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Cover to Cover

Happy holidays from THE DRAGON—but as this month's cover by **Phil Foglio** (two-time winner of the Hugo award for best fan artist) illustrates, if you asked Santa for those super life-like miniatures, you might be advised to use a little caution when you open the box. Phil, by the way, is one of the contributing artists for **Days of the Dragon,** our just released 1980 fantasy calendar.

Applause, applause! This month we finally have the winner of the **International Dungeon Design Contest!** After repeated evaluations of the many excellent finalists (including evaluations by the TSR design department), a winner has been selected: The **Fell Pass** by **Karl Merris.** Page 22 lists 2nd and 3rd place winners and several honorable mentions. It cannot be over-emphasized how many excellent entries we had, and how difficult the final decision was. We extend our congratulations to Karl and the other finalists, and our thanks to all the entrants who made the contest such a success.

This month we have several D&D related articles, on a variety of subjects. **Charles Sagui gives us: Poison: from AA to XX.** Although the use of poison in D&D campaigns is generally discouraged, this article presents a guide for allowing the presence of poison while restricting its use by players. Those of you who found last month's piece on Armor of the Far East by **Michael Kluever** to your liking will be glad to see his follow-up of **Weapons of the Far East.**

Last month we looked at an often neglected D&D environment, the jungle. This month another neglected environment, the sea, is examined by **George Laking.** Mr. Laking and the Mid-Columbia Wargaming Society present *megaflora aquans*— the giant water plant. And those of you running campaigns with Druids will find **Bill Fawcett's** article on Druids helpful. Bill details some of the history of Druidism and some views on how to incorporate the Druid character into a game.

But, even though D&D is a great game, THE DRAGON is *not* just for D&D players. For the micro-armor buff, we have a rather lengthy list of **WRG rules modifications** by **Michael Reese,** co-author of *Tractics.* For the **Traveller** enthusiast, **Rich Stuart** details a variant to add politics and intrigue to the game. **Brad McMillan** offers some new spells for characters with high intelligences in **Wizard.** And this month's **Dragon's Augury** contains reviews of **Samuri** and **Middle Sea.** Also in the Augury are **Short Takes** on **Ironclad** and **Sandlot Football.**

Think about your Friday night gaming get-togethers—then read **A Typical Night in the Life of Nine Ordinary(?) People** by **Jeff Swycaffer.** And while you're in the **Dragon Mirth** section, check out **Inert Weapons**—the first of a series by **Patric Shaw.** As explained last month, **Finieous Fingers** & crew are still in limbo—we hope to be hearing more from J.D. soon. **Wormy,** on the other hand, forges ahead, and will expand to two pages next month.

In our regular features this month, **Gary Gygax** discusses the development of the "other" planes, i.e., those planes outside the prime material plane, in The **Sorcerer's Scroll. Len Lakofka** offers "The Insectoids" in **Leomund's Tiny Hut.** The fantasysmith asks us to pity the poor hobgoblins as he discusses the use of miniatures in fantasy gaming in his **Fantasysmith's Notebook.** And Jean Wells answers more questions concerning D&D in **Sage Advice.** Remember, questions should be addressed to Sage Advice, c/o THE DRAGON, P.O. Box 110, Lake Geneva, WI 53147.

Don't forget, next month we'll have the all-new, greatly expanded **Mapping'** the **Dungeons** DM listing. This new listing contains over 1,000 DMs' names and addresses and should be a great boon to those of you looking for new players and/or DMs.

"I SURRENDER" DEPARTMENT

This job is going to give me ulcers yet. Last month (TD #30) in approximately this same spot in *Cover to Cover,* I was busy attempting to be cute and list some article titles and author credits that were somehow omitted when TD #29 was put together. To my professional horror and personal embarassment, when TD #30 came back from the printer, we found several paragraphs from *Cover to Cover* and *Dragon Rumbles* showed up a *second* time on page 22 as continuations of those columns. Nothing like having your explanation of a screw-up being screwed-up too. Much teeth-gnashing and head-slapping later, we have (hopefully) resolved some of the problems inherent in our printing routine. If not, I guess we'll start looking for no-fault publishing insurance.

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The Premier Magazine of Games and Gaming

This issue marks a couple of milestones for TSR Periodicals. First, you might notice a new name on the masthead, that of Corey Koebernick. As we add personnel to the staff, each job is altered somewhat, duties and responsibilities shifted, and hopefully, we become more efficient. In the past, all of us (however many there were—first it was just me, then the staff started to grow) were involved in all of the aspects of making this beast grow and function. That meant that we all worked on mailing out subs, keeping sub lists, processing wholesale orders, shipping, layout, paste-up, design, editing, proofing, etc.

The jobs have grown at a staggering rate as we have grown in size and distribution. Assembling and producing a 56 page magazine is not just 66% harder than doing a 32 page 'zine—it is two or three times harder.

As we have added staff, different areas of responsibility have been lumped together and various staffers have begun to specialize in certain areas. Corey has taken over all of the aspects of sales and distribution, from subscribers, to wholesale sales to distributors and retailers, to back issue orders. As the accounting needs multiplied, it became evident that we would be needing someone like him soon, and we're delighted to add him to the staff.

We find ourselves excited about the prospects for the coming year. TSR Periodicals has never been in better shape. THE DRAGON is beginning to hit its stride, and sales and response are encouraging

We expect great things from our first calendar, already destined to become a collector's item. Next year, having profited from this year's learning process, our calendar will be the graphic equal of any on the market, and the special info that we add to it should be even more entertaining and complete.

We are going to market a couple of T-shirts this summer at the cons, and feel that all of the fans of Finieous and Wormy will find the shirts appealing.

Encouraged by the reception and response to Vol. I of THE BEST OF THE DRAGON, we are contemplating putting together a second volume for sale in the late summer or early fall. This would include material from TD's 15 thru 26, all of which will be out of print before spring. We are interested in your ideas concerning what should be included.

We plan to exhibit at ORIGINS, MichiCon, WinterCon (again this year) and GenCon. We have found it worthwhile to meet as many of our readers, as well as detractors, as possible. We would like to make it to Pacificon, but the high cost of getting there makes it somewhat prohibitive, particularly in view of the fact that there is considerable confusion and uncertainty regarding exclusivity on sales. Perhaps one of us may get invited to do a seminar or something, in which case we might work out the logistical expense problem.

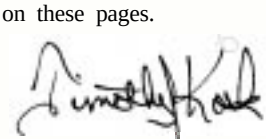
This issue inaugurates a new pricing policy. From now on, when we have a substantial inclusion in the issue, the cover price will be raised somewhat to offset the greater expense. All in all, 50¢ is pretty inexpensive for a module, compared to the regular price range. The same policy will pertain to games that we insert, and other as yet unnamed inclusions. We are fighting hard to hold off a price increase, but we can't for very much longer. The inflation rate alone dictates that we raise it 25¢, and costs keep rising.

This and the next issue will see us completing the bulk of our design and style changes in the layout of the magazine. We plan to keep on improving, but feel that with the new format, modeled on THE BEST OF. . . we will have reached an excellent state of the art.

As some of you may know by now, we have not limited our growth by concentrating solely on *THE DRAGON*. TSR Periodicals is sole North American agent for both of the professional English gaming magazines: *THE WARGAMER* and *WHITE DWARF*. *WHITE DWARF* is very similar to what TD used to be a year or so ago—a D&D oriented 'zine. *THE WARGAMER* is the English equivalent of *S&T*, with a few major differences. For one, *TW* contains articles dealing with ALL types of wargames, not just those published by the parent company. For another, their game in each issue is generally better, in both physical as well as design quality.

****

The staff of TSR Periodicals would like to wish our readers a happy holiday season. Whether you celebrate Christmas, Hanukkah, Winter Solstice or whatever, may it be a joyous and peaceful season for you and yours, and hopefully, we'll share the next year together on these pages.



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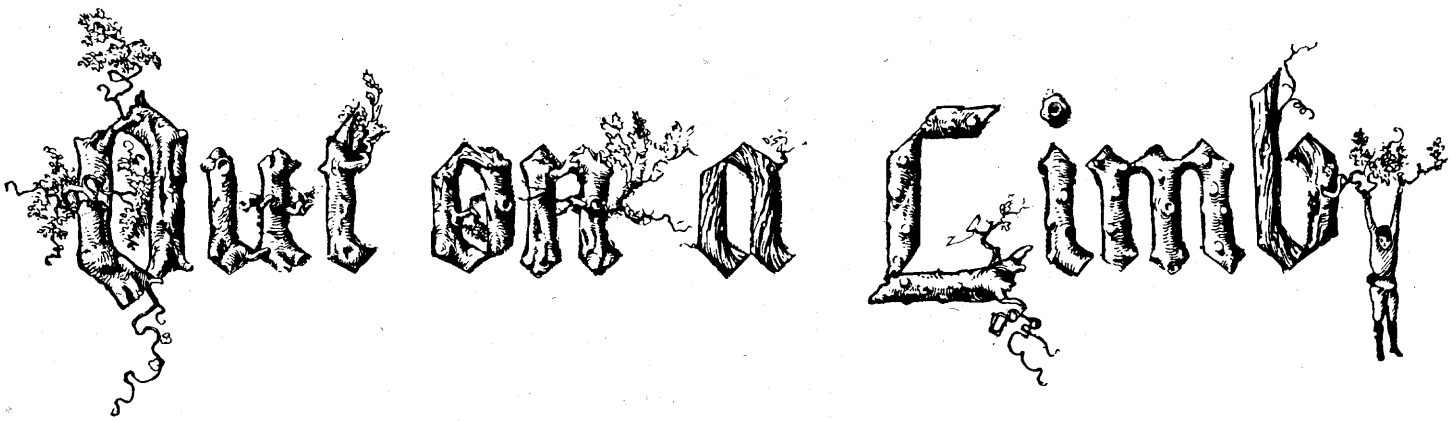

‘ . . . and I mean HIGH!”

Dear editor,

I am fairly new to D&D but I know a lie when I hear one (or more like cheating). People are playing high level characters and I mean HIGH!!! Somebody was playing a 43rd level fighter! He said he had *rolled* the character 3 years ago. This means he had to get 7452.1 experience points per day for 3 years!!!Not only that, he said, “My fighter has so many experience points, I can’t keep track.” I’ve heard and seen so many of these that I will go chaotic! Another example would be that somebody asked me, “What is your highest level character?”

“I have a 6th level Cleric,” I replied.

He said, “That’s nothing, I have a magic-user above the 100th level.”

There are Gods in the game that aren’t as good as these lies. Some say of unbelievable armor classes (like -20).

Andy Laska—TX

Cheating, yes, but who? If you refuse to play with these sorry individuals, they are only cheating themselves of the feeling of accomplishment that comes from having honestly earned a level advancement. To each his own . . .—ED.

‘Age/interest group’

Dear Editor,

Unfortunately, I share the same problem as reader Gary Reilly expressed in TD #29—namely finding opponents/players in my same age/interest group. I’ve recently moved and the prospects of trying to find a compatible group are very intimidating. I was listed in the last International DM roster and I’m afraid it really didn’t help. I’m 30 years old with a college education and I just don’t have that much in common with the 14-16 year-olds who seemed to dominate the responses to my listing. It’s probably too late for this DM guide, but maybe in the future, if the DM specified the age group he is interested in moderating for, the situation might be improved. At any rate, if there are any D&D’ers in the Houston area in the 20+ age group, I’d like to hear from them.

Dennis O’ Neill—TX

‘Kids are people too’

Dear Dragon:

I very much sympathize with the problems expressed by Gary Reilly as regards finding suitable opponents to play with.

When I first started out in D & D (via T & T, by the way) I found myself at odds with the world as a 40-year-old lady playing with 12-to-14 year-olds, then with college dropouts.

Perseverance, however, won me some real-life Experience Points. I formed my own group of 13-to-18 year-olds, together with another interested 19-year old DM.

Believe me, our games are not unsophisticated, especially as regards the elder gods and magical systems.

I think in a good game there has got to be something for everyone, and the younger players are learning a lot from me; I believe I may be learning more from them.

I guess what I’m trying to say is that kids are people too and the more you expect from people, the more you get.

Best regards, and keep up the good work.

Sonia Brock—Canada

As ever, there are two sides, at least, to every issue. Anybody else care to comment on this topic?—ED.

‘Thanks!’

Dear Editor,

I just got the October issue of THE DRAGON yesterday and I just have one thing to say about it—Thanks! The article on GenCon by Kim Mohan was really beautiful. Although I didn’t get the opportunity to attend GenCon this year, that article really made me feel as though I had. Mr. Mohan’s ability to express what the con was like was like nothing I have ever read before. I think he will make a very valuable addition to your magazine.

The part that I also liked was the Elrohir cover, it was fantastic as usual. Have you ever thought of releasing a book of his and other people’s artwork? I think it would sell well.

I unfortunately had to come across a part that I disagreed with—the editorial. Your general idea seemed to be that the disappearance of James Egbert from MSU’s Campus was good for the Hobby. I have to disagree because the news coverage has given me the unwanted name of Genius and Cultie from fellow students at my school. My grandmother actually thinks I’m in a cult because I play “That Dragon Game.” I hope you will do your best to clear these matters up in the eyes of the general public.

Sincerely,
Jeff Wagner—MI

Kim says “thanks” for the nice words. I feel he has already proved to be a valuable part of the funny farm we call TD.

While we have no plans to sell a collection of covers, we have anticipated you somewhat. We have a fantasy calendar out that contains some of the best art that TSRP has ever published. Look for it where you buy TD.

I think you didn’t read my editorial at all correctly. While we used to wish for the amount of publicity that was engendered, we certainly weren’t fond of the impetus that inaugurated it.—ED.

‘An excellent forum’

Dear Editor,

I, too, do not wish to see OUT ON A LIMB cancelled due to lack of interest. In TD #29, in response to Brian Wagner’s letter, you mention that this column “. . . will survive yet a while longer . . . ”, and while this does not inspire great confidence in me, I am somewhat hopeful to its continuing presence in TD. I would make a suggestion in case letters start to lag again. Instead of cancelling this page, run it only as often as circumstances dictate. This is an excellent forum for readers to express their views and all will be somewhat poorer without it.

John Beck—CA

‘Unfounded complaints’

Dear Editor,

. . . I’ll start with Marc Jacobs’ letter in the August issue. The majority of his letter is complaints about D&D, most of them unfounded. If he doesn’t like the game, why doesn’t he write to the Design Department so you can leave litter like that out of Out on a Limb? He says he doesn’t like random demons nor damage permanency. They are VARIANTS. No one told him he had to use the charts. And anyone who gives away a powerful sword just because of a die roll shouldn’t talk about DMs without imagination.

He also mentioned critical hits and fumbles were needed. On one fumble chart there’s a chance to hit yourself critically. That’s ridiculous. Only a character with a dexterity of -6 is that much of a klutz. And what about the monster that needs a 20 to hit? Every hit will be critical (most systems say a 20 is a critical hit). I haven’t seen a good critical hit/fumbles system yet.

Eric Hoover—MI

‘The same article’

Dear Editor,

Strange though they may be, I usually find myself looking forward to the “Monty Haul” stories by James Ward. However, I was greatly

(Turn to page 44)

Poisons from AA to XX

Charles Sagui

For every DM there comes a time when he must deal with the question of the use of poison by player characters and non-player characters other than Assassins. Referees cringe at the thought of a single Elf with a poison arrow felling the Queen of Chaotic Dragons while similarly treated bolts from the crossbows of a party kill her guards, giving unlimited treasure for little risk. The same Dungeon Masters will smile as the Assassin's crossbow twangs and the player character who has been abusing his privileges because he thinks he is unkillable fails his save and falls dead. Some method must be found to allow for the presence of poison and yet restrict its abuse by player characters. Below is my own set of poison types, strengths, and prices plus a guide for the restrictions on player characters and non-player characters.

Poison Distribution

First, poison should be restricted to Neutral or Evil characters. No one who holds himself as Good may use poison, no matter how Chaotic he/she may be. This restriction applies only to the use of poison on Human or Humanoid types; characters are not restricted in the use of poison upon Non-human monster types in the dungeon.

Basically, there are three classes which may freely trade for or buy poisons with few restrictions. Alchemists alone distill and manufacture poisons. Any MU, Thief, or even Assassin who is found to be manufacturing poisons is told once to cease and desist; if he fails to do so, he will receive a visitor who will see to it that he stops permanently.

Restrictions on the use of poison by Alchemists are unreasonable. Alchemists learn to make poison at one strength per level of experience up to the fifth, beginning with level O, strength "AA." At sixth level an Alchemist can make strength "S" sleep poison that may be sold to any class or type. After sixth level he learns one strength for each two experience levels the alchemist attains through strength "J" at level 16. Type "X" may be manufactured only by an Alchemist of 20th level and type "XX" only by 25th level and above. Alchemists through level 4 may make only ingested poisons; through 8th level they may make ingested plus water-soluble poison; and through 16th level they may also produce contact-type poison, including poison gas.

Assassins are the main customers for the Alchemist's toxins. These are powerful and dangerous men and can dictate to Alchemists and society at large who may obtain or use poisons. They will be able to obtain (at a price) the type and strength of poison they desire. Assassins do not have the skill, training, or inclination to spend hours developing poisons, and even if one should desire to learn the craft of poison development, it is forbidden by the Guild.

Locksmiths are the ones who put poison needles and killer gases in chests and doors as traps. They received the blessing of the Assassins Guild so that the rich gentry could have their goods protected.

There are a few exceptions to this rule of thumb. All classes may use strength "S" sleep poison in all types in which this is available. Thieves may, upon paying to the Assassins Guild 500 gp per experience level, purchase poisons of strengths "AA", "A", or "B". They may buy up to 60 vials of strength "AA" per game-year, strength "A" up to 30 vials, or 15 vials of strength "B". Magic Users who desire a more potent missile weapon may, after gaining permission of the Guildmaster of Assassins and paying the Guild 1000 gp per experience level, coat darts or daggers with type "AA" or "A" poisons. They may purchase 30 vials of strength "AA" or 15 vials of strength "A" poison per game-year.

If a Thief or MU wants to use two strengths of poison (three allowed for Thieves), they may purchase according to the strengths they are allowed: One strength "B" poison equals two strength "A' or four strength "AA" poisons. These poisons are rigidly controlled by the Assassins Guild; the Thief or MU must go to a clerk at the Guildhall of Assassins and tell him what strength of poison he desires to purchase. The clerk checks the records, and if the character is allowed to purchase this strength, the clerk will give him what amounts to a prescription for the type and amount. This is given to the Alchemist, who provides the poison. Any Alchemist found to be selling higher-strength poisons to Thieves or MUs or selling anything besides "S" strength sleep poison to other classes will receive an ominous visit from a high-level member of the Assassin's Guild.

The price given under the types of poisons is for maximum damage possible, i.e. Water Soluble strength "A" poison that does from 1-10 points of damage will be priced at 750 gp per vial even though it may in fact do only 1 HP of damage because of the die roll. The base price given is the selling price; 75% of this price is the cost to the Alchemist for material, components, and helpers. If the party discovers vials, of poison in the dungeon and recognizes them as poison, they may use it on monsters, give it away freely or coat their weapons. But if they sell the poison at any price or to any class, even only to Assassins, they will be the objects of a "hit" financed by the Alchemists. The Alchemists decide what poisons or types they wish to make, except for special jobs for a particular Assassin which they will do but charge double for. In this way the Alchemists control the manufacture and Assassins control the distribution of poison.

Poison is sold in small vials. One vial of poison is enough to coat six arrowheads, or eight darts, or twelve needles, or one dagger or spear point. Two vials will coat twice as much as one or, if preferred, a short sword. Three vials will coat a long or broadsword, four will coat a bastard sword, five a two-handed sword. Each coating of poison lasts for two successful hits on targets and the maximum coats per blade is five. When swallowed, one vial acts as one dose.

Orcs, Goblinoids, and other semi-intelligent types which use sharp weapons may, if the DM desires, use poison, but they should use only strength "AA" or at most "A". They produce this from fungi or plants which they encounter, but they do not have the skills to distill a more powerful toxin. If in the employ of a powerful higher-level character who is Evil, there is a chance for more powerful poisons up to "C" or "D" in strength. Poisons found in dungeons with the appearance of wine or potions are usually distributed in type as follows: 50% ingested, 30% water soluble, 10% contact, and 10% poison gas. Poison found in treasure may be of any strength the DM desires, from "AA" to shake up the party to "X" or "XX" to finish things.

Damage from poison is taken at the rate of the minimum possible Hit Points done by the poison, taken each melee round until full damage rolled on the dice is taken. For example, strength "J" poison that does 5-100 HP of damage would deliver 5HP of damage per round until the damage rolled is reached or death is realized. If the saving throw is made, the victim of the poison takes half the rolled damage at the same rate as normal for strength "AA" through "J". Strength "X" or "XX" when saved for take half the victims HTK when fully healed and rested. Save versus "S" sleep poison acts as a slow spell for three rounds. Undead are considered to take damage as if they saved, and if they save they take no damage.. Creatures that are naturally immune to sleep will not be affected by sleep poison.

As Gandalf said in Lord of the Rings, "A treacherous weapon is ever a danger to the hand." This should be applied to those using poisoned blades. Until it has been washed completely clean of all traces of poison, the weapon that has been coated is dangerous to the user. Each time the weapon is drawn or returned to the scabbard, the wielder must save by rolling his dexterity or less, minus 1 for water soluble or minus 3 for contact, or take full poison damage. The user of a poisoned weapon must also roll his dexterity or less in every other round for water soluble, or every round in the case of contact type, that the poisoned weapon is used. If more than the dexterity is rolled, a nick or touch has occured and the full effect of the poison is taken. Even

though two hits have been made and no more poison damage is given to victims when a hit occurs, unless the blade is washed the user will be unlucky enough to be struck by a part of the poisoned blade where toxin still lingers. Weapons once poisoned, therefore, must be washed, put away or abandoned after use, or they are more dangerous to the user than the victim.

Poison may be applied only to ordinary iron or steel non-magic weapons. Silver will not hold poison; the magic radiating from such weapons will burn it off. Non-magic alloys of metal that are iron-based but are well made and have an advantage not associated with magic may be poison-treated. The process of treating metal with poison gives a dark discoloration to the blade. Any character seeing and recognizing this change in appearance, whatever his alignment, will join the fight against the user(s) of poison. Because of the limitations above, those monsters affected only by silver or magic will be bothered only by contact or gas poison, unless they can be convinced to drink the ingested type.

Poison Strengths

AA—This type of poison does less than six HP of damage (Suggested poisons are 1-3 HP (d6 x ½), 1-4 (d8 x ½), 1-5 (d10 x ½).

A—Does 6-10 HP damage (Suggested poisons 1-6 (d6), 1-8 (d8), 1-10 (d10).

B—Does 11-20 HP damage (Suggested poisons 2-12 (d6 x 2), 2-16 (d8 x 2), 3-18 (d6 x 3), 2-20 (d10 x 2), 1-20 (d20).

C—21-30 HP (Suggested poisons 3-24 (d8 x 3), 4-24 (d6 x 4), 3-30(d10 x 3), 5-30 (d6 x 5).

D—31-40 HP (Suggested poisons 4-32 (d8 x 4) 6-36 (d6 x 6), 4-40 (d10 x 4) 5-40 (d8 x 5) 2-40 (d20 x 2).

E—41-50 HP (Suggested poisons 7-42 (d6 x 7), 6-48 (d8 x 6), 8-48 (d6 x 8), 5-50 (d10 x 5).

F—51-60 HP (Suggested poisons 9-54 (d6 x 9, 7-56 (d8 x 7), 6-60 (d10 x 6), 10-60 (d6 x 10), 3-60 (d20 x 3).

G—61-70 HP (Suggested poisons are 8-64 (d8 x 8), 11-66 (d6 x 11) 7-70 (d10 x 7).

H—72-80 HP (Suggested poisons 9-72 (d8 x 9) 12-72 (d6 x 12), 13-78 (d6 x 13) 8-80 (d10 x 8) 4-80 (d20 x 4) 10-80 (d8 x 10).

I—81-90 HP (Suggested poisons 14-84 (d6 x 14), 11-88 (d8 x 11), 9-90 (d10 x 9),15-90 (d6 x 15).

J—91-100 Hit Points of additional damage (Suggested poison types 12-96 (d8 x 12), 16-96 (d6 x 16), 10-100 (d10 x 10), 5-100 (d20 x 5).

Not every Alchemist will carry each type or strength of poison. If a strength of poison is carried by an Alchemist, he will carry only one poison of that strength, so that an Alchemist may carry for type "AA" either 1-3 or 1-4 types, but not both.

Special Strengths

X—Delivers 10 HP per round until death occurs.

XX—Instant Death. This may be used only by a Master Locksmith, or by Assassins only with the Guildmaster's permission.

S-Sleep poison. Two rounds after being used, this acts as a sleep spell on those creatures which are susceptible to sleep. No damage is taken.

If a Neutralize Poison or Slow Poison spell is cast after contact with the above poisons, any damage already taken is not affected.

Antidotes

Antidotes are swallowed and come in strengths "AA" through "X", plus a sleep antidote. Antidotes are more stable than poisons, delivering a set number of points of poison protection. Type "AA" antidote provides 5 points of poison neutralized, "A" 10 points, "B" 20 points, "C" 30 points, etc. "S" affects only sleep poison but also gives plus 3 on sleep spells for the next four movement turns. Type "X" acts as a Neutralize Poison spell. The strength of the antidote is subtracted from the amount rolled for damage of the poison.

The effects of the antidote last for four rounds after consumption, i.e. if a victim is struck by a sword coated with strength "C" poison, 15 is rolled for damage and the victim drinks a type "A" antidote in the next round, the victim takes 5 HP damage from the poison for the round before and the rest of the damage (10 HP) is neutralized. Two rounds later the same victim is hit once more by the poison blade and 25 HP damage is rolled; ten more Hit Points of damage is neutralized and the victim takes the remaining 15 points. Any damage taken before consumption of the antidote or any damage beyond the strength of the antidote is totally unaffected by the antidote. Strength "X" or "XX" poisons are affected only by strength "X" antidote; to affect "XX" poison the antidote must be taken at least one round and not more than four rounds before the poison is encountered. Sleep poison is affected by "S" antidote or by antidote strengths "C" and above. Regular antidotes cost 200 gp per point of damage neutralized, "S" antidote costs 2000 gp per dose, and strength "X" antidote costs 30,000 gp per dose.

Poison Types

Ingested: All types of poison have full effect if swallowed, but only this type of poison can be mixed with food or drink to full effect. All other types of poison give off an odor or change the color of the material they are mixed with; also, other types of poison are diluted to one-quarter strength if mixed. Only "S" strength is available to Non-Assassins. Strengths available to Assassins are "AA"-"J" plus "S" and "x". Price to Assassins is 50 gp per maximum Hit Points of damage done by the poison. "S" strength poison, if available to adventurers, costs 500 gp per dose. Type "X" poison costs 7,500 gp per dose to Assassins.

Water soluble: This type of poison is applied to blades, arrows, darts or other objects, and when it contacts blood or bodily fluids it dissolves and does the appropriate amount of damage. If the user of this type of poison is rained upon, falls into a pit of water, or takes a swim the poisoned blade had better be waterproofed in a scabbard or wrapped in waterproof cloth, or else when he needs the envenomed steel he may find a rather ordinary blade without the extra damage he is counting on. Sleep strength is usable by all party members; this is the type sold to MUs and Thieves (see above). Strengths available are "AA"-"J" plus "X" and "S". Prices for most strengths are 75gp per maximum HP of damage possible; strength "S". costs 750 gp per vial, and strength "X" costs 11,250 gp per vial.

Skin Contact: This type of poison takes effect upon contact with the naked skin. This type of poison is +2 to hit above the number needed for the weapon to hit, so that the poison may take effect even though no wound was sustained. This type of poison can do wonders as a trap, but a little goes a long way. Coins, gems, and weapon hilts coated with strength "XX" skin-contact poison and scattered about a dungeon level will soon kill even a high-level party, but it will almost as surely kill a campaign as players decide that there are easier places to run a dungeon. Strengths available are "AA"-"J" plus "X" and "XX". Regular skin-contact poison costs 200 gp per maximum Hit Points of damage possible, strength "X" costs 30,000 gp and strength "XX" costs 45,000 gp per vial.

Poison Gas: This type of poison is carried as a liquid, and as soon as it is touched by air it dissolves into a gas. This gas spreads into a cloud 5' x 5' and affects up to four creatures, after which time enough of the toxin has been absorbed to neutralize further effects. If more than four creatures are within the cloud, the DM must determine which four are closest to the center of the cloud, and they are affected. If all of the poison is not breathed in it will last for five rounds, subject to wind, djinnis, etc. This type of poison is used in more valuable traps, and if somehow obtained it is favored as a missile weapon by adventurers. It may also be set on the dungeon floor and activated by missile fire from long range. Because of the small size of the vial it is -3 to hit by all missile weapons. Strengths available are "F"-"J", plus "S" and "XX". The price for regular poison gas is 300 gp per maximum hit damage done by a particular strength; type "S" costs 3000 gp per vial and "XX" costs 67,500 gp per vial *(Rare).*

(DM: The above should be the minimum prices for poisons. They may go up as materials or equipment become scarce for any given poison strength or type of poison. The high prices for more powerful types of strengths help reinforce the idea that high-level poisons should be used only by high-level Assassins and then only on the most dangerous, i.e. high-level, targets; otherwise, there is no profit to the Assassins involved.)

WEAPONS of the FAR EAST

Michael Kluever

The Far East produced an interesting variety of designs of weapons. The quality of weaponry also varied greatly. The Chinese throughout most of their history have been a peace-oriented culture. Their weapons clearly bear this out. Crudely designed and made, they proved clumsy to use on the battlefield.

Warfare in Japan was always a prominent element during the medieval period. Japanese weaponry is not only unique and imaginative, but among the finest in quality produced anywhere at any time. It proved its effectiveness time and again on the battlefields of Asia.

I. Weapons of China, Tibet & Korea

China, though a close neighbor of Japan and at war with her frequently, never achieved the sophistication of weaponry of her neighbor. The Chinese sword is a classic example. While in many ways quite unique, the Chinese sword was poorly balanced and an ineffective cutting weapon.

Two specific types of swords became popular. The first is a long, two-handed weapon with an overall length in excess of 3.5 feet. Plain wooded grips were surmounted by a globular pommel, often composed of brass. A circular brass guard completed the hilt. The blade was straight or slightly curved and composed of poor-quality metal.

A smaller version of this sword was also popular. Capable of being wielded with one hand, it proved to be an equally inefficient weapon.

The second type of sword had a thinner, straight blade with short, straight quillons. This sword was much easier to use on horseback, being lighter and more streamlined. This type was commonly used in Korea and Tibet as well as Indo-China.

The Chinese sheath was simple, consisting of a bar of metal secured to the top edge and drilled with two holes for suspension cords. Some were elaborately decorated and bore a stark contrast to the plain, crude swords.

Chinese polearms had an enormous variety of shapes. Characteristically, their heads were large and very ornate with curves, hooks, and spikes and were frquently decorated with chiseled figures. The weapons are clumsy to wield, and their thin blades proved ineffective as cutting weapons.

Chinese maces were straight iron bars with sword-like hilts. Others had the more traditional ball-shaped heads. One Chinese oddity has the “long life” character in very high relief repeated six times around the head. It not only smashed a man’s skull, but permanently stamped it with the character signifying long life.

The battle axe took on many forms. No single style appears dominant. The battle axe was never more than a secondary weapon in China.

It was only with the composite bow and the crossbow that China achieved any sophistication in weaponry. The composite bow was constructed of laminated bamboo, reinforced with horn and sinew and occasionally with strips of iron.

Introduced 2000 years before Christ, the Chinese bow was a powerful weapon. Some possessed pulls in excess of 150 pounds. Pulls of 70, 80, 90 and 100 pounds were common. The arrows were capable of penetrating the finest Eastern armor. During the Han Period the bow became a revered ceremonial weapon. Beautifully manufactured vermilion bows received high awards of honor.

The Chinese archer’s hand release differed from that of the Western European archer. Instead of the Mediterrean draw, consisting of the first three fingers on the right hand looped over the string, the Chinese, Turkish and Asiatic archers used the thumb draw. This system required a thumb ring (Chi Chi), made from jade, bone or metal. From the base of the ring, on the side nearest the palm, extended a slightly curved projection which was hooked over the string. The first finger was hooked over the thumb to hold it firmly in place while drawn back. Then the finger was removed and the thumb bent slightly, allowing the string to ride over the extension and discharge the arrow.

Such a system enabled Chinese bowmen to pull strong bows (up to 200 pounds) and achieve greater ranges. Arrows in excess of three feet long with steel heads were used, as were whistling arrows four feet long with heads four inches in diameter and six inches long.

The Chinese quiver, one used commonly throughout the Far East, had a series of pockets, each of which held little more than the arrow head. This allowed for the separation of different types of arrows and protected the feathers from damage.

The composite bow of Tibet and Central Asia was closely related to those of China. The Korean bow was of composite construction like the Chinese, but its back was frequently made of sinew and the belly made of short pieces of ivory wrapped at the joints, with coils of cane similar to the Japanese bow.

Korean quivers were long, cylindrical or elliptical boxes housing the entire arrow. A cap covered the top, protecting the arrows from the elements. These quivers were frequently composed of wood, paper or leather.

The Chinese are credited with the invention of the crossbow. Its use was recorded as early as 1200 B.C. The medieval Chinese crossbow

(Turn to page 8)

T1

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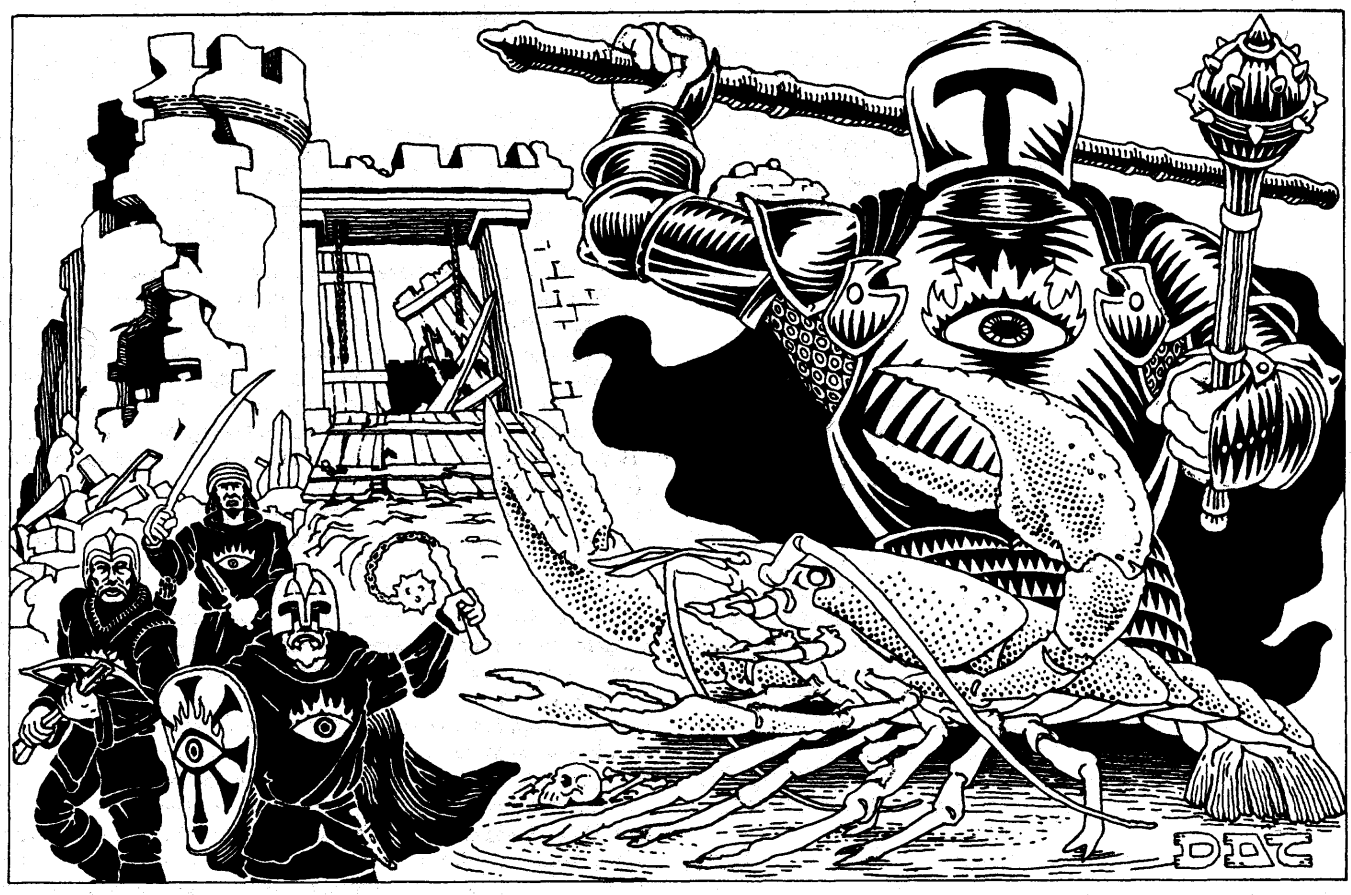

Dungeon Module T1
The Village of Hommlet

by Gary Gygax

INTRODUCTORY TO NOVICE LEVEL

The Village of Hommlet has grown up around a crossroads in a woodland. Once far from any important activity, it became embroiled in the struggle between gods and demons when the Temple of Elemental Evil arose but a few leagues away. Luckily for its inhabitants, the Temple and its evil hordes were destroyed a decade ago, but Hommlet still suffers from incursions of bandits and strange monsters . . .

This module contains a map of the village and lands around, a large scale map of the inn, church, trading post, and guard tower (main floor, upper rooms and cellars), an informational key regarding the inhabitants, and a map and exploration key for a destroyed moat house, a former outpost of the Temple of Elemental Evil. The whole provides a complete, ready-to-play scenario, and is a lead-in to DUNGEON MODULE T2, THE TEMPLE OF ELEMENTAL EVIL.

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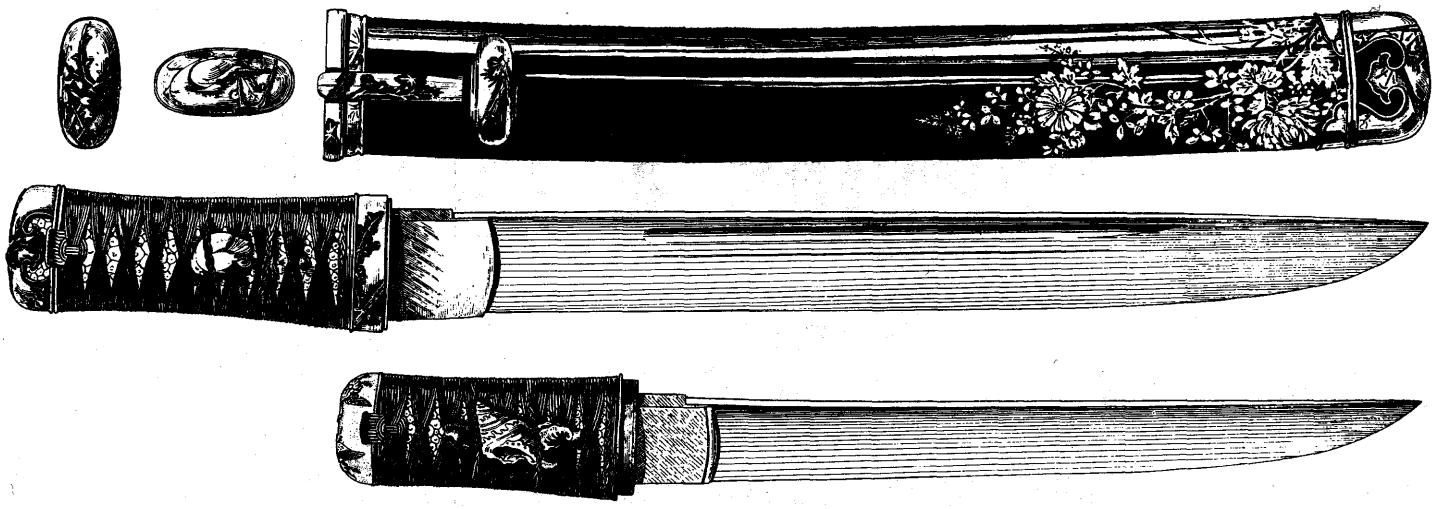


WEAPONS

ranged in size from mere toys of about one foot in length to huge field pieces mounted on carriages like field guns. Composed of horn, wood and sinew, rawhide was used for the string. Smaller weapons were drawn by hand. The larger ones used a goat's-foot lever similar to that used in Europe.

The crossbow's quarrels were made from bamboo and tipped with metal heads. Occasionally, poison was added to the quarrels tips. The crossbow had an effective range of 80 yards with a maximum range of 200 yards.

An interesting variation was the repeating crossbow (Chu-ko-nu). It propelled two bolts simultaneously from its wooden magazine, which held a total of 24 featherless quarrels, each approximately 8.25 inches long. The bolts were contained in a box sliding on top of the stock and moved into firing position by a lever pivoted to both. The throwing of the lever forward and back drew the bowstring, placed the bolt in position and fired the weapon. Chinese annals relate that 100 crossbowmen could project 2,000 quarrels in fifteen seconds. The repeater crossbow was used as late as the Chinese Japanese War of 1894-95.

II. Weapons of Japan

While the arsenal of the samurai varied, his primary weapons until the final acceptance of firearms were the bow and the spear. The sword was a secondary weapon throughout most of the medieval period.

The samurai was essentially a mounted archer. His bow varied in length from five to seven feet, with a few in excess of eight feet. From the 16th century on, the bow was considered almost exclusively a knightly weapon, rather than a peasant weapon.

The Japanese bow was of composite construction. A cross-section of it reveals that between the two thin strips of bamboo forming its back and belly were three somewhat thicker strips of bamboo set edgewise to give greater strength. Forming the outer edges were two strips of hazelwood. The pieces were lacquered over and bound at intervals with rattan. To allow this large bow to be fired from the saddle, the deerskin grip was located nearly two-thirds of the way down the bow. When fired, the bowstring was first drawn well behind the ear.

The shaft of the Japanese arrow was made of bamboo. Arrowheads were of a variety of shapes, each serving a specific purpose. "V" shaped heads cut cords on armor, while large, wooden bulbhead arrows, whistling as they flew through the air, were utilized for signalling or frightening the enemy. Other arrows were works of art, delicately fashioned with magnificient cutouts. Many of these were signed by their maker.

The quiver was fastened to the right side of the armor rather than to the back in the European fashion. There were two distinct types. The first were open racks (Ebira), holding the arrows apart from each other and protecting the feathers from damage. The other, the Yadzutsu, or closed box, had a cover near the end to protect the arrows from the elements. The latter proved inconvenient for quickly removing arrows.

The Japanese sword was one of the most perfect hand weapons ever produced by any nation. The Japanese polearm ranks a very close second, preferred by many samurai to the sword.

The Japanese polearm had many unique shapes and varied greatly in size. Among the more common were short, triangular blades, long wide heads, curved blades, hooks, mallets, axeheads and pitchforks. Two distinct types, however, were by far the more popular—the Naginata and the Yari.

Comparable to the European glaive, the Naginata's long, ridge-curved blade was up to four feet in length, widening toward its point Evolving from an agricultural instrument into a devastating weapon during the Heian Period (A.D. 794-1191), it was first used by the farmer-warriors against the natives. The Naginata rivalled the sword in popularity during this period. It also proved a favorite weapon of the military units of the various monastic orders, each of which possessed their own armies.

The Naginata's size made it primarily an infantry weapon. Its unique blade shape made it capable of ghastly, sweeping cuts at the poorly protected thighs and abdomens of the samurai's armor. Its long, elongated shaft allowed a firm grip and excellent maneuverability.

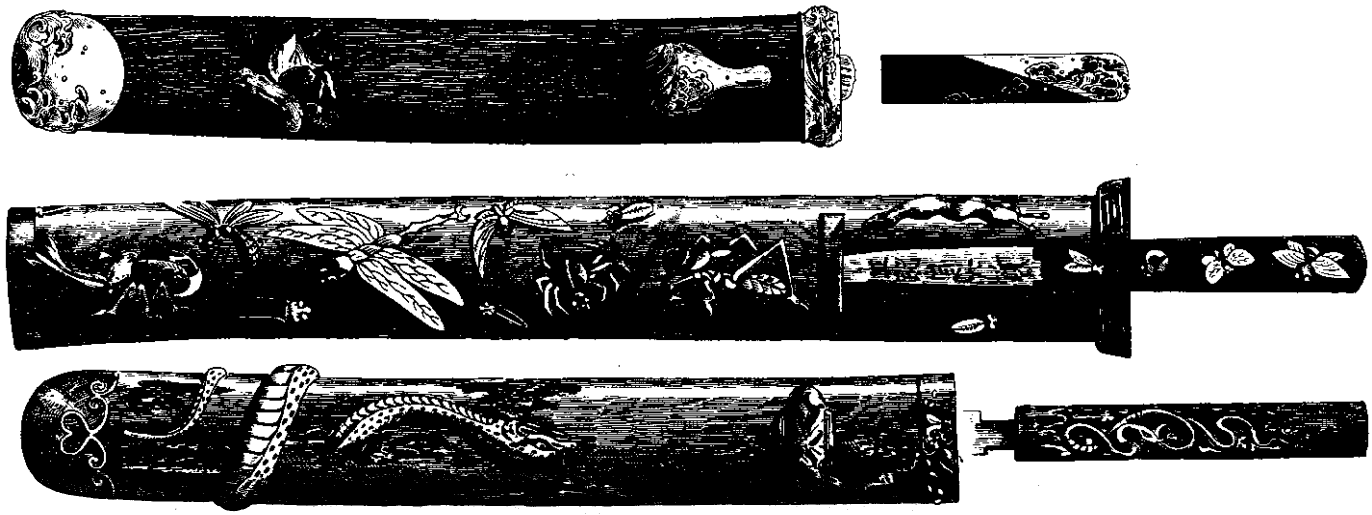
Several interesting variations of the Naginata developed. During the Kamakura and Muromachi Periods (AD. 1192-1573), a weapon resembling a large, two-handed sword was introduced. Called a Nagamaki, its blade ranged from three to four feet long and was mounted on a shaft (or handle) of four feet. It was a favored cavalry weapon. The mounted warrior stood in his stirrups, leaning forward over his mount's head and shoulders. By manipulating the Nagamaki in a figure-eight motion, the cavalry's slaughter of the hapless light infantry was horrendous, not to mention demoralizing.

A woman's Naginata was introduced during the Muromachi Period (A.D. 1337-1573). Kept on a rack over the front door for home defense while her samurai husband was away at war, it was a much lighter version of the military weapon.

The Yari was a straight, triangular or four-sided bladed spear whose blade length varied from three to eighteen inches mounted upon a rounded shaft. The weapon's lightness plus its armor piercing qualities made it a favorite of cavalry.

Especially popular during the Heian Period, the Yari appears in various shapes during the Muromachi Period (A.D. 1337-1573). A short-bladed javelin (the Nagi-Yari), a long, straight-bladed weapon (the Su-Yari), and a three-bladed weapon (the Magari-Yari) were among the more common. The Emperor Muretsu took special delight in making men lie down on their faces in the sluice of a dam and stabbing them with a magari-yari. The hoko had a hook added to the straight blade, transforming it into an ideal weapon for parrying or for yanking a passing mounted warrior from his steed.

Though always a secondary weapon, the Japanese sword remains the symbol of military power. Its design and method of manufacture make it among the finest weapons ever made by man. The swordsmith was one of the most prestigious vocations of feudal Japan. The forgoing



of a sword was a religious act beginning with the purification of the workshop. Many swordsmiths subsisted on a monastic life, including a special vegetable diet, vows of celibacy and living an austere life. Many of their labors are considered objects dart and are found in the finest museums and private collections.

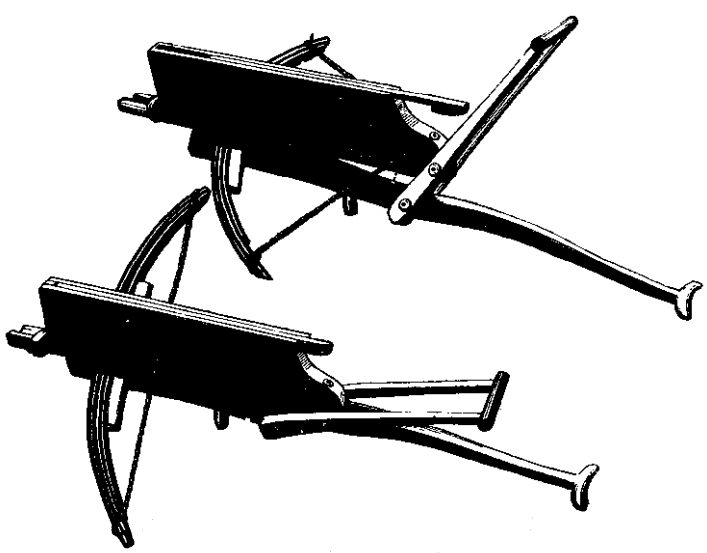
The completed sword was occasionally tested on the bodies of criminals. Different body cuts were evaluated as to the numbers of bodies penetrated. The finer pieces were capable of severing seven bodies with one cut

There were three common types of swords—the Daito, the Wakizashi, and the Tanto. Classification was dependent solely upon length of the blade.

The Daito, or Katana, was the longest sword, with blades always longer than two feet and occasionally in excess of four feet. The eight- to ten-inch hilt was sufficiently large to be grasped with both hands, enabling the wielder to have fantastic cutting power. This was the primary military sword of the samurai.

The Wakizashi, a short sword with a blade of one to two feet, was worn as an auxiliary weapon by the samurai and was the sole weapon allowed to be worn by certain segments of the civilian population who were granted the privilege of wearing a sword. This sword also proved efficient in severing the heads of defeated foes and was used in performing ceremonial hara-kiri.

When entering another's home, it was the samurai's custom to leave the Daito in the vestibule and lay the Wakizashi on mats at his right side.



As such, the mountings of the shorter weapon are usually the more elaborate.

The Tanto was little more than a dagger whose blade was less than one foot long. It was used as an auxiliary weapon by the samurai, while women and tradesmen carried it for protection. This weapon is usually elaborately decorated, as it was a social as well as a military weapon. On occasion it was used for hamkiri.

The sword itself was a slashing or cutting weapon rather than a stabbing weapon. Especially deadly was a cut encompassing the last third of the blade and its tip.

The battleaxe and mace were infrequently encountered in Japan. The samurai warrior generally despised the use of either weapon. The few maces employed consisted of straight iron bars with spherical heads. Japan was one of the very few armor-wearing societies where the battleaxe saw little use. The O-No, resembling a poleaxe, possessed a large head with a convex scroll and a scroll-shaped peen opposite. The Masa-Kari had a narrow blade with a long point opposite it.

The firearrn was first introduced into Japan in 1543, when a Chinese junk containing three Portuguese traders and their weapons was blown off course by a typhoon and landed in Tanegashima. The weapon's potential was quickly recognized. and soon blacksmiths and armorers throughout Japan were turning their talents to the manufacture of firearms. Despite knowledge of the wheelock, snaphaunce and flintlock, the matchlock continued to be the principal military firearm until the middle of the 19th century.

Ironically, it was the firearm that played a prominent role in the destruction of the local warlords and the samurai. Peasants could be taught in a matter of days to shoot a matchlock. A number of inaccurate shots aimed at a massed samurai unit quickly decimated its ranks. For a time, a nationwide revulsion to the use of firearms existed. By the landing of Commodore Perry in 1854, only scholars were familiar with the words describing guns. But with the reopening of Japan by Europe. the firearm was quickly reassimilated into the military and became one of the chief factors in Japan's complete reunification and the destruction of the samurai.

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Sinister Seaweed?

Aquatic Encounters with Megaflora

George Laking

Land, sea and air—D&D offers excitement in every climate and environment for the adventure-loving, treasure-seeking character!

Most adventures, however, are limited to dry land (dungeon-crawling and the wilderness), since other areas are difficult to reach and even more difficult in which to adventure. This is due primarily to the fact that in the air the Pegasi, flying carpets and Potions of Flying/Levitation are few and far between, while in the sea Potions of Water-Breathing are of limited duration and effect (diving bells, submarines and SCUBA gear not yet being invented).

To expand D&D adventures to the sea (at least in coastal waters), the following "environment" has been deisgned by members of the Mid-Columbia Wargaming Society of Richland, Washington.

Megaflora aquans (roughly translated 'Giant Water Plant') grows abundantly in all seas and oceans, although it flourishes best in warm, tropical waters. Growing in stands of 20-200 individual plants in depths ranging from 60-200 feet, Megaflora resembles nothing more than especially massive, dry-land conifers (spruce, fir and the like).

The boles of Megaflora often reach or exceed 7-12 feet in diameter, particularly in stands growing at depths in excess of 100 feet. Unlike conifers, they have no bark but only a tough, fibrous outer shell protecting the soft, spongy pith. Cutting living Megaflora is very similar to slicing dry balsa. Dead specimens will be extremely dry—out of water—and very brittle (one or two blows with a mace will bring down even the largest).

The branches of Megaflora are very numerous, forming a thick, dense complex of interlacing, intertwining limbs. There is no other foliage, as the limbs themselves act to absorb sunlight.

Like its smaller cousins, the common seaweed, Megaflora also produces oxygen in the presence of sunlight. For this reason, no specimen will grow to a depth greater than 200 feet, because all the infrared rays necessary for photosynthesis are filtered out by seawater at greater depths.

Because of the luxurious mat of branches and limbs, the oxygen produced by Megaflora is often trapped in vast bubble domes within the individual stand—the size of the bubble depending on the size of the particular stand. The floor of the dome will be littered with a carpet of dry, brittle limbs and twigs. This is due to the withering and dying of the branches once exposed to oxygen (Megaflora is, after all, a water plant!). For this reason, the interior of the dome will resemble a silent, dimly lit, dry-land forest, with thick trunks reaching upward to the "sky" and no undergrowth.

Bubble domes will be roughly circular in shape and located within the center of the stand, although an extemely large stand (100-200 "trees") could contain an odd-shaped bubble. As a rule of thumb, the top of such a dome will not extend less than 20 feet from the ocean surface. To determine the actual height of the dome from the ocean floor, two formulas have been developed:

(1) For stands growing at depths between 60 and 100 feet, double the number of plants found in the stand and divide by ten.

(2) For stands between 101-200 feet, quadruple the number of plants and divide by ten.

These formulae will generate dome heights ranging from 4-40 feet, depending on the depth and the number of Megaflora "trees" growing together in a stand.

Besides the hazards invented by the DM for such an environment, there are also natural dangers associated with Megaflora aquans:

While the stands represent no actual danger to coastal shipping, there is a chance—the number of plants divided by ten and expressed as a percentage—that a ship could become entrapped in the thick mat of limbs at low tide. Such a ship will float free of the interwoven branches by itself in 1-12 hours as the tide turns. The danger lies in the creatures who may inhabit or use the stand for their own purposes: giant eels, octopi, giant water spiders, sea ogres and the like. These would be likely to notice and attack entrapped ships for food and/or treasure!

Another danger—recognized by mariners and fishermen alike—is the occasional Megaflora "blow."

The Megaflora bubble domes are at best temporary structures, depending for their existence on the dense mat of intertwining branches to keep them submerged. Under normal circumstances, the interior pressure forces out enough oxygen through the branches to maintain the dome unchanged even as the plants produce more oxygen. In some cases, however, the interlacing limbs act too efficiently as a cover over the bubble and no gas escapes.

In that case, interior pressure builds up until-with a great thunder-clap and sudden rush of water-all or part (50% chance either way) of the trapped oxygen bursts through the mat and escapes, throwing shattered trunks and broken branches 20-200 feet into the air in a huge fountain of water and foam. Ships trapped by a sudden "blow" will first fall into the pit created by the outrushing gas, then to be slammed by the inrushing walls of water and hurled skyward with other debris and detritus—a very adequate reason for avoiding Megaflora stands when possible!

If only part of the gas escapes (a minor "blow"), the interior of the dome will shrink proportionately as the top of the bubble escapes. Adventurers within such a dome will notice a sudden decrease in pressure, followed by nosebleeds and popped ears (10% chance for total loss of hearing in one or both ears due to ruptured eardrums). There is also a 10% chance that a minor "blow" will sufficiently weaken the remaining branches to allow the rest of the bubble to rise in 1-6 hours.

A "blown" stand will be characterized by a clear, peaceful lagoon surrounded by walls of living Megaflora, growing quickly to replace the damaged interior of the stand. Naturally, this lagoon will be the lair of various sea monsters—all giant!—garding the scattered treasure of ships lost in previous blows.

The sole warning that a stand is about to blow is the rising of the mat above the ocean surface 1-6 hours before the blow occurs. A fierce surface storm, weakening of the mat through rot and decay, or adventurers hacking a passage through the branches to reach the dome's surface—all these could cause a stand to blow at the DM's discretion.

A third danger lies in the fact that, at depths greater than 30 feet, pure oxygen is extremely poisonous. Thus, any adventurer stands a chance of absorbing a dangerously high amount of pure oxygen into his bloodstream while in the bubble. This chance is equal to the depth of the stand divided by ten and expressed as a percentage. For example, a stand growing at 60 feet would have a 6%-per-hour critical threshold, while one at 200 feet would be 20% per hour.

Checks should be made once per hour per character. Once it has been determined that a character has exceeded his critical threshold, no further checks need be made for that character so long as he remains in the dome. However, upon leaving the bubble for the surface, that character must make a saving throw vs. poison in order to survive (failing to save means immediate death). Furthermore, for every hour or part thereof that the character tarries beyond threshold, he receives a cumulative -1 on his saving throw!

Finally—piling danger upon danger—pure oxygen is extremely flammable—indeed, flammable to the point of being explosive! Thus, only flameless light sources (magical or phosphorescent) are possible in Megaflora dungeons, since striking a flame or using fireballs would spell immediate disaster.

Any character foolish enough to produce a flame would instantly cause the entire bubble to blow—destroying the stand completely in a massive fireball, inundating the dry area and, quite probably, killing the entire party! In such a situation, each character would undergo 2-3 immediate "attacks":

(1) The initial explosion of gas would create a 6-20 die fireball of incandescent oxygen, depending on the size and depth of the bubble dome (depth of dome divided by ten equals hit dice). The size of the fireball would be half as large as the initial dome after the explosion of the gas. Saving throws would be applicable.

(2) Following the initial explosion, the fireball would immediately rise to the surface with a subsequent catastrophic inrush of ocean water onto the previously dry dome interior. Each character would have to undergo a check for system shock as the walls of water met with implosive fury. A character saving vs. system shock would only take 3-10 (d6) of damage. Failing to save means immediate death!

(3) Finally—should the character survive—an immediate check vs. oxygen poisoning would be necessary to determine if he/she had exceeded the critical threshold at that point. If so, that character would have to make an additional save vs. poison per oxygen poisoning (above).

This does not include the possibility that, swept up in the wake of the rising fireball, the character might become entangled by the blasted stumps of Megaflora "trees," entrapped by the swirling mass of broken branches and other debris, or pinned beneath the flotsam and jetsam of the disaster on the surface . . .

. . . and how fast can you grow gills???!

These are the dangers of Megaflora aquan—now what are the possibilities for its use?

One simple scenario has already been suggested: the giant sea monster guarding the shattered hulks of 1-3 ships lost in Megaflora blows. Without depth charges, how does the party dispose of the creature-hand-to-fang combat? Magic? How do they raise the treasure without a diving bell? And what of the nasty beasties lurking within sunken ships themselves?

Another possibility could be the lair of sea elves, sea ogres or the like. Being "intelligent," they would obviously take steps to protect themselves from a blow by reinforcing the upper mat against storms and other natural disasters, providing some kind of safety valve to allow excess gas to escape and other measures designed to make their lair both livable and safe. There might (or would) exist a secret passage to a well hidden, dry-land exit, held with one or more air locks to prevent the dome's collapse.

Would such creatures actually inhabit the bubble, or would they store their treasure-with appropriate guardians, traps and warning devices-&d live nearby? Only the DM would know for sure!

Another adventure could be the lost temple of a sunken city—complete with its own dungeon and guardian monsters—overgrown by a stand of Megaflora aquans. What sort of guardians would they be, since "normal" monsters would not be willing (nor intelligent enough) to enter a dome and live? Would the dungeon consist of nothing more than tricks and traps, with molds, fungi, slimes and oozes predominating?

Finally, the bubble domes themselves could form a "dungeon" of interconnecting "rooms," complete with "secret doors" requiring the hardy adventurer to hack his way through dead branches and trunks for passage. What sort of monsters—what kind of treasure—would such a dungeon hold?

These are only a few of the possible scenarios which come immediately to mind when considering the Megaflora environment. With a little imagination, other DM's can create additional scenarios and adventures-where only the brave dare enter and only the hardy can go-using materials suggested here.

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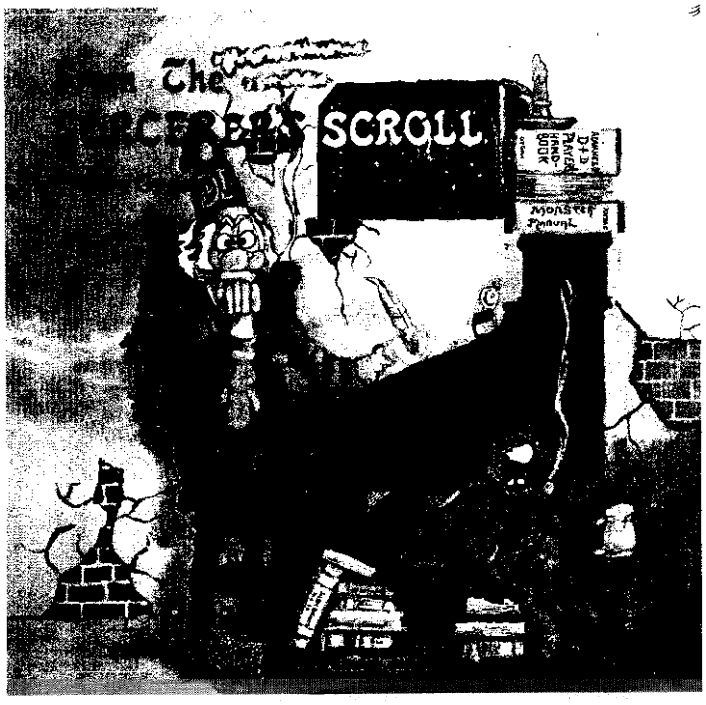

Playing on the Other Planes of Existence

Details of the various planes of existence which surround and complement the Prime Material Plane have, until now, been left to the various DMs. Because AD&D has many more strictures than does D&D, I felt that maintaining such areas as the purview of the DM allowed the opportunity for creativity and imaginative input to a degree greater than that in D&D. After all, here were virtual universes to order.

But on second thought, it is perhaps a bit too much. Outside of a few facts regarding the principal creatures inhabiting some of these planes, there is nothing upon which to build. While a few highly dedicated and exceptionally creative individuals have undoubtedly found the time and energy and inspiration to begin development of the milieu of a plane or planes, most DMs have shied away from the undertaking-at least as a really divergent game system.

In fact, upon reflection on the matter, it doesn't make a great deal of sense to offer areas totally unrelated to the general framework of AD&D. Games other than AD&D do that. What is needed is a system providing ties to the structure of AD&D, but as a skeleton only, thus giving a starting frame of reference for individual creativity.

* * *

Consider the total formlessness of the Plane of Hades, for example. AD&D relates that the place is the realm of Neutral Evil. Night hags, nightmares, and larva are found there, as the MONSTER MANUAL states. Daemonkind roam the plane. Certain magic items and spells will not work there. So much for the data available on the plane. This is pretty sketchy information, and the DM must be inventive and innovative indeed to construct a whole milieu and devise rules for the place, unless he or she resorts to AD&D.

Now, this is all well and good, but the sheer mass of rules will require extensive effort at merely categorizing, noting differences, and then constructing replacement sections. As the planes are interconnected to the AD&D multiverse, it is actually TSR's job, and mine, to see that the laborious functions are weeded out into what is not a part of a given plane and what is germane. This task must be handled so as to avoid unnecessary restrictions. It must give a basis upon which to develop a special milieu, but not set forth yet another tight set of rules which must be strictly adhered to.

* * *

This same principle applies to all portions of the AD&D multiverse not immediate to the rules, i.e. the parallel worlds and universes. If one assumes that the planes which surround the AD&D Prime Material Plane are repeated ad infinitum around parallel worlds, then there is an opening to the true infinity of creativity.

We can concern ourselves directly, however, with only those areas which are immediate to AD&D. Thus, a parallel world based on GAMMA WORLD and another rooted in BOOT HILL are proper considerations, but the planes which surround these milieux are the purview of the DM. There may be such planes, only some of them or none. The framework for the parallel world is provided in the game system; alterations for its adaption to AD&D are given, with respect to GW and BH, in the DUNGEON MASTERS GUIDE. All other details, from how adventurers enter the plane to how they can return to the "normal" AD&D universe, are left to the DM.

This brings us to the delineation of what needs be done to allow the game master to construct variations based on other planes and parallel worlds with a maximum of creative latitude and a minimum of routine labor.

* * *

Obviously, it is impossible to deal with more than a few of the possible parallel worlds. Those which are based on other TSR games can be detailed to some extent. Suggestions are easily drawn from such conversion modes and can be applied to other publishers' designs or the authored mythoi desired by the DM as the framework for alternate milieux. That leaves the Inner and Outer Planes of the AD&D universe as the main subject for development. Certain of these planes attract more attention, and these popular areas are the ones which must receive attention first.

When ADVANCED DUNGEONS & DRAGONS was still in its earliest conceptual stage, Steve Marsh and I exchanged considerable correspondence pertaining to the planes. I then had to immerse myself in the task of setting the design to paper, and for several years Steve and I exchanged only brief letters on an occasional basis. During this relative hiatus, I also worked up a number of dungeon modules, including the series which will culminate in an adventure on one of the planes of the Abyss Q1, QUEEN OF THE DEMONWEB PITS).

It so happened that Dave Sutherland had a splendid inspiration regarding this setting, so my rather sketchy notes were set aside for use in another module, and Dave was given the go-ahead to do the scenario. (As of this writing, it is nearly complete, and I hope that it will soon find its way into print!) The information in the module should be sufficient to serve as a guide for development of the entire 666 "layers" of the Abyss. I expect that extrapolation will allow rather speedy handling of the other lower planes as well, with emphasis on Hell, of course, as it is the other most treated/frequented area in campaigns. Still other planes are badly in need of attention.

The other obvious candidates are the Astral, Ethereal, and Elemental planes. I have suggested that TSR's design staff go to work on modules dealing with adventures which feature the Astral Plane and the Ethereal Plane. There will also be encouragement to do modules which place action on Lower Planes. The Elemental Planes are another matter, despite my "having heard some of TSR's designers express an interest in doing work involving such planes. Steve Marsh and I are again engaged in fairly regular correspondence, and just awhile back he sent me some material he had written regarding adventures on these planes. I hope to be able to find the time to work this material into a form usable with AD&D, add my own ideas, kick the whole back to Steve for his further commentary and addition; and then we'll hopefully be able to offer a set of four or more modules which will provide interesting adventures, many new creatures (populating the respective Elemental Planes), new magic items/forms, and still provide a vehicle for expansion and extrapolation.

Properly done, such modules will be the guidelines with which the DM can create new milieux. Although I have been, and will be, involved with the development of all treatments of the AD&D planes, I am particularly desirous of having initial, direct input in the writing of material pertaining to the Elemental Planes.

* * *

It is of interest to relate that just prior to the appearance of the excellent article "Elementals and the Philosopher's Stone," by Jeff

Swycaffer (THE DRAGON #27, Vol. IV, No. 1, July 1979), Dave Sutherland and I were discussing the various Elemental Planes, concentrating on the borderland areas betwen them, i.e. where Water touches Air and Earth and where Fire touches Air and Earth. Mr. Swycaffer's ideas were good indeed, and if *vapor* is substituted for "moist" and dust is used to replace the term "dry/dryness," you will have a good idea as to how the borderlands between Elemental Planes will be treated. Naturally, the denizens of these regions, "para-elementals" (not to be confused with Fritz Leiber's "paramentals") and other things, will also add to the overall scope of the game.

* * *

The ethical/moral concepts of good and evil do not, I believe, properly belong to any treatment of the elemental area, *per se*. But while there will be no "good" or "evil" elemental type, there certainly must be elementals of good or evil disposition to complement those of neutral bent.

Similarly, the attributes of barrenness and fertility, the conditions of pleasure and pain, and the states of beginning and end are not elemental in the sense of the term used in AD&D. The presence or absence of light isn't necessarily tied to the elemental principle either, although it is a very nice touch with respect to the polarity of the "Philosopher's Stone."

While certain of the precepts of Mr. Swycaffer's article will be evident in treatments of the various Elemental Planes, the whole-will not be there. This is mentioned so that Dungeon masters reading this article will be able to peruse these modules with the aim of understanding the methods by which rules and an overall scheme were selected and tied together to arrive at something similar, yet different, in AD&D. If you have opinions which you wish to share with us, please drop me a line. Better still, if you have what you believe is an outstanding treatment of one of the planes, why not submit it to TSR's design department?

* * *

There is no question that it will be some time before any significant amount of material detailing adventures on other planes will be forthcoming from TSR. It will take me two or three months to prepare a rough draft of even one such module, and allowing a like amount of time for Steve Marsh to work it over, and then no less than six months to go through production, means that the first such scenario (not including QUEEN OF THE DEMONWEB PITS, which is due out soon now, as I said previously) won't appear until about one year after you have read this article. That, Dear Reader, is a minor miracle in itself, as fully ready games take usually about one year between completion and release.

Because the subject matter is close to regular AD&D play-many elementals and creatures of the Elemental Planes are regular inhabitants of the campaign milieu and are summoned by spells—development of information on how to set up and run scenarios dealing with these planes is important. Likewise, such information will enable DM's to prepare for such activity on the other planes as well.

AD&D is an ongoing game. It offers variety of play and development of characters in a linear direction. Unquestionably, the addition of other planes for adventuring purposes will certainly excite participants, offering them new areas to explore and new challenges.

DM's developing their own data will be able to institute new rules which they have always wanted to try without disturbing the conformity of the basic AD&D campaign. The planes offer an endless field for creative design and play, connected to, but not necessarily a part of, the general AD&D campaign. These offshoots can coexist and not change the game into some variant which will eventually terminate the group from the mainstream of the game as played throughout the world. This potential gives the best of both (all) worlds, and the Elemental Planes will certainly provide the best springboard to development of all of the planes.

* * * * *

In a previous column I mentioned that I would set up an adventure where the players would end up in the city streets of the 20th century. Well, I knocked together some rules, put the scenario together, stocked the place with "treasures" of a technological sort, and sprinkled some monsters (thugs, gangs, police, etc.) around.

Much to my chagrin, Ernie the Barbarian was leading the expedition. When his party emerged from the subway—and despite the general blackout in the city due to the power failure caused by their entry into this alternate world—he stopped, looked, listened and then headed back for the "safety" of the "real world!" Some people really know how to spoil a DM's fun. . . .

If any of you have conducted a successful adventure in a modem urban setting, please write me about it, including the rules modifications and additions used. If I get something on this, a future column will include the story and the rules used, along with those I devised. If there is nothing received, I'll assume that the setting is not popular enough to warrant further discussion and drop it.

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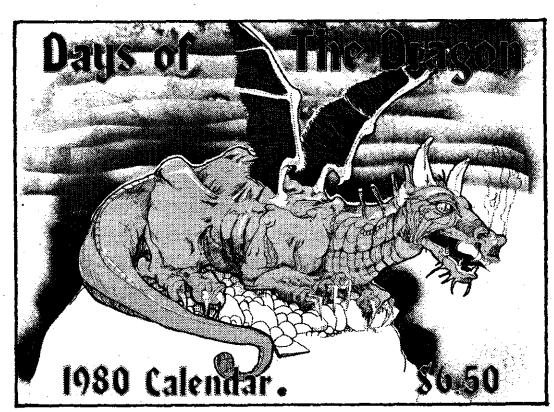

From January 1980 through January 1981, *Days of The Dragon* is functional, informative, entertaining, and decorative. Be advised, though, that quantities are limited. If you can't find the 1980 *Days of The Dragon* where you normally buy *THE DRAGON* magazine, order directly from TSR Periodicals. Send $6.50 plus $0.50 postage and handling ($7.00 total) to: *Days of The Dragon,* TSR Periodicals, P.O. Box 110, Lake Geneva, WI 53147. Allow 3-4 weeks for delivery.

Sage Advice

from Jean Wells

Before I get into this month's questions and answers, there is an issue that I would like to discuss, hopefully for the last time.

The subject is dwarven women and whether or not they have beards. Last spring when we were working on the final editing of the *Dungeon Masters Guide,* I tried to get Gary Gygax to change the section on dwarves so that dwarven women would not have beards. Needless to say, I was not very successful.

What I didn't realize was that for some strange reason (completely unknown to me), I had started something. I did not understand the full impact of what I had done until I went to GenCon this year. Many people stopped me in the hall to either agree with me wholeheartedly, or disagree with me and then tell me that I was crazy. Everyone knows that dwarven women have beards, they said. It did not stop there. Oh, no! We have even been getting mail on this issue. It is not too bad, but I don't like being accused of making an issue out of the subject.

One thing that everyone who has taken sides in this issue fails to remember is that Gary Gygax wrote the *Dungeon Masters Guide* and it is his book. He can say whatever he wants to. You can agree with him or side with me, but either way, the person who has final say in his or her campaign is the DM. So, for all the people who have written in to agree with me or to agree with Gary, and for those who haven't yet but were planning to, please save your breath. Gnome women don't have beards (this is true and I am glad). Dwarven women may indeed have beards, Gary, but not in my world.

All questions that appear in this column have been edited from letters received by the TSR Hobbies Design Dept. and some have been changed to fit a larger audience.

Question: What kind of monster is on the cover of the *DUNGEON MASTERS GUIDE?* What are its hit dice, armor class, and so forth?

Answer: The monster is an Efreeti and can be found in the *Monster Manual.*

***

Question: Under the Lycanthropy section of the *DUNGEON MASTERS GUIDE* it states that a paladin caught the disease. Paladins can't contract disease. Please explain why you said this.

Answer: Lycanthropy is not a disease, but it is often called one. To become a lycanthrope you must contract it like a disease even though it is a curse. If it were a real disease, a *Remove Curse* would not work on it, and a Cure Disease would not have a three-day time limit on it. Lycanthropy is very complicated, and paladins are not exempt from it. Paladins already have it pretty good; we can't let them have everything rosy.

***

Question: We are having an argument over an issue that has us divided. My friends say that with a ring of telekinesis they can make an arrow spin at the speed of light and then release it, having it do between 100 and 600 points of damage to their target. I say this is impossible! What do you think?

Answer: I agree with you. Their idea, based on whatever logic they may have used, is absurd. First, the ring works as per the spell and the maximum speed any object can reach is 1,024" per round. Second, even if you were able to make the arrow reach the speed of light, the wooden shaft and the feathers could not stand the force and would be destroyed. I also doubt that you can control any thing that is going that fast and it might strike you. Lastly, I know of nothing that can inflict 600 points of damage. The most damage that can be taken in one melee from one opponent is from a Platinum Dragon, and that is 168 points from his breath weapon.

***

Question: I have been playing *Dungeons and Dragons* for several months, to the point where I have challenged Asmodeus and won! Is Asmodeus in a lemure state now, until he can regain his former status, or is Baalzebul in charge?

Answer: WHEW! Either way, I'd say you are in trouble. There are varying views on this question. One side agrees with you when you say that he is in a lemure state, while others say Asmodeus is just banished from the plane you defeated him on. Others go so far as to say that Asmodeus is not dead, but just waiting to get you when you least expect it. Any way you look at it, you, my friend, are in trouble.

If he is just in lemure state, then when he is back in full power he is going to come looking for you to make sure you don't do that again. If he is dead, forever gone, then Baalzebul is going to come looking for you to make sure you don't get a chance to do it to him. Without all the facts on how you mananged to defeat him, it is impossible for me to give you a clear-cut answer. I can make suggestions, but when it comes right down to what exactly happened and what state he is in, that is a DM decision.

I feel that after several months of playing D&D you cannot be anywhere near powerful enough to challenge the arch-devil himself. However, since you say you defeated him, I would venture that he is just banished from the plane you killed him on. I would also say that at the first opportunity, he will bring you to hell to finish you off. Good luck. You are going to need it.

***

Question: I have a magic-user who has bracers of defense armor class 2, a +2 protection ring and a dexterity of 16 giving him the armor class of -2. This is wonderful, but the fighters want to hide behind me and use me as a shield because of my great armor class. I don't think this is fair. They say they can shoot arrows around me and we will all be safe. They also say that since I have the best armor class I should be out in front. The DM is no help, they just bully him. What can I do?

Answer: The first thing you can do is stand up for your rights. Your armor class is not due to the armor you wear, but your ability to dodge blows and missiles. They can be hit by what you have just dodged. Also tell them they are cowards and have no right to call themselves fighters! I would not go adventuring with a group of people who used a magic-user for a shield. That is disgusting. They should be thankful you have such a good armor class. It means that you, being the weakest in hit points, won't be getting hit as often and the party won't greatly risk losing their most powerful character, their spell-caster. Tell your fighters

to wise up. If they lose their magic-user, they have lost their most potent weapon.

Tell your DM not to let them bully him around. His word is final, PERIOD.

***

Question: Is a wand of fire balls like a staff, in that if you break it it will cause an explosion?

Answer: If you break your wand, all you will have is a broken wand. The only staves capable of a final strike are Staff of the Magi and Staff of Power.

***

Question: Can a god grant an elf the ability to become a druid?

Answer: No. A god or goddess can grant the ability for an elf to be his or her priest or priestess, but he can't bestow upon an elf druidical powers. Druids get their powers from nature. Now, a god who might take pity on your elf may change him or her into a human, but I doubt it. You might also find a wish that will let you change into a human, but other than that your elf is never going to be able to be a druid.

***

Question: I have a female character who has gotten herself pregnant. How should I handle this?

Answer: I don't really want to answer this question now, but since your letter is not the only one presenting me with this problem, I will say this much. Stop fighting, practicing magic and doing other things that cause stress. The chances of losing the child are great, and you don't need to add more to it. During this time period, medicine was still progressing and it still wasn't too great. Most of it was old wives' tales.

After you have given birth, it will be months before you can even begin to get back into shape and practice your skills. Female characters who find themselves with child soon find themselves retired. This is an occupational hazard that should be avoided. Don't fool around and you won't have to temporarily retire your female character and lose the chance of gaining at all that experience you could be getting because you are with child or just had one. It is not fair, but that is life.

The reason I don't want to say more is because I am working on an article for *The Dragon* about women in D&D and some of the problems they face. I also intend to cover pregnancy in the different races and how to handle it.

***

Question: I am having a romance with a god, but he won't have anything to do with me until I divorce my present husband. How do I go about divorcing my husband?

Answer: I was kidding when I told my mom I was going to be the Dear Abby of D&D players. Oh, little did I realize . . .

A divorce is hard to get. It is almost unheard of except for royalty. Also, you don't really want to be married to a god (or goddess, for that matter, guys). He will take you to the heavens and lock you away in his castle where he can keep you out of harm's way. It has to be this way. If it isn't, then you would become too powerful a character. You would have a god at your beck and call and that would unbalance the game.

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If You Meet These Monsters, Don't Let Them Bug You to Death

Len Lakofka

Welcome to

Leomund's Tiny Hut

The Insectoids are the product of the crossing of certain types of insects with certain types of goblinoids. Geltar Telomax, the insane Wizard (former druid), was the author of these bizarre matings. He discovered that "Giants" of various species could be produced via the spell *Animal Growth* if the spell was changed to some degree and combined with a special form of the spell *Permanency*. Some species simply rejected the magic over a period of time, but others were capable of procreating in the enlarged form and producing a species totally unlike the small unenlarged variety from which they were derived.

Telomax's experimentations were with Kobolds, Goblins and Orcs crossed with Giant Ants, Scorpions and Wasps. All other crossings were doomed to failure as the products either died soon after birth or they were infertile (and often insane). The 5 types of Insectoids that have survived and can procreate cannot intermix in any way, as the genetic balance is somehow destroyed and the result does not live for more than a few years.

The Insectoids produced have quite a range of characteristics. All can speak, all can use weapons to some degree, some very few can cast spells, some can fly, all have good natural armor and all have exceptional senses—especially visual and aural. Each of the five types are outlined below:

	Scorpiorc	Koasp	Antold	Woblin	Skag
FREQUENCY	Rare	Rare	Rare	Rare	Rare
NO. APPEARING	2-12	1-20	3-18	4-16	1-6
ARMOR CLASS	4	6	6	5	3
MOVE	14"	8"/16"	12"	8"/12"	12"
HIT DICE	2-4	1-3	1-3	1-4	2-7
% IN LAIR	70%	80%	85%	70%	20%
TREASURE TYPE	½Q	5xM,N	½R	K,L&M	K, L, M & V
NO OF ATTACKS	3	1	2	2	1
DAMAGE/ATTACK	1-6/1 -6/weapon	weapon	1 -4/weapon	sting/weapon	weapon
SPECIAL ATTACKS	none	none	see below	see below	spells (10%)
SPECIAL DEFENSES	see below	see below	limited ESP	see below	see below
MAGIC RESISTANCE	standard	standard	standard	standard	5%
INTELLIGENCE RANGE	1-10	2-12	1-12	13-16	
ALIGNMENT	El/En	EN/El	NE	EL	EN
SIZE RANGE	M	S	S	M	M-L
PSIONIC ABILITY	none	none	none	none	none

Intelligence, Wisdom and Speech

All Insectoids have at least "animal" intelligence. They can understand very simple commands in Common and slightly more complex commands that are a combination of sounds and of motions that have become unique to their species. Those with an intelligence of 7 or higher are capable of language that can be understood by humans or other races that speak Common. Those with an intelligence or wisdom of 12 or higher are capable of limited "tribal magic" in the case of Antolds and Woblins, while Skags are capable of more complex spells up to the 4th level.

Scorpiorcs

Scorpiorcs are a cross between giant scorpions and orcs. They have 4 legs, 2 pincers and 2 appendages that can be used for locomotion or for grasping. The Scorpiorc is 5-6 feet in height. Its forward pincers can deal 1-6 points of damage each. In its middle appendages it can grasp a weapon (though not a pole arm, 2-handed sword, missile weapon or any weapon for which great dexterity is required) and it can gain from the weapon's magic, if any. A Scorpiorc will never bear a flaming sword nor carry any type of flame. The head of the Insectoid has two eyes on stalks that protrude from a orcish-shaped face. These eyes can rotate independently and make surprising the individual difficult (only a 1 in 8 chance). The grasping appendage can be used in climbing or even in running. Scorpiorcs can advance as fighting types from a beginning "level" of 2 to a top rank of 4, though to do so they must be of the largest size and have an intelligence or wisdom of at least 8.

Scorpiorcs speak common, "Scorkish" and broken Orcish. They can move silently as a medium-level thief (70%) and can strike from behind for double damage if they surprise. Scorpiorcs' armor comes from their skeleton structure alone; they never use any armor, though upper-level scorpiorcs might bear a shield.

Scorpiorcs prefer to dwell in caves or small stone structures. They can build basic structures if hard pressed though none would have doors or windows—just a single opening for entering and leaving. Scorpiorcs do not get along with other Insectoids and might attack others (10%) unless controlled, but they will never attack a Skag.

Koasps

A Koasp is a cross between a Kobold and a Giant Wasp with domination in appearance of the kobold strain. They are 2 to 4 feet in height and thin. They have two legs and two arms but they also possess a set of folding wings. At a distance or in the dark they are 90% likely to be mistaken for a Kobold though they wear no armor or garments. They use small, short weapons and can gain from a weapon's magic if it has any. Those with 3 hit dice can use a light crossbow, though they can only fire one missile per 2 rounds. Their heads are kobold-shaped but their eyes are segmented and huge, thus making surprise difficult (1 chance in 6).

Their wings are not very strong and thus they can remain airborne for only 3-18 minutes. Those with 3 hit dice can remain aloft for 4-32 minutes. Determination of hit dice is by random probability: 1-60 = 1

H.D., 61-90 = 2 H.D. and 91-00 = 3 H.D., and only adults are capable of fighting.

Koasps prefer to live in hive-like structures with from 2 to 4 levels and a central tube for movement up and down within the hive. They sometimes dwell in caves, but only in the passages and rooms near the entrance. Koasps prefer to dwell in groups and have a limited society based on cooperation to maintain the hive. A female Koasp is very rare. She will be protected and guarded by all of the males, even those who are not her mates, with a fervor that will allow them to attack as if they had one more hit die.

Antolds

An Antold is a cross between a Giant Ant and a Kobold with the Ant being the major contributor to shape and appearance. The Antold has 6 appendages, 4 for locomotion and two have the double advantage of being used for locomotion or to grasp a small weapon like a dagger or a short sword. The Antold is capable of delivering a bite with its sharp mouth pieces. The largest (3 H. D.) have a 60% chance of paralyzing an opponent with their bite unless a saving throw versus poison is made; those with 2 H.D. have a 30% chance with a s.t. at +1 and those of but 1 H.D. only have a 10% chance with a s.t. at +2. This percentage chance is per melee round and per individual, as all Antolds have saliva that can paralyze. Paralyzation occurs rapidly at the rate of the loss of one dexterity point per segment until the victim goes to zero dexterity. The paralyzation lasts for 1-6 hours unless cures are applied to the victim. Any victim already paralyzed can always be reparalyzed by the bite of any Antold. Such victims are usually eaten, unless a ranking Antold wants them kept alive for some reason.

Antold also possess a limited form of ESP which can be used to detect thoughts of any creature with animal or greater intelligence at a range of 10 feet. Thus, surprising an Antold is virtually impossible (1 in 20) as the creature becomes instantly ready to defend and its sense of mental detection direction is infallible. If psionics are used near an Antold, this ESP range is increased to 40 feet.

Antolds with an intelligence or wisdom of 12, regardless of hit dice (which is only a function of physical size) are usually (90% chance) tribal witch doctors. They are capable of the following spells: *Affect Normal Fires, Message, Shocking Grasp, Spider Climb, Mirror-Image, Scare.*

Any particular Antold can cast only one spell, and only once per day. The chance of it being any of the 6 listed is equal.

Antolds prefer to live in homes they dig out of soft earth, much as an ant colony would be created. The percentage of females is high, and the mating of Antolds is done in the manner that Kobolds would use-the female laying 2-8 eggs.

Antolds have a loose social structure, unlike the Giant Ants from which they came. They are mainly independent, though defense of the lair will always be coordinated.

Woblins

The Woblin is a cross between a Wasp and a Goblin and bears many of the physical features of both. The basic body is goblin-shaped, but very thin and clearly segmented. The goblinish head has segmented eyes and the mouth parts of a wasp. The Woblin has antennae that are 2 feet in length and are fantastically sensitive to smell and air movement. The Woblin's antennae are more important to him for detection than his eyes. In a bright light, the Woblin fights at -1 because strong light harms its eyes. The Woblin has 4 legs and two other appendages similiar to hands. In these hands it can carry a weapon of small size like a dagger, mace, short sword, etc., and Woblins are even capable of using short bows or light crossbows.

The Woblin has small wings. In 40% of the adults the wings are absolutely useless. In another 50% the adult wings work little better than a *Levitation* spell, though horizontal motion is also allowed. These adults can stay airborne for only 3-18 segments. The other 10% of adults have fully formed wings capable of flight for 4-24 minutes. These adults can even hover and fire a missile weapon (at - 1). Woblins are 4 to 6 feet in length and their number of hit dice is a function of size.

Woblins also have a poisonous sting that can paralyze a victim unless a s.t. versus poison is made. The sting can only be delivered if the Woblin is in flight or against a motionless target which a Woblin can back up to and deliver the sting.

Those Woblins of at least 12 intelligence or wisdom are tribal clerics (shamen) capable of using the following spells: *Create Water, Bless, Cure Light Wounds, Cause Light Wounds, Chant, Resist fire.*

Each Woblin can use two spells per day that are selected once and always for that particular Woblin.

Woblins prefer to live in caves and dungeons, the deeper the better. Their society is complex, integrated and coordinated.

Skags

A Skag is a cross between a few species, Scorpions, Kobolds, Ants and Goblins being the most likely four involved. The Skag has two legs and walks upright; it has two arms and has a physical strength of from 17 to 18 (01); thus, it is +1 to hit and from +1 to +3 to damage due to strength. The Skag is well covered with armor-like chitin but it is quite capable of using a shield, bracers or even a cloak of protection! Skags can use all weapons unrelated to flame.

A Skag's hit dice are partially a function of size and partially of experience. A Skag can initially dice a size of 2 to 4 hit dice. It can then learn to be up to three more levels proficient as a Fighter, Magic-User or Cleric. Gaining such an experience level is detailed below (remember to add this level to natural hit dice):

SKAG VETERAN—two to four eight-sided dice due to size for hits to be killed (0- 2,000 e.p.).

SKAG WARRIOR—Add one ten-sided die for additional hits to be killed (2,001 to 5,000 e.p.).

SKAG SWORDSMAN—Add another ten-sided die for additional hits to be killed (5001 to 12,000 e.p.).

SKAG HERO—Add another ten-sided die for additional hits to be killed (12,000+ e.p.).

Thus, a Skag veteran has	2-4 H.D.
Warrior	(2-4)-1 H.D.
Swordsman	(2-4)+2 H.D.
Hero	(2-4) +3 H.D.

Experience gained for killing a Skag fighter is per its hit dice, as with a monster.

SKAG Cleric First level—2-4 8-sided dice for hits to be killed;
two first level spells; 0- 4,000 e.p.
Second level-Add one 6-sided die for hits to be killed;
21st and 22nd level spells; 4,001 - 10,000 e.p.
Third level-Add one more 6-sided die for hits to be killed;
2lst, 22nd and 13rd level spell; 10,001-50,000 e.p.
Fourth level-Add one more 6-sided die for hits to be killed;
2lst, 22nd, 13rd and 14th level spell; 50,001+ e.p.
(Note: Spell effects are per the Skag's *level,* not his hit dice.

SKAG Magic-User First level—2-48-sided dice for hits to be killed;
2 first level spells; 0- 5,000 e.p.
Second level-Add one 6-sided die for hits to be killed;
2 first and 2 second level spells; 5,001 - 20,000 e.p.
Third level-Add another 6-sided die for hits to be killed;
3 first, 22nd and 13rd level spell; 20,000 -60,000 e.p.
Fourth level-Add another 6-sided die for hits to be killed;
3 first, 32nd, 13rd and 14th level spell; 60,001+ e.p.
(Note: Spell effects are per the Skag's level, not his hit dice.)

Skag Clerical spell list (receives spells like a normal cleric)

Bless	*Chant*	*Continual Light*	*Poison Touch*
Create Water	*Know Alignment*	*Dispel Magic*	*Cause Serious Wounds*
Cure Light Wounds	*Resist Fire*	*Glyph of Warding*	*Tongues*
Cause Light Wounds	*Slow Poison*	*Prayer*	
Light	*Speak With Animals*		
Fear	*Touch*	*Spiritual Hammer*	
Sanctuary			
Resist Cold			

(Turn to page 26)

WIZARD Variant

Some Spells for the Very Smart Sorcerer

Brad McMillan

WIZARD is an excellent game, but it misses several points. While the rules provide for experienced characters, the spell list stops at IQ 16. This in my view is a serious mistake, because when TFT:ITL is released, campaigns will be started and experienced wizards will desire spells beyond those listed. In order to help remedy this, here is a list of some IQ 16+ spells.

IQ 17:

Freedom (T) - Frees subject from any control spells. Can dispel summoned creatures by freeing them from the spell binding them to the wizard. In addition to the normal roll to determine spell success, an additional roll must be made against IQ. Cost: 4ST.

Heat Metal (T) - Will cause metal (swords, rings, etc.) to heat up. After two combat rounds the holder or wearer will take 1 hit per round used. Cost: 1ST/round.

Slip (T) - A specialized Slippery Floor spell affecting only the target. The target becomes almost entirely frictionless and cannot stand. Target drops any weapons and crawls at one-half speed. Target gets a saving roll against adjDX. Cost: 2ST/round.

Stun (C) - The victim is dazed. He cannot take any actions for two turns and his adjDX is 2. The victim gets a saving roll on four dice against IQ. Cost:3ST; 4ST to stun beings with IQ of 16+.

Tongues (S) - While useless in combat, this spell implements a limited form of telepathy which allows intelligent beings to converse. Cost: 1ST.

Weakness (T) - Causes the victim to become very weak, ST is halved for purposes of weapons usable, and movement is halved. The victim gets a saving throw on four dice against adjDX. Cost: 3ST/turn.

IQ 18:

Animate dead (C) - Animates one dead body, which is totally under the spellcaster's control. Such animated corpses have the ST and DX of the spell caster and die immediately if the spell caster is killed. cost: 6ST.

Apport (S) - Brings any non-magical, non-living object (sword, dagger, etc.) to the spellcaster. Items in the possession of another creature get a saving throw, three dice against adjDX. Cost: 4ST.

Blind (C) - Blinds victim, causing minus 6DX for the spell duration. Victim gets a saving roll of three dice against IQ. Cost: 4ST first turn, 3ST each subsequent turn.

Paralyze (C) - Paralyzes victim. Victim falls down and cannot take any actions. Does not work on beings with an innate ST of 40 or greater. Victim gets a saving roll on four dice against adjDX. Cost: 4ST/turn.

IQ 19:

Enchant weapon (S) - Affects a weapon so that any user gets +1 to his DX. Cost: 3ST/turn.

Magic sword (S) - Calls into existence a plane of force which the spellcaster can use as a sword with no DX penalty. The Magic sword does three dice damage. Cost 5ST/2 turns.

Polymorph others (T) - Changes the shape of other living creatures to whatever the spellcaster desires*. Saving throw is five dice against ST. Cost: 5ST/turn.

Polymorph self (S) - Changes shape of spell caster.* Cost: 5ST/tum.

*The person polymorphed can use any natural abilities of the shape polymorphed to, but no extraordinay abilities. Example: A wizard polymorphs himself to a dragon. He could bite or claw, but could not breathe fire. Creatures polymorphed retain their original ST and DX.

IQ 20:

Earthquake (S) - Causes a local tremor of fairly high strength. All creatures within five megahexes of the wizard will be thrown to the ground, and take one hit damage from cuts, bruises, and contusions. The wizard's hex will not be affected. Cost: 7ST.

Raise dead (T) - This will restore life to a corpse, giving 1ST for each ST above 10 used to cast the spell. Cost: 10ST, plus 1ST for each point of ST restored to the person raised.

Wither (T) - When the spellcaster touches a part of the victim's body, that part will wither and fall into dust. Cost: 6ST.

Spell List

IQ17	IQ 18	IQ 19	IQ 20
Freedom	Animate dead	Enchant weapon	Earthquake
Heat metal	Apport	Magic sword	Raise dead
Slip	Blind	Polymorph others	Wither
Stun	Paralyze	Polymorph self	
Tongues			
Weakness			

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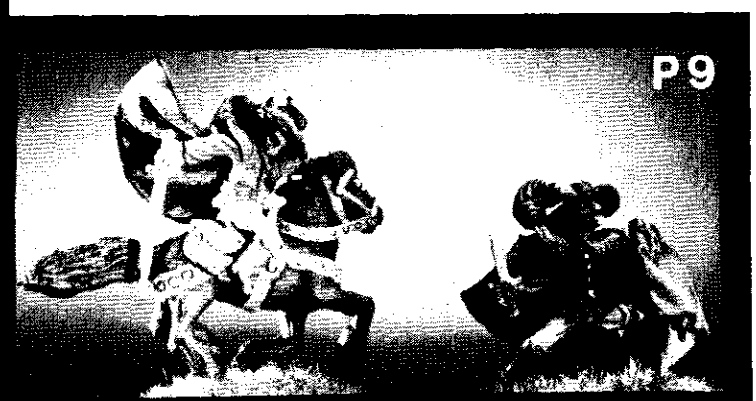

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THE TRIBES OF CRANE

You, task chief of the Leopard people wandering tribe of Crane, sit in your great wagon awaiting news from your swift searching outriders. Suddenly hoof beats approach. The outriders leap from their mounts to your wagon flushed with excitement for they know full well the meaning of their news. But one sector to the North the great merchant caravan of the Impala people has been spotted. The order is given "To arms . . . to arms!" You snap your orders, "Gather my captains of hundreds. Let all know the tactic will be enfilade right. Now my arms, my mount." You heard that Kate, chief of the Impala people, has chosen a stand and defend tactic twice before; will he again? You know also that the Impala people are fine warriors as are all the people of the many tribes. This will be no raid of the strong on the weak, but rather a mighty clash of the ***TRIBES OF CRANE*** *. . . .*

The **Tribes of Crane** is a unique correspondence game, allowing for interaction between players and the fantasy world of Crane and each other through a continuous game that may be entered at any time.

As a new player you will start as the chief of one of the many wandering tribes of Crane. Perhaps your tribe will be of the Sea people or Caravan merchants.

As chief you will know many secrets of your people and their lands, but there will be much you have still to learn of the lost secrets of Crane. It will be you who decide if your people will remain in their familiar homeland or begin a journey to new lands as you strive to increase your herds, train warriors, and learn of the ancient lost secrets that can move your people toward prosperity and dominance.

The land of Crane is a complete fantasy world with a full range of geography from the permanent ice of the polar regions, to the deserts, and tropical forests of the equator.

Cities dot the continents of Crane providing centers of trade and homes for the powerful Shamans and King Lords.

The creatures of Crane are as varied as its geography. Cattle goats and the caribou are the mainstay of the tribes, depending on the geography. But horses and the great mancarrying war hawks are important to the fierce warriors. Many undomesticated creatures also inhabit Crane such as the Euparkeria, a hugh bipedal lizard that feeds on cattle in the grasslands of Crane.

Interaction between players is very common. Alliance, trade, and combat are always possible. Combat is determined in part by a comparison of tactics used by the antagonists, the relative number of warriors, and the geography.

The games objective is to increase the relative strength and prosperity of your tribe which is measured by different criteria, depending upon the type of tribe, and thus obtain points. Players try to obtain high average points per turn thus placing new players on a par with those who have been playing longer.

The Tribes of Crane may be entered for $10.00 which includes the first three turns, a rule booklet, and all necessary material (except return postage). Thereafter, turns are $2.50 each. If dissatisfied after the first turn, you may return the materials for a full refund. A rule booklet may be purchased separately for $3.50.

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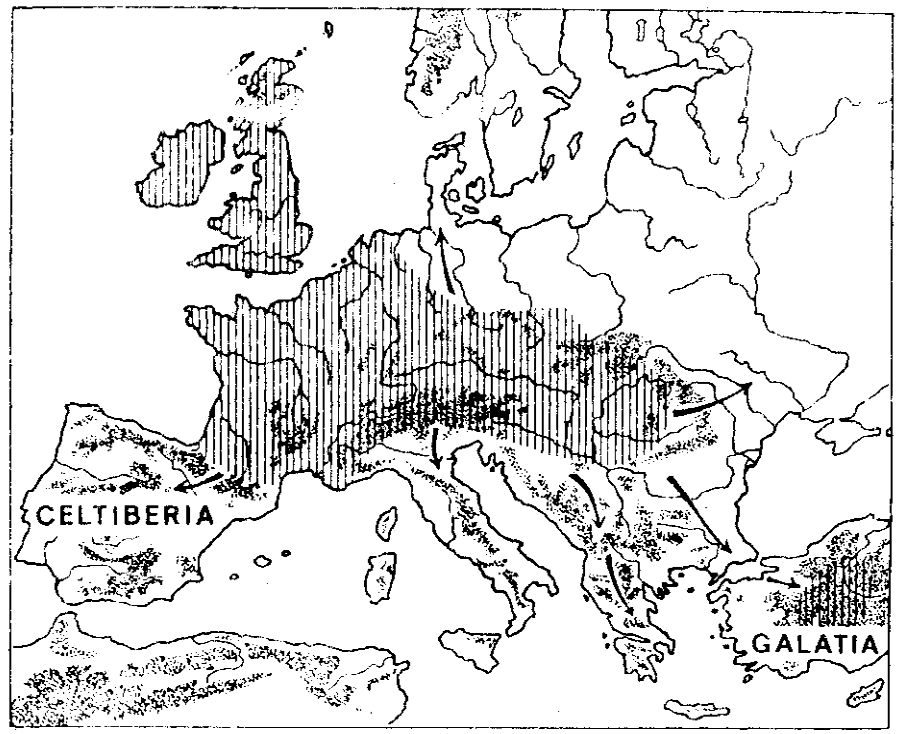
the Druid in fact and fantasy



The Celtic world in the era of the Druid

William Fawcett

Druids as we perceive them today are really the romanticized version of the priest/judge class of the ancient Celts. Ranking immediately below the warrior aristocracy in prestige, the Druid was a vital and influential part of the Celtic culture. The Romans, who were contemporary with the peak of Druid power and development, commented many times on their role in the Gaulish society. Posedonius stated that the Druids were "held in much honor" and Caesar in his Gaulish Wars said that the Druids comprised one of the "two classes of men of some dignity and importance." Caesar later instituted a suppression of the Druidic religion which virtually eliminated it as a force in the Gaulish provinces. The suppression was most likely inspired more by the basically nationalistic nature of the Druid's political role than by religious concerns.

THE CELTIC CULTURE

The culture of the Celts (and Druidism) was widespread and relatively homogeneous. Celtic tribes from the Bactrian Near East to Ireland shared many similar traditions and beliefs. Originating in Central and West Central Europe, stylized art forms have been discovered in Celtic colonies as far apart as Delphi, Iberia, Asia Minor and the Ukraine. Iron working was a developed industry among the Celts with some primitive versions of carbon steel being used. The center of the iron industry was most likely near Paris, judging from the quantity of iron bars and weapons found there.

A very active trade was carried out among the Celtic tribes. Goods regularly seem to have traveled the width of Western Europe and gold and silver coins were commonly used. Many of their trade routes were followed by merchants centuries later.

Though viewed as culturally inferior (as was everyone else) by the early Greeks and Egyptians, Celtic mercenaries were commonly used by the civilized Mediterranean cultures. Tribes of Celts served with the Greeks in Sicily in 368 BC and with the Egyptians as late as 274 BC. Their first appearance is lost in obscurity.

The Celtic culture was "prehistoric" in that writing and literacy were virtually nonexistent. The Celts never did develop a written language that was universally used. Later the written languages of nearby cultures were adopted, particularly Latin after Caesar's conquests. Therefore, the tradition of Druidism was entirely oral. Poetry and memorization played an important part in Druidic education. This is reflected by the inability of a Druid to use any written magical items. Presumably this includes all tomes, scrolls, and similar types of paraphernalia. Logically, even maps or road signs would be unintelligible to a classic Druid, who would most likely have the terrain memorized so well as to not need such aids anyhow.

BARDS AND SEERS

Because of this lack of literacy, a subgroup of the Druids arose within the Celtic culture. These are the Bardoi. Separate from the priestlike Druids, the Bards were actually a distinct subgroup of the Druids and received many of the same immunities and privileges. The Celtic bard was a historian and entertainer, as described in the Player's Guide. The Celtic culture was a Warrior/Heroic culture where personal valor and feats of arms were a key to status. In such a culture it was a necessity to have a group that could spread the tales of your courage or abilities. This was the role of the Bard. Throughout the history of Druidism, it was extremely rare for a Druid to act in any way like a Bard, even the use of rhymes in public.

A third, less distinct subgroup of the Druids is also commonly found in the literature of their contemporaries. These were the Abioi (or Vates or Ouaties) or Seers. This group would study natural phenomena and the movements of sacrifices. From these they attempted to predict the future. Though Seers were also originally a distinct group, even before the Roman conquest of Gaul several references can be found to the Druids themselves performing this function. Eventually this was done by the Druids of Ireland, even as late as the 11th century.

GROVES AND TEMPLES

If a description of the Celtic culture has begun to bring forth pictures of early medieval Europe, it is not surprising The resemblances between the two cultures are numerous. Both were very strongly based in agriculture. Crops and farming techniques differed little. Some horses were raised along with other herd animals, but these were usually the size of ponies; most would stand 10 to 11 hands high at best. This is hardly a suitable mount for cavalry, at least shock cavalry. As such, the Celtic warrior or Druid traveled and fought primarily on foot.

The Celts did use a sort of chariot, often an open, solid-wheeled platform. This is thought to have been derived from Oriental influences. In the early periods of the culture, the chariot was an integral part of Celtic tactics. Their use is described in accounts of the Battle of Sentinum (295 BC) and a few were used by the Averni as late as 121 BC. By the time of Caesar, their use had disappeared from the continent, although the chariot was retained in Britain and Ireland for several more centuries, to lessening degrees.

(Turn to page 31)

ANNOUNCING
The Winners of the TSR Periodicals
INTERNATIONAL DUNGEON DESIGN CONTEST

As you know, we were two months longer in judging the IDDC entries than originally planned, and for good reason. We had some outstanding entries, and the judging was much more involved than we thought it would be.

The primary responsibility for judging the entries fell to the two editors; we then involved the design department of TSR Hobbies in the final evaluations.

The easiest decision, surprisingly enough, was on the winner, which we are proud to present in this issue. Judging an endeavor such as this requires a great deal of subjective evaluation, and we felt the the more judges we had, the less important that aspect would become. As it turned out, all of us were in complete agreement as to the winner. All of the finalists were strong entries in more than one area. The winner, though, had the best combination of imagery, imagination, design, deviousness, and originality in one package. When it came time to rank the rest, we were divided. In the end, it fell to us, the TSR Periodicals staff, to make the final decisions.

All of the finalists earned their positions. Any of the final modules is good enough to be printed, and in months to come, many of them undoubtedly will be.

We would like to thank each and every person who submitted an entry; almost without fail they showed that they were the products of considerable time and effort. To those of you that did not place amongst the finalists, better luck next time. To the finalists, we extend our heartiest congratulations.

First Place

Karl Merris San Diego, CA "The Fell Pass"

Second Place

Stephen Sullivan Sharon, MA "The Pit of the Oracle"

Third Place

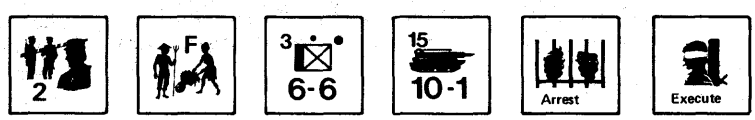
David Luther Denver, CO "The Halls of Beoll-Dur"

Honorable Mention

Richard Cambra Aurora, CO "Death Keep"
David Craig Tacoma, WA "The Demon Orb"
John Hopper Chester Springs, PA "The Pyramid of the Jaguar"
Gay Peyre-Ferry Media, PA "Heimdallson's Hall"
Kenneth Ritchart Boulder, CO "The Castle of the Thusinsu"
Grant Sigsworth Coronado, CA "The Logic of Chaos"
Gerald Strathmann Waukegan, IL "The Stronghold of the Black Earl"

If you think the above titles sound intriguing, you're right, they are! Hopefully, you'll have the opportunity to be seeing some of these finalists in future issues of THE DRAGON. If you like the idea of a module appearing semi-regularly in the pages of THE DRAGON, drop us a line and let us know.

Guerilla Warfare on the Planet Somber



Rich in natural resources, human-colonized Somber is occupied by the 4041st Mykin Clone Regiment and exploited by the Petrochem Orionid interstellar cartel. In the dark, towering bloodtree forests there are swelling bands of human guerrillas; in the coastal dunes are the sympathetic native Glyphs. They have a common goal: drive out the oppressors and establish planetary independence.

The ongoing campaign pits the guerrilla bands of rebelling colonists against the high-technology Mykin military machine. Infantry troops of both sides glide through the bloodtree forests in individual *whisper suits* on missions of patrol and ambush, with the Mykins able to call in fire support from gun platforms, hovercraft, and flex-missiles. However, the action is not entirely military . . .

Equally important is the political maneuvering as each side attempts to gain the loyalty of the uncommitted colonists of the major towns. Propaganda, military victories, and violent political action are the weapons of this campaign. Players may utilize assassinations, riots, kidnappings, arrests, and executions to win the hearts and minds of the populace.

Bloodtree Rebellion includes one operations map, three city maps, 480 counters, and complete rules and charts. The scale is 5 kilometers across each hex, bi-weekly turns, and military units in squads, platoons, and companies. This richly detailed game of future guerrilla warfare/political struggle is available from select hobby and game stores or directly from Game Designers' Workshop. Boxed. $12.98

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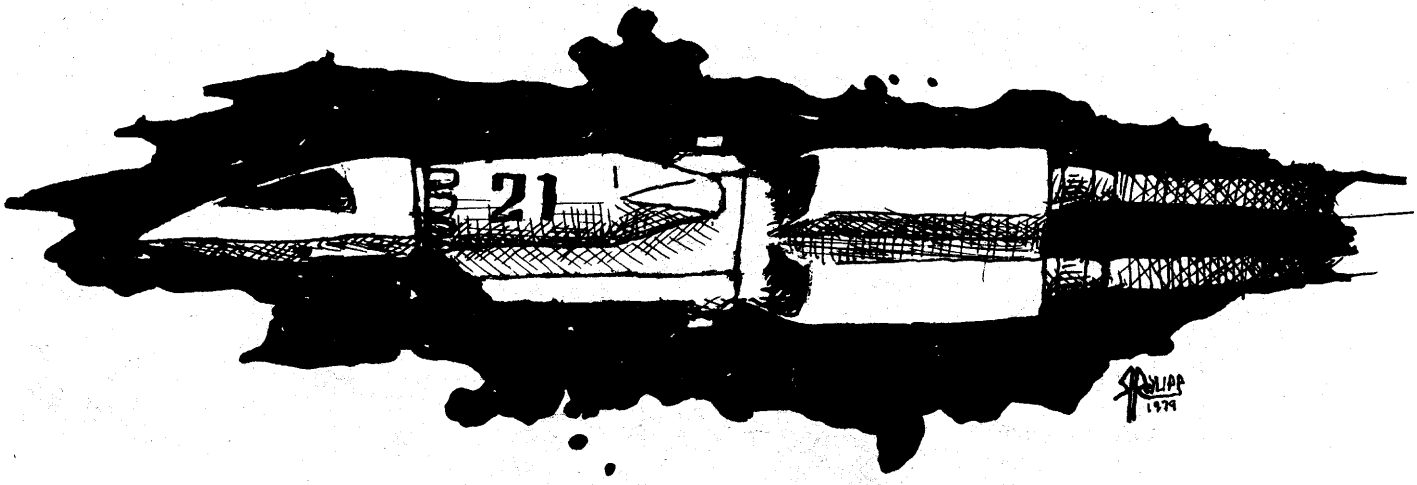

The Traveller Politician:

Diplomacy and Intrigue in the Traveller Universe

Rick Stuart

The current TRAVELLER role-playing system offers players opportunity in abundance to create characters of high skills in an effort to win fame and fortune through a military career. But fame-and for that matter *power*— are to be had by means other than strictly military. For players looking for alternatives or for characters mustering out and looking for a new career, the following variant is offered as an introduction into Imperium politics. Utilizing this variant, players hold terms of office, build individual power bases, cultivate influence, and with a little luck-and a lot of credits—reach for the summit of Empire.

Entering the Political Arena

Players enter Imperium politics in one of two ways: either at age 18 in lieu of a standard military career, or following their mustering out of a given service branch with at least 12 years (three terms) experience. Like the military, the political sphere is divided into distinct branches, briefly noted as follows:

Administrative Politics: responsible for routine functions of Imperial bureaucracy.

The Judiciary: concerned with the daily enforcement of Imperial policies.

The Security Mandate: Charged with the overall defense of the Imperium, as such working with local officialdom coordinating military activities.

The Diplomatic Corps: Deals with the "foreign relations" aspects of empire at various levels.

The Secretariat: Formulates Imperium policy, reserving the majority of executive powers unto itself.

To enter Imperium politics, a player selects a given branch and rolls for acceptance on Table I, meeting his qualifications roll with the help of suitable modifiers where applicable.

Failing to meet a given qualification roll, the player may select a secondary branch of service, repeating the procedure but with a -2DM penalty. If a character age 18 fails on his second qualifications attempt, he is subject to standard military draft as per Booklet I. A player with prior military service may not be drafted again, but failing to meet qualification rolls twice prohibits any further attempts and the player must start looking for another line of work.

Terms of Office

Having successfully entered a service branch, players proceed through individual two-year political "terms of office." During a player's first term he automatically rolls twice on the Power Base Table (III) to determine his initial clout. Beginning with his second term of office, the following procedure is used.

During each two-year term, players must first roll a saving throw against political opposition. Unsuccessful attempts require players to immediately consult the Political Opposition Table (IV) and apply the results as rolled. If an assassination attempt is called for, the player must immediately make a two-dice roll greater that the gamemaster's to survive the action.

Given a successful saving throw vs. opposition, players may again consult their Power Base Table (III) or may instead attempt to gain a promotion (Elevation) within their own respective branch. An unsuccessful attempt at elevation, however, necessitates an immediate additional saving throw vs. opposition.

Having garnered their increase in clout or an elevation in their given term, players now must roll successfully on Table I for reappointment to an additional term. Given successful rolls, there is no theoretical limit to the number of terms a player can hold, but failure to meet a reappointment roll effectively ends one's political career.

Transfer Between Political Branches

While certain branches of politics are "safer" than others with respect to opposition, not every branch affords players equal opportunity for advancement. Accordingly, players may wish to transfer from one branch to another after a time. To do so, players must first achieve level four within their own political branch. Thereafter they may transfer if they successfully make a saving throw against political opposition. Allowing for internal politicking and the limited availability of open slots to be filled, saving throws against opposition in this instance are done with an automatic -2DM. A successful roll will allow the player to enter his new branch at the same attained *level* as currently held-not necessarily the same title!

Benefits and Privileges

Politics, naturally enough, offers certain material benefits and ad-

vantages which those in the military must of necessity do without The Power Base Table III below notes various benefits or advantages that can be accrued while in office. Some, requiring brief explanation, are noted below:

Appeal: Right of personal appeal to Emperor to overturn a conviction of a lower court Success of appeal is judged by standard Political Opposition roll, with an automatic modifier of +2DM.

Bear Arms: Right to bear arms in contravention of local planetary law levels.

Cash Grant: Basic grant of salaries and/or pay increases. Roll 1d6 (x) 10,000 credits per point for *annual* income.

Escort: Player has right of personal escort in contravention of local law levels. Roll 2d6 for number of individuals. These may be armed with any type weapon, with the exclusion only of energy weapons where normally prohibited.

Estate: Acquisition of personal property. Roll 2d6 (x) 10,000 credits value per point More than one estate may be jointly owned and player may resell property using Commerce Value Table as per TRAVELLER Booklet II.

Feudatory: Player—if already noble-receives grant of local autonomy in a given stellar system. Roll 2d6 for number of habitable planets in this "fief." Thereafter, roll 1d6 (x) 10,000 crs. per point for annual income in revenues received from each planet, minus 10% of total as annual "gift" to the Emperor. If player is non-noble, roll again.

Hereditary Noble: Player's noble status made hereditary. All family members raised in social status to one level below family head. Each may roll 2d6 (x) 10,000 crs. per point for immediate inheritance from the Imperium.

Right of Passage: Player has right of reserved passage (High Class) on interstellar transport without costs at any time-even to the exclusion of other passengers.

Rebate: Financial kickback arrangements. Player rolls 2d6 (x) 1,000 crs. per point for annual rebate. This rebate lusts only until player is elevated to the next level, although subsequent additional rebates may be collected. Each term player must roll 1d6. Roll of "6" indicates detection, and player must renounce rebate and make immediate saving throw against political opposition.

Title: Player has been awarded a noble title. Player's social status automatically raised to "11" (Knight/Dame). If player already holds a nobility his social level is then automatically raised by "1."

This variant is specifically designed to allow players the maximum benefit from their educational-intellectual-social backgrounds as possible in contrast to strictly physical ability per se. This notwithstanding, there is little reason why a civilian character generated by the above variant cannot easily fit into a referee's campaign, given a little imagination and effort.

The above suggestions are given as guidelines and not dogmatic truths. Players and referees are encouraged to experiment and modify the above as suits their tastes. In any event, the TRAVELLER politican has now come into his own. Enjoy!

Table I: Political Branches-Requireruents
(roll 2d6)

	Secretariat	Diplomatic Corps	Security Mandate	Judiciary	Admn.
Qualification	9+	7+	6+	6+	4+
Opposition Saving Throw	9+	8+	6+	5+	4+
Elevation Roll	9+	8+	8+	7+	5+
Reappointment	5+	5+	6+	5+	3+

DR Modifiers: Qualification: All branches +1DM Soc. Level 10+, Officer rank prior service level 5+
Opposition: All branches +2DM Education 10+
Elevation: All branches + ( )DM Bribery or Court Influence

Table II: Rankings

Level	Secretariat	Dplmt. Corps	Security	Judiciary	Admn.
1	Director	Page	Agent	Councilor	Administrator
2	Comptroller	Dept. Envoy	Chief	Banister	Technocrat
3	Dept. Envoy	Envoy	Asst. Gvrn.	Prosecutor	Director
4	Envoy	Senator	Governor	Justicar	Comptroller
5	Envoy Extra.	Viceroy	Senator	Asst. Gvrn.	Asst. Gvrn.
6	Senator	Quad. Leader	Viceroy	Governor	Governor
7	Viceroy	Minister		Senator	
8	Quad. Leader				
9	Minister				
10	Emperor				

Abbreviations: Asst. Gvrn. = Assistant Governor
Dept. Envoy = Deputy Envoy
Envoy Extra. = Envoy Extraordinaire
Quad. Leader = Quadrant Leader

Table III: Power Base

All Service Branches: Levels 1-3 roll 1d6; Levels 4-6 roll 2d6; Levels 7+ roll 3d6.

Roll	Secretariat	Dplmt. Corp	Security	Judiciary	Admn.
1	Cash	Cash	Cash	Cash	Cash
2	Cash	Cash	Cash	Cash	Cash
3	Forgery	Bribery	Cash	Cash	Cash
4	Bribery	+l Soc.	Rebate	+1 Int.	Cash
5	Cash	+1 soc.	Rebate	+1 Educ.	Bribery
6	Estate	+l Int	+1 Educ.	+1 Educ.	+1 Educ.
7	Estate	Estate	+1 Soc.	+1 Soc.	+l Educ.
8	Passage	Estate	+1 Soc.	+l Soc.	+l Educ.
9	Rebate	Passage	Bribery	Rebate	Cash
10	Escort	Passage	Forgery	Rebate	Rebate
11	Rebate	+l Soc.	+l Soc.	Title	Forgery
12	Bear Arms	Rebate	Escort	Title	Title
13	Bear Arms	Court Inf.	Passage	Estate	Estate
14	Court Inf.	Court Inf.	Cash	Escort	Cash
15	Court Inf.	Court Inf.	Bear Arms	Court Inf.	Estate
16	Hereditary Nbl.	Cash	Bear Arms	Court Inf.	Cash
17	Feudatory	Feudatory	Court Inf.	Appeal	Title
18	Appeal	Hereditary Nbl.	Court Inf.	Appeal	Appeal

Abbreviations: Court Inf. = Court Influence
Hereditary Nbl. = Hereditary Nobility
+1 = +1 Education, social Standing, Intelligence

Table IV: Political Opposition (roll 2d6)

Roll	
	No effective opposition.
	No elevation attempt permitted next term.
2-3	No subsequent elevation attempt permitted in this branch.
	-2DM next elevation attempt-all branches.
5-6	-3DM next elevation attempt-all branches.
	Pay-off to opposition required: Roll 1 die (x) 10,000 crs./pt.
7	Same as (7), only roll 2 dice.
9	Lose all existing court influence; if none then treat as (8).
10+	Assassination Attempt.

Players may use current Bribery or Court Influence levels as (-) DM on assassination rolls.

Convention Schedule 1980

WINTER FANTASY 4 (Jan. 5-6, 1980)—A mini-convention sponsored by TSR Hobbies, Inc., at the American Legion Hall, 735 Henry St., Lake Geneva WI. No pre-registration necessary, but further information is available from Joe Orlowiki, TSR Hobbies, Inc., P.O. Box 756, Lake Geneva WI 53147.

ORCON IV (Jan. 18-20, 1980)—Sponsored by the Armchair Strategists Club at California State University - Fullerton. Contact: The Armchair Strategists Club, c/o University Activities Center, CSU-F, Fullerton CA 92634.

WARCON '80 (Feb. 1-3, 1980)—The largest annual wargaming convention in the Southwest. WarCon is sponsored by the Texas A&M University gaming club, GROMETS, and will be held in the Memorial Student Center of Texas A&M University. Contact: WarCon '80, P.O. Box 5718, Texas A&M University, College Station TX 77844.

GENCON SOUTH (Feb. 15-17, 1980)—The event is scheduled to be held at the Ramada Inn in Jacksonville Beach, Fla. Contact: Gen-Con South, 5333 Santa Monica Blvd. North, Jacksonville FL 32207.

DUNDRACON 5 (Feb. 16-18, 1980)—To be held in the newly expanded Villa Hotel in San Mateo, Calif. For general information, contact DunDraCon V, 386 Alcatraz, Oakland CA 94618. For room reservations: Villa Hotel, 400 South El Camino Real, San Mateo CA 94403.

WISCON 4 (March 7-9, 1980)—Organized by the Society for the Furtherance and Study of Fantasy and Science Fiction (SF^3), in conjunction with the University of Wisconsin Extension. Information is available from SF^3, Box 1624, Madison WI 53701.

COASTCON '80 (March 14-16, 1980)—To be held in Biloxi, Miss. For information, contact Larry W. Reese, Corresponding Secretary, Coastcon, Inc., P.O. Box 6025, Biloxi MS 39532.

Leomund's Tiny Hut

(From page 17)

Skag Magic-User spell list (learns spells as a regular magic user but only those listed can be used by them—all of these are at +15% for a SKAG MU to learn!)

Affect Normal Fires
Charm Person
Comprehend Languages
Dancing Lights
Detect Magic
Hold Portal
Jump
Light
Magic Missile
Shield
Sleep
Spider Climb
Continua/ Light
Detect Invisible
ESP
Knock
Levitate
Ray of Enfeeblement
Scare
Web
Clairvoyance
Dispel Magic
Fly
Hold Person
Monster Summon I
Suggestion
Confusion
Dimension Door
Fear
Wall of Ice

Skag Magic-Users fight as monsters per their size hit dice alone, while Clerics can add their clerical level(s) to their fighting ability dice.

The Skags are most feared and respected among the Insectoids, and insectoid populations are often run by one or more Skags. Skags are capable of building fairly complex structures but they prefer caves and dungeons.

The Skag has a head that is very similar to that of a grasshopper; the large eyes work independently, and the long antennae are sensitive to smell and air movement, thus making surprise very difficult (1 in 10 chance). The adult Skag is from 6 to 8 feet tall and is very imposing, 0 H. D. figures will run in fear from an adult Skag unless a s.t. versus magic is made. 1 and 2 H.D./level humans and humanoids are allowed a fear saving throw at 10 feet, but at +3.

A "Best Of" Boo-boo

The article entitled "Solo Dungeons & Dragons Adventures" on pages 66-67 in "Best of The Dragon" is incomplete. Because of an error during the reprinting of the article, the first section of Table V does not appear.

Following is the missing section. It should be inserted after Table IV and before the sub-table entitled "Unusual Shape and Size," which was actually the second section of Table V in the original article, published in The Strategic Review, Vol. 1, No 1:

TABLE V. CHAMBERS AND ROOMS: (Roll for Shape and Size, then Exits, then Contents)

Shape and Size : Die	Chamber Shape and Area	Room Shape and Area
1	Square, 20'x20'	Square, 10'x10'
2-4	Square, 20'x20'	Square, 20'x20'
5	Square, 20'x20'	Square, 30'x30'
6	Square, 40'x40'	Square, 40'x40'
7	Rectangular, 20'x30'	Rectangular, 10'x20'
8,9	Rectangular, 20'x30'	Rectangular, 20'x30'
10	Rectangular, 30'x50'	Rectangular, 20'x40'
11	Rectangular, 40'x60'	Rectangular, 30'x40'
12	Unusual Shape and Area, see sub-table below—	

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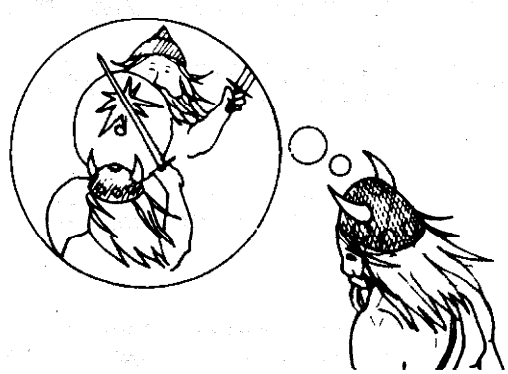

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ANOTHER CHAPTER FROM fantasysmith's notebook

Pity the Poor Hobgoblin

"IS THERE A READER WHO KNOWS NOT THE VALUE OF MINIATURES? LET HIM CEASE READING LEST HE FIND OUT.

When Ye Fantasysmith started this column, a wee voice deep in his consciousness asked "Why fantasy miniatures?" The voice grew with each week that passed until it resembled the din of several hobgoblins. Enough! It is time to confront this blunt question with several pointed answers. Watch out, hobgoblins, you don't have a chance!

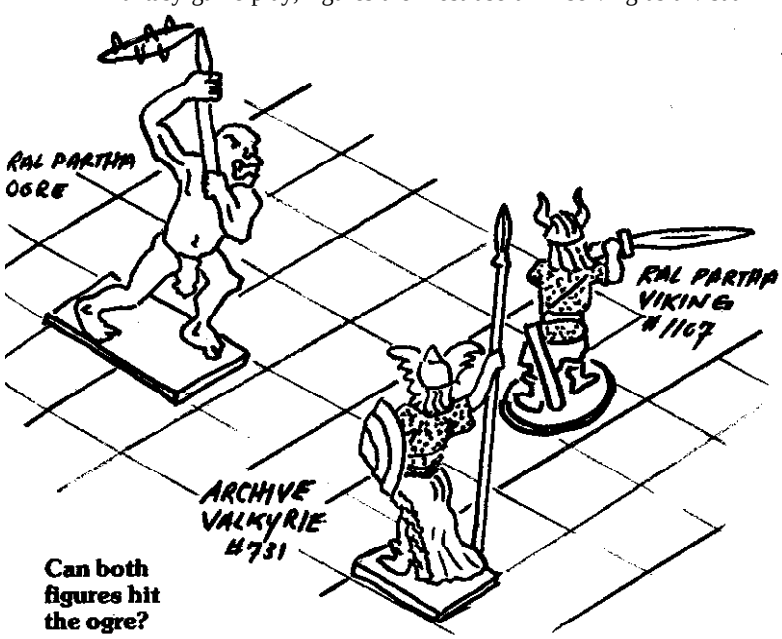
APPLICABILITY OF COMMENTS

Fantasy miniatures are primarily used in fantasy gaming. Therefore, most of my comments will be directed towards this section of the readership. But there are several miniaturists out there who are now producing very creditable fantasy display pieces in 25mm and larger standards. This segment of the hobby will be addressed also.

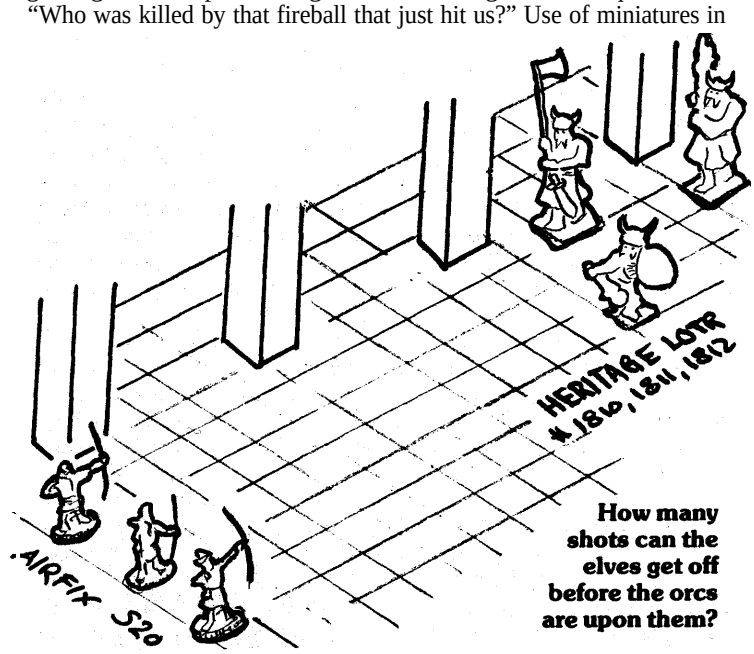
Most of the points made here were validated by a group of fantasy gamers who were interested enough to sign up for a class on "Miniatures and Fantasy Gaming." They provided an ideal audience and discussion panel. Among them were miniaturists who like to produce display pieces, and both new and veteran fantasy gamers. YOU can add to their ideas by simply writing a letter to "FANTASYSMITH," c/o THE DRAGON.

FANTASY MINIATURES AS COUNTERS

In fantasy game play, figures are most useful in serving as a visual counter for combat/encounter situations. They not only show the order of march at any encounter, but also show which figure is where during combat. The main advantage of this is to keep combat segments of the game clear and fast-moving. There is nothing so disruptive to the fun of gaming as an explosive argument stemming from the question of "Who was killed by that fireball that just hit us?" Use of miniatures in game play is illustrated in sketches that accompany this article, and in an upcoming article, "Hobgoblin Encounter."



Can both figures hit the ogre?



How many shots can the elves get off before the orcs are upon them?

Those players who regularly use miniatures on a ruled "gameboard" need never slow or halt their play to argue about:

(1) Any individual or group of characters' ability to move from point to point during a melee.

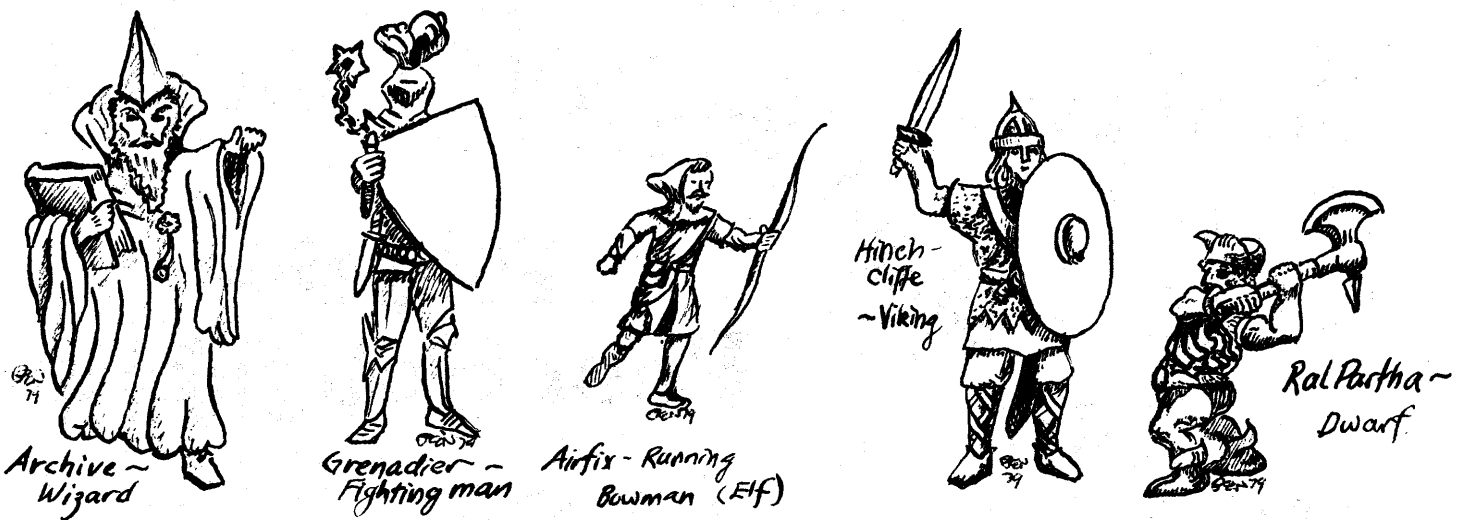
(2) The width of a hall or room and its effect on combat. This is especially true for multiple character actions.

(3) The effectiveness or applicability of any striking or missile weapon that is affected by distance or height factors.

(4) Whether any missile weapon will be blocked by any part of the scenery or one's own party.

VISUALIZATION

But do we really need finely animated and detailed miniatures for play counters? Certainly, unpainted miniatures can be used. For that matter, so can chess pieces, small coins, toothpaste-tube caps, or any of the small bits and pieces of scrap that are normally found about the



home, office, and workshop. Why insist on painted miniatures?

Surely, some type of counter is better than none at all, but the painted miniature is more than a counter. It helps the player enter into the spirit of true fantasy by allowing quicker and better visualization of a fantasy situation. When figures are of the proper scale, relative sizes of player characters versus monsters are emphasized. Visual indications of figure capabilities are also immediately apparent. The magic user's staff, cleric's mace, dragon's wings, and orc's arrows need no further explanation.

CHARACTERIZATION

The tiny figures used in play give opportunities for fuller use of imagination and even for expansion of the player character. Several of the newer characters-those of Ral Partha's Wizards, for example—are detailed and well-cast enough that their facial features actually show personality. (The Ral Partha figures referred to have already been seen in this magazine.) Developed character personalities create a new dimension in role-playing fantasy. Isn't it more interesting to imagine the reaction of a *pensive* elf or a *cantankerous* dwarf?

Even when actual character traits are not identifiable from facial features, the position and painting of the figure will suggest them. This projection of character traits increases player involvement and enjoyment, and can make for more energetic and inventive play. Adding traits to all characters, including henchmen, hirelings, and humanoid opponents, will suggest new situations and new solutions for old ones.

Most fantasy players use the same miniature figure to represent the same character, no matter what the level or physical condition of the character is. By using the same figure, it is easier to remember character traits and personify the character. This figure becomes an "alter ego" to some players. As long as some balance is kept in the player's mind, this makes for more enjoyable and realistic campaigns. The character you relate to will not normally do foolish things such as attack a group of fire giants without a lot of assistance, and will think out a way around the obstacle they represent.

ADDITION OF COLOR AND PAGEANTRY

Painted miniatures can be depended upon to add color to gaming. This is literally true. Color, animated form, and figure activity add visual interest and pageantry to games. Miniature modellers are particularly fond of the lack of restrictions fantasy modelling allows. Standard uniforms and colors are not required since there is no historical restriction. Even restrictions placed on ancient and medieval figures are waived for fantasy figures. For instance, it is very possible for someone to tell you that the Roman centurion that you just finished painting needs to be repainted. For instance, the "expert" says that Romans historically had no bright blue dye for cloaks and other cloth items. If, however, you were to tell this miserable snob that this was not a *Roman* centurion, but a commander in the Omnipotent Asure Legion from *Empire of the Petal Throne,* there could be no valid criticism. Who knows what colors lurk in the annals of fantasy? Only you do, and no one can tell you differently.

While fantasy modelling doesn't require the strict accuracy that historical modelling does, it still allows the modeller to use his favorite historical sources. This is a definite advantage. Any period of history prior to about 1200 can be used as a source of inspiration for ancient/medieval fantasy miniatures. And if you really want to model your figures after some other period, you can do so within reason. Your own favorite sources of inspiration may be interesting to others. Why not send in their titles?

ORIGINALITY IN SCRATCHBUILDING

For serious modellers, fantasy miniatures often have something that is lacking in most other forms of modelling—the challenge of producing a finished figure without somebody else's model to follow. Originality, craftsmanship and technical skill is thus at a higher premium for original fantasy modellers than for the 125th person to complete a diorama of part of Waterloo. Because of the 1/72nd scale of fantasy, the physical problems of creating settings and animation of large monsters are minimized. You don't have to build them as large as you would in, say, 54mm standard. This allows additional modelling freedom, since lighter materials can be used for dioramas or scratchbuilding. Craftsmanship and skill are harnessed to imagination rather than to strength of materials or other such physical laws. Great satisfaction can be obtained by turning out a competent piece that no one else has thought of yet.

It is this satisfaction that *Fantasysmith's Notebook* is aimed at increasing. Precious little about fantasy miniatures has been written before now. Figures are regularly reviewed in hobby magazines and painted pieces are on display at the hobby's conventions and at hobby shops. But there is no guide for those who want to get from the raw figure to the finished work. Standard military miniature painting gives clues (see list of good sources), but may not cover those areas that are of particular interest to the fantasy modeller. This column's continuations, plus the acknowledged suggestions of you readers, will fill that gap. Future articles in this column will continue to expand on the theme of fantasy modelling and the satisfaction it can give the hobbyist.

SUMMARY

Fantasy modelling is always open to question: Why, indeed, do you need fantasy miniatures? The answers given above can be summarized. Aside from their intrinsic beauty, they are useful in defining fantasy gaming action as well as strengthening the fantasy involved in role-playing games.

Fantasy modellers sometimes need reasons for their hobby, especially when confronting those who do not understand it. The reasons given in this article, together with the native inspiration of the reader, may be enough to convert a dedicated scoffer into a role-player who swears by finished fantasy fancies.

(Turn to page 44)

Druids

(From page 21)

Perhaps the widespread forests that covered much of the Celtic lands limited the tactical advantages of the chariots. These same forests gave rise to a large number of timber-based industries. These deep, and—to the Romans, from whom we have most of our information-ominous forests. (Hades was surrounded by a dark forest) were a basic factor in the Celtic culture. From Roman writings has been passed down the importance of oak and mistletoe. Since it was one of the basic parts of the economy in their culture, it is not surprising that the forest itself and the powers behind it took a primary role in the Druidic religion.

The Celtic culture of the Druid was not a peaceful world. Warfare was a constant fact of life for the Celtic tribes. Wars on all levels were common, especially petty warfare between tribes or families. Simply put, in a warrior culture it was necessary to have wars in order to provide a means for the warriors to practice their trade and achieve distinction. Reflecting this is the large number of fortifications which have been uncovered from this period. Most of these are earthworks of varying sizes on hilltops or in the centers of large plains.

The weaponry of the Celts would be familiar to any D&D player in that they favored the sword, spear, and shield. Armor was uncommon, as were helmets. Again, this may reflect the emphasis on individual courage and heroism in their culture. The Celtic warrior fought with his fellow tribesmen and allies. The occasional outstanding leader could convince several tribes to cooperate, such as Vertogorex did against Julius Caesar. Celtic tactics were to rush forward frontally and overwhelm the enemy, with little in the way of formation.

With this large number of antagonistic tribes (Ptolemy lists 33 major tribes in Britain; one in Ulster contained 35 smaller tribes), the Druids were the force that united the culture.

THE ROLE OF THE DRUID

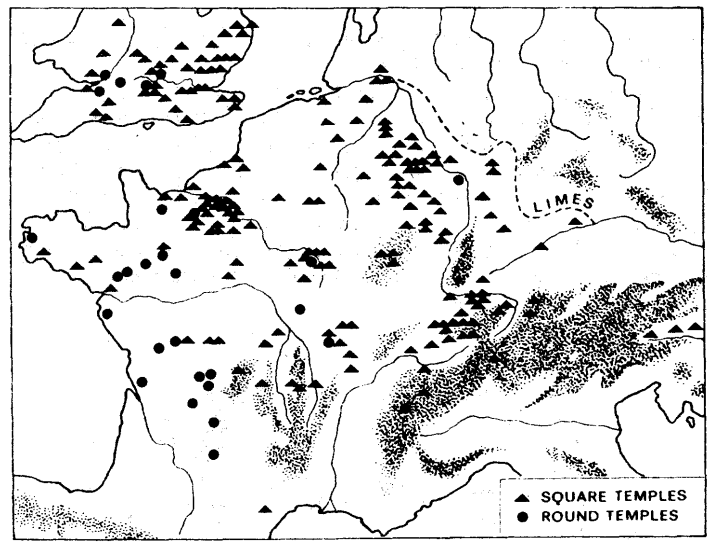
Perhaps the most important role that the Druid played was as a mediator of disputes. Strabo stated that the Druids were able "to restrain the hands of their fellows." Diodorus, a few centuries later, stated more broadly, "thus even among the most savage barbarians, anger yields to wisdom." The Druid was the peacemaker who could intervene in any armed dispute. Because of this and the Druid's role as the judge in civil matters, the person of the Druid was inviolate to all Celts. He was not to be interfered with or harmed by any man. To do so was to be cursed and an outcast from all the tribes.

In return for their special status and protections, Druids were asked to hold themselves above all partisan activities. A Druid was ideally totally neutral in all disputes and wise enough to judge all cases on their merit alone. To vary from this was to cease to function as a Druid in one of his most vital roles, a role that was needed to keep the Celtic culture from fragmenting from its own internal pressures. (Some additional spells and abilities are suggested later to reflect the "peacemaker" aspect of Druidism.)

During the more recent centuries, the Irish Druid varied greatly from his earlier namesake. Referred to often as the Aes dana (men of special gifts), the Druid in Ireland eventually became a partisan member of a tribe or group. Also, the role of seer was often expected of the Irish Druid in later centuries. There are even some Irish ballads that tell of a Druid joining others to shame a hero into joining a battle. Conchoban, a famed chieftain in Ulster, was the son of Cathbad, a renowned Druid who had himself led a warrior band in his youth. With only these later exceptions, however, the role of the Celtic Druid was that of neutral arbitrator.

THE DRUID AS TEACHER

The Druid was basically then only "educated" class in the Celtic culture. They often served as teachers to the youth of the aristocracy. Great prestige was available to a noble whose sons were instructed by a well-known Druid. this role as teacher-especially as itinerant teacher—also helped to link together the Celtic society. It is not unreasonable to introduce into your campaign the fact that a Druid would be fed, housed, and even rewarded by a noble in exchange for instructing his children. This could be easily treated in the same manner as you treat the exchange of their subgroup, the Bard, of songs for hospitality. As per tradition, much of this teaching was done in sacred caves or in clearings in the everpresent deciduous oak forest.



Distribution of Romano-Celtic temples

TEMPLES AND GROVES

There are, surprisingly, virtually no ancient references to Sacred Groves as places of worship. It is possible that part of this tradition is based upon the use of clearings for the teachings discussed above. Impetus may have been added by Caesar's reference to a great annual assembly in a "Sacred Place" in the territory of the Camutes. possibly near Milan. Most references to a "Sacred Grove" are found in literature dating from the 18th century and later. There was during this period a definite effort in Britain, spurred undoubtedly by the nationalism of the British Empire, to show that the British Druid was actually a direct descendant of Noah. This led to a correlation between the Druid's groves and those described in the Old Testament as used by the Jewish

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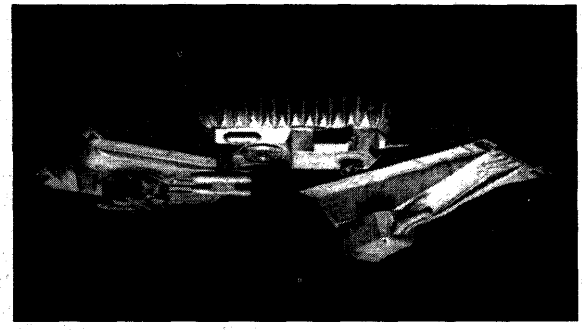

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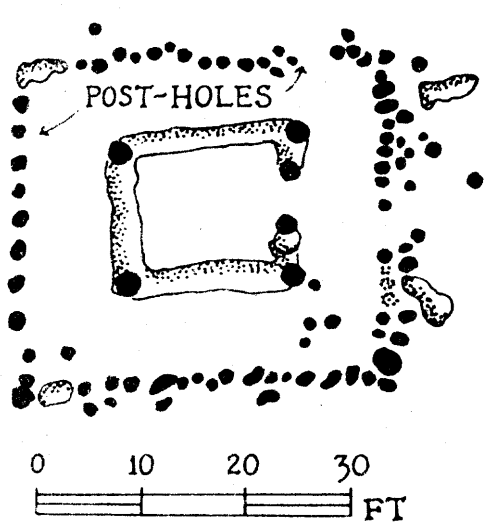
patriarchs. The image caught the public's fancy and has been an integral part of the Druidic myth ever since.

Actually, the remains of numerous temples have been found throughout the areas dominated by the Celts. Generally these were made of timber and were square or rectangular in shape. Most consisted of an outer wall and a central building (see diagram). Often a larger earthworks surrounded the entire area and possibly some nearby dwellings. Several graves, possibly of the priests, have been found within the temple grounds. Both men and women did serve as Druids, and one of the richest graves yet found is that of a female who is speculated to have been the priestess of the temple.



Plan of timber built temple at Heath Row, Middlesex

THE RELIGION OF THE DRUID

The origin of the word "Druid" is not clear. It is possibly the Latin (Druidae) translation of the Gaulish Druvis or Druvids. The actual term was most likely coined by Greek or Roman authors. "Drus" is Greek for oak tree and "Vid" is the Indo-European phrase "to know." It would be an appropriate derivation for a religion based in the deciduous forests of Central Europe.

The Druids actually seemed to have a pantheistic religion. There were many gods, many of whom were undoubtedly based in the Nature that surrounded the people and upon which they were so dependent. It seems likely from the variation of the wooden votive images found that there was a tendency for some cults to become quite dominant in an area. Again, it is from the 18th-century idealized view of the Druid as a "pure primitive" being closer to the Natural Truths that we get much of our view of the Druid as being concerned primarily with the things of the woodland. It is likely that many Druids were quite knowledgeable in the area, but little of the literature about them even refers to that knowledge, until their renewed popularity in Britain. It is perhaps more valid to speculate that the Druid would be just as concerned with agriculture.

The Druidic religion had its darker aspects also. References to these are common in contemporary literature of Rome, but have tended to be glossed over when the later, romanticized Druid was discussed. Human sacrifice was evidently not uncommon in the practices of the Druids. Several of their religious decorations feature the image of a giant god drowning a victim in a sacred cauldron. Cimbri, a Celtic chief, is reported to have sent to Augustus Caesar "the most sacred cauldron in their country" as a diplomatic gift, sacred cauldrons of iron being a common part of Druidic ceremonies. Strabo, recording the event, then goes on to explain that the cauldron was used to sacrifice prisoners of war by having their throats slit over it. The human skull is often found among the votive gifts in temple sites. One dominant cult in Gaul is, in fact, referred to as the "cult of the severed head" in reference to the main item used in decorating the walls of their temples and forts.

The fact that the Druids buried their dead with useful utensils and weapons substantiates the statements that the Druids believed in an afterlife. It was, it seems, common for a Celtic chief to have burned with him virtually all of his possessions. Julius Caesar describes the funeral of a Celtic noble as being "splendid and costly" in view of the standard of living.

There are many references to the use of the symbols of the forest in the Druidic religion. Oak and mistletoe are a recurring theme. Druidic temples were almost always wooden and their images carved from hardwoods. The favorite magic referred to is the ability of the Druid to curse those who defy his decisions (most likely a banning rather than a spiritual curse). As the major center of literacy, the Druid was also the expert in medicine, especially in the use of herbs. Pliny gives us several accounts of "charms" the Druids wrought using herbs, mistletoe, and, in one case, sea urchins.

The Druids were a class of well respected, protected, and learned men who served a vital role in Celtic society. Together with the Bards and Seers, they formed the priesthood and literate class of the Celts for the entire history of the culture. The Druid himself served many related functions. In times of war, or in armed disputes, the Druid was a mediator. In peacetime the Druid was the civil judge, educator, and source of needed knowledge in matters of all types. Always, the Druid was the priest of the Celtic culture.

DECLARATION OF PEACE

A new Druidic ability

Although the Druid, due to his involvement with life, is unable to turn undead, his role of the peacemaker gives him a similar ability with most humanoids. Before or during any armed combat if he has not struck any blow, a Druid has the ability to make a Declaration of Peace. This declaration has a 10% plus 5% per level (15% 1st level, 20% 2nd, etc.) chance of causing all armed combat to cease for two rounds per level of the Druid. This does not affect magical combat in any way, nor will it stop a humanoid who is in combat with any non-humanoid opponent. Once the combat is stopped, any non-combat activities may take place such as cures, running away (and chasing), blesses, magic of any form, or even trying to talk out the dispute.

After peace has been successfully Declared, combat will resume when the effect wears off (roll initiatives), or at any time earlier if anyone who is under the restraint of the Declaration is physically harmed in any way. This could be caused by an outside party or even by magic, which is not restrained by the Declaration. A fireball going off tends to destroy even a temporary mood of reconciliation. Once a Druid strikes a blow or causes direct harm in any way to a member of a party of humanoids, he permanently loses his ability to include any member of that party in a Declaration of Peace. The Declaration of Peace affects all those within the sound of the Druid's voice, a 50' radius which may be modified by circumstances.

DRUIDIC MAGIC ITEMS

The cauldron played a large part in Druidic ceremonies. Below are listed several types of cauldrons that might be used by a Druid. All are usable only by them. Cauldrons are made of iron, 1 to 1½ feet in diameter, and rather heavy.

Cauldron of Warming: This cauldron has the effect of being able to warm any liquid placed in it to its boiling point without the aid of a fire or other outside heat.

Cauldron of Foretelling: The possessor of this cauldron can cast one extra augury spell per day by concentrating on the swirling of mistletoe in the water within it. The augury takes effect as the water is magically heated.

Cauldron of Healing: Once per week this cauldron will turn a mixture of crushed pearl (100 gp worth), mistletoe, and wine into a potion that will heal 1-4 points of damage.

Cauldron of Restoring Freshness: Any herb left in this cauldron overnight and sprinkled with salt, sugar, and ground pearl (100 gp) will be restored to the condition it was in one day after being picked. This will not restore any herb that was consumed or turned to dust.

Cauldron of Fresh Water: This cauldron fills three times per day with pure water.

Cauldron of Ambrosia: Once per week this cauldron produces one

gallon of a golden wine with an exquisite taste. This may be sold for a minimum of 50 gp or has a 50% chance of distracting any non-intelligent monster, if splashed before him, with its tantalizing odor. This wine sours to vinegar in one week.

Cauldron of Blindness: This cauldron taints any edible placed within it so that when it is consumed or rubbed over the body, blindness for 1-3 days ensues. It is otherwise indetectable from a Cauldron of Warming or a Cauldron of Restoring Freshness.

Cauldron of Entrancement: This cauldron appears to be a cauldron of Foretelling, but any Druid using it is entranced by it and cannot tear his eyes away (as a charm). If he is physically removed from this cauldron, the shock will render the Druid unconscious for 1-4 hours.

Cauldron of Creatures: Once per week this cauldron allows a Druid to become polymorphed into any natural animal, bird, or reptile. This is done by sprinkling into fresh water a powder made of crushed ruby (500 gp minimum value), mistletoe, mandrake, and some part of the creature desired. The polymorph will last for up to one week, but can be ended at any time by the Druid who is changed. Treat otherwise as a Polymorph Self, but the Druid is only rendered unconscious if he fails system shock.

Cauldron of the Arch Druid: Traditionally the possession of the Arch Druid, this cauldron has the powers of all the cauldrons listed above. Each power may be used once per week. Druids lower than 10th level have a 50% chance of not getting the power desired. (Roll a 10-sided die for the effect. On a roll of ten the cauldron cracks and is useless.)

HERBS

The Druid was, as mentioned, an expert in herbs and their use. During the Middle Ages, dozens of herbs were said to have had magical powers. A majority of the herbs listed below should be comparatively rare and difficult to find. Due to their usefulness, they will never be found growing near areas of human habitation or along roads or other places where easily found. A Druid should probably need to make a special effort to seek out these plants in remote forests and clearings. Even then, potent herbs would be hard to find. Possibly a 3% per level likelihood of discovering and recognizing any one herb, with the probability doubled if only one particular herb is being sought, would give the appropriate level of difficulty.

The herbs of the Middle Ages were divided into those used for Black Magic and those used for White or Protective Magic. Listed below are several examples of both types. Listed with each herb's common name is its botanical or Latin name to assist those who wish to do further research into their "powers." In nearly all cases the usefulness of the herb is limited in duration. Once the leaf, root or whatever has wilted or dried, its effect should either disappear or be greatly diminished.

Black Magical Herbs

Satan's Feces (Ferula Assafoetida): The roots of this very rare herb act when eaten to give the user protection from any devil (not demon) summoned by him in the same manner as a pentagram. The duration is limited (1-8 turns) and varies with the freshness and potency of the root.

Devil's Hand (Orchid Gymnadenai): The orchid has often been associated with Satan in mythology and you may wish to include several types of the beautiful, but foul-smelling, flower in your campaign. If struck with the blossom of this plant while being cursed, a character will have 3 subtracted from his saving throw.

Mandrake (Mandragora Officinarum): The mythology of the Mandrake could be an article in itself. Suggested here are two of the more common powers attributed to the herb. The fruit of the Mandrake is called the "devil's testicles" and is used in ceremonies relating to fertility. This plant is greatly treasured by evil Magic Users, as it is needed in the creation of orcs and greatly increases the fecundity of any goblin-class monster. The root of the Mandrake has been granted by myth to have healing abilities (and so should really be considered white magic). Consuming the root will cure 8 points of damage, minus one for every day since the root was picked.

Giant Puffball (Calvatia Gigantia): This large fungus can be up to 1' across. When burst with the proper incantation, it will act as dust of sneezing and weeping for a 10' x 10' area. It is rather fragile and will burst with any hard blow.

Black Hellbore (Hellboris Niger): This was attributed by the French to cause witches to become invisible and so be able to fly undetected. The dust from three roots of this herb will cause whom or whatever it is sprinkled over to become invisible for 3-8 turns. If the dust is washed or blown away, the wearer becomes visible. This herb does not lose its potency over time and so can be accumulated.

Linden Tree Leaves (Tilia Vulgare): When crushed into wine, they are said to give the drinker a glimpse of the future. Treat as a very limited augury spell. A side effect is that it causes the user to also become very drunk immediately after the augury.

The Centaury (Esythraeci Centarium): A love philter.

Moonwort leaves (Botrychium Lunaria or Lunaria Annua): They cause any horse that trods on them to go lame.

Sweet Basil (Ocimium Basilicurn): When mixed with horse dung, it will produce a scorpion of normal size, but of double potency, as related in the 17th century Decameron.

White Magic

Mistletoe is vital to Druidic spells and is treated fully in the Player's Guide.

Benedicta (Geum Uranum) protects against venoms when worn around the neck; add +2 to all saving throws. The effect lessens two weeks after picking.

A sprig of Rue (Rata Graveolens), when dipped in holy water and rubbed on the body, will add +1 to saving throws against evil creatures. This effect uses up the sprig and lasts for four hours.

The Sacred Herb (Verbena Officinalis) was actually used by the Druids in their "lustral water." When drunk with wine, it causes +2 strength and uncontrollable lust for 3-8 turns.

The Hypersicum (over the phantom in Greek) is an herb that adds +l to any cleric's die roll for turning undead. The herb must be consumed in the round immediately before the Turn is attempted and the effect lasts for only the round after consumption.

Charlemagne's Herb (Carolus Magnus) was said to have been given to Charlemagne when his army was struck by a plague. This very rare herb cures any disease if consumed within three days of being picked.

Lycopodium is said to have been used by Druidic nuns on the of Sain in the Loire valley. It was picked with a very complicated ritual (25% chance minus 2% per level of error) and was said to bring good luck. Treat as a +1 luckstone for 30 days after picking.

The root of the Peony (Paeonia Qfficinalis) or the paeonia to the Greeks, was felt to have been blessed by Paeon, the giver of light, with the ability to protect the wearer against magic. The dried root worn in a pouch on a leather thong around the neck will add +2 to one saving throw against magic and then turn to useless dust. If worn, it will react to the first spell thrown at the user.

Springwort or Blasting Root (Euphorbia), if eaten by a thief immediately before an attempt is made to open a lock, will add 10% to the thief 's likelihood of success. The root loses 1% of this effect for every week since it has been dug up to a minimum of 5%. The entire root must be eaten, and the effect of several roots would be non-cumulative.

Scarlet Pimpernel (Anagallis Arvensis) is said to have sprung from Christ's blood at Calvary. It was thought to be a potent cure for the magic of witches. The leaves when eaten act as a dispel magic spell equal in level to the level of the Druid who picked the plant. After 30 days this ability is lost and the leaves become a mild narcotic causing the user to sleep for 1-4 hours.

Mugwort (Artemisia vulgaris) was said to protect against "flying evil things." If a fresh sprig of the plant is carried so as to be visible from above, the wearer will be undetectable by any evil creature that is in flight unless the monster saves versus spells at -3. If the creature does save, it will be attracted to the wearer before all ordinary party members.

Coco de mer (the seed of the Lodocea) was thought to be a preventative for poisons. If a poison is drunk from a cup made from the very large seed, it will have no effect. Needless to say, this seed is very rare and highly prized by kings, lords, and others who might be the object of assassination attempts. The cup keeps its potency for 1 year.

You will probably wish to add your own herbs to this list. Many drugs we are familiar with today, legal and illegal, are the products of herbs. You may even wish to add some of your own inventions that have beneficial effects and annoying side effects.

WRG Rules Modifications:

General Rules Armor & Infantry 1925-80

Michael Reese

Morale

Delete the morale rules provided.

Morale checks can be done for whatever sized unit is affected.

a. If a leader is lost then the roll MUST be for ALL units under that leader's command.

b. If a small unit (vehicle or fire team) in a platoon, company, battalion, or larger unit is lost the check can be for any of the mentioned units, at the player's discretion. This decision must be made before the morale is checked. Using higher units usually negates penalties for % casualties but also bonuses for supporting armor and commanders and the danger of snake eyes being thrown is always there.

c. Units separated from their main force (such as two tanks from a platoon of five) by a distance of 200 meters or more can be considered as a separate unit.

d. If a check is made and the morale fails then the same sized unit must keep checking. Thus, if a platoon size check is made and fails then the platoon must recover. A check for the company to regain the platoon's morale on the next turn cannot be made.

Check morale when:

1. A unit suffers casualties.
2. An AFV is penetrated or immobilized.
3. Your unit leaves cover and advances into fire or performs or attempts to perform an heroic, suicidal act.
4. Your unit is surrounded/cut-off or over-run.

Check morale by deciding on the size unit making the check and then throwing two six-sided dice and modifying the result using the table below.

MODIFIERS

-2 Unit has lost its ranking member, officer, NCO, or team leader
-2 Unit being enveloped or overrun
-1 Unit strength is at or below 3/4 of full level
-3 Unit strength is at or below 1/2 of full level
-4 Unit strength is at or below l/4 of full level
-1 Neighbor within 250 meters was eliminated this or last turn
+2 Unit encouraged by a friendly unit to its front it can see
+1 Unit steadied by presence of higher ranking leader than its commander within 200 meters
+1 Unit supported by armor within 200 meters
+1 Unit supported by artillery suppressing nearest enemy post
+1 Unit no longer under fire

Losses for % strength are cumulative.

Morale State

-7 to +2 Unit disintegrates into a rout, flees as fugitives or surrenders, abandons weapons but not AFV*. If unit retreats off of the board or three melee checks in a row result in a rout result the unit is lost. Units may not fire. (*unless AFV is immobilized or under air attack)

3 to 4 Unit retires in good order to a less threatened position, evacuates penetrated armor but saves weapons unless in a melee. Evacuates an immobilized vehicle. Retiring units may fire.

5 to 7 Units refuses to leave protective cover, will drop to ground in the open and take whatever cover is available in present position. AFV will halt and not advance but may retreat. Personnel evacuate a penetrated AFV.

8 or greater: Unit acts freely. May reenter evacuated armor. New leader takes over.

WWII. Japanese troops have +2 morale

MODERN 1950 - present. Israeli & Chinese have +2 Morale

Soviet forces engaged have +2 morale until the entire force committed to action exceeds 50% casualties. For morale checks involving the loss of a leader Soviets do not use the +2 morale bonus.

Melee

If opposing infantry come into contact they melee. Each player throws one six-sided die. Throw one time per bound. Higher number wins. On ties both sides are locked in combat and the melee continues into the opponent's bound. A larger unit cannot have losses exceeding the smaller unit involved in the melee. This may result in squads being reduced from squad size to fire team size.

Modifiers:

Add "1" per extra fire team over enemy's strength.
Add "1" if enemy is neutralized.
Add "1" if your unit is a commando, paratrooper, or ranger
Subtract "1" if attacking up-hill or an enemy in a structure.
Subtract "2" if attacking a unit on a river bank from the river.

Infantry

Modern Organization

A. Units are organized as fire teams (FT) of 3-5 figures on a 1/2 inch square counter. Counters can be used without the figures as well.

B. The fire teams are labeled as to the main type of firepower they carry and any antitank weapons they have. For example a LMG fire team carries a light machinegun as its main weapon. A Rifle-DRAGON fire team with 3 LAWS would carry rifles as their main weapons plus a DRAGON antitank missile launcher and 3 LAW antitank rocket launchers.

Weapons Use

A. For small arms fire the following applies:

1. For a LMG fire team use the Bipod MG classification
2. For a Rifle team use the appropriate rifle classification
3. For a US Recon team or any other team of 5-8 men with a LMG and rifles use the best choice at the range fired between the bipod LMG and appropriate rifle classification.

B. The above weapons include the fire of the entire fire team. In addition individual antitank weapons may be fired/launched at the same time and at the same or separate targets from the small arms fire.

1. Antitank weapons include individual antitank rockets, infantry antitank missiles, and recoilless rifles.

2. Antitank weapons do not include HE, smoke, or antitank hand grenades.

C. Hand grenades, if thrown, are considered to be thrown by the entire fire team at one time and only antitank weapons may be used at the same time as grenades are thrown. Maximum range is 25 meters and the chance for a hit is one chance in six (a "6" on a six-sided die). No modifiers of the accuracy are used.

Effect of Fire

A. Small arms fire from a fire team neutralizes one target.

B. Hand grenades hitting a target neutralize one target. Treat as a 2" mortar for HE, and portable Antitank weapons 60mm in size for AT grenades. Grenades in a foxhole or open-topped AFV is a "2" to KO.

C. "Other AT weapons" neutralize one target.

D. Stacking limit is one squad. Stacking over one squad or two fire teams is allowed but if fired upon and hit every unit in the stack is neutralized and rolls for KO. Grenades hitting any size stack neutralize the entire stack. Roll for each unit for a KO. (stacking refers to infantry units made of counters)

E. Losses by infantry are by counter except in a melee the equal of half a squad counter may be lost in which case a fire team counter replaces the squad counter.

WWII Organization

A. A counter is used as a squad instead of as a fire team as in moderns except for certain units such as the recon fire teams carried in the German 250 halftrack series and teams such as medium machinegun or bazooka teams and HQ units.

B. The squads are labeled as to the main type of fire power and how many fire teams they consist of and what extra weapons they carry. A German or British squad is normally a LMG Squad. The German squad would have a LMG-Fire team and a Rifle-Fire team. The British squad would be the same. In Moderns we use two counters. In WWII only one counter is used. A Russian rifle squad would have two Rifle-Fire teams. A U.S. Armored infantry squad would have two rifle teams and a bazooka team. A U.S. Leg infantry squad would have three rifle teams. Other weapons, LMG teams for the Soviets, MMG or HMG or mortar teams would have a separate counter representing the weapon and crew. WWII German teams can be equipped with panzerfausts as if a modern team with LAWS.

C. Each team in a squad gets to fire. Thus a German LMG squad, represented by one counter, could fire twice at different targets. The LMG team in the squad would fire as a LMG and the rifle team as rifles. Any panzerfausts carried could also be fired.

D. Losses are by squads/counters. A squad hit by the fire from another squad's fire team can be lost. It is neutralized and a die rolled for KO. A squad with a LMG team and rifle team and two panzerfaust could, theoretically, KO two tanks and two enemy squads in the same fire turn.

E. Handgrenades work the same as for Modern.

Smoke

A. Smoke is always fired first. Other weapons fire after smoke by indirect or direct fire weapons is fired. Smoke drifts at the beginning of a fire phase of a bound. Smoke is removed at the end of a fire phase of a bound.

B. Change drifting smoke from drifting one puff per turn to drifting two puffs per turn. It is removed at the rate of three puffs per turn.

B1. Smoke projectors fire twice before needing to be reloaded. They take one turn to reload but must be reloaded from outside of the tank.

C. Individual direct fire using smoke ammunition uses the following table if the round misses using individual direct fire.

Roll a six-sided die.

1. 100 meters short	4. 100 meters long
2. 50 meters short	5. 150 meters long
3. 50 meters long	6. 200 meters long

SMOKE AMMUNITION should be severely limited only to AFV who would normally be in a direct support role such as the US M7 or M8 SP howitzers, German SG guns and infantry support howitzers, and Soviet SU.

D. Units may not fire through smoke. There is a blind area behind smoke of at least 500 meters when looking up to. or down from higher terrain.

E. WIND DIRECTION. Use an 8-sided die. "1" is toward one player.

1. No wind	5. No wind
2. 45 degrees	6. 225 degrees
3. 90 degrees	7. 270 degrees
4. 135 degrees	8. 315 degrees

Artillery/Indirect Fire

A. Indirect area fire and direct area fire at targets over 1500 meters away (direct area fire only and by guns and howitzers only) use a modified map fire procedure. The chance for the firing weapon(s) on the first turn of indirect fire to hit the target specified is a "5" or "6" using a six-sided die. If fire is continued on the next turn on the same target the chance becomes a "4", "5", or "6" to hit using a six-sided die. The chance to hit increases by 1/6 every turn fire is continued on the same target. Misses when made have their direction determined by using a "four-sided" die after the first round. Two six-sided dice are then thrown, one for direction (as in Map-fire) and the other for distance (as in Map-fire).

It is not necessary to use all of the guns in a battery/battalion to register the entire battery/battalion.

B. Forward Observers for a battery have direct communication with their battery and can call in fire immediately, but only from their battery.

C. It ALWAYS takes a turn for artillery to change observers no matter where the weapons are located (on or off-board).

Observation Rules

A. There is a blind area 200 meters deep behind a forest or town when looking down from or up to higher terrain. This blind area increases by 200 meters for every 1000 meters. Thus from 1000 to 2000 meters the blind area is 400 meters, from 2000 to 3000 meters 600 meters, etc.

B. Ridgelines (i.e., hill topographical crests) in any but desert terrain are considered to be ". . . bushes, trees, rocks, . . ." for hull-down AFV. For fully exposed AFV they are considered to be open terrain. Ridgelines are also considered ". . . bushes, trees, . . ." for any non-vehicle unit. Vehicles moving over a ridgeline are considered moving over open terrain. Ridgelines in the desert are considered open terrain.

Movement

Movement off roads in towns is one-half (1/2) open country speed due to the restrictions moving among buildings in the narrow streets of a town.

Flak & Aircraft

A. Flak rules in the WWII WRG ARMOUR & INFANTRY 1925-50 has the firing/moving sequence changed to that of the 1950-80 set. Hence aircraft attack at the end of their move after flak has fired rather than before they move. Flak may fire at the aircraft if the aircraft move into range of the guns anywhere during their movement. Flak guns firing at aircraft cannot fire again on their following bound. Aircraft shot down or aborting their mission do not get their fire.

B. Aircraft do not take morale checks. This includes helicopters.

Vehicle Capacities

2 Motorcycles w/sidecars @ . . . . . Fire Team
l/4 Ton truck . . . . . Fire Team
3/4 to 1-1/4 ton truck . . . . . Squad
2-1/2 ton truck . . . . . 1-1/2 Squads
5 ton truck.. . . . . 2 Squads
APC 250, Bren carrier, M114,
M113-1/2, BTR40, BRDM1, etc. . . . . Fire team
APC 251, M2 or M3, M113A1,
BMP, TROJAN, MARDER, etc . . . . . Squad
"Priest" Kangeroo . . . . . 2 Squads
Sherman-Ram Kangeroo. . . . . Squad
Tank or SG . . . . . Squad on outside of vehicle
Armored Car. . . . . Fire team on outside of vehicle

You may overload by 50% (rounding up for 50% of a fire team) but the vehicle unloading cannot move.

@ cannot overload

Weapon Set-up/Take-down Times (Limbering & Unlimbering)

MMG, HMG, Recoilless Rifle, 20-37mm gun or light mortar . . . 2 Turns
50mm gun or medium mortar
(includes 57mm gun & 3" mortar) . . . . . 2 Turns
75mm thru 90mm guns @ . . . . . 4 Turns
105mm gun or heavy mortar (120-107mm)
(includes 100mm gun) . . . . . 6 Turns
120mm or larger gun . . . . . 10 Turns
SP- Artillery: weapon 120mm or less . . . . . 1 Turn
weapon greater 122mm . . . . . 2 Turns

@ 8.8 cm Flak 37, Pak 36 and 41 can be prepared to fire against ground targets in 2 turns but cannot engage 360 degrees but only 22-1/2 degrees to each side.

Modern weapons set-up in half the above times but no weapon listed takes less than one turn. Sequence for a Pak 40 75mm AT gun would be the vehicle moves up to the position and the gun is unlimbered (1st turn). Gun spends the 2nd, 3rd, 4th turn setting up. Turn 5 it can begin firing. To limber reverse the sequence with the gun limbering and moving off the 4th turn after beginning to take-down.

Dawn & Dusk

When Dawn or Dusk occur the visibility (maximum) increases or decreases at the rate of 250 meters per bound (500 meters per turn)

Fords

A ford (crossing place) on a river is found by a unit (infantry or vehicle crewman) searching on foot a 100 meter area on the bank (50 meters to either side of the searching unit) taking an entire turn to do so. The chance of finding a ford and the type of ford is determined by a die roll. Use a six-sided die.

1-3 No crossing place

4-5 Crossable to amphibious vehicles only
6 Ford. Is also crossable to amphibious vehicles. Roll again for type of ford.
1-4 Bottom is firm. Schnorkel equipped AFV may cross
5-6 Shallow ford. Vehicles may cross as well as other units.

Rivers

Type A. Crossable to all units.
B. Crossable to some units. Roll for fords. Can be crossed only at fords.
C. Non-fordable. Roll for crossing points for amphibious units only.

The majority of water obstacles are Type A and B.

Bridges

The rules do not allow during a game preparing bridges for demolition. However, a simple rule is to allow each engineer squad that reaches a bridge to roll a twenty-sided die for the number of turns it takes to prepare the bridge to be blown. If more than one squad are available use the lowest number rolled as the number of turns to prepare the bridge to be blown.

Buildings

Weapons of 65mm or less cannot destroy a building.
Destroyed buildings burn resulting in a smoke screen downwind six inches (150 meters) long. Burning buildings burn the entire game.

Mortars

Mortars from 75mm to 120mm can KO open topped AFV only. Chance to knock out is a "6" only. Mortars at least 120mm can knock out E and F armor only. A "6" to knock out.

Fire & Smoke

Units may fire their main guns and then their smoke projectors in the same turn (projectors only as fitted to early Tiger I and Chieftain MBT, not smoke mortars as in Sherman M4's). Penalty to hit the tank firing and using its smoke projectors is a +2 (in addition to any other penalties. This is the only case where a unit can fire thru smoke).

Immobilization (optional)

If a vehicle is hit by individual direct fire and cannot be knocked-out by the firing weapon roll a twenty-sided die. (This die can be rolled with the 6-sided die rolled to see if the target is hit.)
FRONTAL SHOT: 1 or 2 the vehicle is immobilized
FLANK SHOT: 1,2, or 3 the vehicle is immobilized
Wheeled Vehicles: Roll three 6-sided or one 20-sided die for the number of turns immobilized. Crew must evacuate and remain unneutralized to repair.
Tracked/Half-tracked Vehicles: Immobilization lasts from 60-240 bounds and can be permanent (i.e., 30 minutes to two hours to repair, if possible). In a tactical game treat as permanent.
Recovery: A good recovery team can hook-up tow cables or tow-bars in two friendly bounds.

Flank

Flank armor is now considered to be from 45 degrees to 315 degrees rather than through the opposite corners of the AFV/vehicle. Zero degrees is to the front.

Fire & Move from Sight:

Units in sight by firing can go out of sight in three ways:

1. Fire and move out of sight.
2. Move out of sight but don't fire.
3. Don't fire and go out of sight but don't move (neutralized or immobilized usually)

Fire can be returned against units in situation 1 and 3 above but not 2.

Into Sight by Fire:

Units coming into sight by firing their weapon(s) for the first time have a +2 penalty added to any unit firing upon them in the following bound. On the second turn they are in sight by firing there is no penalty if they remain in the same location.
Units coming into sight by firing their weapon(s) in periods of limited visibility (such as at night) have a +2 penalty on every turn they are fired on (this is in addition to the above penalty)

Penalties

Penalties should be an addition to the chance to hit (a 4 becomes a 6). Bonuses (see WWII Veteran rules) should be a subtraction to the die roll. (4 becomes a 2).

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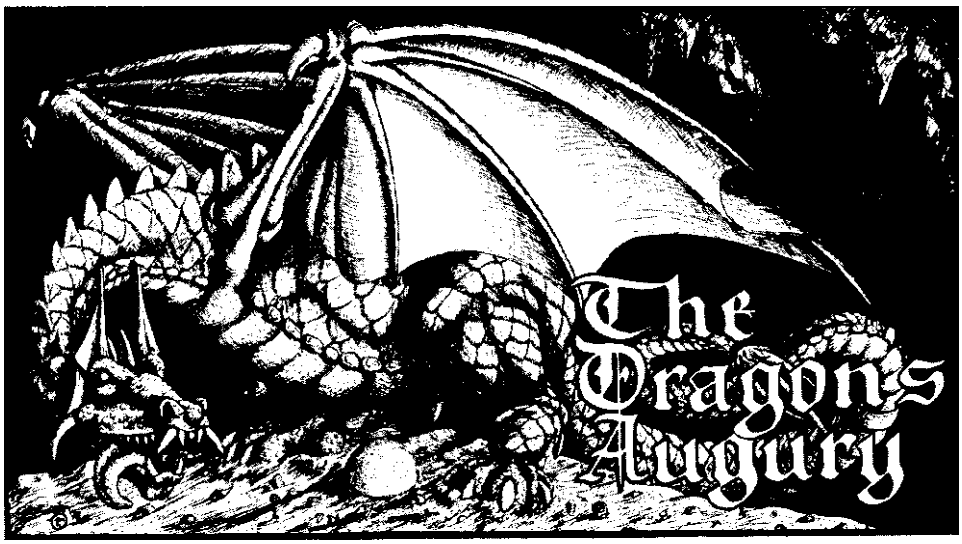

Game Review

Samurai

Produced by: Heritage Models, Inc.
Retail: $13.00

The tumultuous history of Japan's feudal period has remained a backwater as far as wargame publishers are concerned, despite the excellent subject matter and the myriad of possibilities presented. For more than 700 years, Japan was ruled by an elite warrior class, which sat atop the pinnacle of a feudal system that was, in many ways, remarkably similar to that a world away in Western Europe.

It was a period of strife when armed might, and those who wielded it, ruled. Warlords held power, not at the consent of their subjects, but through their ability to coerce and threaten

Japan was a divided country. The Emperor held power in name only; true political power rested in the *daimyo,* the feudal warlords of the various contending clans. This period in Japanese history is indeed a fascinating one, and one with which this writer has had some contact, having done undergraduate research on just that topic.

With this background, it was with eager enthusiasm that I purchased Battleline's new game, *Samurai,* when I chanced upon it at a local hobby store. I was hoping to find an intelligent yet playable, and above all, knowledgeable game on the subject. Happily, I was not disappointed on any count.

Samurai is not a game that seeks to portray a specific battle or a certain campaign. Instead, the time frame is amorphous, though from the clans represented and the general sense of the game, one can guess it at approximately 1156 to 1333, a period of particular strife in Japan. *Samurai* gives the feel of the time while ignoring exact historical details, something easier to get away with when dealing with a subject that most gamers will have only a slight knowledge of. In actuality, the holdings of the various clans contending in the game may be quite different than those actually held, and clan warlords can enter the game at a point in the chronology quite different than history's record shows. Nevertheless, *Samurai* does quite well in simulating the broad general characteristics of Japan at this time, while still retaining a playable format.

Samurai is a game for two to four players. Having tried it with each arrangement, I can recommend that a full complement of four is the best. Each participant assumes control of one of Japan's great warrior clans, the specific ones represented being the Taira, Minamoto, Hojo and Fujiwara. Family ties have always been tight among the Japanese, and extended clans often served the function of political factions in the West.

Each clan is denoted by a symbol and counter color. Clan leadership takes the form of ten warlords per clan; their land holdings and samurai abilities are kept track of on a separate display for each player. Some of the names chosen are unfamiliar (and one appears to be misspelled), but for the most part the warlords chosen represent true and important leaders. The importance of the warlord to the feudal system cannot be over exaggerated; it is to the individual, and not his clan as a whole, that retainers, and titles to land rights (shiki) go. This fact is well represented in the game.

The game map depicts the southern three islands of the Japanese archipelago. Land area is divided into a myriad of provinces for both movement and economic purposes; a few of the larger provinces are subdivided into spaces for movement purposes only. Titles to provinces, as well as castles, ships, troops and high government positions are kept track of through the use of counters. The counters denoting ownership of provinces have the province name, grid location on the map, and the number of troops which control of the province nets for the owning warlord.

Provinces are assigned to warlords by placing them in that warlord's holding box; the first province assigned to a leader in his home province and its loss in combat forces the lord to commit seppuku (hara-kiri). Ownership of a province gives the player control of all towns in the area (but not castles or monasteries), but its most important benefit is to furnish troops to the leader's army. The number of troops varies according to the historical richness of the area, and runs from ten to seventy-five.

Warlords may also gain control of specific castles or Buddhist monasteries and the associate troops and intrinsic garrisons. Such places serve as valuable staging and regrouping areas because of their garrison power and the fact that they must be besieged to be taken, a process that favors the defender.

Possession of high government offices and titles is also indicated by use of a counter. The titles include such positions as General, Armorer, Diplomat, Chancellor, General of Invasions, and others. These will give the warlord additional troop strength, and in some cases special bonus strength in certain provinces. Other types of holdings are ships (the only way of getting from island to island), troops unattached to any province, and the dreaded assassin caste, the ninja.

All of the various holding counters are placed in a cup at the game's beginning, and each faction picks ten, distributing them among any leaders to be started. A player can choose to start as many warlords as he wishes, up to the number of province holdings he has, though it is usually wiser to start fewer leaders and make them more powerful. Holdings can be placed upside down, so as to hide their exact nature until used in combat, when they must be revealed. Players can transfer holdings between lords in the same area at the start of a movement phase. New holdings enter the game every turn; each player completes his move by drawing from the holding cup. He may assign the new holding to any existing lord, start a new lord if the draw counter is a province, or hold the counter in reserve to be assigned later.

Samurai's basic mechanics are quite simple. Each player begins his turn by rolling three dice (for results of 111 to 666 rather than 3 to 18) and consulting the event table. Events can range from earthquakes and tidal waves to peasant rebellions and Mongol invasions. This can entail loss of province and troop counters, or even the death of certain affected lords.

Movement follows the event phase, and is handled very simply. Generally, lords may move four provinces, though provinces containing hostile units count double for movement, and lords must stop upon entering a mountain area. Road movement can speed up things considerably, since it is unlimited as long as the road followed moves through friendly towns or castles. Sea movement is accomplished by boarding a boat at a port and entering one of the large sea areas on the map. Armies must debark at ports as well. Sea movement is not used much, since ship ownership is not common and most action takes place on the main island of Hokkaido.

There are three types of combat in the game: personal challenge, battle, and siege. All may take place only between lords and their armies in the same province. If more than two clans are represented the third or fourth clans may join either side.

Before open-field battles, the attacker may issue a challenge to the defender, and name one of his lords as champion. The defender may refuse, but the subsequent loss of face causes twenty-five strength points to desert. If the combat is joined, players compare the samurai abilities of the lords involved (initially one through three) and obtain a differential.

Both players roll two dice and consult the table. Results are either wound, double wound, kill or run. A warlord is killed by the kill result or the accumulation of five wounds. After any round, a lord may choose to run, but doing so results in an even greater loss of face than refusing to fight at the onset, and forty strength points of troops are lost. Winners of the combat go up one in samurai ability, while surviving losers go down one.

After personal combats, the battle itself is resolved. There are two CRTs, each using two dice results. One is for groups of 50 troops and the other is for group of less than 50. Each player totals the strength of troops from provinces, castles, titles and such and rolls on the first table for each whole group of 50 owned and on the second table for any leftover group of less than 50. For example, an army of 165 would roll three times on the first table and once on the second. Results are in numbers of troop strength points lost, or for very high numbers, death of a lord (and subsequent loss of all of his holdings). The combat system is interesting and unique. It allows roughly equal armies to compete

with equal effect rather than the somewhat bizarre situations that occur in other games when nineteen points attack twenty and are forced to roll on a 1:2 odds column. After both sides have completed all the rolls they are entitled to, losses are extracted, with each side losng holdings at least totaling the number lost. If neither side retreats to an adjacent province or friendly castle or town in the area, subsequent rounds of combat may take place, until one side is eliminated or retreats.

Sieges are handled a bit differently. In addition to his normal army strength, the defender may add the value of the town, castle or monastery's garrison. A differential is obtained in blocks of fifty and a single die is rolled to yield both attacker and defender losses. Only one round of siege is conducted per turn, making sieges a lengthy affair.

The object of the game is to become Shogun and retain that title at the end of twenty turns. To do so, a player's clan must become the court clan, and this is accomplished by gaining two of the four Imperial articles (the Emperor, the royal heir, the ceremonial regalia and the castle of Kyoto). The first three are initially placed in three well defended fortresses that must be stormed, while Kyoto is the most powerful city on the board. Because of their importance to victory, and the advantages the title of Shogun brings to the holder, the Imperial articles are the focus of action in the game as players battle to gain their possession.

The game includes a number of interesting special rules. Players may exchange warlords as hostages to insure good faith. Lords may use the dreaded ninja assassins in attempts to kill powerful leaders of the opposition, though failure of the attempt (at best a 50/50 proposition) means the lord sending the ninja must commit suicide. Optional rules include combat at sea, plus more realistic rules for wound and garrison recovery.

Samurai is a nice game physically. The counters are attractive and colorful, and the map is very well done. Rules are presented in a handy, illustrated booklet. The game plays quickly, since factions quickly group themselves in one or two armies, and since most counters are kept track of on the clan charts, players only have to move one or two counters. Two or three hours will suffice for players who know the game.

One of the nice things about the game is its balance, especially when four play. Battles are extremely bloody, and major fights to the death over imperial articles often leave the victor exhausted and unable to quickly follow up his win, allowing the others to gather the strength to oppose him once again. Barring extremely poor luck, each faction has a time of power; the key is in timing the use of the powrer, and avoiding squandering of force, so as to gain and maintain an upper hand. The totality of the game is such that it nicely approaches the situation in the historical Japan of this time.

—Tony Watson

Game review

Middle Sea

Produced by: Fantasy Games Unlimited
Retail: $20.00

The boardgame *Middle Sea,* designed by Terence Donnelly and Will K. Backhause, does an excellent job of representing an era which man has been fascinated with since it happened. The game bills itself as an experience that deals with economics, warfare, and diplomacy in the Mediterranean world. After buyers get over the brief shock of the price and look hard at the game, they find that it allows a large number of players (from 2-12 at its upper, easily playable limit) to fight the Crusades again.

The game components are first-rate. The board is beautifully designed and divided into provinces with an emblazoned shield of Christian or Muslim or pagan design for identification of political boundaries. Each province is also marked with the ability of its leader (numbers of armies that leader can control). Armies, fleets, cavalry, and the fortifications and towns that are built are noted on cards that are kept at the side of each player so that the only things on the board are those handsome shield counters.

In the play of the game, one selects what one wants to play politically (Christian. Muslin. pagan) and gathers provinces which act as a base of operations for further conquest. One gathers taxes, collects tributes, and sacks areas for gold, to make further armies, fleets and spy rings to continue gathering gold. In short, with a minimum of muss and fuss, one can play a Richard the Lionhearted or a Saladin and have a roaring good time back in an era when kingdoms could be made or broken with the strength of one good sword arm.

—James Ward

Short Takes & First Impressions

T. J. Kask

YAQUINTO GAMES made quite a splash this summer when they seemingly came out of nowhere with a line of eight brand new games. The reactions to those games is only now being felt, as it takes some time for that many titles to be digested by the market. While I can't speak for all of their titles, if **IRONCLAD** is any example, they must have done pretty well by now.

Quite simply, I feel that *IRONCLAD* is one of the best releases of the year. Not that it is without fault or flaw; far from it. However, the fact that it manages to transcend these problems is tribute to the soundness of the design.

In terms of coherence, cohesion, completeness and clarity, the rules are the pits. Not since the celebrated demise of Taurus Games has such a sloppy set of rules been marketed. It is obvious that, in the rush to get all of the new titles out in time for the summer con season, the comers that were cut involved editing and proofreading. *IRONCLAD's* rules are rife with misspellings, typos, mistakes and stripping errors. This doesn't really, become apparent until you try to play out the introductory scenario. If you follow their lead, you will promptly proceed to run aground.

Happily, Yaquinto is reprinting the rules. Anyone who has a set of the first edition can obtain the new printing by sending the cover of the original set in a 8½ x 11 SASE to them.

As I said earlier, the game is so good that it transcends all of the rules problems. It is an exciting, accurate simulation of naval warfare during the American Civil War. In the most basic sense, *lRONCLAD* is like armor miniatures on water. Each ship has its own peculiar armament, armor and sailing/floating characteristics, and each gun is fired singly and its results determined before the next in the salvo/broadside is fired. These, great armored barges chuff into range, circle and feint in an attempt to get some advantage, and then proceed to pound each other into smoking junk. When the adversaries close to short range, it gets very nasty and is usually pretty brief. Very few of the many scenarios presented take more than 60 or 70 minutes to play out. There are scenarios that are ideal for solitaire, some for two players,, and some that are ideal for multi-player games.

Cruddy rules aside, *IRONCLAD* is a super game, and is available from Yaquinto Publications, POB 24767, Dallas, TX for $15.00. I recommend it highly.

* * *

Every once in a while you run across an unusual game that for whatever reason captures your fancy. SANDLOT FOOTBALL is such a game. Designed, marketed and printed by an individual, SANDLOT FOOTBALL epitomizes those pickup games that most young males have engaged in at one time or another in their lives, whether it was at age ten or in college in the dorms. A far cry from SCRIMMAGE, that absymal football parody published by SPI some years back, SANDLOT FOOTBALL doesn't purport to be regular football, as played by the NCAA or NFL, but rather that more disorganized, wide-open fun version of football practiced in vacant lots everywhere. As the cover states, downfield blocking and clipping are encouraged.

The game is not perfect, and some of the rules could be better drafted and explained. Without some sort of mutually agreeable time limit on each move sequence, it can drag on too long-we found three to four minutes per player per move sequence to be about right. There are very few rules; it is rather straightforward in that regard.

For whatever reason, we have been fascinated with it, and I recommend it to all gamers who enjoy an occasional sports-oriented game for a change of pace. It sells for the incredibly low price of $3.50, plus 50¢ postage, from JAD Publications, POB 3494, Peoria IL 61615.

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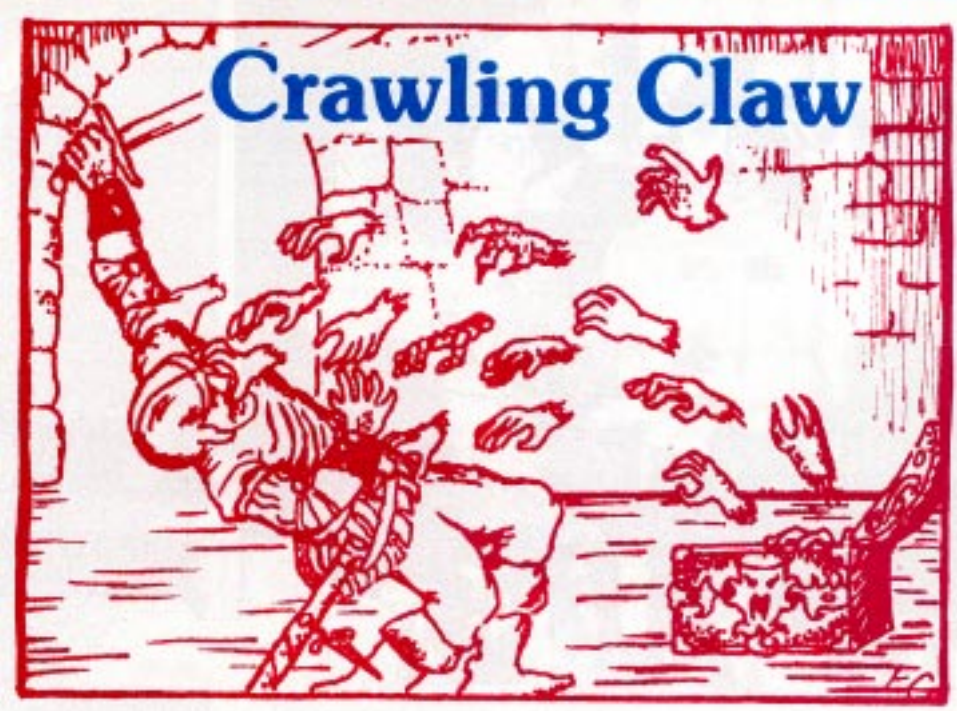
Dragon's Bestiary

Created by Ed Greenwood

FREQUENCY: Rare
NO. APPEARING: 1-20
ARMOR CLASS: 7
MOVE: 10”
HIT DICE: 2-4 Hit Points
% IN LAIR: Nil
TREASURE TYPE: All possible (guardians)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-4 blow, 1-6 grip (on unarmored target only)
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Magic weapons have only normal weapon effects
MAGIC RESISTANCE: Immune to all mind-related and polymorph spells
INTELLIGENCE: Non-
ALIGNMENT: Neutral
SIZE: S (e.g. human hand)
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil



Crawling Claws are said to have been the invention of the necromancer Nulathoe, who devised a series of spells whereby small parts of once-living bodies could be almost perfectly preserved, and (once animated) controlled. Nulathoe’s arts were too crude to be practical in controlling organs of any complexity, and at his death only their most useful application—the control of hands or paws—survived, through his two apprentices.

Creation of a claw requires an intact human hand, or a claw (which must be from a creature existing entirely upon the Prime Material Plane), either freshly severed or in skeletal form. Creation is usually a cooperative effort, and is begun with application of Nulathoe's Ninemen (a 5th-level Magic-User spell involving the fresh blood of an animal of the same biological class as that of the claw and the destruction of a moonstone of not less than 77 gp value, which is powdered and sprinkled over the claw) or a similar spell researched by the magic user concerned. This serves to preserve the claw, protect it against decay and corrosion, and strengthen its joints with magical bonds. Within four turns after casting the Ninemen, an Animate Dead spell must be cast upon the claw.

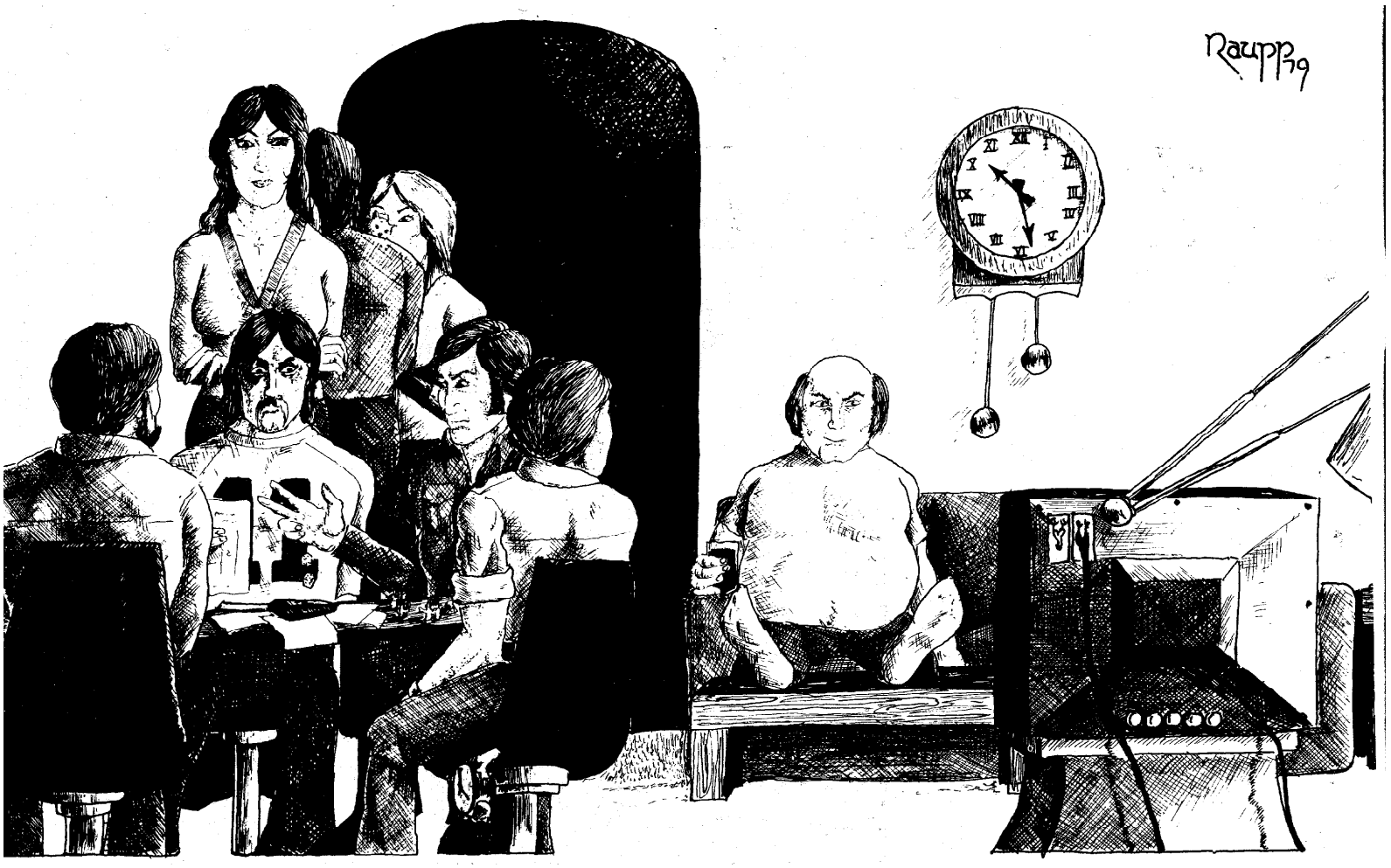
Claws are controlled either directly or by ‘programming’ (see below) and cannot be changed from one method of control to the other after the final incantation is made. This spell either names the controller, who must be a Magic User or Cleric involved in the creation, or (in the case of ‘programming’) contains a command stating (in 24 words or less) what action the claws are to take. This operates in the same way that a Magic Mouth spell can be set to speak when a certain condition is met—i.e. “a bearded man in black and silver approaches the altar.”

Direct control, on the other hand, is enacted by concentrated force of the will. This cannot be maintained for more than three consecutive turns without a 1-turn rest, and must be exercised within a (1” + ½”/level of controller) range. It is imperfect, precluding actions requiring manual precision. Ongoing control obviously prohibits spellcasting on the controller’s part, although control can be maintained by an individual who suffers injury unless unconsciousness or loss of over half total HP occurs. Claws will continue to enact their last command if their (direct) controller withdraws control or is slain.

Claws move in the manner their name describes, scuttling upon their fingertips. They can grip with crushing force, and leap for short distances (up to 1½”) to strike or clutch. They may be commanded to seek specific targets (e.g. jewelry, throat, eyes) and can drag small objects (or in groups, larger items such as spears or swords), but cannot lift or wield them. Large numbers of Claws are needed to shift objects of any weight.

Claws cannot be turned, but a Resurrection spell will render them immobile. Note that neither Death nor Raise Dead spells have any effect. Edged weapons do them half damage; magical weapons have only normal weapon effects. Cold makes Claws more brittle, so that one pip is added to each die of damage they take.

Claws are commonly used as guardians, lying within chests, atop or amidst the treasure. They can sense vibrations and temperature differences, and locate targets accordingly when not under direct control. Claws created together have a (very) limited form of intercommunication; when one Claw has located a target, all of the other Claws will move towards its location.



A Typical Night in the Life of Nine Ordinary (?) People

Jeff Swycaffer

It is Friday the 13th, and the wall clock, although it had been keeping perfect time, is stopped at 10:28. In the illusory half-light, sourceless and unnatural, the room and its inhabitants are distinctly revealed.

The Fat Man sits on the couch, his feet on the coffee table; he sips a Dr. Pepper. He is unaware of the small piece of paper stuck to the bottom that reads "Poison." He is watching the unchanging television screen, where a horseman sits astride his motionlessly galloping horse.

Hal, who put the "poison"' on the drink, watches with evil glee as the Fat Man drinks. He has just earned two points in the ongoing game of "Assassin." He, however, is unaware of the small alarm clock taped to the bottom of his chair. When it rings, Chaim, also an amateur killer, will have earned five points.

Chaim, the mad bomber, who bears a remarkable resemblance to Charles Manson, is sitting frozen in mid-gesture at the paper-strewn table, where he is refereeing a game of D&D. Pavel and Gerry, his players, are halted in their seats while rolling motionless dice.

Chet and Didi are playing with the five-week-old kittens, Didi showing Chet the correct method of lifting one. Joanie stands behind Chaim, admiring the new pewter 25mm uglies that face Gerry's two magicians.

The cat, ignoring her children's anguished mewings, sleeps soundly in the corner.

Roberto is conspicuously absent, unaccounted for.

The lights come up, the television springs into action, the dice fall to the table, and life, of a sort, returns to the group of gamers.

"You no more understand human rights than did Joe Stalin," the Fat Man chides Chet, and finishes his drink.

"That was a vile thing to say," exclaims Didi airily. "It was true, but vile." She winks at Chet, and hands him another kitten.

"You've just been poisoned, Fat Man," crows Hal.

"What?" He inverts his empty bottle. "You baboon!"

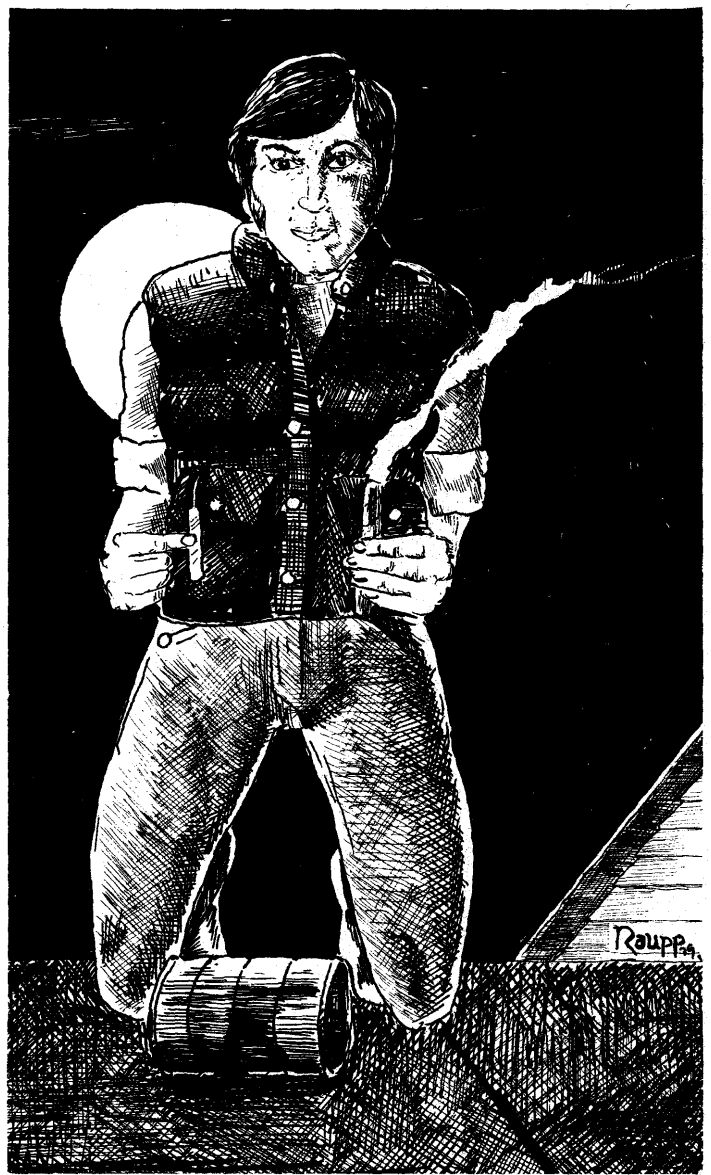
"Right on!" acclaims Chaim from the table, applauding, in a sense, his own future triumph as well as Hal's. He checks his watch. *Any second now*, he muses, and grins inwardly.

"Crumb!" barks Gerry. "Fish, lice, and insect salad!"

"Go ahead and roll it again," smirks Pavel. "It won't be any better."

"Gimme your calculator, Chet, or I'll break all your arms."

"Here," groans Hal. "I'll take it." He stands up and passes the calculator to Gerry. From there he walks into the kitchen, followed by a



unanimous cry of "Get me one too!" At that point the alarm clock rings, theoretically blasting Hal's empty chair into hypothetical, smoking splinters.

"Ants!" curses Chaim; under cover of the "bomb's" distraction, Hal poisons Chaim's coke.

The evening wears on. Pavel and Gerry each simultaneously doublecross the other, throwing their lot in with the goblins. Chaim unpoisons his drink (by noticing the label). While watching television the rest argue politics, except Joanie, Didi, and Chet, who argue about television and ignore politics.

"Whaddya mean, you've never seen *The Magnificent Seven?* Everybody's seen -"
"How many dice has he got?"
"No, no: by the *back* of the neck."
"-And in a free-market economy-"
"Is there any more Coke?"
"-So when the banditos ride into town-"
"How many Dreiburgundians does it take to quell a riot?"
"Who poisoned my milk?"
"Three whole weeks and you've only finished one turn?"
"*War in the Pacific* is a good game. Slow, maybe -"
"Where's Roberto?'
"Sure, but he promised that when running for governor in '68-"
"Gimme a quarter, or I'll tell Pavel where the bomb is."
"-And then Yul Bynner-"
"No saving throw?!"

At 11:30 Roberto arrives secretly, having parked three blocks away. Silently, he climbs the tree to the roof; carefully he places a gigantic firecracker inside a coffee can. With a burning cigar for a fuse, he estimates six minutes' delay. He jumps down, picks up the bag of drinks he's brought, and saunters in. "Hello," he drawls.

"Quick, it's Roberto!" shouts Chaim. "Where's my slingshot?" Welcomed more for the drinks than for himself, the roofwalker sits on the couch by the Fat Man.

"What's on t.v.?" he asks casually, bracing himself for the explosion.

"Some crummy cowboy movie," Chet explains.

"It's a great movie, you clown!" objects the Fat Man angrily. Roberto grits his teeth, waiting for the firecracker.

While he fights the goblins, I'll knife him in the back.
I can't wait for them to open that secret door.
As he defends, I'll fireball him.
He didn't check! I could have poisoned him!
Those guys are crazy.
When will it be our turn to D&D?
Stupid Cigar!
I'll never admit it to him, but this movie's not bad.
Yeah! Stupid Banditos! Get him, Yul!

At midnight the room freezes back into immobility. The lights fade, and the ghostly unlight grayly illuminates the scene.

"You have seen enough?" said The Spider to The Snake.

"I have seen enough," replied The Snake to The Spider.

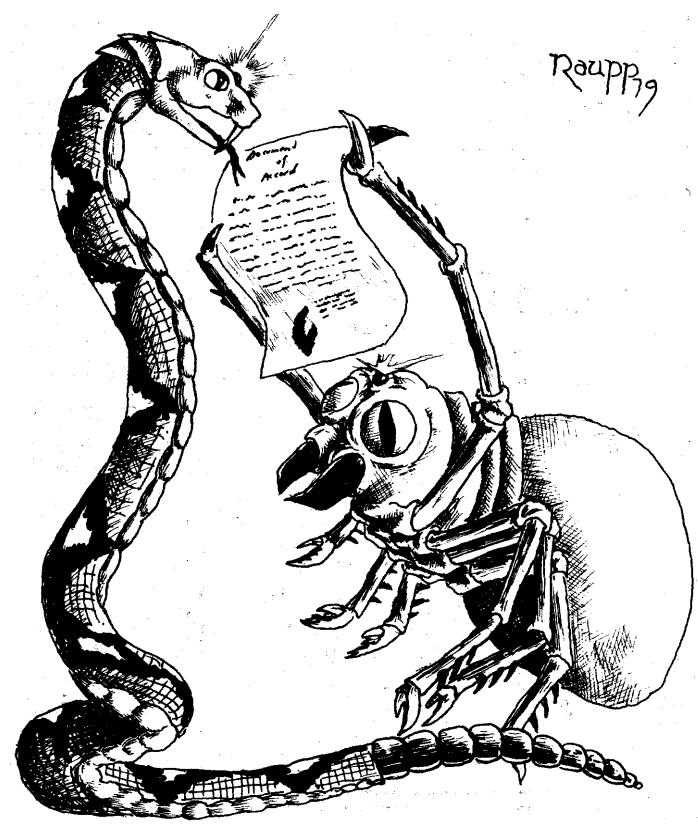
"What is your conclusion?" asked The Spider.

"They are totally alien to us," said The Snake. "We cannot comprehend the trending of their thoughts. Therefore they are of use to us only as food sources."

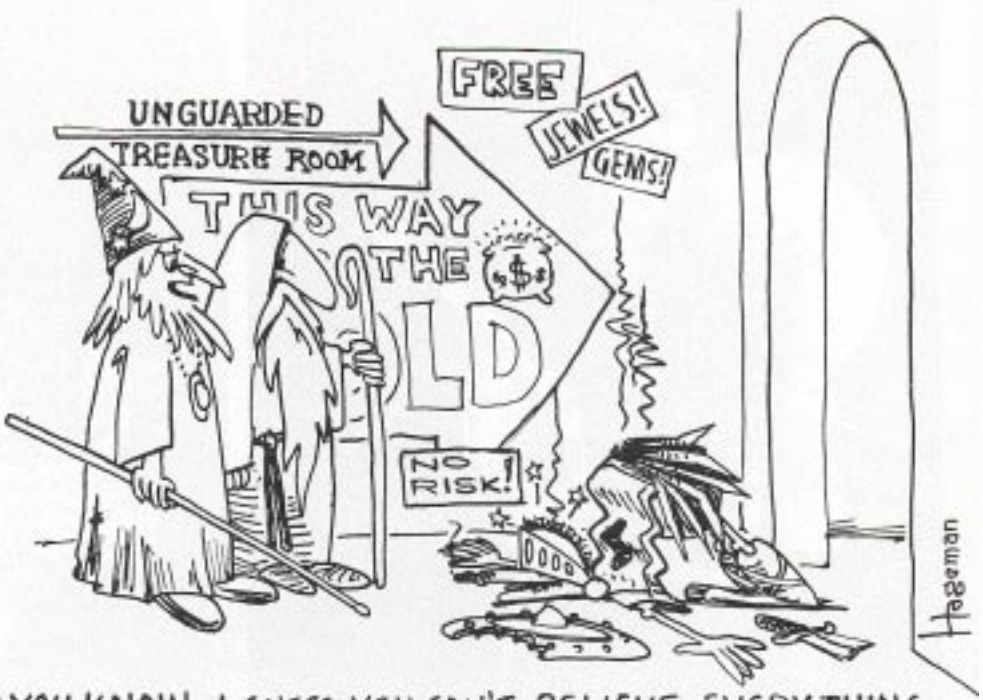
"Are we then agreed?"

"Your terms are wholly adequate."

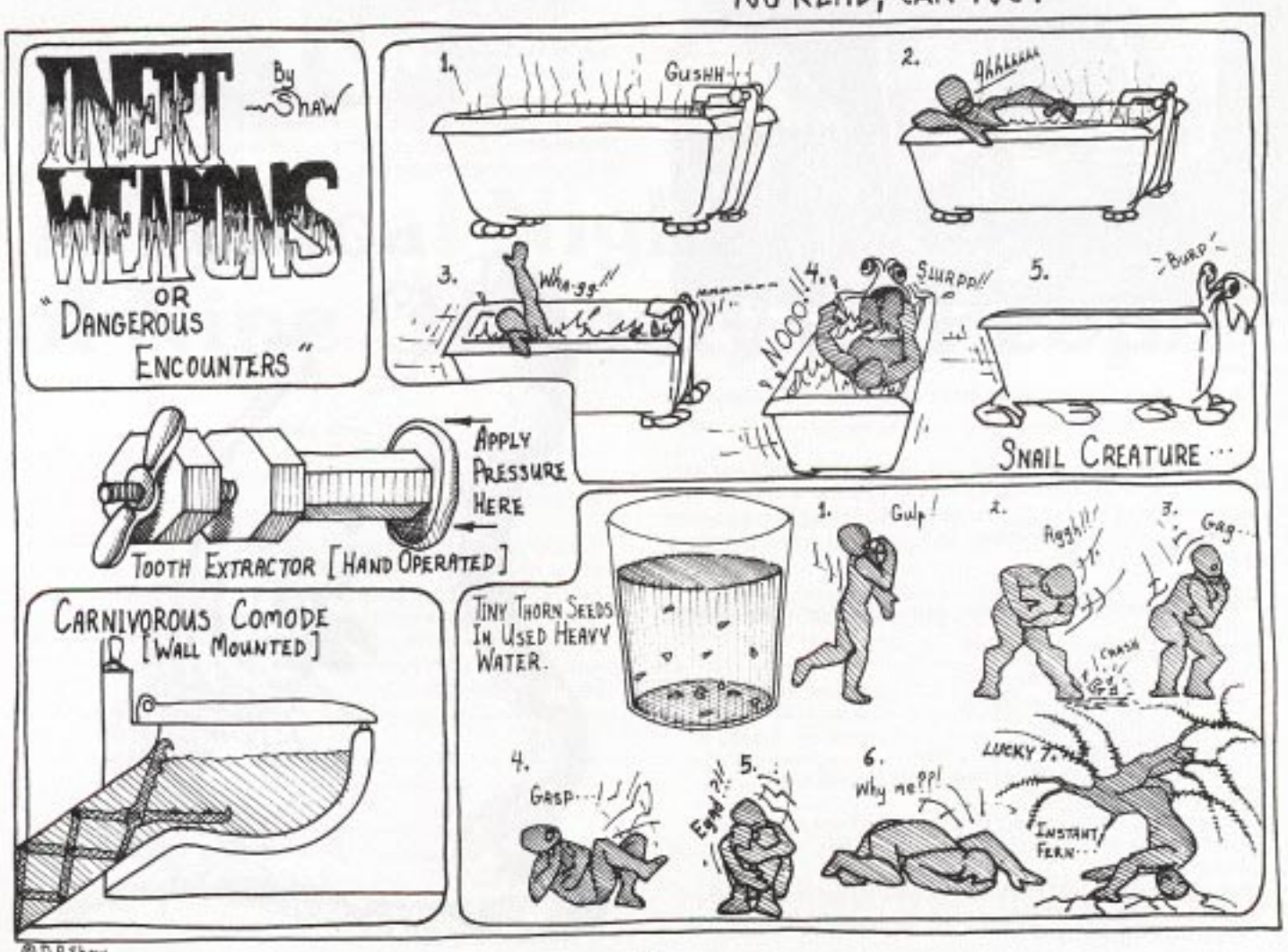
The Spider and The Snake pressed each their imprint upon the Document of Accord, and left it as a seal upon the closed subspace of gray, unmoving timelessness.



Dragon Mirth



"YOU KNOW, I GUESS YOU CAN'T BELIEVE EVERYTHING YOU READ, CAN YOU?"



WORMY
8
I'VE GOT A THEORY... ALL THESE LITTLE, BLUE DEVILS CAME FROM HELL.
I DUNNO, WOIMY, I NEVEH SAW ANY OF 'EM WHEN I WAS DOWN DER.
HELL IS ONE HELLOVA BIG PLACE, LITTLE BUDDY... SUPPOSE THEY GOT BLOWN OUT OF THE DEEPS BY SOME VOLCANIC ERUPTION...
SUPPOSE THEY GOT TRAPPED IN IGNEOUS-FORMED GEODES WHICH EVENTUALLY WERE DISCOVERED BY DELVING DWARVES.
OK?
OK... OK... BUT HOW ON OITH ARE YA GONNA FIND OUT?
SIMPLE, IMP. JUST LOOK INSIVE FOR CRYSTALS
CHONK!
HMMM...
TO HELL WITH THAT THEORY!
?
TRAMP

ANOTHER CHAPTER FROM fantasysmith's notebook

Pity the Poor Hobgoblin

(From page 30)

STANDARD MODELLER'S REFERENCE BOOKS

Even though military miniatures (standard regimentals) are not precisely the same as fantasy miniatures, much good, basic information is contained in works already produced by miniaturists in the last few years. Most are directed towards the painter of 54mm figures, and you'll have to adapt their advice. They are all good starting points, however. *Fantasysmith's Notebook* is not intended to supplant these works, but to supplement them. Here they are:

BEST BUYS: These works are all paperbound and inexpensive but still are comprehensive. They have excellent pictures and sound advice in their text.

Peter J. Blum, *The Model Soldier* Manual, Tricom Press LTD, 1013 Madison Ave., New York, NY 10021. 1970. 39pp. With illustrations by Clyde A. Risley, this is probably THE best book to start off with. About $2.50.

Brian Fosten & Roy Dilley, Painting and *Detailing Military Miniatures*, Almark Publishing Co. LTD, 49 Malden Way, New Malden, Surrey, KT3 6EA, England, Britain. 1977. 36pp. Finely illustrated, excellent color plates for detailing. If you want to work this precisely in 25mm, you'll need a magnifying glass and superior patience. The book sets an excellent standard, however. Available at Strategy and Fantasy World stores, $3.50.

Simon Goodenough, *Military Miniatures*, Chilton Book Company, Radnor, PA. 1978. 127 pp. Superior photography, excellent drawings, outstanding text: an inspiration! Certainly better than good enough. Fine list of suppliers of 54mm figures. Especially good in conversion methods. Available from BLUE EAGLE of Santa Monica, Calif., and from Strategy and Fantasy World. $9.50.

OTHER REFERENCES: Try to get a look at these in your local library. They have good pointers.

Bob Bard, *Making and Collecting Military Miniatures*, Rolton House, New York. 1957. 196pp. Good overall introduction to the standard hobby by an elder statesman.

Henri Lion & Valentine Been, *My Way*, Soldier Center, Boston, MA. 1979. Good reading when you're not in the mood to work. Lion has a lovable style that insists that the miniaturist identify with what he paints. This psychology is great for painting a Napoleonic hussar, but could be dangerous when you paint that Balrog from Dragontooth (Tom Loback #DE4). The book goes well with Sinatra records.

Michael Blake, *Making Model Soldiers*, Stanley Paul & Co. LTD, 3 Fitzroy Square, London, WlP 6JD England, Britain. 1975. 144pp. An Englishman's way is at least as good. Special painting methods for display and wargame figures. Available at Strategy & Fantasy World. $9.00.

Out on a Limb

(From page 3)

annoyed by "Monty Strikes Back" in your August 1979 issue. This is because the same article appeared in the December 1978 issue of your magazine. I don't see how this could have happened and am interested in hearing an explanation.

I agree totally with Jean Wells about Dwarven women having beards. Concerning the remark about never meeting a female dwarf without a beard, the players in this area have never met a dwarf woman with a beard! This also seems to be a matter that would fit better under the description of Dwarves in the Monster Manuals or Players Handbook rather than in the DMG. It makes no difference though since each DM can decide for himself if female dwarves have beards. They won't in my campaign.

Curt Hicks—TX

We used the wrong galley of type at the last minute. Monty Haul went into that particular issue at the last minute to replace a piece that didn't come thru on time. So sorry . . . .—ED.

'Important mistake'

Dear Editor,

I don't mean to be picky, but I believe that this is an important mistake. In TD #27, on page 29, in your article "Giants in the Earth," you said that Fafhrd fights with Greywand in his right hand and an axe in his left.

This is incorrect, as Fafhrd lost his left hand in "Swords and Ice Magic." (If you want to know how, read the book.) In its stead, he wears a hook. He also has adapted a long bow to fit into his stump. This fact, however, makes him even more awesome than ever.

Bert Calfee—CA

I consulted with Mr. Schick on this and he explained to me that Fafhrd listed in GITE represented an "average" Fafhrd, as he appears throughout the majority of the cycle. Certain other characters, past and future, will be similar in that regard.—ED.

'Expletive deleted'

Dear Editor,

We would just like to inform Marc Jacobs (whose letter appeared in Dragon #28) that he is a *(expletive deleted!).* The beauty of D&D is that it is an open-ended game which may be interpreted in a wide variety of ways.

Mony Link, Trevor Link,
Rick Caldwell, Dann Caldwell—PA

'A matter of opinion'

Dear Editor,

First of all, your magazine is fantastic. I always haunt the bookstores weeks before the next issue is going to come out in hopes of getting an early one. I do have one criticism, though. I know it's tough to get a magazine as big and of such great quality as *The Dragon* out, but the times you guys release your issue fluctuates as much as the weather. I'd really like to see something done about this. Perhaps a little estimate in each issue as to when the next will be out.

The main reason I'm writing has to do with your feature *Out on a Limb.* I think it's an excellent idea in theory, but I wish you would censor letters that are full of unjust criticisms, and other crud from the good informative letters.

Of course such things are a matter of opinion, but it seems to me that the last letter in Out on a Limb in #28 (Marc Jacobs') was obviously in the former category. I quite agree with Mr. Kask's comments on the letter. So why don't you apply a flaming sword to the letter, instead of wasting valuable room on it. If you're that hard up for letters I feel that Out on a Limb should be discontinued. I would really like to see more letters of the other kind that were in that issue (Don't worry, guys! Three out of four ain't bad.).

Thanks a lot for taking time to read my letter.

Jeff Fleming—MI

We try to have. . . LIMB represent a cross-section of the mail we get. Until just recently, we seldom ever got kudos—just lots of bitches and gripes. I think it is useful to the readers to see how our mail runs, tone-wise, to see what we deal with in the course of a month.

As to our erratic appearance time, we are not too much to blame for that. In fact, we have been getting recent issues out closer together as we try to get back on to the schedule we have set ourselves. More often, it is the distributor that delays for one reason or another, over which we have no control.—ED.

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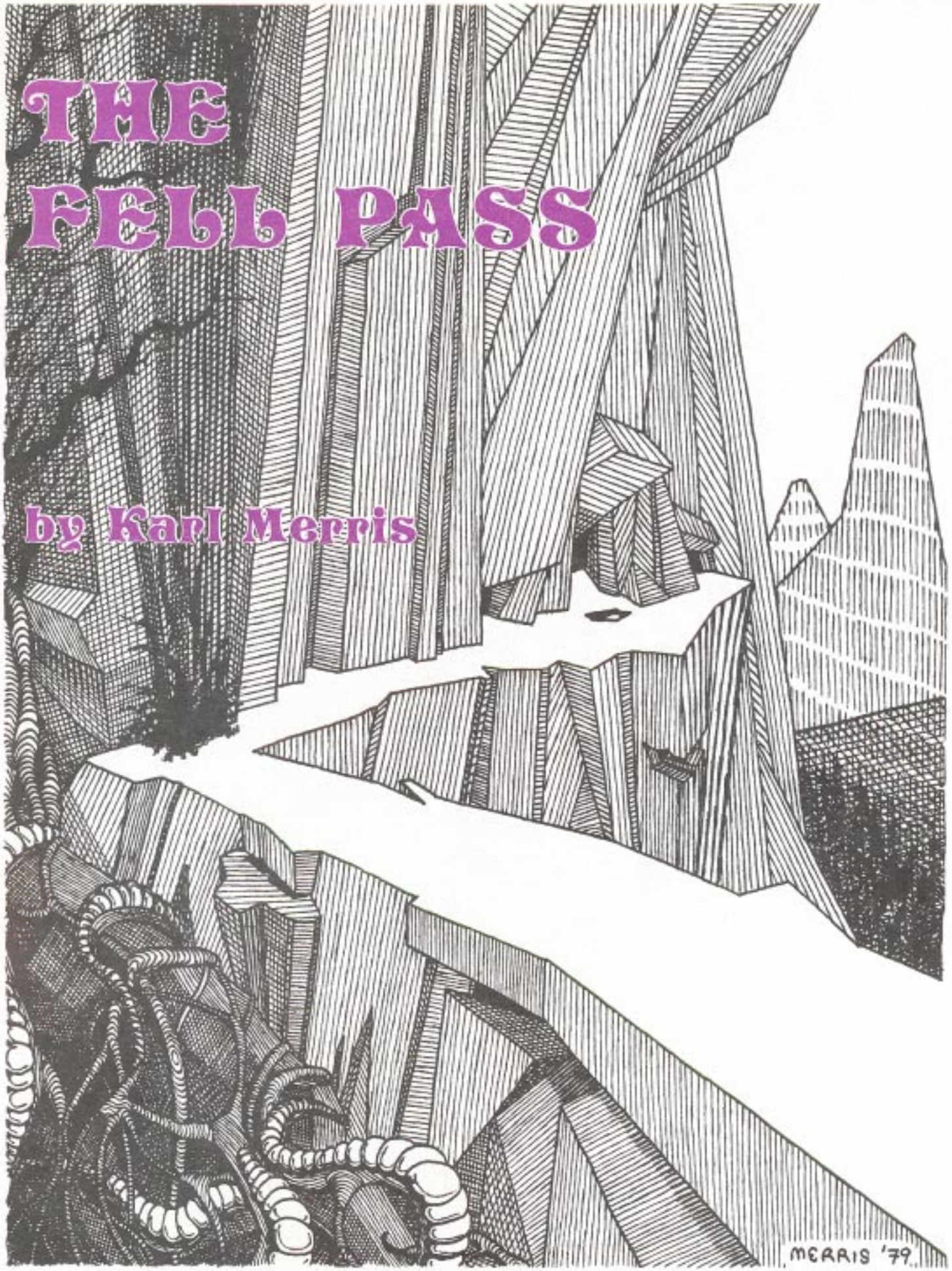
THE FELL PASS

by Karl Merris



The Fell Pass, West End (Map 1)

Other maps on pages M15, M16

THE FELL PASS

Legend and Introduction

Along the caravan routes that tie the Cities of the West to the Kingdoms of the East, many tales are told of the mountains called the Towers of the Sun. One of these legends concerns a dark road said to be hidden among the twisty trails that spiderweb the mountains. Into the earth the road leads, into and through a series of vast caverns filled with treacherous traps and cunning monsters. Yet dangerous though the path is, many a party of adventurers have been tempted to walk it, for the stories say that the loot of a hundred lost caravans lies concealed along that evil way.

The dark road is called the FELL PASS.

Tread it carefully, friend.

General Notes

The location of the Fell Pass has been left vague so that the prospective Dungeon Master will have no trouble slipping it into his or her campaign. The legend assumes that it lies somewhere near established trade routes, so misleading or enticing players into the Pass should prove no problem. Indeed, it is perfectly possible for a party of characters to enter the Pass without realizing they have entered a "dungeon." In fairness, the Dungeon Master should "remind" the players of the legend of the Pass if they should come upon it, so that they will have some idea of what they are getting themselves into. Most parties will want to enter the Pass despite, or even because of, such warnings. (Heh, heh, heh!)

Although the Fell Pass is described here in the manner of a dungeon, technically it may be considered a wilderness area. Thus Druidic abilities, specifically the useful *Detect Snares and Pits* spell, should operate inside the Pass *except* in the area of the Dwarf Diggings, which are not a work of Nature.

The Dungeon Master should become completely familiar with the contents of the Fell Pass before conducting an adventure through it. Much detail is given in the Pass Key below, and the Dungeon Master is reminded not to reveal more to the players than their characters can reasonably perceive for themselves. Divining the rationale behind bizarre events is a major part of the challenge of a good dungeon.

PASS KEY

Start: As there are two ends to the Fell Pass, a journey through the Pass may begin at either the West or the East End. For simplicity's sake, the Pass will be described here West to East.

On the north wall there is scratched a message in dwarvish letters. It reads, "For the love of your ancestors, TURN BACK!"

The West End (Map 1)

General: The Fell Pass is a system of geothermal caverns, a fact which will be readily discernible by dwarves, gnomes or other characters with a special knowledge of geology. There are no stalactites or stalagmites here as in a limestone cavern. Unless otherwise indicated, floor, walls and ceiling are of fairly smooth, grayish-brown stone. Most of the galleries are wide enough and smooth enough to allow passage for horses or pack animals, although not carts or wagons. Ceiling height varies from 12 to 20 feet.

As might be expected in a geothermal cavern, it is warm and humid inside the Pass. The West End has the highest altitude of the three parts of the Pass, so the temperature is a comfortable, though moist, 72° F.

01: THE PIT OF BONES: This pit is four feet deep and nearly filled with a variety of weathered bones. A more than casual examination of these remains will reveal that half of the bones are those of horses and pack

animals, while the other half is a mixture of human, dwarf, orc and centaur bones.

The bones are just bones, and there is nothing dangerous or valuable in the pit. The pit was dug and filled by an earlier band of adventurers as a warning to travelers entering the Pass. So far, the warning has fallen on blind eyes.

THE DWARF DIGGINGS: Items #02 through #15 comprise the Dwarf Diggings, all that remains of an outpost pioneered by Prince Huruch the Proud, the noble son of a powerful southern king. After establishing this stronghold in the Towers of the Sun, Prince Huruch had planned to clear the Pass of its foul denizens so that the good peoples of the world could travel the mountains in safety. And, incidentally, this brave act would also enable the Prince to claim the mountains as his own territory. This is in accordance with the dwarf ethic of *doing well while doing good.*

Prince Huruch, however, did not do well. His attempt to purge the Fell Pass failed. After a few early victories, word was sent from the Pass of a new and terrible power that had entered the West End. Shortly thereafter, all communication with the Prince and his party failed. From that time since, neither the Prince nor any of his followers has been seen or heard from.

The new power in the West End is Vlog, self-proclaimed Lord of Ogres, who has claimed the Diggings as his lair (see item #13)

02: FALLEN ROCK: This entrance to the Dwarf Diggings is blocked by loose rubble. Clearing this rock to allow passage will take 6 turns.

The sound of the passage being cleared is certain to alert the dwellers in the chamber beyond. These are eight giant bats. The bats are not terribly bright and will attack any intruders.

For game purposes, the giant bats may be treated as giant rats with wings. Note, however, that bats rely on their keen hearing and acute sense of smell rather than their eyesight, and thus can easily overcome spells of *Darkness, Illusion* and *Invisibility.*

8 Giant Bats—AC 7; HD ½; Move 12"/18"; D/A 1-3; HP—1, 3, 3, 3, 1, 2, 4, 4.

The chamber beyond the fallen rock is empty. On the north wall there is scratched a message in dwarvish letters. It reads, "For the love of your ancestors, TURN BACK!"

03: SECRET PORTALS: These three camouflaged entrances to the Diggings appear to be made of natural stone, but in fact are of a substance similar to self-sealing rubber. A character can, by firmly pressing against the surface of the portal, push through the wall to the other side. The hole made by the character's passage will "heal" instantly, as will attempts to cut or chop through the portal.

Horses and pack animals will not voluntarily pass through these seemingly solid walls.

04: GUARD ROOM A dwarf-sized table and three chairs occupy the center of this

room. Shield-sized clay disks, glazed to depict dwarf hunting scenes, hang on the northwest and southeast walls.

05: GUARD ROOM: Two ogre lookouts sit with their backs to the secret portal, listening for intruders passing through the galley outside. They will detect a party of a chance of 1-4 (d6) or a 100% chance if the party stops to examine or search for the secret portal.

If the ogres detect a party, they will not attack it, but will instead run to chamber #13 and inform Vlog, their leader. Vlog will then organize an ambush which will jump the party in the galley outside of chamber #4 or #14, depending on the direction the party is traveling. Because the ambushers will be leaping out of a secret portal, the ogres will almost certainly (1-5, d6) have the advantage of surprise over the party.

Since the ogre lookouts are listening for movement in the galley outside, they can be easily surprised (double normal chance) by a party entering through the northeast door of the guard room.

Each of the two ogre lookouts has a bag with him containing stale bread, some meat of doubtful origin, 2-12 s.p. and 1-6 low value (10 g.p.) gems.

2 Ogres—AC 5; HD 4+1; Move 9"; D/A 1-10; HP—14,29.

06: DEMENTED GOBLINS: This chamber is littered with smashed crates, broken barrels and miscellaneous rubbish. In a circle in the center of the room squat eight heavily armed goblins, staring at one another.

The goblins are in a cataleptic trance. If anyone attempts to eavesdrop on their thoughts (by *ESP*, a *Helm of Telepathy* or whatever), he or she must save vs. magic or fall into a similar insane state for 2-8 game hours. Upon recovery, the eavesdropper will only recall a terrifying vision of a burning darkness in which drift many bright yellow eyes.

If a party charges into the room, the goblins will turn to look but will not otherwise react. If attacked, the goblins will merely blink their big, red eyes and whimper pitifully. If interrogated in the goblin tongue, they will only gibber and whisper something about, "Eyes! Eyes! Awful, yellow eyes!"

(These goblins have obviously met up with Xorddanx the Eye Tyrant, master of the Lower Caverns. See Map 2.)

Each of the goblins wears a goblin-bag on his belt. Between the eight of them, the goblins have 32 c.p., 8 g.p. and a brass ring.

07: STORE ROOM: This room is empty, even of dust.

08: SPIDERSILK SNARE: The floor, ceiling and walls of this room are festooned with streamers of spidersilk. In the northeast corner are seven man-sized bundles, also covered with silk.

Concealed on the floor under the silk is a net (position marked by "X" on the map). If stepped into, the net will snap up, suspending 1-2 characters from the ceiling, about 12 feet above the floor. At the same time, a loud gong will sound three times.

The gong is an alarm, obviously. The second turn after the trap is sprung, four ogres bearing clubs will come charging in. An additional ogre will arrive every turn thereafter for six more turns.

Extricating the character or characters caught in the net will require three turns of cutting with a dagger or sword. A character in the net may attempt to free him or herself if the character has a dagger handy. No other weapon can be brought to bear by a character entangled in the tough, silken strands.

Applying fire to the net will free the trapped player or players immediately, but will also ignite the rest of the silk in the room. All persons in the burning room will take 1-8 points of damage every turn that they remain inside.

The silk-wrapped bundles in the corner are bundles of silk. Genuine wild spidersilk is rare and valuable and these seven bundles, each weighing 12 pounds, are worth 300 g.p. apiece.

10 Ogres—AC 5; HD 4+1; Move 9"; D/A 1-10; HP—23, 26, 17, 15, 18, 15, 18, 12, 14, 28.

09: MEETING HALL: Against the west wall of this room is a semi-circular table and behind it are five high-backed chairs. Before the table are three rows of benches. All of these furnishings are dwarf-sized.

The walls of the room are "decorated" with ogre obscenities, scrawled in dung.

Otherwise, the room is empty.

10: BARRACKS: This room is littered with broken beds, tables and chairs. Small, harmless spiders scurry amidst the decay. The ancient aroma of death hangs in the air.

Hidden under the junk in the southwest comer is the carcass of an ogre. The right side of his head is caved in and a truncheon stained with dried blood and brains lies beside him.

A search of the body will discover nothing, but under the body is a concealed trapdoor, one foot square. Beneath the door is a compartment that holds a locked iron chest. In the chest are twelve bottles of amber liquid. The liquid has a very sour taste, but otherwise appears harmless.

The liquid is spoiled beer. A dwarf kept his private stash here.

11: CAVE BEAR'S LAIR: The ogres have a pet, a very large (14-foot) white bear. The ogres wrestle with the bear for sport. Presently it is asleep against the east wall. Around it are the half-eaten remains of three goblins. Goblin-bags are visible on the belts of the goblins. The rank smell of the bear and its victims is easily discernible outside the door to this chamber.

The bear will awaken at any sound louder than a fingersnap. And even if a party entering this room is quiet, there is a 1 in 10 chance per turn that the bear will awaken anyway. Cave bears are notoriously territorial, so the bear is sure to attack any group of intruders, defending its lair to the death. If the players choose to jump the bear while it sleeps, they will get 1 free melee round and a +4 to hit in that round.

A search of the goblin-bags will reveal that one is empty, another contains 80 g.p. and the third contains a vial of dark brown liquid that tastes like bad whiskey.

The liquid is in fact a *Potion of Fire Resistance.*

1 Cave Bear—AC 6; HD 6+6; Move 12"; D/A 1-8/1-8/1-12 (hug on 18+ for 2-16); HP 46.

12: WATER HOLES: By the south wall of this chamber are two open pits, each 3 feet in diameter. A lone ogre squats over the western pit. He is (ahem) making use of the facilities.

A party bursting into this room has a double chance of catching the ogre with his pants down. The ogre has no items of value on him.

The western pit is exactly what it appears to be: a bottomless pit. A stone dropped into it will not return an echo. A character dropped into the pit will not return, either.

Warm, humid air rises from the eastern pit. 32 feet down there is a 3-foot-deep pool of very hot (210° F.) water. Characters not resistant to heat will suffer 1-4 points of damage every round that they are in contact with the water.

At the bottom of the pool is a finely wrought gold chain, worth 60 g.p.

1 Ogre—AC 5; HD 4+1; Move 9"; D/A 1-10; HP 22.

The western pit is exactly what it appears to be: A character dropped into the pit will not return.

13: VLOG: This is the hall of Vlog, would-be Ogre Lord. In the center of the room is a roaring, snapping fire. Around the fire are 12 ogres and ogresses, laughing, scratching and carrying on. Anyone standing outside either of the two entrances to this chamber are certain to hear the ruckus the ogres make.

Slabs of meat are being roasted on spits over the fire. One ogre can be heard to exclaim, "I sure hope this bastard tastes better than he fought!" There is a wineskin in every hand, except the hand of Vlog.

Slouched in a massive stone chair against the south wall is Vlog, an enormous ogre clad in a white bearskin. Gold and jewels fairly drip from him. He cradles a peculiar-

Vlog and his "friend" Casrac

looking two-handed warhammer in his arms. He does not carouse or laugh as his followers do. He simply sits and stares into the fire, apparently fascinated.

Anyone who attempts to eavesdrop on the Lord of Ogres' thoughts will discover an odd thing: Nobody's home! The only thoughts that stir sluggishly through the mire of Vlog's mind are simple reflections of the ratiocinations of a far more powerful entity.

This entity is Casrac the Mountain-Splitter, the great warhammer which Vlog possesses. Casrac is the legendary hell-hammer that sundered the ensorceled portals of the Fortress of Wizardry and slew the noble gold dragon, Tlactorilliac. It is intelligent, aware and thoroughly Chaotic Evil.

For game purposes, Casrac may be treated in the same manner as an egoistic magic sword. Its intelligence is 12, its egoism 18. It will always attempt to control its bearer, even if the bearer is of the same alignment. It has a +2 hit probability and does 2-16 points of damage when it strikes. It also has two extraordinary abilities. The first is a magic resistance of 25%, and it passes this resistance along to its bearer. The second is the ability to shatter any normal door with a single blow and a 25% chance per attempt of bursting any magically sealed or held door.

Make no mistake, Casrac rules here. The Dungeon Master is strongly urged to play this role forcefully. There is something very unusual about an ogre who covers himself with treasure in a room full of thieves. Players who ignore this clue, who ignore Vlog's great size and obvious strength and who ignore the odd weapon he carries deserve no mercy. Vlog will drink their blood.

A party that breaks into this chamber is certain to be attacked. The followers of Vlog have great confidence in their puppet-leader and will not check morale as long as Vlog lives. Conversely, if Vlog is overcome, the ogres will immediately check morale and those who fail the check will bolt.

Casrac has a deep antipathy towards magic-users which will force Vlog to attack magic-users before any other target. If the encounter goes against Vlog, Casrac may attempt to bargain with the opposing party. But note that a part of any such bargain will be the "surrender" of Casrac to the party's leading fighter! Casrac will, of course, immediately attempt to seize control of this fighter, thus re-establishing itself in a position of power. Clever Casrac!

Each of the lesser ogres carries a small sack containing 4-40 g.p. Vlog himself wears a jeweled collar and belt, gem-studded bracers and a gold earring, altogether worth 5,300 g.p.

Vlog—AC 4; HD 7 (+2 to hit, 25% magic resistance); Move 9"; D/A 2-16, HP 33

12 Ogres—AC 5; HD 4+1; Move 9"; D/A 1-10; HP—24, 21, 15, 18, 13, 19, 16, 19, 14, 22, 17, 18.

14: GUARD ROOM: This room is empty save for two shield-sized clay disks mounted

Players who ignore Vlog deserve no mercy . . . Vlog shall drink their blood.

on the east and west walls. These disks are painted to represent dwarf battle scenes.

15: THE CRACK: This open shaft drops 40 feet, then turns to become a sloping passage that leads to the Lower Caverns (Map 2, #l).

16: SIGN OF BATTLE: Arrowheads, sword shards, rivets lost from armor and shields and other telltale signs mark this as a place of battle. Yet there are no bodies. Moreover, there are no indications of obvious enemies or treasures.

The area appears empty because it is empty. This should serve to put players on their guard if the Pit of Bones did not.

17: THE KILLING GROUND: This cave is marked with battlesigns similar to those in #16, above. But when a party enters this area, each member will experience a sudden 20° F. drop in temperature.

Detect Evil, *Detect Good* and *Detect Magic* spells will all register positive in this area. If the party is carrying a good light source, there is a 10% chance that someone in the party will realize that there are some shadows on the walls that do not correspond to anyone in the party.

The strange shadows are Shadows. There are seven of them altogether. If left undisturbed they will not attack and they will not leave the Killing Ground. If questioned (via *Speak with Monsters* or similar means), the Shadows will merely say that this is a place of ill omen and that the party would be well advised to leave. The Shadows will certainly fight if attacked.

These Shadows are the negative material after-images of several men, good, evil and otherwise, who were massacred on this spot by the ogres of the Diggings. In this weird afterlife they exist only to avenge themselves upon their slayers. If the ogres stage an ambush here (see item #05 to determine this), the Shadows will leap to the defense of the party.

The darkling protectors do not require or expect any gratitude from those whom they aid, but a word of thanks from the party would show some class.

7 Shadows—AC 7 (+1 or better to hit); HD 3+3; Move 12”; D/A 2-5 plus 1 point strength drain; HP 22, 15, 14, 18, 13, 26, 11.

18: THE HOLE: Here there is an opening to a down-sloping galley that leads to the Lower Caverns (Map 2, #4).

19: ROCK OF PHAGES: Here is a boulder-sized object surrounded by a nimbus of bluish-white light. A sickly-sweet smell pervades the alcove the object rests in.

This a trap. The object is a boulder covered with bioluminescent *Gray Ooze.* It will engulf and attempt to devour the first person who touches it. If someone prods the Ooze with a pole or something first, he or she will discover that the thing has a soft texture, but this action will not goad the creature into attacking. Only contact with living flesh will attract it.

1 Gray Ooze—AC 8; HD 3+3; Move 1”; D/A 2-16; HP 22.

20: MANTICORE DEN: The floor of this cave is covered with fine black sand. A musky animal odor hangs in the air. Otherwise, the room is featureless.

Under the sand on the north side of the cave is a deep depression. If the party sifts through the sand in this depression, they will immediately uncover 12 strings of cheap costume jewelry, worth 5 c.p. apiece. After an additional turn of sifting, the party will find 8 cats-eye gems of fair quality, each worth 35 g.p. After three more turns of digging, the party will discover a horde of electrum pieces, 1,070 in number. Further searching will uncover nothing of value.

While all of this is going on, there is a 1 in 6 chance per turn of a pair of *Manticores* returning to the cave. Since the cave is the manticores’ den, the beasts will not be friendly.

2 Manticores—AC 4; HD 6+3; Move 12”/18”; D/A 1-3/1-3/1-8 plus 6 volleys of 6 missiles, 1-6 per hit; HP 22, 19.

21: GRIFFON PERCH: As the party approaches this point, any horses or pack animals with the party will begin to display signs of nervousness. There is, however, no obvious sign of danger.

30 feet above the point, concealed above a projecting ledge, are three *Griffons.* If a party with animals passes beneath them, the Griffons will pounce upon them and attempt to carry away one or more of the beasts.

If the Griffons have the advantage of surprise, their attack is automatically successful; 1-3 horses are lost along with any baggage they bear.

Lacking surprise, the Griffons will attack the nearest animals with their claws while defending with their beaks. If, in a single melee round, a Griffon is able to hit with both claws while sustaining no damage itself, then the Griffon will be assumed to have made it back into the air with its prize.

The Griffons will fight until two are dead or two get away with food. The other one will then withdraw if possible.

The Griffons will not pursue a party *into*

the Pass.

3 Griffons—AC 3; HD 7; Move 12”/30”; D/A 1-4/1-4/2-16; HP—36, 32, 28.

22: ILLUSORY ROCK: To the unaided eye, the east wall of this cave is a featureless blank. But, in fact, the eastern wall is an illusion. This illusion cannot be dispelled but likewise it offers no resistance. It can be detected in the same fashion as a secret door.

23: THE HAND OF EDURLAG: Beyond the Illusory Rock is a passage which leads to this chamber. The dominating feature of the chamber is an enormous brown hand, 16 feet across the palm, which thrusts up through the floor.

The hand will be motionless until a character approaches within 10 feet of it. Then the fingers of the hand will begin to writhe and reach imploringly toward the player.

If anyone has the guts to climb up into the palm of the hand, a soft glow like starlight will suddenly suffuse the chamber and a sweet, feminine voice will speak from the air, saying, in Common,

Know then that this was the fate of Edurlag, heroic Storm Giant of the Great North, who dared the terrors of the Demondance, battled the Legions of the Abyss and rescued Ningillan the White, Queen of Elves. Magnified to this wondrous size and imprisoned in the living rock of the Towers of the Sun, shackled by the awful power of She Who Died, Edurlag yet lives and is counted blessed by the Elvish people.

Know then that Edurlag shall walk again. Followers of Evil, beware!

At the conclusion of this speech, any characters of good alignment in the palm of the hand will receive the benefits of a *Heal* spell. Neutral characters will be unaffected. Evil players will be mercilessly crushed by the giant fingers, each receiving 6-36 points of damage.

The hand will only perform in this manner once per day.

While no shreds of flesh remain on the bones, the marks and breaks in the skeletons suggest that the victims were severely beaten and tortured.

24: PIT VIPERS: Several holes, each about 1 foot in diameter, are visible in the north wall of the galley here.

There is a 5 in 6 chance that 12 venomous *Pit Vipers* will flow from these holes as the party passes. Each snake is mottled brown in color and about 4 feet long. Recall that all Pit Vipers possess natural infravision.

A careful search of the snakeholes will be rewarded with the discover of an ancient leather bag. This bag contains 800 s.p., a *Potion of Cloud Giant Strength* and three baby Vipers that will bite the first person to reach into the bag.

12 Pit Vipers—AC 5; HD 1+1; Move 12"; D/A 1-2 plus poison; HP 7, 8, 9, 6, 8, 3, 3, 4, 6, 8, 7, 9.

3 Baby Pit Vipers—AC 6; HD ½; Move 6"; D/A poison only; HP 1, 1, 2.

25: MURDERERS MOST FOUL: The terrible stench issuing from this cave announces the presence of *3 Trolls* who lurk here and prey upon luckless passersby. The Trolls are not particularly alert, so a quiet, cautious party should be able to sneak by without arousing the monsters.

The Trolls' cave contains, in addition to the Trolls themselves, a great litter of skins and bones, all covered with a deep blanket of white mold. If the trolls are disposed of and a careful search is made of the cave, nothing of any value will be found.

3 Trolls—AC 4; HD 6+6; Move 12"; D/A 2-5/2-5/2-8; HP 26, 34, 31.

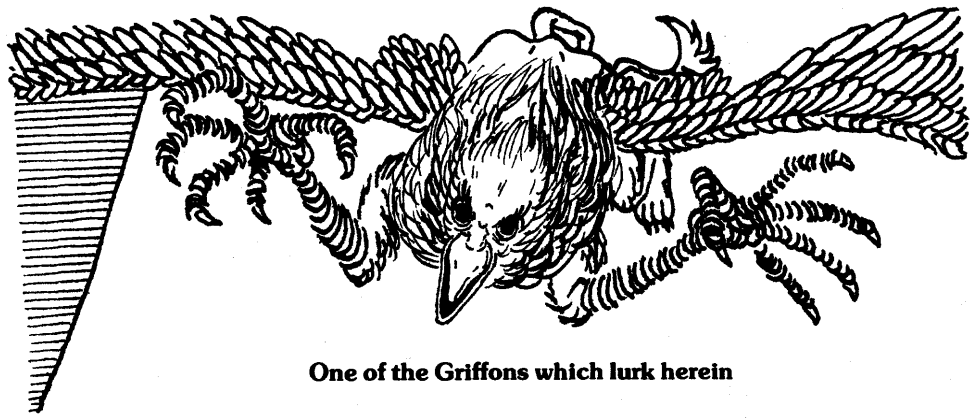
26: THE BREEZEWAY: Warm, wet air blows through this opening. Here the galley slopes downward and leads to the Lower Caverns (Map 2, #5).

Just inside the opening is a large, flat rock set nearly flush with the floor. Beneath this is the secret cache of the robbing Trolls from #25, above. If the passing party detects this, it will require a combined strength of 54 to lift the stone. (If the trolls have not yet been dealt with, the sound of this activity is certain to bring them running.)

Under the stone is a hollow space filled with pretty rocks. Rummaging through the rocks will uncover nothing of value, but if a party goes to the trouble of clearing the pebbles out of the hollow space, the party will find a crack in the floor which is lit with an eerie glow. In the crack is an oaken chest, a sheathed dagger and a gleaming, golden shortsword.

The lock on the oaken chest is covered by a *Leomund's Trap* spell. Inside the chest is a gem-encrusted goblet of obvious value, worth about 5,600 g.p. What is not obvious is that the goblet is an *Item of Commanding Water Elementals*. Pure water must be poured into the goblet to make it perform this function.

The sheathed dagger is just a common dagger, but the golden sword is obviously of a magical nature. It is a *Sword +1, +2 vs magic-users and enchanted monsters.* It is Lawful in alignment and is not intelligent.



One of the Griffons which lurk herein

The Lower Caverns (Map 2)

GENERAL: The Lower Caverns are the deepest and gloomiest parts of the Fell Pass. The temperature is a muggy 96°F. A steamy mist reduces visibility, even infravision, by half. Throughout the caverns there is an incessant cracking-popping sound, as if the stones themselves are restless and uneasy.

01: THE CRACK: The passage down from the West End (Map 1, #15) empties out here.

02: GRAY FUNGUS GLADE: Parasol-shaped fungi, varying in height from 1 inch to 15 feet, pack this chamber. The fungi have a sharp, sweet odor.

If a party enters the fungus glade, it is certain that one of the giant growths will dump a load of spores upon them. The spores have no immediate, obvious effect.

In fact, the spores are completely harmless to living creatures. They will, however, infest and spoil any bread, meat or cheese that the party is carrying. Further, if the party has with it the body of a fallen comrade (keeping it with the intention of resurrecting the character later), the spores will completely and thoroughly poison the body, thus eliminating the possibility of a successful revival (except by a *wish*, of course).

These mushrooms are themselves, incidentally, quite edible.

03: CHAMBER OF CHAINS: Firmly anchored in the ceiling and walls of this cave are many sets of manacles, forged of stainless steel. The skeletons of several men, dwarves and elves dangle from them. While no shreds of flesh remain on the bones, the marks and breaks in the skeletons suggest that the victims were severely beaten and tortured before they were killed.

04: THE HOLE: Here is the opening of a passage which leads down from the West End (Map 1, #18).

05: THE BREEZEWAY: A steady breeze blows into this tunnel which leads up to the West End (Map 1, #26).

06: RED FUNGUS GLADE: Globular, red-and-white stippled fungi, 1 to 8 feet in diameter, populate this chamber. In the center of the room is a cairn of boxes, crates and chests.

The fungi are harmless. Searching through the stacked crates and chests will take a considerable amount of time (20 turns, if the party applies itself) and for the most part the search will only reveal decayed goods and sundries cast off by merchant caravans lost long ago: bolts of mildewed cloth, rotted silks, moldy herbs and spices, a child's coffin (mercifully, unoccupied), a case of wine that went to vinegar years ago, and many other such things.

There are two items of special interest. One is a jewelry case, locked and trapped with a poisoned barb.

The poison on the barb is old and has long since lost its virtue. A character stung with it will not be harmed, but the wound will hurt like mad for the rest of the game day.

Inside the case are six fine gold chains, each worth about 75 g.p. Note, however, that these chains radiate a faint aura of magic, giving away the fact that these chains are of *Fairy Gold*, which, as everyone knows, disappears when exposed to direct sunlight. Until this happens, though, it is indistinguishable from real gold, even to a dwarf.

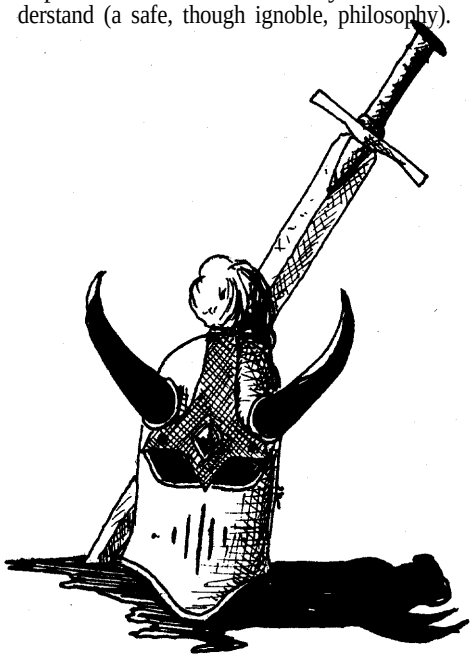
The other item of interest is a locked strongbox which contains 8 tubes, each 1 foot long and 2 inches in diameter, made of waxy black paper. One end of each tube is marked with a red stripe.

The tubes are fireworks similar to Roman candles. When the end marked with the stripe is lit, a tube will spew forth a 15-foot stream of multicolored flecks of fire. This pyrotechnic display is harmless, but is impressive enough to frighten most unintelligent monsters and to cause creatures of low or semi intelligence to check morale. One tube will bum for 1 full turn.

07: TREMBLING ROCK: In the center of this galley is a circular area, 20 feet wide, which is more darkly colored than the surrounding stone and streaked with white mold. Many tiny plumes of steam vent from cracks in the floor within the area. A player who steps into this sinister circle will sense a thrumming vibration beneath his or her feet.

No, this is not a trap. It is merely an interesting phenomenon of the Lower Cav-

erns. The Dungeon Master is encouraged, however, to allow the players to think it is a trap. Make them fear what they do not understand (a safe, though ignoble, philosophy).



PSYCHOPATHIA GARGOYALIS: There are a number of groups of Gargoyles stationed at various points in the Lower Caverns, so, to avoid unnecessary duplication, herewith are a few notes of description and explanation.

As is true of Gargoyles everywhere, these denizens of the Fell Pass are winged monsters, reptilian in aspect and chalk-white in color. They are neither clever nor friendly. Torturing the weak and the helpless is their favorite pastime.

Each of the Gargoyles of the Lower Caverns, however, carries a special mark. Each wears a leather thong about its neck from which hangs an irregular yellow crystal. These pendants brand the Gargoyles as the slaves of Xorddanx, Eye Tyrant and undisputed master of the Lower Caverns (see item #13). All of the Gargoyles here are very loyal to Xorddanx and none would voluntarily act against its master. Presently, the Gargoyles are under orders from Xorddanx to capture any intruders they see, if possible, or slay them if necessary. Characters taken prisoner will be brought before Xorddanx for questioning.

Xorddanx the Beholder is old and evil, and it did not live to be old by being stupid. . .

08: GARGOYLE GUARDS: 3 Gargoyles squat near the opening of this chamber. They are alert and ready to confront any party that comes within sighting distance.

3 Gargoyles — AC 4 (+1 or better to hit); HD 4; Move 9"/15"; D/A 1-3/1-3/1-6/1-4, HP 24, 23, 21.

09: MIST OF MISDETECTION: This chamber is filled with a strange purple vapor. However, a party passing through this fog will suffer no *obvious* ill effects.

The vapor will cause warning and detection spells and devices to fail. This effect lasts for 1 game day. Spell-casting characters are allowed a saving throw vs. magic, but magical items always fall under the vapor's influence.

10: STRANGE SNARES: There are five 1-foot-diameter holes in the north wall of this galley.

If a party approaches or attempts to pass by these holes, 5 Giant Snakes will emerge and attack. The snakes are venomous but their venom is peculiar; a character who is bitten and fails to make a saving throw vs. poison does not die, but instead becomes noncorporeal! The snakes' venom acts in the same manner as a *Potion of Gaseous Form*, rendering the affected player completely insubstantial for 10 turns. A character in this form is naturally immune to normal physical attacks, but is also unable to handle normal material objects. The character's clothing, arms and armor will all fall to the floor. The player will have to drift around naked until the effect wears off.

In this connection, note item #11 (below).

5 Giant Snakes — AC 5; HD 4+2; Move 15"; D/A 1-3 plus poison; HP 17, 20, 18, 19, 10.

11: THE WAY OF THE JACKAL: 4 Jackalweres are concealed within this cave. They have staked out the adjacent passage with the intention of robbing and eating hapless travelers.

There are a number of groups of Gargoyles stationed at various points in the Lower Caverns. . . Torturing the weak and helpless is their favorite pastime.

The Jackalweres know about the Strange Snakes (#10). If they hear a party fighting the snakes (90% likely), they will wait until the battle is over and then confront what remains of the party. If the Jackalweres are not too badly outnumbered, they will attempt to slay the characters who are still material, thumb their noses at the rest, and make off with all the loot they can carry.

Otherwise, being intelligent creatures, the Jackalweres will only challenge a party if the party is not obviously overwhelmingly powerful.

4 Jackalweres — AC 4 (iron or +1 weapons to hit); HD 4; Move 12"; D/A 2-8; HP 18, 14, 14, 25.

12: JACKAL'S MEAL: At the very end of this corridor are the dismembered bodies of three elves. Portions of the bodies are missing; those parts that remain have obviously been chewed.

There is a secret door in the wall behind the bodies. This is in the form of a large stone that will require a combined strength rating of 36 to move aside. When this has been done, a cloud of poisoned darts will fly from the opening behind the stone, dealing 1-4 hits to each player involved in shifting the rock. The hits will do no damage but each will require a saving throw vs. poison.

If the Jackalweres in chamber #11 have not yet been dealt with, they are 90% likely to hear the stone being moved. They are certain to investigate this, since their looted treasure is behind the stone. And, being possessive by nature, they are certain to fight to keep it.

In the space behind the stone are a multitude of sacks, purses, bags and wallets. Altogether, these items contain some 44,500 c.p., 1,600 s.p., 460 g.p., a modest sapphire worth 50 g.p., a finely crafted jeweled dagger worth 950 g.p., a vial of colorless liquid and a locked, brass-bound book

The liquid in the vial is a *Polymorph Potion* that will transform the imbiber into a Gargoyle for 6 plus 1-6 turns.

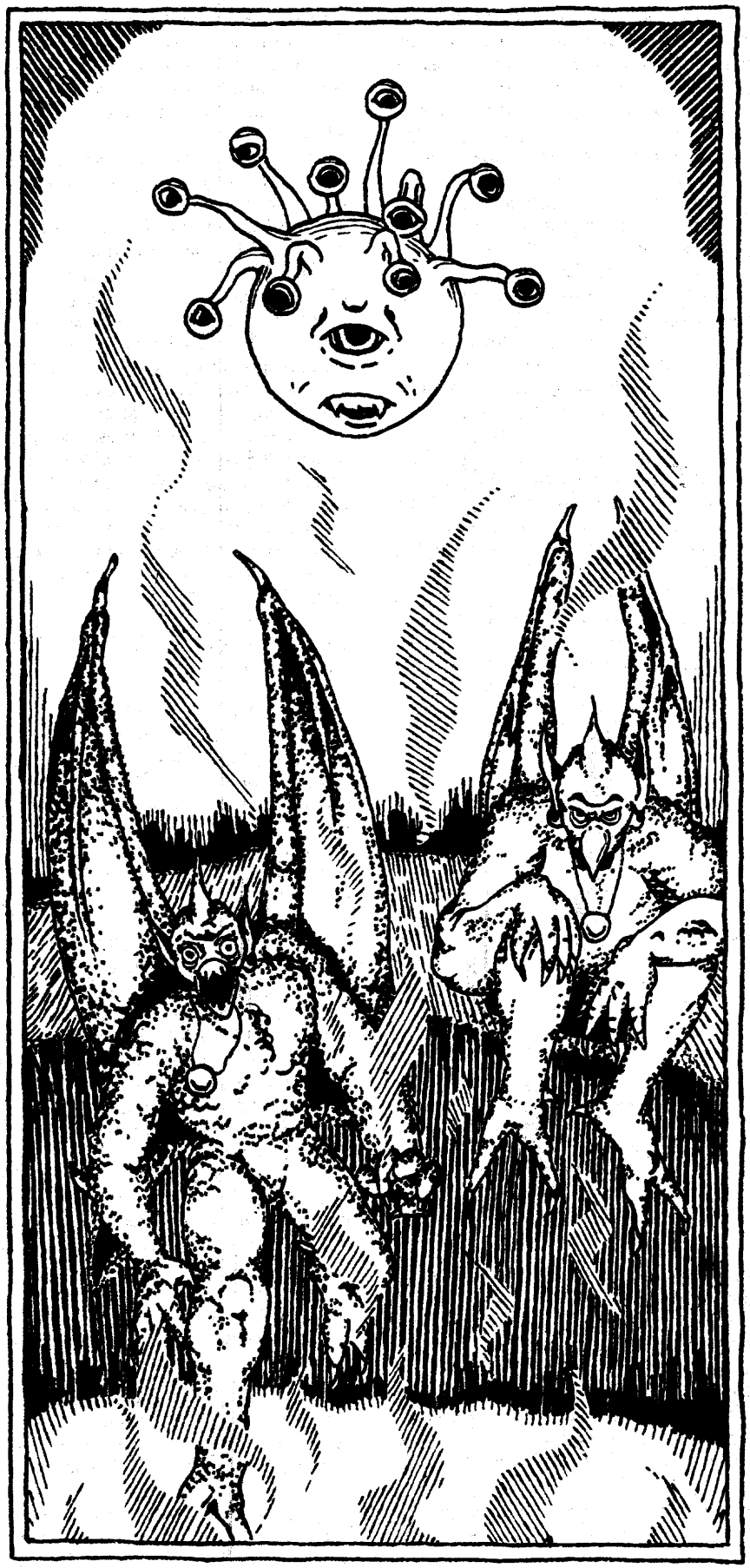
If the brass-bound book is opened, it will be found to be an accounts ledger. But, concealed in the inner lining of the binding is a *Scroll of Protection From Magic*.

13: THE CHAMBER OF XORDDANX: At the center of this cavern is a bright pink pool of molten metal. Its heat is fierce; the temperature in the chamber is 130°F. The ruddy light of the molten pool etches intense shadows on the rough-hewn walls and ceiling.

Opposite the entrance to the chamber, 5 feet above the uneven floor, there is a wide shelf of rock. Upon this squat 8 very large Gargoyles, Xorddanx's elite guard. They are quiet and controlled, confident in their power and the power of their master.

As the party enters or is dragged into the chamber, Xorddanx itself will appear, floating slowly from its place of concealment in the cavern ceiling. It will examine the party with its analytical, unpitying gaze.

Xorddanx the *Beholder* is old and evil, and it did not live to be old by being stupid. It will not hesitate to negotiate with a party, even a lawful one, if the party is strong enough to seriously threaten its safety. But it is a stern and hungry bargainer and is possessed of a tremendous will, strong enough to dominate and organize the normally intractable Gargoyles of the Fell Pass. It will only accept a deal that accrues it some benefit. Most agreements with Xorddanx will require the party to sacrifice one or more of its members.



Xorddanx has his eyes on you

If a party decides to do battle with Xorddanx, the Eye Tyrant will withdraw to a point above the molten pool where it can use its magic while remaining out of reach of weapons. It will usually employ its eye of *Sleep* to take out low-level types, while concentrating its eyes of *Death, Disintegration* and *Antimagic* on the high-level characters. It will leave physical combat to its guards.

The handling of Xorddanx must be left mainly in the hands of the Dungeon Master, but it is intended that Xorddanx be a very dangerous character, so the referee is encouraged to show no mercy. A low-level party has no business thinking it can take on a menace as obviously great as Xorddanx. High-level parties often need to be taken down a peg. Be strong!

Xorddanx keeps its treasure horde in its hiding place in the ceiling. Access is through a Beholder-sized hole which leads up to a spherical chamber. In the chamber are four locked and trapped strongboxes.

The first box, bound in iron, will release a 30-foot-diameter cloud of poison gas when opened. Inside are fifty gold ingots, each of 150 g.p. weight.

The second box, bound in brass, will launch a volley of six *Magic Missiles* at the player who opens it. Inside are three vials of liquid. These are *Potions of Dragon Control,* one each for red, white and blue dragons.

The third box, bound in copper, will do 3-18 hp of electrical damage to whoever touches it. Within are two tubes. The first contains a scroll bearing the spell of *Bigby's Interposing Hand.* The second contains a scroll with *Bigby's Clenched Fist* written thereon.

The fourth box, bound in steel, is coated with an invisible contact poison. This will affect all who touch it barehanded. Inside is a *Ring of Regeneration.* Wear it in good health.

Xorddanx, Beholder — AC 0/2/7; HD 13 (approx.); Move 3"; D/A 2-8; HP 63.

8 Gargoyles — AC 5 (+1 or better to hit); HD 4; Move 9"/15"; D/A 1-3/1-3/1-6/1-4; HP 31, 27, 30, 26, 32, 29, 31, 32.

14: THE LOCKUP: This chamber has been sealed with an iron wall. In the wall is a heavy door, locked and barred on the outside.

Imprisoned within are *6 Centaurs,* who are being held here for the later amusement of the Gargoyles. As might be imagined, they are nearly mad with anxiety and are likely to trample whomever opens the door of their prison unless that person is quick to declare himself or herself a friend.

The Centaurs will offer to join a party that will agree to take them out of the Pass. While none of the Centaurs is armed, they can all kick like mules (so to speak).

6 Centaurs — AC 5; HD 4; Move 18"; D/A 1-6/1-6; HP 22, 15, 25, 14, 19, 16.

15: GARGOYLES AT PLAY: A party

approaching this chamber is sure to hear the loud arguing and sound of fists hitting flesh coming from inside. The voices are recognizably those of Gargoyles.

There are 7 of the creatures here, watching 2 more slug it out for possession of a sizable blue diamond worth about 1,400 g.p. Since they are all preoccupied, the chances of a party gaining the advantage of surprise are doubled.

9 Gargoyles — AC 5 (+1 or better to hit); HD 4; Move 9"/15"; D/A 1-3/1-3/1-6/1-4; HP 22, 26, 15, 10, 24, 15, 19, 12, 9.

16: TANGLED WEBS: This galley is clotted with 55 feet of spiderwebs. Visible in the midst of this mass of silk are several man-sized bundles wrapped in silk.

The spiders that spun these webs are long gone. The danger here lies in the bundles. In this hot, damp environment, the bodies wrapped inside the bundles have reached an advanced state of decay and are ripe with deadly bacteria. If the bundles are poked or prodded in any way, they will burst, releasing a noxious cloud of germ-laden vapors that will fill the web-enclosed section of the galley. Fire applied to the bundles will destroy them safely.

The players exposed to the bacterial cloud must save vs. poison or suffer the effects of a *Cause Disease* spell. Naturally, a *Cure Disease* spell will instantly reverse the progress of the illness.

17. THE BREEDING GROUND: A peculiar squawking, chittering sound can be heard by a party approaching this cave. Within the cave are 11 Gargoyles who are keeping close watch over a dozen Gargoyle eggs.

The Gargoyle eggs rest in a pit on the south side of the chamber. The pit appears to be nearly filled with golden sand. In fact, the "golden sand" is actual gold dust, 4,000 g.p. worth.

Naturally, the Gargoyles are not going to let anyone get near the pit of eggs. They will defend their "nest" to the death.

11 Gargoyles — AC 5 (+1 or better to hit); HD 4; Move 9"/15"; D/A 1-3/1-3/1-6/1-4; HP 22, 15, 12, 20, 26, 19, 17, 16, 26, 19, 22.

18: THE RACK: In this chamber is a heavy wooden table equipped with iron chains and manacles. The table is covered with dark stains.

This is the gargoyles' "playroom," where the monsters break the bodies and spirits of those unfortunate enough to fall into their clutches.

19.: WHITE FUNGUS GLADE: Towering, pale toadstools crowd this chamber. Between the giant fungi hang sheets of dense spidersilk, and many *Large Spiders* can be seen scuttling about in the shadows.

There is an opening in the east wall of the chamber. The tunnel beyond the opening is a smooth tube that corkscrews upwards and leads to the East End (Map 3, #l).

The spiders will not bother the party if it moves quickly through the chamber. But if it lingers, then beginning in the turn after the party entered, the spiders will begin to attack at the rate of 1-4 per turn. There are 20 large spiders altogether.

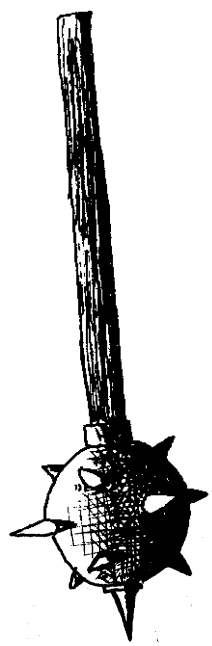
Well concealed in the Northwest end of the chamber are the bones of a party of adventurers that did not make it. Their skeletons are seen to be clutching a large canvas bag.

In the bag are 2,600 s.p. and a beautifully wrought silver web belt worth 1,960 g.p.

20 Large Spiders — AC 8; HD 1+1; Move 15"; D/A 1 plus poison (saving throw +2); HP 3, 3, 6, 2, 6, 2, 3, 2, 7, 7, 9, 3, 5, 6, 6, 4, 8, 7, 5, 9.

20: GEYSER DJINN: There is a low rise in the middle of this galley. From the peak of this rise vents a plume of steam shot through with scintillating white lights.

If a character climbs the rise or if the



plume of steam is disturbed in any way, a mighty *Djinn* will suddenly materialize out of the plume. Brandishing a shining, silvery scimitar, the Djinn will bellow in a terrible voice, "MORTAL FOOL! KNOW YOU WHAT COMES AT THE END OF LIFE?"

The correct response to this is, of course, "Death comes at the end of life." To this the Djinn will reply, "EVEN SO! NOW TAKE THIS BONE, YAPPING DOGS, AND DISTURB ME NO MORE!" So saying, the Djinn will hurl a small bag at the party, become gaseous and vanish into the geyser plume once again. The bag contains 30 pieces of silver.

Smart-aleck players may answer the Djinn's challenge by saying, "The letter 'e' comes at the end of life." This flippant answer will enrage the Djinn. "MISERABLE JESTER!" the Djinn will shout, "LOOK TO YOUR HEAD!" The Djinn will then fly at the offending player, scimitar swinging. If, as is likely, the Djinn slays the wisemouth, the Djinn will indeed take the character's head, thus preventing any normal attempt to resurrect the player. Head in hand, the Djinn will then disappear into the geyser.

Further attempts to rouse the Djinn will result in the geyser erupting, delivering 6-36 points of damage to all within a 20-foot radius of the geyser (saving throw allowed).

If the Djinn is defeated in combat, the Djinn's body will vanish but his sword will remain behind. This is a +3, *Chaotic Good scimitar.*

1 Djinn — AC 4; HD 7+3 (+3 to hit probability); Move 9"/24"; D/A 2-16; HP 34.

21: GARGOYLE GUARDS: In this chamber are three more members of Xorddanx's Gargoyle army. They lurk in the shadows behind the entrance, ready to pounce on any intruders who enter or pass by.

3 Gargoyles — AC 5 (+1 or better to hit); HD 4; Move 9"/15"; D/A 1-3/1-3/1-6/1-4; HP 16, 21, 17.

22. THE STRANGLING POOL: On top of this scummy stagnant pool floats a mass of mottled green-and-brown weeds.

If a character approaches within 5 feet of the pool, 5 *Strangle Weed* fronds will rise up out of the pool and attempt to grab the character. If the character is caught and crushed (as per the Strangled Weed description given in the Monster Manual), the body will be dragged into the pool.

If the pool is carefully dredged (and it will take at least 12 turns to do a thorough job), the party will uncover the remains of many former victims of the weed, as well as 12 c.p., 14 s.p., 15 g.p., a *+1 shield* and 12 *+1 magic arrows.*

5 Strangle Weeds — AC 6; HD 4; Move 0"; D/A special; HP 16, 16, 14, 22, 20.

23: FOG OF FORGETFULNESS: A curtain of shimmering chartreuse mist hangs across this passage. Characters passing through this curtain will feel no immediate ill effects.

The chamber beyond the curtain of fog is apparently empty. But if one of the characters who entered the chamber is a magic-user or cleric, and if this character comes within 3 feet of the northeast wall, bright letters of *Illusionay Script* will suddenly ap-

Well concealed in the northwest end of the chamber are the bones of a party of adventurers that did not make it . . .

pear on the wall. The message of the script is in Common, and reads,

"Woe to you, brother magicker! For know you now that the emerald mist which closes this place is a product of awful conjury, and shouldst thou again penetrate yon sinister barrier, you shalt surely become bereft of thine eldritch arts and skills, diminish and become as mortal man. Know you this and weep, for it is true. So writes Tygard tiJulian, the once-wizard."

In actual fact, this is *not* true. Tygard tiJulian was a senile old man who blamed "terrible, unseen enemies" for his deteriorating magical abilities. The green mist is completely harmless. However, there is no way that the spellworking character can know this. The spellworker might ask him or herself, though, how tiJulian, who apparently fell victim to this "curse," was able to etch his Illusionary Script if he had lost his "eldritch arts and skills."

24: THY NAME IS MUD: This chamber appears normal, except that the floor of the cave is perfectly level and smooth. In the center of the floor are several cloaks, coats and small sacks, tossed together in a heap.

Some years ago, a passing druid used a *Transmute Rock to Mud* spell on the floor of this chamber, and in so doing was able to eliminate the monster that once dwelt here. But, due to the unusual heat and humidity of the Lower Caverns, the mud never entirely dried. So, should a player enter this chamber, the floor will give way under the player's weight and the player will be hip-deep in hungry brown ooze. The player will sink and suffocate in 1 turn unless he or she can fly or levitate, or someone outside of the chamber throws the player a rope.

The heap of cloaks, coats and sacks contain nothing of value. They are just the visible remains of an earlier party of adventurers who were trapped by the mud.

25: THE LOW ROAD: Beyond this opening is a gallery which climbs upwards to the caverns of the East End (Map 3, #2).

26-27: THE LOOP: Due to a peculiar space-distortion effect, the tunnel that connects these openings seems to slope upward regardless of the direction of travel. A party passing through the Loop will think it has climbed fifty or sixty feet, when in fact it has remained on the level of the Lower Caverns.

The East End (Map 3)

GENERAL: The mean temperature of the East End is 85°F. and it is uncomfortably humid. The floors, walls and ceilings of all of the corridors and chambers of the East End are slick with condensation and fuzzy with grayish-green moss.

THE TREADMILL: On the map there is marked with stars an elliptical route. This is the Treadmill. If a party crosses or travels along this route for any distance, roll for a wandering monster encounter. The *first* such encounter indicated will be a meeting with Sister Felicity Grace, High Priestess of the Church Militant of Uldra and prisoner of the Treadmill.

Sister Felicity is a charming, fortyish woman, wise in clerical magic and strong in battle. She is Neutrally aligned. As she will freely explain to any party she meets, she is on a pilgrimage for her goddess, and while seeking a safe route through the Towers of the Sun she accidentally wandered into the Fell Pass. She is eager to find a way out and would be glad to join a party with a similar interest.

Given her alignment, her high charisma and her useful clerical skills, the Dungeon Master should consider it likely that the party will accept Sister Felicity as a traveling companion, even if this is against the party's usual practice. If she has to, she can even offer a bribe of diamonds (up to 12, each worth 500 g.p.) to the party, although she will only do this as the very last resort.

Sister Felicity has an excellent reason to want out of the Pass. She is, to borrow Fritz Leiber's elegant phrase, "under the thumbs of the gods." For ten years now she has been doomed to circle around and around the path of the Treadmill, unable to leave it because of a curse that prevents her from seeing the true path. She hopes to escape this fate by following a party that can see the way out, not realizing that by joining this party, *she extends her curse to them.*

What this means is that as long as Sister Felicity accompanies the party, the party can only follow the starred route of the Treadmill. Furthermore, the illusion/confusion component of the curse will prevent the players from realizing that they are traveling in circles. They will instead think themselves lost in an infinite, subterranean labyrinth.

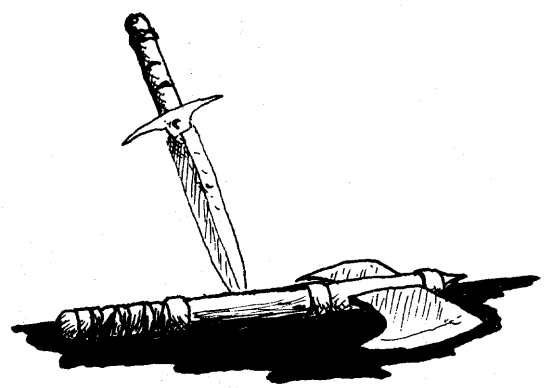
The only way to escape this trap is to abandon, drive off or kill Sister Felicity. Only after this has been done will the party be able to see the way off the Treadmill. *All other methods of escape must fail.*

(And this, you see, is the true nature of Sister Felicity's curse. She is condemned for life to be cast out or attacked by those she befriends. Perhaps one day whatever gods there be will take pity on her and free her. But do not stand on one foot waiting for this to happen.)

Sister Felicity wears *+3 enchanted chainmail* and carries 12 500 g.p. gems in her belt (as mentioned above).

Sister Felicity Grace, High Priestess — AC 2 (+3 chainmail); HD 9+2 (10th level); Move 12; D/A 2-7 (mace); Str 14; Int 13; Wis 15; Con 12; Dex 12; Cha 18; HP 44. She will hold these spells when encountered: *Cure Light Wounds (2), Command, Protection from Evil, Hold Person (2), Speak with Animals, Silence, Continual Light, Cure Disease, Dispel Magic, Cure Serious Wounds (2), Neutralize Poison, Flame Strike (2).*

01: THE TUBE: Through this opening is a smooth, round tunnel that spirals down to the Lower Caverns (Map 2, #19).

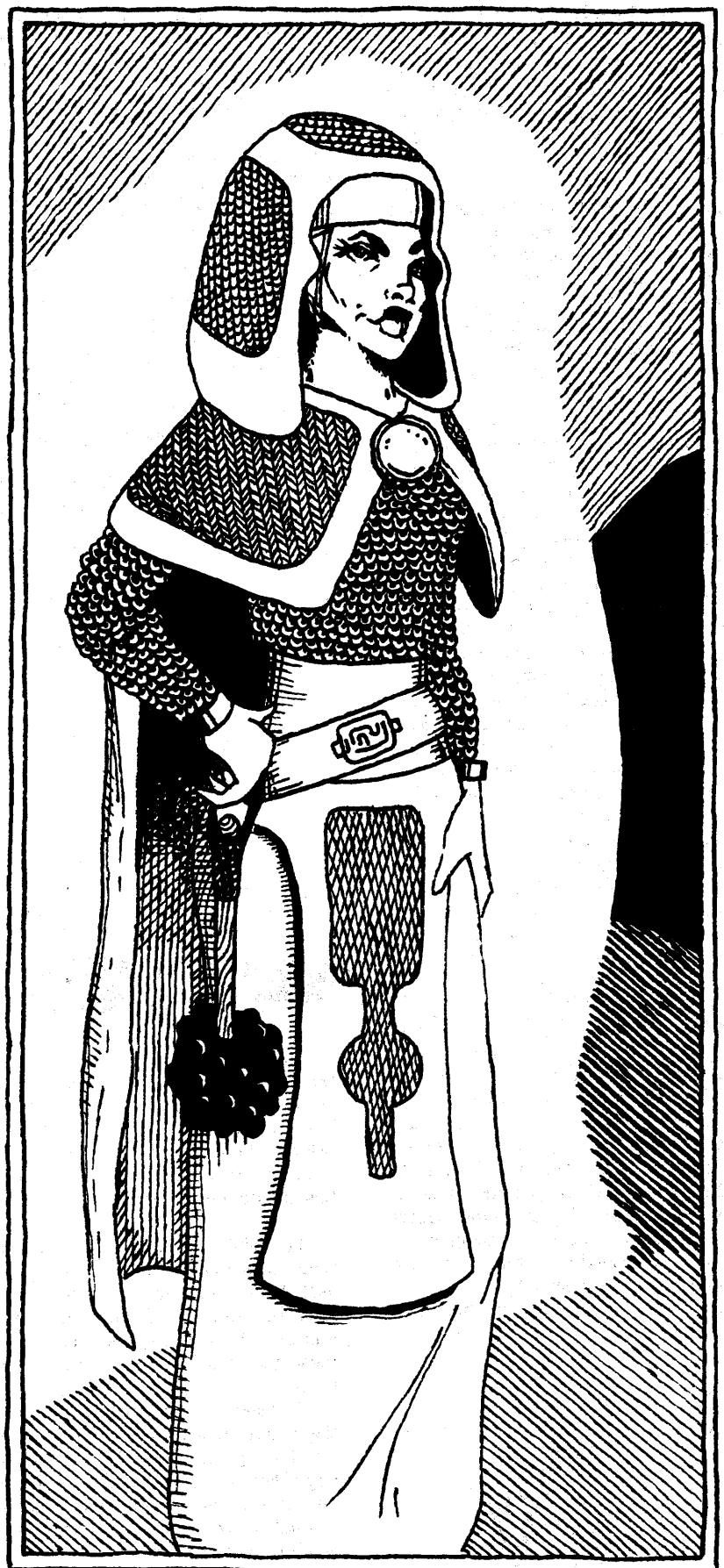


02: THE LOW ROAD: This gallery leads down to the Lower Caverns (Map 2, #25). As the party passes through the opening, the sound of ringing, maniacal laughter will reverberate throughout the chamber. It will seem to come from every direction and has no apparent source.

03: THE INVADERS: An orc raiding party is bivouaced in this cave, preparing itself for a sortie into the Lower Caverns. Guards, alert, armed and ready, flank the entrance. There is no possibility of surprising these guards unless some form of invisibility is used.

The leader of this troop is Thurast Dwarfslayer, a cunning orc who is far more dangerous than he appears. Thurast keeps four large *Dire Wolves* at his side at all times, and he controls these brutes with his *Ring of Animal Control*, which he keeps hidden beneath his right gauntlet. His armor +1 plate and he carries a +2 scimitar. These extraordinary aids have made Thurast mighty in battle, and thus his followers are exceptionally loyal (for orcs).

Thurast Dwarfslayer



Sister Felicity Grace

M12

The followers of Thurast wear chainmail and bear normal scimitars.

Each of the orc regulars has 2-12 g.p. stashed in his field pack. Thurast himself has 190 g.p.

Thurast Dwarfslayer — AC 1; HD 2 (+2 to hit); Move 9"; D/A 1-8; HP 16.

4 Dire Wolves — AC 6; HD 4+4; Move 18"; D/A 2-8; HP 26, 27, 28, 25.

16 Orcs —AC 5; HD 1; Move 9"; D/A 1-8; HP —3, 5, 1, 2, 5, 7, 5, 2, 7, 8, 5, 6, 2, 6, 6, 3.

04: THE SWORD IN THE STONE: A broadsword is sunk to the hilt in the northwest wall of this alcove. Strange runes and glyphs are visible on the swords grip. The sword radiates a clear aura of magic.

If a fighter of level 4 or greater grasps the sword, both the fighter and the sword will abruptly vanish, teleporting to the Circle of Skulls (#05A, below). If any other type of character or more than one character grasps the sword, the offending player or players will receive 2-12 points of electrical damage (½ saving throw allowed).

05A: THE CIRCLE OF SKULLS: The fighter will find himself or herself deposited here, sword still in hand, in a dimly lit chamber whose walls are lined with the skulls of creatures of a dozen human and inhuman races. The skulls are all whispering to each other, and chanting aloud, "No escape but death . . .no escape but death . . . no escape but death . . . ."

Through a low archway in the northeast wall can be seen a short passageway leading to a brightly illuminated room.

05B: THE CIRCLE OF CONFLICT: A raised dais 10 feet in diameter is the only object in this room. The dais is seemingly made of fine, white marble, yet it shines with a brilliant white light.

When the fighter steps onto the dais, three things will occur simultaneously:

The fighter and the Sword from the Stone will instantly shrink until the fighter is but 6 inches tall. From the fighter's frame of reference, it will appear that the dais suddenly expanded into an arena 120 feet in diameter. The fighter's clothes and regular equipment will likewise seem to grow to outlandish size. On this scale, only the Sword from the Stone will be usable as a weapon.

Secondly, a dome of the same material as the dais will clamp down over the arena, thus preventing the fighter from leaving the area.

And finally, a *Flesh Golem* bearing a sword identical to that of the fighter will appear in the arena. Wordlessly, the monster will advance on the fighter and engage combat.

This fight has been rigged. The fighter's sword, though magical, will not be able to harm the Golem. Nor can the Golem be hurt by its own sword. The only possible outcome of this combat is the death of the fighter,

hacked to pieces by a monster against which the fighter is helpless.

But this death is not final. The death is real, yes, but the power that built this trap can also raise the dead. After his or her defeat in the arena, the fighter will reappear back at the alcove of the Sword in the Stone (#4), physically fit but mentally in shock. There is a 50% chance that the terrible "death experience" that the fighter just endured will so unnerve the fighter that he or she will renounce the profession forever and take up some other class. Modify this probability downward 5% for every level the fighter has achieved above the 4th. Subtract 10% for every time the fighter has been previously resurrected.

(The trap of the Sword in the Stone was constructed ages ago by a mighty wizard who despised fighters. The rationale is that, having experienced the terror of falling before a warrior's blade, the fighter will be unable to inflict the same terror upon others. Of course, long experience in battle will make a fighter less susceptible to this sort of conditioning.)

Flesh Golem — AC invulnerable; HD 9; Move 8"; D/A 2-8 (by sword only); HP effectively infinite.

The only possible outcome of this combat is the death of the fighter, hacked to pieces by a monster against which the fighter is helpless . . .

06: THE POOL OF SOULS: A slow but steady tink-tink-tink of dripping water echoes through this chamber. A pool of black liquid covers the northeast half of the cave. Wisps of steam dance across the surface of the pool.

If the pool is disturbed in any way, 4 *Wraiths* will rise from the pool and attack the party. Characters that become Wraiths will be spiritually bound to the pool, as their new "masters" are.

The inky liquid of the pool is completely opaque, but if players grope around in the pool for two turns, they will discover 13 *+1 magic arrows*, a *dagger +2 vs man-sized opponents, +3 vs orcs, goblins and kobolds*, 750 g.p., 460 s.p., and 2 *Scarabs of Death.*

4 Wraiths — AC 4 (silver or magic weapons to hit); HD 5+3; Move 12"/24"; D/A 1-6 plus drain 1 life energy level; HP 22, 24, 30, 27.

07: BLACK FOG: This area is choked by an oily black mist. Characters passing through this noisome fog will experience coughing fits, dizziness and nausea.

Aside from the effects described above, the black fog is harmless. Note, however, that this unpleasant and sinister encounter is sure to weaken the morale of the non-player characters accompanying the party (-2 on all morale checks for the next 20 turns)

08: PUDDLE OF SLIPPERINESS: This passage slopes sharply down and then up again, creating a basin which is filled with a viscous, brown liquid.

The liquid is identical to *Oil of Slipperiness*. Characters who step into the puddle will not be able to keep their footing unless they are equipped with crampons, spiked boots or similar footgear. Without such equipment, the puddle can only be crossed at a slow crawl, 3" per turn.

When the character at last emerges from the puddle, his or her footgear will naturally be coated with the slippery slime. The slime will have to be removed from the player's boots, or else the player will slide and fall with every step. Wine, or any other alcoholic liquid, will serve as a proper cleaning agent.

09: THE STAIRWAY TO ELSEWHERE: A series of hand- and foot-holds are cut into the southeast wall of this chamber. They lead up to the ceiling and stop, apparently going nowhere.

If a character climbs this ladder to the top, he or she will abruptly vanish. The effect is very similar to a rope trick, for there is an invisible extra-dimensional space at the top of the ladder. Characters can move from the space to the ladder and back at will.

The space at the top of the ladder is a circular room, 30 feet in diameter, with greenish, glowing walls. Hovering in the center of the room is a crystalline sphere, 4 feet in diameter, which contains the wizened body of a very, very old woman.

If a character comes within touching distance of the sphere, the old woman's eyes will open. "Ah, my pretty," she will say in a voice dripping with ancient evil, "have ye come to give old Gran' a present? What is it, now? What will you give me?" A sly, hungry look will cross her time-ravaged face. "For the gift of a life, old Gran' can tell ye a *secret.*"

For a blood sacrifice, the woman in the sphere will answer one question. Accuracy and completeness of the answer will be near total. (Human sacrifice is not necessary; an animal will do.) The woman in the sphere will also accept sacrifices of valuables or magic items, but in this case her response will only be a convincing lie.

The sphere that holds the old woman is completely resistant to physical and magical attack. The old woman cannot be threatened or harmed, but neither can she harm the players, except through her lies and deceit.

10: EYES OF DARKNESS: Hidden in this chamber, concealed among the cracks and irregularities of the ceiling, are many tiny *Bats.* They are timid creatures but are attracted by any sort of fire. If a character bearing a torch, lantern or the like enters this chamber, the bats will immediately swarm around the character. The little creatures will not attack, but they will flap about and obscure the player's vision, and they will follow the player until they are killed or driven off.

30 Bats — AC 7; HD ¼; Move 3"/18"; D/A 0; HP (any hit will kill).

11: THE HOWLERS: 12 skinny adolescents lounge around a small fire in the middle of this cave. They all carry swords but wear no armor.

If approached by a party, the teenagers will prove to be arrogant and nasty. They will refuse to answer any questions about themselves or about the Pass, and will rudely advise the party to "shove off, or else!"

If attacked or threatened, the adolescents will revert to their true Werewolf forms. Being young and stupid, they will attempt to take on any party, regardless of its size and strength, but they will retreat if they sustain more than 25% casualties.

Each of the Werewolves has 2-20 g.p. stashed away in his or her backpack.

12 Werewolves — AC 5 (silver or +1 or better to hit); HD 4+3; Move 15"; D/A 2-8; HP 17, 18, 22, 30, 12, 20, 25, 26, 20, 21, 22, 20.

12: THE TERRACE: This area is outside of the Fell Pass, but there is no way down from here except by flight or a hazardous climb down a 600-foot, sheer cliff face. Non-thieves and non-monks will very probably die if they attempt the climb; Dungeon Master discretion is advised.

13. CURRENT EVENT: At the rear of this cavern is a dull, black monolith. Close examination will reveal that the block is of

As the party passes between them, the giants will leap out of hiding and begin raining stones upon the party. This is a Hill Giant's idea of fun. . .

iron and that it is completely unmarked and featureless.

This is a trap. The monolith is electrically charged, and a player who touches it will receive 1-4 points of damage per turn that he or she is in contact with it. Note that the electrical current will cause the character's muscles to lock, paralyzing the character. A second character touching the first will also be paralyzed, as will a third, a fourth, and so on. These trapped characters can only be freed by someone using a non-conductor (like a pole or a rope) to push or pull the characters out of contact with the block.

14: WYVERN LAIR: A mated pair of *Wyverns* guard the opening in the northeast wall of this cavern. As one of the beasts is always awake at any time, they are difficult to surprise. In a circle around them are the skins and bones of many earlier kills, as well as several large bags and chests.

Three of the bags contain gold dust, each 500 s.p. worth. One of the chests contains what appears to be a collection of rare silver coins, worth some 5,000 g.p. to a collector. In fact, these coins are inexpensive replicas of the actual coins, and are really silver-plated copper, altogether worth 50 s.p. Only a dwarf or an expert numismatist will recognize the coins as fakes (as will any collector that the players try to pawn the coins off on).

2 Wyverns — AC 3; HD 7+7; Move 6"-/24"; D/A 2-16/1-6 plus poison; HP 28, 26.

15: THE LONG STEP: The tunnel down from the wyvern's lair ends suddenly with a sheer, 600-foot drop into a rocky, pine-strewn wilderness. Flight is the only safe means of descent from here. Only thieves and monks have any chance at all of surviving a climb down from this height.

16: RAT HOLES: Several ominous-looking holes, each 1 foot in diameter, are dug into the west wall here. From within the holes peep dozens of tiny, red eyes.

The eyes belong to a pack of normal wild *Rats.* The rats are not a threat and will retreat into the depths of their lair if approached.

17: ROCKY HORROR: There are piles of rocks collected in the north and south ends of this area. Concealed behind each of the two rockpiles is a young, prankish *Hill Giant.* As the party passes between them, the giants will leap out of hiding and begin raining stones upon the party. This is a Hill Giant's idea of fun.

The giants are not serious enemies, and will retreat from a forceful attack. They will not pursue a fleeing party. They will, however, laugh uproariously and shout obscenities at the retreating adventurers.

2 Hill Giants —AC 4; HD 8+1; Move 12"; D/A 2-16, also hurl rocks for 2-16 hp; HP 20, 24.

18: EXIT: Here the Fell Pass opens. The trail proceeds south down the mountainside.

19: LAST WORDS: Carved here in the letters of the Common tongue are the words, "I'D TURN BACK IF I WERE YOU!"

A trail of dried blood leads from this inscription to the edge of the cliff.

ABOUT THE AUTHOR

Karl Merris and Friend

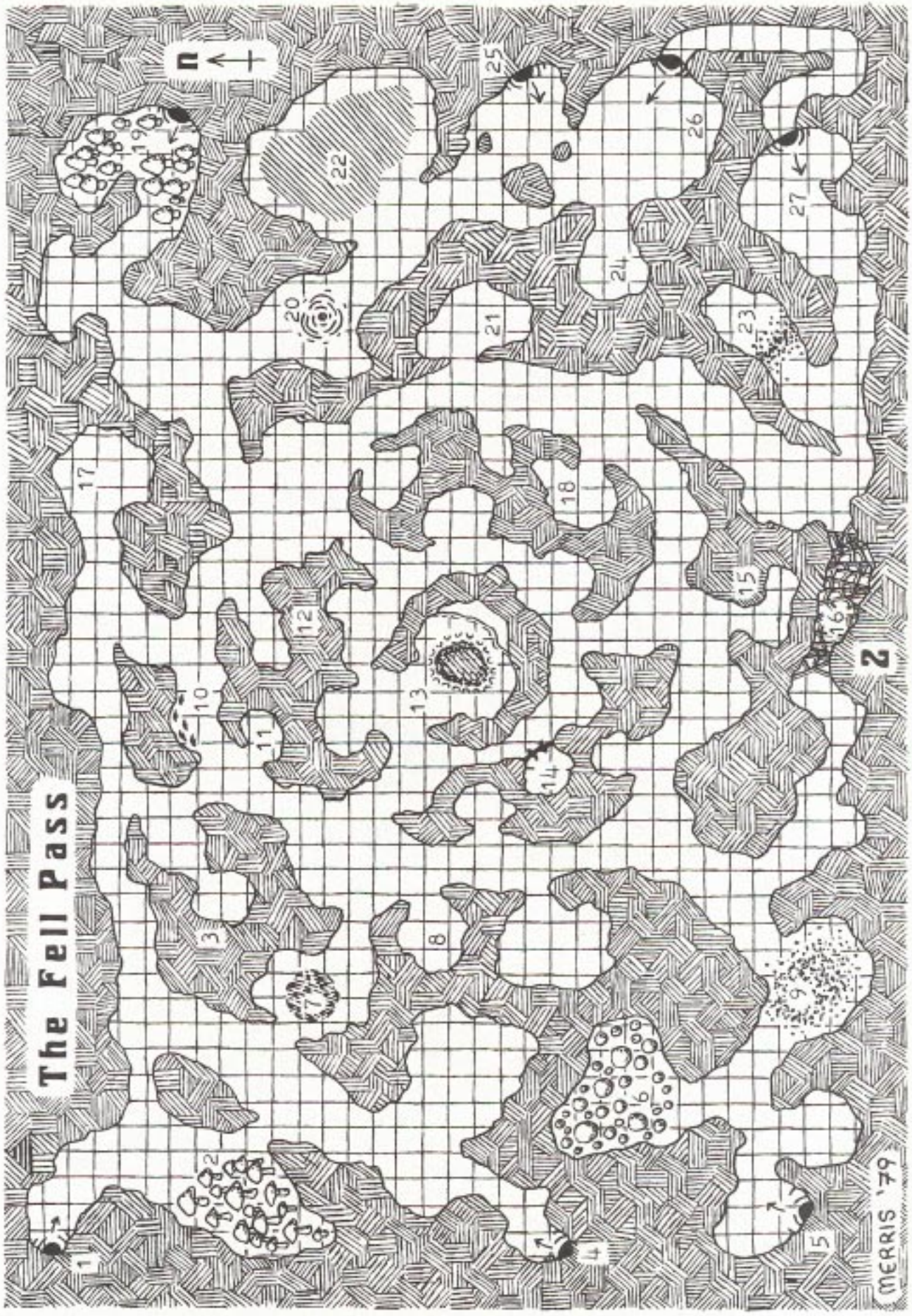
The author is one of those rare birds, a native Californian, born, raised and happily residing in San Diego. He became enamoured of fantasy and science fiction at an early age; the first books he checked out of a public library were Eager's *Half Magic* and Heinlein's *The Rolling Stones.*

He was initiated into the mysteries of *Dungeons &Dragons* in college. Glancing through a friend's notebook, he innocently inquired as to what a "Ring of Regeneration" could possibly be. The answer astounded him. In the years since he has done his best to remain astounded and to spread his astonishment to others.

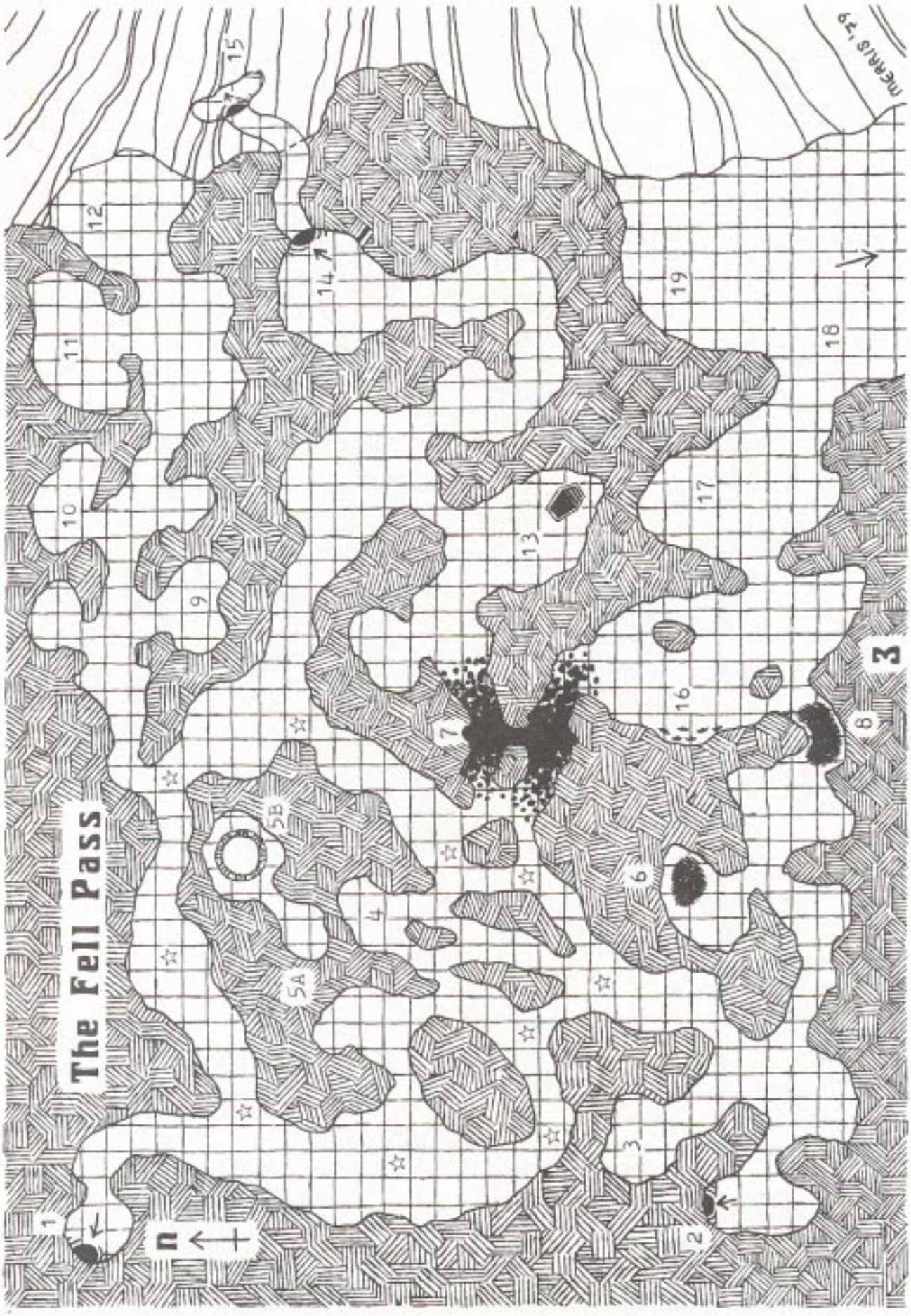
He prefers refereeing to adventuring. This, he explains, is because he enjoys devoting hours to designing maps, traps and monsters even if his players smash them to pieces in a few minutes. He denies that his preference is due to the absurdly high mortality rate among his own player-characters. (He had a character that reached the eighth level *once.)*

When not weaving the destiny of his private cosmos, the author is a systems programmer for a computer consulting firm.

He sincerely hopes that everyone enjoys fighting for his life in the Fell Pass.



The Fell Pass, The Lower Caverns (Map 2) Other maps on pages M2, M16



The Fell Pass, East End (Map 3)

Other maps on pages M2, M15