyzers.

Hallucinogens produce false sensory data of a generally uncontrollable nature. Users not only see things but also hear things and believe that their skin is being touched by many things, creatures, etc. There is a chance that Class D, E, and F drugs of this class will produce temporary insanity (1/20) which will run for 3 - 60 rounds. Class E and F drugs have a chance (15%) of causing recurring attacks of mental illusions — 1 - 4 attacks at 4 - 80 days apart and each attack being 2 - 40 rounds long. Such attacks cannot be controlled or prevented.

Stimulants generally speed up the body's metabolism, producing a higher level of chemicals in the blood. They function to extend the physical limits of the body, keeping one awake and rapidly moving about. Continued use can produce exhaustion. Addicts of this class will lose one point CON after six months of use, lose another every four months thereafter until the addiction is broken, and then four weeks rest is required to gain back the lost CON.

Depressants lower the ability of the body to react to any stimulus. Prolonged use (9 months or more) will lose one point of DEX and another is lost ever six months thereafter.

Antibiotics are not subject to Class restrictions/effect and they are usually disease-specific and cannot be gotten except specially from Alchemists who specialize as Drug-gists. This service is very expensive and rare. Poisons are also not subject to restrictions as per above.

Approximate listings between common drugs and classes are below.

	Opiates	Hallucinogens	Stimulants	Depressants
A)	Hashish	Cut Marijuana	Codeine	Aspirin
B)	Opium	Marijuana	Snuff	Nicotine
C)	Morphine	Mushrooms (rare)	Caffine	Alcohol
D)	Cocaine	Refined Marijuana	---	---
E)	Methadone	Peyote	Angel Dust	---
F)	Heroin	LSD	---	---

The above drugs are certainly not intended to be a definitive list for they certainly do not come close to covering the variety of substances now available on the streets (I didn't even try to differentiate the several 'uppers' and 'downers' now on the street from each other). A better way to use this guide than having Player Characters ask for Morphine, for example, would be for them to ask for an injected Opiate Class C. I would be interested to see extensions/additions of the above.



Examples of Poisons are: Sleeping Agents/Relaxent, Muscle Paralysis, Breathing Inhibitors, Nerve Toxins, Blood Anti-clotting Agent, Blindness Causing Agent, Motor Control (DEX) loss, General Weakness, Amnesia Producing Agent, Truth Drugs, Aging Agent.

Some Special Drugs are: Memory Enhancing Agent, Psionic Booster/Suppressent, Vision-General Sensory Enhancing Agent, Mental Inhibition Weakener, Muscle Ointments.

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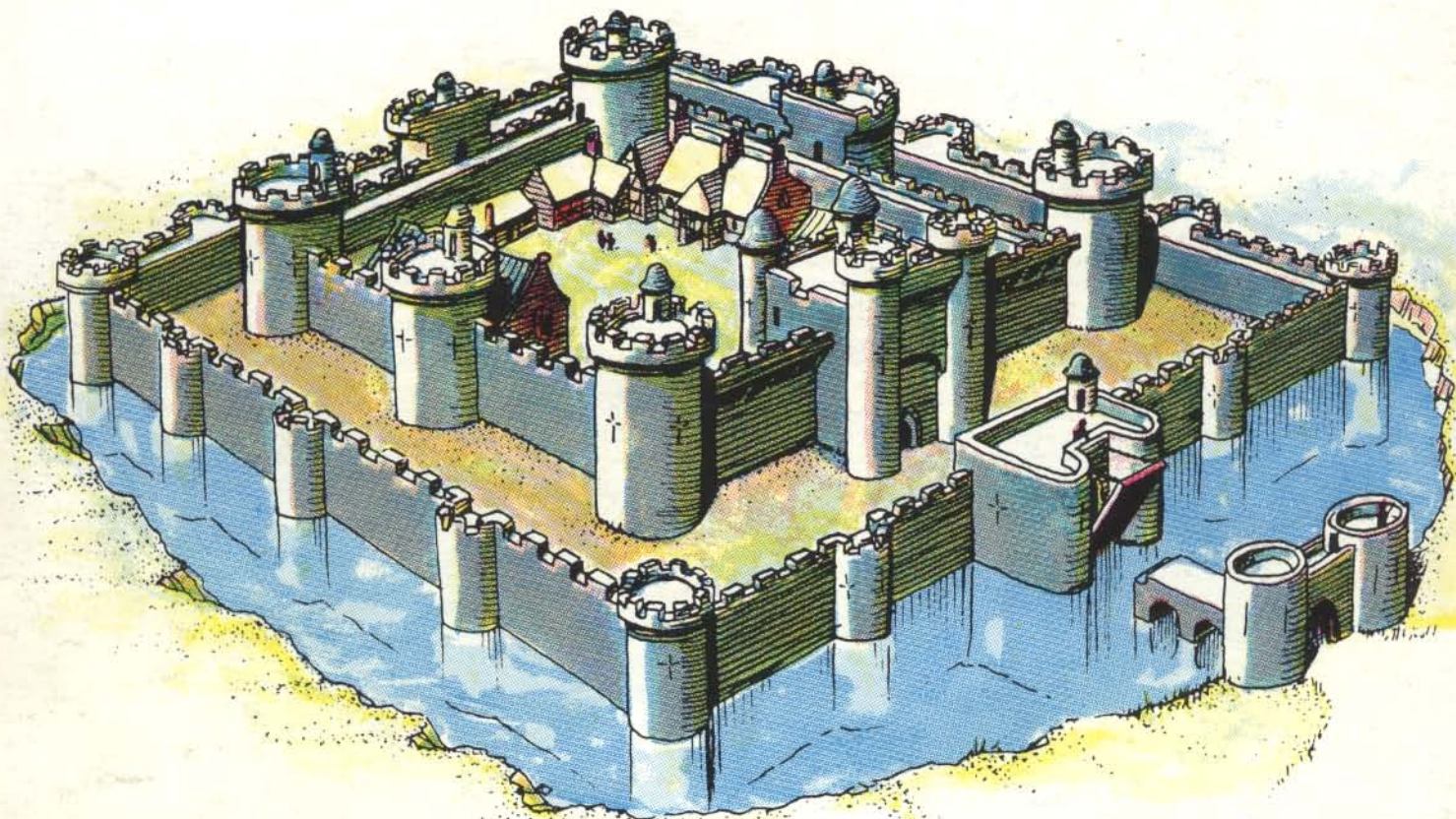
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