

Official **Advanced
Dungeons & Dragons®**
THE LOST HANDBOOK

This compelling compilation of articles and rules culled from the pages of *The DRAGON* and *The Strategic Review* is suitable for players and Dungeon Masters, ages 10 and up.



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ADVANCED DUNGEONS & DRAGONS™



THE LOST HANDBOOK

A COMPENDIUM OF OFFICIAL STRATEGIC REVIEW AND DRAGON MAGAZINE RULES UPDATES FOR THE AD&D™ GAME. TOTALING THE LENGTH OF THE PLAYER'S HANDBOOK PLUS DUNGEON MASTER'S GUIDE, THIS WORK COMMENTS ON, EXPANDS, AND ILLUMINATES THE AD&D™ SYSTEM. EVERY ARTICLE THAT DESCRIBES WHAT IS OFFICIAL IN DRAGON, OR STATES THAT IT IS OFFICIAL, OR THAT WAS SCRIBED BY GARY GYGAX APPEARS HEREIN. UNEARTHED ARCANA IS OBSOLETE.

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SNEAK PREVIEW

AD&D DUNGEON MASTERS GUIDE

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Work on the third volume of the ADVANCED DUNGEONS & DRAGONS® series, the DUNGEON MASTERS GUIDE, is now in progress. As much as we deal with and in fantasy, the real-world limitations of time and space place limitations on the speed of our endeavors. Thus, it now appears that the DUNGEON MASTERS GUIDE will be released at GenCon XII (August 16-19, 1979, at the University of Wisconsin-Parkside, Kenosha, Wisconsin). The extra time is necessary if you, the gamers, wish a product that is comparable in quality to the PLAYERS HANDBOOK.

We do realize, however, the plight of the many gamers attempting to find a happy medium between old rules (as in **Original D&D** and **Basic D&D**) and the newer rules of ADVANCED D&D (as in the PLAYERS HANDBOOK) without the benefit of the full AD&D system being in print. We therefore present this "sneak preview" of the DUNGEON MASTERS GUIDE. Included are all combat and saving throw matrices and certain "newly discovered" magic items which have already appeared in print in one of the Dungeon Modules (**G1, Steading of the Hill Giant Chief, G2, Glacial Rift of the Frost Giant Jarl, G3, Hall of the Fire Giant King, D1, Descent into the Depths of the Earth, D2, Shrine of the Kuo-Toa, and D3, Vault of the Drow**). Magic items which are explained in the text of the modules are not repeated here.

It should be noted that one will not always find all magic items on the tables. New magic items can be created by simply assigning the magical properties of one magic item to a different type of ordinary item. Thus, the fire elemental gem is not and never will be on one of the tables of magic items, but its powers may be deduced from those of a ring of elemental command—fire. Similarly, no law requires invisibility be granted only by rings; there is nothing wrong with *bracers of invisibility* or *sandals of invisibility* or even *earrings of invisibility*. Use a little imaginative thinking to keep your players on their toes!

MAGIC ITEMS

Amulet of the Planes: The **Amulet of the Planes** is a device which enables the individual possessing it to transport himself or herself instantly to any one of the upper levels of the **Outer Planes**. This travel is absolutely safe, but until the individual learns the device, transport will be random. Roll d6, 1-3= do not add 12, 4-6= add 12, to a roll of d12, for 1-24 random results:

1-2	Seven Heavens	13	Tarterus
3	Twin Paradises	14	Hades
4	Elysium	15	Gehenna
5	Happy Hunting Grounds	16-17	Nine Hells
6-7	Olympus	18	Acheron
8	Gladshheim	19	Nirvana
9	Limbo	20	Arcadia
10	Pandemonium	21-24	Prime Material Plane
11-12	Abys		

You may alternately have the following results:

22	Ethereal Plane
23	Astral Plane
24	Prime, but alternate earth

Hammer of Thunderbolts appears to be a regular hammer of largish size and extra weight. It will be too imbalanced, somehow, to wield properly in combat, unless the character has 18/01 or better strength and a height of over 6'. The **hammer** then functions as +3 and gains double damage dice on any hit. If the wielder wears any **girdle of giant strength** and **gauntlets of ogre power** in addition, he or she may properly wield the weapon if the **hammer's** true name is known. When swung or hurled it gains a +5, double damage dice, all **girdle** and **gauntlets** bonuses, and strikes dead any giant* upon which it scores a hit. When hurled and successfully hitting, a great noise as if a clap of thunder broke overhead will resound, **stunning** all creatures within 3" for 1 round. Throwing range is 1" + 1/2"/point of strength bonus for the **gauntlet** and **girdle**, i.e. 6 + 7 to 12 = 13 to 18 X 1/2" = 6 1/2", 7", 7 1/2", 8", 8 1/2", 9". (Thor would throw the hammer about double the above ranges . . .). The **hammer of thunderbolts** is very difficult to hurl, so only 1 throw every other round can be made, and after 5 throws within the space of any 2 turn period, the wielder **must** rest for 1 turn.

- Depending on your campaign, you might wish to limit the effect to exclude storm giants and include ogres, ogre magi, trolls, effins, and clay, flesh, and stone golems.

Helm of Underwater Action: When this **helm** is viewed it is indistinguishable from a normal helmet, but detection will reveal it as magical, and the possessor will be able to both see and breathe under water. Visual properties of the **helm** are activated when small lenses are drawn across the device from compartments on either side of the helmet. They allow the wearer to see 5 times farther than normal water and light conditions allow 1 for normal human vision. (Note weeds, obstructions will block vision in the usual manner.) If the command word is spoken, the **helm of underwater action** creates a globe of air around the wearer's head, and maintains it, until the command word is again spoken. Thus, the wearer can breathe freely.

Nolzur's Marvelous Pigments: These magical emulsions enable their possessor to create actual objects simply by depicting their form in 2 dimensions. The variegated **pigments** are applied by a stick tipped with bristles, hair, or fur. The emulsion flows from the applicator to form the desired object as the wielder concentrates on the desired image. One pot of **Nolzur's Marvelous Pigments** is sufficient to create a, 1,000 cubic foot object by depicting it 2 dimensionally over a 100 square foot surface. Thus, a 10' X 10' X 10' pit, or a 10' X 10 X 10 room, or a large door with a passage behind it, etc. can be created by application of the **pigments**. Note that only normal, inanimate things can be so created — doors, pits, flowers, trees, cells, etc.; not monsters, people, golems, and the like. The **pigments** must be applied to a surface, i.e. a floor, wall, ceiling, door, etc. From 1-4 containers of **pigments** will be found, usually with a single instrument about 1' long with which to apply them. It takes 1 turn to depict an object with **pigments**. Objects of value depicted by **pigments** — precious metals, gems, jewelry, ivory, etc. — will **appear** valuable but will be tin, lead, paste gems, brass, bone, etc. Normal (non-magical) armor or weapons can, of course, be created.

Pearl of Wisdom: Although it appears to be a normal pearl, a **pearl of wisdom** will cause a cleric to increase 1 point in wisdom if he or she retains the pearl for a 1 month period. The increase happens at the expiration of 30 days, but thereafter the pearl must be retained by the cleric and kept on his or her person, or the 1 point gain will be lost. Note that 1 in 20 of these magical pearls are cursed to work in reverse, but once the 1 point of wisdom is lost, the pearl turns to powder, and the loss is permanent barring some magical restoration means such as a wish or Tome of Understanding.

Periapt of Proof Against Poison: The **periapt of proof against poison** is indistinguishable from any of the other **periapts**. The character who has one of these magical gems is allowed a 10% saving throw against poisons which normally disallow any such opportunity, a normal score for poisons which usually are at penalty, and a plus on all other saves:

Die Roll	Plus of Periapt
1-8	+ 1
9-14	+ 2
15-18	+ 3
19-20	+ 4

Roll once on this chart; when the **periapt** is found. Record the result as it is the permanent plus of the item.

Philter of love: This potion is such as to cause the individual drinking it to become charmed (cf. charm spells) with the first creature seen after consuming the draught, or actually become enamoured and charmed if the creature is of similar race and of the opposite sex. Charming effects wear off in 4 + 1-4 turns, but the enamouring effects last until a dispel magic spell is cast upon the individual.

Philter of Persuasiveness: When this potion is imbibed the individual becomes more charismatic. Thus, he or she gains a bonus of 25% on reaction dice rolls. The individual is also able to suggest (cf. the magic-user suggestion spell) once per turn to as many creatures as are within a range of 3" of him or her.

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Potion of Water Breathing: It is 75% likely that a **water breathing** potion will contain two doses, 25% probable that there will be four in the container. The elixir allows the character drinking it to breathe normally in liquids which contain oxygen suspended within them. This ability lasts for one full hour per dose of potion quaffed, with an additional 1-10 rounds (minutes) variable. Thus, a character who has consumed a **water breathing** potion could enter the depths of a river, lake, or even the ocean and not drown while the magical effects of the potion persisted.

Ring of Elemental Command: The 4 types of **elemental command** rings are very powerful. Each appears to be nothing more than a lesser ring (detailed below), but each has certain other powers as well as the following common properties:

1. Elementals of the plane to which the ring is attuned cannot approach within 5' of or attack the wearer; or, if the wearer desires, he or she may forego this protection and instead attempt to charm the elemental (saving throw applicable at -2 on the die). If the latter fails, however, total protection from that elemental is lost and no further attempt at charming it can be made, but the secondary properties given below will then function with respect to the elemental.
2. Creatures, other than normal elementals, from the plane to which the ring is attuned attack at -1 on their "to hit" dice, the ring wearer takes damage at -1 on each hit die, makes applicable saving throws from the creature's attacks at +2, all attacks are made by the wearer of the ring at +4 "to hit" (or -4 on the elemental creature's saving throw), and the wearer does +6 damage (total, not per die) adjusted by any other applicable bonuses and/or penalties. Any weapon used by the ring wearer can hit elementals or elemental creatures of the plane to which the ring is attuned even if it is not magical.
3. The wearer of the ring is able to converse with the elementals or elemental creatures of the plane to which the ring is attuned, and they will recognize that he or she wears the ring, so they are at least going to show a healthy respect to the wearer. If alignment is opposed, this respect will be *fear* if the wearer is strong, *hatred* and a desire to *slay* if the wearer is weak.

—**Air:** The wearer can at will produce the following magical effects:

gust of wind (once per round)
fly
wall of force (once per day)
control winds (once per week)
invisibility

The ring will appear to be nothing other than an **invisibility ring** until a certain condition is met (such as having the ring blessed, slaying an air elemental, or whatever the DM determines as necessary to activate its full potential).

—**Earth:** The wearer can at will produce the following magical effects:

stone tell (once per day)
passwall (twice per day)
wall of stone (once per day)
stone to flesh (twice per week)
move earth (once per week)
feather fall

The ring will appear to be nothing other than a **ring of feather falling** until the condition you establish is met.

—**Fire:** The wearer can at will produce the following magical effects:

burning hands (once per turn)
pyrotechnics (twice per day)
wall of fire (once per day)
flame strike (twice per week)
fire resistance

The ring will appear to be nothing other than a **ring of fire resistance** until the condition you establish is met.

—**Water:** The wearer can at will produce the following magical effects:

purify water
create water (once per day)

water breathing (5' radius)
wall of ice (once per day)
airy water
lower water (twice per week)
part water (twice per week)
water walking

The ring will appear to be nothing other than a **ring of water walking** until the condition you establish is met.

Rings operate at 10th level of experience, or the minimum level needed to perform the equivalent magic spell, if greater, with respect to range, duration, or area of effect determinations which might apply. The additional powers take only 5 segments to bring forth.

In addition, the possessor of a ring of elemental command will suffer a saving throw penalty, as follows:

—**Air:** -2 vs. *electrical/lightning attacks*
 —**Earth:** -2 vs. *petrification*
 —**Fire:** -2 vs. *cold attacks*
 —**Water:** -2 vs. *fire attacks*

Scrolls of Protection: Protection scrolls can be read by any class or race of character without using a *read magic* spell.

Protection from Demons: This scroll requires 1 full round to read if it is to protect against demon lords and princes **only**, 7 segments to protect against Types IV-VI and Succubi **only**, and 3 segments to protect against Types I-III and Manes **only**. The reading must be continuous until the desired effect is achieved, and any 1 segment pause in reading destroys the scroll. Each of the three levels of effect is exclusive of the others. The circle of protection generated springs outwards from the scroll reader in a 10' radius. No demon protected against can penetrate the circle physically or magically in any way, though they may launch (non-magical) missile attacks, and the person(s) within can launch attacks, if otherwise possible, upon the demons. The protection moves with the reader of the scroll. Its effect lasts for 5-20 rounds.

Protection from Devils: This scroll is nearly identical to the **protection from demons** scroll. It requires 1 round to read if it is to protect against arch-devils **only**, 7 segments to protect against greater devils **only**, and 3 segments to protect against lesser devils and Lemures **only**.

Protection from Elementals: Reading time: 6 segments. There are 5 varieties of this scroll:

01-15	Protection from Air Elementals
16-30	Protection from Earth Elementals
31-45	Protection from Fire Elementals
46-60	Protection from Water Elementals
61-00	Protection from All Elementals

The magic protects the reader and all within 10' of him or her from the kind of elemental noted, as well as elemental creatures of the same, or all, planes. The circle of protection is effective against a maximum of 24 hit dice of elemental creatures if the scroll is of a **specific** elemental type, 16 hit dice if it is against **all** sorts of elementals. The spell lasts for 5-40 rounds. Attack out of the circle is possible, as is attack into it by any elemental creature with more hit dice than are protected against or by several elemental creatures — those in excess of the protected number of hit dice being able to enter and attack.

Protection from Lycanthropes: Reading time: 4 segments. There are 7 types of this scroll:

01-05	Protection from Werebears
06-10	Protection from Wereboars
11-20	Protection from Wererats
21-25	Protection from Weretigers
26-40	Protection from Werewolves
41-98	Protection from all Lycanthropes
99-00	Protection from Shape-Changeers

The magic circle from the reading of the scroll extends in a 10' radius. It moves with the person who read the scroll. Each scroll protects against 49 hit dice of lycanthropes, rounding all hit point pluses downwards unless they exceed +2. The protection is otherwise similar to that against elementals. The **protection from shape-changers** scroll protects against, monsters able to change their form to that of man; i.e. dopplegangers and jacklowere as well as actual lycanthropes. The magic lasts for 5-30 rounds.

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Protection from Magic: Reading time: 8 segments. This scroll invokes a very powerful and invisible globe of anti-magic in a 5' radius from the reader. It prevents any form of magic from passing into or out of its confines, but normal things are not restricted by it. As with other protections, the globe of anti-magic moves with its invoker. Any magical item which touches the globe must be saved for with a 50% likelihood of the object being drained of all magic from the power of the globe, i.e. save equals 11 or better with d20. If the item is drained, the spell is cancelled and the protection ceases. The item still functions as a normal (non-magical) item (i.e., a sword is still a sword, even if it loses its +1). Items which are not drained are merely negated so long as they are within the globe of protection. **Note; Artifacts and relics do not suffer from the relatively weak magic of this spell.** The protection lasts for 5-30 rounds.

Protection from Petrification: Reading time: 5 segments. A 10' radius circle of protection extends from, and moves with, the reader of this scroll. All within its confines are absolutely immune to any attack forms, magical or otherwise, which cause flesh to turn to stone. The protection lasts for 5-20 rounds.

Protection from Possession: Reading time: 1 round. This scroll generates a magic circle of 10' radius which extends from, and moves with, the reader. All creatures within its confines are protected from possession by magical spell attacks such as **magic jar**; attack forms aimed at possession or mental control or psychic energy drain which are psionically based or magically based; or demon, devil, night hag, or similar creature possession (obsession). This protects even dead bodies if they are within the magic circle. The protection lasts for from 10 to 60 rounds in 90% of these scrolls; 10% have power which lasts 10 to 60 turns, but the protection is **stationary**.

Protection from Undead: Reading time: 4 segments. When this scroll is read a 5' radius circle of protection extends from, and moves with, the reader. It protects all within its circumference from all physical attacks from undead (ghasts, ghosts, ghouls, lichs, shadows, skeletons, spectres, wights, wraiths, vampires, zombies) but not magic spells or other attack forms. If a creature leaves the protected area it is then subject to physical attack as well. The protection will restrain up to 35 hit dice/levels of undead; excess hit dice/levels can pass through the circle. It remains in effect for 10-80 rounds.

Special Note:

All **protection** scrolls are cumulative in effect but not in duration.

CREATURES STRUCK ONLY BY MAGIC WEAPONS

Despite special defenses which protect certain creatures from attacks by non-magical weapons, these monsters can be effectively hit by attackers as follows:

Defender Is Hit By Weapon	Attacker Must Have The Following	
	Hit Only By	OR Hit Dice Of*
+ 1 or better	+ 1 or better	4 + 1 or more
+ 2 or better	+ 2 or better	6 + 2 or more
+ 3 or better	+ 3 or better	8 + 3 or more
+ 4 or better	+ 4 or better	10 + 4 or more

*This does not apply to characters of any sort.

This provides for magical properties and size of the attacking monster. Thus, massive hill giants can effectively attack most creatures, and all other types of giants can affect everything save a few gods.

GRENAD-LIKE MISSILES: CONTAINERS OF ACID, HOLY/UNHOLY WATER, OIL, POISON AND BOULDERS HURLED BY SUCH THINGS AS GIANTS AND SIEGE MACHINES.

Hurling various containers of liquid is a common tactic in dungeon adventures. For game purposes it is necessary to make certain assumptions regarding all such missiles.

Size: Acid —	½ pint (8 oz.)
Holy/Unholy Water —	¼ pint (4 oz.)
Oil —	1 pint (16oz.)
Poison —	¼ pint (4 oz.)

Effect:

LIQUID CONTENTS	AREA OF EFFECT	DAMAGE FROM A	
		SPLASH	DIRECT HIT
—acid	1' diameter	1 h.p.	2-8 h.p.
—holy/unholy water	1' diameter	2 h.p.	2-7 h.p.
—oil, alight	3' diameter	1-3 h.p.*	2-12 h.p. + 1-6 h.p.**
—poison	1' diameter	special	special

* Flaming oil splashed on a creature will burn for 1-3 segments, causing 1 hit point of damage per segment.

** Direct hit with flaming oil causes 2-12 hit points of damage the first round, and 1-6 additional hit points of damage the second round, but then burns out.

Range: The range of all such container missiles is 3". Beyond 1" is medium, and beyond 2" is long (-2 and -5 "to hit" respectively).

Hits: When the die roll indicates the missile has hit, then it is necessary to roll again to see if the container shatters or not — use the BLOW, CRUSHING column on the ITEM SAVING THROW MATRIX — unless special procedures were taken to weaken the container, i.e. the container was specially scored, it is particularly fragile, etc. Damage occurs only if the container breaks, except with regard to oil which must be alight (flaming) to cause damage. **Poison special** is dependent upon whether or not the poison is a contact poison or if the container was hurled into the mouth of the target creature. In the latter case, breakage is not necessary if the container was unstoppered; if stoppered check saving throw for breakage using the BLOW, NORMAL column of the ITEM SAVING THROW MATRIX. If oil has been specially prepared by insertion of a rag into the opening of the container (or wrapped around the neck of the container) and set afire prior to hurling, it will burst into flame when the container breaks upon target impact; otherwise, a torch or other means of causing combustion must be brought into contact with the oil.

Splash Hits: All creatures within three feet of the impact and breaking point of the container missile must save versus poison or be splashed with the contents of the shattered container.

Boulders are considered, for game purposes, to be 1' in diameter for giants, 2' in diameter for siege engines. Range and damage of siege machines is given in the appropriate section. (See **MONSTER MANUAL** for giants' abilities.)

Misses: If the "to hit" die roll indicates a miss, roll 1d6 and 1d8. The d6 indicates the **distance in feet** the missile was off target. (If the target was large, simply compute the distance from the appropriate portion of the target, i.e. the character aims at a section of the floor which is 1' square, and miss distance is measured from the appropriate edge as explained below.) The d8 indicates the **direction** in which the distance in feet of the miss is measured:

1 = long right	5 = short left
2 = right	6 = left
3 = short right	7 = long left
4 = short (before)	8 = long (over)

At short range you may optionally use d4 to determine distance off target, but then use d8 for long range distance determination. If the missile is hurled at a plane such as a wall, read long as high, short as low, measuring up the wall and then along the ceiling or down and then along the floor.

lighting Oil: If a torch is used to attempt to light spilled oil, use above procedures for misses, as it still could land in the puddle of oil or oil covered area. A lantern should be handled similarly, but also allow it a 2' diameter flaming oil area.

Crossing Flaming Oil: Leaping over a puddle of flaming oil will cause no damage, unless the creature so doing is highly in flammable. Creatures with garments of cloth must save versus FIRE, NORMAL on the ITEM SAVING THROW MATRIX or have their garments catch fire. Walking through or standing in flaming oil will cause the creature to take 1-4 hit points of damage per melee round.

Holy/Unholy Water: All forms of **undead**, as well as creatures from the lower planes (demons, devils, night hags, night mares, nycadaemons, etc.) are affected by HOLY WATER. Paladins, lammasu, shedu, ki-rin, and similar creatures of good (or from the upper planes) are affected by UNHOLY WATER. The liquid causes the affected creature to suffer a burning as if struck by acid. Undead in non-material form cannot be harmed by holy water, i.e. until a ghost takes on material form, it is unaffected, and a vampire in gaseous form cannot be harmed by holy water.

ATTACK MATRICES FOR MISSILE AND MELEE COMBAT, CLERICS AFFECTING UNDEAD, PSIONIC COMBAT

I. Attack Matrices for Dwarves, Elves, Gnomes, Half-Elves, Halflings, Half-Orcs, and Humans

A. Clerics and Druids

B. Fighters, Paladins, Rangers, Bards, and 0 Level Halflings and Humans

C. Magic-Users and Illusionists

- D. 1. Thieves, Assassins, and Monks
- 2. Assassins' Table for Assassinations

II. Attack Matrix for Monsters

III. Matrix for Clerics Affecting Undead

IV. Matrices for Psionic Combat

- A. Psionic vs. Psionic in Mental Combat
- B. Psionic Attack upon Defenseless Psionic
- C. Psionic Blast Attack upon Non-Psionic Creature
- D. Psionic Attack Ranges and Damage Adjustment

Opponent Armor Class Description (If Armor is Worn)

Armor Class	Type of Armor
2	Plate mail + shield
3	Splint or banded mail + shield/plate mail
4	Chain mail + shield/splint or banded mail
5	Scale mail + shield/chain mail
6	Studded leather or ring mail + shield/scale mail
7	Leather or padded armor + shield/studded leather or ring mail
8	Leather or padded armor
9	Shield only
10	None

Armor class below 10 is not possible. Armor class above 2 is easily possible due to magical bonuses and dexterity bonuses. To determine a "to hit" number not on the charts, project upwards by 1's (5% increments), repeating 20 six times before continuing with 21 (cf. Matrix I.A.).

I.A. ATTACK MATRIX FOR CLERICS AND DRUIDS

Opponent Armor Class	20-sided Die Score to Hit by level of Attacker						
	1-3	4-6	7-9	10-12	13-15	16-18	19+
-10	25	23	21	20	20	20	19
-9	24	22	20	20	20	19	18
-8	23	21	20	20	20	18	17
-7	22	20	20	20	19	17	16
-6	21	20	20	20	18	16	15
-5	20	20	20	19	17	15	14
-4	20	20	20	18	16	14	13
-3	20	20	19	17	15	13	12
-2	20	20	18	16	14	12	11
-1	20	19	17	15	13	11	10
0	20	18	16	14	12	10	9
1	19	17	15	13	11	9	8
2	18	16	14	12	10	8	7
3	17	15	13	11	9	7	6
4	16	14	12	10	8	6	5
5	15	13	11	9	7	5	4
6	14	12	10	8	6	4	3
7	13	11	9	7	5	3	2
8	12	10	8	6	4	2	1
9	11	9	7	5	3	1	0
10	10	8	6	4	2	0	-1

Missiles: -5 at long range, -2 at medium range.

I.B. ATTACK MATRIX FOR FIGHTERS, PALADINS, RANGERS, BARDS, AND 0 LEVEL HALFLINGS AND HUMANS

Opponent Armor Class	20-sided Die Score to Hit by level of Attacker										
	0	1-2	3-4	5-6	7-8	9-10	11-12	13-14	15-16	17+	
-10	26	25	23	21	20	20	20	18	16	14	
-9	25	24	22	20	20	20	19	17	15	13	
-8	24	23	21	20	20	20	18	16	14	12	
-7	23	22	20	20	20	19	17	15	13	11	
-6	22	21	20	20	20	18	16	14	12	10	
-5	21	20	20	20	19	17	15	13	11	9	
-4	20	20	20	20	18	16	14	12	10	8	
-3	20	20	20	19	17	15	13	11	9	7	
-2	20	20	20	18	16	14	12	10	8	6	
-1	20	20	19	17	15	13	11	9	7	5	
0	20	20	18	16	14	12	10	8	6	4	
1	20	19	17	15	13	11	9	7	5	3	
2	19	18	16	14	12	10	8	6	4	2	
3	18	17	15	13	11	9	7	5	3	1	
4	17	16	14	12	10	8	6	4	2	0	
5	16	15	13	11	9	7	5	3	1	-1	
6	15	14	12	10	8	6	4	2	0	-2	
7	14	13	11	9	7	5	3	1	-1	-3	
8	13	12	10	8	6	4	2	0	-2	-4	
9	12	11	9	7	5	3	1	-1	-3	-5	
10	11	10	8	6	4	2	0	-2	-4	-6	

Missiles: -5 at long range, -2 at medium range.

I.C. ATTACK MATRIX FOR MAGIC-USERS AND ILLUSIONISTS

Opponent Armor Class	20-sided Die Score to Hit by level of Attacker				
	1-5	6-10	11-15	16-20	21+
-10	26	24	21	20	20
-9	25	23	20	20	20
-8	24	22	20	20	19
-7	23	21	20	20	18
-6	22	20	20	19	17
-5	21	20	20	18	16
-4	20	20	20	17	15
-3	20	20	19	16	14
-2	20	20	18	15	13
-1	20	20	17	14	12
0	20	19	16	13	11
1	20	18	15	12	10
2	19	17	14	11	9
3	18	16	13	10	8
4	17	15	12	9	7
5	16	14	11	8	6
6	15	13	10	7	5
7	14	12	9	6	4
8	13	11	8	5	3
9	12	10	7	4	2
10	11	9	6	3	1

Missiles: * -5 at long range, -2 at medium range.

*Normal, not magical.

I.D.1. ATTACK MATRIX FOR THIEVES, ASSASSINS, AND MONKS

Opponent

Armor Class	20-sided Die Score to Hit by Level of Attacker					
	1-4 ^a	5-8 ^b	9-12 ^c	13-16 ^d	17-20 ^d	21+ ^d
-10	26	24	21	20	20	20
-9	25	23	20	20	20	19
-8	24	22	20	20	20	18
-7	23	21	20	20	19	17
-6	22	20	20	20	18	16
-5	21	20	20	19	17	15
-4	20	20	20	18	16	14
-3	20	20	19	17	15	13
-2	20	20	18	16	14	12
-1	20	20	17	15	13	11
0	20	19	16	14	12	10
1	20	18	15	13	11	9
2	19	17	14	12	10	8
3	18	16	13	11	9	7
4	17	15	12	10	8	6
5	16	14	11	9	7	5
6	15	13	10	8	6	4
7	14	12	9	7	5	3
8	13	11	8	6	4	2
9	12	10	7	5	3	1
10	11	9	6	4	2	0

Missiles: -5 at long range, -2 at medium range.

^a Thieves and assassins double damage from a surprise **back stab**.

^b Thieves and assassins triple damage from surprise **back stab**.

^c Thieves and assassins quadruple damage from a surprise **back stab**.

^d Thieves and assassins quintuple damage from surprise **back stab**.

I.D.2. ASSASSINS TABLE FOR ASSASSINATIONS*

level of the Assassin	Level of the intended Victim									
	0-1	2-3	4-5	6-7	8-9	10-11	12-13	14-15	16-17	18+
1	50%	45%	35%	25%	10%	1%	—	—	—	—
2	55%	50%	40%	30%	15%	2%	—	—	—	—
3	60%	55%	45%	35%	20%	5%	—	—	—	—
4	65%	60%	50%	40%	25%	10%	1%	—	—	—
5	70%	65%	55%	45%	30%	15%	5%	—	—	—
6	75%	70%	60%	50%	35%	20%	10%	1%	—	—
7	80%	75%	65%	55%	40%	25%	15%	5%	—	—
8	85%	80%	70%	60%	45%	30%	20%	10%	2%	—
9	95%	90%	80%	70%	55%	40%	30%	20%	5%	—
10	99%	95%	85%	75%	60%	45%	35%	25%	10%	1%
11	100%	99%	90%	80%	65%	50%	40%	30%	15%	5%
12	100%	100%	95%	85%	70%	55%	45%	35%	20%	10%
13	100%	100%	99%	95%	80%	65%	50%	40%	25%	15%
14	100%	100%	100%	99%	90%	75%	60%	50%	35%	25%
15	100%	100%	100%	100%	99%	85%	70%	60%	40%	30%

The percentage shown is that for success under near optimum conditions. You may adjust slightly upwards for perfect conditions (absolute trust, asleep and unguarded, very drunk and unguarded, etc.). Similarly, you must deduct points if the intended victim is wary, takes precautions, and/or is guarded. If the assassination is being attempted by or in behalf of a player character a complete plan of how the deed is to be done should be prepared by the player involved, and the precautions, if any, of the target character should be compared against the plan. Weapon damage always occurs and may kill the victim even though "assassination" failed.

*Or attacks on helpless opponents by any character class (see **COMBAT** section).

II. ATTACK MATRIX FOR MONSTERS (Including Goblins, Hobgoblins, Kobolds, and Orcs)

Opponent

Armor Class	20-sided Die Score to Hit by Monster's Hit Dice Number											
	up to 1-1	1-1	1	1+	2-3+	4-5+	6-7+	8-9+	10-11+	12-13+	14-15+	16+
-10	26	25	24	23	21	20	20	20	20	19	18	17
-9	25	24	23	22	20	20	20	20	19	18	17	16
-8	24	23	22	21	20	20	20	20	18	17	16	15
-7	23	22	21	20	20	20	20	19	17	16	15	14
-6	22	21	20	20	20	20	19	18	16	15	14	13
-5	21	20	20	20	20	20	18	17	15	14	13	12
-4	20	20	20	20	20	19	17	16	14	13	12	11
-3	20	20	20	20	19	18	16	15	13	12	11	10
-2	20	20	20	20	18	17	15	14	12	11	10	9
-1	20	20	20	19	17	16	14	13	11	10	9	8
0	20	20	19	18	16	15	13	12	10	9	8	7
1	20	19	18	17	15	14	12	11	9	8	7	6
2	19	18	17	16	14	13	11	10	8	7	6	5
3	18	17	16	15	13	12	10	9	7	6	5	4
4	17	16	15	14	12	11	9	8	6	5	4	3
5	16	15	14	13	11	10	8	7	5	4	3	2
6	15	14	13	12	10	9	7	6	4	3	2	1
7	14	13	12	11	9	8	6	5	3	2	1	0
8	13	12	11	10	8	7	5	4	2	1	0	-1
9	12	11	10	9	7	6	4	3	1	0	-1	-2
10	11	10	9	8	6	5	3	2	0	-1	-2	-3

Note: Any plus above +3 equals another hit die, i.e. 6+6 equals 7 hit dice.

Missiles: -5 at long range, -2 at medium range.

III. MATRIX FOR CLERICS AFFECTING UNDEAD ETAL.

Type of Undead	Level of Cleric Attempting to Turn										
	1	2	3	4	5	6	7	8	9-13	14+	
Skeleton	10	7	4	T	T	D	D	D*	D*	D*	
Zombie	13	10	7	T	T	D	D	D	D*	D*	
Ghoul	16	13	10	4	T	T	D	D	D	D*	
Shadow	19	16	13	7	4	T	T	D	D	D*	
Wight	20	19	16	10	7	4	T	T	D	D	
Ghast	—	20	19	13	10	7	4	T	T	D	
Wraith	—	—	20	16	13	10	7	4	T	D	
Mummy ^a	—	—	—	20	16	13	10	7	4	T	
Spectre ^b	—	—	—	—	20	16	13	10	7	T	
Vampire ^c	—	—	—	—	—	20	16	13	10	4	
Ghost ^d	—	—	—	—	—	—	20	16	13	7	
Lich ^e	—	—	—	—	—	—	—	19	16	10	
Special ^{**f}	—	—	—	—	—	—	—	20	19	13	

Procedure: A d20 is rolled, and if the number shown is matched or exceeded by the die roll the undead are turned. From 1-12 (or 7-12 or 1-2) undead (or evil creatures from lower planes) are affected:

- Evil clerics** cause the creatures to take neutral or friendly attitude according to a reaction dice score. Neutral undead will ignore the cleric and his or her party; friendly ones will follow the cleric and join the adventure.
- Good clerics** cause the creature to move directly away from his or her person, and stay as far away as possible for not less than 3 nor more than 12 rounds, moving at full speed for the duration if at all possible. The turned undead will be able to come back again, but they are subject to further turning by the cleric.

Failure to score the number shown, or greater, means the turning was unsuccessful. No further attempt by the cleric can be made with respect to the particular undead, and they may proceed to attack or otherwise operate unconstrained.

T: This symbol indicates automatic turning — whether to influence by an evil cleric or actual driving away by a good cleric.

D: This symbol indicates the cleric has automatically brought the undead into friendly status (evil cleric) or destroyed or damned them (good cleric).

—: No effect upon the undead is possible where a dash is shown.

* Number affected is 7-12 rather than 1-12.

** Evil creatures from lower planes such as **barghests**, minor demons, lesser devils, **mezzodaemons**, night hags, from 1-2 in number. (As a rule of thumb, any creature with armor class of -5 or better, 11 or more hit dice, or 66% or greater magic resistance will be unaffected.)

^a A paladin of 1st or 2nd level can be turned by an **evil cleric**.

^b A paladin of 3rd or 4th level can be turned by an **evil cleric**.

^c A paladin of 5th or 6th level can be turned by an **evil cleric**.

^d A paladin of 7th or 8th level can be turned by an **evil cleric**.

^e A paladin of 9th or 10th level can be turned by an **evil cleric**.

^f A paladin of 11th or higher level can be turned by an **evil cleric**.

IV.A. PSIONIC VS. PSIONIC IN MENTAL COMBAT

Total Psionic Strength	Attack Mode	Defense Mode				
		Mind Blank ₁	Thought Shield ₂	Mental Barrier ₃	Intellect Fortress ₆	Tower of Iron Will ₁₀
01 to 25	Psionic Blast ₂₀	3	7	4	1	0
	Mind Thrust ₄	12	4	0	0	1
	Ego Whip ₇	8	3	0	0	0
	Id Insinuation ₁₀	1	6	8	1	1
	Psychic Crush ₁₄	2 %	—	—	—	—
26 to 50	Psionic Blast ₂₀	6	9	6	2	0
	Mind Thrust ₄	15	6	1	0	2
	Ego Whip ₇	12	4	0	0	0
	Id Insinuation ₁₀	2	8	10	3	3
	Psychic Crush ₁₄	5 %	2 %	1 %	—	—
51 to 75	Psionic Blast ₂₀	10	12	9	4	1
	Mind Thrust ₄	18	9	2	2	3
	Ego Whip ₇	17	6	1	1	1
	Id Insinuation ₁₀	4	11	13	7	6
	Psychic Crush ₁₄	9 %	4 %	2 %	1 %	—
76 to 100	Psionic Blast ₂₀	15	16	13	7	2
	Mind Thrust ₄	22	13	5	4	5
	Ego Whip ₇	23	9	3	2	3
	Id Insinuation ₁₀	7	15	17	12	10
	Psychic Crush ₁₄	14 %	7 %	5 %	3 %	2 %
101 to 125	Psionic Blast ₂₀	21	21	18	11	4
	Mind Thrust ₄	26	18	9	7	8
	Ego Whip ₇	30	13	6	4	6
	Id Insinuation ₁₀	11	20	22	18	15
	Psychic Crush ₁₄	20 %	11 %	9 %	6 %	4 %
126 & up	Psionic Blast ₂₀	28	27	24	16	7
	Mind Thrust ₄	30	24	16	11	12
	Ego Whip ₇	38	18	10	7	10
	Id Insinuation ₁₀	16	26	28	25	21
	Psychic Crush ₁₄	27 %	16 %	14 %	10 %	7 %

Total Psionic Strength is the **attackers** attack and defense point strength total **prior** to the subtraction of attack points for the current attack segment and defense points for the current defense mode for that same segment. (These points, along with losses, if any, are taken only at the end of the segment.) **ALL ATTACKS AND DEFENSES ARE SIMULTANEOUS.**

The **Attack Mode** is compared to the **Defense Mode**, reading across, and a result is obtained.

Numbers indicate the number of **points of defense strength** lost by the defender.

Psychic Crush shows the percentage chance of instantly killing the opponent. Any score above that shown for the defensive mode used indicates **no** effect. A dash indicates no possible chance of causing instant death.

Notes Continued on Next Page.

When both sides have attacked once and defended once the psionic combat segment is over. All points of strength expended in attacking and defending are totaled separately, points lost due to attack are added, and a new **Total Psionic Strength** is determined for each side. EXCEPTION: If a **psychic crush** succeeds, the defender is dead, and adjustments are made only for the victor's strength.

Note: The subscripted numbers following the names of the attack and defense modes (as in **Psionic Blast₂₀**) are the costs, in attack or defense points respectively, of using the modes.

IV.B. PSIONIC ATTACK UPON DEFENSELESS PSIONIC

Current Attack Strength & Attack Mode	Defender's Psionic Strength Total						
	10-59	60-109	110-159	160-209	210-269	260-309	310+
01-25							
Psionic Blast	D	C	C	15	10	5	5
Mind Thrust	W	W	40	35	30	25	20
Ego Whip	30	25	20	15	10	5	5
Id Insinuation	40	35	30	25	20	15	10
Psychic Crush	72%	60%	50%	40%	30%	20%	10%
26-50							
Psionic Blast	S	D	C	C	15	10	5
Mind Thrust	W	W	40	35	30	25	20
Ego Whip	35	30	25	20	15	10	5
Id Insinuation	R	40	35	30	25	20	15
Psychic Crush	75%	62%	52%	42%	32%	22%	12%
51-75							
Psionic Blast	W	S	D	C	C	15	10
Mind Thrust	P	W	W	W	40	35	30
Ego Whip	40	35	30	25	20	15	10
Id Insinuation	R	R	40	35	30	25	20
Psychic Crush	79%	65%	55%	45%	35%	25%	15%
76-100							
Psionic Blast	P	W	S	D	C	C	15
Mind Thrust	P	P	W	W	W	40	35
Ego Whip	P	40	35	30	25	20	15
Id Insinuation	R	R	R	40	35	30	25
Psychic Crush	84%	69%	59%	49%	39%	29%	19%
101-125							
Psionic Blast	K	P	W	S	D	C	C
Mind Thrust	P	P	P	W	W	W	40
Ego Whip	I	P	40	35	30	25	20
Id Insinuation	R	R	R	R	R	35	30
Psychic Crush	90%	74%	64%	54%	44%	34%	24%
126 & up							
Psionic Blast	K	K	P	W	S	D	C
Mind Thrust	P	P	P	P	W	W	W
Ego Whip	I	I	P	40	35	30	25
Id Insinuation	R	R	R	R	R	40	35
Psychic Crush	97%	80%	70%	60%	50%	40%	30%

Defender's Psionic Strength Total is the score prior to any reductions, even though the current total for the individual could be as low as 0.

The attacker's **Current Attack Strength & Attack Mode** are compared with the **Defender's Psionic Strength Total**, reading across, and a result is obtained.

Numbers indicate the number of the defender's **psionic attack points** lost.

letters:

C = Confused for 2-8 rounds, no psionic activity possible

D = Dazed for 1-4 turns, no psionic or other activity

I = Idiocy, psionic ability lost forever, though idiocy is curable by a **heal** spell

K = Killed, raising/resurrection is possible, but psionic ability is lost

P = Permanent loss of one attack or defense mode or psionic discipline*, and **dazed** as above

S = Sleeping in a coma for 1-4 weeks (catatonic state 99% likely to be mistaken for death)

R = Robot — mind under control of victor until released or 2-8 weeks have elapsed and a saving throw versus magic is made

W = Wounded psionically, one attack or defense mode or psionic discipline* unusable for 2-8 weeks

*Choose randomly from among all attack and defense modes and psionic disciplines.

Note: Psionic creatures with **mind bar** ability will take damage only after **all** psionic strength is lost, so treat **letter** results as -40 points until 0 is reached.

Damage accruing beyond the point where 0 psionic attack points was reached results in physical damage (hit points) being taken by the defender on a point for point basis.

IV.C. PSIONIC BLAST ATTACK UPON NON-PSIONIC CREATURE

Attacked Creature's Total Intelligence & Wisdom**	Saving Throw at Attack Range			Result if Saving Throw is not Successful
	Short	Medium	long	
0-5	20	19	18	death
6-9	18	17	16	coma, 2-12 days
10-13	16	15	14	sleep, 5-20 turns
14-17	14	13	12	stun, 2-8 turns
18-21	12	11	10	confuse, 1-4 turns
22-25	10	9	8	enrage, 2-8 rounds
26-29	8	7	6	panic, 2-8 rounds
30-33	6	5	4	feeblemind
34-35	4	3	2	permanent insanity
36-37	2	1	0	Insanity, 2-12 weeks
38 & up	0	-1	-2	Insanity, 1-4 weeks

Saving Throw Dice Adjustments

Additions		Subtractions	
magic-user	+1	panicked	-1
cleric	+2	enraged	-1
elf	+2	confused	-2
Intellect fortress in 10'	+2	hopeless	-3
mind blank spell	+2	stunned	-3
dwarf	+4	using psionic related power*	-4
halfling	+4	using ESP device	-5
helm of telepathy†	+4	feebleminded	**
tower of iron will in 3'	+6	insane	***
mind bar	+6		

†The helm of telepathy will cause the attacker to be **stunned** for 1-4 rounds if the defender's saving throw is successful

* These powers or spells are:

astral projection/spell	feign death
augury	geas
charm monster	Invisibility (any sort)
charm person	know alignment
clairaudience	levitation
clairvoyance	locate object

confusion	magic jar
detect evil/good	plane shift
detect magic	polymorph self
dimension door	quest
divination	shape change
empathy	suggestion
enlarge	symbol
ESP	telekinesis
etherealness	telepathy
feeblemind	teleportation
	true seeing

** A feebleminded person has a combined intelligence and wisdom score of 0-5.

*** Insane creatures cannot be psionically attacked

IV.D. PSIONIC ATTACK RANGES AND DAMAGE ADJUSTMENT

Attack Mode	Attack Range		
	Short	Medium	long
A. Psionic Blast	2"	4"	6"
B. Mind Thrust	3"	6"	9"
C. Ego Whip	4"	8"	12"
D. Id Insinuation	6"	12"	18"
E. Psychic Crush	5"	—	—

Attacks in series add 50% to range for **each** psionic linked, i.e. 2=200% of range, 3=250% of range, etc. Expenditure of double or treble points by an individual will double or treble range of attack modes B, C, or D.

Attack Mode	Area of Effect
A. Psionic Blast	½" base, 6" length, 2" terminus cone
B. Mind Thrust	1 creature
C. Ego Whip	1 creature
D. Id Insinuation	2" x 2" area within range
E. Psychic Crush*	1 creature

* User may use only defense mode G, Thought Shield.

Medium range attacks reduce damage by 20%, fractions rounded up.

Long range attacks reduce the attacker's effective total psionic strength by one category (25 points) and reduce damage by 20%, fractions rounded up. If the attacker is already in the 01-25 strength range, damage is reduced 50%, fractions being dropped.

I. SAVING THROW MATRIX FOR CHARACTERS AND HUMAN TYPES

Attack to be Saved Against

Character Class and Experience Level	Poison or Death Magic	Petrification or Polymorph*	Rod, Staff or Wand	Breath Weapon**	Spell***
Clerics ^a					
1-3	10	13	14	16	15
4-6	9	12	13	15	14
7-9	7	10	11	13	12
10-12	6	9	10	12	11
13-15	5	8	9	11	10
16-18	4	7	8	10	9
19+	2	5	6	8	7
Fighters ^b					
0	16	17	18	20	19
1-2	14	15	16	17	17
3-4	13	14	15	16	16
5-6	11	12	13	13	14
7-8	10	11	12	12	13
9-10	8	9	10	9	11
11-12	7	8	9	8	10
13-14	5	6	7	5	8
15-16	4	5	6	4	7
17+	3	4	5	4	6
Magic-Users ^c					
1-5	14	13	11	15	12
6-10	13	11	9	13	10
11-15	11	9	7	11	8
16-20	10	7	5	9	6
21+	8	5	3	7	4
Thieves ^d					
1-4	13	12	14	16	15
5-8	12	11	12	15	13
9-12	11	10	10	14	11
13-16	10	9	8	13	9
17-20	9	8	6	12	7
21+	8	7	4	11	5

SAVING THROW MATRICES

- I. Saving Throw Matrix for Characters and Human Types
- II. Saving Throw Matrix for Monsters
- III. Saving Throw Matrix for Magical and Non-Magical Items

* Excluding **polymorph wand** attacks.

**Excluding those which cause petrification or polymorph.

***Excluding those for which another saving throw type is specified, such as death, petrification, polymorph, etc.

^a Includes Druids.

^b Includes Paladins, Rangers, and 0 level types.

^c Includes Illusionists.

^d Includes Assassins and Monks.

N.B.: A roll of 1 is **always** failure, regardless of magical protections, spells, or any other reasons which indicate to the contrary.

Multi-class characters, characters with two classes, and bards check the matrix for each class possessed, and use the **most favorable** result for the type of attack being defended against.

II. SAVING THROW MATRIX FOR MONSTERS

A. All monsters use the matrix for characters.

B. Hit dice equate to Experience Level, with any plus in hit points moving the creature upwards by one hit die, so 1 + 1 becomes 2, 2 + 1 becomes 3, etc. (**Exception:** See D. below.)

C. Most monsters save as fighters, except:

- 1. Those with abilities of other character classes gain the benefit of the most favorable saving throw score, i.e. be it cleric or magic-user or thief.
- 2. Those with no real offensive fighting capabilities save according to their area of ability-cleric, magic-user, thief, etc.

D. Non-intelligent creatures save at an Experience Level equal to one-half their hit dice, rounded upwards, except with regard to **poison or death magic**.

III. SAVING THROW MATRIX FOR MAGICAL AND NON-MAGICAL ITEMS

Attack Form & Number

Item Description	Attack Form & Number										
	a	b	c	d	e	f	g	h	i	j	k
Bone or Ivory	11	16	10	20	6	17	9	3	2	8	1
Ceramic	4	18	12	19	11	5	3	2	4	2	1
Cloth	12	6	3	20	2	20	16	13	1	18	1
Crystal or Vial	6	19	14	20	13	10	6	3	7	15	5
Glass	5	20	15	20	14	11	7	4	6	17	1
Leather or Book	10	4	2	20	1	13	6	4	3	13	1
Liquid*	15	0	0	20	0	15	14	13	12	18	15
Metal, hard	7	6	2	17	2	6	2	1	1 ^a	11	1
Metal, soft or Jewelry**	13	14	9	19	4	18	13	5	1	16	1
Mirror***	12	20	15	20	13	14	9	5	6	18	1
Parchment or Paper	16	11	6	20	0	25	21	18	2	20	1
Stone, small or Gem	3	17	7	18	4	7	3	2	1	14	2
Wood or Rope, thin	9	13	6	20	2	15	11	9	1	10	1
Wood or Rope, thick	8	10	3	19	1	11	7	5	1	12	1

*Potions, magical oils, poisons, acids while container remains intact.

** Includes pearls of any sort.

***Silvered glass. Treat silver mirror as "Metal, soft," steel as "Metal, hard."

^a If exposed to extreme cold then struck against a very hard surface with force, saving throw is -10 on die!

Magical items: Gain +2 on all rolls plus +1 for each plus they have above +1, i.e. +1 = +2 on saving throw, +2 = +3 on saving throw. Furthermore, the magic item gains +5 on saving throws against attack forms in its own mode, i.e. blow vs. shield, **fire ball** vs. **ring of fire resistance** or **fire ball wand**.

Non-Magical Items: Those items which do not exactly conform to item descriptions above can be interpolated. It is assumed that the item in question is actually exposed to the form of attack, i.e. the blow falls on the item, the fall is such as to not cushion the item, the fire actually contacts the item, etc. As with magical items, non-magical items gain +5 versus attacks in their own mode.

Attack Forms

- 1. Acid
- 2. Blow, Crushing
- 3. Blow, Normal
- 4. Disintegration
- 5. Fall
- 6. Fireball (or breath)
- 7. Fire, Magical
- 8. Fire, Normal (oil)
- 9. Frost, Magical
- 10. Lightning Bolt
- 11. Electrical Discharge/Current

1. **Acid:** This assumes a considerable volume of strong acid (black dragon or giant slug spittle) or immersion for a period which would affect the item.

2. **Blow, Crushing:** This assumes that the item is struck by a weighty falling object or a blow from an ogre's or giant's weapon, for example. Another example would be a (ceramic) flask of oil or a (crystal or glass) vial of holy water hurled against a hard surface or dropped from a height. A piece of cloth can be ripped or torn by a crushing blow.

3. **Blow, Normal:** This assumes an attack by a normal-strength opponent or only fairly heavy object which strikes the object. This also applies to a (ceramic) flask of oil or a (crystal or glass) vial of holy water hurled against a tough, but slightly yielding, surface.

4. **Disintegration:** This is the magical effect.

5. **Fall:** This assumes the item falls about 5' and comes into contact with a hard (stone-like) surface. A softer surface (wood-like) gives a +1 on the saving throw, and a fleshy-soft surface gives +5. For each 5' over the first 5' the item falls, subtract -1 from the die roll to save.

6. **Fireball:** This is the magical **fireball, meteor swarm, (red) dragon breath, etc.**

7. **Fire, Magical:** This is the magical **wall of fire, fire storm, flame strike, etc.**

8. **Fire, Normal:** This assumes a hot fire such as produced by a blazing wood fire, flaming oil, and the like. The item in question would have to be exposed to the fire for an amount of time sufficient to have an effect, i.e. paper or parchment for but 1 melee round, cloth for 2, bone or ivory for 3, etc.

9. **Frost, Magical:** This is the magical frost or cold such as a white dragon breathes or spells such as **cone of cold** or **ice storm**.

10. **Lightning Bolt:** This is magical attack from lightning called from the sky, blue dragon breath, etc.

11. **Electrical Discharge/Current:** The "shock" of an electric eel, magical items, traps, etc.



RANDOM GENERATION OF CREATURES FROM THE LOWER PLANES

by Gary Gygax

When I read Gregory Rihn's "Demonology Made Easy" in TD 20 it got me to thinking, and I immediately re-read Jon Pickens' article on random demons (TD 13). Population of the many planes of AD&D will be a problem in the future; most of the monsters now available are designed for the Prime Material world, and when play moves to the various planes, DMs are going to be very busy trying to come up with the creatures who inhabit these strange places. As some start has been made on the lower planes, I thought it would be most helpful to offer a system to aid in the development of more such monsters, for that would help round out those areas rather than sketch in small parts of others. What follows is the current "official" approach, and what you read here will be included in the forth coming DUNGEON MASTERS GUIDE. My thanks to both Greg and Jon!

At times it might be useful to have an unrecognizable creature of evil from the planes of the Abyss, Tarterus, Hades, Gehenna, or Hell. It is no great matter to sit down and design a fairly interesting one given an hour or so, but time or desire lacking, the following will enable you to create one or several such monsters in but a few minutes. The format is straight from the AD&D MONSTER MANUAL for ease of recording and handling the creature(s) developed.

FREQUENCY: Common, uncommon, or rare (d6= 1,2-3, 4-6)

NO. APPEARING: 1 to 2-8 (circumstances must dictate)

ARMOR CLASS: 0 to -3 (d4)

MOVE: 6", 9", 12", 15", or 18" (d8,6-8 = roll d4 for move and creature also has swimming or flying ability; roll d6, 1-2 = swimming, 3-6 = flying, and as a rule these speeds will be greater than land move speed — add 1-4 3" increments as you see fit or by random determination using d4)

HIT DICE: 7 to 10 (d4 + 6, roll a second d4, and on a 4 the creature has 1-4 additional hit points per hit die, as determined by another roll of the d4)

% IN LAIR: (circumstances must dictate)

TREASURE TYPE: low value if any (circumstances must dictate)

NO. OF ATTACKS See APPEARANCE TABLE below

DAMAGE/ATTACK: See ATTACK TABLE below

SPECIAL ATTACKS: See SPECIAL ATTACKS TABLE below

SPECIAL DEFENSES: See SPECIAL DEFENSES TABLE below

MAGIC RESISTANCE: 5% per hit die (to vary use d6,1= -5%, 2 = -10%, 3 = +5%, 4 = +10%, 5 = +15%, and 6 = STANDARD magic resistance)

INTELLIGENCE: Low, average, very, or high (d4)

ALIGNMENT: According to plane of origin

SIZE: S, M, or L (d8, 1 = S, 2-4 = M, 5-8 = L)

PSIONIC ABILITY: Nil (90%) or 96 - 115 (d20 + 95)

Attack/Defense Modes: A-D (d4)/F-H (d6,1-2 = F, 3-4 = F and G, etc.)

APPEARANCE TABLE:

Head	Head Adornment	Overall Visage
1. bat-like	1. antlers	1. gibbering-drooling
2. bird-like*	2. crest or peak	2. glaring-menacing
3. crocodilian	3. horns (1-4)	3. rotting
4. horse-like	4. knobs	4. skeletal
5. human-like	5. ridge(s)	5. twitching-moving
6. monkey-like	6. ruff	6. wrinkled-seamed
7. snake-like	7. spines	
8. weasel-like	8. none	

Ears

1. dog-like
2. elephant-like
3. human, tiny
4. human, huge
5. trumpet-like
6. none

Eyes

(d6, 1 + 1, 2-4 = 2, 5-6 = 3-4)

Eye Color

- | | |
|-------------------------|---------------|
| 1. small, multi-faceted | 1. amber |
| 2. small, slitted | 2. black |
| 3. swivel-socketed | 3. blue |
| 4. stalked | 4. green |
| 5. huge, flat | 5. metallic |
| 6. huge, protruding | 6. orange-red |

Nose

(if necessary)

1. flat, misshapen
2. huge, bulbous
3. slits only
4. snouted
5. tiny
6. trunk-like

Mouth

(d6,1 = tiny, 2-3 = average, 5-6 = huge)

1. fanged
2. mandibled**
3. sucker-like**
4. toothed, small or ridged
5. toothed, large
6. tusked

BODY ATTRIBUTES

(d6, 1-4 = bipedal, 5-6 = quadrupedal etal)

Bipedal Torso

1. ape-like
2. bear-like
3. bird-like
4. human-like
5. pig-like
6. rat-like

Quadrupedal or Other Torso

1. amoeba-like
2. bison-like
3. crab-like
4. horse-like
5. insect-like
7. serpent-like or reptilian
8. spider-like



General characteristics

- | | |
|----------|------------|
| 1. fat | 5. broad |
| 2. long | 6. muscled |
| 3. short | 7. narrow |
| 4. thin | 8. rubbery |

Back

1. humped-hunched
2. maned
3. normal
4. spiked-spined-ridged

Skin

1. bald-smooth
2. furred
3. hairy-bristled
4. leathery-leprous
5. scaled
6. slimed
7. warted-bumpy
8. wrinkled-folded
9. feathered
10. translucent

Wings, (if Any)

1. bat-like
2. bird-like
3. insect-like
4. membranous or fan-like

Predominate Color

1. blackish
2. bluish
3. brownish
4. grayish-whitish
5. greenish
6. orangy
7. pinkish
8. purplish
9. reddish
10. yellowish-tannish

Tail (d6, 1-4 = tail)

1. barbed**
2. dog-like
3. goat-like
4. horse-like
5. lion-like
6. pig-like
7. prehensile
8. stingered**

Arms

(2 or 4 if bipedal; 2,4, or 6 if otherwise)

1. animal-like
2. human-like
3. insect-like
4. tentacles

Hands

(d6, 1-3 = all alike, 4-6 = different)

1. clawed
2. human nailed
3. pincerd
4. taloned
5. tentacle fingered
6. withered and boney

Body Odor

1. bloody
2. fishy
3. fecal
4. gangrenous
5. moldy
6. sweaty
7. urine
8. vomit



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Legs and Feet

(as applicable)

1. clawed
2. hooved
3. human-like
4. insect-like
5. snake-like
6. suctioned
7. taloned
8. webbed (all swimmers)

- *1. duck-like
2. hawk-like
3. owl-like
4. pelican-like
5. stork-like
6. turkey-like

**Optionally poisoned (or 4 in 6)

1. +1 on save
2. normal
3. -1 on save
4. -2 on save
5. insanity for 1-4 rounds
6. weakness, 1 point per hit permanently lost

A bit of imaginative creation is helpful in using the tables above. For example, if the creature's body is amoeba-like, you might well decide to give it scores of tiny, bubbling sucker mouths over its entire body, and omit any mouth on the head; of course, body covering would have to be adjusted accordingly, and appendages selected to suit the monster. Likewise, you should feel at ease adding to or amending the tables as you desire in order to arrive at still more diverse and unexpected lower planes' creatures. (Df. *THE DRAGON*, Vol. III, No. 6, whole number 20: "Demonology Made Easy." Gregory Rihn. This excellent article gives some interesting thoughts on variant creatures of the lawful evil planes!) When you have the form and appearance of the creature, determine strength, if necessary, and then attack capabilities.

Strength	"To Hit"	Damage
01-25 = 17	+1	+1
26-45 = 18	+1	+2
45 - 60 = 18 (01-50)	+1	+3
61-70 = 18 (51-75)	+2	+3
71- 80 = 18 (76-90)	+2	+4
81- 90 = 18 (91-99)	+2	+5
91- 95 = 18 (00)	+3	+6
96-98 = 19	+3	+7
99-00 = 20	+3	+8

**ATTACK TABLE**

antlers or horns = 1 attack each, damage 1-2 to 2-8

mouth = 1 attack each, damage from 1 to 3-12

tail = special attacks only, damage from 1 to 1-6

hands = 1 attack each possible if no weapon use, strength bonus applicable if used as clubbing weapon, damage from base 1-2 to 2-12

feet = 1 attack each if applicable (flyer, leaper, etc.), damage from 1-2 to 3-12

Damage amount is determined by overall size of creature, with strength bonuses where applicable, and the size and type of body weaponry, *i.e.*, a huge creature with clawed hands would get damage ratings of at least 2-8 per hit. Constriction or hugging damage would be commensurate with a kept creature of the same approximate size. Incidental spine-type damage is best kept relatively low — 1-3, 1-4, or 1-6 range.

Special effects from these attack forms — poison, energy drain, heat, cold, electrical discharge, paralysis, or whatever—should be kept to a minimum.

Special attacks and *special defenses* can't be dealt with in as much detail as would be desirable in a work of unlimited length. The tables below will suggest various magical attack/defense forms, and the DM is urged to add others of his own creation as appropriate to the plane and the creature.

SPECIAL ATTACKS (1-3)

1. ability drain
2. energy drain (cold)
3. gaseous discharge or missile discharge
4. heat generation
5. life level drain
6. spell-like abilities
7. spell use
8. summon/gate

Spell-like and *spell use abilities* should be based upon intelligence level and relative strength in hit dice. Compare daemons, demons, devils, and night hags. From 1-2 spells and a like number of spell-like abilities is sufficient for lesser creatures, while the more powerful and intelligent will get a total of 2-5 of each, some being of higher level (telekinesis, teleportation, etc.).

SPECIAL DEFENSES (1-4)

- | | |
|------------------------|---------------------|
| 1. acid immunity | 6. metal immunity |
| 2. cold immunity | 7. poison immunity |
| 3. electrical immunity | 8. regeneration |
| 4. fire immunity | 9. spell immunity |
| 5. gas immunity | 10. weapon immunity |

Immunities above four are possible only if the general class (demons, devils, etc.) has more. Metal immunity can pertain to iron, silver, steel, or any other, including combinations, but excluding magical weaponry. Regeneration base is 1 hit point per turn, with exceptional creatures having a maximum of 1 per round. *Spell* immunity must be limited to 1-4 pre-determined spells. Weapon immunity refers to creatures hit only by magical weapons of a certain value, i.e. + 1, +2, etc.

OTHER ABILITIES (Optional)

1. auidial superiority
2. surprise capability
3. visual superiority

Audial or visual superiority will tend to negate surprise and enable detection of creatures through sound or vision. Surprise capability relates to special movement ability and possibly other factors. Visual superiority refers to infravisual and ultravisual capabilities.

To avoid having nothing more than different mixtures of the same old ingredients, be certain that you put a bit of personal creativity into each monster. A list of new and different factors should be started, perhaps in the margin, and then fresh ideas added as they come. When a monster is devised, cross off the unique features from the marginal list.

Convention Schedule 1979

Mon Con III (March 30 - April 1) at Morgantown WV. Science Fiction. Fantasy. Comix. Movies. Games. Star Trek. Contact: Mon Con III, Conference Center, West Virginia University, Morgantown, WV 26506.

Spring Revel (March 31- April 1) at American Legion Hall, 735 Henry Street, Lake Geneva, WI 53147. Dungeons and Dragons. Miniatures. Boardgames. FITS. Rail Baron. The whole TSR crowd will be there. Registration Fee \$2.00. No game fees. Contact Joe Orłowski, Spring Revel, P.O.B. 110, Lake Geneva, WI 53147.

Tri-State Con (April 20-22) Cincinnati OH, Contact the Queen City Gamers for further information. Eric Franz, Secretary.

Tippacanoe (and Fantasy Too) Game Convention. (May 4-6) Guest Speakers include Gene McCoy (Wargamers Digest), Duke Siegfried (Heritage), Tom Shaw & Don Greenwood (Avalon Hill), Bob Blake (Winner of the 1st D&D Masters Tournament), Lou. Zocchi (Designer of Luftwaffe, and Battle of Britain). Contact: John Hill, P.O.B. 2071, W. Layfayette, IN 47906.

The Great Canadian Games Adventure (May 18-21) at Ottawa University, King Edward Street, Ottawa Ontario, CANADA. Tournaments. Seminars. Games from Europe, England, and Canada (as well as the U.S.). Dealers. Films. Auctions. 100 rooms on campus, costing from \$6.00 to \$12.00 a night. Room reservations must be made before May 1. Registration fees are \$8.00 before April 1 and \$10.00 thereafter. Phone (613) 745-2073 for details or write: CANGAMES 79,201-360 Dundas St., Vanier Ontario, CANADA, K1L 7W7.

MichiCon VIII (June 1-3) sponsored by the Metro Detroit Gamers at Oakland University, Rochester, MI (Just North of Detroit). Over 25 board game tournaments, 10 role-playing game tournaments, over 60 miniatures tournaments and demonstrations, seminars/panels/workshops, auctions, flea markets and over 50 exhibit booths. For more information and pre-registration flier send a SASE to Metro Detroit Gamers, MichiCon VIII, P.O.B. 787, Troy, MI 48099. Pre-registration deadline is May 10, 1979.

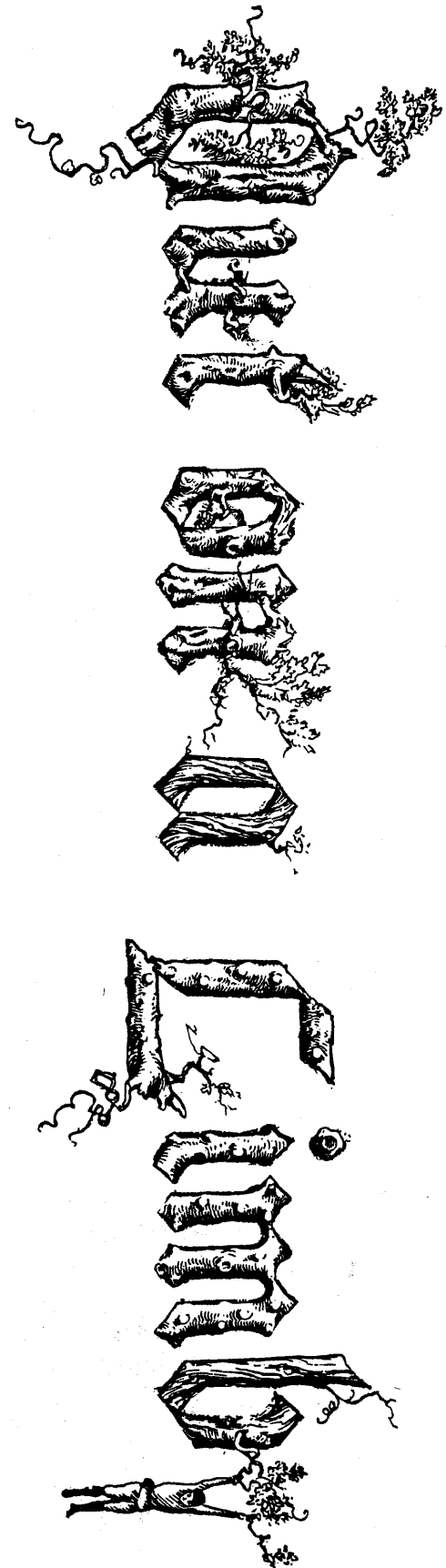
GLASCON IV (June 15-17) sponsored by CSUN Simulation Gamers' Association. \$3.00 Pre-registration Fee. \$5.00 at the door. For more information write CSUN-S A, 7133 Reseda Blvd., Reseda, CA 91335.

Origins '79 (June 22-24) at Widener College, Chester, PA. For more information write: Origins '79, P.O.B. 282, Radnor, PA 19087.

GENCON XII (August 16-19) at University of Wisconsin-Parkside, Wood Rd., Kenosha, WI 53140. This could be THE convention of 1979. Over 20 dealers. Over a hundred tournaments. Not to mention seminars, open gaming, and workshops. Pre-registration before July 25 — \$10.00. At door — \$15.00. Special GENCON XII Information Packet available in April. Contact Joe Orłowski, GENCON XII Coordinator, POB 756, Lake Geneva, WI 53147.

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Starting Next Issue — TD #24



PUTTING TOGETHER A PARTY ON THE SPUR OF THE MOMENT

©by Gary Gygax

There are times — often if you attend many conventions — when you will have a group of players desiring to adventure in your campaign who have no suitable characters with which to do so. You might want only low, medium, or high level characters for the particular scenario you have in mind, and regardless of level it is certain that you will not wish to have ultra-powerful (considering character level) or strange magic items in the group. It therefore becomes necessary to have the party generate special characters on the spot, and this takes up valuable playing time. In order to reduce this to a minimum, the following system, one which I have developed perforce from DMing conventions, is suggested:

Abilities: Players roll 4d4, discarding the low die, for abilities, arranging scores as they like.

Race & Class: After generating ability stats, each player selects the race and class of his or her character as desired, making adjustments accordingly.

Alignment: Make certain that the alignments allowed to participants are not so diverse so as to cause a breakdown in the game due to player quarrels. You may require players to select from two or three compatible alignment types if you think best — such as neutral, neutral good, and lawful neutral, for example.

Level: For low level, you might use random dice to find if players are levels 1-2, 1-3, 2-4; medium range might be 5-7, 5-8, or 7-9; upper range is typically 8-10, 8-11, or 9-12. *Multi-class* races are best handled by adding 1 level per profession to the level generated, and then dividing the total by the number of classes involved, counting all fractions as whole numbers.

Standard Equipment: Assuming that these are not 1st level characters, you will probably find it best to allow them to take whatever is desired, reminding them that they can only carry so much, and then quickly checking the character sheets before the start of the adventure. Whatever restrictions you decide to place upon standard items is, of course, your own business. Technologically impossible items, and items that you deem unlikely to be used can always be refused to the party.

Magic Items: If the party is assumed to have been adventuring for some time, however brief, then it is probable that one or more of their number would have acquired certain magic items. In order to reflect this likelihood, use the following tables for the various classes of adventurers, as applicable to your group:

PROTECTIVE ITEMS TABLE

Character Class	Per Level Chance For Shield, Armor, Etc. (Typically + 1)						
	Shield	Plate	Banded	Chain	Leather	R. of Pr.	Bracers*
CLERIC	10%	5%**	6%**	8%**	—	2%	—
Druid	—	—	—	—	8%	5%	—
FIGHTER	10%	6%**	8%**	10%*	—	—	—
Paladin	10%	6%**	8%**	10%**	—	—	—
Ranger	8%	5%**	7%**	15%**	—	—	—
MAGIC-USER	—	—	—	—	—	15%	4%
Illusionist	—	—	—	—	—	15%	4%
THIEF	—	—	—	10%	10%	4%	—
Assassin	8%	—	—	—	10%	3%	—

*Bracers of AC 6 value.

**Only one sort of armor may be gained, so the character must have a decision as to what type before the odds are computed and the percentile dice are rolled.

Multiply level by percentage chance to determine odds; then roll percentile dice, and if the score is equal to or less than the percentage chance, the character has the item. There is a 1% chance per level of experience of the character that any item will be above average — +2 or bracers of AC 5. If the chance for having the item was greater than 90%, add the percentage above 90% to the chance for the item to be above average. If the resulting roll indicates an above average item, then see if it goes up to + 3, or bracers of AC 4, on a straight 1% per level of experience chance. *Example:* Gonzo the 9th level ranger discovers that he has magic chain mail, having opted to take a sure thing with a 135% chance. Gonzo's level (9) plus the percentage chance above 90% (45%) are added together to find the chance for +2 chain — 9% +

45% = 54%. Percentile dice are rolled, and the result is 51, so Gonzo now has at least +2 chain. A third check is made, and it is discovered that he has just +2 as the dice roll was 99.

WEAPONS TABLE

Per Level Chance For Weapon (Typically + 1)

Character Class	Battle						15 Bolts +2
	Dagger	Sword*	Mace	Axe	Spear	Bow	
CLERIC	—	—	12%	—	—	—	—
Druid	10%	—	7%	—	10%	—	—
FIGHTER	10%	7%**	—	10%**	8% **	1%	10%**
Paladin	10*	10%**	—	10%**	10%**	—	—
Ranger	10%	9%**	8	9%**	8%**	5%	10%**
MAGIC-USER	15%	—	—	—	—	—	—
Illusionist	15%	—	—	—	—	—	—
THIEF	12%	11%	—	—	—	—	—
Assassin	10%	5%**	5%**	5%**	5%**	—	1%
Monk	1%	—	—	—	2%	—	—

* Scimitar in the case of druids, short swords for characters less than 5' tall, long swords in all other cases, except the character may opt for a short sword if desired.

** As with protective items, only one category of weapon of this type may be had, so before finding odds the player must state which his or her character wishes to go for.

Chances for +2 or +3 weapons are the same as for protective items. You may alternately give special features instead, to swords, i.e. +1 sword Flame Tongue, or +2 sword, Giant Slayer. Add a *crossbow of speed* to +2 bolts if a +3 is indicated, otherwise double their number only.

POTIONS TABLE

Character Class	Per Level Chance For Having Potion	Maximum No. Of Potions	Possible Potion Types
Druid	11%	2	2. Diminution
FIGHTER	8%	1	3. Extra-healing
Paladin	6%	1	4. Fire Resistance
Ranger	7%	1	5. Flying
MAGIC-USER	10%	1	6. Gaseous Form
Illusionist	10%	2	7. Growth
THIEF	9%	2	8. Healing
Assassin	5%	1	9. Invisibility
Monk	4%	1	10. Polymorph Serf

You may allow characters to have whatever potion(s) suit them, or you can dice to find them at random. Any score of 100% or more for having a potion MUST be allowed to select their own, as this reflects the fact that such characters would have supplies of them available to choose from.

SCROLLS TABLE

Character Class	Per Level Chance For Having Scroll	Type of Scroll (And Level)		
		Protection	1 Spell*	3 spells**
CLERIC	8%	no	1-3	1-4
Druid	7%	yes	1-3	1-4
FIGHTER	9%	yes	—	—
Paladin	4%	yes	—	—
Ranger	5%	yes	—	—
MAGIC-USER	15%	no	1-4	1-6
Illusionist	12%	no	1-3	1-4
THIEF***	6%	yes	1-3	1-4
Assassin***	3%	yes	1-3	—

* Determine randomly, but only normally useful spells for the sort of adventure undertaken.

** Normally given only if no other types of scrolls are in the possession of the character, otherwise as above.

*** Only one scroll type available. If spell scroll, they will be magic-user spells, otherwise as above.

MISCELLANEOUS ITEMS

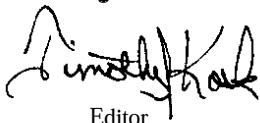
If the party is generally above 5th level and going into a hazardous area, or if the party is generally above 8th level, then you might determine it advantageous to award from one to four miscellaneous items according to the following list. Large groups are less likely to need such items. Higher level characters are more likely to have them despite numbers. Selection can be by you or by the party, as you deem best. You may

Continued on page 39

Rumbles, cont. from pg. 1

guarantee that every letter sent will be published; the one letter I mentioned is the only printable one out of the grand total of five that we received.

Joe Orłowski is no longer with TSR Periodicals, much to our regret. He has transferred to TSR Hobbies, Inc., to become fulltime GenCon Coordinator and Convention Director. I would like to thank Joe publicly for the fine job he has done in the past, particularly while I was recovering from my surgery last winter. Had it not been for his yeoman efforts, Periodicals might well have floundered. We wish him well in his new position.



Editor

AND NOW, A FEW WORDS FROM THE NEW KID ON THE BLOCK. . .

"Gee, three weeks ago I couldn't even spell ~~editor~~ editor, and now I am one!"

Well, my first half-a-rumble. As the Kindly Editor (my boss) said earlier, I'm Gary Jaquet (henceforth to be known as "Jake" — we already have one Gary around here). Some of you already know me, as I've been hanging around the game world for some years now. Actually, I got into board games in high school back in the 60's, but when D&D appeared in '74, I was hooked for good. Oddly enough, it was that period in my life that has put me where I am today, here in *The Dragon* offices.

I was minding my own business, attending Southern Illinois University at Carbondale, Illinois, majoring in journalism. One day I stopped in at one of my regular haunts, the Downstairs Arcade pinball arcade. There behind the counter was a bearded, slightly balding man rolling strangely shaped dice and making notations on graph paper. Being the curious being that I am, I asked what he was doing. That was it! I had to have a set of D&D rule books right away. And, if you haven't guessed by now, the man behind the counter was none other than Tim Kask. Tim and I developed a fast friendship and from then on, most any evening you could find us both, along with a few other crazies, at Tim's house, exploring dungeons.

Tim graduated in '75 and went straight to Lake Geneva to be editor of the old Strategic Review, and eventually *The Dragon*. I graduated in '76, and with the extreme lack of jobs in the journalism field at the time, started working construction. In the past three years, however, my interest in gaming has, if anything, increased. I free-lanced a few articles for *The Dragon*, started attending all the cons in Lake Geneva, wound up co-authoring TSR's *Gamma World*, and, surprise, surprise, got offered the job of assistant editor of *The Dragon*.

It took me about three seconds to make the decision.

After three years of working in the elements, carrying things that weigh more than I do, and just generally wasting away in Peoria, Illinois, it almost seems immoral to be paid for sitting in my own office, working at a trade I spent seven years preparing for in college, and dealing with a subject I enjoy as recreation. From watching a clock to see how much longer it would be till I got to go home, I

Sorcerer's Scroll, cont. from pg. 30

any comment at all—save perhaps from those on the receiving end. There are also a couple of other points which should be mentioned. Those who read what was said noted that I mentioned two offerings by name. This in itself, and despite the generally bad things said, was actually a favor, the old axiom about the superiority of being attacked rather than being ignored coming into play. It is true. Coupled with the comparison to early amateur press efforts in wargaming, it offers these publications, and all the other amateur efforts, a chance to show the whole hobby just how wrong and stupid I am by publishing material of superior quality which does not resort to invective, character assassination, libel, slander, or various and sundry cheap shots, relying rather on honest efforts at quality contents to interest readers. *DUNGEONEER* took this approach in the first place, and it has done well. Perhaps other publishers will take a page from their journal and turn things around in the amateur adventure gaming press. If so, I'll be among the first to give congratulations, in print! Meanwhile, I have had the misfortune to view a so-called professional fantasy gaming oriented magazine's first issue; this contained mostly numerous boring commentaries by some folks who are trying hard to make a name for themselves in gaming, principally by insulting the leaders in the hobby. This is regrettable but understandable when one is dealing with amateurs; it is deplorable in a professional magazine. Even though it is the house organ of an aspiring publisher, such journalism cannot succeed for long. That sort of work will have to change quickly or the magazine won't see many issues.

So much for this issue's SORCERER'S SCROLL. Here's to the fun of gaming, win or lose!

now find myself worrying that I don't have enough time each day to do all the things I want to see in the next issue of the magazine. Quite a change.

At any rate (how 'bout 18½%?), I find myself filling Joe Orłowski's shoes (or at least one of them) as he moves on to become GenCon Co-ordinator full time. My duties as assistant editor, in addition to all the editorial/lay-out/paste-up/production responsibilities Tim and I share together, will include subscriptions and circulation. With this transfer, unfortunately, there are bound to be a few delays/foul-ups. Joe is doing his best to touch all the bases with me before he leaves the magazine entirely, but, if he forgets to tell me there are two address change cards back in the bottom of the left hand filing cabinet, I may not find them for a few days. So please bear with me. Full and fair restitution will be given to any problems incurred during this transition period. The impossible just takes a little longer.

You'll start seeing a few changes in *The Dragon* with this issue, new features, columns, etc., and as the summer progresses, there will be more. Tim and I have been talking about the magazine for the last three years, and now we have the opportunity to work on it together. We both have great expectations.

Keep those cards and letters comin' folks. See you next month.



Assistant Editor

Party Formation, cont. from pg. 37

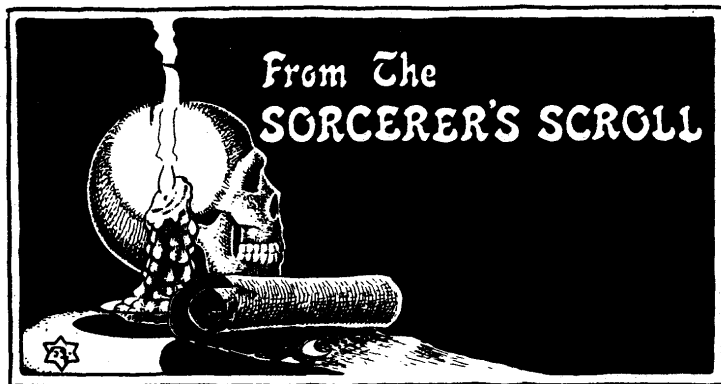
add or delete items as desired, but remember that those shown are chosen to maintain a low key of power.

1. Feather falling ring
2. Warmth ring
3. Water walking ring
4. Wand of Negation
5. Wand of Wonder
6. Bag of holding (500 pound capacity)
7. Boat, folding (small rowboat)
8. Brooch of shielding
9. Cloak and boots of Elvenkind
10. Javelin of lightning, pair
11. Javelin of wounding, pair
12. Necklace of adaptation
13. Robe of useful items — SEE BELOW
14. Rope of climbing
15. Trident of warning
16. Wings of flying or boots of levitation

Items On A Robe Of Useful Items (Select 7-12)

BONFIRE, small
 CASK, 1-3 = water, 4-5 = wine, 6 = brandy (3 gallon capacity)
 CALTROPS, six
 CROWBAR, 4' tempered iron
 DAGGER, silver
 DOG, WAR
 DOOR, standard size, oak with iron bindings and bar
 GEM, 100 gold piece value
 LADDER, 12' long
 LANTERN, bullseye
 Mallet & STAKES
 MEAT, haunch of roast mutton, venison, etc.
 MONEY, stack of 50 silver coins
 MULE, pack
 OAK TREE, 30' high, large
 OWL, GIANT
 PICK, standard digging
 POLE, 10'
 ROOSTER
 ROPE, 50' coil
 SHOVEL
 TORCH, flaming
 WASP NEST, normal, about 200 wasps

When you are thoroughly familiar with this system, you will be able to ready a party of players for an adventure with a minimum amount of time and effort on your part, and do so with relative assurance that they will be about right for the area they will adventure in. Your comments on this system will be appreciated.



©Gary Gygax
EVIL: LAW VS. CHAOS

The *DUNGEON MASTERS GUIDE* contains a fairly detailed section regarding the various alignment characteristics. On reflection, however, I began to wonder if enough had been said about the different approaches to *evil*. Now, if one clearly defines the *lawful evil* and the *chaotic evil* characteristics, the *neutral evil* path becomes evident as the middle road between the two opposite approaches to the precept of banefulness. Considering the confusion regarding alignments, it cannot but help to say a few more words on the subject.

For those of you who have not as yet read the *DMG*, evil is typified by the desire to advance self over others, by whatever means are possible, and always by the foulest of means possible — and more on that later. Whatever causes the most harm is typically the most desirable course to follow. Pain and suffering are meat and drink to the creatures of evil. Slavery and oppression of all weaker creatures are considered as natural, for these exist only to serve and satisfy the demands of the stronger.

Lawful evil believes that the only way to impose the tyranny of their alignment over all creation is to follow an ordered course of action. Their evil society is rigidly structured, each being knowing its place and cruelly dominating all beneath this station, while being just as bullied from those above. Each creature in this hierarchy strives to follow the orders from the stronger most painstakingly — both to avoid punishment and in hopes of bettering its position in the order. To those beneath each is as harsh and cruel as possible: fearful of failure in its tasks, of being replaced by an underling. The evil ends desired might be better obtained by actions which are actually less vile than other options, but the order of lawful evil will generally perceive the most useful course rather than merely the most baneful in the short term. Hell and its environs hate chaotic good most vehemently, for they see threats there to both the structure of their social system and their proposed course. What worse than both total freedom and happiness brought about only by individual achievement and character? Therefore, lawful evil would certainly not hesitate to ally itself with virtually any other cause if this helped to abridge the scope and influence of those creatures typifying the chaotic good. Similarly, a devil would attempt to influence and possess principally those humans who were powerful and influential leaders of ordered communities, organizations, and states, i.e. *lawful* individuals not already committed to evil ends.

Chaotic evil certainly has the common denominator of banefulness with those creatures who follow the ordered path of woe. They likewise oppress and enslave, torture and kill for the pure pleasure of seeing suffering and death. But while lawful evil sees these activities as part of the structured course towards a world ruled by evil, those of chaotic evil alignment see such activities as an end in themselves. While the weaker chaotic evil creatures fear and often hate the stronger, they are ruled by them only insofar as the reach of the stronger extends — and possibly only as long as the stronger has interest in so doing. The individual evil is more important than the collective one. Let each evil being do its best to spread evil and chaos, and the ultimate result will be a cancerous spread of the alignment. Order is next to good in undesirableness, so *lawful* good is the antithesis of chaotic evil. Yet creatures of this alignment will not long associate to combat their hated foes, except lesser creatures under the leadership of some mighty demon or in extreme situations where the very structure of chaotic evil is threatened by some great

coalition of good. A demon is not interested in ruling nations but in spreading evil as it alone sees fit. Therefore, possession by a creature of chaotic evil is typically of an unstable individual who will run amok for short time, or of some singular figure who will be in a position to send out many such individuals.

The differences in tendencies and philosophies are reflected in the personal involvement of devils and demons in the affairs of the Prime Material Plane. The rulers of the Planes of Hell (devils) will seldom involve themselves in worldly affairs directly. Archdevils operate through their organizations to influence the course of events on the Prime Material Plane. Because of the strict order that devilkind adheres to, intervention of even lesser devils is rare, as the rulers make pacts with humans and other agents. These arrangements assure that lawful evil is spread upon the Prime Material Plane, even though the Tiers of Hell are smaller than the Layers of the Abyss, for example, and there are far fewer devils than there are demons. While there is rivalry betwixt the Dukes of Hell, it is a prescribed and ordered contest wherein the rivals recognize limits and the need for mutual cooperation in order to insure that their collective realm remains strong and inviolate.

The very nature of demonkind, however, dictates a far more direct involvement in activities on the Prime Material Plane. Lacking extensive organizations, each demon lord must become personally active if he or she desires to meddle in the affairs of humankind, *et al*. It is not making a virtue of necessity on the part of demons to point out that they prefer such personal involvement. Thus, this or that demon lord will be encountered in material form, directing the activities of whatever group of followers he or she has gathered to spread disorder and woe upon the earth. Each powerful demon (and there are scores and scores of them) competes bitterly with all others in a deadly rivalry for supremacy — both in the Abyss and on the Prime Material Plane. The chaotic nature of demonkind dictates that mutual cooperation is unlikely at best, and any alliance between two demon lords will be one of mistrust and betrayal, doomed to a very short lifespan.

Neutral evil, as typified by daemonkind, follows the middle course between the rigidly ordered society of the Nine Hells and the anarchy of the Abyss. Yet this alignment has neither the organizational capability of lawful evil nor the great multitudes of chaotic evil, so all told it is weaker than either. The flexibility of neutral evil creatures enables them to survive and remain relatively free of rule by either Hell or one or more demon lords. The daemons and other inhabitants of Hades (and Gehenna and Tarterus as well) will as often as not become personally involved in activity on Prime Material Plane if they see it as gainful to their power and prestige or particularly enjoyable. In like manner, they will join in diabolical or demonic enterprises to further their ends, evil and personal.

Lawful evil has more common cause than those of lawful neutral bent than it does with demonkind, just as chaotic evil has more fellowship with chaotic neutrality than it does with Hell. Both alignments, the chaotic and the lawful evil, despise those who take the neutral course, seeing this as fence straddling, so to speak. The demons are too disorganized to enslave these creatures, however, while Hell desires a buffer and uses daemonkind as tools as well. For their part, daemons play off the Abyss against lawful evil to insure their freedom, power, and continued importance.

In summation, lawful evil, through its orderly arrangement and structure, wields great influence throughout the Prime Material Plane, even though devils seldom take a personal role, and the number of the dwellers in the Nine Hells is not overwhelming. Chaotic evil, on the other hand, while represented by a far greater number of powerful creatures taking a direct part in the affairs of the world, has no greater influence or power — perhaps less even — because of animosity between demons and the chaotic tendencies which preclude organization and assurance of purposes carried out by lesser beings under direction. Hell works carefully to bring its evil yolk over all the world, while demonkind attempts only individual forays to aggrandize some lord or other, increase the fame and glory of a particular prince or princess of the Abyss, or merely to bring a few decades of foulest pleasure.

The lawful evil character, then, is bound to follow a course which is strictly ordered. The path he or she follows is one of evil, but also one which attempts to bring formal rule to the world under the auspices of Hell. The character must obey and strive for the purposes of lawful

evil — furthering his or her own position in the process, of course. Those of you who have read Fred Saberhagen's *CHANGLING EARTH* will recognize that the Emperor John Ominor ruled a lawful evil realm — although he apparently served no diabolic master.

In contrast, the chaotic evil character serves only him or herself, but always towards evil ends. But the chaotic evil character recognizes no master, save out of fear and necessity, and even in the event that such recognition is necessary, he or she will always strive to gain the upper hand and dominate. If lawful evil can be likened to a mountain chain, with the highest peaks being the Dukes of Hell, and the lowest foothills the menial servants, then chaotic evil is a series of islands and islets in a vast sea — numerous but connected only tenuously by underwater ridges.

The lawful evil character will certainly cooperate with others in order to extend the sway of his or her alignment — seeking advantage by lies, trickery, and deceit while adhering to the letter of the bargain, naturally. The chaotic evil character will rule but seldom cooperate for long. As soon as he or she sees a possible advantage accruing through abandonment or betrayal — or perhaps simply because he or she has grown tired of the pact — the chaotic evil character will be true to the precept of his or her alignment!

Players can assume the role of a good or an evil character without undue difficulty, but in my experience the orderly or disorderly tendencies are another matter altogether. Law and chaos seem to be more ingrained in the actual personality of a player, and these bents are thus not as easily acted out. While you, as DM, will order the NPCs of lawful, neutral, or chaotic evil alignment, your players will tend to assume alignments which actually fit their personalities as respects order versus anarchy, so you must observe such activities quite closely. It is common for players to seek the best of both worlds by claiming the benefits of one alignment while using the processes of the other in order to gain power. Thus, a player might well claim to be lawful evil in order to receive the assistance of an archdevil, and thereafter blithely go about setting up a totally independent and free-wheeling empire of evil which has nothing to do with the aims of Hell. Such liberties cannot be allowed

Out on a Limb (con't from pg. 48)

six months later three or more so-called "improved" designs are on the market? I feel that it is symptomatic of a lack of daring and ingenuity on the part of the industry as a whole that one or two companies should do all the trail blazing and inventing, only to have the rest of them jump on the bandwagon made popular by those that took the risks.

If you want a world that is dominated by goblins, instead of having men be the dominant race, that is up to you. Unless they are somehow PC's it is ludicrous to advance lower races, and serves no useful purpose. If the lower orders were capable of advancement, man would not be the dominant species.

Having printed all of this, in context, I wouldn't want to bet on who received any favor. I'm sure that the readers have enough evidence to make up their own minds now — Ed.

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TOME OF TREASURES

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TREK 80

TREK-80, by Bruce Berry, was written for the Radio Shack TRS-80 Computer and will run on any TRS-80 with at least 16K of memory and Level II Basic. This is not just another Star Trek game. It has been in development for over 1 year! Action takes place on a real-time basis. Your mission? Starfleet Command is under heavy attack and you must rescue the supply fleet. You have 2 or more Starbases where you can resupply once, each. There are 45 - 60+ Klingons you must destroy in a given amount of time without losing more than 5 Tugs. Features: 64 Sector quadrants, 64 quadrant universe. Klingons can move, resupply, fire torpedoes or disruptors. Tugs can fire phasers, Enterprise can fire phasers or torpedoes and can lock both and course for fire and move (evasive action). Torpedoes intercept can be locked on or off. Sensors can be short range (quadrant) or long range (eight surrounding quadrants). Probes can scan enemy ships for position, energy and torpedoes. Galactic scan shows all known quads with number of stars, Klingons and bases. Ship's energy can be channelled to phasers, warp drive, impulse engines and shields, in increments of 10% and any combination. Damage Control reports, Self-destruct, Warp and Impulse Movement. Programming notes give instruction for changing allotted stardates for accomplishing mission; units of energy from reactor/date available for channelling; initial and resupply levels for shield, phaser, impulse and warp drive energy; initial and resupply of number of torpedoes; number of Klingons (Min. &/or Max.); number of bases; allotted max. phaser power/shot; Rich in detail. Move and fire any direction. Impulse as well as warp quadrant to quadrant. Time and energy are functions of speed and distance. Damage is logically determined by shield strength. Lots of action all graphically displayed including torpedo track and much much more. **THIS IS THE TOUGHEST TREK GAME TO BEAT YET!**

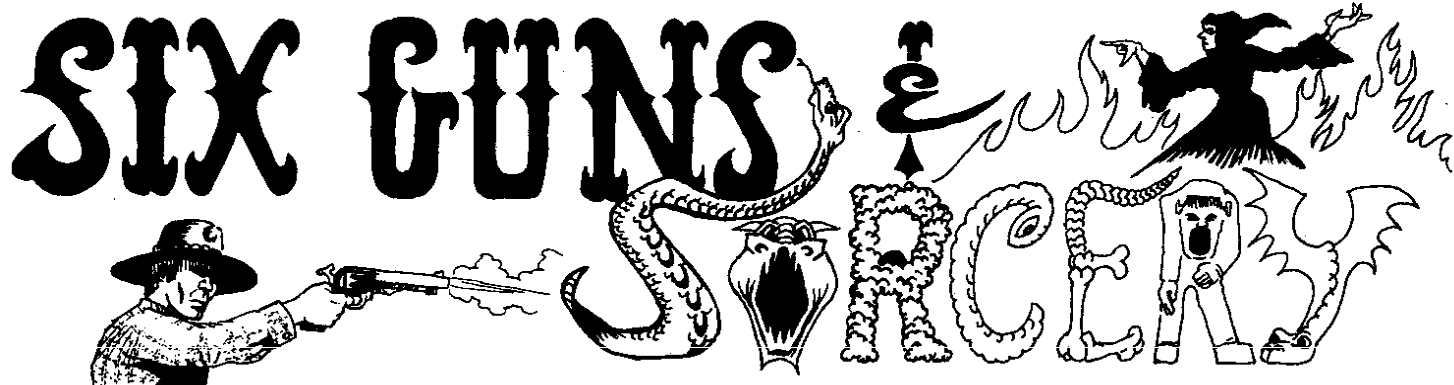
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Allen Hammack

Editor's Note: The tables and notes on conversion of the systems in this article will appear in the forthcoming AD&D DUNGEON MASTERS GUIDE, and thus are to be considered "official" material.

The group of adventurers had met in the Waltzing Werebear tavern and after a few flagons of ale had decided that the town of Bordant had become too dull. The ruins that they liked to explore had not yielded any treasure in weeks, they were fairly certain that they had been through and mapped virtually the entire dungeon, and even the monsters were hardly surprises anymore. In short, the area was played out; thus, the group decided to move on to greener (or more golden) pastures. Just then, a wizened old man wrapped in a dark cloak and leaning on a gnarled staff approached the table.

"Milords, this humble servant could not help but overhear your laments. Could it be that you would be willing to take a very great risk with your life, provided there was fantastic adventure and great treasure to be had — by the survivors . . . ?"

They stared at the old man with a mixture of doubt and curiosity — and the curiosity won out. A fighter who appeared to be the leader took a swallow of ale and, looking around the table, saw nods of assent from all. "So, stranger, you can do this for us?"

"Indeed, brave souls; but if there are any amongst you who would leave, let them do so now." Light danced within the ancient one's eyes as he smiled. "All will go? Excellent! Follow me, then . . ."

He led them out of the tavern and through the dark, narrow streets to a quiet, infrequently travelled part of town. He pulled an amulet from beneath his robes and mumbled a chant; the mists which swirled around their feet seemed to stir, moving faster and rising higher. Soon the adventurers could see nothing but the maddening white mists, nothing! The fighter was about to call out when suddenly the mists dropped and vanished, and the puzzled fighter found himself in a strange building made of wood, but with a peculiar transparent material covering the windows. Loud music from an instrument he had never seen before (a large box with many black and white levers to press) mingled with the raucous laughter of strangely garbed men and women; the men had peculiar curved pieces of iron on their belts instead of swords.

The voice of the old man was inside his head. "Each of you seven is at a different location in town. Each of you has five loyal henchmen from this era." (At this, the fighter was surrounded by several men calling him 'Boss', slapping him on the back, laughing, and thrusting a clear tankard of what appeared to be a light ale into his hand.) "There are four rooms scattered throughout this otherwise normal town which contain gold, gems, magic — and a cylindrical device. Stepping into this device is the only way to get back to your time, and each device holds only one person and works but once. There is one other small problem, though;

each group of followers hates every other group and will kill them — and their leader — on sight, regardless of any orders to the contrary. By the way, the weapons they carry project small metal missiles at great velocity; they are quite deadly. Enjoy your adventure . . ."

The above is but one possible scenario in which *Advanced Dungeons & Dragons* can be combined with other game systems (in this case *BOOT HILL*) to spice up a campaign. The players certainly don't have to be pitted against one another, as in this rather cruel adventure; one of the most enjoyable games the author has ever played in concerned a *BOOT HILL* posse that was sent into a "ghost town" to bring back the bad guys "dead or alive". We should have guessed. We ran into berserkers, orcs, werewolves, a wight, and even a green dragon! (The Lone Ranger had silver bullets available for the wight.) The anachronistic shock can be very effective at generating excitement. Whether the referee decides to have a space/time warp throw *BOOT HILL* characters into a fantasy setting, or to have *AD&D* characters journey to the Wild West, the conversions are the same. Herewith follow some guidelines for melding the game systems:

CHARACTER ABILITIES

**BOOT HILL CHARACTER
CONVERSION TO AD&D:**

<u>Strength</u> as shown: 19 = 18/50. 20 = 18/75	<u>Dexterity</u> 6 base + 1 per 10% of <i>BOOT HILL</i> speed rating to a maximum of 16
<u>Intelligence</u> use 3d6 to determine	<u>Constitution</u> use 3d6 to determine
<u>Wisdom</u> use 3d4 to determine	<u>Charism</u> use d8 +4 to determine

**AD&D CHARACTER ABILITIES
TO BOOT HILL STATISTICS:**

<u>Speed</u> dexterity score = % score	<u>Strength</u> as shown, 18/ up to 51 = 19, 18/51 and greater = 20
<u>Gun Accuracy</u> all have 01 initially, for each 6 rounds fired add + 1 until a maximum of 25	<u>Bravery</u> 100 modified as follows: cleric = -2 x wisdom fighter or monk = -1 x wisdom magic-user = -3 x wisdom thief = -4 x wisdom
<u>Throwing Accuracy</u> use normal attack tables for <i>AD&D</i>	<u>Experience</u> initially NO experience, subject to later results

Saving Throws:

BOOT HILL characters save at their fighter level as noted under *Hit Dice*.

Fighting Ability:

BOOT HILL characters have fighter ability as noted above under *Hit Dice*.

Movement:

Base unarmored movement for *BOOT HILL* characters is 12"; horses are all light.

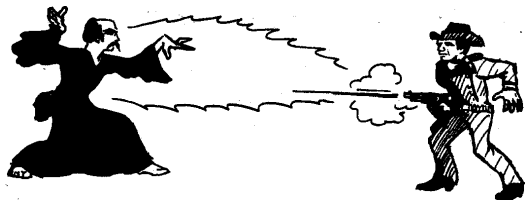
Turn Sequence:

Use the normal *AD&D* turn sequence unless both sides are using firearms, in which case use the *BOOT HILL* turn sequence and first shot determination. For *initiative*, add +1 to *BOOT HILL* characters who are unarmored and using firearms.

Weapon Range:

BOOT HILL inches convert to *AD&D* inches (").

Rate of Fire of Firearms: Use the rate of fire shown in *BOOT HILL* as the number of shots allowed per round, with NO penalty for firing more than one shot. As the round is a full minute, you may optionally allow DOUBLE rate of fire, with a -10% penalty for all shots fired above the standard rate of fire, the penalty being cumulative, i.e. 3 extra shots = 30% penalty on each extra shot. *Reloading* rate equals segments per round, so that any firearm can be completely reloaded in 1 round.

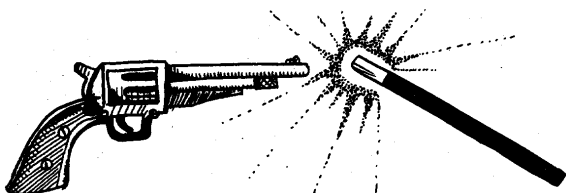


FIRST SHOT DETERMINATION BASE NUMBER ADJUSTMENTS:

(1) Weapon	Speed Factor	=	Rate of Fire	=	Weapon Class
	8-13		½		VS
	6-7		1		S
	5		2		BA
	4		3		A
	2-3		—		F
	1		—		VF

(2) Adjustment For ACTUAL Armor

Armor Class Due To Armor Worn	First Shot Determination Modifier (Penalty)
10	0
9	-1
8	-2
7*	-3
6	-4
5	-5
4	-6
3	-7
2	-8



*All magic armor is classed as AC 7 for purposes of this determination. Note magic rings, bracers, and similar protections which are not armor equate to AC 10 for this purpose.

Hit Determination Modifier

Armor Class*	Modifier
10	0
9	-1
8	-1
7	-2
6	-2
5	-3
4	-3
3	-4
2	-4
1	-5
0	-5
-1	-6
-2	-6
etc.	etc.

*Special Note: Do not include dexterity bonus to armor class for purposes of modifying hit determination.

Wounds: Each hit causes damage as follows, several hits from the same weapon being computed separately:

Weapon	Damage	S	Range Modifier		
			M	L	E
Arrow, tomahawk hand axe), etc.			ALL AS IN A&D		
Derringer	1-4	+2	+1	0	0
Other Hand Gun	1-8	+3	+1	0	0
Shotgun	1-10	+2	0	-1	-2
Scattergun	1-8	+1	0	-	-2
Other Shoulder Arms	2-8	+2	+1	0	0
Gatling Gun	1-8	+2	-	0	-
Cannon (cannister)	3-12	+4	+2	0	-
Dynamite (per stick)*	4-24	-	-	-	-

*No saving throw allowed. You may optionally allow a save, treating the explosion as if it were a fireball, but damage base must then be increased to 6-36 hit points.

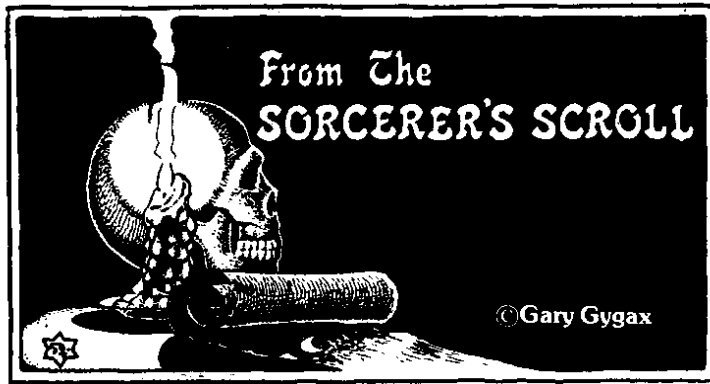
Transferral of Firearms to the AD&D Campaign: Unless the DM desires to have gunpowder muddying the waters of his or her fantasy world, it is strongly urged that *BOOT HILL* firearms be confined to specific areas, and when gunpowder is brought into the fantasy milieu (out of the confined area of the special adventure) it becomes inert junk — ergo, no clever alchemist can duplicate it. Likewise, dynamite and similar explosives become inert.



Any circumstances not covered here can be extrapolated from *AD&D* works and/or the revised version of *BOOT HILL* as applicable. Imaginative *BOOT HILL* referees might well find that some *AD&D* monsters and characters will prove interesting inhabitants for old mines or hidden valleys. Enjoy your adventure

The GENCON brochure which appeared in the July issue of *The Dragon* has a minor error. The Racine Motor Inn and the Holiday Inn in Kenosha will have shuttle bus service to and from the convention, as well as all other motor inns listed in red. Aside from this minor error the convention brochure is accurate in the information it contains.

The Dragon



THE HALF-OGRE, SMITING HIM HIP AND THIGH

Of late I have seen several different treatments of half-ogres, and the suggestion that this type of creature is a viable and worthwhile racial type for player characters has thus gained some small popularity. This subject also touches upon another, closely related matter, the whole gamut of cross breeds which could possibly be included in *AD&D*. Dungeon Masters must be apprised of the potential can of worms they will be opening by allowing these mixtures in their campaigns.

The character races in *AD&D* were selected with care. They give variety of approach, but any player selecting a non-human (part- or demi-human) character does not have any real advantage. True, some of these racial types give short term advantages to the players who choose them, but in the long run these same characters are at an equal disadvantage when compared to human characters with the same number of experience points. This was, in fact, designed into the game. The variety of approach makes role selection more interesting. Players must weigh advantages and disadvantages carefully before opting for character race, human or otherwise. It is in vogue in some campaigns to remove restrictions on demi-humans—or to at least relax them somewhat. While this might make the DM popular for a time with those participants with dwarven fighters of high level, or elven wizards of vast power, it will eventually consign the campaign as a whole to one in which the only races will be non-human. Dwarves, elves, *et al.* will have all the advantages and no real disadvantages, so the majority of players will select these races, and humankind will disappear from the realm of player character types. This bears upon various hybrid racial types as well.

In designing *ADVANCED DUNGEONS & DRAGONS*, I considered the possible racial mixtures. Should half-dwarves, half-gnomes, and half-halflings (and is a half-halfling a quartling, perchance?) be allowed? How about dwarf-elf, dwarf-gnome, dwarf-halfling, elf-gnome, elf-halfling, and gnome-halfling crossbreeds? Then there are tri-racial mixtures. Those involving humans and orcs add still more confounding factors. And now somebody decided that ogres could cross with humans! Could they cross with elves also? How about hill giants interbreeding with humans? with elves? with ogres? with ettins? Why leave out goblins? hobgoblins? gnolls? bugbears? Because of the potential for absolute madness in the game, I included only the half-elf, hoping that the rest would not arise to plague the placid waters of racial selection, but it is apparent that it was not meant to be.

Consider the various factors which must be taken into account when designing a race for game purposes. Remember that last part, *game purposes*; *AD&D* is, first and foremost, a game. Races, just as with classes, must be in relative balance with each other, as well as with the game as a whole. Setting this balance is a difficult and delicate operation! So we have 1) character class limits due to race, 2) level limits due to race, 3) ability adjustments due to race, 4) racial minimums and maximums of abilities, 5) racial preferences, and 6) special characteristics of racial types, i.e. magic resistance, saving throws, combat versus specific monsters, visual and other sense capabilities, and "sixth-sense" or innate skill capabilities (such as detection of grades, and underground conditions, etc.). If these six factors are considered only as single entities, not as multi-faceted ones, there is still plenty of work to do in setting up even a single additional character race, for each must be meshed with

and balanced against all other such races. Now consider the possible cross breeds, and multiply your DMing woes by a thousand! As surely as you allow a single player to select a non-standard hybrid, another will come along asking for some special cross breed which he or she envisions to be "logical", meaningful, and fun to play (read advantageous for the player in question!). Pixie-storm giant half-breeds would not be impossible . . . (For those who doubt the last claim, consider a lecherous male pixie equipped with several *growth* potions and a *love* philtre. And, when all is said and done, *AD&D* is fantasy.)

HALF-OGRE

Character Classes Possible: cleric or fighter
Class Level Limits: cleric 4th; fighter unlimited

Ability Adjustments:

STRENGTH — 14 - 18^a
INTELLIGENCE — 3 - 12^b
WISDOM — 2 - 12^c DEXTERITY — 3 - 12^d
CONSTITUTION — 14 - 18^e
CHARISMA — 2 - 8^f

^aAverage human strength combined with ogre strength and averaged to find spread. Use d6 and 5 or 6 equals 18, with a percentile bonus of 25% to the roll if a 6, but 18/00 maximum in any event.

^bThis spread could be lowered to a 10 maximum if the human parent was below norm.

^cThis spread could be lowered to a 10 maximum if the human parent was below norm.

^dAgain, this is generous, and a case could be made for 3-10 (d8 +2).

^eConstitution roll in excess of 18 is not possible, and if the d6 roll is 6, then treat it as the 18 maximum.

^fCharisma score would not apply to ogres and half-ogres; double the result for the charismatic effect on such creatures.

Racial Preferences:

Half-orcs would rate a *T*,
humans an *N*,
and half-ogres a *P*.
All others would be *H* both ways.

Special Characteristics:

Infravision to 60'.
Speak ogre, orc and troll only if raised with ogre parent.
Complexion will be swarthy and dull, hair lank and dark.
Average height will be 7½'.
Two hit dice at 1st level, then regular progression as usual.

These quite reasonable parameters for half-ogre character typify the offspring of a human and an ogre, were there such a thing as the latter, define their potential, and make it a race which will not disrupt the campaign. The only advantages accruing to half-ogres are in strength and constitution, and these are more than outweighed by disadvantages elsewhere. In fact, this race, when properly controlled, becomes a rather unappetizing and boring prospect for character play. On the other hand, such creatures would make highly desirable guards or mercenary troops—assuming one could abide their chaotic and evil bent—for they have many benefits and few drawbacks when compared with full-blooded ogres. For this reason alone, there will have to be strict limits placed upon the numbers of half-ogres available in the campaign.

It is important to reiterate that hybrids not shown in *PLAYERS HANDBOOK* should be generally rejected in the well-run campaign. The device is that of players seeking to gain some advantage for themselves by choosing a racial mixture which they believe will have greater advantages (with fewer drawbacks) than those of the character races given in *AD&D*. If exceptions are to be made, be certain that you,

Curses

Never get even—get ahead!

Harold Pitt

A curse, as defined by the *Player's Handbook*, is either the reverse of the first level Clerical Spell, *Bless*, or the reverse of the third level, *Remove Curse*. Let us include also for this purpose curses coming from the spells *Quest*, *Geas*, *Limited Wish*, *Wish*, and forces emanating from power objects, the Artifacts. Do not consider magical or clerical spells in the category of Enchantment, for these are a one shot bemusement of the recipient, clouding his mind in some way rather than calling on some other force to cause him grief.

The curses spoken of here are the ones that the Dungeon Master may lay onto his players as a matter of the course of play, a penalty for acting out of character (alignment), or just as an equalizer for someone who has been exceptionally successful. Or for that character that has just succeeded in demolishing the trap you spent hours agonizing over (frustrating, isn't it?) and feel that perhaps, somehow, he shouldn't get away scot free. Remember: never get even—get ahead!

When about to strike someone low with a curse, consider the character. What may be devastating for one may be laughable for another. One man's obscenity is another man's lunch. When cursing, consider alignment, race, class, and ability scores. If the cursee is a lawful good paladin, consider placing a curse on him such that for every lawful good act he performed, he must also perform an act of chaotic evil. Turn him into sort of a were-vampire (apologies to both lycanthropes and the undead) who turns chaotic evil after a lawful good deed.

If a character is of the Dwarven race, give him the physical appearance of an Orc. He will not be able to associate with his own people. Class must be considered, as you don't want to curse a cleric with sword-dropping behavior. And to hit a player where it really hurts, drop one of their critical ability scores. A thief with a dexterity of three couldn't steal a handkerchief out of his own pocket without getting caught.

Also to be considered is the curser. What's in it for him? What's his alignment? What's his religion? (See April '79 TD) If he's chaotic neutral, then expect to see spiteful, malicious curses (shoestrings tying themselves together, in the thick of battle, would be nice). If chaotic evil,

the DM, consider each thoroughly prior to admitting it into the milieu. Each exception must be detailed as was done for the half-ogre, above. Do so privately, and if after listing its parameters you find that the hybrid is unacceptable, disallow its use—or go back and restructure the characteristics, being careful to use the examples of the PLAYERS HANDBOOK as a guide. Then, and only then, should a player be allowed to have such a hybrid racial type to choose from. Lastly, if thereafter many of your participants suddenly express a desire to start characters of this particular racial mixture, you can pretty well rely upon the fact that you blew it.

All of this will certainly lead to the question, why is it that the human race is so favored in *AD&D*? There is no question that human characters have an edge on all others in the long run—even considering the generally unlimited potential for non-human thieves. The bias was placed in the game on the assumption that the vast majority of campaign milieus would be based on human-dominated worlds. Therefore, humans must have some sort of edge. As human adaptability is undoubted, and human capabilities deemed vast by this writer, it seemed to follow that allowing them the full range of possibilities was the best answer. Thus, humans are found in all alignments, in all professions, and so on. The weakest are very weak, the strongest very strong. The human race plumbs the depths and soars to the heights. In *AD&D*, as in the real world, humankind will certainly attain greatness and domination if it doesn't destroy itself first through warfare and strife within its own race.

then there is no limit beyond which the curser might go to get revenge, except for how much trouble and how much energy he wishes to expend. A lawful neutral who felt that he had been wronged would probably feel like "an eye for an eye" would be a good motto. Curses would be meted out on the basis of the harm the cursee had caused. Costs could run on the order of "death of the first born male child."

The profession of the curser would influence the curse also. A Druid seeking revenge for damage to his forest might curse all wooden objects the cursee attempts to utilize. They could be caused to flame or warp as soon as he touched them, leaving him with few comfortable chairs, and cramping his missile using ability. A cleric of an evil nature might send a character to desecrate a holy shrine of opposing view.

How long should a curse last? *Bless-Curse* lasts six melee rounds. *Bestow Curse* lasts one turn for every level of the cleric. *Quest* and *Geas*, being of unknown duration, last until the appointed task is accomplished. *Limited Wish* curses should be of a duration fixed at the time of casting. The more burdensome the *Limited Wish*, the shorter the duration. It only follows, though, that the more powerful the magic user, the longer the duration or the more burdensome the curse may be. The *Wish* curse is more or less a blank check. As the text in the *Player's Handbook* points out, the scope and power of a *Wish* is only limited by what the Dungeon Master is willing to allow in the way of game balance, and by how many days' bedrest the MU is willing to undergo for the privilege of casting the curse.

Duration could also be affected by the nature of the curse. Increased probability of dropping a weapon in battle would taper off after a few weeks. A one shot deal, such as passing a fatal disease to a loved one, could lie in waiting for years before coming to fruition. A reduction in ability scores may be permanent from the time of the curse's utterance.

A curse emanating from an artifact, controlled or uncontrolled by a character, may be permanent, unalterable, and unremovable by anything save another artifact. The power (mana, jujū, primal force, machismo) stored in these objects is tremendous. One route may be to attempt to destroy the artifact responsible for the curse. Perhaps removing the influence of its power would be sufficient, to be accomplished by draining it or by exile to another plane. As far as is known, no one has specified rules governing influence of artifacts across planes.

The text for *Remove Curse* gives no limit to the type of curses that may be removed, but you would logically believe that the higher the level of the curse, the more difficult it would be to remove. Perhaps there should be a base 75% chance for a curse to be removed by an equal level spell user, with a plus 5% for each level the spell user is above the curser, and minus 5% for the reverse situation. To keep it interesting tack on a 25% chance of the curse rubbing off on the spell user attempting the curse removal in the event he fails.

If the exact wording of the curse is known (either by being present when the curse was spoken or by research with *Commune* or *Contact Other Plane*) then it may be possible to sidestep the curse for the duration. This is perhaps the safer approach if there is no high level spell user available. If the curse is to have your sword break in the midst of battle, switch to a morning star. If it is for the sacrifice of your firstborn male child, never marry, or *wish* for only daughters. Depending on the phraseology, you may be able to pervert the particulars if not the intention. This would be more the case for a *Quest* or a *Geas*.

In conclusion, cursing can be fun. It can become a battle of wits and resources between DM and player. It can be used for revenge, to keep a player in alignment, or to guide the campaign into an area the DM has prepared and is looking for a logical way to get his players deep into it. The possibilities are without limit. Let the punishment fit the crime, and never get even—get ahead!



AD&D's Magic System: How and Why It Works

@Gary Gygax

Working up rules about make-believe can be difficult. Magic, AD&D magic, is most certainly make-believe. If there are "Black Arts" and "Occult Sciences" which deal with real, working magic spells, I have yet to see them.

Mildly put, I do not have any faith in the powers of magic, nor have I ever seen anyone who could perform anything approaching a mere *first-level* AD&D spell without props. Yet heroic fantasy has long been one of my favorite subjects, and while I do not believe in invincible superheroes, wicked magicians, fire-breathing dragons, and the stuff of fairie, I love it all nonetheless! Being able to not only read about heroic adventures of this sort, but also to play them as a game form, increased the prospects of this enjoyment of imaginary worlds. So magic and dragons and superheroes and all such things were added to *Chainmail*.

Simply desiring to play fantasy-based games does not bring them into being as a usable product. Most of the subject matter dealt with has only a limited range of treatment. Thus, giants are always written of as large and not overly bright, save in Classical mythology, of course. Some are LARGE, and some are turned to stone by sunlight, and so on, but the basics were there to draw from, and no real problems were posed in selecting characteristics for such creatures in a game. The same is basically true for all sorts of monsters and even adventurers—heroes, Magic-Users, *et al*.

Not so with magic. There are nearly as many treatments of magic as there are books which deal with it.

What approach to take? In *Chainmail*, this was not a particularly difficult decision. The wizard using the magic was simply a part of an overall scheme, so the spells just worked; a catapult hurled boulders and a wizard fire balls or lightning bolts; elves could move invisibly, split-move and fire bows, and engage monsters if armed with magical weapons, while wizards could become invisible or cast spells.

When it came time to translate the rather cut-and-dried stuff of *Chainmail*'s "Fantasy Supplement" to D&D, far more selection and flexibility had to be delivered, for the latter game was free-form. This required me to back up several steps to a point where the figure began a career which would eventually bring him or her to the state where they would equal (and eventually exceed) a *Chainmail* wizard. Similarly, some basis for the use of magic had to be created so that a system of spell acquisition could be devised. Where should the magic power

come from? Literature gave many possible answers, but most were unsuitable for a game, for they demanded that the spell-caster spend an inordinate amount of time preparing the spell. No viable adventurer character could be devised where a week or two of preliminary steps were demanded for the conjuration of some not particularly mighty spell. On the other hand, spell-casters could not be given license to broadcast magic whenever and wherever they chose.

This left me with two major areas to select from. The *internal power*, or *mana*, system where each spell-caster uses energy from within to effect magic, requires assigning a total point value to each such character's mana, and a cost in points to each spell. It is tedious to keep track of, difficult to police, and allows Magic-Users far too much freedom where a broad range of spells are given. If spell points were to be used, it would require that either selection be limited or all other characters and monsters be strengthened. Otherwise, spell-users would quickly come to dominate the game, and participants would desire to play only that class of character. (As a point of reference, readers are referred to the handling of psionic abilities as originally treated in *Eldritch Wizardry*. Therein, psionic mana was assumed, the internal power usable to tap external sources, and the range of possible powers thus usable was sharply limited.)

Having read widely in the fantasy genre since 1950, I opted instead for the oft-used system which assumes that magic comes from power locked within certain words and phrases which are uttered to release the force. This *mnemonic power* system was exceedingly well articulated by Jack Vance in his superb *The Eyes of The Overworld* and *Dying Earth* novels, as well as in various short stories. In memorizing the magical words, the brain of the would-be spell-caster is taxed by the charged force of these syllables. To increase capacity, the spell-caster must undergo training, study, and mental discipline.

This is not to say that he or she ever understands the words, but the capacity to hold them in the memory and to speak them correctly increases thus. The magic words, in turn, trigger energy which causes the spell to work.

The so-called "Vancian" magic system allows a vast array of spells. Each is assigned a level (mnemonic difficulty) rating, and experience grades are used to expand the capacity of the spell-caster. The use of this particular system allows more restrictions upon spell-casting character types, of course, while allowing freedom to assign certain spells to lower difficulty factor to keep the character type viable in its early stages. It also has the distinct advantages of requiring that spell-users select their magic prior to knowing what they must face, and limiting bookkeeping to a simple list of spells which are crossed off as expended.

The mnemonic spell system can be explained briefly thus: Magic works because certain key words and phrases (sounds) unlock energy from elsewhere. The sounds are inscribed in arcane texts or religious works available to spell-users. Only training and practice will allow increased memory capacity, thus allowing more spells to be used. Once uttered, the sounds discharge their power, and this discharge not only unlocks energy from elsewhere, but it also wipes all memory of the particular words or phrases from the speaker's brain. Finally, the energy manifested by the speaking of the sounds will take a set form, depending on the pronunciation and order of the sounds. So a *Sleep* spell or a *Charm Monster* spell is uttered and the magic effected. The mind is wiped clean of the memory of what the sounds were, but by careful concentration and study later, the caster can again memorize these keys.

When *Advanced Dungeons & Dragons* was in the conceptualization stages some three years ago, I realized that while the "Vancian" system was the best approach to spell-casting in fantasy adventure games, D&D did not go far enough in defining, delineating, and restricting its use. Merely having words was insufficient, so elements of other systems would have to be added to make a better system. While it could be similar in concept to the spell-casting of D&D, it had to be quite different in all aspects, including practice, in order to bring it up to a higher level of believability and playability with respect to other classes.

The AD&D magic system was therefore predicated on the concept that there were three power-trigger keys—the cryptic utterances, hypnotic gestures, and special substances—the *verbal*, *somatic*, and

January, 1980

material components, possible in various combinations, which are needed to effect magic. This aspect is less "Vancian," if you will, but at the same time the system overall is more so, for reasons you will see later.

Verbal spell components, the energy-charged special words and phrases, are necessary in most spells. These special sounds are not general knowledge, and each would-be spell-caster must study in order to even begin to comprehend their reading, meaning, and pronunciation, i.e., undergo an apprenticeship. The basic assumption of this training is the ability to actually handle such matter; this ability is expressed in intelligence or wisdom minimums for each appropriate spell-using profession.

Somatic spell components, the ritual gestures which also draw the power, must also be learned and practiced. This manual skill is less important in clericism, where touching or the use of a holy/unholy symbol is generally all that is involved, while in the Illusionist class it is of great importance, as much of the spell power is connected with redirection of mental energy.

Material components are also generally needed. This expansion into sympathetic magic follows the magic portrayed by L. Sprague de Camp and Fletcher Pratt in their superb "Harold Shea" stories, for example. Of course, it is a basic part of primitive magic systems practiced by mankind. In general, some certain material or materials are also needed to complete the flow of power from the spell-caster, which in turn will draw energy from some other place and cause the spell to happen.

now do considerable studying, but he or she must also have the source material to study. AD&D also assumes that such material is hard to come by, and even if a spell-caster is capable of knowing/memorizing many and high-level spells, he or she must find them (in the case of Magic-Users and Illusionists) or have the aid of deities or minions thereof (in the situation faced by Clerics and Druids). These strictures apply to other professions which are empowered with spell use, as appropriate to the type of spells in question. In order to expand mnemonic capacity, spell-users must do further study and be trained. Thus, the system is in some ways more "Vancian," as such information and studies are indicated, if not necessarily detailed, in the works of that author. It might also be said that the system takes on "Lovecraftian" overtones, harkening to tomes of arcane and dread lore.

In addition to the strictures on locating the information for new spells, and the acquisition of the ability to cast (new, more powerful) spells, the requirements of verbal, somatic, and material components in most spell-casting highlight the following facts regarding the interruption and spoiling of spells: Silencing the caster will generally ruin the spell or prevent its instigation. Any interruption of the somatic gestures—such as is accomplished by a successful blow, grappling, overbearing, or even severe jostling—likewise spoils the magic. Lack of material components, or the alteration or spoiling thereof, will similarly cause the spell to come to naught.

Of course, this assumes the spell has the appropriate verbal, somatic, or material components. Some few spells have only a verbal component, fewer still verbal and material, a handful somatic and material, and only one has a somatic component alone. (Which fact will most certainly change if I ever have the opportunity to add to the list of Illusionists' spells, for on reflection, I am convinced that this class should have more spells of somatic component only—but that's another story.)

All of these triggers mean that it is both more difficult to cast a spell, especially when the new casting time restrictions are taken into account, and easier to interrupt a spell before it is successfully cast.

Consider the casting of a typical spell with V,S, and M components. When the caster has opportunity and the desire to cast a spell, he or she must utter the special energy-charged sound patterns attendant to the magic, gesture appropriately, and hold or discard the material component(s) as necessary to finally effect the spell. Ignoring the appropriate part or parts, all spells are cast thus, the time of conjuration to effect the dweomer varying from but a single segment to many minutes or tens of minutes. These combinations allow a more believable magic system, albeit the requirements placed upon spell-casters are more stringent, and even that helps greatly to balance play from profession to profession.

A part and parcel of the AD&D magic system is the general classifi-

cation of each spell by its effect. That is, whether the spell causes an *alteration*, is a *conjuration/summoning*, *enchantment/charm*, etc. This grouping enables ease of adjudication of changes of spell effects or negation of power. It also makes it easier to classify new spells by using the grouping.

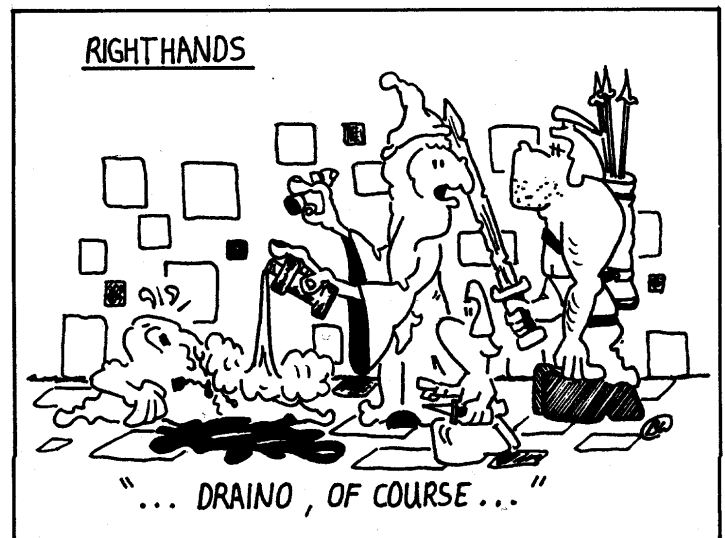
It seems inevitable that the classification and component functions will eventually lead to further extrapolation. The energy triggers of sound and motion will be categorized and defined in relation to the class of dweomer to be effected. This will indicate what power source is being tapped, and it will also serve to indicate from whence the magic actually comes, i.e., from what place or plane the end result of a successfully cast spell actually comes. Perhaps this will lead to a spell-casting character having to actually speak a rime, indicate what special movements are made, and how material components are used. While this is not seriously proposed for usual play, the wherewithal to do so will probably be available to DMs whose participants are so inclined.

It all has a more important and useful purpose, however. Defining the energy triggers will make it possible to matrix combinations by class of spell-caster and dweomer group. Mispronounced spells, or research into new spells, will become far more interesting in many ways if and when such information is available and put into use!

As it now stands, the AD&D magic system is a combination of reputed magic drawn from works of fiction and from myth. Although they are not defined, verbal and somatic components are necessary energy-triggers. The memorization of these special sounds and motions is difficult, and when they are properly used, they release their small stores of energy to trigger power from elsewhere. This release totally wipes all memory of sound and/or motion from the memory of the spell caster, but it does not otherwise seriously affect his or her brain—although the mnemonic exercise of learning them in the first place is unquestionably taxing. Duplicates of the same spell can be remembered also, but the cast spell is gone until its source is again carefully perused.

The new form which spell casting has taken in ADVANCED DUNGEONS & DRAGONS has a more realistic flavor to it—unimportant, but some players revel in this sort of thing, and that is well enough. Of real importance, however, is the fact that it requires far more effort from spell-casters in gaining, preparing, and casting spells. It makes them more vulnerable to attacks which spoil the casting of the spell. All in all, it tends to make each and every profession possible for characters in AD&D to be more equal, but still very different, from all of the others. Lastly, it opens up new areas where new development can be done at some future time, and if such new material adds significantly to the enjoyment of the game, it will certainly be published—in experimental form herein, then possibly in final form in a revised edition of the work itself.

If the foregoing doesn't completely explain everything you or your players wish to know about the AD&D magic system; if after all of those words there are still unanswered questions, doubts, or disputes, remember the last and overriding principle of the whole: ITS MAGIC!



The official errata: Scads of additions & Revisions for AD&D

OH, NO...

Rats!

Here, for the first (and last) time ever in one place, is every rule addition, change or correction in all three Advanced Dungeons & Dragons reference works. The DMG errata were incorporated into the second printing of that volume (which should be available soon, perhaps by the time you read this), but will be valuable to owners of the original edition as an alternative to buying another copy. Some of the Monster Manual errata has been printed in subsequent editions of that volume, but much of it will be new information to many MM owners. The majority of major changes in the Players Handbook were made to make that book consistent with the DMG on certain subjects. Read on, and be enlightened . . .

Monster Manual

Correction 5-6A:

Magic Resistance: "Thus a magic resistance of 95% means that a 10th level magic-user has no possibility of affecting the monster with a spell, while a 12th level magic-user has a 10% chance."

Addition 9A:

Beetle, Giant. Statistics for the *Stag* beetle:

FREQUENCY: *Common*
NO. APPEARING: 2-12
ARMOR CLASS: 3
MOVE: 6"
HIT DICE: 7
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 4-16/1-10/1-10
SPECIAL ATTACKS: *Nil*
SPECIAL DEFENSES: *Nil*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Non-*
ALIGNMENT: *Neutral*
SIZE: L (10' long)
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*

Correction 9B:

Bombardier Beetle: Cross out the second and third lines. They should read, "This beetle is usually found in wooded areas above ground. It feeds on offal and carrion primarily, gathering huge heaps of such material in which to lay its eggs. If this beetle is attacked or disturbed there is a 50% chance each melee round that it will turn its rear towards . . ." etc. The remainder of the paragraph is correct.

Addition 10A:

Beholder: MAGIC RESISTANCE: Special. This refers to the monster eleventh eye. The Anti-Magic Ray can be used to protect the Beholder from magic of all forms.

Correction 11A:

Warthog: DAMAGE/ATTACK: 2-8/2-8.

Correction 11B:

Brownie: ARMOR CLASS: 3.

Correction 12A:

Bull: NUMBER APPEARING: 1-20.
SPECIAL ATTACKS: *Charge*.

(Turn to page 32)

Players Handbook

Correction 11A

Wisdom should be changed to read as follows, "Furthermore, clerics with exceptional wisdom (13 or greater) also gain bonus spells over and above the number they are normally able to use."

Addition 11B

Wisdom Table II should be changed to read "**Adjustments for Clerics and Druids.**"

Correction 11C

Dexterity Table I: Strike from ability score 14 "Maximum dexterity for a half-orc character." Ability score 17 should read, "Maximum dexterity for a dwarf or half-orc character."

Correction 15A

Character Race Table III: The dexterity scores for half-arcs should read "3/3; 17/17."

Correction 25A

The Magic-user, fifth paragraph, first sentence should be changed to read, "When a magic-user attains 7th level (Enchanter) or higher, he or she may scribe magic scrolls and concoct potions, and upon achieving 12th level (Wizard) or higher may attempt to enchant items."

Correction 27A

The Thief, additional abilities #2 should read, "At 4th level (Robber) thieves are able to read 20% of languages, and this ability increases by 5% with each additional level of experience until an 80% probability is attained."

Correction 30A

The Monk, paragraph 5 should be changed to read, "With respect to combat, monks attack on the same table as clerics."

Correction 38A

Weapon Types Table: The entries for military pick should read, "Pick, Military, Footman's; Pick, Military, Horseman's."

Correction 38B

Hurled Weapons and Missiles: The last sentence should be changed to say, "Adjust by—2 at all medium ranges, -5 at all long ranges."

Correction 48A

The level of **Detect Lie** should say, "Level: 4."

(Turn to page 34)

Monster Manual

(From page 4)

Addition 17A:

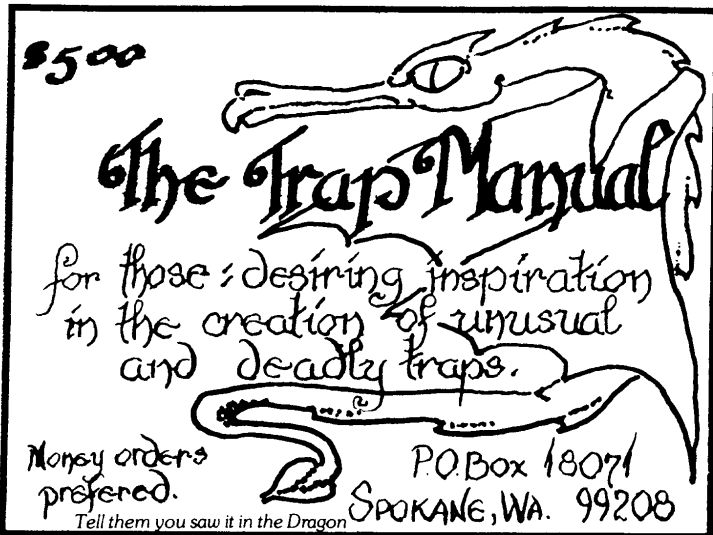
Demon, Orcus: The information about his tail should read, "Additionally his tail has a virulent poison sting (-4 on all saving throws against poison), and his tail strikes with an 18 dexterity which does 2-8 hit points each time it hits."

Correction 18A:

Demon, Succubus: ARMOR CLASS should be 0.

Addition 188:

Demon, Type I: The name (Vrock) should be placed after Type I.



Addition 18C:

Demon, Type II: The name (Hezrou) should follow Type II.

Addition 18D:

Demon, Type III: The name (Glabrezu) should follow Type III. The DAMAGE/ATTACK should read 2-12/2-12/1-3/1-3/2-5.

Correction 19A:

Demon, Type IV: The ARMOR CLASS should be -1. The sentence concerning special abilities should read, "They have these other abilities which can be employed one per melee round . . ."

Correction 19B:

Demon, Type V: The ARMOR CLASS should be -7/-5.

Correction 19C:

Demon, Type VI: The ARMOR CLASS should read -2.

Correction 2 1 A:

Devil, Boalzebul: NO. OF ATTACKS: 1 bite
DAMAGE/ATTACK: 2-12 + poison.

Correction 22A:

Devil, Geryon: SPECIAL DEFENSES: + 2 or better *weapon to hit*.

Correction 228:

Devil, Horned: ARMOR CLASS: -5
HIT DICE: 5 + 5
SPECIAL DEFENSES: + 1 or *better weapon to hit*.

Correction 22C:

Devil, Ice: ARMOR CLASS: -4
SPECIAL DEFENSES: + 2 or *better weapon to hit*.

Correction 23A:

Devil, Pit Fiend: ARMOR CLASS: -3
SPECIAL DEFENSES: + 2 or better *weapon to hit*.

Correction 25A:

Dinosaur, Ceratoraurus: INTELLIGENCE: Non-
ALIGNMENT: Neutral

Correction 27A:

Dinosaur, Stegosaurus: ARMOR CLASS: 2/5.

Correction 278:

Dinosaur, Teratosaurus: NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1-3/1-3/3-18

Correction 28A:

Dinosaur, Triceratops: DAMAGE/ATTACK: 1-8/1-12/1-12

Correction 288:

Displacer Beast: DAMAGE/ATTACK: 2-8/2-8

Correction 29A:

Dragon: The second sentence of the introduction should read, "Two sorts of dragons (the Chromatic Dragon and the Platinum Dragon) are singular individuals, and there are no others of their type."

Correction 32A:

Dragon, Chromatic: DAMAGE/ATTACK: 2-16/3-18/2-20/3-24/3-30/1-6

In the 3rd paragraph, the second sentence should be changed to say, "If her body takes more than 48 points of damage she is dispelled to her own plane of Hell (or slain if fought in Hell) just as any other devil."

Correction 33A:

Dragon, Gold: The description of attack modes should read, "The attack of a gold dragon can be a claw/claw/bite routine or one of two breath weapons — fire in a 9" X 3" cone, or chlorine gas in a 5" x 4" x 3" cloud."

Correction 36A:

Eagle, Giant: The last sentence should read, "They can carry up to 2000 gold pieces at half speed."

Correction 39A:

Elf: Strike the asterisk and footnote found in the statistics so that the following listings read, "PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil."

Correction 40A:

Ettin: DAMAGE/ATTACK: 2-16/3-18.

Correction 41 A:

Frog, Giant: SIZE: S to M (6).

Correction 41B:

Frog, Killer: HIT DICE: 1 + 4.

Correction 44A:

Giant: The sentence about giant strength found in the introduction should read, "Ail giants are very strong, with strengths ranging from 19 to 24 as compared to humans."

Correction 44B:

Giant, Cloud: ARMOR CLASS: 2.

Correction 44C:

Giant, Fire: ARMOR CLASS: 3.

Correction 45A:

Giant, Stone: ARMOR CLASS: 0.

Correction 45B:

Giant, Storm: ARMOR CLASS: 1.

Correction 46A:

Gnome: HIT DICE: 1.

Addition 47A:

Goblin: TREASURE IN LAIR: C.

Correction 478:

Golem, Clay: The sentence concerning the spells required should read, "It requires a resurrection spell, an *animate objects* spell, a commune spell, a prayer spell, and a bless spell."

Correction 48A:

Golem, Flesh: MOVE: 9".

Correction 49A:

Gray Ooze: The final sentence should read, "After loosing its psionic attack the gray ooze can be psionically attacked."

Correction 51A:

Hell Hound: DAMAGE/ATTACK: 1-10.

Correction 54A:

Intellect Devourer: HIT DICE: 6 + 6

Correction 55A:

Ixitxachtli: The description of leaders should read, "If more than 50 are encountered there will be these additional itixxachtli with the group: a leader with 8th level clerical spell ability and quadruple normal hit dice, two guards with 6th level clerical spell ability and triple normal hit dice."

Correction 60A:

Leopard: SPECIAL ATTACKS: Rear claws for 1-4/1-4
SPECIAL DEFENSES: Surprised only on a 1
MAGIC RESISTANCE: Standard.

Correction 62A:

lurker Above: The sentence describing the monster's special attacks should read, "This constriction causes 1-6 points of damage per round, and the victims will smother in 2-5 rounds in any event unless they kill the lurker' and break free."

Correction 63A:

Wererat: SIZE: S-M

Correction 73A:

Naga, Spirit: In the section describing the spirit naga, the sentence describing its magical attack should read, "In addition to a poisonous bite for 1-3 hit points damage, these monsters can permanently charm (as a charm spell) any humanoid creature that meets the gaze of these monsters unless a saving throw vs. paralyzation is made."

Correction 75A:

Ogre: The sentence describing leaders should read, "If 11 or more ogres are encountered, there will be one who is a leader (armor class 3, 30-33

hit points, attacking as a 7 hit dice creature and from 2-12 hit points damage/attack)."

Correction 76A:

Orc: DAMAGE/ATTACK: 1-8 or by weapon type

Fourth paragraph (orc lairs are underground . . . etc.), third sentence should read, "A chief and 5-30 bodyguards (AC 4, 13-16 hit points, attack as monsters with 3 hit dice)."

Correction 78A:

Piercer: MAGIC RESISTANCE: Standard.

Correction 79A:

Portuguese Man-O-War: MAGIC RESISTANCE: Standard.

Correction 83A:

Roper: In the section describing the roper's special attacks, the sentence giving the chances for breaking free should read, "The chance for breaking a strand is the same as opening a door, but every round the roper will drag its victim 10' closer."

Correction 838:

Rust Monster: NO. OF ATTACKS: 2
DAMAGE/ATTACK is still Nil. This monster eats only metal objects, it will not physically harm an adventurer.

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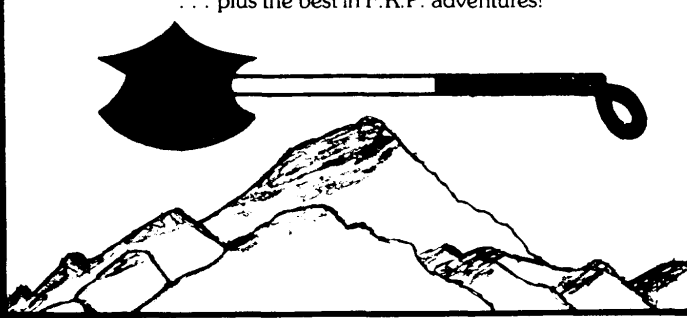
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Correction 92A:

Stirge: The first sentence of the second paragraph should read, " Stirges attack as if they were creatures of 4 hit dice rather than 1 + 1."

Correction 94A:

Titan: MOVE: 21" or 15"

The larger titans move slower than the lesser ones.

Correction 95A:

Toad, Giant: MOVE: 6" + 6" hop

Correction 95B:

Toad, Poisonous: MOVE: 6" + 6" hop

Correction 97A:

Troll: DAMAGE/ATTACK: 5-8/5-8/2-12

The explanation of regeneration in the second paragraph should read, "Regeneration repairs damage at 3 hit points per round; this regeneration includes the rebonding of severed members."

Correction 98A:

Umber Hulk: HIT DICE: 8 + 8

Correction 99A:

Vampire: In the seventh paragraph describing how a vampire may be slain, the third sentence should read, "The vampire loses one-third of its hit points per round of immersion."

Correction 100A:

Wight: In the second paragraph, cross out the portion of the third sentence that reads, "Plus the hit die for the level drained." The sentence should read, "The creature so hit, loses both the hit points of damage scored (1-4), plus a level of ability, i.e. a 9th level character struck by a wight becomes 8th level."

Correction 101A:

Wolf, Dire: SIZE: M (l)

Correction 102A:

Wrath: Cross out, "% IN DICE: 5 + 3."

Correction 102B:

Xorn: NO. OF ATTACKS: 4.

Correction 103A:

Yeti: The second paragraph, last sentence, should read, "For each level above first add 5% chance of spotting a Yeti at normal distance, i.e. a 2nd level character has a 5% chance of spotting one."

Explosive Runes: Saving throw should be altered to say, "Saving Throw: None or ½."

Addition 87A

Delayed Blast Fire Ball: Add to the components so it reads, "Components: V, S, M."

Correction 120A

The Outer Planes: Number 21 should read, "The furnaces of Gehenna of evil lawful neutrals."

NEW COPY —**CHARACTER RACE TABLE III: ABILITY SCORE MINIMUMS AND MAXIMUMS**

The limitations given for races on the Ability Score Table are intended to apply to the entire race, not just player characters. Therefore, several inconsistencies between the maximum scores and the player character racial adjustments are not mistakes. For example, although player character elves have a -1 on their constitution, the racial maximum for constitution of elves is 18. This is because, as explained in the **Dungeon Master's Guide**, exceptional non-player elves may have a constitution of 18. Likewise, although it is impossible for a player character halfling to roll the maximum 19 constitution, a non-player halfling could, due to the bonus received on constitution for NPC halflings in the DMG.

DM Guide

(From page 5)

tongue which every apprentice learns from his or her mentor. This arcane and difficult language is common to all phantasmal magics, and is necessary for illusionistic conjuring. When an Illusionist gains read magic at the 14th level (along with several other 1st level magic-user spells), this merely allows him or her to utilize magic-user scrolls that contain spells different from those on the illusionists' list

When a 1st level illusionist receives his first level spell book from his master, it contains only three spells (*read magic* being unnecessary). The DM should require the player's character to roll a d12 on the table of 1st level illusionist spells, rolling three times and ignoring any rolls that result in duplication. If a DM feels his or her campaign is unusually difficult, he or she may allow the player to choose one or even two of these initial spells.

Page 52: Fly spell.

The first sentence in this paragraph should read:

Fly spell: Utilizing a fly spell takes as much concentration as walking, so most spells could be cast while flying, either while hovering or moving slowly (3" or less).

Page 61: Surprise.

Replace the last paragraph with the following:

Assume the party of characters comes upon a monster. They have 2 of 6 chances to surprise, and the monster also has 2 in 6. A six-sided die is rolled for the party, another for the monster. Both sides could be surprised, or either could be surprised. This is shown on the table below:

Page 62: Surprise Table

Replace the first table with the following:

Party's Die	Monster's Die	Surprise Effect
3 to 6	3 to 6	none
1	1	both surprised
2	2	both surprised
1or2	3to6	party surprised
3 to 6	1or2	monster surprised
1	2	party surprised
2	1	monster surprised

Page 71: Example of Melee.

Replace the 4th and 5th paragraphs with the following:

Player's Handbook

(From page 4)

Correction 49A

Cure Critical Wounds: The following sentence should say, "Its reverse, cause *critical wounds*, operates in the same fashion as other *cause wounds* spells, requiring a successful touch to inflict the 6-27 hit points of damage."

Correction 58A

Water Breathing: The components should say "Components: V, S."

Correction 73A

March, 1980

Party A immediately recognizes party B as a group of "evil marauders" they were warned against and moves to attack. First, Arlanni the thief, who had her sling ready (as the player had stated previous to the encounter), fires a shot at Blastum, who is obviously a magic-user. A sling bullet gains +3 "to hit" vs. no armor. Arlanni would usually need an 11 to hit, but now needs only an 8. She rolls a 5, and misses.

Aggro the fighter rushes forward to attack the nearest opponent, who happens to be Balto, the monk. Balto is wearing no armor, so Aggro needs a base 8 to hit Balto. However, Aggro is using a + 1 hand axe, and furthermore an axe is + 1 to hit vs. no armor, so Aggro's adjusted amount needed to hit is only 6 (or, alternately, the cumulative +2 could be added to whatever he rolls to improve his chances of rolling an 8 or better). Aggro rolls a 14 and hits Balto, but only 1 point of damage is rolled, plus a 1 point bonus from the magic axe (2 points total), and Balto can take 4.

The second sentence in the 8th paragraph should read:

Balto attacks Aggro (who is in AC 2) with his staff.

The third sentence in the 11th paragraph should read:

Arkayn needs a base 17 to hit AC 1, but using a mace vs. AC type 3 gives him a + 1 armor class adjustment, so he really only needs a 16 or better. He rolls a 7 and misses.

Page 73: Opponent With Weapons Used Normally.

Replace this paragraph with the following:

Opponents With Weapons Used Normally: If the opponent of a grappling, pummeling or overbearing attack has a weapon, the opponent will always strike first unless the attacker has surprise. Any weapon hit does NO damage, but it does indicate that the attacker trying to grapple, pummel or overbear has been fended or driven off, and the attack is unsuccessful. The weapon-wielder then has the opportunity to strike at the weaponless one "for real", if he or she so chooses. Surprised opponents with weapons have no chance for a fending-off strike, unless the attacker must use all surprise segments to close to grapple, pummel, or overbear.

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Page 74: I.B. ATTACK MATRIX FOR FIGHTERS, PALADINS, RANGERS, BARDS, AND 0 LEVEL HALFLINGS AND HUMANS*.

The *Note* below the table should read:

*Note: Half-elves use the attack matrix as elves do, while non-player character half-orcs use the attack matrix for monsters. Dwarves, elves and gnomes are never lower than 1st level (unlike halflings and humans, which may be of 0 level). Bards fight at their highest level of fighter experience.

Page 116: Poison.

This paragraph should read:

Poison: Only assassins of 9th or higher level may concoct "potions" of poison — or any other sort of poison, for that matter. Refer to the section on assassins for details of special forms of poison. No laboratory or alchemist is needed, but cost and time are found as if a normal potion was being prepared.

Page 117: Manufacture of Scrolls.

The table in the 5th paragraph should read, in part:

velium, per sheet	8 g.p. and up	-5% chance of failure
-------------------	---------------	-----------------------

Page 118: Fabrication Of Other Magic Items.

Insert the following section just before the section entitled **Fabrication Of Magic Items By Charmed Or Enslaved Magic-Users:**

Fabrication Of Magic Items By Illusionists:

Though different spells are employed, the process of fabrication of magic items which Illusionists use is not really very different from that used by magic-users. It is almost exactly similar as regards costs in both time and money. Some processes are also nearly identical, such as the making of scrolls, which may be done at the 7th level and up.

The Journal appears quarterly. Issue 1 appeared in June; Issue 2 appears in September, 1979; Issue 3 will appear in December, 1979.

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At the 11th level illusionists may be able to create one-shot or charged magic items, things without a permanent dweomer, such as potions or a wand of illusion, for example. Such items are really merely storehouses of magical energy which can be released in various ways. Like any other spell-caster, the illusionist must fashion the item out of rare and expensive materials, but instead of using enchant on item to prepare the item to receive its enchantment, the illusionist uses major creation to subtly alter its structure in a magical direction so that it can receive and retain the necessary spells. During the next 16 hours after casting the major creation, the illusionist instills the primary initial dweomers into the item, and if his concentration is interrupted even once during this period, the item instantly fades and forever disappears, like an illusion that has been dispelled.

Beginning at 14th level an illusionist may attempt to make items with a truly permanent dweomer, such as a +1 dagger or a *ring of protection*, for example. This entails a similar process to the one described above. The crucial difference is that after a major creation spell has been used to adjust the material object, an alter reality must be cast to fix it permanently in place and make it able to contain a permanent magic. Thus, with a great expense in time, money and preparation, major creation, alter reality and *true sight* spells, and an unflawed gem worth not less than 10,000 g.p., an illusionist might be able to create a *gem of seeing*.

The basic thing to remember if details are in question is that illusionists are a sub-class of magic-users, and except for what has been outlined above, what applies to magic-users applies to illusionists as well.

Page 123: TABLE (III.E.) 2.

This table should read, in part:

86-91	<i>Dust of Disappearance</i>	2,000	8,000
92	Dust of Sneezing and Choking	—	1,000

Page 125: POTIONS (III.A.)

The second paragraph should read:

Unless otherwise stated, the effects of a potion will last for 4 complete turns plus 1-4 additional turns (d4). If half of a potion is quaffed, the effects will last one-half as long in some cases. Potions take effect 2-5 segments after they are imbibed

Page 134: Staff of Striking.

Replace this paragraph with the following:

Staff of Striking: This oaken staff is the equivalent of a +3 magic weapon. (If weapon vs. armor type adjustment is made, the *staff of striking* is always treated as the most favorable weapon type vs. any armor.) It causes 4-9 (d6+3) points of damage when a hit is scored. This expends a charge. If 2 charges are expended, bonus damage is doubled (d6+6); if 3 charges are expended, bonus damage is tripled (d6+9). No more than 3 charges can be expended per strike. The staff can be recharged.

Page 145: Girdle of Giant Strength.

The **Rock Hurling** table should read as follows:

Type	Weight Allowance	Range	Rock Hurling		
			Base Damage	Rock wt.**	Bend Bars/lift Gates
Hill	+ 4,500	8"	1-6	140	50%
Stone	+ 5,000	16"	1-12	198	60%
Frost	+6,000	10"	1-8	156	70%
Fire	+ 7,500	12"	1-8	170	80%
Cloud	+9,000	14"	1-10	184	90%
Storm	+ 12,000	16"	1-12	212	100%

Page 149: Jewel of Flawlessness.

This paragraph should read as follows:

Jewel of Flawlessness: This magical gem appears to be a very fine stone of some sort, but if magic is detected for, its dweomer will be noted. When a *jewel of flawlessness* is placed with other gems, it increases the likelihood of their being more valuable by 100%, i.e., the chance for each stone going up in value increases from 1 in 10 to 2 in 10. The *jewel* has from 10-

100 facets, and whenever a gem increases in value because of the magic of the jewel of flawlessness (a roll of 2 on d10), 1 of these facets disappears. When all ore gone, the jewel is a spherical stone of no value.

Page 167: Table 3.: Sword Primary Abilities.

This table should read:

Table 3.: Sword Primary Abilities.

Dice Roll	Ability
01-11	detect "elevator"/shifting rooms/walls in a 1" radius
12-22	detect sloping passages in a 1" radius
23-33	detect traps of large size in a 1" radius
34-44	detect evil/good in a 1" radius
45-55	detect precious metals, kind, and amount in a 2" radius
56-66	detect gems, kind, and number in a ½" radius
67-77	detect magic in a 1" radius
78-82	detect secret doors in a ½" radius
83-87	detect invisible objects in a 1" radius
88-92	locate object in a 12" radius
93-98	roll twice on this table ignoring scores of 93 to 00
99-00	roll on the Extraordinary Power Table instead

Page 169: Mace of Disruption.

Replace this paragraph with the following:

Mace of Disruption appears to be a +1 mace, but it has a neutral good alignment, and any evil character touching it will take 5-20 points of damage due to the powerful enchantments laid upon the weapon. If a mote of disruption strikes any undead creature or evil creature from one of the lower planes it functions similarly to a cleric turning undead (see **ATTACK MATRICES**). The mace causes such creatures to roll on matrix III., **MATRIX FOR CLERICS AFFECTING UNDEAD**, as if the wielder were 12th level, and if the creature struck scores equal to or below the number shown, it is disrupted and slain. Thus, skeletons, zombies, ghouls, shadows, and wights are instantly blasted out of existence, as are ghosts and even wraiths; and mummies have only a 20% chance, spectres 35%, vampires 50%, ghosts 65%, lichs 80%, and other affected evil creatures 95% chance of saving. Even if these saving throws are effective, the mace of disruption scores double damage upon opponents of this sort, i.e., 2 X bonus and 2 × dice.

Pages 174-175: MONSTER ENCOUNTERED ADJUSTMENT FOR RELATIVE DUNGEON LEVEL.

Replace the last paragraph with the following:

Greater monsters on higher levels will have their numbers reduced by 1 for each level of the dungeon above their assigned level, subject to a minimum number of 1. Example: 1-3 shadows are normally encountered on the 4th level of the dungeon; as shadows are fourth level monsters, a maximum of 2 can be encountered on the 3rd dungeon level, and but 1 on the 2nd level. (Fourth level monsters cannot be encountered on the 1st level of the dungeon.) Hydras, for instance, will have fewer heads, while creatures with attendants will have fewer or none at all on the lesser-numbered levels.

Pages 184-185: Temperature And Sub-Tropical Conditions, Uninhabited/Wilderness Areas.

Plain should read, in part:

Bull/Cattle, wild	06-09
-------------------	-------

Scrub should read, in part:

Humanoid	26-32
Jackal**	33-34
Ki-rin/Lammasu/Shedu	35
Leprechaun/Brownie	
Leucrotta	
Lion	36-40

Mountains should read, in part:

Troll	73-78
-------	-------

March, 1980

Page 212: stirge.

Special Attacks should read:

attack as 4 hit dice monster, drain blood (1-4)

Page 222: CONJURED ANIMALS TABLE.

This table should read, in part:

Hit Dice Category			
1	66-00	Rat, giant	½

Page 223: APPENDIX M: SUMMONED MONSTERS.

Add the following table after the first Monster Summoning VI:

Monster Summoning VII

Dice Score	Monster Summoned	Dice Score	Monster Summoned
01-03	Chimera (couatl)	50-52	Intellect devourer
04-06	Demon, succubus	53-55	Invisible stalker
07-09	Demon, type I	56-58	Lamia
10-12	Demon, type II	59-61	Lizard, fire
13-15	Demon, type III	62-64	Mind flayer
16-18	Devil, barbed	65-67	Mummy
19-21	Devil, bone	68-70	Naga, spirit
22-23	Devil, horned	71-73	Neo-otyugh
24-26	Ettin	74-76	Night hag
27-29	Giant, fire	77-79	Roper (shedu)
30-32	Giant, frost	80-82	Shambling mound
33-35	Giant, hill	83-85	Slug, giant
36-38	Giant, stone	86-88	Spectre
39-41	Gorgon	89-91	Sphinx, hieraco- (andro-)
42-43	Groaning spirit	92-94	Umber hulk
44-46	Hydra, 10 heads	95-97	Will-o-wisp
47-49	Hydra, pyro-, 8 heads	98-00	Xorn

Replace the second Monster Summoning VI table with the following:

Monster Summoning VI

Dice Score	Monster Summoned
Fresh or Salt	
01-33	Octopus, giant
34-00	Snake, sea, giant

Add the following table after the second Monster Summoning VI:

Monster Summoning VII

Dice Score	Monster Summoned
Fresh	
01-20	Morkoth
21-00	Naga, water
Salt	
01-15	Morkoth
16-70	Ray, manta
71-00	Squid, giant

APPENDIX O: ENCUMBRANCE OF STANDARD ITEMS

Item	Encumbrance in gold pieces
Backpack	20
Belt	3
Belt pouch, large	10
small	5
Book, large metal-bound	200
Boots, hard	60
soft	30
Bottles, flagons	60
Bow, composite long	80
composite short	50
long	100
short	50
Caltrop	50
Candle	5



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Chest, large solid iron	1,000-5,000
small solid iron	200-500
small wooden	100-250
large wooden	500-1,500
Clothes (1 set)	30
Cord, 10'	2
Crossbow, heavy	80
light	50
Crystal ball, base and wrapping	150
Flask, empty	
full	20
Gem	1-5
Grapple	100
Hand tool	10
Helm	45
Helm, great	100
Holy water, potion bottles	25
Horn	50
Jewelry, large	50
small	1-5
Lantern	60
Mirror	5
Musical instrument*	350
Pole, 10'	100
Purse	1
Quiver	30
Rations, iron	75
standard	200
Robe or cloak, folded	50
worn	25
Rod	60
Rope, 50'	75
Sack, large	20
small	5
Saddle, light horse	250
heavy horse	500
Saddlebag	150
Saddle blanket (pad)	20
Scroll case, bone or ivory	50
leather	25
Spike	10
Staff	100
Tapestry (very small to huge)	50-1,000 +
Tinderbox	2
Torch	25
Wand, bone or ivory case	60
box	80
leather case	30
Waterskin or wineskin, empty	5
full	50

*Musical Instruments Include only large and bulky instruments such as lutes and drums.

The maximum weight a normal-strength person can carry and still move is 1500g.p. (150#).

Certain items are not included when figuring encumbrance. These include:

- material components (unless large and bulky).
- any helm but great helm, if the character has any armor.
- one set of clothing.
- thieves' picks and tools.

Many other things will be bought or found, but it is impossible to list them all here. The encumbrance of most items not on this list may be inferred by comparison with objects similar to them; thus a decanter of endless water will encumber as much as a bottle or flagon. In some cases no equivalent may be found on the table; such instances require the judge to decide.

Many people looking at the table will say, "But a scroll doesn't weigh two pounds!" The encumbrance figure should not be taken as the weight of the object — it is the combined weight and relative bulkiness of the item. These factors together will determine how much a figure can carry.

As an example, Dimwall the magic-user and Drudge the fighter have prepared for a dungeon expedition. Dimwall, besides his normal clothing, has strapped on a belt with a large pouch on it. Into this and his robe, he tucks his material components (minimal encumbrance). He also places in his

pouch a potion bottle, a mirror, some garlic and belladonna, and his tinderbox. At his right side hangs a dagger and sheath and four more daggers are on a bandolier slung across his chest. Over all these belts, he puts his backpack. In his pack goes a hand axe (for chopping, not fighting), 3 flasks of oil, a candle, 3 small sacks, 1 large sack, and 7 torches. Lashed in a bundle to the pack is 50' of rope. At his left side, hanging from his belt, are a leather scroll case and his purse, filled with 20 gold pieces. He holds a staff in his right hand and a torch in his left. He is now ready to travel, with a total encumbrance of 689 g.p.

Meanwhile, his companion, Drudge, has strapped on his splint armor. He wears 2 belts around his waist; his longsword hangs from one. On the other belt he places his quiver with 40 bolts, a cocking hook, and a dagger. He slips on his backpack, already loaded with 10 spikes, one week's iron rations, and a flask of oil. To the bottom of the pack he has strapped 50' of rope. Hanging on the rear of the pack is his heavy crossbow. Around his neck he wears a holy symbol. Finally, he straps his large shield on his left arm, fits his helmet, and takes his lantern, ready to go with a total encumbrance of 1117 g.p.

During their adventures, Dimwall and Drudge find 800 gold pieces in a troll's treasure horde. Dimwall can carry 400 gold pieces in his large sack and another 300 gold pieces in his small sacks. Dimwall leaves his torches and staff, since he must have his hands free. Then he fastens a small sack to his belt and, using two hands, carries the large sack over his shoulder. Drudge eats part of his iron rations and throws the rest away, along with his spikes and oil. He places the remaining bags in the bottom of his pack and then pours the loose coins on top of them. Encumbrance for Dimwall is now 889 gold pieces and 1222 gold pieces for Drudge.

As they leave, Dimwall and Drudge meet the troll. There is little time to react, so Drudge must quickly drop his lantern (possibly putting it out) and attack. As he does this, Dimwall must drop the large sack (probably scattering coins about), unslung his pack, and start digging for his oil. By the time he finds it, the troll may have killed them both!

The Lighter Side

(From page 5)

ROBE OF BLENDING— This robe will radiate a *dweomer* if detected for, but is otherwise indistinguishable from any of the other magic robes (optionally, a fragment of a label with "Oster . . ." or ". . . isinart" might be found upon careful inspection). When the **robe** is put on, its true nature will become apparent to the wearer as a type of mobile blade barrier with three buttons near the clasp: blue (mix), yellow (puree), and red (blend). Unfortunately, what will not be apparent to the wearer is that the blades will form on the inside of the robe, turning that person (briefly) into a real mixmaster.

ROD OF CANCELLATION— A very ancient artifact, this powerful magic weapon is currently wielded by Fred Silverman at NBC.

STAFF OF CURING— This staff has the ability to slay any porcine creature, including certain humans, for its strike turns them into a roughly triangular, semi-boneless heap.

BRASSIERE OF DEFENSE— Will not come off except by command of the wearer. It serves as Armor Class 2, and lowers the morale of males attacking the wearer by 10% each turn it does not come off.

MANUAL OF GOLLUMS— Not until the character using this book has expended the requisite money and time will he discover that he has built not a *golem*, but a *gollum* — a simpering, whining, cowardly, being that will only travel at night and will rob its "master" blind at the first opportunity.

ARROW OF SLAYING— Ineffective against "wild and crazy" comedians, even when struck in the head.

ARROW OF SLEIGHING— When this powerful item is drawn in a bow in a combat situation, it will immediately expand and unfold into a full-size, four-person toboggan. Generally, however, there won't be any snow around, and this tends to limit its effectiveness.

MINIONIONS OF SET— A favorite recurring typo, these small vegetables are utterly and inherently evil, and a Good character taking so much as a nibble will sustain 10-40 hit points of damage, and lose 100,000 experience points. Neutral characters must save vs. a spell or instantly convert to evil. It makes no difference what form the onions are in: on pizza, in soup, in a salad, etc.



Conan!

E. Gary Gygax©

The Schick-Moldvay treatments of fictional characters from heroic fantasy and swords & sorcery have interested quite a number of adventure gaming enthusiasts, including this one. Having picked up a batch of new "Conan" books recently, I could not resist rating this "Giant in the Earth" in the same manner (or nearly so anyway) that Messrs. Schick and Moldvay have treated like characters.

Please be aware, gentle reader, that this rating is strictly subjective and done to the best of my current recollection; I have not gone back through all of the "Conan" books and re-read them to prove my accuracy. Nonetheless, I feel that the parameters are correct, and I hope you will be satisfied after reading them. Please let me know if you detect any *glaring* errors—and notice I emphasize the word *glaring*; I don't particularly care if you rate him as a 14th-level Thief or a 22nd-level Fighter, for there is no profit in quibbling over this sort of detail. For example, if Conan used a sling with skill in a story, and I have, in fact,

omitted this weapon from the list of those he uses with proficiency, that is a *glaring* error! Read on and enjoy!

Notes Regarding Ability Statistics:

Strength shown indicates Conan's development from early manhood through old age. The transitions are, of course, gradual over the years shown.

Intelligence shown is that developed and used, the figure in parentheses is the potential, and until later life it was used only insofar as linguistic ability was concerned.

Dexterity is indicated at a peak during the earlier years when Conan exercised his thieving ability more frequently.

Constitution shown reflects only additional hit points; see also the section hereafter dealing with *Saving Throws*.

Charisma, being a reflection of personality and other factors in addition to physical appearance, often shows two ratings: The first of a dual rating is Conan's charisma effect upon males, the second shows his effect upon females. All ability statistics are based on the assumption that Conan was a prime example of the physically and mentally superior individual, maturing late, retaining peak form for a long period, and living longer than average as well. (Although REH never said anything about Conan's lifespan, I can not conceive of it being under a minimum of 100 years—barring something untimely, shall we say . . .)

Fighting Ability: The skill levels shown are matched, more or less, to the adventures Conan had during the period. He gained expertise more slowly between 20 and 30 years of age because of his practice in thievery at that time. The drop-off in level in later years is meant to reflect the effects of advancing age, and while hit points might drop off more, skill level would not drop below 9th level—say until 100 years of age, perhaps, and possibly not even then.

Weapons Proficiency: Conan's weapons are:

UP TO AGE 20 —axe, battle; axe, hand; dagger; spear; sword, long

20 TO 24 —add bow, long; sword, broad

25 TO 29 —add bow, composite; scimitar

30 TO 39 —add javelin; sword, short

40 & after —add flail; lance; mace

Thieving Ability: Conan has the *climbing* and *moving silently* abilities of a 10th-level Thief at age 15. As soon as he attains 1st level of thieving ability, the *climbing* ability increases by 1 level (to 11th) and so on until attaining 17th level of climbing ability (at 7th level of thieving ability); this skill is never lost. Conan's penchant for fighting and weapons prevents him from *picking pockets* and *opening* locks. His high dexterity gives him +10% *additional* bonus per point of dexterity over 18, however, for *moving silently* and *hiding in shadows*. (See *Special Abilities* notes below for additional details.)

Armor Class: Until his later years, Conan scorned body armor and shield most of the time. However, in battle or perilous situations where protection was available, he would usually don some simple protection

Conan At Age —

	15	20	25	30	40	50	60	70
Strength	18/76	18/91	18/00	19	18/00	18/91	18/51	18/01
Intelligence	12(18)	14(18)	15(18)	16(18)	17(18)	18	18	18
Wisdom	8	9	10	11	12	13	14	15
Dexterity	18	19	20	19	19	18	17	16
Constitution	18	18	18	18	18	17	16	15
Charisma	15	15/16	15/18	16/18	18	18	17	17
Fighter Level	4	8	12	16	24	20	16	12
Thief Level	—	4	8	12	12	12	10	8
AC-Bonus	+4	+5	+6	+5	+5	+4	+3	+2
Move Base	18"	21"	21"	21"	18"	15"	15"	12"
Hit Points	52	108	132	143	167	144	123	104
No. of Att.	3/2	2/1	5/2	3/1	3/1	5/2	2/1	3/2
Damage/Att.	+4	+5	+6	+7	+6	+5	+3	+3
Spec. Att.	See Below							
Spec. Def.	See Below							
Magic Resist.	See Below							
Alignment	Chaotic Neutral (towards good)—				Chaotic Good (neutral leanings at times)			
Psionics	Latent: <i>Animal telepathy, detection of magic, precognition, mind bar</i>							

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such as leather armor or a chainmail shirt. Conan would wear "Elfin Chain," but he would scorn wearing magic armor. In his Aquilonian period, Conan certainly wears full plate armor and uses a shield as well.

Number of Attacks: Conan's native ability and barbarian upbringing give him a great edge in combat, and this is reflected in the number of attacks per round he receives. He will always attack first in a melee round, and, if applicable, at the mid-point and end of the round as well.

Damage Per Attack: In addition to the damage shown (the standard strength bonus), Conan's swordsmanship enables him to wield a sword as if it were magic, even though he never willingly uses a magic sword. Below 8th level, the sword is treated as +1 for bonuses to hit and damage, from 8th to 12th levels it is treated as +2, and at 13th and above it is treated as +3. (This includes ability to hit those creatures subject only to magic weapons.) See also Special Attacks below.

Special Attacks: Gaining experience rapidly, Conan becomes a deadly opponent—well beyond the average Fighter of the same level. Therefore, if he scores a hit which totals 21 or better after adjustment, he scores double weapon damage. Note that this does not apply to a blow struck from behind (which is unlikely for Conan, of course). Also, due to his early training and experience, Conan is able to hide so as to be 75% undetectable in underbrush or woodlands. Indoors or in the dungeon or similar setting he operates as a 4th-level Thief, even before becoming one, with respect to *hiding* in shadows. (See Thieving Ability above.) Due to all of this, Conan will surprise *opponents 50% of the time*, when such determination is necessary.

Special Defenses: There is only a 1 in 20 chance (50%) that Conan will be *surprised*, even by creatures normally having a much higher probability for surprise (see Psionics below). Conan's *saving throws* are always made at +4 on the die, and poison can not kill him, even if he fails the saving throw—he will take damage to within 1 hit point of death and fall unconscious. Finally, Conan regains *hit points* at twice the normal rate, with 10 hit points being recovered after a single day of rest. He is also able to regain lost hit points without rest, but he does so only at the normal rate, not double normal with a first-day bonus.

Magic Resistance: See *Special Defenses* above and *Psionics* below. If Conan is aware of magic being used against him, he gains a 25% magic resistance. He will always move to slay the foul mage daring to try such witchery against him!

Psionics: All of Conan's psionic abilities are latent. He does not understand he has them, and he never consciously attempts to use them. They only operate in stress situations or when he is in danger. *Animal telepathy* operates at 14th level of mastery, but it actually allows Conan to at best sense the emotions of the creature concerned, so it is more an *empathy*. He can, in turn, send his own emotions back to the creature 50% of the time. *Detection of magic* does not determine the type of spell. *Precognition* operates only in a "sixth sense" feeling of unease when something threatens Conan's life or freedom. *Mind bar* functions only against spell attacks. He can not be attacked psionically, as the talent is latent. Conan can not expend more than 30 psionic strength points per day.

Special Abilities: Besides those noted heretofore, Conan has the special ability of being able to fight equally well with either hand. He seldom uses two weapons at once, but if he does, this does *not* increase the number of attacks per round; it simply allows him to parry one opponent attack per round. It does not reduce his attacks per round. Conan can move at a trot all day long without becoming tired. In woodlands, Conan is able to conceal his trail so that it is 75% undetectable to the average woodsman (use 50% of normal Ranger chance and adjust accordingly). His vision and hearing are 50% above normal.

Secondary Skills: Hunter/fisher (at age 15); navigator (after age 25), sailor (after age 20); shipwright, boats (after age 25); teamster (after age 20). Conan can also determine the relative worth of any weapon by age 20 and the relative value of gems and jewelry by age 25.

Pummeling, Grappling, et al.: Conan always gets a score of 6 on his *variable die*. Other differences are:

Pummeling: Conan's power and ability are such that any opponent is treated as *slowed* and a 10% bonus is always applicable. Conan's fist is treated as *mailed* when bare, as a *metal pommel* when mailed or using a wooden butt, and if actually using a metal pommel, he receives a 15% bonus. Conan can choose to make his pummeling attacks cause full damage.

Grappling: Bonuses for *slowed* do not apply here, unless the condition actually exists. Treat Conan's effective height as 7', and his *effective weight* as 350#. When at 19 strength, he receives a 10% strength addition. All grappling damage scored on the opponent is normal damage.

Overbearing: Conan is always considered to be *rushing leaping to attack* (15% bonus). At 19 strength level the 10% additional strength bonus applies. *Effective* height and weight are the same as for grappling. All overbearing damage scores is normal.

Weaponless Combat: Conan may elect to attack any opponent with his bare hands. Hits are scored as if he were attacking with a club, and damage is likewise determined, adding the appropriate strength bonus to each successful hit in any given round. In such cases, there is no option as to whether damage stuns or is normal.

I do not recommend that you rush to include Conan in your campaign for whatever reason—except, perhaps, to slay one or two brash characters who are too far out of line to accept gentle reproof. NPCs such as this are nice, though, for occasional encounters and as "heavy artillery" in case of extraordinary need.

As a word of further caution, remember that Conan will surely be greatly displeased if anything should happen to his star pupil, and then perhaps a Conan from a parallel world would have to be brought into yours-for real. (If you can swallow* that, you probably play D&D!)

The hardcore Robert E. Howard buffs will probably blast me for saying this, but the new series of Conan books (Bantam) is well worth reading. The books are *not* REH, but they have sufficient flavor to be "Conan stories." After all, we all have slightly different personalities at times—as Conan does in these works. There are at least four titles available now, all prominently displaying the name, CONAN, in bold letters, so you can't miss them. Seeing as how I had to buy my copies, I won't give their titles and so on (if Bantam wants reviews in *The Dragon* they can ship freebies to us!).

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Good isn't stupid, Paladins & Rangers, and Female dwarves do have beards!

Gary Gyax©

There seems to be a continuing misunderstanding amongst a segment of *Advanced D&D* players as to what the term "good" actually means. This problem does cut both ways, of course, for if good is not clearly defined, how can evil be known? Moral and ethical precepts are based on religious doctrines, secular laws, family teachings, and individual perceptions of these combined tenets. It might be disturbing if one reflected deeply upon the whys and wherefores of the singular inability of so many players to determine for themselves the rights and wrongs of good behavior—unless one related this inability to the fact that the game is fantasy and therefore realized (rationalized?) that this curious lack must stem from the inability to draw a parallel between daily life and the imagined milieu. In order to clear the record immediately, then, and define the term "good" for all participants, it means everything defined in the dictionary as augmented and modified by one's moral and ethical upbringing and the laws of the land!

Gentle Reader, if you are in doubt about a certain action, and this applies particularly to all who play Rangers and Paladins, relate it to your real life. It is most probable that what is considered "good" in reality can be "good" in fantasy. The reverse is not quite so true, so I'll quantify things a bit.

Good does not mean stupid, even if your DM tries to force that concept upon you. Such assertions are themselves asinine, and those who accept such dictates are stupid. To quantify "good," however, we must also consider the three modifiers in AD&D: 1) lawful, 2) neutral, 3) chaotic.

1) The lawful perception of good dictates that the order which promotes the greatest good for the greatest number is best. It further postulates that disorder brings results which erode the capability of

bestowing good to the majority. Therefore, without law and order, good pales into nothingness.

2) Good from the *neutral* perception is perhaps the purest sort, in that it cares not for order or individual freedom above overall good, so there are no constraints upon the definition of what is good. Whatever accomplishes the good result is acceptable, and the means used should not be so fixed as to bring bad to any creature if an alternative way exists which accomplishes the desired good without bringing ill to others—or better still, brings good to all in one degree or another.

3) The *chaotic* views good from an individual standpoint, of necessity. The very stuff of chaos is individual volition, freedom from all constraints, the right of person above all else. Good is first and foremost applied to self; thereafter to those surrounding self; lastly to those furthest removed from self—a ripple effect, if you will. It is important to understand that "good" for self must not mean "bad" for others, although the "good" for self might not bring like benefits to others—or any benefit at all, for that matter. However, the latter case is justifiable as "good" only if it enables the individual to be in a better position to bring real "good" to others within the foreseeable future.

One of the advantages of AD&D over the real world is that we do have pretty clear definitions of good and evil—if not conceptually (as is evident from the necessity of this article), at least nominally. Characters and monsters alike bear handy labels to allow for easy identification of their moral and ethical standing. Black is black, gray is gray, white is white. There are intensities of black, degrees of grayness, and shades of white, of course; but the big tags are there to read nonetheless. The final arbiter in any campaign is the DM, the person who figuratively puts in the fine print on these alignment labels, but he or she must follow the general outlines of the rule book or else face the fact that his or her campaign is not AD&D. Furthermore, participants in such a campaign can cease playing. That is the surest and most vocal manner in which to evidence displeasure with the conduct of a referee. In effect, the labels and their general meanings are defined in AD&D, and the details must be scribed by the *group* participating.

Perceptions of good vary according to age, culture, and theological training. A child sees no good in punishment meted out by parents—let us say for playing with matches. Cultural definitions of good might call for a loud belch after eating, or the sacrifice of any person who performs some taboo act. Theological definitions of good are as varied as cultural definitions, and then some, for culture is affected by and affects religion, and there are more distinct religious beliefs than there are distinct cultures. It is impossible, then, for one work to be absolute in its delineation of good and evil, law and chaos, and the middle ground between (if such can exist in reality). This does not, however, mean that "good" can be anything desired, and anyone who tells you, in effect, that good means stupid, deserves a derisive jeer (at least).

The "Sage Advice" column in *The Dragon* #36 (Vol. IV, No. 10, April 1980) contained some interesting questions and answers regarding "good" as related to Paladins and Rangers. Let us examine these in light of the foregoing.

A player with a Paladin character asks if this character can "put someone to death (who) is severely scarred and doesn't want to live." Although the *Sage Advice* reply was a strong negative, the actual truth of the matter might lie somewhere else. The player does not give the name of the deity served by the Paladin. This is the key to lawful good behavior in AD&D terms. Remember that "good" can be related to reality oftentimes, but not always. It might also relate to good as perceived in the past, actual or mythical. In the latter case, a Paladin could well force conversion at swordpoint, and, once acceptance of "the true way" was expressed, dispatch the new convert on the spot. This assures that the prodigal will not return to the former evil ways, sends the now-saved spirit on to a *better* place, and incidentally rids the world of a potential troublemaker. Such actions are "good," in these ways:

1. Evil is abridged (by at least one creature).
2. Good has gained a convert.

June, 1980

3. The convert now has hope for rewards (rather than torment) in the afterlife.

4. The good populace is safer (by a factor of at least 1).

It is therefore possible for a Paladin to, in fact, actually perform a "mercy killing" such as the inquiring player asked about, provided the tenets of his or her theology permitted it. While unlikely, it is possible.

Another case in point was that of a player with a Paladin character who wishes to marry and begin a lineage. Again, our "Sage Advisor" suggests a negative. While many religions forbid wedlock and demand celibacy, this is by no means universal. The key is again the deity served, of course. DMs not using specific deities will harken back to the origin of the term Paladin and realize that celibacy is not a condition of that sort of Paladinhood. Also, although the Roman Catholic church demands celibacy of its priests, the doctrines of Judeo-Christianity hold matrimony and child bearing and rearing as holy and proper, i.e. "good." So unless a particular deity demands celibacy of its fighter-minions, there is no conceivable reason for a Paladin not to marry and raise children. This is a matter for common sense—and the DM, who, if not arbitrary, will probably agree with the spirit of *AD&D* and allow marriage and children (This must be a long-range campaign, or else its participants are preoccupied with unusual aspects of the game. No matter . . .)

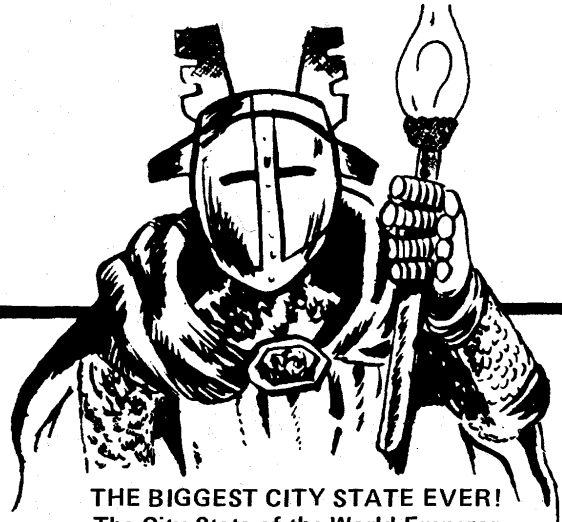
The third inquiry concerned a Ranger character. The writer claimed that his or her DM combined with a lawful good Ranger to insist that a wounded Wyvern was to be protected, not slain, unless it attacked the party. Here is a classic case of players being told that (lawful) good equates with stupidity. To assert that a man-killing monster with evil tendencies should be protected by a lawful good Ranger is pure insanity. How many lives does this risk immediately? How many victims are condemned to death later? In short, this is not "good" by any accepted standards! It is much the same as sparing a rabid dog or a rogue elephant or a man-eating tiger.

If good is carefully considered, compared to and contrasted with evil, then common sense will enable most, if not all, questions regarding the behavior of Paladins and Rangers to be settled on the spot. Consideration of the character's deity is of principal merit after arriving at an understanding of good. Thereafter, campaign "world" moral and ethical teachings on a cultural basis must rule. These concepts might be drawn from myth or some other source. What matters is that a definition of "good" is established upon intelligent and reasonable grounds. Viewpoints do differ, so absolutes (especially in a *game*) are both undesirable and impossible.

There are areas where *AD&D* can be absolute, places where statements can be accepted as gospel. One such is that of the facial hirsuteness of female dwarves. Can any Good Reader cite a single classical or medieval mention of even one Female dwarf? Can they locate one mention of a female dwarf in any meritorious work of heroic fantasy (save *AD&D*, naturally)? I think not! The answer is so simple, so obvious, that the truth has been long overlooked. Knowing the intelligence of *AD&D* players, there can be no doubt that all will instantly grasp the revealed truth, once it is presented, and extol its virtue.

Female dwarves are neglected not because of male chauvinism or any slight. Observers failed to mention them because they failed to recognize them when they saw them. How so? Because the bearded female dwarves were mistaken for younger males, obviously!

It is well known that dwarves are egalitarian. They do not discriminate against their womenfolk or regard them as lesser creatures, and this is undeniable. Furthermore, dwarves do not relegate females to minor roles. There can be no doubt that during any important activity or function, female dwarves were present. An untrained eye would easily mistake the heavily garbed, armored, short-bearded females for adolescent males. So happened the dearth of information pertaining to the fairer sex of dwarvenkind. Now, do female dwarves have beards? Certainly! And male dwarves are darn glad of it, for they *do* love to run their fingers through the long, soft growth of a comely dwarven lass.



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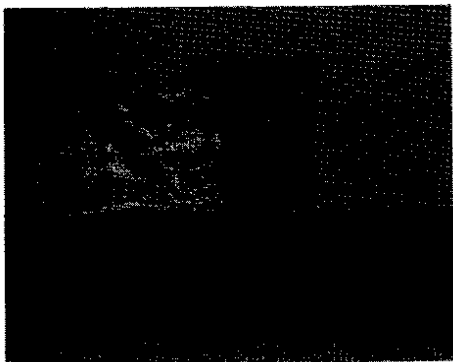
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combat results table for sieges (city combat).

Except for a few border discrepancies which the errata sheet clears up, the map is correct. The map, measuring only 22"x12", still manages to cover Norway, Egypt, Korea, Vietnam and the areas between.

The style of the rules booklet is similar to Warlord, which is also made by Excalibre. The combat results table for melees is set up like Warlord's, too, except this game uses one die instead of two. I've found that the game takes approximately two hours to play against an opponent who is familiar with wargames, contrary to the cover's statement of a "3-4 hour playing time." *THE GOLDEN HORDE* is a fast-moving, easy-to-learn, fun game. It is a good buy for \$4.00.

—Bryan Beecher



(From page 4)

warriors. Conan is not the only famous fighter to be presented by R. E. Howard. Red Sonja, Belit, and even Thoth Amon should be attempted. What of Ivanhoe, or Sinbad?

As I do not have every issue of *The Dragon*, there is no way I can know what characters have been dealt with in "Giants in the Earth." I, for one, would like to see some of the heroes and villains from myth and legend attempted in this manner. Robin Hood and companions, King Arthur, Lancelot, Merlin, Galahad, and Modred await encounters in ancient Britain. Chu Chulain, Nuada, and others do battle in Celtic Ireland. The Norse sagas contain countless heroes such as Siegfried, and countless villains such as Fafnir the giant/dragon. The myths of the Mediterranean area are perhaps the most populous when it comes to mighty heroes. The Argonauts (including Jason, Heracles, Theseus, and the witch Medea), Bellerophon, Perseus, Atalanta, Orion, and the many heroes of the Trojan War (Achilles, Odysseus, Diomedes, Hector, big and little Aias, Paris, and hundreds more). Heroes abound everywhere you look and most deserve more than mention here.

Mark White
Kodiak, Alaska

"Not sacrilegious"

To the editor:

I would like to comment on Vaughn Shepherd's letter in *Out on a Limb* (TD-37) regarding

the article "Angels" (TD-35). Mr. Shepherd stated that he thought this article was in "extremely poor taste." I must disagree. Using the Bible as a source for game material is not being sacrilegious; in fact, incorporating angels into a game system might even help us to understand them better.

I would also like to say that I agree with Jake (Out on a Limb, TD-37) in that this leaning toward realism in fantasy role-playing games is ridiculous. The two words "fantasy" and "realism" are nearly opposite in meaning, so how can a fantasy game be realistic in all aspects?

Keep up the good work and keep Out on a Limb!

Jeff Allison
Fullerton, Calif.

EGG's opinions

Dear Editor:

For those readers who wish to know the opinions of the individual generally held culpable for creating the whole mess, I offer the following terse comments on #39:

Angels will never be part of *D&D/AD&D* as long as I have anything to say. That treads too close.

The anti-paladin is as useful as a third leg. Paladins were designed to counter balance the weight of evil monsters in *AD&D*. If DMs must resort to such, to control their games, why not use a 16-ton block instead? It is at least as subtle and rational.

D&D and *AD&D* are games. I remind readers not to take them too seriously. While I thought the concepts expressed in "Painted Ladies & Potted Monks" (TD-36) were pointless, the author did bring up a subject which needed to be aired. Each campaign is what its participants make it. I do not believe that imagined debauchery is an integral part of heroic fantasy gaming, for it contributes little to player character roles. It is a useful counterpoint to good, of course. My advice to all is to retain their own perspective on morality and ethics. Mature players, especially DMs, should remember objectivity and the purpose of the game—to have fun.

I would appreciate more female players of *D&D* and of *AD&D* as well. Until more females play, the games will certainly remain male-oriented. As to females having greater dexterity, please give some actual examples. Assuming that dance requires this, what female can match the great male ballet stars? Assuming karate or kung-fu requires dexterity, do females surpass males? Assuming prestidigitation and escape require dexterity, which female excels? Which has equalled Houdini, for instance? Constitutionally, what female compares to Rasputin? Pain studies are speculative. We know that males have undergone torture, ritual and otherwise, and survived rather well. As to actual ability in combat, as a general rule a good big individual will beat a good little one more often than not.

Is a limit on strength important? Assuming about one-third of the players become fighters, only a few will get 18 strength. 1 in 100 of those will be absolute, females excluded. They can, of course, use magic to exceed this limit, just as males can.

Here we go again . . . more of the critical hits business. Worse still, misses which hit the supposedly professional fighter or whack a friend. Stupid, really stupid. For those who use critical hits, here are some for monsters:

Any 20 indicates a critical hit on the character.

Attack form:

ACID/DISSOLVING: Character's legs destroyed—totally helpless

BITE: Character's jugular vein severed—instant death

BLOW (as from a giant): Character's skull smashed—instant death

CLAW: Character's eyes tom out—defenseless

CONSTRICTION: All bones broken—permanently destroyed

CUT: Character's head cut off—instant death

HORN: Character's heart pierced—instant death

HUG: Character's spine snapped—instant death

MISSILE: Lungs pierced—instant death

POISON: Quintuple dose; destroys arteries or nervous system—permanently destroyed

Use your imagination for other attacks. (Note that this is not "official," but it is more "official" than critical hits and misses.)

As a final word: No more Mr. Niceguy!

E. Gary Gygax
Lake Geneva, Wis.

More swordplay

To the editor:

I read Lawrence Huss's article in *TD-33* concerning rationales for forbidding clerics and mages the use of the sword with both interest and disappointment, for he left much unsaid on the subject. To begin with, I think it would have been more useful to begin with the real reason why the *D&D* rules deny swords to clerics and mages, which is to take from them a certain degree of combat effectiveness so that fighters will be better at fighting than any other class. This may seem elementary, but some of the newer players may not realize it and lose track of the important underlying reason for the rule. Among the weapons in *D&D*, the sword does more damage than any other, and it is for that reason that most fighters use the sword. By providing that the cleric is limited to blunt weapons, the rules really mean that the cleric is limited to weapons that do less damage. Similarly, the rule

Calling all teachers who use D&D

TSR Hobbies, Inc., is conducting a search for professors, instructors or other educators who have used *D&D*, *AD&D* or other role-playing systems as part of classroom instruction.

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Responses from students are not being solicited at this time. However, students are encouraged to show this notice to a teacher who would be interested in supplying information.



Once again, the last word on dwarven women's beards

(Editor's note: The letters to *The Dragon* which follow this introduction are a perfect example of how two persons can arrive at opposite conclusions even though they're using the same information. The response which follows one of them will, we hope, help dispel the misconception in the minds of many D&D and AD&D players about the "Tolkien connection" (or, more precisely, the lack of it) in the D&D and AD&D game systems.

Michael Mattis' letter came to *The Dragon* in early July, whereupon we passed it on to our publisher, E. Gary Gygax, to read and (if he so chose) write a response for. Obviously, he did choose to write a response. Take heed, denizens of Middle Earth: LOTR does not mix well with D&D or AD&D.

Erol Bayburt's letter arrived, as if it were predestined, on the same day that Mr. Gygax's response to the first letter was received. In spite of the fact that Erol disagrees with Michael, it is reasonable to assume that Mr. Gygax's response to him would be in much the same vein.)

"No absolute"

Dear Editor and Mr. Gygax:

About dwarven women (again): I have played *D&D* and *AD&D* for nearly 5 years and I have noticed that in most of Mr. Gygax's excellent works he has mentioned that the rules of

D&D are but guidelines, subject to any changes I see fit. And in this case I do see fit!

The dwarves used in *D&D* are obviously based on Tolkien's dwarves, and Tolkien does mention a female dwarf, Dis, who (according to Gimli) was almost as fair as Galadriel. Now, somehow I just can't picture someone as beautiful as Galadriel with a beard, can you?!

There should be no rule in any fantasy game that is absolute. I run my campaign my own way, with a few more and a few less rules than the books say. To this end I conclude that any rule in the books, including whether dwarves have beards or not, can be changed at the DM's discretion.

Michael Mattis
Davis, Calif.

Mr. Gygax's reply:

Sorry, but the dwarves of *D&D* and/or *AD&D* are not drawn from J.R.R.T. Any resemblance between the dwarves of my games and those of J.R.R.T.'s works might arise from the fact that both were drawn from Teutonic and Norse mythology. If you use Tolkien for your source as to the facial hirsuteness of female dwarves, then why not use his magic (or lack thereof) as well? Frankly, while *D&D* (and *AD&D*, to a lesser extent) is flexible, how can one play without bearded female dwarves?

E.G.G.

P.S.: "Fair" means light, i.e. "blond." Gimli was evidently stating that his beautiful bearded lady dwarf had light-colored hair.

You, sir, as a non-dwarf, can not behold beauty as a dwarven eye would.

"He is right"

To the editor:

Concerning Gary Gygax and his Sorcerer's Scroll in the June *Dragon* (TD-38): He is right! Female dwarves *do* have beards, and Good is *not* stupid!

In J.R.R. Tolkien's *The Lord of the Rings*, Appendix A, it states: "They (dwarven women) are in voice and appearance so much like Dwarf-men that the eyes and ears of other people cannot tell them apart."

However, Mr. Gygax is not completely right. First of all, there is mention of a female dwarf in a work of meritorious heroic fantasy: Dis, daughter of Thrain II, in *The Lord of the Rings*. Secondly, I doubt dwarven egalitarianism when the men keep their womenfolk cooped up for the most part inside those dark mountain hills (doing the dusting, no doubt). I think the best explanation for dwarven lecherousness lies in the fact that no more than a third of the race is female.

The discussion of Goodness and intelligence in the Sorcerer's Scroll underlines the need for every campaign to have a mythos, a set of Gods, a set of religions—something for the clerics and paladins to worship and serve. But the Gods and the mythos should be cut from whole cloth. Craig Bakey did an excellent job of this in his article "Of the Gods" (TD-29). Using real-world religions very upset (as well it should!) and warps and limits the campaign.

Erol K. Bayburt
Troy, Mich.

Age-old issue

To the editor:

After reading some of the comments on the age of players in *D&D* printed in *TD 35-37*, I feel I should voice my opinion.

In response to the editor's reply to Mario Pardillo's letter in *TD-35*, I think age should be listed (in the DM list) to warn all those who do not prefer a certain age group. There are adults who do not wish to be part of a campaign where "kids" are involved. If they feel that way, I would not want to play in their campaign.

As for Larry DiTillio's article in "Up On A Soapbox" (*TD-37*), I think he is not examining all aspects of play. He seems to hold the view that all DM's are adults and any "kids" who play the game are innocent little players. He says the "adult DM's," as it were, must strive to teach the

"kids" a moral lesson, to help mold their lives.

Why can't *D&D* be a game to be enjoyed by all ages? Why does age even have to be considered? Mrs. Lori Tartaglio (*Out on a Limb*, *TD-37*) has a point, in that it is the maturity level and personality development that matters, not the "apparent" age level.

I am age 15 and am in the process of becoming a Dungeon Master for an extensive *AD&D* campaign.

Andy Smith
Tyler, Tex.

"Fastest Guns"

Dear sirs,

Upon reading issue #36 of *The Dragon*, I felt it necessary to offer my congratulations on a fine publication. But praise is not my only reason for

this letter. I enjoyed the "Fastest Guns" segment very much, but I have a suggestion. Why not include supporting characters with some of your TV and movie gunfighters? Gunsmoke has the likes of Festus, Newly, and others. There were other prominent gunmen on "Bonanza" other than the Canwrights. What about Henry Fonda, and Jason Robards from "Once Upon a Time in the West"? In this movie I think Charles Bronson's speed rating should be much higher. Are you forgetting Dean Martin (Five Card Stud, Sons of Katie Elder, etc.) or even Shotgun Slade?! (Remember him?)

"Giants in the Earth" is my all-time favorite feature in *TD*. There are still scores of characters to cover from fiction and literature. The *Hobbit* and *Rings* books will require careful planning and some time. "Sword of Shanarra" and "Urshurak" are two distinct possibilities. The many books of E. R. Burroughs have many mighty and well-known

(Turn to page 39)



Making monsters meaningful

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Too often DMs complain that monsters are too weak, spells and magic too strong, or players too clever. What is actually stated in most such cases is that the DM is a Dungeon *Milquetoast* rather than Master. Players plan and cooperate, so naturally they tend to utilize all their strengths and abilities collectively, thus, defeating monsters and DM alike. The classic, unthinking reaction of DMs so abused is to create the "Monty Haul" campaign—"I really wanted my players to walk all over everything, even me!"—or the "Killer Campaign" game—"It's them or me, and none of those bastards will survive to tell the tale!"

The game is supposed to be overseen by a disinterested judge, referee, and moderator. The DM creates the milieu, sets the stage, and then observes and relates information. The important part usually overlooked is the active (but still impartial) role of the DM as the force behind each and every creature encountered not otherwise represented by a player. Every NPC and monster encountered is a lifeless shell until filled by the DM's vital activity. Too often the vitality given is cursory, stiff, unthinking, and lackluster. The NPCs and monsters are then easy marks or else so powerful as to be impervious to PC attacks and instant death-dealers in return. This is unfair to players, of course, for both cheat them of the exciting suspense of the game. It also cheats the DM out of the most enjoyable aspect of play-active role assumption. If each DM knew his or her monster and NPCs, then the game would begin to resemble what it is meant to be.

Intelligence is the key factor in determining what course a monster (whether singular or plural) will follow. Mindless creatures act mindlessly. If they are hungry, they attack until food is obtained and

hunger is satisfied. Pain receptors are probably so inefficient as to be immaterial. Attack until death is a likely course. Similarly, stupid creatures will be likely to attack with total confidence. Let us consider certain animals, pack and otherwise, as *cunning*. Wolves, wolverines, giant weasels, etc. will not always fight until dead. It is up to the DM to use his or her intelligence to determine how such monsters will react in any given situation.

The other key to monster behavior is alignment. Chaotic creatures do not follow orders well, but lawful ones do. Chaotic creatures tend towards self far more than lawful ones do. This is *not* to imply that chaotic humanoids such as gnolls, for instance, will not operate as a unit. Training and/or self-preservation encourage such cooperation. It is to imply that a frost giant might well hurl a boulder into a melee involving his ogre servants and attacking humans.

Monsters able to use attack forms of superior nature will tend to do so if they have sufficient intelligence, and if opportunity permits. Missile weapons are a good example. Not only will javelins, spears, etc. be thrown, but bolts and arrows loosed. Even oil will be hurled by monsters aware of the effects of fire. All this can then be applied to more powerful monsters. Potions, scrolls, rings, wands, and so on will certainly be employed by monsters possessing them—assuming ability, of course. Trained, intelligent, coordinated attack and defense modes are stressed in many works, even in modules. Still, DMs blithely ignore this. Their monsters stand for the slaughter and the message goes for naught.

When you establish wilderness encounter areas or dungeon complexes, place monsters with an eye towards their alignment and organization. Thus, all goblins in an area will probably be allied and cooperative. Gnolls need not be organized and groups will probably be competitive, if not antagonistic. The goblins and gnolls might be mutually hostile—unless they see a serious threat from attacking adventurers. In both groups there will be leaders and some defense plans.

Consider a room with two doors. If the defenders can use the second door to send parts of their force to strike the attacking party in the rear, they will certainly do so if they are of even "low" intelligence. Nets, pits, rocks to hurl, and other devices are all logical parts of a planned defense possible to all humanoid and similar monsters. In short, as DM you should plan for the monsters according to their mentality and then play them according to plan.

Of course, players will still overcome monsters, but not "on the cheap" anymore. Players who are rash will actually be defeated fairly often. This should put more challenge in the campaign and make the whole more fun and interesting. The DM is the one who will benefit the most, both from the enjoyment of playing so many roles intently and from the overall rise in the level of his or her campaign.

Another useful and reasonable option for DMs is the combining of monsters with guard beasts or monsters or with other intelligent monsters. Such cooperative groups are dealt with in the *Monster Manual* and shown in most modules. Despite this, they are too seldom used. When played, the DM usually gives little thought to the actual strengths of such associations. Lowly kobolds with even one giant weasel are far more powerful than without such a beast. Whether the weasel is kept as a guard at the entrance to their lair or as an unexpected force to be released upon attackers, it is a multi-dice monster, so attackers can strike but once each against it. Meanwhile the kobolds can organize, fire missiles, etc.

A single monster or group of like, weak monsters is/are far more vulnerable than a combined force. In terms of medieval warfare, a balanced force needs missile, foot, and mounted (mobile) arms which act in concert in order to be effective on the field of battle. The exact role of each arm might vary from situation to situation, but the principle is the same. Terrain might negate the usefulness of one arm—or else mitigate the lack of it. Goblins can field a balanced force of missile troops, worgs and worg-mounted individuals, and regular infantry to form the solid core around which to rally and reform. They might actually be allied with nearby kobolds (thus fielding more troops as unexpected reinforcement, either way) or have a small group of bugbears living with them (as protectors in

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return for free lodgings and food). (See *Dungeon Masters Guide*, pages 104-106.)

Another combination of monsters is possible where the weaker is aware of and intelligent enough to use the stronger without the latter's knowledge or consent. For instance, an otyugh dwells in a nearby garbage chamber. The monsters—orcs, let us suppose—lead attackers to this place, setting up their main defense on the far side. In order to get to the orcs, the attackers must contend with an aroused otyugh, for if the quick passage of the orcs failed to make it angry, the entry of the attackers surely will.

Whether dealing with humans, humanoids, or other monsters, many will have active and aggressive offenses and defenses planned and will carry them out. Powerful NPC-type monsters will have associates and guards. Groups will act cooperatively. Other monsters and terrain will be used to advantage, for the monsters know their own area. All this makes the whole game more meaningful for players and DMs alike. It is time to *master your campaign* and stop selling monsters—and yourself—short. You'll not only have more fun, but you'll surely gain the respect of your players too! Smart monsters are certainly one of the main ingredients of a successful campaign.

Two "new" spells

In the "G Series" AD&D Modules I mentioned two spells — *Crystalbrittle* and *Energy Drain*. Both of these new spells had been slated for inclusion in *AD&D Players Handbook*; but, because of random spell selection desirability, spell lists were kept in multiples which corresponded to the dice, i.e. 30's, 24's, 16's, 12's, 10's, 8's, and 6's. Magic-users' 9th-level spells numbered 14. Rather than do more to make 16, and then do four more 7th-level spells, and two more 8th-level spells, I opted to cut the pair. They were then mentioned in *The Glacial Rift of the Frost Giant Jarl* (p.8) as part of the Jarl's treasure. While their general effects were detailed, complete information was omitted. Here it is!

Ninth Level Spells:

Crystalbrittle (Alteration)

Level: 9
Range: *Touch*
Duration: *Permanent*
Area of Effect: *2 cubic feet/level*

Components: *V, S*
Casting Time: *9 segments*
Saving Throw: *Special*

Explanation/Description: The dweomer of this spell causes metal, whether as soft as gold or as hard as adamantite, to turn to a crystalline substance as brittle and fragile as crystal. Thus a sword, shield of metal, metal armor, or even an iron golem can be changed to a delicate, glass-like material easily shattered by any forceful blow. Furthermore, this change is unalterable short of a wish spell; i.e., dispel magic will not reverse the spell. The caster must physically touch the target item—equal to a hit in combat if the item is worn, wielded, or a monster. Any single metal item can be affected by the spell. Thus, a suit of armor can be changed to crystal, but the shield would not be affected, or vice versa. All items gain a saving throw equal to their magical bonus value or protection. A +1/+3 sword would get a 10% (average of the two plusses) chance to save, +5 magic armor a 25% chance to be unaffected, an iron golem a 15% chance to save (for it is hit only by magic weapons of +3 or better quality). *Artifacts* and *relics* of metal have a 95% chance to be unaffected by the spell. Affected items not immediately protected will be shattered and permanently destroyed if struck by a normal blow from a metal tool or any weighty weapon, including a staff.

Energy Drain (Evocation)

Level: 9
Range: *Touch*
Duration: *Permanent*
Area of Effect: *1 creature*

Components: *V, S, M*
Casting Time: *3 segments*
Saving Throw: *None*

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other game referees. Not only would it show them how to truly stimulate players with non-aggressive, logical deduction, but also I consider it "revenge" for the players. Let the referee get frustrated for a change.

It's interesting to note that there is very little bloodshed of any kind in the Adams ADVENTURE series. It's brain instead of brawn that counts here. Indeed, there are many funny occurrences in these games, but very little killing or violence.

It is my firm belief that ADVENTURE games are made *NOT* to be won. The fun of the game comes from the actual "adventure" of ADVENTURE. I had the distinct feeling of "OK, what do I do now?" after I finally "won" the SAMPLER.

The Nitty Gritty

All the games in Scott Adams' ADVENTURE series, except the SAMPLER, are \$14.95, on cassette. The SAMPLER is \$5.95. Versions are available for 16K (Level II) TRS-80, 16K Sorcerer, 32K Apple II, 24K PET, and 48K CP/M computer systems. Disks with two games are available for \$24.95. For more information, write: Adventure International, Box 3435, Longwood, Fla. 32750.

I can't recommend ANY version of Scott Adams' ADVENTURE series highly enough. Beg, borrow, or steal a chance to play ADVENTURE!!!!

Sorcerer's Scroll

(From page 17)

By casting this spell the magic-user opens a channel between the plane he or she is on and the Negative Material Plane, the caster becoming the conductor between the two planes. As soon as he or she touches (equal to a hit if melee is involved) any living creature, the victim loses two energy levels (cf. spectre in *Monster Manual*). A monster loses two hit dice permanently, both for hit points and attack ability. A character loses levels, hit dice and points, and abilities permanently (until regained through adventuring, if applicable). The material component of this spell is essence of spectre or vampire dust. Preparation requires three segments, the material component is cast forth, and upon touching the victim the magic-user speaks the triggering word ("entropy", "nihil est", or whatever), and the dweomer takes effect instantly. There is always a 1 in 20 chance that the caster will also be affected by the *energy* drain and lose 1 energy level also when the victim is drained of two. Humans or humanoids brought to zero energy levels by this spell become juju zombies.

Simulation Corner

(From page 40)

The attrition character of the combat system leads naturally to a mention of the way the design uses back-printed counters. Essentially, a la 1914 or *Franco-Prussian War*, Goldberg uses reduced-strength counters to give multiple steps to his units. Soviet corps have four or five steps, German divisions have a similar number except that some have more. The *SS Panzer Divisions in Kursk* have eight steps each. The step system requires keeping the lower-step units accessible in order to accommodate losses. To organize this array of replacement counters the designer provides an order of battle chart which graphically presents all the units and shows their proper command relationships. Finally, the design follows up the command relationships by providing that a certain number of units may serve under "alternative subordination" or "independent command."

In contrast, the 1971 SPI *Kursk* contained no command rules whatsoever. It used an odds-ratio CRT. Column shifts in the use of the CRT due to various factors were unheard of. Steps of strength were avoided in 1971. Anti-tank, artillery, and airpower rules were rudimentary or completely missing. There are a variety of marked differences in the play and feel of these two SPI games on the same subject. Clearly, Goldberg's design has gone far beyond the 1971 edition in modelling the situation at Kursk. Even from this brief

synopsis it is apparent that the 1980 *Kursk* is more complete in many respects.

Does this mean that the 1971 *Kursk* was therefore wrong? No, actually the difference in fact reflects the extent of advance in state of the art; in this case the leap forward could be described as a generation improvement. It is a generation and not just a design advance for several reasons: the explicit design attention given to command control and modes of disposition; the emphasis on modelling the longevity of combat endurance; and the interaction between deployment modes and the turn sequence; all show the 1980 *Kursk* substantially improved over its predecessor.

All this is not to say that Jim Dunnigan's 1971 *Kursk* contained no design advances. Indeed, representing mechanized movement with a second "movement phase" was, in its time, also a major design improvement. This game system used by SPI also incorporated early uses of the concept of modifying combat resolution die rolls and brought an advance in the conceptualization and use of results tables which have since moved ahead to the use of column shifts in addition to die-roll modifiers. SPI's 1971 edition was in its way as much of an advance as its 1980 effort.

This brings us back to the original question of state of the art. Surveying these two games, we can see that the 1971 version did make major advances. We can further see that the advances, such as the mechanized movement phase, became standard elements of SPI modern-battle games. By 1980 the elements that were novel in 1971 are accepted as standard — old hat, as it were—and designer Eric Goldberg is able to move out in some interesting new directions with the new *Kursk*. The way that novelties of the previous period become standard design techniques is precisely what is meant by the notion of an "advance" in the state of the art. A related point is that Simulations Publications has shown a degree of institutional learning in the way that it has used novel techniques and then repeated these formulas in related game designs.

The general conclusion is that there is a real state of the art, and that this has become more and more sophisticated as designers have brought more conscious thought to important questions of modeling. Advancing the state of the art is not, however, a costless thing, as a number of recent and excessively complex games demonstrate very effectively. To design widely acceptable games, it is still necessary to strike a balance between what can be modelled in a game and the full array of factors that might be seen to figure in some situation being simulated. The responsibility of the designer is to make these choices and to do so in a way that is intelligible to players. The best games do incorporate innovation, but in a way that builds carefully on the state of the art.

Ringside

(From page 38)

scores. At some time in the future, I will be completing a more comprehensive rating list of fighters (both past and present) which will appear in *Dragon* (assuming you, the readers, want to see such a thing).

Paul Johnstone noted that there seemed to be a need to work in some defensive skills (such as blocking, ducking, etc.). These type of skills are subsumed in the Agility rating of the fighter. What might be interesting to add would be a modifier for punching accuracy, which would reduce (or increase) the agility of the opponent. But I'll leave that up to you, too.

Joseph DiRomillo brought up a point that was not really explained in the rules. On the stiff card sheet which the ring is printed on are two sets of boxes in which are listed the various punches, and several strange symbols. It was intended that the players cut out the various boxes into chits with the names of the punches on them. Thus, punch selection would be done by choosing a chit secretly, and exposing at the same time as your opponent exposes his chit. The other chits, with the X and 0 symbols, can be used to represent the fighters in the ring.

If you have any further questions or comments on *Ringside*, you can send them to *Dragon*, and they will be forwarded to me.

Question: May a Paladin initiate melee or must he/she wait for provocation?

Answer: Just because a character or creature is lawful good does not mean they will allow themselves to be placed in positions where they can be taken advantage of. When dealing with beings that are not lawful good, they will not only be constantly on their guard, they will also deal with them as they would be dealt with by those of other alignments. They will not allow a demon the first strike just to be sporting, or let a band of orcs have the first arrow shots just because they are far weaker than the paladin, or let a beautiful neutral illusionist cast a spell on them just because she is a woman (or pretty). The class survives because it innately knows how to deal with other alignments and not be tricked by the lawless ways of others. — *J. Ward, W. Niebling*

Question: An elf magic-user has reached maximum level, and the player has decided to polymorph the character into a human so he can continue to gain levels. Can he do this?

Answer: No, he cannot. He may look like a human, but he is still an elf in reality, and therefore racial limitations still apply. — *J. Wells*

Question: Will a *Dispel Magic* spell remove an *Anti-Magic Shell*?

Answer: No. — *J. Wells*

Question: I'm worried about my characters not being as powerful as the other characters in tournaments. What type of character will I need to improve my chances of winning?

Answer: Don't worry. No characters from campaigns are allowed to be entered in important tournaments. Characters are provided for players in such events, to ensure that no one character is the most powerful and that all players entered have a chance at winning. — *J. Wells*

Question: How do I handle monsters like Asmodeus, Baalzebul, Demogorgon, etc. who have hit points given, but not hit dice? I don't know what level they fight, cast spells, or save at.

Answer: Using the procedure described for golems (*Monster Manual*, page 47), hit dice for any monster not given a hit-dice number can be calculated by using 4.5 points per hit die divided into the given hit-point total and rounding the result to the nearest whole number. For example, a clay golem (50 HP) is considered as an 11-hit-dice monster. Asmodeus (199 HP) is considered to have 44 hit dice, and Jubilex (88 HP) is treated as a monster of 20 hit dice. — *J. Wells*

Question: If a fighter has a basic dexterity score of 16 but needs a dexterity of 17 to change classes and become a thief, can he become a thief if he has a magic item that raises his dexterity to 17?

Answer: No. If he raises his dexterity to 17 by a Wish or by drinking a potion whose effects are permanent, or by any other means which bring about a permanent change, then it is permissible to change to a thief. Simply possessing a magic item that raises dexterity to 17 is not enough, since the raise in dexterity would no longer apply if the character lost possession of that item. — *J. Wells*

Question: At what level does the Hand of Vecna operate for the purposes of overcoming magic resistance?

Answer: 21st level. — *J. Wells*

Question: Are *Haste* spells cumulative?

Answer: No. — *J. Wells*

Question: If a character is held in a *Rope of Entanglement*, can he still cast a spell which requires a pointed finger?

Answer: He cannot cast *any* spells while entangled. Spell-casting requires absolute concentration. No other action can be attempted or accomplished while casting a spell, and it is not possible to cast a spell while otherwise engaged. — *J. Wells*

Question: If you caught a newly hatched silver dragon and raised it, would it have your alignment or its mother's alignment?

Answer: It would retain the alignment of its parents, since that is what its natural tendencies are. — *J. Wells*

Question: On the cover of the *Monster Manual* there is a creature flying just above the centaur and the unicorn. What is it?

Answer: According to Dave Sutherland, the artist who painted the cover, it is a red dragon. — *J. Wells*

Question: What are the armor class, hit dice, etc. figures for the snakes in the clerical *Sticks to Snakes* spell?

Answer: According to Gary Gygax, these are the figures that should be used:

	Poisonous	Constrictor	
ARMOR CLASS	5	6	
MOVE	15"	12"	
HIT DICE	1	3	
NO. OF ATTACKS	1	1	
DAMAGE/ATTACK	1	2-5	
SPECIAL ATTACKS	Poison	Nil	
SPECIAL DEFENSES	Nil	Nil	— <i>J. Wells</i>

Question: As listed in the *Monster Manual*, the larva and the su-monster have incomplete alignments. What are they supposed to be?

Answer: The larva's alignment is neutral evil, and the su-monster should be chaotic neutral. — *J. Wells*

Question: The mind flayer is listed in the *Monster Manual* as having psionic attack mode B, which is described in the *Players Handbook* as Mind Thrust. However, in the description for the mind flayer, it is described as a *mind blast*. Does this mean that the attack mode should be A, Psionic Blast, instead of B, Mind Thrust?

Answer: Yes. The mind flayer's psionic modes should be listed as A/FGH. — *J. Wells*

Question: Under the *Robe of Eyes* description in the *Dungeon Masters Guide* it says that a person wearing the robe can track as a 12th-level Ranger. What is the difference in tracking ability between a 1st-level Ranger and a 12th-level Ranger? I saw none in the *Players Handbook*.

Answer: there is no difference. The description of the robe is wrong, and will be corrected in future *DMG* editions. — *J. Wells*

Question: Does alignment change always require loss of a level?

Answer: Yes. See page 25, *Dungeon Masters Guide*. — *W. Niebling, J. Ward*

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Beefing up the cleric

Leomund's
TINY
HUT

by Lenard Lakofka

INTRODUCTION

All readers should be aware that Len Lakofka has been of considerable aid and assistance in formulating the whole of the AD&D™ game system. Obviously, Len's contributions did not end with the publication of the four volumes of the initial release. He writes this column. Len is instrumental in a revision of the FIEND FOLIO™ Tome currently under way at TSR. Last but by no means least, he freely contributes suggestions and material for work planned to augment the AD&D system.

I am working on new monsters, magic, classes, and information for two new volumes of the system — a supplement for players and DMs alike, and a second book of the Monster Manual — projected for release in three to four years. Much of the supplementary material has been or will be printed in various modules or in DRAGON™ Magazine. For instance, many new spells are included in the upcoming modules *Lost Caverns of Tsojcanth* and *Temple of Elemental Evil*. (Yes, fans, it is again being worked on!)

When Len and I last spoke he brought up the paltry choice of spells for clerics, and I concurred that something needed

to be done. Now go on and read what has been accomplished, for the spells are "official" and will appear in virtually the same form in a future volume of the AD&D series.

Gary Gygax

AUTHOR'S INTRODUCTION

Gary Gygax and I have discussed the cleric at some length, and we agreed that the spells for that class, especially at the fourth level, needed a little work and perhaps a few additions. Gary asked me to write a few spells that might be included in an edition of the AD&D Players Handbook. Following are six first-level spells, four second-level spells, four third-level spells and two fourth-level spells that I submitted to Mr. Gygax for review. (Editor's note: Mr. Gygax made many minor additions and alterations to the spell descriptions — and deleted a couple of suggested spells — before declaring the group to be "official" rule additions. All of his changes are incorporated in the descriptions given below.) Comments from readers would also be greatly appreciated.

New spells should be placed into the game with great care. Allow non-player

characters to learn of them and then pass them on to player characters via that method. Some spells like *Ceremony*, *Endure Heat/Cold* (for appropriate regions of the "world"), *Holy Symbol*, and *Ordain* are, due to the way they are written, likely to be widely known and might have to be given to existing player-character clerics without too much non-player character interaction.

When a non-player cleric is encountered, determine if he/she knows any of the new spells given. For each spell level in question, beginning at first and going up as high as the NPC's experience level will permit, multiply the experience level of the non-player cleric by 7% to determine the chance that he/she knows (can pray for) one of the new prayers/spells. If the roll indicates knowledge, roll percentile dice again and consult the lists below to determine which particular spell/prayer is known.

If a second or subsequent roll on the list below yields a duplicate result, roll again until an "unknown" spell comes up. Repeat the initial "chance to know" roll until a negative result is obtained or until all available new spells of the given level are known.

NEW CLERIC SPELLS

Dice First level spells

01-17 *Ceremony (Coming of Age)*
18-35 *Ceremony (Burial)*
36-50 *Ceremony (Marriage)*
51-54 *Combine*
55-65 *Endure Cold*
66-77 *Endure Heat*
78-90 *Magic Stone*
91-96 *Magical Vestment*
97-00 *Portent*

Second level spells

01-28 *Ceremony (Dedication)*
29-45 *Ceremony (Investiture)*
46-75 *Ceremony (Consecrate Item)*
76-85 *Death Prayer*
86-90 *Detect Life*
91-97 *Holy Symbol*
98-00 *Messenger*

Third level spells

01-20 *Ceremony (Ordain)*
21-40 *Ceremony (Special Vows)*
41-48 *Dust Devil*

Dice Third level spells (cont.)

49-60 *Enthrall*
61-90 *Remove Paralysis*
91-00 *Water Walking*

Fourth level spells

01-44 *Ceremony (Consecrate Ground)*
45-72 *Meld Into Stone*
73-00 *Negative Plane Protection*

Fifth level spells

Ceremony (Anathematize)

SPELL DESCRIPTIONS

First Level

Ceremony (Conjuration/Summoning)

Level: 1
Range: *Touch*
Duration: *Permanent*
Area of effect: *One creature, one item, or area (see below)*
Components: *V, S, M*
Casting time: *1 hour*
Saving throw: *None or Neg. (see below)*

Explanation/Description: *Ceremony* has a number of applications in the cleric's organization, depending on the level of the cleric. Each *Ceremony* is used as a particular blessing/curse of the organization. The spell is used to put the holy/unholy seal on the event and does not produce an aura of magic, though in some cases an aura of good or evil might be present. The types of *Ceremony* can vary from organization to organization, but usually encompass these:

1st-level cleric: *Coming of Age, Burial, Marriage*

3rd-level cleric: *Dedication, Investiture, Consecrate Item*

5th-level cleric: *Ordain, Special Vows*

7th-level cleric: *Consecrate Ground*

9th-level cleric: *Anathematize*

Each of these blessings (*Anathematize* is a curse) requires a cleric of the appropriate level or higher. Briefly, the *Ceremonies* listed do these things:

Coming of Age blesses a young man

(and in some cultures a young woman) at some point in time, often the age of 12. *Coming of Age* may or may not allow the person who has come of age any particular rights.

Burial in no way protects the corpse, but gives the blessing of the organization, and is said to have a 50% chance to invoke retribution of some type if the body's grave is dug up within one week of burial (i.e., an agent of the deity will come to protect the grave).

Marriage is certainly straightforward.

Dedication is necessary to perform specific acts, such as becoming a member of an organization.

Investiture is required for a pre-cleric to become 1st level.

Consecrate Item is required for every item placed on an altar and at other places in a religious edifice, as required by the particular organization. Holy symbols and vestments are handled separately (*q.v.*), but holy/unholy water/oil must be kept in consecrated containers.

Ordain is required for a 2nd-level cleric to become the priest of a small congregation or assume similar duties. Even high-level clerics must at some time be ordained before they have the right to gain followers and form a following or group. This is often a part of training to become 3rd level by a cleric of the appropriate belief.

Special Vows pertain to paladins, knighthood, and solemn oaths.

Consecrate Ground is required when any holy/unholy structure is built. A church, abbey, sanctuary, monastery, temple, etc., built on unconsecrated ground has a 1% chance per year (cumulative) to collapse! Once a structure is built, consecration cannot be an afterthought: Thus, a cleric of 7th level or higher must be sought when a clerical structure is to be built, or else! *Consecrate Ground* is also used in graveyards. The graveyard can then turn undead as if it were a 3rd-level cleric.

Anathematize is a strong form of excommunication in which the offender is literally branded on the cheek, forehead, arm, or hand with a symbol, sigil or sign that denotes an offense to his/her god. An *Atonement* spell can remove the onus, but the brand will only fade in intensity; it will never disappear. Exception: A cleric who sins in the sight of his organization due to adverse magic can fully atone and the anathema is fully removed.

Material components for *Ceremonies* are variable, and the costs of the organization also vary. Some common charges are as follows: *Coming of Age*, 5-15 sp; *Burial*, 5-50 gp; *Marriage*, 1-20 gp; *Dedication*, 0-10 sp; *Investiture*, 0-100 gp; *Consecrate Item*, usually free; *Ordain*,

usually free but up to 200 gp; *Special Vows*, 0-100 gp; *Consecrate Ground*, usually 100-600 gp depending on the size of the site and the rank of the cleric doing the consecration. *Anathematize* does not cost any gold.

Combine (Alteration)

Level: 1

Duration: See below

Range: Touch

Area of Effect: Circle of clerics

Components: V, S

Casting Time: 1 round

Saving Throw: None

Explanation/Description: Via this spell five clerics of the same alignment can add their powers to perform a specific function. The cleric of highest level, or one selected by the group if all are of equal level, stands in the center of a circle formed by the other four who hold hands and kneel around him/her. This process takes one full round, and all five clerics must be chanting the words to the spell *Combine* at the same time. If one of them stops for any reason, the spell is wasted for all five of them.

The cleric in the center can then, on the round after the casting of the *Combine* spell, attempt to cast a spell or turn undead as if he/she were higher than actual level, for the determination of range, duration and area of effect as ap-

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plicable. The spell cast (or effect) will be at a combined level for the five clerics, up to 4 additional levels maximum, as explained below.

Only the cleric in the center need know and have prayed for the spell to be cast by the combination. Only informational, protection (including *Dispel Magic*), and curative spells can be combined in this way. The clerics may also *Create Food & Water* or *turn undead*. The four clerics comprising the circle are in a deep trance that to recover from will require one full round. During the trance, surprise is automatic and all "to hit" rolls are at +4 against the clerics in hand-to-hand combat. Naturally, they cannot use shields or dexterity bonuses in calculation of their armor classes. Thus, if the combination is physically attacked only the center cleric can muster any defense on the first round. If he selects an attack spell of any type, the cleric reverts to his/her original level at once and the combination is broken.

The combination can otherwise remain together for the casting of one spell or one attempt at turning undead. Then the spell breaks and the four clerics comprising the circle must recover for a full round before they can do anything else. If a cleric dies the combination is broken, but not if one is only hit for damage once the *Combine* spell has been cast and the

combination is in effect.

The center cleric will be raised by 1 to 4 levels, depending on how many of the combined clerics are four or fewer levels below the level of the center cleric. Only those clerics within four levels of the highest-level cleric add to his or her level.

Examples: Five 1st-level clerics wish to *Combine* to turn some approaching ghouls. They take a round to *Combine*, and then for the purpose of turning undead they would be as a single 5th-level cleric. Note that they could not cast a second or third level spell in any case, since the center cleric is only 1st level and cannot know such a spell. If a 7th-level, a 5th-level, and three 2nd-level clerics *Combine*, the combination would be as a single 8th-level cleric. The 2nd-level clerics are five levels below the Lama (7th level) and thus cannot add to his or her effectiveness, but they can help form the circle.

Endure Cold/Endure Heat

(Alteration) Reversible

Level: 1

Range: *Touch*

Area of Effect: *One creature*

Duration: *9 turns/level*

Components: *V, S*

Casting Time: *1 round*

Saving Throw: *None*

Explanation/Description: Casting this spell gives protection from normal extremes of cold or heat (depending on the version used). The recipient can stand unclothed in temperatures of as low as -20° F or as high as 120° F (depending on version used) with no harm or ill effect. Extremes beyond these limits will cause 1 point of exposure damage per hour for every degree below or above the given limits. The spell remains in effect for 9 turns (1½ hours) per level of the cleric or until the recipient is hit by any form of magical cold or heat including *Produce Fire*. This cancellation of the spell will occur regardless of whether *Endure Cold* or *Endure Heat* was cast. Further, the spell will be instantly cancelled if *Resist Fire* or *Resist Cold* is applied to the recipient. The spell is commonly found in the cold north or the tropical south, especially in and near desert areas. The spell requires no material component.

Magic Stone (Alteration)

Level: 1

Range; *Touch*

Duration: *6 rounds +1 round/level or until impact*

Area of effect: *Line of sight up to 4 feet*

Components: *V, S, M*

Casting Time: *1 round*

Saving Throw: *None*

(Turn to page 73)

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Cleric

(Continued from page 7)

Explanation/Description: The cleric can pick up any small stone (up to about three real inches in diameter) and place a magic aura on it. The stone cannot already be magical; if it is, the cleric will instantly take 2-16 points of burn damage. The stone can be thrown up to a distance of 4", taking into account any obstructions. It will be -2 to hit at any range between 2" and 3" and -5 to hit at any range from 3" to 4". The cleric's physical strength and dexterity do not affect the "to hit" probability. Beyond 4" the stone will lose its dweomer and immediately fall to the ground. The stone will be as a +1 weapon for all "to hit" considerations (for instance, creatures hit only by magical weapons are vulnerable to it), though it will not add that +1 to the chance to hit. Only the cleric himself can throw the stone; if another character or creature touches it the magic is instantly lost.

The stone does 1-4 points of impact damage. If it does damage of only 1 or 2 points to a spell caster it might not break his or her concentration if he or she is in the middle of casting a spell. A single point of damage has a 30% chance to break concentration, and with 2 points of damage there is a 70% chance to break concentration. A greater amount of damage (3 or 4 points) will always break concentration. Those with a magic resistance may apply it at once, and if that roll is successful the stone does no damage and will not break concentration.

The following spells and devices make a character immune to the effect of this spell: *Shield*, *Protection From Normal Missiles*, *Protection From Magic*, *Minor Globe of Invulnerability*, *Globe of Invulnerability*, *a Brooch of Shielding* and *a Cube of Force* (the DM may include other spells or items).

The spell will enchant one stone per application; the stone can then be retained for as long as 6 rounds plus 1 round per level of the cleric. At the expiration of that time, the stone must be thrown or the magic is lost. When the stone is thrown, whether it hits or not, its magic is lost.

A cleric of at least 5th level can magick two stones with one spell. A cleric of at least 11th level can magick up to three stones at one time. However, regardless of how many stones a cleric might be carrying, due to application of multiple spells or because of being higher level, only one stone may be thrown by the cleric in one round and no other spell action will be allowed in that round. No stone can be thrown in the round when the stone(s) is made magical. *Note:* Some organizations may forbid *Magic Stones* as missile weapons for their clergy. Some druids, especially halfling (NPC) druids

who might be encountered, may know the spell *Magic Stone*.

Magical Vestment

(Conjuration/Alteration)

Level: 1

Range: *Touch*

Duration: *6 rounds/level*

Area of Effect: *Self*

Components: *V, S, M*

Casting Time: *1 round*

Saving Throw: *None*

Explanation/Description: Via this spell the cleric can turn his vestments into magical armor equal to chain mail (AC 5). The vestment cannot be worn with any armor, *Bracers of Defense*, or any type of protection item or spell. Thus, if the cleric is under a *Bless* spell, wearing (not just possessing) a *Ring of Protection*, under a *Protection From Lycanthropes* scroll, etc., he or she cannot use a *Magical Vestment* spell: Nothing will happen when he or she casts it. However, if the vestment is worn alone, it will become +1 for all purposes for every four levels of the cleric up to a maximum of +4. All magic cast at the cleric will entitle the cleric to the appropriate saving throw of from +1 to +4.

This spell can only be cast in the cleric's own temple or in a temple, church, abbey, etc., including the cleric's private quarters, if he or she has a small, appropriately consecrated (*q.v.*) altar in that room. The cleric must be awake for the vestment to stay magical. If the cleric is then *Blessed* or *Cursed* or in any way puts on magical protection, the vestment will lose its dweomer at once. Those wearing a *Magical Vestment* are immune to *Magic Missile* and *Magic Stone* spells (*q.v.*). Once the cleric sets foot out of his or her temple, the vestment will lose its magical protection.

Note: When in a temple or church, it is uncommon for a cleric to be wearing armor or shield of any kind. Clerics do not perform services dressed in armor and shield.

Portent (Divination)

Level: 1

Range: *Touch*

Duration: *See below*

Area of Effect: *Figure touched or self*

Components: *V, S, M*

Casting Time: *1 turn*

Saving Throw: *None*

Explanation/Description: Via this spell the cleric attempts to tell something of his or another's future "luck." This luck is translated into "to hit" probability or a specific saving throw that will occur at some time in the future. The DM will roll d20 and determine which "to hit" roll or saving throw will be the object of the *Portent* or simply take several in succession, up to a limit of 5, 7, 9, 11, or 13. The player or the DM must note all "to hit" and saving throws of the character until

the *Portent* is complete. For example, if the DM rolls (or chooses) 11, then the 11th action (either a "to hit" roll or a saving throw) will be the object of the *Portent*. This count is suspended for any activity the figure might try to undertake to sidestep an ill *Portent*; i.e., only "to hit" rolls and saving throws made in actual life-and-death situations count in this tally.

The cleric will use some random-generation item as a material component such as dice, a spinning numbered wheel, sticks, cards, tea leaves, etc. He will try to "read" the significance of the material component's prediction.

To determine the kind of *Portent*, the DM rolls d6; an odd-numbered result indicates an ill *Portent* and an even-numbered roll indicates a favorable *Portent*. The character should be told whether the *Portent* will be good or bad, but not when it will occur or how effective it will be. If an ill *Portent* is called for, the opponent's armor class will improve by the amount of the *Portent*, from 3 to 2 for example. If a saving throw is called for on the action when an ill *Portent* takes effect, the spell recipient will subtract from the die roll. If the *Portent* is favorable (for the cleric or other beneficiary of the spell) the opponent will worsen his or her armor class, e.g. from 5 to 7. If a saving throw is required on a good *Portent*, the spell recipient will add to the saving throw die. An armor class adjustment to an opponent only applies for "to hit" determination for the recipient of the *Portent*, and not for any other members of the party.

The amount of the *Portent* will be rolled on d4, so that a bonus or penalty of 1-4 will be added to or subtracted from the *Portent* roll (for a saving throw) or the opponent's armor class (for a "to hit" roll). Remember that only the DM knows which roll is the *Portent* roll. These spells tend to make characters brave or cowardly, and are a genuine mixed blessing.

Second Level

Death Prayer (Invocation)

Level: 2

Range: *Touch*

Duration: *Permanent*

Area of Effect: *One corpse*

Components: *V, S, M*

Casting Time: *1 turn*

Saving Throw: *Neg.*

Explanation/Description: By sprinkling holy water or unholy water (if the cleric is evil) over a corpse killed by an undead while chanting the spell, the cleric reduces the probability that the corpse will rise as an undead at some later time. Further, it protects the body from the spell *Animate Dead* that might be cast on the remains at some later time.

The corpse is allowed a saving throw based on its level in life, but not to be better than 12 on d20 in any case, even

with modifications due to spells or magic items. Corpses failing the appropriate saving throw rise as the appropriate undead in the normal manner. If the saving throw is made, the corpse crumbles into dust and be forever useless for any purpose. This applies to the victims of wights, wraiths, spectres and even vampires, in addition to ghouls, ghosts and other undead that "procreate" themselves.

While under the protection of the *Death Prayer*, the victim cannot be contacted via *Speak With Dead* unless the caster of that spell is of a higher level than the cleric who originally cast the *Death Prayer*. If *Speak With Dead* is successful, the protection is cancelled and cannot be replaced. While under this protection, the victim suffers a -25% penalty to the chance of success of a *Raise Dead* or *Resurrection* spell. *Dispel Magic* will not remove the protection, but *Wish* or *Limited Wish* will. The fact that the spell is, in fact, in place cannot be detected by anything less than *Limited Wish* or *Wish*.

Detect Life (Divination)

Level: 2

Range: 10 feet/level

Duration: 5 rounds

Area of Effect: One creature

Components: V, S, M

Casting Time: 1 round

Saving Throw: None

Explanation/Description: Via this spell the cleric can tell if a creature is dead or alive. Thus, it will reveal the subject of a *Feign Death* spell or someone in a coma or death-like trance or state of suspended animation. It will show that a figure engaged in astral travel is still alive. Life can be detected in both plants and animals via this method. However, the spell's range will be reduced if as little as a one-inch thickness of stone or wood comes between the cleric and the subject of investigation. In such cases, range is reduced to only 1 foot per level of the cleric for the first inch of thickness, plus each additional inch or part of an inch. (See example below.) A metal barrier of any type totally blocks the spell. Mental protections or magic items such as a *medallion versus ESP* will totally block the detection.

Example: A 5th-level cleric is 20 feet away from a two-inch-thick wooden door. He wants to know if there is life behind the door. His normal range would be 50 feet, but the door reduces the range to 32 feet: 20 feet to the door, two feet beyond it (using 1 foot per level for each of the two inches of thickness), and 10 more feet beyond that. A living figure must then be within 12 feet of the other side of the door and in a straight "line of sight" from the cleric. Thus, someone beside the door, and thus protected by

the adjacent stone wall, would not be detected. The cleric must chant the spell aloud while holding his holy symbol in the exact direction of detection, and may not turn during the five-round duration to face in any other direction. Someone behind a door, for example, might hear the cleric speaking the spell aloud. If the cleric's concentration is broken due to taking damage or some other action, the spell immediately ends.

Holy Symbol (Conjuration/Summoning)

Level: 2

Range: Touch

Duration: Permanent

Area of Effect: Item touched

Components: V, S, M

Casting Time: 1 turn

Saving Throw: None

Explanation/Description: This spell blesses a new holy symbol to replace a cleric's or her lost or damaged symbol. The new symbol, which is the spell's material component (and, obviously, is not destroyed in the casting), must be crafted of appropriate material (depending upon the religion or deity in question) and must be of the proper shape and design; i.e., the cleric cannot just pick up any item and make it into a holy symbol. The cleric may possess two symbols at any one time.

The magic of this spell cannot be used

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to bless the symbol of any other deity, even another deity of the same pantheon. If the symbol is to be given to another cleric of the same religion and the exact same alignment, the beneficiary must be present at the time of the casting of the spell and must hold the symbol-to-be throughout the casting process. The holy symbol of a cleric will radiate a dim aura of good or evil, but it is not magic *per se*. Neutral clerics' holy symbols have no aura.

Messenger (Enchantment/Charm)

Level: 2

Range: 2"/level

Duration: 1 hour/level

Area of Effect: *One creature*

Components: V, S, M

Casting Time: 1 round

Saving Throw: *Neg.*

Explanation/Description: By casting this spell the cleric can call upon a single small creature of at least animal intelligence to act as his or her *Messenger*. Those animals that are "giant" versions of other animals, or those with a measurable intelligence (3 or above) are immune to the spell. The cleric, using some type of food desirable to the animal, will call it to come to him or her (assuming it is within the range limit). The animal is allowed a saving throw based on its hit dice; if it makes the saving throw it will not come and the spell is ruined. An animal that fails the saving throw will come to the cleric and will await his or her bidding.

The cleric can communicate with the animal to tell it where to go, but directions must be simple. He or she can attach some item or note to the animal, and it will move at its full movement rate to the place it has been told to go. It will wait at that location until the spell duration expires. The would-be receiver of a message from such a *Messenger* may or may not be looking for an animal or bird as a courier, and may ignore the carrier.

Once the spell duration runs out, the magic is broken and the animal or bird will go about its own business. The receiver of a message cannot communicate with the animal, except via *Speak With Animals* or another similar means.

Third Level

Dust Devil (Conjuration/Summoning)

Level: 3

Range: 3"

Duration: 1 round/level

Area of Effect: *Special*

Components: V, S

Casting Time: 3 rounds

Saving Throw: *None*

Explanation/Description: Via this spell the cleric conjures up the weakest of air elementals. The summoned creature has only 2 HD, AC 4, move 18", no effective attack, and it can be hit by ordinary weapons. Magical weapons of any type cause

it double damage. Creatures of the Elemental Plane of Air can dismiss the *Dust Devil* at will. The *Dust Devil* must remain within 3" of the cleric at all times.

When the spell is successfully cast, a small whirlwind is produced that has a 5-foot-diameter base, a 10-foot top diameter and stands 15 feet tall. Its winds move at about 30 miles per hour. It can hold a gaseous form or gaseous cloud at bay and can push one away, though it cannot dispel or damage the cloud, up to the 3" range limit. Its winds are sufficient to put out small campfires and torches, as well as exposed lanterns and small open flames of non-magical origin.

In areas of loose dust, sand or ash, the *dust devil* picks up and disperses these particles in a cloud 30 feet in diameter. Those looking into the cloud cannot see beyond. Those in the cloud are blinded until getting out of the whirling dust. This blindness will make them -3 to hit any target in hand-to-hand melee.

Spell casting is virtually impossible inside the whirlwind, whether some solid substance is caught up in the whirlwind or not. A spell caster in the whirlwind must make a saving throw vs. magic to cast any spell. If he or she makes the save, the intended spell may be cast, but reduced visibility might affect targeting if dust or sand or ash is present. If the spell caster fails the saving throw, the spell is ruined and lost from memory.

Creatures from other planes of existence are not affected by the *Dust Devil*. Those with magic resistance will cancel the spell and its manifestation upon the *Dust Devil's* contact with their bodies.

Enthrall (Enchantment/Charm)

Level: 3

Range: 3"

Duration: *Special*

Area of Effect: *90-foot radius of cleric*

Components: V, S

Casting Time: *Special*

Saving Throw: *Neg.*

Explanation/Description: A cleric using this spell can bind and enthrall an audience that can fully understand his or her language. Those of the cleric's race save at -4 against the power of the spell, those races that have bad relations with the cleric's race save at +2, and all other races do not adjust their saving throws. Enthrallment cannot occur to figures who are 4th level or higher, have more than 4 hit dice (as a monster) or who have a wisdom in excess of 15 (thus, almost all clerics/shamen are immune to another's *Enthrall* spell). The casting time and duration are variable: As long as the cleric can keep speaking. No effect can occur until the cleric has spoken without interruption for one full round.

Those who fail their saving throw vs. the spell will treat the cleric as if he or she has a charisma of 21 (just as a minor deity). They will stand and listen to the

cleric's words, but they will not act on them as if a *Suggestion* spell were cast. When the cleric stops talking, the spell is broken and the audience's minds become their own again. Any form of attack on the cleric will instantly negate the spell, as will any attempt by the cleric to cast another spell at the same time.

Those who make their saving throw will view the cleric as having a charisma of 0 and will hoot and jeer, or they will pick up small objects and begin to cast them at the cleric, possibly breaking the spell (50% likelihood for either action to happen). Actions of either sort cause new saving throws for those who failed their first save. It is very unwise for a cleric to preach about an opposing religion or the aims of a different alignment than that of the audience, because that allows a new saving throw — at +5 — to each listener at once.

Remove Paralysis (Abjuration)

Level: 3

Range: 1"/level

Duration: *Permanent*

Area/Effect: *1-4 creatures in 2" x 2" area*

Components: V, S

Casting Time: *6 segments*

Saving Throw: *Neg.*

Explanation/Description: This spell lets clerics remove paralysis before the duration of the paralysis has expired and also cancels *Hold* spells (*Hold Person*, *Hold Animal*, *Hold Monster*). The *Remove Paralysis* spell is stronger than *Dispel Magic* for this effect. By pointing a finger, the cleric can unparalyze a victim or victims within the spell range, if no physical or magical barrier stands between caster and recipient(s). All victims must be within the square area of effect. Each victim gets a new saving throw vs. paralyzation based on the victim's level/hit dice. That saving throw is at +3 if one character or creature is affected, at +2 with two recipients, and at +1 with three or four recipients. If an intended recipient fails this saving throw, the duration of the paralysis doubles regardless of the cause of the malady. A subsequent *Remove Paralysis* cast upon such a creature causes 4-16 (4d4) points of damage whether the save is succeeds or not.

Note: It is very evil to throw continued *Remove Paralysis* spells on a held or paralyzed victim to cause pain and damage. It is not a chivalrous way to kill someone in any case. Paralysis caused by touch (as from a ghoul) cannot be removed by *Dispel Magic* in any case.

Water Walking (Alteration)

Level: 3

Range: *Touch*

Duration: 1 turn/level

Area of effect: *Creature touched*

Components: V, S

Casting Time: *6 segments*

Saving Throw: *None*

Explanation/Description: Via this spell, the cleric or a creature he or she touches, up to the size of a ogre, is empowered to walk on water as if he or she wore a *Ring of Water Walking*. The recipient of the spell may carry 500 pounds of material with him or her, over and above his or her naked weight. Weight in excess of 500 pounds will cause the spell to fail within 2-5 minutes. Thus, the person and that which he or she carries might be in the middle of a body of water when the spell fails. Weight in excess of 750 pounds cannot be carried at any time for even a moment.

Fourth Level

Meld Into Stone (Alteration)

Level: 4

Range: *Touch*

Duration: *8 + d8 rounds*

Area of Effect: *Special*

Components: *V, S, M*

Casting Time: *7 segments*

Saving Throw: *None*

Explanation/Description: By holding a sample of the like stone as a material component, a cleric can meld into stone within seven segments. He or she merely stands next to the stone (which must be large enough to accommodate his or her bulk in all three dimensions) and then blends into it. If the dimensions are not large enough to accommodate the entire

body of the cleric and all of his or her non-living gear (not to exceed 100 pounds in weight aside from the cleric in any case), he or she will be instantly expelled from the stone.

The spell lasts for 8 + d8 rounds. During that time the cleric may step out from the stone the way he or she came into it. He or she may *not* exit from any other face of the stone; thus the spell is not similar to a *Passwall* or *Phase Door*.

If the duration runs out before the cleric voluntarily leaves the rock, he or she will be expelled and will absorb 8-32 (8d4) points of damage. In such a case, all carried items must save vs. petrification or be turned to stone. If the cleric steps out of the stone before the duration is expired, then items carried are not harmed in any way. Artifacts and relics not meld into stone in the first place but will stay behind.

While in the stone the cleric is aware of time (but never knows the exact spell duration, which the DM rolls for secretly), but the caster cannot see or hear though he or she can smell and taste. The following spells aimed at the rock holding the cleric will harm the cleric: A *Stone to Flesh* will expel the caster instantly, with the usual 8d4 damage, but items need not save. A *Dig* spell will do 8-64 (8d8) points of damage, and the cleric must save vs. death or die instant-

ly. *Transmute Rock to Mud* kills the cleric instantly and permanently. *Stone Shape* will deal out 4d4 points of damage, but the cleric can stay in the rock without suffering further harm.

Negative Plane Protection

(Abjuration)

Level: 4

Range: *Touch*

Duration: *1 turn/level*

Components: *V, S, M*

Casting Time: *1 round*

Saving Throw: *None*

Area of Effect: *One Prime Material creature*

Explanation/Description: By holding his or her holy symbol while casting this spell, the cleric protects himself or herself from Negative Plane undead. He or she partially opens a contact to the Positive Material Plane.

When the recipient of the spell is touched by a Negative Plane undead (shadow, wight, wraith, spectre or vampire), the positive energy will cancel the negative aura to some extent and may prevent the draining of a level from the cleric or the figure he or she protected by touch.

The spell recipient gets a saving throw vs. death; if the save is made, he or she takes normal physical damage from the undead's touch but does not lose one level of experience. (If the undead drains two levels per touch, one level is lost instead of two.) The spell is then cancelled so that the next touch, if there is one, will be without benefit of a saving throw. The undead creature will automatically take 2-12 (2d6) points of damage when touching a protected character who makes the saving throw.

If the saving throw is failed, the cleric or figure touched takes double physical damage plus loss of the level as well (a spectre or vampire would drain two levels as usual). Instead of absorbing points of damage, if the spell recipient's saving throw is failed the undead may add that amount (2d6) to its hit-point total, up to its normal maximum.

All such Positive/Negative Plane contact will cause a bright flash, and a thunder-like crack of sound will be heard. No damage is caused by the flash or sound. The protection will last for one turn per level of the cleric or until the cleric touches a Negative Plane undead.

The spell will cause the cleric to explode (instant and irrevocable death) if he or she dares to cast it while on the Negative Material Plane. The spell will not function at all on other planes of existence besides the Prime Material.

There's more!

Proud as we are of this issue of DRAGON™ magazine, we're pretty pleased with what we've done in the past. And apparently, so are our readers, because most of our back issues are sold out. We do have copies of some magazines for sale, including issues #45 through #57.

If you've searched in vain for a copy of one of our early issues, the two BEST OF DRAGON™ volumes may solve the problem. These anthologies reprint the most requested material from our first four years. Also sold by Dragon Publishing are: THE FINIEOUS TREASURY™ collection of adventures featuring the hero of our most popular comic strip; and DRAGONTALES™ anthology of original heroic fantasy fiction and art.

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Cantrips: Minor magics for would-be wizards

by Gary Gygax

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Elsewhere in this magazine is a new column. That, Gentle Reader, is where news of the WORLD OF GREYHAWK™ Fantasy Setting, as well as material for new adventures therein, will be aired. This separation is made to avoid any confusion. Herein will be found material for adventures in any ADVANCED D&D® campaign, and occasionally DUNGEONS & DRAGONS® material too. The new column will adhere strictly to the Greyhawk campaign and what goes on there. So if you are bent on immediate news from the Flanaess, please look elsewhere. What follows is strictly in the AD&D™ gaming realm.

This is not to say that no further word from me will be read in the columns pertaining to Greyhawk, for I am still laboring on the updating — as well as on (don't faint) T2 and a pair of other modules, "The Forgotten Temple of Tharizdun" (a scenario connected to S4) and "Wasp Nest — The City State of Stoink." More or less concurrently, I am attempting to plug away at two new volumes for AD&D™ gaming. The next book of monsters will be the one to be released last (1984 possibly).

With plenty of labor and even more luck there will be an ADVANCED DUNGEONS & DRAGONS® expansion volume next year. It will be for both players and DMs, with several new character classes, new weapons, scores of new spells, new magic items, etc. What will follow here in the next few issues is a sampling of the material slated for inclusion in the expansion.

I have often wondered why no player or DM has asked me about what apprentice magic-users actually do. The very thought always conjures up visions of Mickey Mouse having troubles with brooms marching endlessly with buckets of water — Walt Disney really outdid himself when he made Fantasia! That aside, I have always reasoned that apprentice dweomer-crafters had to fulfill the dual role of menial and student, performing chores all day and then studying late into the night. After a certain point, an apprentice would begin to acquire sufficient magical acumen to employ minor magics— mainly to lighten his burden of drudgery but also to create some amusement at times. The petty spells gained by an apprentice magic-user are *cantrips*.

Previously, the acquisition of first-level spell ability subsumed that lesser magics would be ignored by the fledgling

magic-user. The stuff of base servitude and inferior status would be cast aside for the heady power of actual spells! However, as I worked on the list of cantrips which might be possible to apprentices, I was struck by the real usefulness of many of them. Why not allow the magic-user the option of retaining cantrips? Would it unbalance play if a number of cantrips could be substituted for a single first-level spell? A few days of additional work detailing the powers of cantrips and determining their possible effects gave the answer: Not only did the addition not adversely affect the game, the inclusion of cantrips made the play of low-level magic-users very much more interesting and challenging! The following regarding cantrips is from my AD&D™ expansion manuscript.

CANTRIPS

Cantrips are merely 0-level magic-user spells, the spells learned and used by apprentices during their long, rigorous, and tedious training for the craft of magic-use. Most *cantrips* are simple little spells of no great effect, so when the individual becomes a journeyman (1st-level) magic-user, the knowledge and information pertaining to these small magics are discarded in favor of the more powerful spells then available. However, a magic-user may opt to remember up to four cantrips in place of one 1st-level spell. This assumes that the magic-user has, in fact, retained his or her book of *cantrips* — a tome as large as a good-sized book of higher-level spells.

The number and types of *cantrips* known and recorded is determined by random use of the tables given below. The exception is the table of *useful cantrips* — those which were employed to make apprenticeship less wearisome. An apprentice will have one *useful cantrip* for each point of intelligence, and is allowed free choice from the list of 20 offered.

All *cantrips* are 0 level, have a 1" range, a generally small area of effect, require only soft, simple verbal and somatic components, and are cast in a very short (1/10th to 1/2 segment) time. Only those which involve living creatures afford any saving throw. The common *cantrips* are:

Useful		Reversed (2-8) Legerdemain (2-5)	
No.	Cantrips		
1	Chill	Curdle	Change
2	Clean	Dirty	Distract
3	Color	Dusty	Hide
4	Dampen	Hairy	Mute
5	Dry	Knot	Palm
6	Dust	Ravel	Present
7	Exterminate	Sour	
8	Flavor	Spill	
9	Freshen	Tangle	
10	Gather	Tarnish	
11	Polish	Untie	
12	Salt	Wilt	
13	Shine		
14	Spice		
15	Sprout		
16	Stitch		
17	Sweeten		
18	Tie		
19	Warm		
20	Wrap		
No. Person (2-8)		Personal (2-8) Haunting (2-5)	
No.	Person (2-8)		
1	Belch	Bee	Creak
2	Blink	Bluelight	Footfall
3	Cough	Bug	Groan
4	Giggle	Firefinger	Moan
5	Nod	Gnats	Rattle
6	Scratch	Mouse	Tap
7	Sneeze	Smokepuff	Thump
8	Twitch	Spider	Whistle
9	Wink	Tweek	
10	Yawn	Unlock	

CANTRIP EXPLANATIONS

Useful Cantrips

Chill (Evocation)

A of E: 1' cube
CT: ½ segment

A cantrip of this nature allows the caster to cause liquid or solid material to become about 40° F. cooler than it was, subject to a minimum temperature of freezing. If the subject is living matter, the cantrip will be only half as effective and will not lower temperature more than 10° below normal for that creature. Verbal component is a soft whistling, somatic is a downward-thrust thumb.

Clean (Abjuration)

A of E: 4 sq. yds.
CT: ½ segment

This cantrip removes heavy soil, dirt, and like foreign objects from floors, walls, dishes, windows, etc. The subject surfaces are then spotless, but care must be taken in removal of pigments and the like, so usually only one type of material will be treated in a single application. Verbal component is a low outrush of air, somatic is a circular hand motion.

Color (Evocation)

A of E: 1 cubic yd.
CT: ½ segment

This brings color to an object. It can be used to restore faded hues or to tinge those already colored with a different hue. Thus, dull or faded fabric can be brightened, pigments restored, or even hair or skin changed to another color. The effect must be renewed every 30 days. Verbal component is a humming, somatic is a back-and-forth or wringing hand motion.

Dampen

(Evocation)

A of E: 1 cubic yd.
CT: ½ segment

When a cantrip of this sort is cast, the subject area is permeated by a fog-like dampness which leaves all material within it damp to the touch. It is useful for many sorts of things. It is hard on parchment, and it similarly makes it and like substances hard to set aflame. Verbal component is a low hooting or a hummed ditty, somatic is a hand gesture upwards with writhing fingers.

Dry (Abjuration)

A of E: 1 cubic yd.
CT: ½ segment

The cantrip removes dampness and excess moisture from materials within the subject areas. It is useful for cloth, herbs, and cleaning chores. Verbal component is similar to that of the *dampen* cantrip, and the somatic is a two-handed wringing motion.

Dust (Abjuration)

A of E: 10' r.
CT: ½ segment

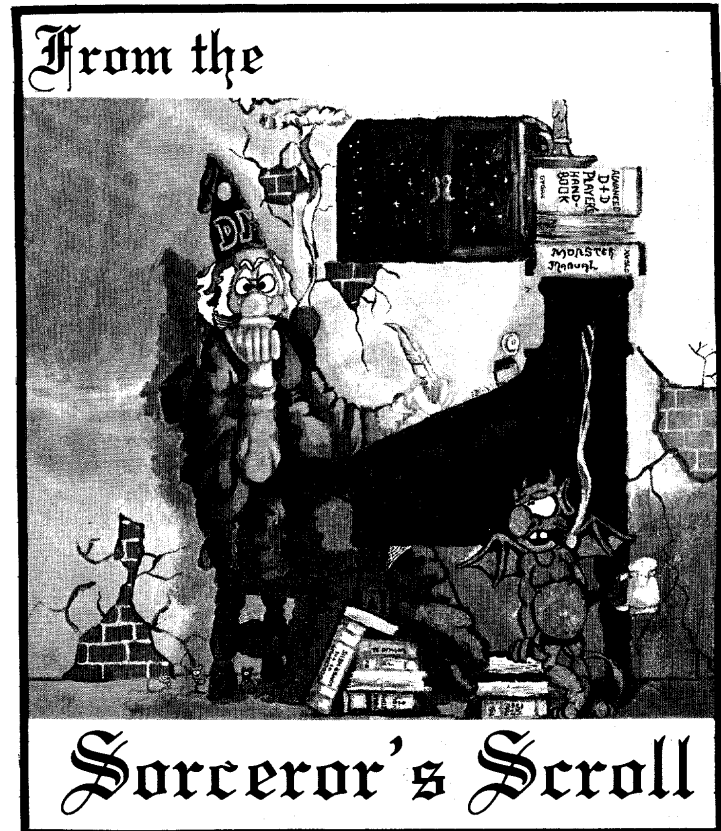
This removes all fine dust and tiny grit particles from exposed surfaces such as floors, shelves, walls, etc. Material so removed is transported elsewhere, but new dust can accumulate, of course. Verbal component is a continuous in-drawing of breath, somatic is a back-and-forth hand motion.

Exterminate

(Abjuration)

A of E: One very small creature
CT: 1/10 segment

When this cantrip is used, the caster may kill a small pest such as a fly, mouse, rat, beetle, or the like. It is useful for indoors and outdoor applications. If the subject is very small, an



area of up to ½ cubic foot can be rid of pests. The somatic gesture is a pointed finger, while the caster verbalizes a low "zzzt" sound.

Flavor

(Enchantment)

A of E: 1 object
CT: ½ segment

This cantrip enables the caster to give the subject a superior or better or different flavor. Thus, much can be made to taste as if it were lobster bisque, but the *dweomer* will not actually affect the quality or wholesomeness of the subject. Spoiled food remains spoiled; a poisoned drink would still be deadly. The verbal component is a muttered lip-smacking sound; the somatic gesture is a shaking motion.

Freshen

(Enchantment)

A of E: 1 object
CT: ½ segment

By means of this cantrip the caster brings new life or freshness to the object desired. The magic applies to food and drink items such as milk, beer, meat, and raw vegetables. It also works with cut vegetables, flowers, herbs, etc. Although it will remove a slight taint of spoilage, restore drooping flowers, and so on, it lasts for but an hour. The subject must be of relatively small size, i.e. a small cask of liquid, a sheep, a bushel of vegetables, etc. Verbal component is an "mmmmmm" sound, while the hand makes a mystic symbol with thumb and forefinger forming a circle and the other fingers upright and apart.

Gather (Alteration)

A of E: 1 sq. yd.
CT: 1/6 segment

This cantrip enables the caster to neatly gather numerous small objects into a stack or pile. For instance, if nails, nuts, coins, papers, or like objects were spilled, the magic would

Dragon

bring them together. It can be used selectively, for instance to separate one type of material from another, but only the selected type would be gathered neatly. The caster verbalizes the type of material to be gathered while making a gathering motion.

Polish (*Alteration*)
A of E: 1 object
CT: ½ segment

When this cantrip is employed, the caster, magically smooths and brings a luster to materials such as wood, metal, stone, leather, or ceramic. Naturally, the desired object must be relatively clean in order for the cantrip to be effective. The object affected must be of reasonable size — a floor of up to 1,000 square feet, an armoire, etc. It works better on smaller objects, of course, such as boots, mirrors, crystal containers, etc. The caster hums a ditty while making a buffing motion.

Salt (*Evocation*)
A of E: 1 object
CT: 1/6 segment

This causes a sprinkling of fine salt to magically appear and descend upon the desired object — a stew, some troublesome weed patch, or a barrel full of stock fish to be preserved. The object must be a reasonable size — up to perhaps 4 square yards in area or about 30 gal. liquid volume. Care must be taken to avoid over-salting if the object involved is smaller, and if the object is larger, it will not receive much salt. Verbal component is a labial smacking, while the hand makes a sprinkling motion.

Shine (*Alteration*)
A of E: 1 object
CT: ½ segment

Similar to the *polish* cantrip above, this magic allows the caster to remove tarnish, rust, corrosion, and like substances from the desired object. This cantrip brings about a mirror-bright shine to objects capable of such, causing their surfaces to be smooth and unmarred. A piece of jewelry, for instance, would be made more attractive, and even its gems better (+1 on die rolls). A single object up to about 1 cubic yard in volume can be treated by this cantrip. Verbal and somatic components are similar to *polish*.

Spice (*Evocation*)
A of E: 1 object
CT: ½ segment

Unlike the flavor cantrip, this magic actually brings a particular spice to the object food or drink. Thus, ginger, pepper, and like spices can be brought to add zest (or disguise). Herbs like bay leaf, garlic, parsley, etc. can likewise be evoked by this. The quantity is sufficient to spice food or drink for about a dozen people. The spice (or herb) appears over the object vessel as a fine powder or flake, falls upon it, and adds its substance to the dish or drink. A ditty is hummed while the hand makes a crumbling and sprinkling motion.

Sprout (*Alteration*)
A of E: 1 cubic yd.
CT: ½ segment

By means of this cantrip the caster causes acceleration in the growth of plants, particularly with respect to the germination of plant seeds. Upon casting, the cantrip will cause seeds to shoot forth tiny sprouts, buds to

flower, etc. Fruits and vegetables can be caused to ripen (or actually go past ripening to spoilage) by this cantrip. A susurrant sound is verbalized while the caster's hand makes hoeing motions.

Stitch (*Alteration*)
A of E: *Special*
CT: ½ segment

This cantrip magically sews seams in cloth or leather. It will make new ones or repair old work. About 20 yards of cloth can be thus stitched, but only about 2 yards of leather. The seam thus created is neither stronger nor weaker than a seam done without magic. Usually a brief rhyme is recited as the hand makes a sewing motion.

Sweeten
(*Evocation*)
A of E: 1 object
CT: ½ segment

This cantrip is the same as a *spice* cantrip, except that the result is the evocation of a sweetener — sugar, honey, or even a syrup. Components are a buzzing sound and a stirring motion.

Tie (*Alteration*)
A of E: 1 object
CT: ½ segment

By means of this cantrip the caster can magically cause the object — thread, string, cord, rope, or even cable — to tightly knot itself to either its other end or an end of a similar object within 1' of it. The resulting knot will be a normal one such as a square knot, half-hitch, running bowline, or whatever the caster desires. The caster verbalizes the knot name desired while holding up three fingers.

Warm (*Evocation*)
A of E: 1' cube
CT: ½ segment

This cantrip is the same as *chill*, except that the magic brings a warming of the liquid or solid. The temperature will rise at most about 40° F. The cantrip will never cause living creatures to become warmer than their normal body temperature. Components are an "aah" sound while the hands are rubbed briskly together.

Wrap (*Alteration*)
A of E: 1 cubic yd.
CT: ½ segment

When a wrap cantrip is employed, the caster creates a strong and sturdy wrapping around the subject desired — a bit of herbs, a heap of flour, a bundle of cloth, etc. The material of the cantrip is of a suitable type and thickness for the item(s) to be wrapped. Thus, a few ounces of fine powder will be contained in a waxy tissue, gem stones in a felt-like envelope, meal in cloth, and so forth. The wrapping can be opened normally, but the caster can just as easily order it to open, so the cantrip is often used to enfold the material components of a spell. The caster verbalizes a general class of wrapping desired while making folding motions with his hands.

Reversed Cantrips

Curdle
(*Enchantment*)
A of E: 1 object
CT: 1/6 segment

This cantrip is broader in effect than its name, for it affects many food and drink items. The magic curdles milk and hastens spoilage or wilting. It has a permanent effect on the object. It is otherwise similar to *freshen*. The caster verbalizes a retching sound while pointing the thumb downward.

Dirty (Evocation)
A of E: 4 sq. yds.
CT: 1/6 segment

The opposite of *clean* cantrip, this lets casters soil, spot, and sully walls, floors, dishes, garments, etc. Verbal component is a spitting sound, made while shuffling and stamping the feet.

Dusty (Evocation)
A of E: 10' r.
CT: 1/6 segment

By means of this cantrip the caster causes a film of dust and grime to settle upon all exposed surfaces within the cantrip area of effect. Verbal component is a low humming, while the hands make shaking motions.

Hairy (Alteration)
A of E: 1 object
CT: 1/10 segment

While this cantrip is not actually one of the standard "useful" ones which apprentices reverse for mischievousness, it is one which is generally used for no good purpose. It causes hair, fur, or hair-like growth to thicken and lengthen. Thus, a head of hair, a peach, a beard, a cat, or whatever could be affected. The growth will cause the subject material to increase from 2-12 inches in length. The subject material must be trimmed or cut to remove the cantrip's effect. This cantrip can be reversed to shorten growth or effectively shave, but as the effect on short material (growth under 1 inch in length) is complete absence of growth for 2-12 days, it is not often used. The caster verbalizes snicking sounds while making massaging motions for growth, or scissoring motions for removal.

Knot (Alteration)
A of E: 1 object
CT: 1/2 segment

This cantrip is a permutation of the *tie*. It causes the thread, string, cord, or rope to knot itself in such a manner as to be very difficult to untie, and from 2-8 rounds, minus dexterity bonus for reaction of the individual untying the *knot*, to undo. It works even on material already affected by a *tie* spell. The caster verbalizes a low "zizzing" sound while moving the arm forward with strong wrist motion.

Ravel (Alteration)
A of E: *Special*
CT: 1/10 segment

This cantrip is the reverse of a *stitch*. It will work only if there is a loose or broken thread in the seam or fabric to be affected, except for material magically stitched by the appropriate cantrip. When the latter sort of seam or material is involved, the *ravel* cantrip will always work, except in the case where the subject is otherwise magical, i.e. a *bag of holding*, a *cloak of protection*, *boots of elvenkind*, etc. The name of the cantrip is verbalized while the fingers make a plucking motion.

Sour (Evocation)
A of E: 1 object
CT: 1/2 segment

When this cantrip is employed, the caster causes the subject food or drink to take on a sour taste, not unlike vinegar of the appropriate sort. While it is typically used to spoil wine, beer, or some pastry, the *sour* cantrip can be used to useful purpose. The magic actually causes about a pint (maximum) of vinegar to appear over the subject.

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This can be an empty container in which such liquid is desired. The caster purses the lips and makes a whooshing sound while clenching the hand.

Spill

(Alteration)

A of E: 1 container

CT: 1/6 segment

The opposite of a *gather* cantrip, this enables the caster to cause the contents of a container to spill out. The object container is actually tipped by the cantrip, and as it is not powerful, containers of more than about gallon size, or magical ones, will not be affected by the cantrip. Solids and/or liquids within the object container will spill out, providing the container is not securely closed or capped. The caster verbalizes an "oh-oh" sound while making an abrupt hand motion.

Tangle (Alteration)

A of E: 1 object

CT: 1/6 segment

A permutation of the *tie* cantrip, this magic allows the caster to cause fine material such as thread, hair, small grass, and the like to become twisted and entwined in a tangle. It will not work on heavy material such as rope. Untangling subject material will take 3-12 rounds, unless it is roughly done — and the material is broken and snapped in the process, torn loose, etc. The cantrip will tangle mixed materials such as grass and string, hair and threads, and so forth. A buzzing is verbalized while the finger makes a stirring motion.

Tarnish

(Alteration)

A of E: 1 object

CT: 1/2 segment

The reverse of a *shine* cantrip, this causes a covering of rust, corrosion, verdigris, or the like to cover an object normally subject to such tarnishing.

Untie (Alteration)

A of E: 1 object

CT: 1/3 segment

The object must be of about 1 cubic yard or less in volume. Verbal component is a spitting sound, while the hand makes a sprinkling motion.

This permutation of a *tie* cantrip is simply the reverse of the magic. The caster selects an object — thread, string, cord, etc. — which is knotted or tied. The cantrip removes the *knot* or tying. Note that the *untie* cantrip will cause a *tangle* to be nullified. The cantrip will not remove both a *knot* and a normal tying (normal knot or one caused by a *tie* cantrip), but it will cause the former to disappear so that only a normal tying remains. Somatic and verbal components vary according to desired result. In general, a popping sound is made while the hands are pulled apart — either as if a knot were being untied or a cord snapped.

Wilt

(Enchantment)

A of E: 1 object

CT: 1/2 segment

A reverse of the *freshen* cantrip which affects only vegetable material — whether growing or picked. Thus, a plant can be made to wilt (or possibly wither if it is not very healthy) or a bunch of cut flowers sag and droop. Verbal component is a descending hum, while the forefinger is slowly curled from an upright position.

Sorry, Gentle Readers, but that's all there is room for in this issue. Next month we will pick up where we left off and finish all of the explanations, as well as give a brief note on casting cantrips. Until then....

Advanced Illusion and Philosopher's Stone

by Gary Gygax

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It seems that TSR gets the cart in advance of the horse fairly often. Thanks to the kind offices of DRAGON™ Magazine, we don't have to keep everyone in suspense for months because of premature actions. I refer specifically to the mention of an illusionist spell, *advanced illusion*, in the FIEND FOLIO™ Cyclopedia and to the mention of the magic item, *philosopher's stone*. Here is the information you need to handle both items. Just to keep our Gentle Readers well informed, they will eventually appear in a tome of material expanding ADVANCED DUNGEONS & DRAGONS™ games that should be ready in 1983.

Advanced Illusion (Illusion/Phantasm)

Level: 5

Range: 6" +1"/level

Duration: 1 round/level

Area of Effect: 4 sq." +1 sq."/level

Components: V, S, M

Casting Time: 5 segments

Saving Throw: *Special*

Explanation/Description: This spell is essentially a *spectral/forces* spell that operates through a program (similar to a *programmed illusion* spell) the caster determines. Thus, the illusionist must concentrate on the spell for longer than 5 segments after casting it, as the program has then been started and will continue. The illusion has visual, full audial, olfactory, and thermal components. If any viewer actively disbelieves the dweomer, he, she, or it gains a saving throw versus magic. If any viewer successfully disbelieves, and communicates this fact to other viewers able to comprehend the communication, each such viewer gains a saving throw versus magic with a +4 bonus. The material components for this spell are a bit of fleece and several grains of sand.

Philosopher's Stone: This rare and magical object appears to be an ordinary, rather blackish and sooty piece of rock. It radiates a faint dweomer. If broken open, a geode-like cavity will be discovered. The interior of this cav-

ity is lined with a quicksilver that enables the transmutation of the base metals iron and lead into silver and gold. Either an alchemist or a magic-user will be required to effect such transmutation, however. From 50 to 500 pounds of iron can be made into silver, or from 10 to 100 pounds of lead can be turned into gold from a single *philosopher's stone*. Better still, two additional substances are possible within such a stone. The first is a greenish, crystalline salt which will allow the manufacture of from 1 to 4 *potions of longevity* and has a 75% probability of occurring within the stone. The second is a pure white powder which, when mixed with a *portion of longevity*, can actually restore life to a dead human (or even a demi-human) if administered internally within one week of his or her demise. (Cf. *raise dead* spell.) There is a 25% chance the white powder is present.

X.P. Value: 1,000

G.P. Sale Value: 10,000 (payable only for an unopened stone)

by Gary Gygax

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Because there are many explanations needed to complete the section on cantrips for magic-users, the Good Reader will be pleased to discover that this introduction is short! For those of you who failed to acquire last month's issue, I suggest you drop this one and get busy finding a copy of the initial part of this series —you've already missed a crucial portion of a whole new dimension of fun for magic-users, the O-level spell, or *cantrip*. Moving right along, here are the details of the balance of the cantrips listed last time:

LEGERDEMAIN CANTRIPS

Change (*Alteration*)

A of E: 1 *object*
CT: 1/10 *segment*

By means of a *change* cantrip, the caster alters one small object to another, although the change must be within the same kingdom, and only animal and vegetable objects are affected. Thus, a piece of parchment can be changed to a brightly colored cloth square, then the cloth can be changed to a rose by another use of the cantrip. Likewise, a bird can be changed into a bat, the bat to a flying squirrel by another use of the same type of cantrip, and so forth. Each change requires a *change* cantrip. The cantrip will not cause more than a 50% increase or decrease in size/volume, and the effect will last for a base time of 1 turn. If the *change* is radical, then the time will be reduced accordingly; i.e., a dead to live object 'is a radical change and will last only 1 round. On the other hand, a very slight alteration such as color change or the like will last for 1 or more days. Saving throw does not apply as long as small, animal-intelligence, non-magical creatures of normal sort are concerned. Typically, a magic word is verbalized while the hand makes a pass over the object to be affected.

Distract

(*Enchantment*)
A of E: *Special*
CT: 1/3 *segment*

By means of this cantrip, the caster causes all who are watching to look at an area of the caster's choice. The area must be to the right or left of the caster, and the distraction must be within 10 feet of the caster. Thus, the caster can cause viewers to watch his or her right hand and a place a few feet distant where the caster's finger is pointing, while the caster's left hand does something unnoticed. Saving throws apply only to individuals above 0 level, or with at least 1+1 hit dice *and* an intelligence of greater than low rating. The *distract* cantrip has a duration of only 1 segment. The caster speaks an attention-getting word or phrase and gestures to the left or right to effectuate the cantrip.

Hide (*Illusion*)

A of E: 1 *object*
CT: 1/10 *segment*

This cantrip allows the caster to magically *hide* an object of virtually any size for a short period of time. The cantrip casts a *dweomer* over the desired object so that it becomes invisible to all who are in front of the caster. Note that the magic does not affect sound, so that if a crowing rooster were made to seemingly dis-

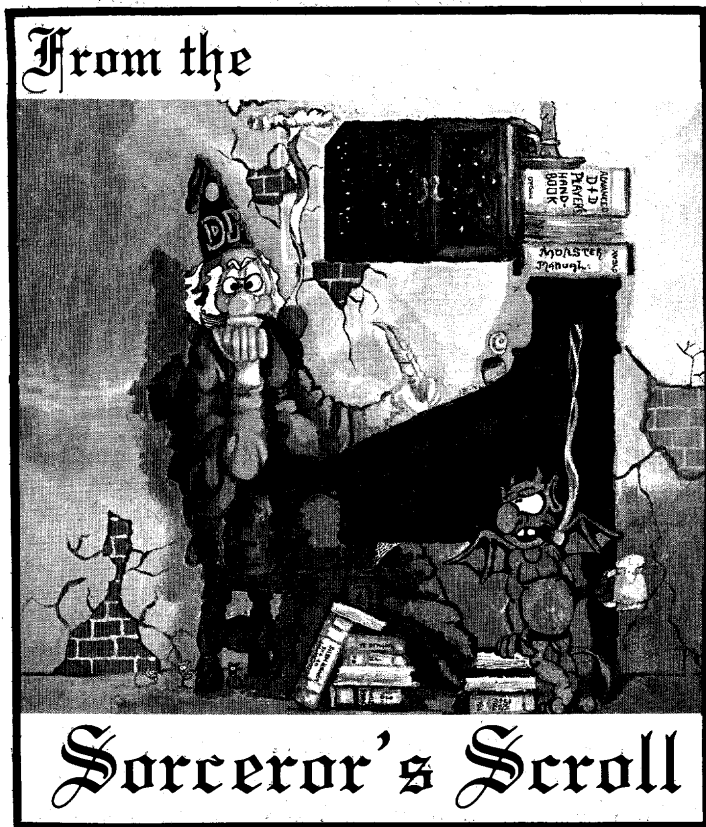
More cantrips: Mini-spells for apprentice magic-users

appear, the noise of its cry would still be heard. Likewise, if an elephant were hidden by the cantrip, the sound of its tread, trumpeting, or even breathing might be heard. The *dweomer* will not work if viewers are beside or behind the caster. The cantrip lasts for 1 turn on an object of 2 cubic yards or less in size. The duration is reduced by 1 round for every additional 2 cubic yards of volume made to seemingly disappear, until at 20 cubic yards of volume, duration is 1 round. At over 20 cubic yards of volume, duration is reduced to a number of segments equal to -1 per 2 additional cubic yards; i.e., the *hide* cantrip will have a duration of 9 segments if cast on an object of 22 cubic yards volume; 8 segments for 24 cubic yards, 7 segments for 26, 6 for 28, 5 for 30, 4 for 32, 3 for 34, 2 for 36, and 1 segment for 38 cubic yards. Anything over 38 cubic yards in volume will at best momentarily seem to disappear and then reappear again. Verbal component is an activating word such as *abracadabra* while the hand makes a pass across the forepart of the object. The caster can dispel the cantrip simply by speaking the activating word.

Mute (*Alteration*)

A of E: 1 *object*
CT: 1/10 *segment*

The *mute* cantrip allows the caster to alter the shape of small objects of a mineral nature. It applies to glass, metal, stone, etc. A plane can be altered to a rod, a torus to a sphere; etc. Thus, a coin could be changed to be a ring. Similarly, glass could be changed to crystal, lead to silver, copper to gold, etc. The duration of the *mute* is but 1 round. If another



individual actually touches the object affected, the dweomer of the cantrip might be affected: The individual touching it makes a saving throw versus magic, and if it succeeds the cantrip is dispelled. Verbal and somatic components are similar to a *change* cantrip.

Palm (*Illusion*)
A of E: 1 small object
CT: 1/10 segment

This cantrip enables the caster to secrete a small object in his or her hand without seeming to do so. The dweomer creates an illusory duplicate of the object to be palmed, so that the other can be taken while under a form of *hide* cantrip (which actually works regardless of viewer position). The illusory duplicate of the palmed object lasts but 1 segment, so it must be covered or screened from view, or else any onlookers will see it wink out of existence. A special word is spoken while a digit points at the object to be palmed. The caster may then pick up the now-invisible actual object while seemingly only touching or handling the illusory duplicate.

Present (*Alteration*)
A of E: 1 small object
CT: 1/6 segment

A *present* cantrip enables the caster to bring any small object or series of objects from within a 2-foot radius of his or her person to his or her hand. The object or objects will appear magically in the caster's hand as he or she puts the hand upward or outward with a flourish and speaks the key word to begin the dweomer. If an object as large as a tankard is thus presented, the cantrip will be exhausted, but as many as a dozen coins could be brought to the hand before the dweomer failed. The caster must know

the exact nature and location of the object or objects to be presented. If they are on the person of another individual, a saving throw versus magic applies to the individual, unless the object or objects are in plain sight.

PERSON-AFFECTING CANTRIPS

Belch (*Evocation*)
A of E: 1 person
CT: 1/10 segment

When this cantrip is cast the subject will involuntarily belch. A saving throw is applicable only to see how loud or muffled the burping sound is, failure indicating a very loud belch, success meaning that the sound is relatively low and muffled. Verbal component is an almost inaudible belch while the caster's hand presses his or her diaphragm.

Blink (*Evocation*)
A of E: 1 person
CT: 1/10 segment

By means of this cantrip, the caster causes the subject person (or creature) to blink his, her or its eye or eyes. The blinking reaction is only momentary, of course, lasting no more than half a second. A successful saving throw indicates only a single eye wink, or no effect for one-eyed creatures. The verbal component is a softly spoken word (such as "hatcha-cha") while the fingers snap.

Cough (*Evocation*)
A of E: 1 person
CT: 1/3 segment

This cantrip enables the caster to make the subject individual cough spasmodically. If a saving throw is made, the cough is only a brief hacking which will not usually disturb other activities. Failure indicates a loud and active series of coughs lasting from 1 to 3 seconds. The somatic component is a gagging gesture while a gasp is verbalized.

Giggle (*Charm*)
A of E: 1 person
CT: 1/3 segment

By means of this cantrip, the caster causes the subject individual to involuntarily giggle. The loudness and length of this reaction depend on the saving throw. If the subject fails to save, the result will be a chuckle or giggle lasting about 2 or 3 seconds, if the save succeeds, only a brief chuckle will be caused. The verbal component is a single word or phrase (known in magical circles as a "punch line") while one finger is moved back and forth rapidly.

Nod (*Evocation*)
A of E: 1 person
CT: 1/10 segment

This cantrip causes the subject to give an involuntary nod of the head due to muscle contraction. The effect is as if the subject were nodding in agreement or as a greeting. A successful saving throw negates the effect. The caster gives a slight nod of the head while pointing his or her small finger at the subject.

Scratch (*Evocation*)
A of E: 1 creature
CT: 1/6 segment

A *scratch* cantrip causes the subject creature to experience an annoying itch on some portion of the body. Unless a saving throw is successful, the subject will involuntarily scratch at this itch. This scratching will take but a second, and will immediately cause the itch to cease. Verbal component is the name of some body pest (flea, louse, etc.) while the area of the itch is pointed to.

Sneeze (Evocation)

A of E: 1 creature

CT: 1/2 segment

A cantrip of this nature causes an irritation in the nasal passages of the subject. Unless the subject makes a successful saving throw versus magic, a sneeze will occur. This single sneeze will relieve the irritation. The caster verbalizes the name of an irritant substance while touching his or her nose.

Twitch (Evocation)

A of E: 1 creature

CT: 1/3 segment

By means of this cantrip, the caster causes a muscle contraction in some portion of the subject creature's appendages — head, neck, hand, arm, foot, leg, etc. The twitch will be noticeable, but will not cause the subject great discomfort or loss of control or concentration. The cantrip is negated by a successful saving throw. Verbal component is the name of the area to be affected while the caster gazes at the area and makes a twitching motion with the hand.

Wink (Enchantment)

A of E: 1 person

CT: 1/10 segment

This cantrip enables the caster to cause the subject individual to wink one eye. A saving throw indicates that the winking is rapid and not greatly noticeable, while failure to save indicates a greatly exaggerated, prolonged winking. The caster speaks a magical phrase (such as "23 skidoo") while making an imperceptible winking of his or her eye.

Yawn (Evocation)

A of E: 1 creature

CT: 1/6 segment

A *yawn* cantrip makes the subject creature feel a brief wave of drowsiness which in turn evokes a yawn reaction. If a saving throw versus magic succeeds, the subject creature is totally unaffected by the dweomer of the cantrip. Failure, however, not only forces a yawn to immediately occur, but the subject is then more susceptible to asleep spell. During the balance of the round in which the *yawn* cantrip was cast, and during the whole of the succeeding round, the subject will automatically fall into comatose slumber from a *sleep* spell cast upon it, so 1 additional creature will be vulnerable to the spell if more than 1 creature of 4 or fewer hit dice are subjected to the spell. Further, if creatures of 4+1 to 4+4 hit dice are involved, there is then a chance that 2 will actually be affected by

sleep. Even a creature of up to 5+2 hit dice can be affected by *sleep* if previously victimized by a *yawn* cantrip, but the effect of the *sleep* spell is diced for as if the creature had 4+1 to 4+4 hit dice; i.e., there is a 50% chance it will not be affected. The caster hums a lullaby for the verbal component while making a rocking motion with cupped hands.

PERSONAL CANTRIPS OF THE APPRENTICE**Bee (Summoning)**

A of E: 1 bee

CT: 1/2 segment

When this cantrip is employed, the caster summons a honey bee from someplace — where is of no importance, for the creature appears in seconds. The bee will appear in whatever spot the caster is gazing at, up to 1" distance from him or her. The bee is, of course, annoyed, and it is 90% likely to sting any living creature it finds itself upon. (This will certainly cause the subject to react violently if it would otherwise be so affected by a bee sting.) The verbal component is a low buzzing sound while the caster's forefinger moves through flight-like passes.

Bluelight

(Conjuration)

A of E: 1/4'

CT: 1/2 segment

This cantrip enables the caster to conjure a small sphere of glowing blue, radiance. The light has an eerie effect when seen from a distance, but it only illuminates an area in a 5' radius. Furthermore, the *bluelight* does not cast reflections beyond this radius. The light does not affect either infravision or ultravision. When the caster says a rhyme using the words "blue" and "light" in any combination, the *bluelight* appears in his or her open palm and remains aglow until the caster ceases to concentrate on it.

Bug (Summoning)

A of E: 1 bug

CT: 1/2 segment

A variation of the *bee* cantrip; the *bug* cantrip enables the caster to summon some form of crawling insect. The beetle or bug appears in the same manner as the bee summoned by the cantrip of that name. It will likewise be irritated and will pinch, bite, or otherwise attack the creature it might find itself upon, with appropriate results. Verbal component is the name of the insect desired while the

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caster's forefinger makes a sliding and pointing motion at the desired area of the bug's appearance (up to 1" distant from him or her).

Firefinger (*Alteration*)
A of E: 1/2'
CT: 1/3 segment

The *firefinger* cantrip enables the caster to cause a jet of flame up to one-half foot in length to shoot forth from his or her finger. The flame is very hot and will ignite combustible materials such as parchment, twigs, kindling, and the like without difficulty, providing the materials are relatively dry. The flame persists for up to 1 segment. The caster speaks a word of power over elemental fire (*ron-son*, *zip-po*, or the much revered word, *dun-hill*), extends the forefinger, and makes a downward or sideways motion with the thumb.

Gnats (*Summoning*)
A of E: 1 cubic foot
CT: 1/2 segment

A cantrip of this nature is similar to the bee and *bug* cantrips described above, except that when it is used a cloud of gnats is summoned. The swarm will immediately proceed to fly around the head of the nearest living creature, and unless this creature makes a successful saving throw versus poison, the cloud of gnats will distract the creature for from 1-4 segments before the gnats fly elsewhere. The verbal component is a high-pitched buzzing sound while the caster points a digit at the area in which the gnat cloud is to appear.

Mouse (*Summoning*)
A of E: 1 mouse
CT: 1/2 segment

Similar to the cantrip which summons a bee or a bug, the *mouse* cantrip enables the caster to bring forth a mouse up to 1" from his or her position. The animal will be a typical field mouse or as similar a species as possible. When it arrives, the caster will have no control over the mouse, and the animal will behave as would any mouse in the given situation. The caster speaks a summoning word (typically the name of a food item desirable by mice) while holding his or her hands in such a way as to resemble mouse ears.

Smokepuff
(*Evocation*)
A of E: 1' diam. cloud
CT: 1/3 segment

When this cantrip is employed, a puff of actual smoke appears in the desired location, up to 1" distant from the caster, and will ascend as would a normal cloud of smoke, or be dissipated, depending on the prevailing conditions. The caster can cause the smoke to be either white, gray, black, brown, yellow, or green. The caster names the color of smoke desired while moving a hand from an extended horizontal position to a vertical one, meanwhile breathing forth a puff of air.

Spider (*Summoning*)
A of E: 1 small spider
CT: 1/2 segment

This cantrip, much as does a bee or *bug* or *mouse* or *gnats* cantrip, summons a small, ordinary spider from elsewhere to the location desired by the caster, up to 1" distant from his or her person. The arachnid so summoned will usually be a common garden spider or the like, no larger than an inch or two in diameter, and basically harmless. There is a 5% chance that the creature will turn out to be one with powerful poison (blackwidow, brown recluse, etc.). Since the spider summoned will be annoyed, the creature upon which it finds itself, if such is the case, will be subject to an immediate biting attack. This will have only a momentary effect, distracting the victim for 1 segment, for a normal spider. If the spider is of the very poisonous sort, the victim must also make a saving throw versus poison at +4. Success indicates only 1 point of damage is inflicted. Failure indicates 2 points of damage are inflicted, and the victim will feel sick and be unable to act normally for 1-4 days unless a *neutralize poison* spell is cast to remove the toxin. (A *slow poison* will defer the sickness for 1 day.) To cast the cantrip, the caster speaks the word "arachnid" while spreading his or her fingers and wiggling them.

Tweak (*Conjuration*)
A of E: 1 creature
CT: 1/3 segment

By means of this cantrip, the caster causes an unseen thumb and forefinger to harmlessly, but annoyingly, tweak some portion of a chosen subject within a 1" radius of the caster. Portions subject to the *tweak* cantrip are: cheek, nose, ear, beard, moustache, whiskers, or tail. The cantrip's effects do not disturb spell casting, although the tweaking might distract any creature by causing it to turn to discover the source of the annoyance. A failure to save versus magic (with respect to creatures with an intelligence under 7), or failure to roll a score greater than intelligence rolled on 3d6 (with respect to creatures with intelligence of 7 or greater), indicates a 1-segment distraction. The caster speaks a magic phrase (such as "kitchy-kitchy-coo") while making a pinching and pulling motion with thumb and forefinger.

Unlock (*Conjuration*)
A of E: 1 lock
CT: 1/2 segment

This cantrip enables the caster to conjure an invisible, key-like force appropriate to the locking mechanism to be opened (or closed). The *unlock* cantrip will affect only simple locks of the most basic sort — typically those which have closing pressure prongs or bolt and pins, or bolt and spring closures. Locks with tumblers or levers, as well as secret-combination locks, are not subject to

Next issue: Cantrips for illusionists

this cantrip. Note that simple locks with complex wards to prevent skeleton-key triggering will be subject to an *unlock* cantrip. While the caster speaks a word or phrase associated with locks (tic-tack-doublelock, yah-el, etc.) he or she makes a twisting motion with fingers held as if to grasp a key.

HAUNTING-SOUND CANTRIPS

Creak (*Evocation*)
A of E: *Special*
CT: 1/6 segment

By means of this cantrip, the caster evokes a noise similar to that of a door with corroded hinges slowly opening, or else a sound as if someone or something were walking across squeaking floorboards. The former sound lasts for 1/3 segment; the latter noise will last half a segment and seem to traverse up to 10 feet distance. The caster makes a low creaking sound in his or her throat while using a hand to make an opening motion or fingers to make a walking motion.

Footfall (*Illusion*)
A of E: *Special*
CT: 1/6 segment

When this cantrip is employed, the caster creates the audial illusion of footsteps. The sound is as if a human or humanoid was walking. The footfalls can be soft or fairly noisy. They can approach, move away from, follow, or otherwise seem to parallel a person or party. They must begin within 1" of the caster, but they may thereafter move away from him or her up to a 2" distance, or may

Groan (*Illusion*)
A of E: *Special*
CT: 1/6 segment

approach closer than 1". The caster must softly vocalize sounds similar to footsteps while pointing in the area they are to occur initially and subsequently.

A *groan* cantrip creates the audible illusion of a wracking cry coming from some location no more than 1" from the caster. Naturally, those creatures within hearing distance are allowed a saving throw versus magic, and if it succeeds, the individual will hear no such noise. The caster makes a soft groaning sound in his or her throat while pointing to the area from which the sound is to appear to come. Note that a container or door will not hamper the range of the cantrip, so that a groaning sound can be made to seem to come from behind a door, in a chest, etc.

Moan (*Illusion*)
A of E: *Special*
CT: 1/10 segment

This cantrip is the same as a *groan* cantrip, except that the sound involved is either a pitiful moaning or else an eerie one. Verbalization of the desired sound is either a low-pitched one for the haunting effect or a high-pitched one for the pitiful effect.

Rattle (*Illusion*)
A of E: *Special*
CT: 1/10 segment

By means of this cantrip, the caster causes the audible illusion of a rattling sound associated with chains. Its direction and distance are the same as for a *groan* cantrip. The sound will last for up

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to 2 seconds. All creatures within 1" of the sound are entitled to a saving throw versus magic to determine if they hear the illusionary sound. The spell caster names the rattling device which he or she desires to create the illusion of while shaking one hand vigorously.

Tap (Evocation)
A of E: 1 sq. foot
CT: 1/6 segment

By means of this cantrip, the caster is able to evoke an invisible force which will tap or rap against some solid object — a door, lid, floor, table, wall, pane, or whatever. The sound will occur once, twice, or thrice according to the number of fingers extended by the caster. It is an actual sound, and creatures within 1" of the noise will certainly hear it if their sensory organs permit. Verbal component is a hollow sound created by the tongue against the palate, or a key phrase spoken softly, while the finger makes a tapping motion.

Thump (Illusion)
A of E: Special
CT: 1/10 segment

An audible illusion, the *thump* cantrip causes all creatures within a 1" radius of the area of effect to hear a loud but muffled thumping sound, as if something large just fell from a height of a foot or two. A successful saving throw versus magic nullifies the cantrip's effect. The caster can cause the sound to seemingly come from any location within a 1" radius of his or her person. The caster swal-

lows loudly while pointing toward the area where the cantrip is to come from, while thinking of the thumping sound.

Whistle (Evocation)
A of E: Special
CT: 1/6 segment

When this cantrip is cast, the dweomer causes a faint or loud whistling sound. A faint whistling can be heard within 10', a loud one within 30'. The sound can be sharp and normal-seeming or echoing, hollow, and eerie. The caster must whistle softly in a manner generally similar to the desired sound while he or she looks at the area from which the sound is to come and holds two fingers near his or her mouth.

THE CASTING OF CANTRIPS

Cantrips are basically cast the same way that spells are cast. Note that despite their simple components and short casting times, only *two* cantrips can be cast during any round by a single magic-user or apprentice. Furthermore, the segment of the round in which the cantrip is cast is dependent on the usual factors: surprise, initiative, and so on. After the first of the two cantrips is cast, the magic-user must roll a four-sided die to determine how many segments later he or she will be able to cast the second cantrip (if so desired). It is not possible for a magic-user to cast both a spell and a cantrip during the same round, no matter how short the casting times.

And now that you have finished with cantrips for magic-users, get ready for next month, when cantrips for illusionists will be featured. Until then....

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Now you
see them:

Cantrips for the aspiring illusionist

by Gary Gygax

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By this time I assume that most of you Gentle Readers who were devoted to AD&D™ gaming sufficiently to labor through the last two columns will have begun employing cantrips in your respective campaigns. If the results are like that experienced in my own Greyhawk campaign, there will have been considerable zest added, for low-level magic-users are now more than one-shot lurkers in the nethermost regions of the party, and an initial attack spell roll with questionable punch no longer need spell trouble for the Prestidigitator, since four of the best cantrips can be substituted for the first-level bumper! It is also "pure" AD&D gaming, too, for the cantrips and rules for their employment will become part of the system much as they appeared here within a year or two. Meanwhile, Faithful Reader, you now have the edge on all those imprudent enough not to acquire DRAGON™ Magazine on a regular basis.

With magic-users seen to, it is time to take up the cause of their more specialized cousins, illusionists. This sub-class is not too popular in most campaigns, but that will change somewhat when the game system expansion is published. That volume will have many new and highly useful spells for illusionists. Meanwhile, you will find that adding cantrips to their repertoire now makes the playing of illusionist characters immediately more desirable. The cantrips for the sub-class are basically the same as those for magic-users of the standard sort. The main differences are that illusionists generally have fewer of them, and they have an entire additional type of cantrip not known to magic-users.

Illusionists learn many of the same cantrips as do apprentice magic-users, as indicated on the table below. They have, in addition, certain of their own petty magics which they might have learned. These special cantrips are likewise enumerated below. Otherwise, all properties pertaining to magic-user cantrips apply to those employed by illusionists.

Useful Cantrips: As *magic-users*, -3

Reversed: 2-5

Legerdemain: 3-6 (*d4* +2)

Person: 2-5

Personal: 2-5

Haunting: 5-8

Special illusionist cantrips

No.	Minor Illusion (5-8)
1	Colored Light
2	Dim
3	Haze
4	Mask
5	Mirage
6	Noise
7	Rainbow
8	Two-D'Ilusion

Explanations and descriptions

Colored Lights

(Alteration)

A of E: *Special*

CT: ½ *segment*

When this cantrip is employed, the caster creates one or more globes of pastel light (cf. magic-users' *bluelight* cantrip). A single globe of illumination 1 foot in diameter can be brought forth, or a pair of 6-inch-diameter globes, three 4-inch globes, or four 3-inch globes. The caster can cause these globes of light to be of any pastel color. Each will illuminate a radius around it equal to five diameters; i.e., a 1-foot globe sheds a 5-foot radius of radiance, while a 3-inch sphere of light illuminates only a radius of 15 inches. As long as the caster concentrates upon the *colored lights*, the cantrip will remain active, and the globe or globes will float near or rest upon the caster, as he or she desires, within the 1" range. Globes can be moved back and forth, up and down, to and fro as desired. The illumination from any of them will not cast reflections beyond 1", and the light shed cannot be detected beyond 3". Infravision and ultravision are not affected if light is colored pale blue or pink, but other hues will disturb these visual capabilities. The caster must speak the color and number of globes desired, then speak a magic word (*noma*, *mazda*, etc.), while directing the globes with one or more fingers.

Dim (Alteration)

A of E: *Special*

CT: ½ *segment*

By means of a *dim* cantrip, the illusionist causes a light source to become weaker or the very air to become less permeated by light rays. If light sources are to be affected, about 6 torches, a medium-sized fire, (such as in a fireplace or a campfire), 72 candles, or even a *light* or *continual light* spell can be affected.

The *dim* cantrip will cause any of the above light sources to at best shed only half their normal radiance for one full round. Torches will burn only as brightly as candles, candles will but glow dimly, a fire will become torch-like in illumination, and all *light* spells dim to half their normal brightness. Affected light must be within 1" of the caster. He or she must speak a magical phrase (such as *Bee Row Nout* or *Rhee-Oh Stat*) and make a downward motion with one hand to effectuate the cantrip.

Haze (*Alteration*)
A of E: 1" cube
CT: ½ segment

When a *haze* cantrip is cast, the atmosphere in the desired area of effect becomes cloudy, as if layered by smoke or filled with floating dust. Any creature attempting to discharge missiles or cast spells at a target screened by such a haze will be affected. The target is 5% harder to hit, so missile discharge is at -1 "to hit" and saving throws are at +1 (or one is given when otherwise none is allowed, although it is only a 5% chance to save in the latter case). Hiding in shadows is 5% more effective when screened by a *haze* cantrip. The hazy effect lasts but a single round. It must be cast over an area within 1" of the caster. Atmospheric conditions will destroy the haze if applicable — a good breeze, rain, etc. A *gust of wind* spell will immediately disperse the *haze*. The caster hums a melody while the hands make passes before the body to effectuate this cantrip.

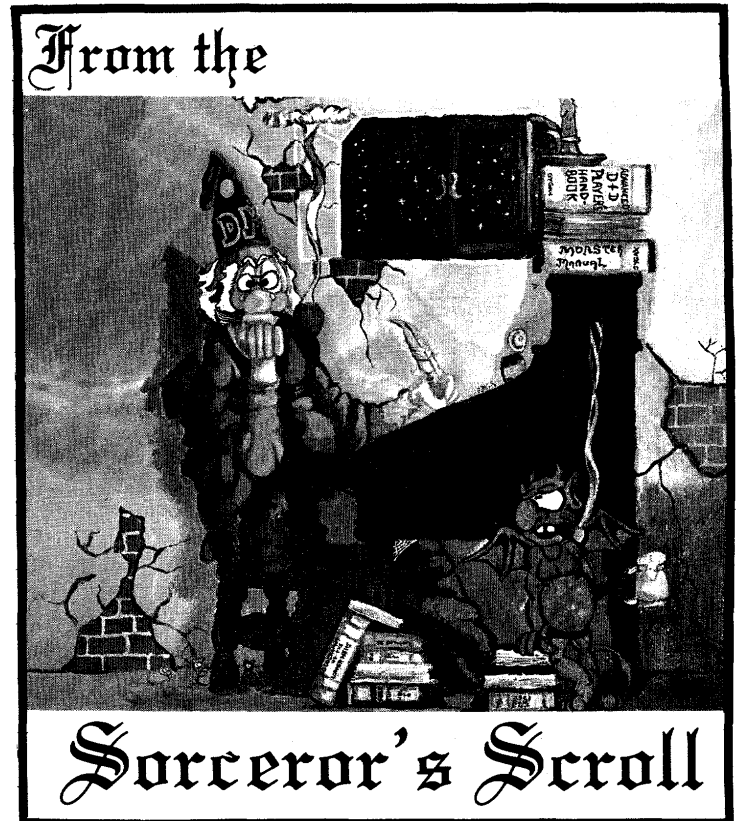
Mask (*Illusion*)
A of E: 1 person
CT: 1/6 segment

A *mask* cantrip enables the caster to alter his or her visage, or the visage of whatever subject individual (human, demi-human, or humanoid) he or she chooses, by means of illusion. Ears, hair, head shape, facial features, and all such aspects of appearance are affected. The *mask* will only be detectable if a viewer peers closely or can *detect illusion* and does so. The effect lasts for 3-6 rounds. The caster touches his or her face, thinks of the desired features, and then speaks a word descriptive of the visage desired.

Mirage (*Illusion*)
A of E: 2 sq."
CT: ½ segment

This cantrip lets the caster cause an area to appear to be something other than it is. The *mirage* cantrip brings an illusionary scene to cover the area. The area must be relatively flat and featureless, and the *mirage* must be an actual place, in existence at the time, which the caster has actually beheld.

A saving throw vs. magic is applicable. The cantrip lasts for as long as the caster concentrates, although each round there is a 5% cumulative chance that it will waver and reveal its true nature. Touching a mirage will instantly dispel the cantrip, as will *dispel illusion* or *dispel magic*. The caster must speak a word or two descriptive of the *mirage* and then make a single pass to cause the magic to begin. It is maintained by concentration alone thereafter.



Noise (*Illusion*)
A of E: 1"
CT: 1/6 segment

The caster of a *noise* cantrip causes illusory sound of whatever nature he or she desires, although it is indistinct and confusing. Thus, he or she can cause a murmuring sound as if many voices were speaking behind a thick door or at a great distance, a rushing sound similar to wings and wind combined, shuffling and scraping as if many people were moving things or walking slowly but at some distant place, etc. All creatures within the area of effect will be subject to the cantrip, but each is entitled to a saving throw. Success negates the *noise* with respect to the individual. Range is 1" for the cantrip's radius of sound. The caster points a digit at the desired area and then softly makes sounds imitative of the noises desired.

Rainbow (*Alteration*)
A of E: *Special*
CT: 1/3 segment

By means of this cantrip, the caster brings into being a plane of pastel colors which exactly duplicates a rainbow. He or she can cause this 30-foot-long, 1-foot-wide band of color to arch into a bowed shape, remain a ribbon, twist and

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turn, etc. In any event, one end of the *rainbow* must be within 1" of the caster when the cantrip is cast. The colors will glow softly and be visible even in total (normal) darkness. If no motion is desired, the caster may leave the vicinity of the *rainbow*. If motion is desired, the caster must control it by hand gesture and remain within 1" of it. The *rainbow* will last for 1 round and then fade away. All creatures failing to save vs. magic will gaze at the *rainbow* for 1-4 segments, 2-5 if the caster keeps it in motion. Verbal component is a name of power (*garland, pegee-lee, etc.*) while the fingers of both hands form a pyramid shape.

Two-D'lusion (illusion)

A of E: 4 sq."
CT: 1/6 segment

This cantrip is virtually the same as a *phantasmal forces* spell in most respects. The caster creates a two-dimensional illusion of whatever he or she desires. If any viewer observes it from an angle of more than about 45° from its horizontal or vertical viewing axis, the nature of the illusion will become immediately apparent. It is dispelled by touch or magic (*dispel illusion* or *dispel magic*). The illusion is invisible from the side or the rear. It lasts as long as the caster concentrates upon it. To effectuate the cantrip, the caster must speak a phrase descriptive of the illusion while making a circular motion with his closed hand.

Other cantrips

It is possible that an apprentice will have developed other

cantrips over the course of his or her apprenticeship. The Dungeon Master must carefully review any proposed cantrip to determine if it is of suitable nature and power when compared to existing cantrips herein. In no event is it possible for any apprentice to have developed more than three new cantrips.

Reading and recording cantrips

Since cantrips are magical, they must be read as would a spell. Likewise, to record one in a spell book or on a scroll, the same procedure is followed as in recording a spell.

Well, Good Folk, that completes the whole of known information on the subject of cantrips. (During the course of the next year or so, more could be added, or some minor changes might occur, because the AD&D® game system is vital, but any alterations will be immaterial to your use of cantrips in campaigns in the interim.)

This brings us to the subject of the next few issues.

It seems as if I have ignored clerics, and druids too, but this is obviously not the case. Neither profession can have cantrips, of course, but they *can* have new spells! Len Lakofka has been kind enough to contribute his offices on the matter of new spells for both clerics and druids. Len sent me a thick sheaf of manuscript some months past, asking that I pass upon them, amend or otherwise revise where necessary, and then submit them for publication if I approved. Having myself undertaken to expand the list of available spells for these classes, Len's contribution was most welcome. With his permission, I have done the alteration and revision necessary. (*Editor's note: The first group of those contributions to be seen by readers was the new cleric spells presented in issue #58 of DRAGON Magazine.*)

Soon will begin a long series of columns under this heading which will detail the current list of additions to the spell lists for clerics, druids, magic-users, and illusionists. If this sort of material is meat and drink to you, I urge that you be certain not to miss any of the next several issues of DRAGON Magazine, for there are over 100 spells coming! Until then....



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August 19th - 22nd, 1982

Everything you never knew about spell books

by Gary Gygax

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All information regarding spell books in AD&D™ gaming is currently inferred. This was not, Gentle Reader, by design. Simply put, I overlooked it in the morass of getting three volumes put together. In order to rectify that oversight, the following rules are offered. When the *ADVANCED DUNGEONS & DRAGONS*® Expansion volume is completed (please don't ask me when!), the same rules will be included therein, although some minor changes are probable. In any event, stalwart readers of *DRAGON*™ Magazine are again getting the straight goods first!

SPELL BOOKS

When a magic-user completes his or her apprenticeship, it is assumed that he or she has one, or possibly two, spell books. A *Book of First Level Spells* will certainly be possessed, and there might be a *Book of Cantrips* as well. The latter depends upon the options of both the DM and the concerned player. The following applies to all spell books.

Types of spell books

There are two different kinds of spell books:

1. Standard spell books, each of which contains up to 36 cantrips, 24 spells of under 4th level, 16 spells of under 7th level, or 8 spells of 7th, 8th and/or 9th level.
2. Travelling spell books, each of which contains at most one-fourth of the number of spells possible to be contained in a standard spell book: 9 cantrips; 6 spells of 1st 2nd, and/or 3rd level; 4 spells of 4th, 5th, and/or 6th level; or 2 spells of 7th, 8th, and/or 9th level.

Cost of spell books

A *standard spell book* costs 1,000 gold pieces for materials plus 100 additional gold pieces per spell level for each spell contained therein.

The cost of a new magic-user's or illusionist's initial book or books is assumed to be borne by the new spell caster's former master, so the fledgling spell caster will have one or two spell books at no cost to him or her. Books which are prepared later

in a magic-user's career (having higher spell-level capacity than "beginning" books) are not supplied by a M-U's master, but must be composed by the M-U in question as part of his or her training when the spell caster is trying to rise to the next experience level. This composition will take from 4-7 weeks for each new *standard* book; the book is composed during and after the time when other training exercises are taking place.

The same costs/prices apply when such a book is being manufactured and composed: Any *standard spell book* requires a 1,000 gold piece investment for materials plus 100 gold pieces per level for each spell entered within the book, payable when a magic-user adds a new spell to his or her repertoire. (Entering a first level spell costs 100 gp, a second level spell costs 200 gp, etc.)

A *travelling spell book* costs 500 gold pieces for materials. The cost of each spell contained within such a book is the same as the cost for entering a spell in a *standard* book. All *travelling spell books* must be fabricated by the magic-user, or otherwise discovered as treasure by the magic-user or his or her associates. A player character cannot automatically possess one at the beginning of his or her career.

Physical aspects of *standard* books

A *standard spell book* is approximately 16 inches in height, 12 inches wide, and 6 inches thick. (The DM has leeway to reduce or enlarge this general size, although nothing smaller than 12 x 12 x 6 inches or larger than 18 x 12 x 9 inches is recommended.) The weight of a *standard* book is 150 gold pieces (adjusted upward or downward for varying sizes). The encumbrance value of such a book is equal to three times its weight (450 gp or thereabouts), although it is correct to assume that a volume will fit within an otherwise empty backpack or large sack.

The cover of a *standard* book is typically heavy leather — dragon hide, gorgon hide, etc. — inlaid with metal so as to provide both extra security and a means to close and secure the book. Vellum pages are sewn together and secured to a fine, supple leather spine backing. Pages are secured additionally by fine leather front and back pieces. It is also usual for such a tome to have vellum stubs at intervals for insertion of additional pages, although this by no means allows for any increase or change in the number and types of spells the book can contain.

Notwithstanding any special protections placed thereon, a *standard spell book* has a saving throw equal to that of "leather or book," with +2 to dice rolls made to save against *acid*, *fireball*, *disintegration*, and *lightning* attacks.

Physical aspects of *travelling* books

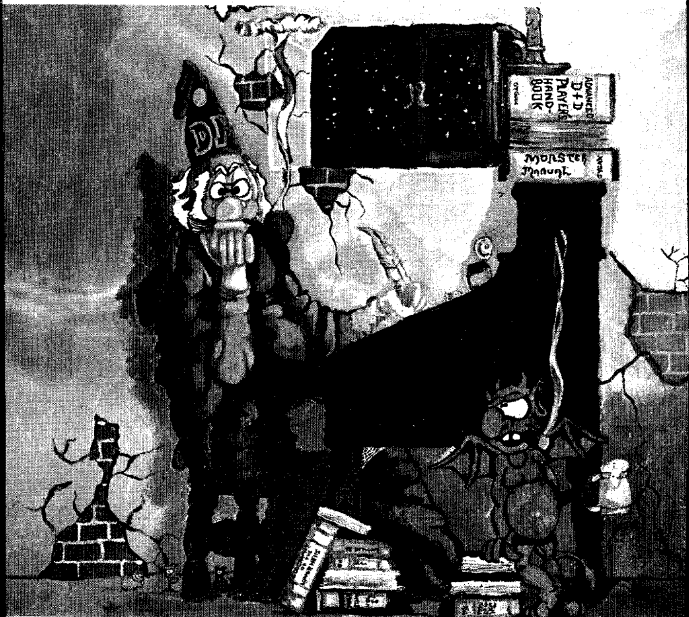
A *travelling spell book* is approximately 12 inches tall, 6 inches wide, and 1 inch thick; 9 x 9 x 1 is likewise a good working size. The weight of such a book is approximately 30 gold pieces, and encumbrance roughly 60 gp. Five such books will fit within a backpack, twice that number in a large sack.

The cover of a *travelling spell book* is strong, supple leather, such as that from a giant cobra. The hand-sewn leaves of parchment are carefully secured to a fine leather backing and glued to the spine. The whole is further secured by front and back pieces of vellum. A small lock or leather ties are typically used to secure the whole. Pages are very thin and fragile, so great care must be taken to care for the book when in use.

Notwithstanding any special protections placed thereon, a *travelling spell book* has a saving throw equal to that of "leather or book," with no bonuses (like a *standard* book has) against certain forms of attack.

Next issue: The Barbarian class

From the



Sorcerer's Scroll

Value of spell books

A *standard spell book* has an Experience Point Value of 1,000 points per spell level contained therein (considering cantrips as first level spells for this purpose), and a Gold Piece Sale Value of 200 gp per spell level (but only 150 gold pieces for each cantrip, if the book is of that sort).

A *travelling spell book* has an Experience Point Value of 500 points per spell level contained therein (again, considering cantrips as first level spells), and a Gold Piece Sale Value of 1,000 gp per spell level (applies to all spells, including cantrips).

As with any other magical items, spell books must either be sold immediately or else the X.P. value taken. This holds true regardless of whether or not any tome is eventually sold. Thus, a spell book cannot be kept while a particular spell or spells are transcribed, and then the work be sold for G.P. Sale Value and the proceeds taken toward experience points.

Casting spells directly from books

In *extremis* the DM may allow a magic-user to cast a spell directly from any sort of spell book just as if the book were a scroll. The book must be of appropriate sort so that the spell matches the profession of the caster, i.e. magic-user spell, magic-user spell book. The caster must have read the particular spell. The caster must be able to *know* and use the spell in question. (Note that in this regard, reading directly from a spell book differs from the use of scroll spells!)

Direct casting of a spell from a spell book automatically destroys that spell. There is also a 1% chance per level of the spell that the spells immediately preceding and following the spell cast will likewise be destroyed. There is an additional 1% chance that the casting of a spell directly from a spell book will destroy the entire book. A *Permanency* spell, for instance, would not prevent a spell from "disappearing" when cast in this manner; even though writing might remain on the page, that writing will no longer be magical in nature.

These strictures apply whether a spell caster is using his or her personal book or the book of another. *Read Magic* is required to read another mage's spell book, and a magic-user can learn a spell by reading it in another's book. This learning process requires 2-8 hours of study per spell level, after which

time the spell is learned and thereby immediately usable by the M-U doing the studying.

Illusionist spell books

Illusionist spell books are the same as those of regular magic-users, with the following exceptions:

1. *Standard spell books* contain 24 first or second level spells, 16 third or fourth level spells, or 8 spells of fifth, sixth, and/or seventh level. If first level magic-user spells are known and used by the illusionist, he or she must have a new spell book for such spells; this tome is essentially a *standard* work for first level containing up to 24 spells.

2. *Travelling spell books* hold 6 spells of first or second level, 4 spells of third or fourth level, or but 2 spells of fifth, sixth, and/or seventh level.

Starting spells for an illusionist player-character are determined according to the preference of the player (subject to the usual "chance to know" roll based on intelligence). For additional security, illusionists may opt to do their spell books using *Illusionary Script*, which would only be recognizable as such by another illusionist. A magic-user may not learn a spell from an illusionist spell book (and vice versa) even if the illusionist spell in question is the same in name (and perhaps other respects) as a magic-user spell. The magical forces released by the casting of "namesake" spells are similar to one another, but the way in which that magic is triggered differs from class to class.

Except as noted above, treat illusionist spell books as magic-user spell books.

Cost of magic-user/illusionist spell casting

While the cost of having a cleric cast needed spells is reasonably well detailed in the *Dungeon Masters Guide*, the cost of magic-user or illusionist spell casting was neglected. Rather than give an extensive list of spell costs, the following set of guidelines will enable the DM to determine a "reasonable" fee for any spell.

Basic costs: A willing magic-user or illusionist will typically work for a fee of 200 gold pieces per spell level. Double the material component(s), or material components of at least such value as substitutions, is also considered to be a part of the basic fee.

Additional costs: Failure to furnish the material component(s) of a spell which has ordinary sort will incur a surcharge of 10% or three times the value of the component(s), whichever is greater. Any extraordinary component(s) bring a 100% surcharge or three times such value, whichever is greater. Spells which place the caster in danger (including such castings as *Identify*, which causes a temporary drop in constitution of the caster) require at least a double fee, and guarantees will be required as well. Spells which age the caster will be cast only if a counter to such aging is awarded prior to spell casting, or else the aging is insignificant to the caster. (A young elf will not be overly concerned about five years, although a ten times normal fee might be charged!)

Magic item payment: A magic-user or illusionist will generally accept some item of magic in lieu of cash or like valuables. In such cases, the sale value of the item, adjusted downward by the general reaction of the spell caster to the individual requesting his or her services, is to be considered the base value of the item. The character and behavior of the NPC encountered will always be the purview of the DM. Such character or behavior will, naturally, often affect costs and fees.

Hostile spell casters: In general, a hostile spell caster will either charge at least double normal fees, or else he or she will simply refuse to cast any spell whatsoever — unless possibly bribed to do so with some magic item. Any spell caster of good alignment is quite unlikely to cast any spell for a character of evil alignment in any event. Again, adjudication of such events is the realm of the DM.

Spell casting under duress: Use the rules in the *Dungeon Masters Guide* for all magic-user and illusionist spell casting under threat, magical influence, etc.

The big, bad barbarian

by Gary Gygax

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As usual, I am working on too many projects at once, and each gets a bit of attention but seems to never get done. At some point quite a few should suddenly be completed, and my productivity will seem great indeed. Meanwhile, I have dusted off the barbarian character class which the testers have enjoyed the most of the new classes I have proposed for the expansion of the AD&D™ rules. While the other classes seem to need more work, barbarians were instantly used and enjoyed by those eager for a change. Now you, Gentle Readers, have a chance to test the class for yourselves and see if you agree.

BARBARIANS

Barbarians are a sub-class of fighters. At first glance they might seem rather similar to plain fighters, but a thorough study of the sub-class will reveal that they are by far the most singular type in the whole fighting genre (also including fighters, rangers, and paladins).

Character abilities

Barbarians have no major characteristics and thus gain neither a penalty or bonus with respect to experience points. Barbarians never have psionic ability *per se*. To determine the characteristics of a barbarian character, use the following table:

Ability	Dice to find point score	Special or bonus
Strength	best 3 of 9d6	as per fighter
Intelligence	3d6	as per table in PH
Wisdom	4d4	as per table in PH
Dexterity	best 3 of 7d6	+2/point over 14 *
Constitution	best 3 of 8d6	+2 h.p./point over 14
Charisma	3d6	as per table in PH

*— Dexterity bonus to armor class applies only when armor worn is below the *fairly bulky* or *bulky* armor types. If at least *fairly bulky* armor is worn, reduce the bonus to +1 per point of dexterity in excess of 14.

Race of barbarian characters

Only humans can be barbarians.

CHARACTER CLASSES TABLE I (additional)

Class of character	Hit die type	Max. number of hit dice	Spell ability	Class level limit
Barbarian	d12	8*	no**	none

*— The initial die roll for a barbarian character can never be less than 7, with scores of 1 to 6 being treated as 7, but all additional rolls are as shown by the die.

**— Some barbarian abilities resemble spells, but these innate *spell-like* abilities are not spell abilities.

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CHARACTER CLASSES TABLE II (additional)

Character	Armor	Shield	Weapons	Oil	Poison
Barbarian	any*	any	any	yes	?

* — Partial loss of dexterity bonus (see note under "Character abilities" above) will make wearing of fairly bulky or bulky armor unlikely.

Magic armor, shields, and weaponry

Barbarians detest magic and distrust those who use it. They will refuse to employ any sort of magic item if they recognize it as such. They will destroy magic items if they have their way. While a magic-user will be shunned by barbarians, clerical spells are not regarded as magic (except for the more powerful spells not typically usable by a tribal shaman or low-level cleric), so barbarians will associate with clerics on occasion.

The Barbarian: General description

Barbarians are a sub-class of fighters who are adept at many skills necessary for survival in a hostile environment. These skills include rapid movement, climbing, use of many weapons, certain "sixth senses," and many secondary and tertiary skills. They are likewise tough and able to recover from damage quickly.

Barbarians may be of any non-lawful alignment.

The base movement rate for a barbarian is 15".

Languages: A barbarian knows only how to speak his or her own tribal/national tongue and Common. A barbarian must learn to read and write if he or she so desires to have those skills. A barbarian can learn languages according to his or her intelligence. In any case, a barbarian does not use alignment language of any sort.

Special skills: A barbarian climbs trees and natural cliffs (or ledges, mountains, etc.) as a thief of the same level would climb walls. Barbarians may also climb walls of other kinds once they have had the opportunity to practice scaling a particular type of surface. Barbarians can hide in natural surroundings as a thief of three levels higher would *hide in shadows* if the terrain is familiar to them, otherwise, the hide as a thief of the same level.

Secondary skills: Every barbarian possesses all of the following secondary skills:

Survival: This skill includes hunting, small animal trapping, fishing, food gathering, shelter building, body covering, and fire making.

First Aid: This skill includes binding wounds, setting sprains or broken bones, concocting and/or applying natural poison antidotes (10% chance of success unless poison form is known; then chance rises to 50% plus victim's constitution), and knowing and applying natural cures for minor illnesses.

Outdoor Craft: This skill includes animal identification, plant identification, direction determination,

and general weather prediction.

Tracking: This skill is equal to that of a ranger of the same level, but a barbarian may track only in the outdoors.

Secondary skills are generally not usable (certainly not to their fullest potential) in areas which are unfamiliar to the barbarian, although the skills can be applied to a new locale with differing flora, fauna, and climate after about one month of continual exposure to the new area.

Tertiary skills: Barbarians will have one or more of the following tertiary skills, depending on the locale and culture from which they originate.

Animal Handling: Usually dogs but possibly some other animals such as wolves, large birds, giant lynx, etc.

Horsemanship: This skill could also include the handling of draft teams.

Long Distance Signaling: Drums, smoke, mirror flashes, etc.

Running: This skill implies that the barbarian can move at double normal speed for no fewer than three days before having to "rest" by spending a day moving at normal speed. Similarly, endurance will be twice normal for movement situations.

Small Craft, Paddled: This skill includes the building and use of small canoes and hide boats.

Small Craft, Rowed: This skill includes the building of wooden boats and the rowing and/or sailing of them.

Sound Imitation: This skill includes the mimicking of bird and animal calls and sounds, either for luring those creatures or for signaling purposes.

Trap Building: This skill includes the ability to construct deadfalls, pits, and other traps for large or even very large animals and like creatures.

Special abilities and defenses

Barbarians have the following special characteristics:

Surprise: Barbarians surprise opponents at least 50% of the time, increasing to 4 in 6 (66 2/3%) when they are in familiar terrain. In turn they are surprised themselves only 10% of the time, 5% in familiar terrain.

Back Attack: Any attempt to attack a barbarian from behind, including such attacks by assassins and/or thieves, has a 5% chance per level of the barbarian of being detected and countered. That is, if a barbarian detects a back attack (with a 5%



chance of so doing if he or she is 1st level, 10% if 2nd, etc), the barbarian avoids the attack form. The former back attack becomes a normal attack. The barbarian is also then entitled to attack the former back attacker, even though the barbarian may already have engaged in what would otherwise have been his or her full normal combat for that round.

Leaping and Springing: Barbarians are able to leap up to a maximum distance of 10 feet forward, 3 feet backward, or 3 feet upward from a standing start. If able to move freely and get a running start, the forward leap can range from 16 to 21 feet, and the upward leap from 4½ to 6 feet (d6 and d4 respectively). **Springing** under similar conditions gives an upward distance of 4—7 feet, depending on the surface used as a step to gain height and "spring."

Detect Illusion: Barbarians have a 5% chance per level of determining that some sight, sound, or other sense is actually an *illusion/phantasm* spell of some type. Regardless of the barbarian's level, however, the chance to so detect such spells may never exceed 75%.

Detect Magic: Barbarians have a base 25% chance of detecting any sort of magic other than an *illusion/phantasm*. This applies to items or spells, but not to persons who are able to effect magic. For each level the barbarian gains beyond the 1st level, an additional 5% to the chance to *detect magic* is gained. The chance to so detect may never exceed 90%, regardless of the barbarian's level of experience. The type of magic is never revealed by this ability.

BARBARIANS (FIGHTERS) TABLE I.

Experience Points	Experience Level	IP-sided dice for accumulated Hit Points	Level Title
0—6,000	1	1*	Barbarian
6,001—12,000	2	2	Barbarian
12,001—24,000	3	3	Barbarian
24,001—48,000	4	4	Barbarian
48,001—80,000	5	5	Barbarian
80,001—150,000	6	6	Barbarian
150,001—275,000	7	7	Barbarian
275,001—500,000	8	8	Barbarian
500,001—1,000,000	9	8+4	Barbarian
1,000,001—1,500,000	10	8+8	Barbarian
1,500,001—2,000,000	11	8+12	Barbarian

500,000 experience points for each additional level above the 11th.

*— Initial die roll for hit points must be at least 7; rolls of 1 to 6 are treated as the minimum result of 7 points.

BARBARIANS' ATTACKS PER MELEE ROUND TABLE

Level	Attacks per Melee Round
Barbarian 1-5	1/1 round
Barbarian 6-10	3/2 rounds
Barbarian 11 & up	2/1 round

WEAPON PROFICIENCY TABLE

Class of Character	Initial Number of Weapons	Non-proficiency Penalty	Added Proficiency in Weapons/Level
Barbarian	6	-1	1/2 levels

Next issue: New weapons to wield

There's more where this came from!

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Notes Regarding Weapon Proficiency Table:

Initial number of weapons *must* include Axe (Hand), Knife, and Spear. One or more additional required weapons based on native area may optionally be decreed by the DM.

Charisma: When dealing with other barbarians, a given barbarian adds his or her level of experience to his or her charisma total to get an effective charisma effect upon other barbarians.

Combat: Barbarians use the table for normal fighters.

Saving Throws: All barbarians have the following bonuses to their saving throws:

vs.	poison	+4
	paralyzation	+3
	death magic	+3
	petrification	+3
	polymorph	+2
	rod, staff, wand	+2
	breath weapon	+2
	spell	+1

The above bonuses are in addition to any others which might be applicable.

Native Territory: It is mandatory that barbarian characters come from some out-of-the-way, barbaric state or area. Typically they will come from wild tribes, nomads, or groups of savages. Such uncivilized areas are the only places that can generate the necessary surroundings to produce individuals of the stock from which barbarian fighters would be drawn.

Relating this to the WORLD OF GREYHAWK™ map, the lands of the Frost, Ice, and Snow Barbarians, as well as the Hold of

Stonefist, would produce Scandinavian/Slavic-type barbarian fighters. These characters would employ broad swords and short bows as additional required initial weapons. Horsemanship would be nominal at best, but running would be normal, and in most cases the skill of making and manning rowed boats would exist.

Nomads from the Rovers of the Barrens, Tiger, and Wolf Nomads would be excellent horsemen, and the former group would also have running skill as well. The Rovers, being the most barbaric group, would also likely generate individuals with skills in animal handling, paddled small craft, sound imitation, and trap building. The other nomads would be most effective in long distance signaling. Rovers would be skilled in weapons such as the club, javelin, and lasso or short bow. Nomads would have such weapons as the lance, scimitar, and composite short bow.

Savages from the Amedio Jungle or Hepmonaland would have skills in long distance signaling, running, possibly paddled small craft, sound imitation, and trap building. Their required initial weapons would also include the blowgun or short bow, club, and dart or javelin in the Amedio. With respect to Hepmonaland, the atlatl and javelin, club, and short sword are typical weapons. (*Editor's note: Official statistics for the atlatl and the blowgun will appear as part of this column in next month's issue of DRAGON™ Magazine.*)

From the foregoing, the DM can understand why it is important to give barbarian characters a native homeland. Not only does this help determine weapons initially known, but it also serves as a base for judgement as to the skills and abilities of the barbarian when he or she ventures into places outside native homelands. After a period of dwelling in a new area, a barbarian character does become as effective as he or she is in his or her native territory, but until then many of the abilities and skills of the character will be severely curtailed.

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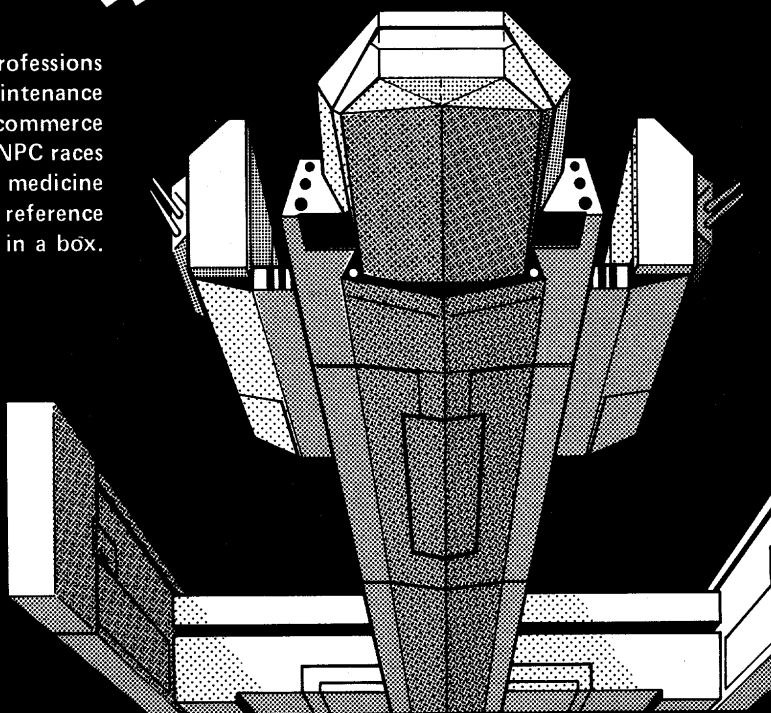
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Character classes to consider

by Gary Gygax

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The barbarian class (issue #63) was, as mentioned, only one of several new classes being considered for inclusion in the expansion volume for the ADVANCED D&D® game system. You, Loyal Readers, have a chance to input into this projected work, and I would be pleased very greatly if you would do so. The classes under consideration are listed below. Let me know which you like best, which least. I will then work up each class fully and present them, in order of preference, in this column. This will be done prior to publication of the new book. If time presses, perhaps the Understanding Editor will allow sufficient column space to run two classes in one article. What follows is a brief explanation of each proposed new class. Again, your comments will be received with pleasure!

CLERIC — Mystic: This sub-class of clerics is concerned more with prediction and detection than are other sorts of clerics. All mystics are of Good alignment, although they can be chaotic, neutral, or lawful within the Good alignment. As with other sorts of clerics, mystics would have seven levels of spells, but most would be of the sort to divine or detect. However, some new spells, and some very powerful upper-level spells, are planned.

FIGHTER — Cavalier: This sub-class of fighter must be of knightly or noble origin, so the class type would be usable only in those campaigns which had social systems of a sort appropriate to this. This class allows any alignment. It differs from other types of fighters mainly in that its members would have more basic weapons, horsemanship, and possible organizational abilities to allow for more henchmen and followers. At its upper levels, the class would also gain additional strength and constitution points due to training and exposure to hardship.

MAGIC-USER — Savant: This sub-class of magic-user specializes in knowledge, understanding, and arcane subjects. Thus, as do mystics, savants possess a fair range of detection spells. Although they know many standard sorts of spells as well, savants have many new magics in the nine levels of spells possible for them to employ. Savants, can use spells common only to clerics and druids, and at higher levels savants can read and employ scrolls of all sorts. Because of the scholarly aspects of this proposed class, elven and half-elven savants are envisioned as being able to progress several levels higher than if they were normal magic-users; i.e., 14th or even 16th for elves, 10th or 12th for half-elves. Savants can be of any alignment.

THIEF — Mountebank: This sub-class of thief specializes in deception, sleight of hand, persuasion, and a bit of illusion. These factors, together with speed, are what the mountebank relies upon. However, disguise and theatrics also provide valuable tools of the trade to this class, so that one might never know one has been had by this class.

THIEF — Specialization, Acrobat: A normal thief, after attaining a medial level, can opt to continue as normal or become an acrobat. Although no further skills of the type which considers manual dexterity would be gained, the thief-acrobat would gain skills in leaping, vaulting, tumbling, tightrope walking, etc. Such a thief-type would be the cat-burglar sort. The earlier specialization takes place, the greater the acrobatic skills, as this specialization would have an upper limit of skill.

JESTER — Rob Kuntz, in his currently unpublished module,

The Tower of Zaeen, has included a jester. A recent DRAGON™ Magazine (issue #60) also included the jester as an NPC class. Because I have also considered the jester as an actual class for the game, I have not as yet read either description. Jesters, as I envision them, can be of human, gnome, or halfling race. (Elves could never permit themselves to be so debased; dwarves are far too serious and just plain humorless.) Alignment is as desired by the player. A jester would have a combination of verbal, magical, and acrobatic skills which allow the class to be viable even though there is no great power. Verbal skills would enable the character to influence many creatures toward kindness, humor, forgetfulness, thoughtful consideration, irritation, anger, or even rage. Magical skills would have to do with jokes and tricks — sort of a directed *wand of wonder* with some magic-user spells and illusionist magic tossed in. Acrobatic skills would be mainly

tumbling and juggling, with some magic tossed in there as well. Level titles are: Wag, Punster, Masquer, Harlequin, Clown, Juggler, Buffoon, Fool, Joker, Jester. Powerful at its upper levels, the class will be less than popular with fellow adventurers, I suspect, so that jesters will frequently have enemies and travel alone. . . .

THE GRAND DRUID

A study of the information pertaining to druids will reveal that there must be something above the Great Druid, for each area or land can have its own druid of this sort. Somewhere there is a Grand Druid. This druid has 3,000,001 or more experience points, is 15th level, and is attended by 9 druids of special sort having nothing to do with the hierarchy of any specific area or land. Thus, any character of Druid level may, in fact, journey to seek the Grand Druid and ask to serve him.



The Grand Druid knows 6 spells of each level and is also able to cast up to six spell levels as one or more additional spells. Those who serve him are given three such additional spell levels. Three Archdruids roam the world as messengers and agents of the Grand Druid. These individuals are drawn from his personal attendants who reach the level of Archdruid. Each has four additional spell levels.

PERSONALIZING CHARACTERS

The statistics of one character can be much like those of another, especially so if they are members of the same class. However, name, alignment, deity, background development, secondary skills, height, weight, and equipment all allow for considerable differentiation. More important, as AD&D™ games are for role playing, the individuality the players create, or should create, will make as many differences between characters of the same class as there are between real people. The element of role playing must be stressed. Any player who does not create a special persona for his or her character is not participating in a role-playing game, but rather "roll playing" with dice. But, for whatever it's worth, here are some choices for complexion, hair color, and eye color for characters. Players who have not already made all this up for themselves should use these choices to inspire more active personification of their characters and more attention to role playing!

Complexion: black, dark brown, bronze, brown, coppery brown, golden brown, tan, ivory, dark yellow, yellow, pale yellow, copper, brown-red, olive, ruddy, pink, fair, pale, white, grayish-white, gray.

Skin texture: flawless, fine, smooth, normal, coarse, very coarse, pocked, leathery, seamed.

Hair color: black, blue-black, brown-black, dark gray, gray, pale gray, white, silver, golden blonde, blonde, yellow, pale blonde, honey blonde, blonde streaked (brown or red), red-blond, copper red, orange-red, red, dark red, auburn, red-brown, light brown, brown, dark brown, salt & pepper (brown/black & gray), grizzled, gray streaked, white streaked.

Eye color: black, dark brown, brown, red-brown, yellow-brown, amber, golden, pale yellow, hazel, green, bright green, blue-green, gray-green, pale gray, gray, dark gray, blue-gray, pale blue, blue, bright blue, dark blue, pale violet, violet, deep violet.

MORE ON BARBARIANS

In the course of putting the Barbarian sub-class of fighter together, one highly important piece of information was omitted — rules concerning barbarians and creatures struck only by magic weapons. I humbly apologize. Here it is:

Although barbarians do not employ magic weapons if they can help it, their natural attack abilities make up for it. Just as can monsters, barbarians are able to hit creatures otherwise harmed only by magic weapons. Thus, at 4th level a barbarian can affect creatures which require a +1 or better weapon to hit

them; at 6th level barbarians can affect creatures which require +2 or better weapons to hit them; at 8th level they attack as if they had a +3 weapon with respect to their ability to affect creatures otherwise hit only by +3 or better weapons; and at 10th level, creatures affected only by +4 or better weapons can be attacked successfully. At 12th level a barbarian can affect a creature harmed normally only by +5 or better weapons. Despite having the ability to strike such creatures, barbarians in no way gain such a bonus "to hit" or inflict additional damage because of the power. (Cf. "Creatures Struck Only By Magic Weapons" in the Monster Manual.) Only barbarian fighter characters have this ability, and it is not possible for any other class or sub-class of characters to possess this power.

LATE NEWS

Most of you are not aware that soon I will retire from the position of "sole authority" regarding the D&D® game system. Frank Mentzer has "volunteered" to assume a new trainee position where he will work directly with me.

That the Good Gentleman is talented need not be said. Those readers who belong to the RPGA™ network already know that and have played his modules. Those unfamiliar with his work will see it soon enough in the additions to the DUNGEONS & DRAGONS® game system. Frank began working with me in July. Sometime in September he should be joined by the renowned French designer, Francois Marcela-Froideval.

When the D&D game project is completed, Frank and Francois will be joining me in putting the final touches on the pair of new volumes for the AD&D™ game system. That work, along with a few modules in both systems, should easily qualify them to speak with complete authority on either. The upshot will be more game material, better work overall, and more information passed along by way of these pages. Please give Mr. Mentzer and M. Marcela-Froideval a hearty welcome!

BEWARE OF IMITATIONS

All of you are well aware of how many "knock-off" products are around. They are obvious because without AD&D campaigns to latch onto, these cheap imitations would be unable to stand alone. I have seen one which contains spells of various sorts, including some over 9th level. DMs are cautioned against use of any non-AD&D game spells of any sort. It is absolutely stupid to include any over 9th level, for the game has nothing which warrants so powerful a dweomer. Certainly, deities are employing magic of a slightly higher level, but that is dealt with in a manner which prevents game imbalance. Do yourself a favor and avoid all such fringe products. In the long run, your players will thank you for it.

Next: Illusionist spells

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by Gary Gygax

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When the cantrips for illusionists and magic-users were delivered (issues #59-61), I promised that spells would follow thereafter. Well, as usual, various and sundry things interposed themselves, and I do apologize for the delay. Here, without further ado, are the new illusionist spells developed to date for inclusion in the **ADVANCED DUNGEONS & DRAGONS®** expansion volume:

No. 1st Level	2nd Level	3rd Level
13 Chromatic Orb	Alter Self	Delude
14 Phantom Armor	Fascinate	Phantom Steed
15 Read Illusionist Magic	Ultravision	Phantom Wind
16 Spook	Whispering Wind	Wraithform
4th Level	5th Level	6th Level
9 Dispel Magic	Advanced Illusion	Death Fog
10 Rainbow Pattern	Dream	Mirage Arcane
11 Solid Fog	Magic Mirror	Mislead
12 Vacancy	Tempus Fugit	Phantasmagoria
7th Level		
7 Shadow Walk		
8 Weird		

SPELL EXPLANATIONS

Chromatic Orb (Alteration-Evocation)

Level: 1
Range: 0
Duration: *Special*
Area of Effect: 1 creature

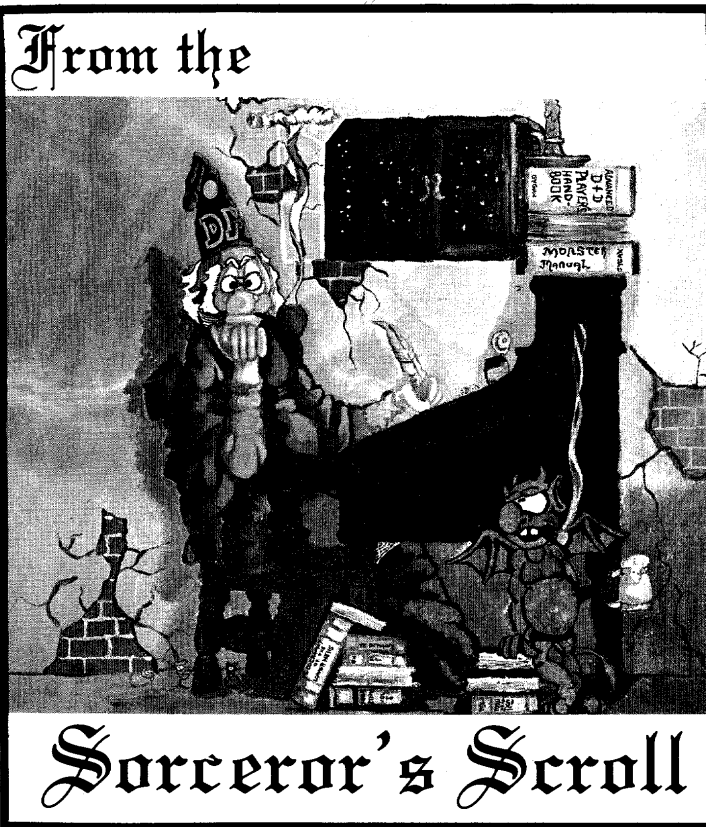
Components: *V, S, M*
Casting Time: 1 segment
Saving Throw: *Special*

Explanation/Description: The *chromatic orb* spell enables the illusionist to create a small globe of varying hue in his or her hand and hurl it at any opponent he or she desires, providing there are no barriers between the illusionist and the target creature, and that the target creature is within 3" (the longest distance the *chromatic orb* can be hurled). It is magical, and even creatures normally struck only by +5, +4, etc. magic weapons will be affected by the *chromatic orb* if it strikes. Magic resistance withstands this spell, of course. At 1" or closer, there is a +3 chance "to hit," at over 1" to 2" there is a +2 chance to strike the target, and from over 2" to the maximum 3" range the chance "to hit" is only +1. The color of the globe determines its effect when a subject is struck. Low-level illusionists are restricted as to what color orb they can bring into existence by means of this spell, although the hues below their level are always available should the choice be made to select a color not commensurate with level of experience. Colors and effects are shown on the table below:

Minimum Level of Spell Caster	Color of Orb Generated	Hit Points of Damage	Special Powers
1st	Pearly	1-4	light ¹
2nd	Ruby	1-6	heat ²
3rd	Flame	1-8	fire ³
4th	Amber	1-10	blindness ⁴
5th	Emerald	1-12	stinking cloud ⁵
6th	Turquoise	2-16	magnetism ⁶
7th	Sapphire		paralysis ⁷
8th	Amethyst	(slow)	petrification ⁸
9th	Ashen	(paralysis)	death ⁹

Notes on special powers:

¹ — Light equal to a *light* spell will be generated and persist for 1 round/level of the caster, and if the subject



Sorcerer's Scroll

fails to save versus magic it will be blinded for the duration.

² — Heat from the ruby orb will melt up to 1 cubic yard of ice, and creatures not saving versus magic will suffer a loss of 1 point of strength and 1 point of dexterity for 1 round following being struck by the orb.

³ — Fire from the orb will set aflame all combustibles within a 1' radius of the target, and unless the target saves versus magic an additional 2 points of fire damage will be suffered (except when protected from fire by magical or natural means).

⁴ — The target subject will suffer blindness for 5-8 rounds unless a successful saving throw versus magic is made (*cure blindness* or *dispel magic* negates this effect).

⁵ — A magical *stinking cloud* of 5' radius (around the target) is created when a successful hit is made, and the subject must save versus poison or else be helpless, and in any event will be helpless until leaving the area of the vapors (cf. *stinking cloud*).

⁶ — The turquoise orb inflicts electrical damage, and if the target is wearing ferrous metal it will be magnetized for 3-12 rounds unless a saving throw versus magic is successful. Magnetized metal will stick fast to other magnetized metal items, and ferrous metal items not so affected will cling until pulled free.

⁷ — Unless a saving throw versus paralyzation is made, the subject creature will be paralyzed for 5-20 rounds.

⁸ — The subject creature will be turned to stone unless a saving throw versus petrification is made, and even if the save is made, the subject will be slowed for 2-8 rounds (cf. *slow* spell).

⁹ — The subject creature will die unless a successful saving throw versus death magic is made, and even if a save is made, the subject will be paralyzed for 2-5 rounds.

The material component of the spell is a gem of the appropriate hue, or else a clear crystal one (such as diamond). The gem can be as small (in value) as 50 gold pieces as long as its color is appropriate.

New spells for illusionists

Phantom Armor (Alteration/Illusion)

Level: 1
Range: *Touch*
Duration: *Special*
Area of Effect: *1 person*

Components: *V, S, M*
Casting Time: *1 round*
Saving Throw: *None*

Explanation/Description: When this spell is cast, the illusionist creates a quasi-real suit of plate mail. This semi-illusory material covers the subject and actually gives some real protection unless the opponent actively disbelieves in the armor (saves versus magic), or else a *dispel illusion* or *dispel magic* spell is cast upon it, or a *wand of negation* affects it. For each level of the spell caster, the *phantom armor* will absorb 1 point of damage delivered by a blow which would otherwise hit armor class 3. When the *phantom armor* has absorbed as many points of damage as the spell caster has levels of experience, it is dispelled and vanishes. Any remaining and all additional damage accrues to the person. Until gone, or disbelieved, the wearer is protected as if he or she were in plate mail (AC 3). *Phantom armor* also allows a bonus of +1 on saving throws versus attack forms which would be similarly modified by magic armor. The *dweomer* in no way affects the movement or spell-casting ability of the wearer. The spell will not function with any other form of magical protection. The material component is a small plate of mithral (10 gp value) which disappears when the spell is cast.

Read Illusionist Magic (Divination) Reversible

Level: 1
Range: 0
Duration: *2 rounds/level*
Area of Effect: *Special*

Components: *V, S, M*
Casting Time: *1 segment*
Saving Throw: *None*

Explanation/Description: This spell is the same as the 1st level magic-user spell, *read magic* (q.v.), except that it applies only to spells usable by and used by illusionists, as well as to various other inscriptions written in illusionist-type magic script by illusionists. The material component(s) for the spell (and its reverse) are also the same as for *read magic* (and *unreadable magic*).

Spook (Illusion/Phantasm)

Level: 1
Range: 0
Duration: *Special*
Area of Effect: *1 creature within 1" of the illusionist*

Components: *V, S*
Casting Time: *1 segment*
Saving Throw: *Neg.*

Explanation/Description: A *spook* spell enables the illusionist to play upon natural fears to cause the subject creature to perceive the spell caster as someone or something inimical. Without actually knowing what this is, the illusionist merely advances threateningly upon the subject, and if a successful saving throw versus magic is not made, the creature will react by rapidly turning and fleeing in as opposite a direction from the illusionist as possible. Although the spell caster does not actually pursue the fleeing creature, a phantasm from its own mind will do so. However, each round after the initial casting of the *spook* spell the creature is entitled to another saving throw, and each such saving throw is at a cumulative +1 per round, until the subject successfully saves versus magic and the spell is broken. In any event, the spell will function only against creatures with an intelligence of not less than 1.

Alter Self (Alteration/Illusion)

Level: 2
Range: 0
Duration: *3-12 rounds +2 rounds/level*
Area of Effect: *The illusionist*

Components: *V, S*
Casting Time: *2 segments*
Saving Throw: *None*

Explanation/Description: When this spell is cast the illusionist is able to alter himself or herself in a manner similar to a *change self* spell (q.v.). However, *alter self* enables the caster to effect a quasi-real change, so that size can be altered by 50% of actual. If the form selected has wings, the illusionist can actually fly, but only at one-quarter the rate of speed of a true creature of that type.

Fascinate (Illusion/Phantasm)

Level: 2
Range: 3"
Duration: *Special*
Area of Effect: *1 creature*

Components: *V, S*
Casting Time: *2 segments*
Saving Throw: *Neg.*

Explanation/Description: By means of this spell the illusionist attempts to captivate the subject creature's attention and gain its friendship, love, and/or obedience. The spell creates an illusion around the spell caster so that he or she becomes, in the eyes of the subject, a trusted and/or desired companion. Unless a saving throw versus magic is successful, the subject will follow the illusionist wherever he or she goes, if possible without undue risk to life and safety. If the illusionist is able to converse with the *fascinated* creature, the subject will obey requests from the spell caster as long as a request of 3d6 per request does not exceed the charisma of the illusionist. (Requests which are obviously against the better interests of the creature add +1 to the dice roll, and the more hazardous and unreasonable of these requests will add from +2 to +6 to the dice roll.) The spell is shattered whenever charisma is exceeded, and the subject will certainly be filled with rage and hate. Creatures of normal sort with animal intelligence will remain *fascinated* for only a short period of time (1-4 days), but if the illusionist has been careful to treat the subject well, attend to its needs, and feed it, there is a 2% chance per point of charisma of the illusionist that the subject will willingly choose to befriend and follow him or her. Otherwise, the creature will attack (if it was not cared for) or leave (if it was cared for) when the spell wears off. Non-intelligent creatures are not subject to a *fascinate* spell (cf. *charm person*).

Ultravision (Alteration)

Level: 2
Range: *Touch*
Duration: *6 turns +1 turn/level*
Area of Effect: *Creature touched*

Components: *V, S, M*
Casting Time: *2 segments*
Saving Throw: *None*

Explanation/Description: An *ultravision* spell makes it possible for the recipient to see light in the spectrum above violet. Normally, this power will not be useful underground where many of these light rays are screened out, but where ultraviolet light is plentiful, such as at night above ground, it is a very helpful power. Ultravision allows the viewer to see as if it were twilight, i.e. clearly to 10" distance, then hazily to about 30". (If ultraviolet light is partially screened, such as by very heavy cloud cover, then ultravision capability is reduced to half range.) The material component of this spell is a powdered essence of carrots.

Whispering Wind (Alteration/Phantasm)

Level: 2
 Range: *Special*
 Duration: *Special*
 Area of Effect: 2' radius

Components: V, S
 Casting Time: 2 segments
 Saving Throw: None

Explanation/Description: By means of this spell the illusionist is able to either send a message or cause some desired sound effect. The *whispering wind* can be prepared so as to travel as many tens of feet underground or miles above ground as the spell caster has levels of experience. Thus, a 3rd level illusionist could send the spell wafting 30' in a dungeon or as far as three miles outdoors. The *whispering wind* will be as gentle

and unnoticed as a zephyr until it reaches the desired objective of the spell caster. It then delivers its whisper-quiet message or other sound for a duration of up to two segments. The dweomer then fades and vanishes — as it will do if the subject is beyond range, more than two hours of time have elapsed, or it is magically dispelled. The illusionist can prepare the spell to bear a message of up to 12 words, cause the spell to deliver other sounds for 12 seconds, or merely have the *whispering wind* seem to be a faint stirring of the air which has a susurrant sound. He or she can likewise cause the *whispering wind* to move as slowly as 1" per round or as quickly as 20' (or any rate in between). When the spell reaches its objective, it swirls and remains for the full two segments, regardless of its speed otherwise.

Delude (Alteration)

Level: 3
 Range: 0
 Duration: 1 turn/level
 Area of Effect: *The illusionist*

Components: V, S
 Casting Time: 3 segments
 Saving Throw: *Neg.*

Explanation/Description: By means of a *delude* spell the illusionist is able to substitute the aura of his or her own alignment for that of any other creature within a 3" radius, although the creature must be of higher than animal intelligence for the aura exchange to work. Any attempt to *know alignment* will discover only the aura (alignment) for which the illusionist has opted to exchange. A *detect good* or *detect evil* will detect this only of the substituted creature's aura. If *delude* is used in conjunction with a change *self* or alter *self* spell, the actual class of the illusionist will be totally hidden, and he or she will absolutely appear to be whatever class he or she has opted to appear as, for a saving throw (versus magic) applies only to the aura transfer.

Phantom Wind (Alteration/Phantasm)

Level: 3
 Range: 1"/level
 Duration: 1 round/level
 Area of Effect: 1" broad path

Components: V, S
 Casting Time: 3 segments
 Saving Throw: None

Explanation/Description: When this spell is employed, the illusionist creates a wind which can not only not be seen, but neither can it be felt. This movement of air does, however, serve to blow light objects before it, flutter curtains or drapes, flap loose clothing (such as capes, cloaks, and mantles), fan fires, and move clouds of gaseous materials (such as a *wall of fog*, a *fog cloud*, a *cloudkill* cloud, etc.). The wind created moves in the direction in which the illusionist points, its effects being felt in a progressively longer path as the spell continues, at a movement rate of 1"/round, with the effects lasting the entire course of the path. Thus, the spell could, for example, be employed to move several sailed vessels, but the first affected by the wind would also be the one to move the furthest.

Phantom Steed (Phantasm/Conjuration)

Level: 3
 Range: *Touch*
 Duration: 6 turns/level
 Area of Effect: *Special*

Components: V, S, M
 Casting Time: 1 turn
 Saving Throw: None

Explanation/Description: When this spell is cast the illusionist creates a quasi-real, horse-like creature. This creature can be ridden only by the illusionist who created it, or by any person for whom the illusionist creates such a mount specifically. All *phantom steeds* have black heads and bodies with gray manes and tails, and smoke-colored, insubstantial hooves which make no sound. Their eyes are milky-colored. They do not fight, but all normal animals shun them, so only monstrous ones will attack. If more than 12 points of damage accrue to such a mount, the dweomer is dispelled and the *phantom steed* disappears. A *phantom steed* moves at the rate of 4"/level of the spell caster. It has what seems to be a saddle and a bit and bridle, but it can not carry saddlebags and the like — only its rider and what he or she carries. These mounts gain certain powers according to the level of the illusionist who created them:

8th level: Ability to pass over sandy, muddy, or even swampy ground without difficulty.

10th level: Ability to pass over water as if it were firm, dry ground.

12th level: Ability to travel in the air as if it were firm land instead, so chasms and the like can be crossed without benefit of a bridge. Note, however, that the mount can not casually take off and fly.

14th level: Ability to perform as if it were a pegasus.

Wraithform (Alteration)

Level: 3
 Range: 0
 Duration: 2 rounds/level
 Area of Effect: *The illusionist*

Components: S, M
 Casting Time: 1 segment
 Saving Throw: None

Explanation/Description: When this spell is cast, the illusionist becomes insubstantial and can be hit only by magic weapons of +1 or better, or by creatures otherwise able to affect those struck only by +1 or better magic weapons. Undead of all sorts will ignore an individual in *wraithform*, believing him or her to be a wraith or spectre. The illusionist will be able to pass through small holes or narrow openings, even mere cracks, with all he or she wears and holds in his or her hands, as long as the spell persists. No form of attack is possible when in *wraithform*, except versus creatures which exist on the Ethereal Plane, where all attacks, both ways, are normal. *Dispel illusion* is the only way to force an illusionist in *wraithform* back to normal form. The spell caster can return to normal form at will. The material components for this spell are a bit of gauze and a wisp of smoke.

Dispel Magic (Abjuration)

Level: 4
 Range: 9"
 Duration: *Permanent*
 Area of Effect: 3" cube

Components: V, S
 Casting Time: 4 segments
 Saving Throw: None

Explanation/Description: Except as noted above, this spell is the same as the third level cleric spell, *dispel magic* (q.v.). Note that the illusionist casts the spell as if he or she were two levels below actual, i.e. a 9th level illusionist casts a *dispel magic* as if he or she were 7th level.

Rainbow Pattern (Alteration/Phantasm)

Level: 4
Range: 1"
Duration: *Special*
Area of Effect: 3" x 3" square area

Components: *S, M*
Casting Time: 4 segments
Saving Throw: *Neg.*

Explanation/Description: By means of this spell the illusionist creates a pastel, glowing, rainbow-hued band of interplaying patterns. The effect is the same as a *hypnotic pattern* (q.v.). However, once the *rainbow pattern* is cast, the illusionist need only gesture in the direction he or she desires, and the pattern of colors will move slowly off in that direction. It will persist without further attention from the spell caster for 1-3 rounds, and all creatures (up to 24 levels or hit dice) subject to the dweomer will follow the moving rainbow of light. The *rainbow pattern* will move away at a rate of 3" per round. The material components for the spell are a crystal or prism and a piece of phosphor.

Solid Fog (Alteration)

Level: 4
Range: 3"
Duration: 2-8 rounds + 1 round/level
Area of Effect: 2 cubic" per level

Components: *V, S, M*
Casting Time: 4 segments
Saving Throw: *None*

Explanation/Description: When this spell is cast the illusionist creates an area of fog similar to the *wall of fog* spell (q.v.). However, while these rolling, billowing vapors conform to a *wall of fog* in most respects, only a very strong wind can move them, and any creature attempting to move through the *solid fog* will progress at a rate of but 1' per 1" of normal movement rate per round. A *gust of wind* spell will not affect a *solid fog*. A *dispel magic* will affect it normally. A *fireball*, *flame strike*, or a *wall of fire* will burn it away in a single round. The material components for the spell are a pinch of dried and powdered peas combined with powdered animal hoof.

Vacancy (Alteration/Phantasm)

Level: 4
Range: 1"/level
Duration: 1 turn/level
Area of Effect: 1" radius/level

Components: *V, S, M*
Casting Time: 4 segments
Saving Throw: *None*

Explanation/Description: When a *vacancy* spell is cast, the illusionist causes an area to appear to be vacant, neglected, unused. Those who behold the area will see dust on the floor, cobwebs, dirt, or any other condition which would be typical of a long-abandoned place. If they pass through the area of spell effect, they will seemingly leave tracks, tear away cobwebs, and so on. Unless they actually contact some object cloaked by the spell, the place will seem empty of what it actually contains. Merely brushing some invisible object will not cause the *vacancy* spell to be disturbed, and only forceful contact will allow any chance to note that all is not as it seems. The spell is a very powerful combination of advanced invisibility/illusion, but it can cloak only non-living things. Living things will not be invisible, but their presence does not otherwise disturb the spell. If forceful contact with a cloaked object occurs, those creatures subject to the dweomer will be able to penetrate the spell only if they discover several items which they can not "see"; each is then entitled to a saving throw versus magic. Failure indicates a belief that the objects only are invisible. A *dispel illusion* or *dispel magic* will remove the dweomer, so that the actual area can be viewed as it is in reality. The illusionist must have a square of finest black silk to effect this spell. This material component must be of not less than 100 g.p. value.

Advanced Illusion (Illusion/Phantasm)

Level: 5
Range: 6" +1"/level
Duration: 1 round/level
Area of Effect: 4 square" +1 square"/level

Components: *V, S, M*
Casting Time: 5 segments
Saving Throw: *Special*

Explanation/Description: This spell is essentially a *spectral forces* spell which operates through a program (similar to a *programmed illusion* spell) determined by the caster. It is thus unnecessary for the illusionist to concentrate on the spell for longer than 5 segments after casting it, as the program has then been started and will continue. The illusion has visual, full audial, olfactory, and thermal components. If any viewer actively attempts to disbelieve the dweomer, he, she, or it gains a saving throw versus magic. If any viewer successfully disbelieves, and communicates this fact to other viewers able to comprehend the communication, each such viewer gains a saving throw versus magic with a +4 bonus. The material components are a bit of fleece and several grains of sand.

Dream (Illusion/Phantasm/Alteration)

Level: 5
Range: *Special*
Duration: *Special*
Area of Effect: *Special*

Components: *Special*
Casting Time: 1 day
Saving Throw: *Neg.*

Explanation/Description: A *dream* spell is a form of *limited wish*, but it has far more limited scope. The illusionist must actually find a comfortable place to rest, lie prone, compose his or her thoughts so as to concentrate upon the desired result, and then go to sleep. If he or she has an undisturbed sleep of not less than 8 hours duration, the *dream* magic will be effectuated in from 1 to 12 hours thereafter. Typical things which can be brought about by a *dream* are:

- recovery of an individual's lost hit points
- restoration of a body member such as a hand or foot
- success in locating some object not heavily guarded by magic wards and protections
- discovery of a means of ingress or egress
- location of a safe path through a wilderness
- approximate strength of enemy/opponent forces
- improvement of chances for gaining a rich treasure

It must be noted that a *dream* is not an ultra-powerful spell, and the results of its casting must be strictly limited. The guide given above denotes the maximum capability of the casting of a *dream* spell. Results will never exceed these parameters on a permanent basis. If, for example, a dead companion, slain in a recent battle, were dreamed alive, he or she would remain living for but 1 turn per level of experience of the illusionist casting the spell. Thereafter, the dweomer would disappear, the companion would return to his or her previous state, and a more permanent form of magic would be needed to allow the lost individual to actually live fully again.

A *dream* cannot be affected by an *extension* or *permanency* spell. The illusionist can use this spell but once per week. If it is cast twice within the same week, the spell will absolutely fail the second time and the illusionist will age from 1-10 years.

Magic Mirror (Enchantment-Divination)

Level: 5
Range: *Touch*
Duration: 1 round/level
Area of Effect: *Special*

Components: *V, S, M*
Casting Time: 1 hour
Saving Throw: *None*

Explanation/Description: This spell is exactly the same as the fourth level magic-user spell of the same name. It uses the same material components, although if the illusionist casts a *vision* spell in place of the normal material components, the mirror will scry properly, although the *vision* spell will not function normally. (*Editor's note: A full description of this spell will be presented next issue, in the first of a two-part series on new magic-user spells.*)

Tempus Fugit (Illusion/Phantasm) Reversible

Level: 5
 Range: *Personal*
 Duration: *5 turns/level*
 Area of Effect: *1" radius*

Components: *V, S*
 Casting Time: *5 segments*
 Saving Throw: *None*

Explanation/Description: This powerful illusion affects the minds and bodies of all those within the area of the caster. The spell causes those affected to perceive the passage of time in a much faster manner. Thus, every turn (10 minutes) spent under the *tempus fugit* spell seems like a full hour to those within its dweomer. Because of this, all functions of affected individuals are speeded up accordingly. They must eat, sleep, and so forth according to an accelerated rate. One hour is as six to them, four hours a full day. This acceleration of time allows rest, renewal of spells, and recovery of hit points lost. If desired, the spell caster can reverse the spell so that time is slowed for the individuals. Thus, an hour will seem as only a turn, a day merely four hours. Reversal requires no special preparation. In either case, the illusionist is also affected by the spell. Under the reverse, the effects will always last at least one turn after the caster desires its dispelling, because his or her reactions are so greatly slowed.

Death Fog (Alteration-Evocation)

Level: 6
 Range: *3"*
 Duration: *1-4 rounds +1 round/level*
 Area of Effect: *2 cubic"/level*

Components: *V, S, M*
 Casting Time: *6 segments*
 Saving Throw: *None*

Explanation/Description: The casting of a *death fog* creates an area of *solid fog* (q.v.) which has the additional property of being highly acidic. The vapors are deadly to living things, so that vegetation exposed to them will die — grass and similar small plants in 2 rounds, bushes and shrubs in 4, small trees in 8, and large trees in 16 rounds. Animal life not immune to acid will suffer damage according to the length of time it is exposed to the vapors of a *death fog*:

- 1st round: 1 point
- 2nd round: 2 points
- 3rd round: 4 points
- 4th & succeeding rounds: 8 points

The characteristics of a *death fog* are otherwise the same as a *solid fog*. The material components are a pinch of dried and powdered peas, powdered animal hoof, and strong acid of any sort (including highly distilled vinegar or acid crystals).

Mirage Arcane (Illusion/Phantasm - Alteration)

Level: 6
 Range: *1"/level*
 Duration: *Special*
 Area of Effect: *1"/level radius*

Components: *V, S, M (optional)*
 Casting Time: *3 or 6 segments*
 Saving Throw: *None*

Explanation/Description: The dweomer of this spell is similar to that of the *vacancy* spell, only it is more powerful and elaborate. *Mirage arcane* is also similar to the *mirage* cantrip (issue #61). The spell enables the caster to make an area appear to be something other than it is. The illusionist is able to make it appear as whatever he or she envisions. The spell will remain as long as the caster maintains a faint concentration upon it, and even after this is no longer held the spell will persist for a total of 6 turns plus 1 additional turn for each experience level of the caster. (Note: Faint concentration can be maintained during normal conversation but not while spell casting, in melee, or if harmed by an attack.) In all cases the *mirage arcane* must be of some place the illusionist has actually seen personally. If he or she actually has a small bit of anything connected with the place envisioned to create the spell, then it takes on a form of

Next issue:**New M-U spells**

Mislead (Illusion/Phantasm)

Level: 6
 Range: *1"*
 Duration: *1 round/level*
 Area of Effect: *Special*

Components: *S*
 Casting Time: *1 segment*
 Saving Throw: *None*

Explanation/Description: When a *mislead* spell is cast by the illusionist, he or she actually creates a phantasmal double at the same time he or she is cloaked by *improved invisibility* magic. The illusionist is then free to go elsewhere while his or her phantasm seemingly moves away. The spell allows the phantasm of the illusionist to speak and gesture as if it were real, and there are full olfactory and touch components as well. A *detect illusion*, *true seeing*, or *true sight* spell, or a *gem of seeing* will reveal the illusion for what it is, and a *detect invisibility*, *true sight*, or *true seeing* spell, or a *gem of seeing* or *robe of eyes* will detect the invisible illusionist (cf. *shadow door*).

Phantasmagoria (Illusion/Phantasm)

Level: 6
 Range: *6"*
 Duration: *1 round/level*
 Area of Effect: *4 square" +1 square"/level*

Components: *V, S*
 Casting Time: *6 segments*
 Saving Throw: *Neg.*

Explanation/Description: By means of this spell the illusionist prepares a special form of *spectral forces* spell which is triggered by some special action. The *phantasmagoria* typically includes a full visual, audial, olfactory, and touch illusion which involves falling, sliding, or moving rapidly. The effect can be aimed at making the subjects believe they are so doing or that something else is doing so. For example, the *phantasmagoria* may be triggered when falling into a pit, reaching the center of an area, opening a door, or performing some like action. The subject(s) will then believe that the fall continues for scores of feet; that a pit has opened and that they are helplessly sliding down into an unknown area; that a wall of water is rushing down from the area beyond the just-opened door, or whatever. Note that unlike the *programmed illusion* spell, *phantasmagoria* must always involve the illusion of something falling or rushing, or a dwindling prospective.

reality. In its basic form, where casting time is but 3 segments, forceful contact and tactile discovery are necessary to have any hope of discovering the magic, short of a detection device or spell. In its more complex form, where a material component is used, and 6 segments of casting time are expended, detection is possible only by some magical means, whether device, item, or spell. Either form of *mirage arcane* is subject to *dispel illusion* or *dispel magic*. As with all powerful illusions, the mind of the beholder will cause appropriate effects upon the viewer's body. Conversely, belief cannot usually affect the laws of nature and magic. However, under the influence of this spell, the viewer could possibly walk across a bed of hot coals thinking it was a shallow stream of water which was cooling his feet, dine upon imaginary food and actually be nutritionally satisfied, or rest comfortably upon a bed of sharp stones, thinking it to be a featherbed. Gravity, for instance, is not affected by the dweomer, so that an envisioned bridge spanning a deep chasm will *not* support the believer. Those who may be there to witness the event will see it as a sudden disappearance of the individual. They will in no way connect it with an illusion unless they are otherwise aware of some magic at work.

Shadow Walk (Illusion-Enchantment)

Level: 7
 Range: *Touch*
 Duration: *6 turns/level*
 Area of Effect: *Special*

Components: *V, S*
 Casting Time: *1 segment*
 Saving Throw: *None*

Explanation/Description: In order to effectuate a *shadow walk* spell, the illusionist must be in an area of heavy shadows. The caster and any creatures he or she touches will then be transported to the edge of the Prime Material Plane where it borders the plane of Shadow. In this region the illusionist can move at a relative rate of up to 7 leagues per turn, moving normally on the borders of the Shadow Plane but aware of his or her position relative to the Prime Material Plane. Thus, rapid travel can be accomplished by stepping from the Shadow Plane to the Prime Material Plane, with the destination controlled by the illusionist. The shadow walk spell can also be used to travel to other planes which border on the Shadow Plane, but this requires a rather perilous transit of the Shadow Plane to arrive at a border with another plane of reality. Any creatures touched by the illusionist when *shadow walk* is cast will also make the transition to the borders of the Shadow Plane. They may opt to follow the illusionist, wander off into Shadowland, or stumble back onto the Prime Material Plane (50% chance for either result if they are lost or abandoned by the illusionist).

Weird (Evocation — Illusion/Phantasm)

Level: 7
 Range: *3"*
 Duration: *Special*
 Area of Effect: *2" radius*

Components: *V, S*
 Casting Time: *7 segments*
 Saving Throw: *Special*

Explanation/Description: When this spell is cast the illusionist must be able to converse with the subject or subjects to bring the dweomer into being. During the casting, the illusionist must call out to the subject or subjects, informing one or all that their final fate, indeed their doom, now is upon them. The force of the magic is such that even if the subject or subjects make their saving throw, fear will paralyze them for a full 7 segments, and they will lose from 1-4 strength points from this fear, although the lost strength will return in 7 rounds. Failure to save versus magic will cause the subject or subjects to face their nemesis, the opponent(s) most feared and inimical to them. Actual combat must then take place, for no magical means of escape will be possible. The foe fought is real for all intents and purposes. If the subject or subjects lose, then death occurs. If the *weird* caused by the dweomer is slain, then the subject or subjects emerge with no damage, no loss of items seemingly used in the combat, and no loss of spells likewise seemingly expended. Although each round of combat seems normal, it takes but 1 segment of real time. During the course of the spell, the illusionist must concentrate fully upon maintaining it.

General notes on spells

To utilize these spells—and they *are* official—simply adjust the type of die used to determine random spells. This can apply to initially known spells, those otherwise available, or those found in scrolls or books.

As a final note, I would have liked to have been able to add still more illusionist spells, but to devise a dozen for each of the first three levels, another dozen for each of the next three, and four for the 7th is just too demanding on time and energy! There might be more included in the book, or there might be only what you have read here. It all depends on what transpires over the next few months. Meanwhile, I do hope you will have fun with this offering. (*Editor's note: See the following page for a last-minute addition concerning starting spells for illusionists.*)

WEAPON SPECIALIZATION

In the course of a recent visit from Len Lakofka, wherein we were principally discussing cleric and druid spells, the subject of Len's unofficial "archer" sub-class came up. I concurred with Len's position that a Bowman, shaft readied, target at "point blank" range, was formidable. I agreed that the game as it now stands does not reflect such threat. We then discussed how to mesh the concept with the AD&D™ game system, and *weapon specialization* arose as the answer. We discussed use of any form of bow by a fighter or ranger. Certain conclusions were arrived at. However, after reflecting on the matter for some time, it became obvious to me that we did not go far enough in one case, and we went too far in another! Fighters have too long been the last-choice class, the group who posed the least threat. This does not apply to paladins, rangers, or the new barbarian sub-class either; these all have abilities and powers far beyond the mundane world of a fighter. Therefore, *weapon specialization* applies only to fighters, excluding all sub-classes.

Fighters have the option to select one — and only one — weapon to become associated with ever afterwards. This option is known as *weapon specialization*. To become specially proficient with one weapon, the character must elect to do so immediately. That is, as the fighter is being created, the player must state that the character has been specially trained in the use of a single weapon. Furthermore, the weapon with which the character is to be specially proficient must likewise be decided upon at the onset of character creation.

Weapon specialization requires that the fighter give up the use of initial proficiency in one or two other weapons. The fighter class is normally allowed initial proficiency in 4 weapons. If the player/character opts to use *weapon specialization*, then this reduces the initial number of weapons in which the fighter can have proficiency, because he or she spent much additional time specializing in a particular weapon.

Bows other than crossbows require triple weapon proficiency, so that the character can have such a bow as a *weapon specialization* and but one other weapon of proficiency.

All other weapons require double weapon proficiency, so that the specialized weapon and two proficient weapons can be possessed by the fighter.

In either case, remember that the character must choose which weapon he or she will specialize in prior to commencing active play. Weapons are selected according to the tables, and the campaign availability as dictated by the DM.

Effects of weapon specialization

Weapon specialization gains the following advantages:

Bows: Archers with composite, long, or short bows are entitled to a "point blank" range category. This range is from 6' to 30'. At this range, any arrow loosed will gain a +2 "to hit" probability and inflict double damage, including the +2 factor. These bonuses are in addition to any others for dexterity, strength, or magic. Furthermore, if the Bowman has his arrow nocked, shaft drawn, and target sighted, he or she is entitled to loose that arrow prior to any initiative check. It is thus possible for such an archer to get off two or even three arrows prior to receiving any return attack.

At *short range* the specialist is allowed a +1 bonus both "to hit" and on damage. This bonus is likewise in addition to any others which might apply.

The *fire rate* of the specialist in archery increases with experience, just as the number of attacks per melee round increases. Thus, at 7th level the specialist gains not only additional melee attack power but also an additional arrow. The rate of fire for a specialist of 1st-6th level is 2 per round; from 7th-12th level the rate is increased to 3, and at 13th level and higher a specialist can get off as many as 4 shots per round.

Crossbows: All forms of crossbows have a "point blank" range of from 6' to 60'. Otherwise, they receive the same bonuses as other bows, including double damage at point blank range. The same is true of bonuses at short range, being +1 "to hit" and on damage. Also, at medium range crossbows gain a +1

"to hit" bonus, but no damage bonus, when employed by a specialist. Naturally, the *fire rate* of a crossbow is not nearly as great as that of other sorts of bows, but the specialist is able to increase it by half steps: From 1st-6th level the rate of fire is 1/2 per round for a heavy crossbow, 1 per round for a light crossbow; from 7th-12th level, the rates are 1 per round (heavy) and 1½ per round (light); and at 13th level and higher they increase to 1½ (heavy) and 2 (light).

All other weapons: Specialization in any other weapon, including such missile weapons as slings, gain the specialist the following bonuses and advantages:

— Use of the weapon is at +1 "to hit" bonus and at +2 damage bonus.

— Number of attacks per melee round is one-half attack greater than shown on the table, so that at 1st-6th level, the fighter using his or her specialization weapon gets three attacks every two rounds (3/2); at 7th-12th level it goes to two attacks per round (2/1), and at 13th level and higher it goes to five attacks every two rounds (5/2). In the case of weapons which already have a greater rate of fire than this, simply add 1 to that rate for each category, initially and successively. (In dart specialization, the rate

of fire would be 4, then 5, then 6 per round at 13th level or higher, for instance.)

As usual, there is no restriction regarding the use of magical weapons with *weapon specialization*. Strict categorization is most necessary, however; the specialist must be a long-swordsman, not just a swordsman.

DUELING IN THE DARK

This has nothing to do with weapon specialization, but it is also an important point. Nowhere in the game system are the effects of darkness on combat noted. Here are the facts:

— If the opponent cannot be seen, then attacks are at the standard penalty for invisible opponents, -4.

— If the opponent is vaguely discernible, let us assume as a faint blur or a darker shape against the background, then attacks are at a penalty of -2.

— *Faerie fire* is effective only when outlining opponents fought in poor light conditions, conditions typical of an underground setting with illumination only from torches, lanterns, and magic weapons. In daylight, or in an area lighted by a spell such as *light*, the outlining effect of the spell is lost, and bonuses "to hit" do not apply.

CRITICISM AND COMMENTARY

From time to time I have used this column to pass along information and various forms of commentary. "Last minute" items are usually added here (because I am ahead by several months sometimes). I hope to be able to maintain such a forum as a regular feature of the column.

Evidently some months ago some gamer wrote a critical piece for a competing publication. The individual apparently had a number of unpleasant things to say about the DEITIES & DEMIGODS™ Cyclopeda. I picked up on the tail end of it by reading a letter of agreement over the name of a disgruntled ex-TSR game designer. I preface my further remarks by this following fact: This same individual was responsible for the dungeon random encounter tables in the FIEND FOLIO™ Tome which includes the catoblepas as a Level X monster. I need not detail some of the other errors which somehow slipped through under this same individual's expert editing.

This capable and knowledgeable individual suggests that data on the deities is insufficient for usefulness in an AD&D™ campaign. That religion, being so much a part of our real history, must likewise play a part in your campaign, J. R. R. Tolkien did not agree, for he wrote many pages without mention of religion. Most of the heroic fantasy and swords & sorcery books written do not feature any particular religious zeal on the part of their protagonists. Consider Conan, Fafhrd and Grey Mouser, Harold Shea, and the list goes on and on. I do not agree that it needs be a significant part of the campaign. As AD&D™ games depend on participant input for their character, the detailing of deities and those who serve them is strictly a part of the *role playing* aspect of the game. Must all evil characters sound sinister? Does an elf have to be flighty? Need a ranger be lugubrious? Actually, the game system tells you what is necessary for a campaign, but how the campaign is role-played is strictly up to the DM and players.

The learned critics' viewpoints notwithstanding, the DEITIES & DEMIGODS book is an excellent fact compendium from which the DM can build a pantheon — drawn from the material presented or merely based on the ideas presented therein. Development of ideologies, rites, dogma, and so forth is purely a matter for the DM — with active participation of players, naturally. It is nothing which we desire to force upon players, nor will we. How a game is role-played is a matter of choice.

I instructed the authors of the work on the detail that should be presented to DMs in the Cyclopeda. I occasionally make use of it, principally when the players are in another (alternate) world. As it is, I can then flesh it out by adding my own conceptions. It fits *my* campaign and the temper of my players. The various deities used in the Greyhawk campaign will soon ap-

pear in the pages of this magazine. They are a bit more detailed because they are *part* of an actual campaign, not merely raw data upon which to build a campaign. If, as a DM, you want someone else to do all of your creative thinking for you, by all means shun the DEITIES & DEMIGODS book. Creative folk who have a desire to employ some imagination in their gaming are directed to that useful work.

The goings-on around TSR have been something to see of late. The operation in Lake Geneva is spread out over some six locations. We hope to have the main building, a place of about 100,000 square feet of space, in full operation soon. Then the majority of our personnel will be under one roof. We are being very careful with planning and control, so you all will benefit soon by the frequent and regular release of new games, playing aids, and so forth. Also during this recent time period, we have acquired AMAZING™ Magazine, a craft company, and the assets of SPI. Those of you who enjoy military simulations and the like can expect to see four re-issued or new SPI games every month starting this fall. Look for both S&T™ and ARES™ Magazines back in print from Dragon Publishing soon, too! We have also been at work setting up an Entertainment Media Division to handle the movie now being written, and other like projects now in various stages of planning and discussion.

ACQUISITION OF MAGIC-USER SPELLS, ILLUSIONISTS

Illusionists begin with a limited book of spells, just as do regular magic-users. The spells available are divided into three groups; one from each group will be known by the beginning illusionist. The illusionist always has *read illusionist magic*. The spell groupings are:

Offensive	Defensive	Miscellaneous
1. <i>Color spray</i>	<i>Audible glamor</i>	<i>Change self</i>
2. <i>Hypnotism</i>	<i>Darkness</i>	<i>Dancing lights</i>
3. <i>Light</i>	<i>Gaze reflection</i>	<i>Detect illusion</i>
4. <i>Phantasmal force</i>	<i>Wall of fog</i>	<i>Detect invisibility</i>
5. <i>Chromatic orb</i>	<i>Phantom armor</i> (choose)	
6. <i>Spook</i>	(choose)	(choose)*

* — The DM has three options which can be used here:

- 1) allow an additional (5th) miscellaneous spell, or
- 2) allow reselection of an offensive spell, this time by the player's choice rather than by a die roll, or
- 3) simply assume that the roll means nothing more than choice of a miscellaneous spell, just as a 5 does.

Spells from this work were added to the list of initial spells because of the limited number of illusionist spells originally given in the Players Handbook. You will note that this has not been done for magic-users of the original sort, as that class already has sufficient numbers of spells to select from.

Loyal Readers:

EGG answers letters on new classes and takes a long look at comeliness

Lest I be forced to an existence of doing nothing save answering your flood of missives, please be forgiving if I am unable to answer each of you personally — though I shall, indeed, attempt to do so. At times all writers feel as if they are addressing a void, for seldom does an article bring any response. An occasional letter of praise or of critical (even insulting) nature is often a treasure, for such tokens indicate that someone is actually reading what is written at great effort. Allow me now to add a new identity to readers of this column: Hyperactive Enthusiasts! I am inundated with responses, and I am pleased, for I do indeed need the benefits of your thinking!

When I attended the World Science Fiction Convention in early September, I began to get an inkling of the interest players have respecting the expansion of the AD&D™ game system. After interview questions, the audience was (as is usual) given a chance to ask what they would of me. Many questions pertaining to new character classes were posed then, and afterward in casual chats. When I returned to the office after Labor Day, a stack of letters on the subject awaited my attention. The correspondence continues to come in, and I am doing my best to keep up. For the benefit of all, I will sum up several important things I have gained from perusing the mail:

Learned Players, I assure you that I am not overly sensitive to critical opinions. Not only do I speak freely when I think it is necessary, I consider intelligent comments of all sorts, whether they agree with my own opinions or not. Several letter writers apologized for not liking one class or another, and were hesitant to express their thoughts for fear I might be offended. Far from it, I find such comments very useful in development of material. After all, while it is impossible to please everyone, critical opinion is of great benefit in *improving* approaches, or in the decision-making process which could lead to discarding an idea. If anyone has hesitated to write because of not wanting to "offend" me with a contrary opinion, I trust the foregoing will reassure that the forum is an open one where blame as well as praise can be aired.

The range of comments was astounding. There is absolutely no consensus of opinion as to which class is most desirable. For every letter which listed Savant on the top and Jester on the bottom, I seemed to find another which reversed the ratings. I have gone ahead with the Thief-Acrobat split (*Editor's note: The description will appear in issue #69*), and I sincerely hope all of you will favor me with your immediate impressions and considered opinions garnered from actual play. Input from you is helping me in

finalizing the Barbarian sub-class of Fighters, just as actual play-testing here is. Cavaliers were usually rated in the upper middle range, and that average was carried through for Mountebanks as well. Mystic rated the lowest, since no individual's rating had it as number one. However, from the general comments, I fear that much of that is due to my own inadequate description of the class.

Several Good Readers suggested that I seek ideas for character classes published elsewhere. I regret that I cannot do so, of course, copyright laws being what they are. In fact, I make it a point to *not* read other systems and articles, since I do not wish to plagiarize. However, details of the classes which have developed since I wrote about them, or were not gone into in the brief treatments, will please many who viewed one or another proposed class as too limited.

What will not be covered in the expansion are the anti-paladin (perish the thought!) and the samurai. An assassin is about as close to an anti-paladin as is needed. Evil is strong and well represented. I by no means champion it. As I have said before, an anti-paladin is a third leg, and I have never yet seen any reasoned proposal which justifies the inclusion of such a sub-class. I believe that attempts to include the character type come from players who wish to have an "unbeatable" character for themselves. Furthermore, there is little mention of such a type in mythology or fantasy literature, so we do not have a solid role-model.

Samurai are a different story entirely. Granted the Monk is not part of Medieval tradition or the usual European-based fantasy. It belongs in an Oriental-based game. Why then not include samurai? Why compound error! I intend to move the Monk to the appendices where Bards now reside. It is hoped that sometime soon we can begin on another version of the AD&D game system which is based on Sino-Japanese culture. While such a work will be aimed principally for sale in the Far East, you may rest assured that an English-language version will be available to all interested players, so that a complete and meaningful campaign based on Oriental tradition and myth can be run. That means Ninja, Samurai, Ronin, Yakusa, Monks, and possibly Taoist clerics. Naturally, they will be in a setting which is relative to their powers and interrelationships, with appropriate monsters and deities, arms and armor. The possible meeting between these two separate cultures will be difficult to handle, and so some special rules will probably be required. That remains to be seen, so let's leave it at that for now.

E. Gary Gygax

A BEAUTIFUL IDEA

Frank Mentzer and Francois Marcela-Froideval are already hard at work, and I am being flooded with suggestions and ideas from these Good Gentlemen. Francois uses a "Beauty" attribute for his characters, and I have come to the conclusion that you might also like to use such a rating. Here are my thoughts:

Comeliness is my word for the attribute. *Beauty* is too specific, as it calls to mind a positive state of good looks. "Comeliness" has a more neutral connotation; i.e., a character with a 3 attribute score for Beauty would be a non-beauty, but a 3 in Comeliness implies ugliness.

Comeliness is *not* charisma. Charisma, however, can affect comeliness. After the six attributes of a character are determined, his or her looks must be determined. Is the character ugly, homely, plain, or pretty? This characteristic is determined by the comeliness roll. 3d6 are rolled and totalled. The resulting number, between 3 and 18 inclusive, is modified:

Characters with a charisma of less than 3 will have an adjustment of -8 on comeliness, so that it will fall in the range of -5 to +10. For charisma of 3, the adjustment is -5; charisma of 4-5, -3; for 6-8, -1; for 9-12, *no adjustment*; for 13-15, +1; for 16-17, +2; for 18, +3; and for charisma of more than 18, +5.

Racial note: Charisma adjustment to comeliness applies only to the race of the character; i.e., dwarves to dwarves, elves to elves, etc. Comeliness adjustment by racial type applies to other races only and is:

Half-orcs	-3
Dwarves, gnomes	-1
Halfings, humans*	0
Half-elves*, sylvan elves*	+1
Gray elves*, high elves*	+2

* — Treat as same race.

The possible range of comeliness now reaches from a low of -8 (a 2 charisma half-orc) to +25 (a 19 charisma gray elf). Considering that many other creatures will eventually be given a comeliness rating — for better or worse — the possible spread will be broadened to range from -20 to +30. This reflects well from a mythological base and provides a solid working spread.

Comeliness will have the following effects on creatures of human sort. (This category includes, but is not necessarily limited to, humans, demi-humans, humanoids, giant-class, and bipedal creatures of human-like form and motivation.)

-16 or lower: Those viewing a character with comeliness this low are repulsed and horrified, so as to turn away or attempt to destroy the creature so offensive to the sight. If the individual with low comeliness is powerful, the reaction will tend toward escape, or reinforcement of

previously determined *awe (horror)* reaction. With creatures of like and Evil alignment, the effect is that of a positive comeliness of the same total.

-15 to -9: Disgust, evidenced by a tendency to look away, revile the individual, and act hostile in general. Under no circumstances will this character be accepted by the viewers unless all are of Evil alignment, so that the negative comeliness can be regarded as positive.

-8 to 0: Aversion and a desire to be away from so ugly a creature will be evidenced by all viewers. If given an excuse, those near the individual will be hostile and openly aggressive; otherwise they will merely tend toward rejection.

+1 to +6: As such an individual is simply ugly, the reaction evidenced will tend toward unease and a desire to get away from such brutishness as quickly as possible. If given the opportunity, the character's charisma can offset ugliness, but this requires a fair amount of conversation and interaction to take place.

+7 to +9: The homeliness of the individual will be such that initial contact will be of a negative sort. This negative feeling will not be strongly evidenced. High charisma will quickly overcome it if any conversation and interpersonal interaction transpires. (Consider a dwarf with 16 charisma and a base comeliness roll of 9; he or she will be at 8 when viewed by all creatures save other dwarves — who

will see him or her with comeliness adjusted by +2 for charisma.)

+10 to +13: Plain to average comeliness; no effect on the viewer.

+14 to +17: Interest in viewing the individual is evidenced by those in contact, as he or she is good-looking. The reaction adjustment is increased by a percentage equal to the comeliness score of the character. Individuals of the opposite sex will seek out such characters, and they will be affected as if under a *charm* spell unless wisdom of such individuals exceeds 50% of the character's comeliness total.

+18 to +21: The beauty of the character will cause heads to turn and hearts to race. Reaction for initial contact is at a percent equal to 150% of comeliness score. Individuals of any sex will be affected as if under a *charm* spell unless their wisdom exceeds 50% of the character's comeliness total. Individuals of the same sex will do likewise unless wisdom totals at least two-thirds of the other character's comeliness score. Rejection of harsh nature can cause the individual rejected to have a reaction as if the character had a negative comeliness of half the actual (positive) score.

+22 to +25: The stunning beauty and gorgeous looks of a character with so high a comeliness will be similar to that of those of lesser beauty (17-21), but individuals will actually flock around the

character, follow him or her, and generally behave foolishly or in some manner so as to attract the attention of the character. The reaction adjustment is double the score of comeliness; i.e., 22 equals +44%. *Charm*-like power will affect all those with wisdom of less than two-thirds the comeliness score of the character. If an individual of the opposite sex is actually consciously sought by a character with comeliness of 22-25, that individual will be effectively *charmed* unless his or her wisdom is 18 or higher. Rejection is as above.

+26 to +30: Unearthly beauty of this sort can be possessed only by creatures from other planes — demi-gods and demi-goddesses and deities of unusual sort. Reaction adjustment is double comeliness score. *Charm*-like power is effective on all save those with wisdom equal to 75% of comeliness, save that 19 or higher wisdom always allows saving versus the power. An individual of the opposite sex who is consciously sought by the possessor of such unearthly beauty and comeliness will always be under the spell of the individual with such beauty unless he or she has wisdom of 20 or more.

N.B.: *Charm* from attraction due to comeliness does *not* affect the abilities of the individual with respect to fighting, spell casting, etc. It could, however, affect alignment.

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New magic-user spells

by Gary Gygax

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As with illusionists (see last issue), magic-users also have a fair number of new spells which will be delineated in the upcoming **ADVANCED DUNGEONS & DRAGONS®** Expansion volume. There are currently 62 of these new magicks, divided so as to allow random discovery/determination. These spells are given hereafter, and they are substantially in the same form as they will appear when the book is published.

MAGIC-USERS

Number 1st Level

31	Alarm
32	Armor
33	Firewater
34	Grease
35	Melt
36	Mount
37	Precipitation
38	Run
39	Taunt
40	Wizard Mark

Number 2nd Level

25	Bind
26	Deepockets
27	Flaming Sphere Item
28	Irritation
29	Melf's Acid Arrow
30	Preserve
31	Tasha's Uncontrollable Hideous Laughter
32	Whip

3rd Level

Cloudburst
Detect Illusion
Material
Melf's Minute Meteor
Secret Page
Sepia Snake Sigil
Wind Wall

4th Level

Dispel Illusion
Evard's Black Tentacles
Leomund's Secure Shelter
Magic Mirror
Otiluke's Resilient Sphere
Shout
Stoneskin
Ultravision

(Editor's note: The listings and descriptions for new magic-user spells of levels 5-9 will be published next month, in issue #68 of **DRAGON™** Magazine.)

SPELL EXPLANATIONS

Alarm (Evocation)

Level: 1
Range: 1"
Duration: 2-8 turns +1 t./level
Area of Effect: Up to 20 sq. ft./level

Components: V, S, M
Casting Time: 1 round
Saving Throw: None

Explanation/Description: When an *alarm* spell is cast, the magic-user causes a selected area to react to the presence of any living creature larger than a normal rat, i.e. anything larger than one-half cubic foot in volume and/or over about 3 pounds in weight. The area of effect can be a portal, a section of floor, stairs, etc. As soon as any living creature sets foot upon the area, touches it, or otherwise contacts it, the *alarm* spell will evoke a loud ringing which will be clearly heard within a 60' radius. (Reduce the radius by 10' for interposing doors, by 20' for substantial interposing walls.) The sound will last for 1

segment and then cease. While undead creatures will not cause the spell to function, invisible creatures, as well as those from other planes who are otherwise alive, will do so. Ethereal or astrally projected creatures will not trigger an *alarm*. The material components of this spell are a tiny bell and a piece of very fine silver wire.

Armor (Conjuration)

Level: 1
Range: Touch
Duration: Special
Area of Effect: 1 creature

Components: V, S, M
Casting Time: 1 round
Saving Throw: None

Explanation/Description: By means of this spell, the magic-user creates a magical field of force which serves as if it were leather armor (AC 8). If the spell is cast upon a person already armored, it has no effect. However, if it is cast upon a creature with an armor class normally higher than 9 (due to its size, speed, skin, etc.) it will benefit the normal armor class by +1, i.e. AC 8 becomes 7, 7 becomes 6, and so on. The magic *armor* spell does not slow or hinder movement, adds no weight or encumbrance, nor does it prevent spell casting. It lasts until dispelled or until the wearer sustains cumulative damage totaling greater than 8 points +1 point per level of the caster. Thus, the wearer might take 8 points from an attack, then several turns later sustain an additional 1 point of damage. Unless the spell were cast by a magic-user of 2nd level or higher, it would be dispelled. Until it is dispelled, the *armor* spell allows the wearer full benefits of the armor class gained due to the dweomer.

Note: This spell will not function in conjunction with protective magic devices other than a *ring of protection*. The material component is a piece of finely cured leather which has been *blessed* by a cleric.

Firewater (Alteration)

Level: 1
Range: 1"
Duration: 1 round
Area of Effect: 1 pint of water/level

Components: V, S, M
Casting Time: 1 segment
Saving Throw: None

Explanation/Description: By means of this spell, the magic-user changes a volume of water to a volatile, inflammable substance similar to alcohol. If this substance is exposed to flame, fire, or even a spark, it will burst into flames and burn with a hot fire. Creatures subject to *firewater* flame will suffer 2-12 hit points damage. *Firewater* will evaporate and be useless within 1 round, even if it is securely contained and sealed, so it must be utilized within 10 segments of its creation. The material components of this spell are a few grains of sugar and a raisin.

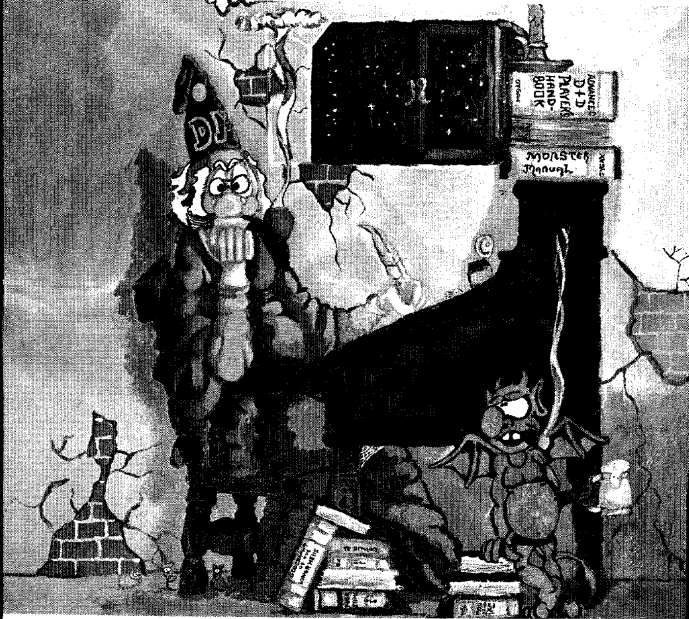
Grease (Evocation)

Level: 1
Range: 1"
Duration: Permanent
Area of Effect: 1 sq. ft./level

Components: V, S, M
Casting Time: 1 segment
Saving Throw: Special

Explanation/Description: A grease spell creates an area covered by a slippery substance of a fatty, greasy nature. Any creature stepping upon it will have to save versus petrification or slip, skid, and fall. Of course, if a creature is aware of the area, it can possibly be avoided. The spell can also be used to cause a greasy coating on some surface other than that underfoot—a

From the



Sorcerer's Scroll

rope, ladder rungs, weapon handle, etc. Lone material objects will always be subject to such a spell use, but if the magic is cast upon an object being wielded or employed by a creature, a saving throw versus magic must fail for the *grease* spell to be effective. The material component of the spell is a bit of pork rind, butter, or other greasy material.

Melt (Alteration)

Level: 1
Range: 3"
Duration: 1 round/level
Area of Effect: 1 cubic yard/level — double if snow

Components: V, S, M
Casting Time: 1 segment
Saving Throw: Special

Explanation/Description: When a *melt* spell is cast, the magic-user effectively raises the temperature in the area of effect. This sudden increase in warmth will melt ice in 1 round, so that a 1st level magic-user can melt a cube of solid ice, 1 yard on a side, in 1 round after the spell is cast, so that the ice becomes water. The *melt* spell is not generally effective against creatures which are not composed of para-elemental cold or which employ extreme cold. However, against such monsters as white dragons, winter wolves, yeti and the like, a *melt* spell will inflict 2 points of damage per level of the spell caster, or 1 point per level if the subject creature makes its saving throw versus magic. The material components for a *melt* spell are a few crystals of rock salt and a pinch of soot.

Mount (Conjuration/Summoning)

Level: 1
Range: 1"
Duration: 12 turns + 6 turns/level
Area of Effect: 1 creature

Components: V, S, M
Casting Time: 1 round
Saving Throw: None

Explanation/Description: By means of this spell, the caster calls a normal animal to serve him or her as a mount. The animal will serve willingly and well, but at the expiration of the spell duration it will disappear, returning to its own place. The type of mount gained by this spell depends on the level of the caster; of

course, a caster of sufficiently high level to qualify for a camel (for instance) can choose a "lower level" mount if he or she so desires. Available mounts are these:

- 1st — 3rd level: mule or light horse
- 4th — 7th level: draft horse or warhorse
- 8th — 12th level: camel
- 13th level & up: elephant (and hound at 18th level)

The mount will not come with any riding gear, unless it is of a class lower than the caster would normally be entitled to gain, i.e. a 4th level magic-user can gain a warhorse *without* saddle and harness or a light horse *with* saddle and harness. The statistics of the animal gained are typical of all creatures of the same class. The material component of the spell is a bit of hair or dung from the type of animal to be conjured.

Precipitation (Alteration)

Level: 1
Range: 1"/level
Duration: 1 segment/level

Components: V, S, M
Casting Time: 1 segment
Saving Throw: None (& special)

Area of Effect: 3" diam. cylinder up to 72" high

Explanation/Description: When this spell is cast, all water vapor in the atmosphere in the area of effect is precipitated in the form of a light rain. (Note that low-level spell casters will certainly be within the area of effect of the spell.) The rain will continue only for as many segments of time as the spell caster has levels of experience. As only some 1/100th of an inch of precipitation falls during the course of a segment, the spell will have only the following general effects:

Thin, light material will become damp in 1 segment and thoroughly wet thereafter.

Twigs and heavy material such as canvas will be damp in 2 segments and wet thereafter.

Flat, relatively non-porous surfaces, such as stone floors, rock, painted wood, etc., will be damp in 1 segment and filmed with water thereafter.

Semi-porous surfaces and materials will become damp on the surface in 2 segments, and thereafter the damp area will progress downward/inward; after 5 segments the surface will also be wet.

Porous surfaces and materials will simply absorb the rain to their entire capacity.

Small flames, such as those of candles, will be extinguished by 1 segment of precipitation. Small fires will slow and become smoky for 1 round after precipitation has ceased. Large fires will not be materially affected by the spell.

Note that if the temperature is above 90° F., the duration of the spell will be extended to double normal except in arid regions. Also, where the temperature ranges between 31° and 33° F., the precipitation will fall in the form of sleet. At 30° F. and below, the precipitation will fall as rather thick snow, and most of the dampness/wetness effect will be negated until the snow melts. If magical heat of a large area is applied to precipitation, i.e. a *wall of fire*, *fireball*, *flame strike*, etc., a cloud of warm fog of double the area of effect of the precipitation will be formed. If magical cold is applied to the spell or the water which remains thereafter, normal ice will be formed. Very hot creatures such as salamanders will suffer 1 point of damage in every segment during which they are within the area of effect of the spell. Such creatures are entitled to a save versus magic. The material component of the spell is a pinch of silver dust.

Run (Enchantment)

Level: 1
Range: Touch
Duration: 5-8 hours
Area of Effect: Special (humans, demi-humans only)

Components: V, S, M
Casting Time: 1 round
Saving Throw: None

Explanation/Description: The *run* spell enables the recipient

to run at full speed for from 5-8 hours without tiring. However, after so running the individual must spend a like number of hours resting, as well as drinking plenty of liquids and eating heartily. For every 2 levels of experience of the spell caster, another individual can be affected, i.e. at 4th level, 2 individuals can be touched and empowered to *run*; at 6th, three; etc. The material component of this spell is an elixir made from the juice of dried plums boiled in spring water and the oil of 5-8 beans of a spurge (castor) plant.

Taunt (Enchantment)

Level: 1	Components: <i>V, S</i>
Range: 3"	Casting Time: <i>1 round</i>
Duration: <i>instantaneous</i>	Saving Throw: <i>Neg.</i>
Area of Effect: <i>2 levels or hit dice/level</i>	

Explanation/Description: A *taunt* spell enables the caster to jape and jeer effectively with respect to any creature with an intelligence of 2 or greater. The spell's *dweomer* gives the magic-user's words and sounds real meaning to the subject creature or creatures. These words and sounds will challenge the subject(s), be insulting, and in general cause irritation and anger. If the subject creature or creatures fail to save versus magic, the *taunt* spell will cause them to rush forth in fury to do battle with the spell caster, and each and every affected creature so coming will certainly attack the spell caster if physically capable of doing so, i.e. they will seek to use body weapons and hand-held weapons rather than attacking from a distance. Only one sort of creature can be affected by a *taunt* spell. It affects creatures closest to the spell caster first, regardless of maximum range. Thus, if a group of gnolls were being taunted by a 10th level magic-user, the foremost 10 would be subject to the spell first, even though the spell caster might prefer to affect the gnollish shaman at the rear of the group.

Wizard Mark (Alteration)

Level: 1	Components: <i>V, S, M</i>
Range: <i>Touch</i>	Casting Time: <i>1 segment</i>
Duration: <i>Permanent</i>	Saving Throw: <i>None</i>
Area of Effect: <i>1 square foot</i>	

Explanation/Description: When this spell is cast the magic-user is able to inscribe, visibly or invisibly, his or her personal rune or mark, as well as up to six additional characters of smaller size. A *wizard mark* spell allows the caster to etch the rune upon stone, metal, or any softer substance without harm to the material upon which the mark is placed. If an invisible mark is made, *detect magic* will cause it to glow and be readable (which does not necessarily imply understandability). *Detect invisibility*, *true seeing*, *true sight*, a *gem of seeing*, or a *robe of eyes* will likewise note an invisible *wizard mark*. The material components for the casting of this spell are a pinch of diamond dust (about 50 gold pieces worth) and a pigment or pigments for the coloration of the mark. If the mark is to be invisible, the pigments are still used, but the caster uses a stylus of some sort rather than his or her digit.

Bind (Alteration/Enchantment)

Level: 2	Components: <i>V, S, M</i>
Range: 3"	Casting Time: <i>2 segments</i>
Duration: <i>1 round/level</i>	Saving Throw: <i>None</i>
Area of Effect: <i>Special</i>	

Explanation/Description: When this spell is employed, the magic-user causes any rope-like object of non-living material to behave as he or she orders. The subject can be string, yarn, cord, line, rope, or even a cable. About 50' of normal rope (1 inch diameter), plus 5' per level of the spell caster, can be affected. Reduce length proportionately when diameter in-

creases, and increase length by 50% when diameter is halved. The commands possible to give under a *bind* spell are: *Coil*; *Coil & Knot*; *Loop*; *Loop & Knot*; *Tie & Knot*; and the reverses of all of the above. The rope or other rope-like object must be within about 1 foot of any object in order for it to respond properly, so it must usually be thrown or hurled nearby. Any creature affected by the rope-like object can, of course, interact with it as if it were a normal object; the *dweomer* does not cause the rope to have magical properties beyond its ability to obey commands. (Cf. *Rope of climbing*, *rope of entanglement*.)

Deepockets (Alteration/Enchantment)

Level: 2	Components: <i>V, S, M</i>
Range: <i>Touch</i>	Casting Time: <i>1 turn</i>
Duration: <i>24 turns + 6 turns/level</i>	
Area of Effect: <i>1 garment</i>	Saving Throw: <i>None</i>

Explanation/Description: This spell allows the magic-user to specially prepare a garment so as to hold far more than it normally could. A finely sewn gown or robe of high-quality material (at least 300 gold pieces value) is fashioned so as to contain numerous pockets. One dozen is the minimum number. The *deepockets* spell then makes 1 of these pockets able to hold 1,000 gold pieces weight (5 cubic feet volume) as if it were only 100 gold pieces weight. Furthermore, there will be no discernible bulge where the special pocket is. The spell can be changed to allow 10 pockets each of 100 gold piece weight capability (1/2 cubic foot volume each). If a robe or like garment is sewn with 100 or more pockets (1,000 gold piece minimum cost), 100 pockets can be *dweomered* to contain 10 gold pieces weight each, and hold 1/6 cubic foot volume each. If the spell duration expires while there is material within enchanted pockets, the material vanishes — lost forever. In addition to the garment, the material components of this spell are a tiny golden needle and a strip of fine cloth given a half-twist and fastened at the ends.

Flaming Sphere (Alteration-Evocation)

Level: 2	Components: <i>V, S, M</i>
Range: 1"	Casting Time: <i>2 segments</i>
Duration: <i>1 round/level</i>	Saving Throw: <i>Neg.</i>
Area of Effect: <i>6' diameter sphere</i>	

Explanation/Description: A *flaming sphere* spell causes a burning globe of normal-type fire to come into being up to 1" distant from the spell caster. This sphere will then begin rolling in the direction in which the magic-user points, even though it might be uphill. It will roll over low barriers such as walls, furniture, etc., as long as these barriers are not over 4' tall. Flammable substances will be set afire by contact with the sphere. Creatures struck will suffer 2-8 points of damage. All creatures within a 5' radius of the sphere's center must save versus magic or else take the indicated damage. The *flaming sphere* moves at a rate of 1"/round as long as the spell caster points in the direction it is to move, for it otherwise merely stays at rest and flames. It can be extinguished by the same means as any normal fire of its size. The material components are a bit of tallow, a pinch of sulphur, and a dusting of powdered iron.

Irritation (Alteration)

Level: 2	Components: <i>V, S, M</i>
Range: 1"/level	Casting Time: <i>2 segments</i>
Duration: <i>Special</i>	Saving Throw: <i>Neg.</i>
Area of Effect: <i>1 creature</i>	

Explanation/Description: An *irritation* spell affects the epidermis of the subject creature. Creatures with very thick or insensitive skins are basically unaffected by the *dweomer*. (Examples are buffalo, elephants, scaled creatures, etc.) There are

two versions of the spell, either of which can be cast from the standard preparation:

Itching — When cast, this causes the subject to feel an instant itching sensation on some portion of its body. If 5-8 segments are not immediately spent scratching this irritated area, the subject creature will be so affected that the next 3 rounds will be spent squirming and twisting, effectively lowering the subject's armor class by 4 and its "to hit" probability by 2.

Rash — When a rash is cast, the subject creature will notice nothing for 1-4 rounds, but thereafter its entire skin will begin to break out in red welts which faintly itch. The *rash* will persist until either a *cure disease* or *dispel magic* is cast upon it. It lowers charisma by 1 point per day until four days have passed, i.e. maximum loss of charisma is 4 points. After one week, the subject's dexterity is lowered by 1 point also: Symptoms vanish immediately upon the removal of the *rash*, all statistics returning to normal.

The material component for this spell is powdered leaf from poison ivy, oak, or sumac.

Tasha's Uncontrollable Hideous Laughter (Evocation)

Level: 2
Range: 5"
Duration: 1 round
Area of Effect: 1 creature

Components: V, S, M
Casting Time: 2 segments
Saving Throw: Special

Explanation/Description: This spell enables the caster to cause the subject to perceive everything as hilariously funny. The effect is not immediate, and the subject creature will feel only a slight tingling on the round the dweomer is placed, but on the round immediately following, it will begin smiling, then giggling, chuckling, tittering, snickering, guffawing, and finally collapsing into gales of uncontrollable hideous laughter. Although this magic mirth lasts only a single round, the affected creature must spend the next round regaining its feet, and it will be at -2 from its strength on the 3rd and 4th rounds following the spell casting. The saving throw depends on the intelligence of the creature. Creatures with intelligence of 3 or less are totally unaffected. Those with intelligence of 4-8 have no saving throw; those with intelligence of 9-12 save at -4; those with intelligence of 13-15 save at -2; and those with intelligence of 16 or greater gain normal saving throw probability. The material components of the spell are a small feather, a tiny wooden paddle, and a minute tort. The tort is hurled at the subject, while the feather is waved in one hand and the paddle is tapped against the posterior of the spell caster.

Melf's Acid Arrow (Evocation)

Level: 2
Range: 3"
Duration: Special
Area of Effect: One target

Components: V, S, M
Casting Time: 4 segments
Saving Throw: Special

Explanation/Description: By means of this spell, the magic-user creates a magic "arrow" which speeds itself to its target as if fired from the bow of a fighter of the same level as the magic-user casting the spell. The arrow is equal to a +1 weapon for hit determination purposes. The effect of a hit might inflict damage on the target even if it would not normally be harmed by an arrow or magic weapon of only +1 value. This is due to the acid. The arrow itself does 2-5 points of damage. The acid which gushes forth when it hits is equal to an acid missile of 8-ounce volume (1' diam. area of effect, 2-8 hit points damage, plus item saving throw). The acid's strength increases by one round of damage for every 3 levels of magic use above 3rd, so that double damage will occur over two rounds if the spell cast is from a 4th-6th level magic-user, unless the target can have the acid neutralized. The material components of the spell are a dart and powdered rhubarb leaf and adder stomach.

Preserve (Abjuration)

Level: 2
Range: Touch
Duration: Permanent
Area of Effect: One-half cu. ft./level of the spell caster

Components: V, S, M
Casting Time: 2 rounds
Saving Throw: None

Explanation/Description: A *preserve* spell enables the caster to retain some item fresh and whole until some later time when it is needed in a spell. Of course, the dweomer is ineffective in retaining the potency of material such as mistletoe, holly berries, and similar stuffs which must be gathered periodically. It is otherwise effectual. The sort of material which can be treated by a *preserve* spell depends upon the level of the caster:

Hard, relatively dry material: 2nd-4th level

Soft, relatively wet material: 5th-7th level

Semi-liquid and liquid materials: 8th level & up

A container is necessary only in cases where a relatively high degree of moisture is concerned. The material components of the spell are a pinch of dust, a bit of resin (or amber), and a drop of brandy.

Whip (Evocation)

Level: 2
Range: 1"
Duration: 1 round/level
Area of Effect: Special

Components: V, S, M
Casting Time: 2 segments
Saving Throw: Special

Explanation/Description: By means of this spell, the magic-user creates a material, whip-like substance up to 1" distant from his or her person. The spell caster can then wield this *whip* by moving his or her hand as if it held an actual one, for the magical one will respond to the movements made by its evoker. The lash can be used so as to make both a whistling crack and an actual strike each turn. The sound alone is sufficient to keep normal animals at bay unless they save versus magic. Any animal actually struck (as indicated by a normal "to hit" die roll) must save versus magic at -1 to -4 or else slink away and not return for at least an hour. Note that the *whip* does not do actual damage to the creature struck. Creatures with intelligence above 3 are not affected, nor are giant-sized animals above about bear-size, nor are monsters. The *whip* can also be used in melee combat, a successful "to hit" roll indicating that the lash has struck and wrapped around an opponent's weapon. If the *whip* saves versus *crushing blow* (13 or better), if the weapon is edged, or versus *normal blow* (6 or better), if the weapon is non-edged, the *whip* will tear it from the opponent's hand unless a saving throw versus magic succeeds. Magic bonuses of affected weapons reduce dice score to save versus blows (Magic resistance must fail to make a "to hit" possible). The material component of the spell is a small bit of silk braided so as to form a miniature whip.

Cloudburst (Alteration)

Level: 3
Range: 1"/level
Duration: 1 round

Components: V, S, M
Casting Time: 3 segments
Saving Throw: None
(& special)

Area of Effect: 3" diam. cylinder up to 6" high

Explanation/Description: By means of this spell, the caster causes the atmosphere to instantly precipitate all of its water vapor into huge drops of rain, the resulting condensation not only causing a true downburst of rain but also sucking more vapor into the area to likewise be precipitated as rain. The *cloudburst* will effectively drench everything within its area of effect within 1 segment, for its rain will fall at the rate of 1/10th inch per segment, or one inch of rainfall in 1 round. (Cf. *precipitation* spell.) All normal fires within the area of effect will be

(Turn to page 54)

New magic-user spells

(Continued from page 9)

extinguished by a *cloudburst*, small ones instantly, medium ones in 3-5 segments, large ones in 8-10 segments. Magical fires will also be extinguished by a *cloudburst*, with the following general rules applying: Permanent magical fires will relight in 1-2 rounds. Small, rekindlable magic fires such as that of a *flame tongue* sword will be affected only during the actual *cloudburst*. Spells such as *produce fire* and *burning hands* will be negated. Large-area spells such as *fireball*, *flame strike*, *wall of fire*, etc. will, in the course of being extinguished, vaporize the rain; a cloud of steam of quadruple area of effect volume will be created. This steam will inflict 1-3 points of damage on normal creatures within its area, double damage on cold-dwelling or cold-using creatures. It will persist for 2-5 rounds, half that if a breeze is blowing, 1 round if a strong wind is blowing.

In arid regions, the *cloudburst* will act only as a double-strength *precipitation* spell. In hot and humid areas, the duration of the spell will be extended to 2 rounds. In areas with a temperature between 31° and 33° F., sleet rather than rain will fall, with ice and slush being formed when it accumulates. In temperatures of 30° F. and lower, the *cloudburst* becomes a *snowburst*, with one inch of snow falling per segment. Whether the *cloudburst* falls as rain, sleet, or snow, very hot creatures not saving versus magic within the area of the spell will suffer 10 points of damage, plus 1 point of additional damage for every segment they remain within the *cloudburst* area. The material components for the spell are powdered silver and powdered iodine crystals.

Detect Illusion (Divination)

Level: 3 Components: V, S, M
Range: Touch Casting Time: 3 segments
Duration: 2 rounds + 1/level Saving Throw: #one
Area of Effect: Line of sight 1" wide, 1"/level long

Explanation/Description: This spell is exactly the same as the 1st level illusionist spell *detect illusion* (q.v.) except with regard to duration, as shown above.

Item (Alteration)

Level: 3 Components: V, S, M
Range: Touch Casting Time: 3 segments
Duration: 6 turns/level* Saving Throw: Special
Area of Effect: 2 cu. ft./level of the spell caster
* — Non-living material allow quadruple duration.

Explanation/Description: By means of this spell, the magic-user is able to touch any normal, non-magical item of a size appropriate to his or her area of effect and cause it to shrink to one-twelfth its normal size. Optionally, the caster can also change its now-shrunk composition to a cloth-like one. Only living things are entitled to a saving throw versus magic, but each such save is at +4 Objects changed by an *item* spell can be returned to normal composition and size merely by tossing them onto any solid surface or by word of command from the original spell caster. *Note:* It is possible to affect a fire and its fuel with this spell.

Material (Evocation-Conjuration)

Level: 3 Components: V, S
Range: 1" Casting Time: 1 round
Duration: Permanent Saving Throw: None
Area of Effect: 1 cu. ft./level

Explanation/Description: A *material* spell allows the magic-user to actually bring into being certain common things. There

is no great difficulty in causing common basic materials such as stone, earth (soil), or wood to appear. These sorts of materials in raw, unworked form are easily gained by means of this spell. Similarly, other inorganic or non-living materials such as water, air, dung, straw, etc., can be conjured. When simple plants are concerned, such as when the caster attempts to bring into being an area of grass, there is a base 100% chance of total failure. The base chance is modified downward by 1% per level of the spell caster. Animal life can never be affected by this spell. In no event can worked, refined, or fabricated items be brought into being by a *material* spell. The spell essentially enables the magic-user to create common things of a basic nature.

Melf's Minute Meteors (Evocation/Alteration)

Level: 3 Components: V, S, M
Range: 1"/level Casting Time: 5 segments
Duration: Special Saving Throw: None
Area of Effect: 1 target per missile

Explanation/Description: This spell is unusual in two respects. First, the *dweomer* enables the caster to cast small globes of fire which burst into a 1 ft. diameter sphere upon impact, inflicting 1-4 points of damage upon the target creature — or otherwise igniting combustible materials (even solid planks); and this ability continues from round to round until the caster has fired off as many of these "meteors" as he or she has levels of experience, until he or she decides to forego casting any additional still remaining, or until a *dispel magic* spell is successfully cast upon the magic-user. Second, once *Melf's Minute Meteors* is cast, the magic-user has the option to discharge the available missiles at the rate of 1 every 2 segments, as desired, or 1 every round (beginning with the initial round of casting).

In the first option, the caster must point at the desired target on the 2nd segment of the round the spell was cast, and a missile will be discharged. This process is repeated every 2 segments thereafter until all of the missiles are so released. Naturally, this usually will mean that the spell actually carries over into at least the following round.

Similarly, if the second option is chosen, the magic-user can withhold or discharge missiles as he or she sees fit. This option also has the benefit of enabling the spell caster to actually discharge one of the "meteors" and conjure some other spell as well. The additional spell must be of such a nature as to not require the continuing concentration of the spell caster, or else he or she will involuntarily forego the casting of any further missiles from the original spell. However, considering that the magic-user will have had the opportunity to have discharged a missile and cast a spell in the same round is of such benefit that the potential loss is not of concern. (Note that if the magic-user fails to maintain an exact *mental* count of the number of missiles he or she has remaining, this is an unfailing indication that he or she has involuntarily foregone the remaining portion of the spell.)

The components necessary for the casting of this *dweomer* are nitre and sulphur formed into a bead by the admixture of pine tar, and a small hollow tube of minute proportion, fashioned from gold. The tube costs no less than 1,000 gold pieces to construct, so fine is its workmanship and magical engraving, but it remains potent throughout numerous castings of the spell — unless damaged by accident or abuse.

Secret Page (Alteration)

Level: 3 Components: V, S, M
Range: Touch Casting Time: 1 turn
Duration: Until dispelled Saving Throw: None
Area of Effect: 1 page of any size up to 2 ft. square

Explanation/Description: When cast, a *secret page* spell al-

ters the actual contents of a page to appear to be something entirely different. Thus, a map can be changed to become a treatise on burnishing ebony walking sticks; the text of a spell can be altered to show a ledger page or even another form of spell, etc. The caster is able to reverse the effect of the spell by the mere utterance of a command word, then peruse the actual page, and return it to its secret page form thereafter. The caster can also remove the spell by double repetition of the command word. Others noting the dim magic of a page with this spell cloaking its true contents can attempt a *dispel magic*, but if it fails, the page will be destroyed. Short of an *alter reality* or *wish* spell, only will-o-wisp essence will reveal the true nature of the subject of a *secret page* spell, if that page is not subjected to *dispel magic*. The material component of the spell is powdered herring scales.

Sepia Snake Sigil (Conjuration/Summoning)

Level: 3
Range: ½"
Duration: *Special*
Area of Effect: 1 sigil

Components: *V, S, M*
Casting Time: 3 segments
Saving Throw: *None*

Explanation/Description: There are three forms of this spell, but each eventually causes the conjuration of a deep brown snake-like force. This so-called *sepia snake* springs into being and strikes at the nearest living creature. Its attack is made as if it were a monster with hit dice equal to the level of the magic-user who cast the dweomer. If it is successful in striking, the victim is engulfed in a shimmering amber field of force, frozen and immobilized until the caster releases the dweomer or until a *dispel magic* spell does so. Until then, nothing can get at the victim, move the shimmering force surrounding him or her, or otherwise affect the field or the victim. If the *sepia snake* misses its target, it dissipates in a flash of brown light, with a loud noise

and a puff of dun-colored smoke which is 1" in diameter and lasts for 1 round. The three applications are: 1) as a glowing sigil in the air drawn by the spell caster and pointed at the intended target; 2) as a glyph of umber marked on some surface; and 3) as a small character written into some magic work to protect it. The components for the spell are 100 gold pieces worth of powdered amber, a scale from any snake, and a pinch of mushroom spores.

Dispel Illusion (Abjuration)

Level: 4
Range: ½"/level
Duration: *Permanent*
Area of Effect: *Special*

Components: *V, S*
Casting Time: 4 segments
Saving Throw: *None*

Explanation/Description: This spell is the same as the 3rd-level illusionist spell of the same name. However, the magic, user attempting to dispel the illusion is considered at *two* levels below his actual level with respect to illusion-phantasm types of spells cast by an illusionist.

Wind Wall

Level: 3
Range: 1"/level
Duration: 1 round/level
Area of Effect: An area 1" wide and ½" high per level of caster

Components: *V, S, M*
Casting Time: 3 segments
Saving Throw: *Special*

Explanation/Description: This spell brings forth an invisible curtain of wind of considerable strength — sufficient to blow birds as large as crows upward, or to tear papers and like materials from unsuspecting hands. (If in doubt, a saving throw versus magic determines grasp.) Normal insects can't pass such a barrier. Loose material, even cloth garments, caught in a

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wind wall will fly upward. The material components are a tiny fan and a feather of exotic origin.

Evard's Black Tentacles (Conjuration/Summoning)

Level: 4
Range: 3"
Duration: 1 round/level

Components: V, S, M
Casting Time: 8 segments
Saving Throw: Neg.
(see below)

Area of Effect: 1 tentacle/level of the caster in a 10' r.

Explanation/Description: By means of this spell the caster creates many rubbery, black tentacles in the area of effect of the dweomer. These waving members seem to spring forth from the earth, floor, or whatever surface is underfoot — including water. Each tentacle is 10' long, AC 4, and takes as many points of damage to destroy as the magic-user who cast the spell has levels of experience. Furthermore, there will be one such tentacle for each of the levels of experience of the spell caster. Any creature within range of the writhing tentacles is subject to attack. If more than one target is within range of a tentacle, the probability of attack on each is determined and the result found by die roll. A victim of a tentacle attack must make a saving throw versus magic. If this succeeds, the victim takes 1-4 hit points of damage from initial contact with the tentacle, and it then is destroyed. Failure to save indicates that the damage inflicted will be 2-8 points, the ebon member is wrapped around its victim, and damage will be 3-12 points on the second and succeeding rounds. As these tentacles have no intelligence to guide them, there is the possibility that they will entwine any object — a tree, post, pillar — or continue to squeeze a dead opponent. Once grasped, a tentacle remains wrapped around its chosen target until the thing is destroyed by some form of attack or it disappears due to the expiration of the dweomer's duration. The component for this spell is apiece

of tentacle from a giant octopus or giant squid. (The casting of the spell requires considerable time, but it is unlikely that this is linked to the meager components.)

Leomund's Secure Shelter (Alteration-Enchantment)

Level: 4
Range: 2"
Duration: 6 turns/level

Components: V, S, M
Casting Time: 4 turns
Saving Throw: None

Area of Effect: 30 sq. ft./level

Explanation/Description: This spell enables the magic-user to magically call into being a sturdy cottage or lodge, made of material which is common in the area where the spell is cast — stone, timber, or (at worst) sod. The floor area of the lodging will be 30 square feet per level of the spell caster, and the surface will be level, clean, and dry. In all respects the lodging will resemble a normal cottage, with a sturdy door, two or more shuttered windows, and a small chimney and fireplace.

While the lodging will be secure against winds of up to 70 miles per hour, it has no heating or cooling source (other than natural insulation qualities). Therefore, it must be heated as a normal dwelling, and extreme heat will certainly affect it, and its occupants, adversely. The dwelling does, however, provide considerable security otherwise, as it will actually be as strong as a normal stone building regardless of its material composition, resist flames and fire as if it were stone, and be generally impervious to normal missiles not of the sort cast by siege machinery or giants. The door, shutters, and even chimney are secure against intrusion, the two former being *wizard locked* and the latter being secured by a top grate of iron and a narrow flue. In addition, these three areas are protected by an *alarm spell* (q.v.). Lastly, an *unseen servant* (q.v.) is called up to provide service to the spell caster.

The inside of *Leomund's Secure Shelter* will contain rude

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furnishings as desired by the spell caster — up to 8 bunks, a trestle table and benches, as many as 4 chairs or 8 stools, and a writing desk. The material components of this spell are a square chip of stone, crushed lime, a few grains of sand, a sprinkling of water, and several splinters of wood. These must be augmented by the components of the *alarm* and *unseen servant* spell if these are to be included in the spell; i.e., string and silver wire and a small bell.

Magic Mirror (Enchantment-Divination)

Level: 4
Range: *Touch*
Duration: 1 round/level
Area of Effect: *Special*

Components: *V, S, M*
Casting Time: 1 hour
Saving Throw: *None*

Explanation/Description: By means of this spell, the magic-user changes a normal mirror into a scrying device similar to a crystal ball. The details of the use of such a scrying device are found in the *Dungeon Masters Guide*, *Miscellaneous Magic Treasure* section, under *Crystal Ball*. The mirror used must be of finely wrought and highly polished silver of a minimum cost not less than 1,000 gold pieces. This mirror is not harmed by casting of the spell as are the other material components — the eye of a hawk, an eagle, or even a roc, and nitric acid, copper and zinc. (Cf. fifth level cleric spell, *magic font*, and second level druid spell, *reflection pool*.) (*Editor's note: Descriptions of these two new spells will be published in upcoming issues of DRAGON™ Magazine.*)

Otiluke's Resilient Sphere (Alteration-Evocation)

Level: 4
Range: 2"
Duration: 1 round/level
Area of Effect: 1 ft. diameter per level of the caster

Components: *V, S, M*
Casting Time: 4 segments
Saving Throw: *Neg.*

Explanation/Description: When this spell is cast, the result is a globe of shimmering force which encapsulates the subject creature — if it is small enough to fit within the diameter of the sphere and it fails to successfully save versus magic.

The *resilient sphere* will contain its subject for as long as its dweomer persists, and it is not subject to damage of any sort except from a *rod of cancellation*, a *wand of negation*, or a *disintegrate* or *dispel magic* spell. These will cause it to be destroyed without harm to the subject. The subject may struggle, but all that will occur is a movement of the sphere.

The material components of the spell are a hemispherical piece of diamond (or similar hard, clear gem material) and a matching hemisphere of gum arabic.

Shout (Evocation)

Level: 4
Range: *Self*
Duration: *Instantaneous*
Area of Effect: 1" x 3" cone

Components: *V, M*
Casting Time: 1 segment
Saving Throw: *Neg.*

Explanation/Description: When a *shout* spell is cast, the

Next: M-U spells, levels 5-9

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This is a 48 page Universal adventure module just released by Judges Guild. This fantastic book contains two parts, a wilderness adventure on a long lost pirate island in order to find a treasure filled stronghold, the second being the finding, exploring, and staying alive in the depths of the fortress. Fantastic adventure awaits those bold enough to brave the island and its contents, discoveries await the determined explorer, treasure awaits to be taken. But what guards all of this and what awaits those who dare?

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magic-user empowers himself or herself with tremendous vocal powers. With the *dweomer* of the spell the caster releases an ear-splitting noise which has a principal effect in a cone shape radiating from the mouth of the caster to a 3" terminus. Any creature within this area will be deafened for 2-12 rounds and take a like amount (2-12 points) of damage. Any brittle or similar substance subject to sonic vibrations will be shattered by a shout, e.g. a *wall of ice*. A spell of this nature can be employed but once per day, for otherwise the caster might permanently deafen himself or herself. The material components for casting the *shout* spell are a drop of honey, a drop of citric acid, and a small cone made from a bull's or ram's horn.

Stoneskin (Alteration)

Level: 4
Range: *Touch*
Duration: *Special*
Area of Effect: *One creature*

Components: *V, S, M*
Casting Time: *1 segment*
Saving Throw: *None*

Explanation/Description: When this spell is cast, the affected creature gains a virtual immunity to any attack by cut, blow, projectile or the like. Thus, even a *sword of sharpness* would not affect a creature protected by *stoneskin*, nor would a rock hurled by a giant, a snake's strike, etc. However, magic attacks from such spells as *fireball*, *magic missile*, *lightning bolt*, and so forth would have normal effect. Any attack or attack sequence from a single opponent dispels the *dweomer*, although it makes the creature proof against that single attack or attack sequence. Attacks with relatively soft weapons, such as a monk's hands, an ogrillon's fist, etc. will inflict 1-2 points of damage on the *attacker* for each such attack while the attacked creature is protected by the *stoneskin* spell. The material components of the spell are granite and diamond dust sprinkled on the recipient's skin.

Ultravision (Alteration)

Level: 4
Range: *Touch*
Duration: *6 turns + 6 turns/level*
Area of Effect: *One creature*

Components: *V, S, M*
Casting Time: *4 segments*
Saving Throw: *None*

Explanation/Description: By means of this spell the magic-user empowers the recipient to see radiation in the ultraviolet spectrum. In night conditions this means that vision will be clear, as if it were daylight, to a range of 100 yards, and shadowy and indistinct from beyond 100 yards to about 300 yards distance. If the night is very dark, with thick clouds overhead, reduction of ultravision sight is 50%. Where more than about 6 feet of earth or 3 feet of stone interpose between the sky and the individual, such as in virtually any underground area, *ultravision* allows only vision of the dimmest sort in about a 3-foot radius, since the ultraviolet rays are screened out. (Of course, if an emission source is nearby, the visual capabilities improve accordingly.) Nearby light, including the radiance shed by magic items, tends to spoil ultravision, the brightness of the rays "blinding" the eyes to dimmer areas more distant. The material component for this spell is a *crushed* amethyst of at least 500 gold pieces value.

MELEE: THE INTELLIGENT DM

On occasion the question of the length of a melee round comes up in relation to the number of attacks delivered. Of necessity, a game of role playing adventure which has elements of magic included in combat is going to be abstract, shall we say. For the sake of the pace of the game, the longevity of player characters, and the inclusion of magic, weapon combat must be kept to a fast tempo while at the same time allowing combatants leeway to break off, change tactics, or whatever else is called for. Thus, a one-minute round with a single effective

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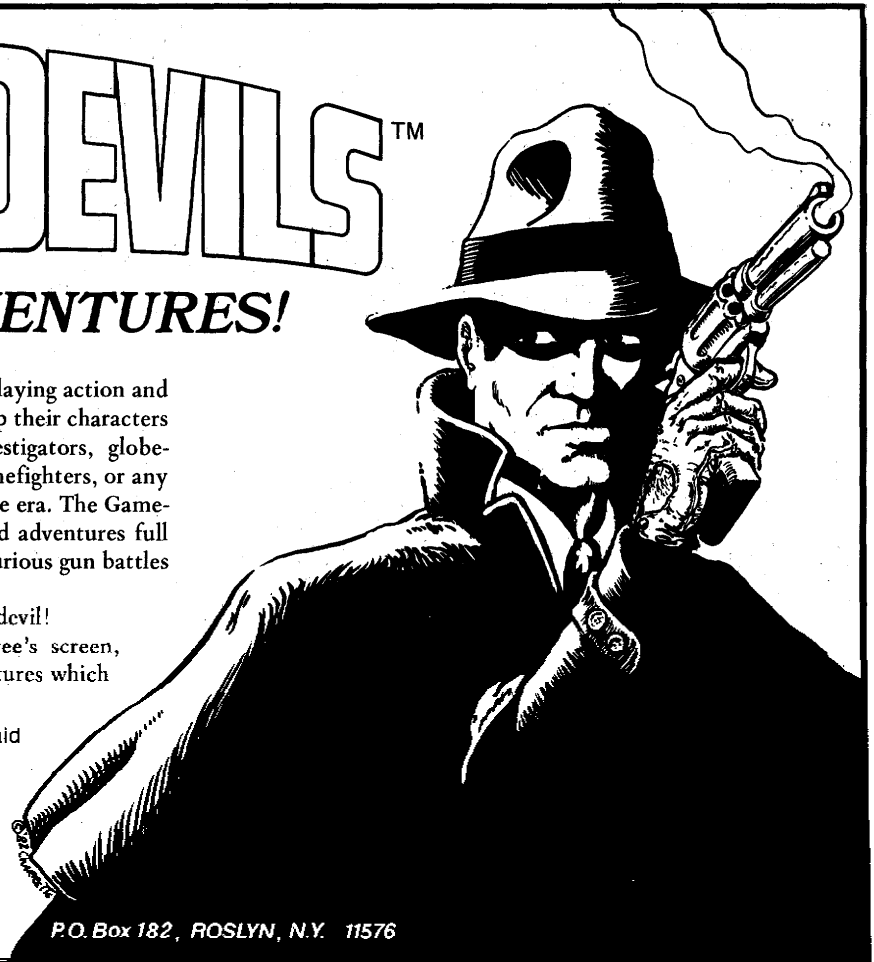
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weapon blow is the norm. Likewise, damage is kept minimal, so that a carefully advanced character will not generally be slain by a single stroke of some kobold's axe. Weapon blows, just as hit points, are scaled to a real individual.

For example, a single swing of a broadsword will slay a normal person. Armor helps only in determination of a hit, not in damage, although armor could actually reduce damage as it took damage itself, eventually being totally ruined. That latter method adds unneeded complication to the combat system, so forget it! Hit points and their accumulation make up for much. As I have often stated, no human can actually withstand damage which would fell a rhino. Damage above 12 points or so is not actually withstood — the points inflicted are mere scratches, bruises, misses which remove a few hairs, etc. Similarly, armor class assumes the defender is active and doing his or her best to stay out of the way. So to handle melee intelligently, the DM must know the reasoning behind it all and keep it in mind when adjudicating situations.

One evidently thick-headed writer once wondered about the difficulty of killing an unarmored character with some powerful weapon. After all, this marvel of intellect stated, a medium-level character would have to be struck many times in order to reduce his hit points to zero. Any DM could give such a person the lie easily, once the concepts of melee are understood. Can magically sleeping creatures be slain at a stroke? You know it, even if they have several hit dice. Likewise, the helpless character is subject to easy execution — provided the character is truly helpless, of course! Can he or she break free and escape? Grab a nearby weapon and attack? Whatever, we have all read about or seen heroic characters who manage to escape from certain doom. If your players are really into role playing, they should bombard you with a host of ways and means by which they can escape impending death. As a good DM, you should consider each such suggestion on the merits of the situation and adjudicate accordingly. Intelligent melee combat, certain

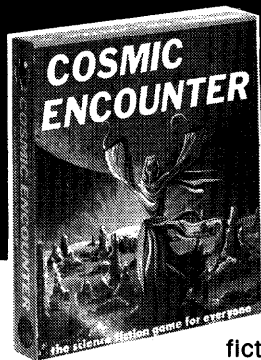
death, and miraculous escape are part of the adventure in the AD&D™ game system. While some prate about "realism" in fantasy, it is a DM's duty to provide fun!

THE WHOLE TRUTH AND NOTHING BUT

There are many active rumor-mongers in the hobby, and some attempt to parley scraps of inside information into a few dollars for themselves. Actually, if you ever wish to know about something that TSR is doing or planning, it is about 90% likely that you can find out by asking — personally or in writing. (Those readers who have attended one of my seminars will understand what I mean). There have been some rumors about TSR acquiring Grenadier. Well, TSR has been talking to miniature-figure manufacturers now for about five or six years, off and on. We are interested in doing metal miniatures. Grenadier and TSR have been in discussion regarding some form of close affiliation for about two years. These talks have now reached a serious negotiation stage. Nothing is yet certain, but I am hopeful that agreement can be reached before the end of the year. If Grenadier becomes a part of TSR, it will mean even closer co-operation, better figures, and figures released concurrently with games and modules.

Anyone familiar with high-impact dice knows that TSR's DRAGON DICE™ random number generators are about the best that can be found — but only for long wear and true shape. We were well aware that the material, color, and overall appeal of the dice we offered was not high, despite their features of durability and exactness of casting/molding. For the last year we have been busy making dice as fast as we could, for we were short hundreds of thousands of sets for games and orders. Well, we caught up a while ago, and then our people went to work on the development of high quality dice with more attractive features — color, transparency, translucency, and size variation. Expect to see some fine offerings soon.

We were disappointed to lose the design staff of SPI, but it



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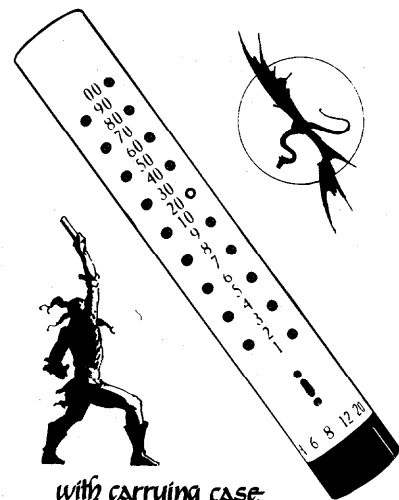
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was by no stretch of the imagination a serious blow to TSR's plans for production of the general game line offered by SPI in the past. We have designers of high caliber on our staff in Lake Geneva, and they are itching to do simulation games. We also get many applications for design staff positions, because we offer our personnel excellent benefits and high salaries. However, we have a New York office, and I personally desire to maintain an SPI presence there. Not only is the Big Apple the original home of SPI, but there are many highly talented designers and writers there. With a liaison in New York, I believe that we will be better able to employ that talent pool. That is still in the works, by the way.

Speaking of free-lance designers, all of you Good Readers should keep in mind that TSR is looking for excellent module submissions for any of our RPG systems. Be sure and get a release, sign it, and mail it in with any submission. Material submitted *must* be typewritten, complete, and in manuscript form. The format for any module should strictly adhere to that used in the latest TSR module for the same game system. Maps need only be rough. Artwork will be added by TSR. Artists should also remember TSR as a market for their work. For details of current needs contact Kim Mohan (DRAGON™ Magazine) or Dave Sutherland (TSR). Rates of pay for modules run from about \$2,000 up. Artwork is by type and size, of course, but pay is highly competitive. Check all this out!

And speaking of New York City, we also have our Entertainment Media Office there. James Goldman is coming along very well with the script for the film to be based on the AD&D™ game, and all concerned are pleased with events so far. I have been a fan of the film medium for well over 30 years, but I didn't know a thing about the business until three years ago when we first began to negotiate with producers and agents for some TV or feature film use of our property. After many trips to Los Angeles and New York City, and after even more meetings, phone calls, letters, and rough-deal memos, I am beginning to get some idea

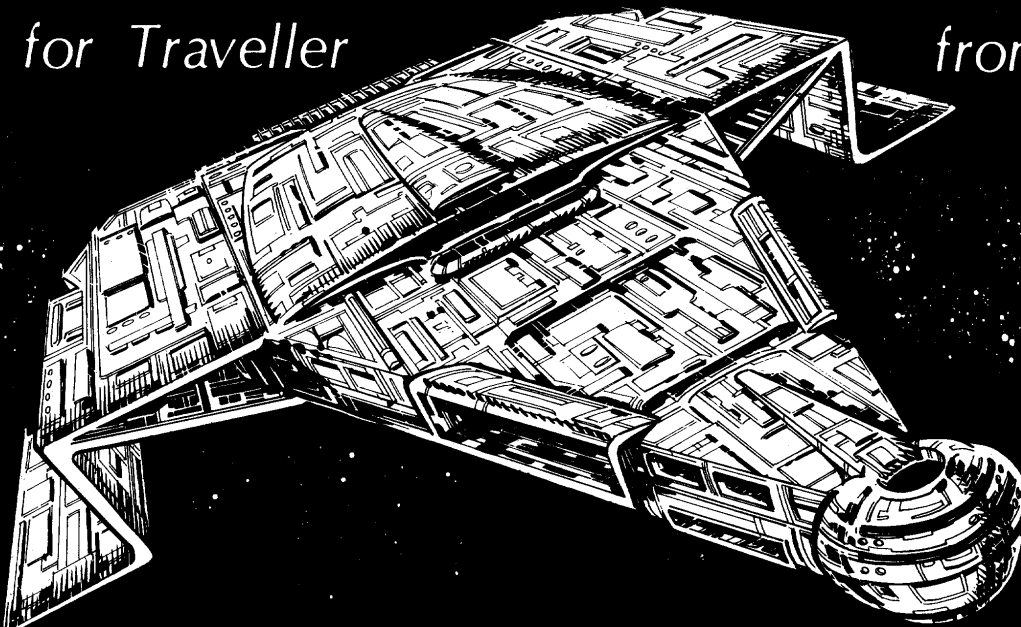
of just how it all works. I still feel good about our movie!

I still feel bad about the film, CONAN THE BARBARIAN. My review of the film brought letters in response. One suggested that had I not read the REH books, and were I about 14 years of age, I would have liked the film. He is probably right. Another letter suggested that I did not actually review the film properly because I was judging it from the bias of being a fan of Howard's work, and I failed to treat its components, such as the music and cinematography of De Laurentiis. Had the movie been titled "IRVING THE BARBARIAN" I would not have been quite so rash in my comparisons to what Howard wrote and what De Laurentiis produced. As it is, however, my opinion is unchanged. It was a terrible film which did nothing more than rape the Howard works for a few names. Acting was bad, and so was characterization. The film dragged — even the orgy scene was boring. The plot was thin at the beginning and never got better. I regret to say that with all of that working against it, I can not even recall a bar of the music. Also, with regret, I can only say that in my opinion the cinematography matched the overall quality of the balance of the film. Aristotle says in POETICS that the least important aspect of a tragedy is its spectacle. Special effects were not bad! Frankly, chaps, I did expect a film of top quality. Instead, I saw a typical De Laurentiis production.

Regarding my review of Games Day 82, one letter writer suggested that both the exhibit-oriented conventions and the player-oriented ones have their place. I totally concur, for hobbyists need to meet the manufacturers and view their latest wares, just as enthusiasts need to get together for tournaments and "fun" gaming. TSR does run three small conventions in Lake Geneva each year (Autumn Revel, Winter Fantasy, Spring Revel). This list should expand to four soon, and all are game events with no exhibitors at all. However, the reader proposed that the RPGA™ network might be the logical sponsor for a big, player-oriented gathering. I think the idea is worth considering ... what say the powers at that association? Stay tuned, folks.

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Be the first to cast these new high level spells

by E. Gary Gygax

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This month's installment finishes up the presentation of new magic-user spells slated for inclusion in the upcoming AD&D™ rules expansion. New spells of levels 5-9, supplementing the lists in the Players Handbook, are these:

No. 5th Level	6th Level
25 Avoidance	Chain Lightning
26 Dismissal	Contingency
27 Dolor	Ensnarement
28 Fabricate	Eyebite
29 Leomund's Lamentable Belabourment	Mordenkainen's Lucubration
30 Sending	Transmute Water To Dust
No. 7th Level	8th Level
17 Banishment	Binding
18 Forcecage	Demand
19 Mordenkainen's Magnificent Mansion	Otiluke's Telekinetic Sphere
20 Sequester	Sink
21 Teleport Without Error	
22 Torment	
23 Truename	
24 Volley	
No. 9th Level	
13 Crystal brittle	
14 Energy Drain	
15 Mordenkainen's Disjunction	
16 Succor	

Where credit is due

Credit for original conception or inspiration for certain of the new spells (including some presented in last issue's column) should be distributed as follows: *Melf* — Luke Gyax; *Leomund* — Len Lakofka; *Evard* and *Otiluke* are NPC characters of the Greyhawk Campaign; *Chain Lightning* was devised by John R. Kingsbury, and the spell won a 1st place in the 5th Invitational AD&D™ Masters Tournament; likewise, *Contingency* was devised by David Waksman, overall winner of the same tournament. Mordenkainen is my own character.

SPELL EXPLANATIONS

FIFTH LEVEL SPELLS:

Avoidance (Abjuration/Alteration)

Level: 5
Range: 1"
Duration: *Permanent until dispelled*
Area of Effect: *Up to 3' cube*

Components: *V, S, M*
Casting Time: *3 segments*
Saving Throw: *Special*

Explanation/Description: By means of this spell, the caster sets up a natural repulsion between the affected object and all other living things except himself or herself. Thus, any living creature attempting to touch the affected object will be repulsed (unable to come closer than 1'), or will repulse the affected object, depending on the relative mass of the two; i.e., a lone halfling attempting to touch an iron chest with an *avoidance* spell upon it will be thrown back; a dozen such halflings would find themselves unable to come within 1' of the chest, while the chest would skitter away from a giant-sized creature as the creature approached. The material component for the spell is a magnetized needle. Because the spell can not be cast upon living things, any attempt to cast *avoidance* upon the apparel or possessions borne by a living creature entitles the subject creature to a saving throw.

Dismissal (Abjuration) Reversible (Conjuration/Summoning)

Level: 5
Range: 1"
Duration: *Permanent*
Area of Effect: *One creature*

Components: *V, S, M*
Casting Time: *1 round*
Saving Throw: *Neg.*

Explanation/Description: By means of this spell, the magic-user seeks to force or allow some creature from another plane of existence to return to its proper plane. (Cf. fourth level cleric spell, *Abjure*.) The name of the type of creature to be returned must be known, and if it has a given, proper, or surname, this too must be known and used in the spell. Magic resistance, if any, is checked for effect immediately. Then, the level of the spell caster is compared to the level or number of hit dice of the creature being dismissed. If the magic-user has a higher number, the difference between his or her level is subtracted from the saving throw score of the creature to be affected by the *dismissal*. If the creature has a higher level or higher number of hit dice than the level of the caster, that difference is added to its saving throw score. *Exception:* If the creature desires to be dismissed, then only an unmodified saving throw is needed. Certain arcane works are reputed to allow greatly enhanced chances for spell success. If the spell is successful, the creature is instantly whisked away, but the spell has a 20% chance of actually sending the subject to a plane other than its own.

The reverse of the spell, *beckon*, attempts to conjure up a known and named (if applicable) creature from another plane. Success or failure is determined in the same manner as for a *dismissal* spell, but in this case magic resistance is only checked if the creature has no known proper name. If the spell succeeds, the creature is instantly transported from wherever it was to the plane of the spell caster. This does not guarantee

that the beckoned creature will be kindly disposed to the magic-user, nor will it in any way be subject to his or her wishes or commands without some additional constraint. Because of this, various sorts of protective measures are generally taken when using this form of the spell, and even with careful preparation, the results might be unwholesome.

The material components of the spell vary with the type of creature to be dismissed or called. In general, items which are inimical and distasteful to the subject creature are used for a *dismissal*, and for a *beckon* spell materials which are pleasing, desirable, and rewarding must be used.

Dolor (Enchantment/Charm)

Level: 5
Range: 1"
Duration: 2 rounds
Area of Effect: One creature

Components: V, S
Casting Time: 5 segments
Saving Throw: Special

Explanation/Description: By means of this spell, the magic-user attempts to force compliance or obedience from some oppositely aligned or hostile creature from a plane foreign to that of the spell caster. The dweomer causes *unease* in the creature in question during its mere reading, and on the round thereafter, the subject becomes *nervous* and filled with *doubts*, while on the last round of effect the creature actually feels a dull, all-encompassing dolor. The initial effects cause the creature subject to make all saving throws versus commands/requests at -1 on the dice rolled to determine whether or not it resists, the adjustment favoring compliance. The secondary effects cause the adjustment to go to -2. The tertiary effect is an adjustment of -3. Thereafter, the creature is no longer affected and it makes further saving throws without adjustment.

The verbal component of the spell must deal with the class of creature in question, with as much information as possible about the subject creature.

When uttering the spell, the magic-user can be mentally assailed by the creature if the subject has a higher intelligence than the spell caster. In such a case, the creature has a 5% chance per point of superior intelligence of effectively *charming* and *dominating* the magic-user. In the case of such control, the creature will then do with the spell caster as its alignment dictates. If the spell caster is distracted or interrupted during the casting of the spell, the subject creature is able to *automatically effect* the *charm* and *domination*.

Fabricate (Enchantment-Alteration)

Level: 5
Range: ½"/level
Duration: Permanent
Area of Effect: 1 cubic yd./level

Components: V, S, M
Casting Time: Special
Saving Throw: None

Explanation/Description: By means of this spell, the magic-user is able to convert material of one sort into a product of desired nature which is of basically the same material as was initially used when the *fabricate* was cast. Thus, the spell caster can fabricate a wooden bridge from a clump of trees, a rope from a patch of hemp, clothes from flax or wool, and so forth. Magical or living things cannot be created by a *fabricate* spell. The quality of items made by means of the spell is commensurate with the quality of material used as the basis for the new fabrication. If mineral material is worked with, the area of effect is reduced by a factor of *nine*; i.e., 1 cubic yard becomes 1 cubic foot.

Articles generally requiring a high degree of craftsmanship (jewelry, swords, glass, crystal, etc.) cannot be *fabricated* unless the magic-user otherwise has great skill in the craft considered. Casting requires 1 full round per cubic yard (or foot) or material to be affected by the spell.

Leomund's Lamentable Belabourment

(Enchantment/Evocation)

Level: 5
Range: 1"
Duration: Special
Area of Effect: 1 or more creatures in a 1" radius

Components: V
Casting Time: 5 segments
Saving Throw: Special

Explanation/Description: By means of this spell, the magic-user causes a combination of *fascination*, confusion, and *rage* upon 1 or more creatures able to understand the language in which the spell caster speaks. Upon casting the spell, the magic-user begins discussion of some topic germane to the creature or creatures to be affected. Those not saving versus magic will immediately begin to converse with the spell caster, agreeing or disagreeing, all most politely. As long as the spell caster chooses, he or she can maintain the spell by conversing with the subject(s). As long as there is no attack made upon them, they will ignore all else going on around them, instead "choosing" to spend their time exclusively talking and arguing.

If the spell is maintained for more than 3 rounds, each subject creature must attempt another save versus spell. Those failing to save this time will wander off in *confusion* for 3-12 rounds, avoiding proximity of the spell caster in any event. Those who make the *confusion* save are still kept in *fascination* and must also save in the 4th, 5th, and 6th rounds (or for as long as the caster continues the dweomer) to avoid the *confusion* effect. If the spell is maintained for more than 6 rounds, each subject must save versus spell to avoid going into a *rage* — either at oneself, if one is the sole object of the spell, or at all other subjects of the spell — and attack suicidally (regular "to hit" probability) against one's own person, or fall upon the nearest other subject of the dweomer with intent to kill. This *rage* will last for 2-5 rounds. Those subjects who save versus spell on the *rage* check will realize that they have fallen prey to the *Belabourment*, and will collapse onto the ground, lamenting their foolishness, for 1-4 rounds unless attacked or otherwise disturbed.

If during the course of the maintenance of the spell the caster is attacked and/or otherwise distracted, he or she is still protected, for the subject or subjects will not notice. The magic-user can leave at any time after the casting and the subject(s) will continue on for 1 full round as if he or she were still there to converse with. In these cases, however, saving throws versus spell for continuance of the spell are not applicable, even if, for instance, the subject(s) would otherwise have had to save to avoid *confusion* or *rage*. Note that the spell is entirely verbal.

Sending (Evocation)

Level: 5
Range: Special
Duration: Special
Area of Effect: 1 creature

Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

Explanation/Description: By means of this spell, the caster is empowered to contact a single creature with whom he or she is familiar and whose name and appearance are well known. If the creature in question is not on the same plane of existence as the spell caster, there is a 5% chance per plane removed that the *sending* will not arrive; i.e., if the subject were two planes removed there would be a 10% chance of failure. The magic-user can send one word per level of experience, with articles not considered; e.g., *a*, *an*, and *the* are not treated as words with respect to the message sent. Although the *sending* is received, the subject creature is not obligated to act upon it in any manner. The *sending*, if successful, will be understood even though the creature has an intelligence of as little as 1 factor (1 point, or *animal* intelligence).

The material component for this spell consists of two tiny cylinders, each with one open end, connected by a short piece of fine copper wire.

SIXTH LEVEL SPELLS:**Chain Lightning** (Evocation)

Level: 6
 Range: 4" + ½/level
 Duration: *Instantaneous*
 Area of Effect: *Special*

Components: V, S, M
 Casting Time: 6 segments
 Saving Throw: ½ or Neg.

Explanation/Description: When this spell is cast, the electrical discharge begins as a single stroke of lightning, ¼" wide, commencing from the fingertips of the caster and extending to the primary target, which must lie within the maximum range of the spell as dictated by the level of the caster.

Chain lightning differs sharply from a normal *lightning bolt* (spell) in that when it strikes its intended target, it does not then dissipate. If the primary target makes a successful saving throw versus spell, one-half damage from the bolt of *chain lightning* is taken; otherwise, full damage (1d6 points per level of the spell caster) will be inflicted.

In addition, after striking the initial target, the bolt arcs to the nearest other object, be it animal, vegetable, or mineral. This chain of striking continues from one object to another object nearest it, possibly setting up an oscillation between two (presumably stationary or immobilized) objects, or a regular pattern involving three or more objects. If two or more possible targets are equidistant, the *chain lightning* will arc to metal first, then to the one with the most fluid, otherwise at random.

The chain keeps building up to as many "links" (including the initial target) as the spell caster has levels. Thus, a 12th level magic-user casting the spell would hit 12 targets: the primary target first, then 11 other (not necessarily different) targets. After the initial strike, each object subsequently struck is entitled to a saving throw versus spell, if applicable. Success on this save indicates that the stroke actually arced to the *next*

nearest target, and the target that saved takes *no* damage.

The arcing bolt will continue until it has struck the appropriate number of objects, as indicated by a target's failure to save or lack of the opportunity to do so (as for an inanimate object of non-magical nature), until the stroke fades out or strikes a target that grounds it. Direction is never a consideration in plotting the path of the arcing *chain lightning*. Distance is a factor, though; a single arc can never be longer than the range limit. If, in order to arc, the bolt must travel a greater distance than its maximum range, the stroke fades into nothing. A tree or a substantial piece of conductive metal — such as interconnecting iron bars of a large cell or cage — will ground the lightning stroke and prevent further arcing.

The lightning inflicts one less d6 of damage on each target it hits after striking the primary target for the first time; if the initial target was struck by a 12d6 bolt, the next target struck takes an 11d6 bolt, then 10d6, 9d6, 8d6, 7d6, and so on all the way down to 1d6 — the last spurt of energy from the bolt. (A saving throw for half damage applies on each strike, different from the save vs. spell to see if the lightning actually hits a secondary target.) The caster *can* be struck by an arc from his or her own spell. The material components are a bit of fur; an amber, glass, or crystal rod; and as many silver pins as the spell caster has levels of experience.

Contingency (Evocation)

Level: 6
 Range: 0
 Duration: 1 day/level
 Area of Effect: *The magic-user*

Components: V, S, M
 Casting Time: 1 turn
 Saving Throw: *None*

Explanation/Description: By means of this spell, the magic-user is able to place another spell upon his or her person so that

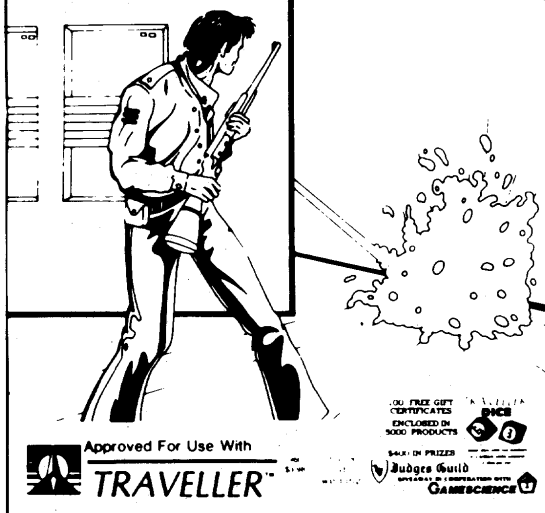
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the latter spell will come into effect upon occurrence of the situation dictated during the casting of the contingency spell. The contingency spell and the spell it is to bring into effect — the "companion spell" — are, in effect, cast at the same time (the 1 turn casting time indicated above is a total for both castings). The spell to be brought into effect by the prescribed contingency must be one which affects the magic-user's person (*feather fall, levitation, fly, statue, feign death*, etc.) and is of a level no higher than one-third of the experience level of the caster, rounded down: a 4th level "companion spell" maximum at 12th, 13th or 14th level of experience; a 5th level maximum at 15th, 16th, or 17th level of experience, and so forth.

The situation prescribed to bring the spell into effect must be clear, although it can be rather general. For example, a *contingency* cast with an *airy water* "companion spell" might prescribe that any time the magic-user is plunged into or otherwise engulfed in water or similar liquid, the *airy water* spell will instantly come into effect. Likewise, the *contingency* could bring a *feather fall* into effect anytime the magic-user falls over 2' distance. In all cases, the *contingency* immediately brings into effect the second spell, the latter being "cast" instantaneously when the prescribed circumstances occur. Note that complex, complicated, and/or convoluted prescribed conditions for effecting the play of the dweomer are likely to cause the whole spell complex (the *contingency* spell and the companion magic) to simply fail when called upon.

The material components of this spell are (in addition to those of the companion spell) 100 gold pieces worth of quicksilver; an elephant ivory statuette of the magic-user; and an eyelash of an ogre magi, ki-rin, or similar spell-using creature. Note that the ivory statuette is not destroyed by the spell casting (although it might be subject to wear and tear), and it must be carried on the person of the spell caster for the *contingency* spell to perform its function when called upon.

Ensnarement (Conjuration/Summoning)

Level: 6	Components: V, S, M
Range: 1"	Casting Time: 1 turn
Duration: <i>Special</i>	Saving Throw: <i>Neg.</i>
Area of Effect: <i>Special</i>	

Explanation/Description: The casting of this spell attempts a dangerous act: the luring of a powerful creature from another plane to a specially prepared trap where it will be held until it agrees to perform one service in return for freedom from the ensnarement spell. The spell causes an awareness of a *gate*-like opening on the plane of the creature to be ensnared. A special saving throw is then made to determine if the creature detects the nature of the planar opening as a trap or believes it to be a *gate*. To save, the creature must roll equal to or less than its intelligence score with 3d6. The score is modified by the difference between the creature's intelligence and that of the spell caster's. If the creature has a higher score, the difference is subtracted from its dice roll to save. If the spell caster has a higher score, the difference is added to the total of the 3d6.

If the saving throw succeeds, the creature merely ignores the spell-created opening, and the dweomer fails. If the saving throw is not made, the creature steps into the opening and is *ensnared*. The type of creature to be ensnared must be known and stated, and if it has a specific, proper, or given name, this also must be used in casting of the *ensnarement* spell.

When actually ensnared, the creature coming from another plane to that of the spell caster is not constrained from harming the one who trapped it. Therefore, the caster uses a magic circle (for creatures from the upper planes or the Astral Plane), a thaumaturgic triangle (for creatures from the Ethereal, Elemental, or Concordant Opposition planes), or a pentagram (for creatures from the lower and infernal planes). Regardless of such protection, there is a chance that the entrapped creature will be able to break free and wreak its vengeance upon the spell

caster. The base chance for an ensnared creature to break free depends on the manner in which the confining design was made. A hand-done one has a base 20%, one inlaid or carved has only a base of 10%, and that for the first time only (which indicates whether or not the job was done properly). The base chance is modified by the total score of the magic-user's combined intelligence and experience level compared to the intelligence score and the experience level or number of hit dice of the creature summoned. If the spell caster has a higher total, that difference is subtracted from the percentage chance for the creature to break free. If the creature has a higher total, that difference is added to its chance to break free.

The chance may be further modified by care in preparation of the protective symbol. If the hand-made protection is inscribed over a longer period of time, using specially prepared pigments (1,000 g.p. per turn of application), the chance of an *ensnared* creature breaking free is reduced by 1% for every turn spent so preparing; i.e., an expenditure of 1 turn and 1,000 g.p. reduces the chance of breaking free by 1%. This can bring the base chance to 0%, but the further modifications for intelligence and level/hit dice still must be made thereafter, and no amount of special preparation can negate that risk. Similarly, an inlaid or inscribed protective design can be brought to a 0% chance of breaking free by inlaying with various metals, minerals, etc. This cost will require a minimum of one full month of time and add not less than 50,000 g.p. to the basic cost of having the protection inlaid or inscribed into stone. Any breaking of the lines of protection or blurring of the glyphs, runes, and sigils which guard the magical barrier spoil the efficacy of the dweomer and allow the creature to break free automatically. Even a straw dropped across the lines of a circle destroy its power. Fortunately, the creature within cannot so much as place a straw upon any portion of the inscribed protective device, for the magic of the barrier absolutely prevents it.

Once safely *ensnared*, the creature can be kept for as long as the spell caster dares. (Remember the danger of something breaking the inscription!) The caster can offer bribes, use promises, or make threats in order to exact one service from the captive creature. The DM will then assign a value to what the magic-user has said to the ensnared creature, rating it from 0 to 6. This rating is then subtracted from the intelligence score of the creature. If the creature makes its saving throw, a score equal to or less than its adjusted intelligence, it will refuse service. New offers, bribes, etc. can be made, or the old ones re-offered 24 hours later, when the creature's intelligence has dropped by 1 point due to confinement. This can be repeated until the creature promises to serve, until it breaks free, or until the caster decides to loose it by means of some riddance spell. It need not be stressed that certain other spells can be used to force a captive creature into submission.

Once the single service is completed, the creature need only so inform the spell caster to be instantly transported from whence it came. Forced service is resented. Memories are often long. Revenge can be sought. (*Cf. Monster Manual, Efreeti; Players Handbook, Aerial Servant and Invisible Stalker.*) Impossible or unreasonable commands will never be agreed to.

Eyebite (Enchantment/Charm, Illusion/Phantasm)

Level: 6	Components: V, S
Range: 20'	Casting Time: 1 segment
Duration: <i>Special</i>	Saving Throw: <i>Special</i>
Area of Effect: 1 creature	

Explanation/Description: An *eyebite* spell enables the caster to merely stare at his or her subject and speak a single word to cause the dweomer to be effectuated. With this single spell, the caster can choose which particular effect is to strike the subject, but the *eyebite* spell is then dissipated, even though only one of its four possible effects were used.

(Turn to page 54)

New high level spells

(From page 26)

The four effects of the spell are these:

Charm: The magic-user can charm a person or monster by gaze and vocalization of a single word. The effect is to make the *charmed* subject absolutely loyal and docile with respect to the charmer. It is otherwise the same as a *charm person* or *charm monster* spell.

Fear: The magic-user can cause fear by gaze and vocalization of a single word. The subject will act as if struck by a *fear* spell unless a saving throw versus spell is successful.

Sicken: This power enables the caster to merely gaze at the subject, speak a word, and cause sudden nausea and sickness to sweep over the subject's body. The victim will beat one-half normal abilities (strength, intelligence, etc.) from the pain and fever. Movement will be at one-half normal rate also, and the victim will have to rest half of each turn in order to be able to move at all. A saving throw versus magic will negate the power of the *dweomer*. Otherwise, the victim will remain struck by the *sickness*, losing one actual point of constitution per day until death occurs at zero constitution points. The effects are negated by a successful *dispel magic* spell or by a *heal* spell. *Alter reality*, *limited wish*, and *wish* will also remove the *sickness*. **Note:** All non-human, non-demi-human, and non-humanoid creatures save at +4 versus this effect.

Sleep: The magic-user can cause any individual to fall into a comatose slumber by means of gaze and a single word, unless the subject makes its saving throw versus magic. Creatures normally subject to a first level *sleep* spell save at -2. Undead are not subject to this power. Affected creatures must be shaken or otherwise shocked to bring them back to consciousness.

Mordenkainen's Lucubration (Alteration)

Level: 6
Range: 0
Duration: *Instantaneous*
Area of Effect: *The magic-user*

Components: *V, S*
Casting Time: *1 segment*
Saving Throw: *None*

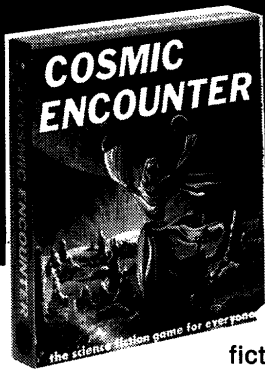
Explanation/Description: By use of this spell, the magic-user is able to instantly recall any spell he or she has used and otherwise forgotten during the past 24 hours. The spell must have been memorized and actually used during the stated time period, and it cannot be of greater power than fifth level. *Mordenkainen's lucubration* enables the spell caster to recall any first through fifth level spell precisely as if it had never been cast. Only one such spell can be so recalled by use of the *lucubration* *dweomer*. The spell recalled can thereafter be cast normally on the following or successive round. Additional spell components of a material nature must be available if the spell recalled requires such, or else the remembered spell is fruitless until the material components are available.

Transmute Water To Dust (Alteration) Reversible

Level: 6
Range: 6"
Duration: *Permanent*
Area of Effect: *1 cubic"/level*

Components: *V, S, M*
Casting Time: *6 segments*
Saving Throw: *None (special)*

Explanation/Description: When this spell is cast, the subject area instantly undergoes a change from liquid to powdery dust. Note that if the water is already muddy, the area of effect will be expanded to double normal, while if wet mud is concerned the area of effect will be quadrupled. If water remains in contact with the transmuted dust, the former will quickly permeate the



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latter, turning the dust into silty mud if a sufficient quantity of water exists to do so, otherwise soaking or dampening the dust accordingly. Only liquid actually existing in the area of effect at the moment of spell casting is affected. Liquids which are only partially water will be affected insofar as the actual water is concerned. If a living creature is concerned, a saving throw versus magic is required, and only one creature can be the target for such spell usage, regardless of the size of the creature concerned. The reverse of the spell is simply a very high-powered create *water* spell which requires dust as a component. Either usage requires material components of a bit of seashell and diamond dust of at least 500 gold piece value.

SEVENTH LEVEL SPELLS:

Banishment (Abjuration-Evocation)

Level: 7
Range: 2"
Duration: *Permanent*
Area of Effect: 2 levels/hd of creature(s) per level of the caster

Components: *V, S, M*
Casting Time: 7 segments
Saving Throw: *Special*

Explanation/Description: A banishment spell enables the caster to force some creature from another plane to return to its own abode. The effect is instantaneous, and the subject cannot come back without some special summoning or means of egress from its own plane to the one from which it was banished. More than one creature can be forced into magical *banishment*, providing the spell caster is of sufficient strength (levels of experience) to do so, and providing that the potential subjects are within range of the spell. The spell requires that the magic-user both name the type of creature(s) to be sent away, give its proper name as well, and call upon powers opposed to the creature(s).

The material components of the spell are substances harmful, hateful, and/or opposed to the nature of the subject(s) of the dweomer. For every such substance included in the casting, the subject creature(s) loses -2 from the dice rolled to determine save versus magic. For example, if iron, holy water, sunstone, and a sprig of rosemary were used in casting a *banishment* upon a demon, its saving throw versus the spell would be made at -8 (four substances times the factor of 2). Special items, such as hair from the tail of a ki-rin or couatl feathers, could also be added to bring the factor up to -3 or -4 per item. In contrast, a devil's scale or titan's hair, or mistletoe blessed by a druid might lower the factor to -1 with respect to a demon. If the subject creature makes its saving throw versus the spell, the caster will be stung by a backlash of energy, take 2-12 points of damage, and be stunned for 2-12 segments.

Note: If the powers called upon when casting the *banishment* spell are directly and actively opposed to the creature(s) to be banished, or if they are favorably and actively concerned with the interests of the spell caster, these powers can augment the efficacy of the spell components by from -1 (least concerned) to -6 (most concerned). Specifics of this effect are left up to the judgement of the referee.

Forcecage (Evocation)

Level: 7
Range: 7" per 2 levels
Duration: 6 turns +1/level
Area of Effect: 2" cube

Components: *V, S + special*
Casting Time: 3-4 segments
Saving Throw: *None*

Explanation/Description: This powerful spell enables the caster to bring into being a *cube of force*, but it is unlike the magic item of that name in one important respect: The *forcecage* does not have solid walls of force; it has alternating bands of force with ½' gaps between. Thus, it is truly a cage rather than an enclosed space with solid walls. Creatures within the area of

effect of the dweomer are caught and contained unless they are able to pass through the openings — and of course all spells and breath weapons can pass through the gaps in the bars of force of the *forcecage*. Furthermore, creatures with a magic resistance can apply that resistance to a single attempt to pass through the walls of the cage. If resistance fails, then the creature in question is caged. Regardless of success, any and all other creatures also in the area of effect of the spell are trapped unless they also have magic resistance which allows them to escape. The *forcecage* is also unlike the solid-walled protective device, cube of force, in that it can be gotten rid of only by means of a *dispel magic* spell or by expiration of the dweomer.

By means of special preparation, a *forcecage* spell can be altered to a *forcecube* spell. *forcecube* is one-half the area of effect (a cube 1" on a side), and the dweomer then resembles that of a *cube of force* in all respects save that of the differences between a cast spell and the magic of a device.

Although the actual casting of either application of the spell requires no material component, the study of the spell required to commit it to memory does demand that the magic-user powder a diamond of at least 1,000 gold pieces value, using the diamond dust to trace the outlines of the cage or cube he or she desires to create via spell casting at some later time. Thus, in memorization, the diamond dust is employed and expended, for upon completion of study, the magic-user must then toss the dust into the air and it will disappear.

Mordenkainen's Magnificent Mansion (Alteration/Conjuration)

Level: 7
Range: 1"
Duration: 1 hour/level
Area of Effect: 300 sq. ft./level

Components: *V, S, M*
Casting Time: 7 rounds
Saving Throw: *None*

Explanation/Description: By means of this spell, the magic-user conjures up an extra-dimensional dwelling, entrance to which can be gained only at a single point of space on the plane from which the spell was cast. From the entry point, those creatures observing the area will see only a faint shimmering in the air, an area of some 4' in width and 8' in height. Once observers have passed beyond the entrance, they will behold a magnificent foyer and numerous chambers beyond. The place will be furnished and contain sufficient foodstuffs to serve a nine-course banquet to as many dozens of people as the spell caster has levels of experience. There will be a staff of near-transparent servants, liveried and obedient, there to wait upon all who enter. The atmosphere and temperature will be clean, fresh, and warm.

Since the place can be entered only through its special portal, outside conditions do not affect the *Mansion*, nor do conditions inside it pass to the plane beyond. Rest and relaxation within the place is normal, but the food is not. It will seem excellent and be quite filling as long as one is within the place. Once outside, however, its effects disappear immediately, and ravenous hunger will strike unless the individuals actually ate normal food. For each meal eaten inside the *Mansion*, the individual leaving must spend 1 hour sitting and eating normal fare. Failure to do so means that he or she has lost as many points of strength as he or she ate meals when in the mansion-like space. Such strength loss is restorable upon eating as noted, but this must be done within 6 hours or the loss of strength will be permanent. The components for this spell are a miniature portal carved from ivory, a small piece of polished marble, and a tiny silver spoon. These are utterly destroyed when the spell is cast.

(It is worth mentioning that this spell has been used in conjunction with a normal portal, as well as with *illusion* magic. There is evidence that the design and interior of the space created can be altered to suit the caster's wishes. It is also noteworthy that elves have some version of this spell which is castable at a lower level.)

Sequester (Illusion/Phantasm-Abjuration)

Level: 7 Components: *V, S, M*
 Range: *Touch* Casting Time: *1 round*
 Duration: *1 week + 1 day/lvl* Saving Throw: *Special*
 Area of Effect: *2' cube/level of caster*

Explanation/Description: When cast, this spell not only prevents detection and location spells from working to detect or locate the objects affected by the *sequester* spell, it also renders the affected object(s) invisible to any form of sight or seeing. Thus, a *sequester* spell can mask a secret door, a treasure vault, or whatever. Of course, it does not render the subject proof from tactile discovery or from devices such as a *robe of eyes* or a *gem of seeing*. If cast upon a creature not desiring to be affected and able to resist and avoid the spell, a normal saving throw is given. Living creatures (and even undead types) affected by a *sequester* spell become comatose and are effectively in a state of suspended animation until the spell wears off or is dispelled. The material components of the spell are basilisk eyelash, gum arabic, and a dram of whitewash.

Teleport Without Error (Alteration)

Level 7 Components: *V*
 Range: *Touch* Casting Time: *1 segment*
 Duration: *Instantaneous* Saving Throw: *None*
 Area of Effect: *Special*

Explanation/Description: This spell is similar to a *teleport* spell. The caster is able to transport himself or herself, along with the material weight noted for a *teleport* spell, to any known location on his or her home plane with no chance for error. The spell also enables the caster to travel to other planes of existence, but any such plane is, at best, "Studied carefully." This assumes that the caster has, in fact, actually been to the plane and carefully perused an area for eventual *teleportation without error*. The table for *teleport* is used, with the appropriate knowledge of the area to which transportation is desired used to determine chance of error. (Exception: See 9th level magic-user spell, *succor*, described below.)

Torment (Evocation-Alteration)

Level: 7 Components: *V, S, M*
 Range: *1"* Casting Time: *1 round*
 Duration: *Special* Saving Throw: *Special*
 Area of Effect: *One creature*

Explanation/Description: When this spell is cast, the magic-user seeks to force submission and obedience from a captive creature from another plane from whom a service is being demanded (see *dolor*, *ensnarement* spells). The initial uttering of the spell causes a link from the caster to the captive creature bound in a magic circle, thaumaturgic triangle, or pentagram. Thereafter, the magic-user continues to read the balance of the specially prepared writing, and each round this continues, the captive feels progressively worse — discomfort and then pain. The first two rounds bring *twinges*, the third and fourth rounds of reading bring *shooting pains*, and the fifth and sixth rounds of reading cause *aches* and *cramps*.

The creature refusing to submit to the performance of a service is given a straight saving throw versus magic, adjusted each round for the intensity of the dweomer to be affected by it. The save in the first round is made at -1 to the die roll, the second at -2, the third at -3, the fourth at -4, and the fifth and sixth at -6 and -8 respectively.

It is likely that any intelligent creature with low moral standards will submit once it realizes the nature of the spell it is being subjected to. Naturally, this does not cause the creature

anything other than immense hatred for the magic-user. The forced service will be carried out to the letter, as is the case with all such agreements, but the entity will most certainly seek whatever revenge it can.

Preparation for the casting of a *torment* spell requires either the secret name for the type of creature or its given name to be inscribed in the text of the incantation. The caster must also identify himself or herself. This establishes the link and allows the dweomer to be efficacious. However, for every 1 point of intelligence of the creature above that of the spell caster, there is a 1% chance that the captive creature will gain control, draw the caster into the confines of its prison, and carry him or her off to its own plane and whatever fate is thus decreed. If the magic-user is interrupted or distracted during the reading, there is a 5% chance per point of intelligence of the captive creature that it will gain control. The merest mispronunciation of a single word in the text gives the captive creature a 1% chance per point of intelligence of gaining control.

The material component of the spell is the aforementioned "specially prepared writing" (in the form of a scroll). Its special inks will require an expenditure of not less than 1,000 gold pieces per hit die of the creature to be affected by the dweomer of the spell.

Truename (Enchantment/Alteration)

Level: 7 Components: *V, S*
 Range: *3"* Casting Time: *Special*
 Duration: *Special* Saving Throw: *Neg.*
 Area of Effect: *Thing named*

Explanation/Description: This spell enables the magic-user to have great power over any living thing which has a name, generic or individual, known to the spell caster. Naturally, most *true* names are not known, for the common names of most things are not their true and secret names. The casting of a *truename* spell requires the magic-user to call out the true name of the subject and then begin a recitation of verse which encompasses the nature and/or history of the subject. This will require 3 segments. Thereafter, still in verse (and preferably rhyming or near-rhyming), the caster must describe the desired result of the *truename* spell. Each possible result differs in the length of time necessary to effectuate it:

Multiple Suggestion: The verses can contain from 1 to 4 *suggestion* powers, just as if each were a spell. Each verse requires 1 segment to recite. (See *suggestion* spell.) In a total of 7 segments, 4 suggestions can be made.

Weakness and Surrender: The verses recited cause actual loss of 1 point of strength for each segment of recitation. With the loss of each point of strength, the subject must save versus paralyzation or meekly surrender. Each verse must continue for 1 segment. Strength loss is recovered in from 2-8 rounds after the recitation ceases, and with recovery of strength the subject regains its will to resist.

Polymorph: The verses can cause the subject to change into something else, just as if a polymorph *any object* spell had been cast. No system shock saving throw is needed. The length of time in verses (1 segment per verse) to cause the *polymorph* depends on how radical the change:

mineral to animal = 10 verses
 mineral to vegetable = 9 verses
 vegetable to animal = 8 verses
 monster to normal = 7 verses
 monster to monster = 6 verses
 other to human = 5 verses
 animal to animal = 4 verses
 vegetable to vegetable = 3 verses
 mineral to mineral = 2 verses

The reverse of the preceding cases also holds. In cases not stated, the DM is to use the closest stated case as a guide. The subject returns to its natural form in time. Duration is 6 turns per level of the spell caster minus 1 turn for every verse required to effect the *polymorph*. The subject will think and behave exactly as a non-polymorphed thing of the same type.

Sending: When the *sending* verses are recited, the subject will be teleported or otherwise transferred to some other place. The number of verses required depends on the location of the *sending*:

area normal/100 mile range = 4 verses
 area normal/500 mile range = 5 verses
 area normal/2,000 mile range = 6 verses
 one plane/world removed = 7 verses
 two planes/worlds removed = 8 verses

The subject will automatically be altered so as to be able to physically survive the normal conditions of the place to which he, she, or it is sent.

If at any time during the recitation of the spell the caster is interrupted, the magic fails and the spell is lost.

Volley (Abjuration)

Level: 7
 Range: *Special*
 Duration: *Special*
 Area of Effect: *Special*

Components: *V, S, M*
 Casting Time: *1 segment*
 Saving Throw: *Special*

Explanation/Description: This highly dangerous dweomer enables the prospective recipient of a spell to turn the casting to its sender. Thus, the range, duration, area of effect, and saving throw of this spell depend upon circumstances and the spell being *volleyed*. Assume that a *power word kill* is cast at a

EIGHTH LEVEL SPELLS:

Binding (Enchantment-Evocation)

Level: 8
 Range: *1"*
 Duration: *Special*
 Area of Effect: *1 creature*

Components: *V, S, M*
 Casting Time: *Special*
 Saving Throw: *Special*

Explanation/Description: A *binding* spell enables the caster to bind a creature from the lower planes. The subject must already be confined by some form of restraining diagram such

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as a magic circle, thaumaturgic triangle, or pentagram. The duration of the spell depends upon the form of the *binding* and the level of the caster(s), as well as the length of time the spell is actually uttered. The components vary according to the form of the dweomer, but include: a continuous chanting utterance read from the scroll or book page giving the spell; gestures appropriate to the form of *binding*; and materials such as miniature chains of special metal (iron for demonkind, silver for diabolical creatures, nickel for the minions of Hades, etc.), soporific herbs of the rarest sort, a diamond or corundum gem of great size (1,000 gold piece value per hit die of the subject creature), and a vellum depiction or carved statuette of the subject to be bound.

A saving throw is not applicable as long as the experience level(s) of the caster(s) is (are) at least twice as great as the hit dice of the subject. In a case where the foregoing does not hold, then the subject creature gains a saving throw versus spell, modified by the form of *binding* being attempted and the relative ratio of level(s) of experience of the caster(s) to the subject creature's hit dice. For purposes of determining this number, the level of the principal caster is augmented by one-third of the level of experience of each assistant magic-user of 9th or higher level, and an additional level is gained for each assistant of 4th to 8th level. No more than six other magic-users can assist with a *binding* spell.

The various forms of *binding* are these:

Chaining: The subject is confined by restraints which generate an *antipathy* affecting all creatures who approach the subject, except the caster. Duration is as long as one year per level of the caster(s).

Slumber: Brings a comatose sleep upon the subject for a duration of up to one year per level of the caster(s).

Bound Slumber: A combination of chaining and slumber which lasts for up to one month per level of the caster(s).

Hedged Prison: The subject is transported to or otherwise brought within a confined area from which it may not wander by any means until freed. The dweomer remains until the magical hedge is somehow broken.

Metamorphosis: Causes the subject to change to some non-corporeal form, save for its head or face. The binding is *permanent* until some prescribed act frees the subject.

Minimus Containment: The subject is shrunken to a height of one inch or even less and held within the hedged prison of some gem or similar object.

The saving throw, if applicable, is made at the normal level for the *chaining* form of the spell. *Slumber* allows the subject a +1, *bound slumber* a +2, *hedged prison* a +3, *metamorphosis* a +4, and *minimus containment* a +5 on the save. However, if the subject is initially weakened by magical means such as *dolor* and/or *torment* spells, the saving throw is subject to an adjustment of -1 for the former spell, -2 for the latter spell, and -4 for both in successive combination. A successful saving throw enables the subject to burst its bonds and do as it pleases.

A *binding* spell can be renewed in the case of the first three forms of the dweomer, for the subject does have the opportunity to break the bonds. After one year the subject gains a normal saving throw versus spell. Whenever it is successful, the *binding* spell is broken and the creature is free. (If anything has caused a weakening of the *chaining* or *slumber*, such as attempts to contact the subject or magically touch it, a normal saving throw applies to the renewal of the spell.)

Demand (Evocation-Enchantment/Charm)

Level: 8
Range: *Special*
Duration: *Special*
Area of Effect: 1 creature

Components: V, S
Casting Time: 1 turn
Saving Throw: *Special*

Explanation/Description: This spell is essentially the same as a *sending* spell (q.v.). *Demand* differs from *sending* in that the

spell caster may phrase his or her message so as to contain a *suggestion* spell (q.v.), and if the subject fails to make its saving throw versus spell, it will do its best to carry out the *suggestion* contained in the message of the *demand*. Of course, if the message is relatively impossible or incongruous according to the circumstances which exist for the subject at the time the *demand comes*, the message is understood but no saving throw is necessary and the *suggestion* is ineffective. The material components of the spell are a pair of cylinders, each open at one end, connected by a thin piece of copper wire and some small part of the subject creature — a hair, bit of nail, etc.

Otiluke's Telekinetic Sphere (Evocation-Alteration)

Level: 8
Range: 2"
Duration: 1 round/level
Area of Effect: 1' diameter sphere per level of caster

Components: V, S, M
Casting Time: 4 segments
Saving Throw: Neg.

Explanation/Description: This spell is exactly the same as the 4th level magic-user spell, *Otiluke's Resilient Sphere*, with the addition that the interior of the globe is virtually weightless; i.e., anything contained within it weighs only 1/16th of its normal weight. Any subject weighing up to 5,000 pounds can be telekinetically lifted in the sphere by the caster. Range of control extends to a maximum distance of 1"/level after the sphere has actually succeeded in encapsulating a subject or subjects. Note that even if more than 5,000 pounds of weight is englobed, the essential weight is but 1/16th of actual, so the orb can be rolled without exceptional effort. Because of the reduced weight, rapid motion or falling within the field of the sphere is relatively harmless to the object therein, although it can be disastrous should the globe disappear when the subject inside is high above a hard surface. In addition to the material components for the *resilient sphere*, the caster must have a pair of small bar magnets to effectuate this spell.

Sink (Enchantment-Alteration)

Level: 8
Range: 1"/level
Duration: *Special*
Area of Effect: 1 creature or 1 object of 1 cubic"/level

Components: V, S
Casting Time: 8 segments
Saving Throw: *Special*

Explanation/Description: When the magic-user casts a *sink* spell, he or she must chant the spell for 4 segments without interruption. At that juncture, the subject creature or object will become rooted to the spot unless a saving throw versus magic (with respect to a creature) or a saving throw versus *disintegration* (for an object with magical properties) is successful. (Note: "Magical properties" include those of magic items as listed in the *Dungeon Masters Guide*, those of items enchanted or otherwise of magical origin, and those of items with protection-type spells or with permanent magical properties or similar spells upon them.) Items of a non-magical nature are not entitled to a saving throw. The subject will also become of the same density as the surface upon which it stands at this juncture if its saving throw was not successful.

The spell caster now has the option of ceasing his or her spell and leaving the subject as it is, in which case the spell will lose its dweomer in 4 turns, and the subject will return to normal. If the magic-user proceeds with the spell, the subject will begin to slowly sink into the ground. On the 5th segment the subject will *sink* to one-quarter of its height, on the 6th another quarter, on the 7th another, and on the 8th segment it will be totally sunken into the ground.

This virtual entombment will place a living subject into a state which duplicates *stasis* but does not otherwise harm the subject. Non-living or living, the subject will exist in undamaged form in the surface into which it was sunk, its upper extremity as

far beneath the surface as the subject has height; i.e., a 6' high subject will be 6' beneath the surface, while a 60' high subject will have its uppermost portion 60' below ground level. If the ground around the subject is somehow removed, the spell is broken and the subject will return to normal — although it will not then rise up. Such spells as *dig* and *transmute rock to mud* will not harm the subject of a *sink* spell and will be helpful in recovering it in many cases. If a *detect magic* spell is cast over an area upon which a *sink* spell was used, it will reveal a faint dweomer of undefinable nature, even if the subject is beyond detection range. If the subject is within range of the *detect magic*, the dweomer will be noted as magic of an enchantment-alteration nature.

NINTH LEVEL SPELLS:

Crystalbrittle (Alteration)

Level: 9
Range: *Touch*
Duration: *Permanent*
Area of Effect: *2 cubic ft./level*

Components: *V, S*
Casting Time: *9 segments*
Saving Throw: *Special*

Explanation/Description: The dweomer of this spell causes metal, whether as soft as gold or as hard as adamantite, to turn to a crystalline substance as brittle and fragile as crystal. Thus a sword, metal shield, metal armor, or even an iron golem can be changed to a delicate, glass-like material easily shattered by any forceful blow. Furthermore, this change is unalterable short of a *wish* spell; i.e., *dispel magic* will not reverse the spell.

The caster must physically touch the target item — equal to a hit in combat if the item is being worn or wielded, or is a monster. Any single metal item can be affected by the spell. Thus, a suit of armor being worn by the subject can be changed to crystal, but the subject's shield would not be affected, or vice versa. All items gain a saving throw equal to their magical bonus value or protection. A +1/+3 sword would get a 10% (average of the two plusses) chance to save; +5 magic armor a 25% chance to be unaffected; an iron golem a 15% chance to save (for it is hit only by magic weapons of +3 or better quality). *Artifacts* and *relics* of metal have a 95% chance to be unaffected by the spell. Affected items not immediately protected will be shattered and permanently destroyed if struck by a normal blow from a metal tool or any weighty weapon, including a staff.

(Editor's note: The description of this spell was originally published in issue #42 of DRAGON™ Magazine.)

Energy Drain (Evocation)

Level: 9
Range: *Touch*
Duration: *Permanent*
Area of Effect: *1 creature*

Components: *V, S, M*
Casting Time: *3 segments*
Saving Throw: *None*

Explanation/Description: By casting this spell, the magic-user opens a channel between the plane he or she is on and the Negative Material Plane, the caster becoming the conductor between the two planes. As soon as he or she touches (equal to a hit if melee is involved) any living creature, the victim loses two energy levels (as if struck by a spectre). A monster loses

two hit dice permanently, both for hit points and attack ability. A character loses levels, hit dice and points, and abilities permanently (until regained through adventuring, if applicable). The material component of this spell is essence of spectre or vampire dust. Preparation requires three segments, the material component is then cast forth, and upon touching the victim the magic-user speaks the triggering word, causing the dweomer to take effect instantly. There is always a 5% (1 in 20) chance that the caster will also be affected by the *energy drain* and lose one energy level at the same time the victim is drained of two. Humans or humanoids brought to a zero energy level by this spell become *juju zombies*.

(Editor's note: The description of this spell was originally published in issue #42 of DRAGON™ Magazine.)

Mordenkainen's Disjunction (Alteration-Enchantment)

Level: 9
Range: 0
Duration: *Permanent*
Area of Effect: *3" radius*

Components: *V*
Casting Time: *9 segments*
Saving Throw: *Special*

Explanation/Description: When this spell is cast, all magic and/or magic items within the radius of the spell, except those on the person of or being touched by the spell caster, are *disjoined*. That is, spells being cast are separated into their individual components (and so are spoiled), types of magic are separated (usually spoiling the effect as does a *dispel magic*), and *permanent* and magicked items must likewise save (versus spell if actually cast on a creature, or versus a *dispel magic* otherwise) or be turned into normal items.

Even artifacts and relics are subject to *Mordenkainen's Disjunction*, although there is only a 1% chance per level of the spell caster of actually affecting such powerful items. Thus, all potions, scrolls, rings, rods *et al*, miscellaneous magic items, artifacts and relics, arms and armor, swords, and miscellaneous weapons within 3" of the spell caster can possibly lose all their magical properties when *Mordenkainen's Disjunction* is cast.

Succor (Alteration-Enchantment) Reversible

Level: 9
Range: *Touch*
Duration: *Special*
Area of Effect: *1 individual*

Components: *V, S, M*
Casting Time: *1 to 4 days*
Saving Throw: *None*

Explanation/Description: This spell is essentially the same as the 7th level cleric spell of the same name. *(Editor's note: New cleric spells, of which this is one, have not yet been published in DRAGON™ Magazine.)* The *succor* cast by the magic-user *teleports without error* the individual breaking the object and speaking the command word. If the reverse is used, the archmage is likewise brought to the presence of the individual. Intervening planes have only a 1% chance each, cumulative, of causing irrevocable loss of the individual or spell caster involved in the *succor*.

The material component used must be gem material of not less than 5,000 gold piece value; whether it is a faceted gem or not is immaterial.

Coming next month from the Sorcerer: the Thief-Acrobat "split class"



A "split class" for nimble characters: the Thief-Acrobat

by Gary Gygax

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This time, rather than reveal a new sub-class such as the Barbarian, I thought the Enlightened Readership of this splendid vehicle might enjoy another concept. What you are about to read is the information so far developed pertaining to a split class. This is a first: To my knowledge, such a possibility has not been expressed before in any similar game system. There is nothing similar to it in the AD&D™ game system, although choosing to change from one profession to another is not too unlike the idea. Let us then get to the business at hand. I bring you, without further ado, the official new split-class for thieves.

THE THIEF-ACROBAT

Any thief character with a minimum strength of 15 and a minimum dexterity of 16 may decide to forgo normal thievery to become a specialist, a Thief-Acrobat. The thief then leaves off all practices which increase his or her manual dexterity and begins a regimen of physical exercise in order to build coordination, muscle tone, and balance. This program of gymnastics precludes any further progress in the following skills:

<i>pick pockets</i>	<i>find traps</i>
<i>open locks</i>	<i>remove traps</i>
<i>read language</i>	<i>read magic</i> (never gained)

Skills ended at 5th level, while no longer improving, are not forgotten, so they remain at the level (5th) which the thief was when he or she began to specialize in acrobatics in conjunction with his or her profession.

Character abilities

Thief-acrobats with a strength of 16 or better and a dexterity of 16 or better add a 10% bonus to earned experience.

Strength Table III: Adjustments for Thief-Acrobats

Strength score	Bonus for:		
	High jump	Standing broad jump	Running broad jump
16			½'
17	¼'	¼'	1'
18	½'	½'	2'

Note regarding Strength Table III: All bonuses are used to adjust the *Thief-Acrobat Function Table* detailed later. The adjustment for strength, plus racial adjustments, are added to the base chance for success or function maximums found there.

Dexterity Table III: Adjustments for Thief-Acrobats
Bonus for:

Dexterity score	Tightrope walking	Pole vaulting	Attack	Tumbling:	
				Evasion	Falling
16	5%	—	1%	2%	—
17	10%	5%	2%	3%	—
18	15%	10%	3%	5%	5'
19	20%	15%	4%	8%	10'

Note regarding Dexterity Table III: All bonuses are used to adjust the *Thief-Acrobat Function Table* detailed later. The dexterity bonuses here are added to the base chances for success or function maximums found there. Racial adjustments must also be made.

Race of thief-acrobat characters

A member of any character race may opt to specialize as a thief-acrobat.

Character Classes Table II (Addition):
Armor & Weapons Permitted

Class of character	Armor	Shield	Weapons/Oil/Poison
Thief-Acrobat	as thief	as thief	as thief, plus staff

The Thief-Acrobat

Upon gaining sufficient experience points to achieve 6th level ability as a thief, the character desiring to specialize as a thief-acrobat must seek out a character already in this profession to train him or her. The established thief-acrobat must be of at least 10th level. It will require 6 full weeks of training to learn the basic skills needed to begin active practice of the special profession of thief-acrobat. Except as noted, the specialization procedure is otherwise the same as that for a regular thief.

The primary functions of a thief-acrobat are: 1) *tightrope walking*; 2) *pole vaulting*; 3) *jumping*; and 4) *tumbling*. In addition to these functions, the thief-acrobat retains the abilities to *move silently*, *hide in shadows*, *hear noise*, and *read languages* which he or she acquired through 5th level of the standard thief profession. Although the ability to read magical writings is never gained, the ability to *climb walls* is still increased according to experience level.

Tightrope walking assumes that the character will use this means to cross from place to place. The skill allows ascent up a rope or beam of about a 45° angle (maximum) or descent at a slightly steeper angle, all while upright and with hands free (in general). This is accomplished by balance, muscle coordination, and superb reflexes.

Pole vaulting includes any jumping which employs a leverage device to assist the individual in gaining height from momentum; i.e., a teeter board or springboard might serve as well or better than a pole in some cases. It will help to get quickly to the top of or over obstacles. It requires strength, dexterity, and practice to improve.

Jumping includes all sorts of unassisted leaps — high jumping and broad jumps (both from a standing and a running start) being important here. The skill requires coordinated strength and continual practice.

Tumbling assumes all sorts of gymnastic skills — tumbles, rolls, jumps, handstands, and so on. These routines are then used in attack, defensive evasion, and in jumping/falling.

THIEF-ACROBAT FUNCTION' TABLE (plus racial adjustments)

Character level	Tightrope walking	THIEF-ACROBAT FUNCTION' TABLE (plus racial adjustments)					Tumbling:	
		Pole vaulting	High jumping	Broad jumping:		Attack	Evasion	Falling
				Standing	Running			
6	75%	9'	4'	4'	8'	6%	10%	25%/10'
7	80%	9½'	4¼'	4½'	8½'	7%	15%	50%/10'
8	85%	10'	4½'	5'	9'	8%	20%	75%/10'
9	90%	10½'	4¾'	5½'	9½'	9%	25%	25%/20'
10	95%	11'	5'	6'	10'	10%	30%	50%/20'
11	100%	11½'	5¼'	6½'	10½'	11%	35%	75%/20'
12	100%	12'	5½'	7'	11'	12%	40%	25%/30'
13	100%	12½'	5¾'	7½'	12'	13%	45%	50%/30'
14	100% ¹	13'	6¼'	8'	13'	14%	50%	75%/30'
15	100% ¹	13½'	6½'	8½'	14'	15%	52%	20%/40'
16	100% ²	14'	7'	9'	15'	16%	54%	40%/40'
17	100% ²	14½'	7½'	9½'	16'	17%	56%	60%/40'
18	100% ³	15'	8'	10'	17'	18%	58%	80%/40'
19	100% ³	15½'	8½'	10½'	18'	19%	60%	20%/50'
20	100% ⁴	16'	9'	11'	19'	20%	60%	40%/50'
21	100% ⁴	16½'	9'	11'	20'	20%	60%	60%/50'
22	100% ⁵	17'	9'	11'	21'	20%	60%	80%/50'
23	100% ⁵	17½'	9'	11'	21'	20%	60%	20%/60'

Racial adjustments:

Dwarf	-5%	-2'	-1'	-2'	-3'	+10%	+5%	—
Elf	+10%	—	—	—	-1'	—	+5%	+5%
Gnome	—	-2'	-1'	-1½'	-4'	+5%	+5%	—
Half-elf	+5%	—	—	—	—	+5%	—	—
Halfling	—	-2'	-1'	-1½'	-4'	+5%	+10%	+5%
Half-orc	—	—	—	—	—	—	—	+10%

¹ — Includes the ability to carry up to 1,000 g.p. weight/encumbrance in addition to normal load, or handle a moderate wind with no penalty to the chance for success.

² — Includes the ability to carry 1,000 g.p. weight/encumbrance in a moderate wind, or carry up to 2,000 g.p. weight/encumbrance, or handle a strong wind.

³ — Includes the ability to carry up to 2,000 g.p. weight/encumbrance in a moderate wind, or 1,000 g.p. weight/encumbrance in a strong wind.

⁴ — Includes the ability to bear up to 3,000 g.p. weight/encumbrance or as in ³ above

⁵ — Includes the ability to carry up to 2,000 g.p. weight/encumbrance in a strong wind or bear up to 3,000 g.p. weight/encumbrance in a moderate wind, or bear up to a maximum of 4,000 g.p. weight/encumbrance.

THIEF-ACROBAT TABLE I

Experience points	Experience Level	Level title
20,001 — 45,000	6	Burglar-Acrobat
45,001 — 75,000	7	Second-Story Thief
75,001 — 125,000	8	Cat Burglar
125,001 — 180,000	9	Master Cat Burglar
181,001 — 250,000	10	Thief-Acrobat
250,001 — 500,000	11	Master Thief-Acrobat
500,001 — 750,000	12	Master Thief-Acrobat (12th level)

250,000 experience points for every level beyond the 12th.

Notes regarding Thief-Acrobat Function Table: Where applicable, roll percentile dice to determine success or failure of an attempt. Scores must be not greater than the percentage generated in order to be successful.

Tightrope walking assumes that the character will be traveling no more than 60' distance. Movement rate is 60'/round. If distance is greater than 60', then additional checks must be made. Moderate winds decrease chance of success by 10%, strong winds by 20%. In strong, gusty wind conditions there is *always* a 5% chance of failure. In non-windy conditions, a balance pole increases the chance of success by 10%. Failure to perform successfully means that the character falls to the area below, taking damage accordingly.

Pole vaulting requires at least a 30' running start and a pole of

Falling damage

The correct procedure for determining falling damage in the AD&D game system is to roll 1d6 per 10' fallen, *cumulative*. Since a falling body accelerates quickly, the damage mounts geometrically: 2d6 for the second 10 feet fallen, 3d6 for the third 10 feet, etc.

The maximum of 20d6 is therefore reached after a fall of approximately 60 feet for most characters. A thief-acrobat can often fall further distances, but the same 20d6 maximum should be applied.

The rationale behind this system will be discussed in the next issue (#70) of DRAGON™ Magazine.

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at least 4' greater height than the vaulter. The pole is dropped when the vault occurs. The vaulter can land on his or her feet atop a surface of 1/2' less height than the maximum height of the pole vault if so desired, assuming such a surface exists. Otherwise, the vaulter lands, tumble-rolls, and is on his or her feet in 1 segment.

High jumping requires at least a 20' running start. The high jumper clears the obstacle in a near-horizontal position but lands on his or her feet. If some elevated step, or a series of such steps, enables the character to maintain rapid motion, he or she can then high-jump from such an elevated position just as if doing so normally. Alternately, the jumper can opt to land atop some higher surface. This surface must be no more than 4' above the level from which the jump is made, or 2' under the maximum height for normal high jumping, whichever is the greater. In either case, the thief-acrobat lands on his or her feet in 1 segment.

Broad jumping is self-explanatory. A jump of any sort requires but a single segment to accomplish. A running broad jump requires a run of at least 20'. In standing jumps, the thief-acrobat can leap forward up to the maximum distance, or backward up to half the maximum distance, in order to attack or avoid being in attack range, if this is deemed possible by the DM. All jumps assume the character will land on his or her feet. If the character wishes to leap in an extended position, 2' of additional distance can be gained, but the character will then land prone and take 2 full segments to get back on his or her feet. A 3' extension can be attempted, but this has a 25% chance of failure and a 3-segment period of recovery; a 4' extension has a 50% chance of failure and a 4-segment recovery; a 5' extension has a 75% chance of failure and a 5-segment recovery period.

Tumbling routines have the following benefits: *Attack* adds the indicated percentage to the character's chance for success in hand-to-hand combat involving grappling, pummeling, etc.

Evasion enables the character to opt to evade attacks directed at him or her — just as a magic resistance would work with respect to magical attack forms directed at the individual (or a relatively small area, such as a few square feet, from which the thief-acrobat could easily remove himself or herself), or from melee combat — in the case where the thief-acrobat has the initiative, but only in this case. In any event, the chance for success cannot exceed a base of 60%, adjusted for dexterity and/or race. Evasion routines of any sort require 1 segment maximum to perform. *Falling* percentage indicates the chance for the thief-acrobat to take no damage from a fall of the indicated distance. Thus, at 6th level there is a 25% chance that the character will take no damage from a 10' fall. If damage is taken, the converse of the percentage to avoid damage is used to find maximum damage. Again in the case of a 6th level thief-acrobat falling 10' and taking damage, only 75% of normal (1d6) damage, rounded down, is taken. Note that at 9th level it is not possible for a thief-acrobat to take damage from a 10' fall, and it is 25% probable that he or she will take no damage from a 20' fall. Again, only damage from the second portion of the fall's distance would be considered if damage was indicated. Example: A 23rd level thief-acrobat is knocked off a tightrope and falls 60' to the rocks below. No damage would be sustained if the fall were 50' or less, but in a 60' fall the character's body reaches a high velocity, such that unless 20% or lower is scored by the character on a falling roll, he or she will take 80% of the usual amount of damage for a 60' fall, so it is 80% likely that 80% of 6d6 damage would be taken. Falls of a distance longer than the "safe" distance for a particular thief-acrobat add their normal increment of damage dice, regardless of elimination of shorter distances. Thus, in the example above, the 23rd level thief-acrobat falling 70' instead of 60' would suffer 80% of maximum damage for a 60' fall (80% of 6d6), plus 100% of 7d6. For an 80' fall, 100% of another 8d6 would be added; the total damage therefore would be 15d6 plus 80% of 6d6.

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Thief-Acrobat Weight/Encumbrance Table

Experience level	Body-associated wt./encumbrance	Additional (carried) wt./encumbrance
6	450 g.p.	100 g.p.
7	460 g.p.	200 g.p.
8	470 g.p.	300 g.p.
9	480 g.p.	490 g.p.
10	490 g.p.	500 g.p.
11	500 g.p.	600 g.p.
12	510 g.p.	700 g.p.
13	520 g.p.	850 g.p.
14	530 g.p.	1,000 g.p.
15	540 g.p.	1,500 g.p.
16	550 g.p.	2,000 g.p.
17	570 g.p.	2,250 g.p.
18	600 g.p.	2,500 g.p.
19	625 g.p.	2,750 g.p.
20	650 g.p.	3,000 g.p.
21	660 g.p.	3,500 g.p.
22	670 g.p.	4,000 g.p.
23	700 g.p.	4,000 g.p.

Notes regarding Thief-Acrobat Weight/Encumbrance Table:

The term *Body-associated weight/encumbrance* refers strictly to the clothing, accessories, armor, and weapons of the character. Consider the following example of this for a typical character:

Clothing (partial only due to armor)	20 g.p. w/e
Leather armor	150
Boots, soft	30
Belt	3
Belt pouch, large	10
Belt pouch, small	5
Cloak, hooded	25
Dagger and scabbard	10
Short sword and scabbard	35
TOTAL	288 g.p. w/e
Balance for additional equipment and/or loot:	162 (minimum)
GRAND TOTAL	450 g.p. (maximum for 6th level)

No more than the indicated weights/encumbrances can be borne by the thief-acrobat at any time if he or she is to be able to perform the functions of his or her class (except for tightrope walking, as outlined in the footnotes to the Thief-Acrobat Function Table). Thus, loot will typically be carried in a hand-held container in order to be quickly rid of it so as to be able to vault, jump, or tumble. No backpack can ever be worn during thief-acrobat activities, other than during tightrope walking. Climbing functions of the thief-acrobat assume that only the stipulated weights/encumbrances will be borne.

The term *Additional (carried) weight/encumbrance* refers strictly to the weight borne when tightrope walking. Since this movement is very slow anyway, such great encumbrance is of no matter as long as it is evenly distributed and properly balanced. Thus, a 14th level thief-acrobat can carry an additional burden of 1,000g.p. weight/encumbrance in tightrope walking, but he or she cannot expect to otherwise move freely during vaulting, jumping, or tumbling routines, or even to climb walls with an extra 100-pound load. At 22nd level, a 400-pound person (perhaps a man in, plate mail) could be carried on the thief-acrobat's back, but only so long as that individual did not move so as to throw the thief-acrobat off balance.

Other information

In all other respects the thief-acrobat is treated as a thief. This includes *followers*, *abilities*, *setting traps* (at 5th level of ability, of course), and *gaining experience*.

Thief-acrobats will be a part of the normal thieves' guild if any such characters exist in the territory controlled by the guild. They can be leaders in such organizations, since they are treated the same as a regular thief by their brethren.

There it is! Comments are welcome.

*** TSR STATUS REPORT ***

News from the TSR front might encourage some of you. Despite the bad economic conditions and a slower growth trend, we are still hiring during this fiscal year (now through June 1983). We'll be employing some 160 additional persons, in fact! Positions posted for this period include *Developer*, *Game Designer*, *Manuscript Editor*, *Copy Editor*, *Technical Copy Writer*, *Creative Computer Programmer*, *Advertising Graphics Artist*, *Product Designer*, *Graphic Artists*, and a whole host of positions pertinent to work in our consumer services division, our crafts company, entertainment/media, sales/marketing/advertising, international division, business information services, and service groups such as computer services, education, human resources, publishing, and manufacturing. Any interested reader should send a complete resume to: TSR Hobbies, Inc., Personnel Dept., P.O. Box 756, Lake Geneva WI 53147.

Do not telephone! Don't just write a letter! Neither can be accepted. Our personnel people need only your resume, and then they will be in a position to contact you. We have about 200 persons on the payroll now, and by mid-1983 that number will be around the 350 mark. If you are interested in being one of the new additions, act quickly, please.

(Editor's note: This information was composed and submitted in early autumn of 1982; many of the position openings referred to may already be filled by the time you read this. Nevertheless, anyone interested in being considered for a position should still send a resume as per the instructions above. You never know. . . .)

Most, if not all, readers are aware that TSR has an English operation. It is TSR Hobbies (UK) Ltd., headed up by Managing Director Don Turnbull. The estimable Mr. Turnbull will soon be publishing a magazine of his own, so to speak. The tentative title is IMAGINE. Publication is initially slated for bi-monthly release, but I am sure that the goal will be monthly issues as soon as possible. Interested contributors should send submissions to the magazine at: TSR Hobbies (UK) Ltd., The Mill, Rathmore Road, Cambridge CB14AD, United Kingdom.

Regarding overseas activity, TSR has nearly completed its work with regard to establishing itself in France. Concurrent with this, we have completed translations of the material in the D&D® Basic Set, and the next step will be the Expert Set material — soon! Francois Marcela-Froideval is going to work with Frank Mentzer and me on the various TSR fantasy games and game projects, then spend some time working with our marketing and sales personnel. Finally, Francois will get some training in our business systems and so forth. Frank Mentzer, meanwhile, will be doing much the same thing, for he is slated to become Product Manager for TSR's line of FRP games. Call him a trainee while you still have opportunity! Some of our Good Readers will be especially pleased about this, I am certain, as it means that you'll have to read less of my material regarding official rulings and new material — but more of Frank's.

By the by, in case some of you haven't heard, Kim Eastland has taken over the management of the RPGA™ network as Frank moves elsewhere. We are not losing an excellent coordinator at all, for we gain another in Kim and now can use Frank's abilities to their full extent. Watch for great new things from RPGA™ headquarters. Also keep your eye on what is added to the D&D game system and the AD&D game line as well! Great things are in the offing!

As a final note, I am very pleased to comment on the recent decision by TSR's management to support the RPGA Scholar-ship Fund. What that means is that instead of a single \$1,000 award, four additional, smaller, scholarships were given to other deserving applicant members of the network. Although these additional scholarships are optional, it is quite likely that one or more such awards will be given next year as well. All Learned Enthusiasts currently in high school and members of the RPGA™ network should keep this in mind.

Until next issue, then...



Social status and birth tables: New for AD&D™ play

by Gary Gygax

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There are at least two reasons for the inclusion of social status and birth information in the upcoming ADVANCED DUNGEONS & DRAGONS® expansion volume. First, such information will enable both DM and player alike to develop more of the data necessary for role-playing. Social status will also make meeting NPCs a lot more fun. Such information will also be necessary if the *cavalier* sub-class of fighter is included in your game. Thus, I submit for your inspection and comment the following:

Social class

The DM should determine the social class of each character he or she has in the campaign. This is accomplished by use of the *Social Class Table* (given below). You will note that this table does not include any social or political information, but that guidelines of this sort are included in a reference immediately following the table. This allows the DM to model the social class distinctions to the tenor of his or her individual milieu.

SOCIAL CLASS TABLE

Die roll	Social (/Economic) class
01-04	Lower lower class (LLC)
05-10	Middle lower class (MLC)
11-20	Upper lower class (ULC)
21-35	Lower middle class (LMC)
36-55	Middle middle class (MMC)
56-87	Upper middle class (UMC)
88-96	Lower upper class (LUC)
97-99	Middle upper class (MUC)
00	Upper upper class (UUC)

Typical members of a class:

LLC: Freed slaves, peasants, tinkers, vagabonds, beggars, criminals, low-level thieves and assassins
MLC: Herdsmen, laborers, peddlers, actors, jugglers, men-at-arms, low-level barbarians, thieves,

high-level assassins, low-level bards, low-level jesters
ULC: Freeman, tradesmen, petty officers, money-changers, mountebanks, fences, low-level fighters, high-level thieves
LMC: Artisans, craftsmen, petty merchants, junior officers, bankers, landless knights, druids, rangers, low-level mystics
MMC: Landed gentry, merchants, petty officials, senior officers, landless petty nobles, fighters, low-level magic-users and low-level illusionists
UMC: Guild masters, great merchants, military commanders, officials, landless nobles, lesser clerics, high-level fighters, mid-level magic-users and illusionists, low-level savants
LUC: Great landed gentry, generals and marshals, greater officials, knights, clerics, paladins, cavaliers, high-level magic-users and illusionists
MUC: Knights, commanders, great clerics, nobles, high-level paladins, very high-level M-U's
UUC: Great nobles, sovereign nobility, royalty

The various occupations and status positions can be adjusted as required by the background of each milieu. The positioning of non-humans is entirely dependent upon the individual milieu. As a general rule, a human society would most probably consider the non-humans as:

Dwarves — MMC (they are reputed to have gold and gems!)
Elves — ULC (wood elves) to LUC (gray elves)
Gnomes — ULC to LMC
Halflings — ULC (they are small and rustic)
Half-elves — Slightly above a human counterpart
Half-orcs — LLC

BIRTH TABLE FOR HUMANS

Die roll	Order of birth
01-05	Only child
05-10	1st child
11-20	2nd child
21-35	3rd child
36-50	4th child
51-65	5th child
66-80	6th child
81-85	7th child
86-90	8th child
91-94	9th child
95-97	10th child
98-99	11th child
00	12th child

PARENTS' MARITAL STATE

Dice roll	Marital state
01-80	Parents legally married
81-00	Parents unmarried; child is a bastard ¹

¹ — A bastard child is typically one class lower than the status of the father.

NON-HUMAN BIRTH TABLES

Dwarves: Use human tables, -15 on dice rolls.

Elves: Use human tables with the following modifiers:

Sylvan: -10 on dice rolls

Drow: -15

High: -20

Gray: -30

All others: -15

Gnomes: Use human tables, -20 on die rolls.

Halflings: Use human tables, -10 on dice rolls.

Half-elves: Use human tables, -10 on dice rolls.

Half-orcs: Use human tables, +10 on Birth Table, +75 on Marital State.

Other pertinent data should be developed by the DM as needed for the particular campaign.

Profession of the character

Any character must have, at the least, a social status of but one rank below that of his or her profession; note that any individual character born to the Lower lower class (LLC) can be only a thief or assassin!



New druid spells . . . naturally!

by Gary Gygax

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There are only a few new druid spells offered here. This is not because I have run out of ideas or am lazy. Len Lakofka has spent a considerable amount of effort in devising numbers of new cleric and druid spells for the AD&D™ Expansion volume, and I am considering those spells as official, so what I present here for your inspection, coupled with Len's work, provides an ample number of new spells for the druid class.

One word about "Official" material presented herein: I wish to point out that the term does not mean that the material is graven on stone! Whether it is something I have done, Len Lakofka has written, Frank Mentzer has devised, or whatever, it is given here as *official* but in many cases it is still experimental, so to speak. When official material is gathered and prepared for print in final form, it is most likely to undergo change. Some will appear virtually unaltered, of course; some will be slightly revised; and some material will be substantially changed, whether due to your input or our own, or both.

In short, the game version is final and will always prevail over what is presented here. This is not to say that the material

presented in DRAGON™ Magazine is inferior, second rate, or otherwise lesser. It simply is *new*, possibly experimental, and often in prototypical form. You get it first, but it often needs more work. I trust the Gentle Readers will forgive me for using them as testers. . .

One more thing about official material. Roger Moore did such a splendid job with the non-human deities (see DRAGON issues #59-63) that I have urged TSR to include them in the next edition of the DEITIES & DEMIGODS™ Cyclopeda, whenever such a revision takes place. Meanwhile, you should most certainly regard the work as "Official"! (Those AD&D players who are employing the WORLD OF GREYHAWK™ setting for their campaign can likewise incorporate this material into their activities if they so desire, although some alterations should be made to make sure the non-human deities reflect the WORLD OF GREYHAWK mode, as presented in several previous issues of this Splendid Journal.)

With the foregoing matters cleared up, let us move on to the meat of the matter, druid spells!

Detect Poison (Divination)

Level: 1
Range: 0
Duration: 1 round/level
Area of Effect: *Special*
Components: *V, S, M*
Casting Time: 1 round
Saving Throw: *None*

Explanation/Description: By means of this spell the druid is able to determine if some object, creature, or area contains poison or has been poisoned. In general, the area which can be perused by the dweomer of the spell is about 1 cubic yard of space. Therefore, the druid cannot determine if an entire pond is poisoned, but he or she could tell if a portion — or something within the portion — scanned during the round contained poison. There is also a 5% chance per level of experience that the type of poison used or contained in the area scanned will also be discovered by the spell, i.e. contact poison (insinuating), ingestive, or respirative (gas).

While more than one area can be scanned with a *detect poison* during the duration of the spell, it is almost fruitless to attempt to determine poison type for all of those same areas; any single failure on the "5% chance per level" roll to detect poison type makes the spell useless for this purpose for the rest of the duration of this particular casting.

In addition to mistletoe, the druid needs a yew leaf as a material component for this spell. The latter item will turn brown if poison is present, so that several will be needed to fully utilize the entire spell duration.

Precipitation (Alteration)

Level: 1
Range: 1 /level
Duration: 1 segment/level
Area of Effect: 3" d. cylinder up to 12" high
Components: *V, S, M*
Casting Time: 3 segments
Saving Throw: *None*
(*& special*)

Explanation/Description: When this spell is cast, all water vapor in the atmosphere in the area of effect is precipitated in the form of a light rain. (Note that low-level spell casters will certainly be within the area of effect of the spell.) The rain will continue only for as many segments of time as the spell caster has levels of experience. Since only about 1/100th of an inch of precipitation falls during the course of a segment, the spell will have only the following general effects:

Thin, light material will become damp in 1 segment and thoroughly wet thereafter.

Twigs and heavy material such as canvas will be damp in 2 segments and wet thereafter.

Flat, relatively non-porous surfaces, such as stone floors, rock, painted wood, etc., will be damp in 1 segment and filmed with water thereafter.

Semi-porous surfaces and materials will become damp on the surface in 2 segments and thereafter the damp area will progress downward and/or inward accordingly, while after 5 segments the surface will also be wet.

Porous surfaces and materials will simply absorb the rain to

their entire capacity — probably well beyond that of the spell's duration.

Small flames, such as those of candles, will be extinguished by 1 segment of precipitation. Small fires will slow and become smoky for 1 round after precipitation has ceased. Large fires will not be materially affected by the spell.

Lightning cannot be called by the use of this spell. Tracking is impossible within the area of effect immediately after *precipitation* has fallen.

Note that if the temperature is above 90° F., the duration of the spell will be extended to double normal except in arid regions. Also, where the temperature is between 33° and 31° F. inclusive, the *precipitation* will fall in the form of sleet. At 30° F. and below, the *precipitation* will fall as rather thick snow, and most dampness/wetness effects will be negated until the snow melts. If magical heat of large area is applied to precipitation (i.e., a *wall of fire*, *fireball*, *flame strike*, etc.), a cloud of warm fog of double the area of the *precipitation* effect will be formed. If magical cold is applied to the spell or the water which remains thereafter, normal ice will be formed. Very hot creatures such as salamanders will suffer 1 point of damage for every segment they are within the area of effect of the spell. Such creatures are entitled to save versus magic.

The material components of the spell are a pinch of silver dust and the druid's sprig of mistletoe.

Flame Blade (Evocation)

Level: 2 Components: *V, S, M*
 Range: 0 Casting Time: 3 segments
 Duration: 1 round/level Saving Throw: None
 Area of Effect: 3' long, sword-like blade

Explanation/Description: When a druid casts this spell, he or

she causes a blazing ray of red-hot fire to spring forth from his or her hand. This blade-like ray is actually wielded as if it were a scimitar, and if the druid scores a successful "to hit" die roll while employing a flame blade, the creature struck will take 5-8 hit points of damage — with a damage bonus of +2 if the creature is of the *undead* class or is vulnerable to fire, or a -2 penalty to damage if the creature is protected from fire. No damage can be caused to a creature which is a fire-dweller or uses fire as an attack form. The *flame blade* will ignite normally combustible materials such as parchment, straw, dry sticks, cloth, etc. However, it is not a magical weapon in the normal sense of the term except with respect to *undead* class monsters, so creatures that can be struck only by magical weapons are not harmed by this spell unless they are of the undead class.

In addition to mistletoe, the druid must have a leaf of sumac in order to cast this spell.

Goodberry (Alteration/Evocation) Reversible

Level: 2 Components: *V, S, M*
 Range: Touch Casting Time: 1 round
 Duration: 1 day+1 day/ Saving Throw: None
 per level of the caster
 Area of Effect: 2-8 fresh berries

Explanation/Description: When a druid casts a *goodberry* spell upon a handful of freshly picked berries, from 2 to 8 of them will become magical. The druid casting the spell (as well as any other druid of 3rd or higher level) will be able to immediately discern which berries were affected. A *detect magic* will discover this also. Berries with the *dweomer* will either enable a hungry creature of approximately man-size to eat one and be as well-nourished as if a full normal meal were eaten, or else the berry will cure 1 point of physical damage due to wounds or

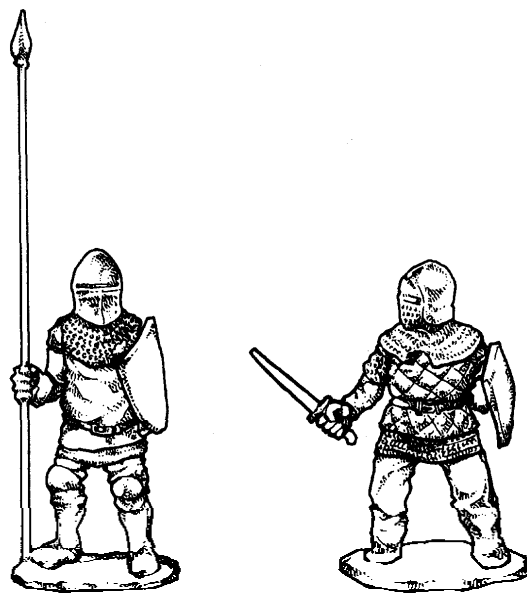
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CITADEL MINIATURES U.S.

Next issue: The new Cavalier sub-class

other similar causes, subject to a maximum of 8 points of such curing in any 24-hour period. The reverse of the spell, *badberry*, causes rotten berries to appear wholesome but each actually delivers 1 point of poison damage, no saving throw, if ingested.

The material component of the spell is mistletoe passed over the freshly picked, edible berries to be enspelled (blueberries, blackberries, raspberries, currants, gooseberries, etc.)

Reflecting Pool (Evocation-Divination)

Level: 2
Range: 1"
Duration: 1 round/level
Area of Effect: *Special*

Components: V, S, M
Casting Time: 2 hours
Saving Throw: None

Explanation/Description: This spell enables the druid to cause a pool of normal water found in a natural setting to act as a scrying device. The pool can be of no greater diameter than 2'/level of the druid concerned. The effect is to create a scrying device similar to a *crystal ball*. (See the Dungeon Masters Guide, Miscellaneous Magic Treasure section, under *crystal ball*.) The scrying can extend only to those planes of existence which are co-existent with or border upon the Prime Material Plane, viz. the Inner Planes (including the Para-Elemental Planes, Plane of Shadow, *et al.*) Penalties for attempting to scry beyond the druid's own plane, as shown for the *crystal ball*, are applicable.

The druid must use both mistletoe and the oil extracted from such nuts as hickory and walnut, refined, and dropped in three measures upon the surface of the pool. (A measure need be no more than a single ounce of oil.)

Slow Poison (Necromatic)

Level: 2
Range: *Touch*
Duration: 1 hour/level
Area of Effect: *Creature touched*

Components: V, S, M
Casting Time: 1 segment
Saving Throw: *None*

Explanation/Description: This spell is identical to the second level cleric spell, *slow poison (q.v.)*, except that if the druid is able to determine that the poison was one made from some living plant, he or she has a 5% chance per level of knowing an herbal antidote which will neutralize the toxin. (If the actual type of poison is not given by the DM, a successful casting of *detect poison* [type] indicates an organic poison which can be countered.) A dice roll equal to or less than the druid's chance to find an antidote indicates successful neutralization.

Rather than a holy/unholy symbol, the druid uses mistletoe as a material component, and crushed garlic is rubbed on the subject's feet. Antidotes must be obtained from green vegetation outdoors or from an herbalist or similar source of supply.

Cloudburst (Alteration)

Level: 3
Range: 1 "/level
Duration: 1 round
Area of Effect: 3" d. cylinder up to 6" high

Components: V, S, M
Casting Time: 5 segments
Saving Throw: *None*
(*& special*)

Explanation/Description: By means of this spell the caster causes the atmosphere to instantly precipitate all of its water vapor into huge drops of rain, the resulting condensation not only causing a true downburst of rain but also sucking more

vapor into the area to likewise be precipitated as rain. The *cloudburst* will effectively drench everything within its area of effect in 1 segment, for its rain will fall at the rate of 1/10th of an inch per segment, or one inch of rainfall in 1 round. (Cf. *precipitation* spell.)

All normal fires within the area of effect will be extinguished by a *cloudburst* — small ones instantly, medium ones in 3-5 segments, large ones in 8-10 segments. Magical fires will also be extinguished by a *cloudburst*, with the following general rules applying: Permanent magical fires will re-light in 1-2 rounds. Small, rekindable magic fires such as that of a *flame tongue* sword will be affected only during the *cloudburst*. Spells like *produce fire* and *burning hands* will be negated.

Large-area spells such as *fireball*, *flame strike*, *wall of fire*, etc., will, in the course of being extinguished, vaporize the rain, and a cloud of steam of quadruple area of effect volume will be created. This steam will inflict 1-3 points of damage on normal creatures within its area, double damage on cold-dwelling or cold-using creatures. It will persist for 2-5 rounds, half that if a breeze is blowing, or only 1 round if a strong wind is blowing.

Lightning cannot be called by the use of a *cloudburst*. Vision is reduced to 10' within the area of effect. All tracks within the area of effect are obliterated in 1 round.

In arid regions, the *cloudburst* will act only as a double-strength *precipitation* spell. In hot and humid areas, the duration of the spell will be extended to 2 rounds. In areas with a temperature between 33° and 31° F. inclusive, sleet rather than rain will fall, with ice and slush being formed when it accumulates. In temperatures of 30° F. and lower, the *cloudburst* becomes a *snowburst*, with one inch of snow falling per segment. Whether the vapor precipitates as rain, sleet, or snow, very hot creatures not saving versus magic within the area of the spell will suffer 10 points of damage, plus 1 point of additional damage for every segment they remain within the area of the *cloudburst*.

The material components for the spell are powdered silver and powdered iodine crystals, plus the druid's mistletoe.

Spike Growth (Alteration/Enchantment)

Level: 3
Range: 6"
Duration: 3-12 turns +1
Area of Effect: 1" square/level

Components: V, S, M
Casting Time: 5 segments
Saving Throw: *None*

Explanation/Description: Wherever any sort of plant growth of moderate size or intensity is found, this spell is of service. It enables the caster to cause ground-covering vegetation and/or roots and rootlets to become very hard and sharply pointed. In effect, ground cover, while appearing to be nothing different, serves as if it were *caltrops* (see new weapon types in DRAGON #64). Roots and rootlets will do the same in areas of bare ground or earthen pits. Without a spell such as *true seeing*, similar magical aids, or some other special means of detection (such as *detect traps*), an area affected by *spike growth* is absolutely undetectable until a victim enters it and takes damage. Even then, the creature will not be able to determine the extent of the area affected by the *spike growth* unless it has some means of magic detection. Each 1" of movement by a potential victim incurs 2 "attacks" (cf. *spike stones*). Spells which will control or harm vegetation, as well as a *dispel magic*, will negate the area of the *dwomeer*. Otherwise, the spell will remain potent until its natural duration expires.

The components for this spell are the druid's mistletoe and seven small twigs, each sharpened to a point, or else seven sharp thorns.

Starshine (Evocation-Illusion)

Level: 3
 Range: 1"/level
 Duration: 1 turn/level
 Area of Effect: 1 square" per level

Components: V, S, M
 Casting Time: 5 segments
 Saving Throw: None

Explanation/Description: A *starshine* spell enables the druid to softly illuminate an area as if it were exposed to a clear night sky filled with stars. Regardless of the height of the open area in which the spell is cast, the area immediately beneath it will be lit by *starshine*. Vision will be clear at up to 30', indistinct to 60', and beyond that only gleams and glimmers will be discernible. The *starshine* allows shadows. It enhances ultravision to its full potential but does not affect infravision. The spell makes the area of effect actually appear to be a night sky, but disbelief merely allows the disbeliever to note that the "stars" are actually the evoked lights of a *starshine* spell.

The material components are several stalks from an amaryllis (especially Hypoxis) and several holly berries.

Liveoak (Enchantment)

Level: 5
 Range: Touch
 Duration: 1 day/level
 Area of Effect: 1 oak tree

Components: V, S, M
 Casting Time: 1 turn
 Saving Throw: None

Explanation/Description: This spell enables the druid to select a healthy oak tree and cast a *dweomer* upon it so as to cause it to serve as a protector. The spell can be cast on but a single tree at a time, and while a *liveoak* spell cast by a particular druid is in effect, he or she cannot cast a second such spell.

The tree upon which the *dweomer* is cast must be within 10' of the druid's dwelling place, within a place sacred to the druid, or within 10" of something which the druid wishes to guard or protect. The *liveoak* spell is cast upon a healthy tree of small, medium, or large size according to desire and availability. A "triggering" phrase of up to a maximum of 1 word per level of the druid casting the spell is then placed upon the *dweomered* oak; for instance, "Attack any who come near without saying 'sacred mistletoe' first" is a 10-word trigger phrase which could be used by a druid of 10th level or higher casting the spell. The *liveoak* triggers the tree into becoming a treant of appropriate size and attack capability, matching the specifications of the Monster Manual, but with only a 3" movement rate. The druid needs his or her mistletoe to cast this spell.

Moonbeam (Evocation-Alteration)

Level: 5
 Range: 1"/level
 Duration: 1 round/level
 Area of Effect: 1" diameter area (plus special)

Components: V, S, M
 Casting Time: 1 segments
 Saving Throw: None

Explanation/Description: By means of this spell the druid is able to cause a beam of soft, pale light to strike downward from overhead and illuminate whatever area he or she is pointing at. The light is exactly the same as moonlight, so that colors other than shades of black, gray, and white will not be determinable.

The spell caster can easily cause the *moonbeam* to move to any area he or she can see and point to. This makes the spell an effective way to spotlight something, for example an opponent. While the *moonbeam* allows shadows, a creature centered in a *moonbeam* spell is most certainly under observation. The reflected light from this spell allows dim visual perception 1" beyond the area of effect. The light does not adversely affect infravision, and enhances ultravision to its greatest potential.

The material components are several seeds of any moonseed plant and a piece of opalescent feldspar (moonstone).

Spike Stones (Alteration/Enchantment)

Level: 5
 Range: 3"
 Duration: 3-12 turns +1 turn/level

Components: V, S, M
 Casting Time: 7 segments
 Saving Throw: None

Area of Effect: 1" square/level of caster; 1 spike per 1' sq.

Explanation/Description: The *spike stones* spell causes rock to shape itself into long, sharp points which tend to blend into the background. It is effective on both natural rock and worked stone. The stone spikes serve to impede progress or actually inflict damage. If an area is carefully observed, it is 25% likely per observer that the sharp points of rock will be noticed. Otherwise, those entering the area of effect of the spell will effectively suffer attack by dagger from a druid of the level of the spell caster, immediately upon setting foot in the area and for each step therein thereafter. The initial step will be sufficient to allow the individual to become aware of some problem only if the attack succeeds; otherwise movement will continue until damage occurs. Charging/running victims will suffer 2 attacks per 1" of movement rate over the area of effect after initial damage before being able to halt. Others will suffer but 1 additional attack-like check.

Those falling into pits where *spike stones* are present will suffer 6 such attack-like checks, each made at +2 "to hit" probability for each 10' of distance fallen, and +2 of damage inflicted per 10' distance fallen, spike damage being in addition to falling damage. The material component of the spell is 4 tiny stalactites.

Transmute Water To Dust (Alteration) Reversible

Level: 6
 Range: 6"
 Duration: Permanent

Components: V, S, M
 Casting Time: 8 segments
 Saving Throw: None
 (& special)

Area of Effect: 1 cubic"/level

Explanation/Description: When this spell is cast, the subject area instantly undergoes a change from liquid to powdery dust. Note that if the water is already muddy, the area of effect will be expanded to double normal, while if wet mud is concerned the area of effect will be quadrupled. If water remains in contact with the transmuted dust, the former will quickly permeate the latter, turning the dust into silty mud if a sufficient quantity of water exists to do so, otherwise soaking or dampening the dust accordingly.

Only liquid actually existing in the area of effect at the moment of spell casting is affected. Liquids which are only partially water will be affected insofar as the actual water is concerned. If a living creature is concerned, a saving throw versus magic is required, and only one creature can be the target for such spell usage, regardless of the size of the creature concerned. Failure to save results in the intended victim taking 8-32 points of damage, or twice this much vs. creatures from the Elemental Plane of Water. The reverse of the spell is simply a very high-powered *create water* spell which requires dust as a component.

Either usage requires diamond dust of at least 500 g.p. value, and a bit of seashell, as well as the druid's sprig of mistletoe.

Changestaff (Evocation-Enchantment)

Level: 7
 Range: Touch
 Duration: Special
 Area of Effect: The druid's staff

Components: V, S, M
 Casting Time: 3 segments
 Saving Throw: None

Explanation/Description: By means of this spell the druid is able to change his or her staff from a pole of dead wood into a

treant of largest size. In order to cast the *dweomer*, the druid must first have located a tree struck by lightning within the past 24 hours. He or she must then select a sound limb, remove it from the tree, and prepare a specially cured section. This section must be shaped and carved so as to be ready to accept the magic which the druid will then place upon it. The staff must be of ash, oak, or yew wood. Curing by sun drying and special smoke requires 28 days. Shaping, carving, smoothing, and polishing requires another 28 days. The finished staff, showing scenes of woodland life, is then rubbed with the juice of holly berries, and the end of it is thrust into the earth of the druid's grove while he or she then *speaks with plants*, calling upon the staff to assist in time of need. The item is then charged with a *dweomer* which will last for many changes from staff to treant and back again.

While the staff/treant will initially be of largest size and greatest number of hit points, each 8 points of damage it accumulates actually reduces it by 1 hit die. The staff begins at 12 hit dice and 96 hit points, goes to 11 and 88, 10 and 80, 9 and 72, etc. As it loses hit dice, it becomes smaller in size, thus losing attack power as well. If and when the staff/treant is brought below 7 hit dice, the thing crumbles to sawdust-like powder and is lost. The staff cannot ever be brought upwards in dice or hit points, except by a *wish*. Of course, a new staff can always be sought out, seasoned, and so forth, to begin the process anew.

When the druid plants the end of the staff in the ground and speaks a special command prayer and invocation, the staff turns into a treant. It can and will defend the druid, or obey him or her in any way it can. However, it is by no means a true treant, and it cannot converse with actual treants. The transformation lasts for as many turns as the druid has levels of experience,

until the druid commands the thing to return to its true form, or until the thing is destroyed, whichever first occurs.

In order to *changestaff*, the caster must have either mistletoe or leaves (ash, oak, or yew) of the same sort as the staff.

Sunray (Evocation-Alteration)

Level: 7	Components: <i>V, S, M</i>
Range: 1"/level	Casting Time: 3 segments
Duration: 1 round	Saving Throw: <i>Special</i>
Area of Effect: 1" diameter area (plus special)	

Explanation/Description: When a *sunray* spell is cast, the druid evokes a burning beam of light which is similar to a ray of actual sunlight in all important aspects. It inflicts blindness for 1-3 rounds upon all creatures within its area of effect unless a successful saving throw versus magic is made. Creatures using ultravision at the time will be blinded for 2-8 rounds. Those within its area of effect, as well as creatures within 2" of its perimeter, will have no infravision capabilities for 2-5 rounds. Undead caught within its main area of effect must save versus magic or else take 8-48 points of damage, half damage if a save is made. Those within the secondary area of effect (up to 2" from the perimeter) must save to avoid taking 3-18 points of damage; no damage if this save is made. The ultraviolet light generated by the spell will inflict similar damage on fungoid creatures and subterranean fungi as well, just as if they were undead, but no saving throw is possible.

The material components are an aster seed and a piece of aventurine feldspar (sunstone).

The way things are and the way they will be

Soon I hope to have my new cleric spells ready for your review. As with druid spells, these new offerings will be in addition to the material already presented by Len Lakofka.

It is also necessary for me to say yet more about my creative work — or lack of it. Most of this Learned Audience is aware that I am the President and Chief Executive Officer of TSR Hobbies, Inc. The corporation is the largest, by far, in the Adventure Gaming industry. In our current fiscal year, we should gross over 30 million dollars in sales. We employ more than 250 persons in the United States. TSR is growing, expanding, and diversifying.

The growth and success of the corporation over the past few years has been remarkable — but we are by no means ready to sit back and rest on our laurels! In fact, there are so many new things coming that we expect to go far beyond each previous year for many years to come. All of this requires great effort on the part of each and every one of TSR's employees. Most of my time is required for such work. Planning and management take up the bulk of my week, and I must squeeze out a few off hours in the evenings and on weekends to do things like magazine articles. My design work has by no means been abandoned, but it has been relegated to a position of lesser priority — the last priority at this moment.

Pending work which will eventually be done includes the *Temple of Elemental Evil* (formerly designated as module T2 but which will be released as WG 2, part 1 and 2), the *Maze of Xaene*, with Rob Kuntz and Eric Shook (two parts also), the new material for the AD&D™ game system, and various and sundry other modules and playing aids which are in one or another stage of planning or development. The exact order of material is impossible to predict, for expediency always dictates which project I work on. If I have three days of "free" time, a project which will fill that amount of time will be selected. I need at least two weeks to ready the first portion of the *Temple of Elemental Evil* for print, and about three weeks to finish the second portion. That time might come up in a few days, or not for many months. I apologize for the delay, but please bear with me. It is

necessary that I place the overall needs of TSR and its many employees above design work — even though I prefer to do it and there is tremendous demand for the promised work. Well, enough of that, and thanks for your understanding!

It might interest some of you to learn that we now have a number of D&D® game products translated into French. A full-time translator has been placed on the staff, and we expect to have a large number of games and accessories in French within the next few years. The next steps we will take will be in the areas of German and Japanese language game translations. The ranks of fantasy game enthusiasts will certainly expand when such translations are generally available.

Don't believe everything you read

As an added note, Gentle Readers, we still have difficulties with a world of misinformation being given by other publications in the field. A most amusing one recently appeared which stated that TSR was still continuing to hire personnel even though our sales were 30% under those of the previous year.

Most of that statement is correct. There is only one minor flaw — or is it so minor?! TSR is seeking good people in virtually every area of its activities. The company is growing and expanding. However, our sales were *not* 30% under last year's. Our growth was 30% under what we projected: That is, instead of doubling in size this year, it is likely that we will only increase by approximately 170%. Considering the economy, that is, in fact, amazing growth.

The reason I bring this up is to call your attention to the foolishness of gossip columns. Rather than having information of this nature bandied about, I ask readers to do this: If you have questions about *anything* which pertains to TSR Hobbies, Inc., just drop us a line. While I can't guarantee that we'll answer every question, we certainly will make an attempt to cover those points which are of great interest, or those questions which are most frequently asked. We don't tell everything, but we certainly are more open than any other company I know about. We can't reveal information regarding new products and secret projects, but we can tell you just about everything else. ☞



The chivalrous cavalier

by Gary Gygax

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Here is another installment of the new character classes promised for the expansion of the AD&D™ game system. The *cavalier* class, or sub-class of fighter, if you will, is predicated upon knighthood and chivalry. Because this is a fantasy game, and because every campaign certainly does not include feudalism and chivalry, the class contains changes from historical facts and legends. These changes, of course, are what makes the cavalier class compatible with the overall game system.

As usual, your comments are invited. Input is most desirable, for what appears here is the basis — not the final form — of the sub-class. As is also usual, it is unlikely that comments sent to us will receive a direct reply — there just isn't anyone on staff at this time to handle such work. While I am working to put together AD&D™ material, and Frank Mentzer is engaged in the revision and expansion of the D&D® game system, the Industrious Staff of TSR are seeking personnel to fulfill the needs of you, the Understanding Readers. Thus, we should soon have the wherewithal to respond properly to all correspondence. Meanwhile, suffer along and accept my general thanks to all of you. On to the business at hand!

The Cavalier

The cavalier character is a sub-class of fighter. In order to become a cavalier, the character must be in service to some deity, noble, order, or special cause. The DM will determine if this requirement can be met and if it is properly met. Likewise, the cavalier must always place honor, bravery, and personal deeds in the forefront of his or her activity. The DM will always monitor the activity of a cavalier character to make certain that the role is properly played. The general "code" of chivalry which must be subscribed to by the cavalier is appended. The DM will modify and augment this code as he or she deems suitable for the circumstances of your particular campaign.

In general, the cavalier character must be of the correct social class, i.e. gentle or noble birth, or of the accepted aristocracy for candidacy to knighthood. This requirement usually means that the character must be of a knightly, noble, or royal family which has suitable financial means to support the training necessary for entrance to the class of cavalier. Your DM will determine this from information which he or she has on hand for the purpose.

Initially, the cavalier character must be of Good alignment, whether Lawful, Neutral, or Chaotic. Alignment change will not adversely affect a cavalier when it is gradual and reasoned. Change of alignment after 4th level is subject to all of the usual penalties, however.

The cavalier character must have minimum ability scores of 15 in strength, dexterity, and constitution, and 10 in intelligence

and wisdom. No bonus to earned experience is ever applicable, regardless of attribute score totals.

As stated above, service is the paramount requirement for assumption of cavalier status. This service can be to a deity, state, order, or any master, particularly one of high station. After attaining knighthood, the cavalier can renounce former service, of course. At such point, the cavalier then champions a creed or cause, or is simply a rogue. In all cases, social status is likewise of paramount importance, and this must be maintained. The activity of the cavalier is such that it precludes any other profession other than that of paladin. The paladin-cavalier is detailed hereafter. Other than this exception, there can be no multi-classed cavalier or dual-classed cavalier.

The knightly profession of cavalier demands constant training and practice at arms and warfare. A portion of each day not spent adventuring must be spent in mounted arms drill and combat practice afoot.

Mounted combat is the especial forte of the cavalier class. When a human cavalier (but not an elven or half-elven one) is mounted, he or she makes all attacks at 1 level above his or her actual level of experience. This applies only to horses or other mounts which are listed as steeds for the class, or mounts of which the DM has approved.

Knowledge of horses, and other sorts of mounts as well, enables the cavalier to be able to estimate the relative worth of a steed. Thus, when a cavalier examines a mount, he or she can tell if it has low worth (one-third or fewer of the creature type's maximum possible hit points), average worth, or high worth (two-thirds or more of the maximum possible hit points). Any steed selected by a cavalier will have +2 hit points per hit die (up to the maximum number of points per die, of course). Other special abilities regarding steeds are covered under the *Horsemanship and Mounts* heading given hereafter.

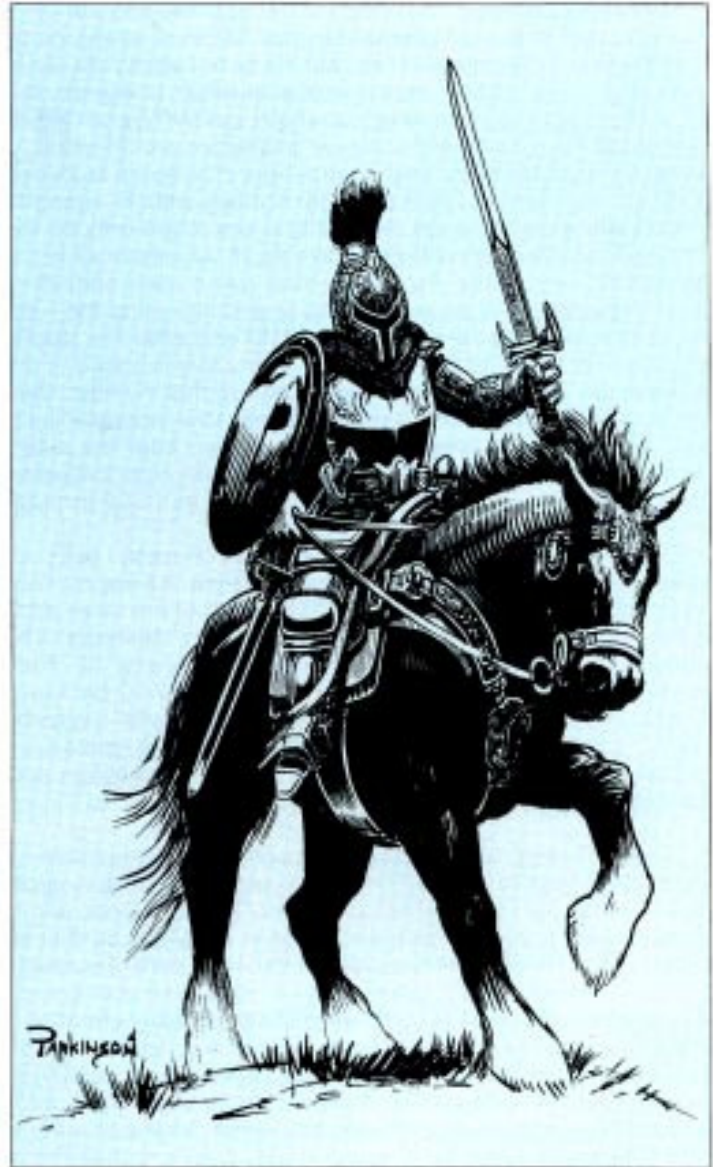
Weapons of many sorts are known to the cavalier class. The selection of weapons, proficiency with them, and eventual specialization are all different from all of the other character classes. The lance must always be the first weapon of proficiency and then specialization. The weapons which a cavalier will use are listed below, and then a table of weapon proficiency and weapon specialization is given. Because personal bravery might be questioned if a cavalier fought at a distance, some orders might forbid the use of missile weapons such as the bow or crossbow. Naturally, elven orders will not do so.

Weapons skill also enables the cavalier to *parry* more effectively than other sorts of fighters. Should a cavalier choose to parry rather than attack, all of the cavalier's "to hit" bonuses (from strength, specialization, magical sword, etc.) can be used to subtract from an attacker's "to hit" die roll(s). Of course, only one attacker can be so affected. However, the cavalier can also use his or her shield to parry attacks from a second opponent, reducing that opponent's "to hit" die roll(s) by -1 plus any magical bonuses of the shield, also expressed as a negative

number. Thus, a +1 magic shield could be used to parry so that "to hit" die roll(s) from an attacker were reduced by -2. By weapon and shield parrying, a cavalier can seek to thwart the attacks of two opponents. If a third is also attacking, such attacks will then be made as if the cavalier had no shield, since that instrument is being employed in defensive parrying. If the cavalier performs one or two parries, he or she cannot also attack, even though he or she may otherwise be entitled to more than 1 attack per round.

The cavalier considers armor as much a badge of station as a protection. Thus, the cavalier character will always possess the very best and finest-quality armor he or she is able to own. Appearance is as important as function, so engraving, inlaying, and decoration will always be sought. Plate will be selected in preference to banded or splint, banded or splint in preference to chain mail, chain in preference to scale, and ring mail last of all. A cavalier will never wear leather or padded armor of any sort — such protection is for thieves and peasants! The above applies even in the case of magical armor, so +2 magic chain is certainly not acceptable to the cavalier if he or she can have banded or splint armor instead.

Plate Armor: A cavalier character from a landed family of gentle (knightly) or noble birth will always be suited in plate armor. Note that this is different from plate mail in that it does not require extensive use of chain mail, pieces of plate, and heavy padding. Thus, plate armor is of the same relative bulk and weight as chain mail. The wearer is able to move at a base rate of 9". All plate armor is carefully fitted to the individual, so not one suit of plate armor in a thousand will fit another person. The armor class of plate armor is either 2 or 1, depending on the quality of workmanship. For game purposes, the two sorts are distinguished from each other as Field Plate Armor (AC 2) and Plate Armor (AC 1). Because of the individual nature of this sort of protection, a suit of magical plate armor is never discovered. If a cavalier desires magical armor of this nature, he or she must have it specially constructed and enchanted. Such a process will require weeks of fitting, months of work at a forge by the most expert dwarven crafters, the finest mithral or adamantite-alloyed steel, and a year or more of magical enchanting. The cost of such work is certainly in excess of 100,000 gold pieces per each "plus" of enchantment, and such armor is very rare indeed.



CHARACTER RACE TABLE I.(A): CHARACTER CLASS LIMITATIONS

Character Class	Dwarven	Elven	Gnome	Half-Elven	Halfling	Half-Orc	Human
FIGHTER							
Cavalier	no	U	no	U	no	no	U

CHARACTER CLASSES TABLE I.(A): HIT DICE, SPELL ABILITY, AND CLASS LEVEL LIMIT

Character Class	Hit Die Type	Maximum Number of Hit Dice	Spell Ability	Class Level Limit
FIGHTER				
Cavalier	d10	10 ¹	no	none

¹— Initial hit points for a 1st level cavalier range from 4-13 (generated either as d10+3 or 3d4+1), due to the necessity of having to attain the social status necessary for 1st level.

CHARACTER CLASS TABLE II.(A): ARMOR AND WEAPONS PERMITTED

Character Class	Armor	Shield	Weapons ¹	Oil	Poison
FIGHTER					
Cavalier	any ²	any	any ³	yes ⁴	no ⁵

¹— This heading includes any magical weapons of the type named, unless use of such a weapon by the class in question is specifically prohibited in the description of the magic weapon.

²— However, padded or leather armor— including studded leather armor— is not acceptable to the class. The class also has access to plate armor, not otherwise available to any other type of character.

³— However, pole arms and missile weapons other than those listed as acceptable to the class are unacceptable and will never be used. Likewise, those weapons commonly associated with peasants will be shunned.

⁴— Personal use of oil is unacceptable, but its general employment by others and its use in siege craft are acceptable.

⁵— Poison use is deemed unchivalrous and relegated to Evil characters only.

Improving Abilities: The constant training and endurance of hardship which the cavalier undergoes hardens, strengthens, and toughens the character so that his or her ability scores in the major areas improve slowly with acquisition of experience. When the points for a cavalier's strength, dexterity, and constitution are recorded on the player character record sheet, a slash (/) must be made and a percentile dice score recorded after the number, just as is done for fighters with 18 strength. This is done even though the ability score might only be the minimal 15; the score will be shown as 15/xx, where xx is the percentile dice score. As the cavalier gains each additional level of professional experience, up to and including the 10th, he or she rolls two 10-sided dice (2d10) and adds the results together for a total of 2 to 20 points. This score is added to the number on the right of the slash, and if this number then exceeds 99, the number to the left of the slash is increased by 1, and the percentile remainder, if any, shown after the slash. Ability scores in strength, dexterity, and constitution (including female character strength) may rise as high as 18/00 through this method.

Example of increase in scores: A cavalier character has succeeded in attaining 2nd level and undergone the appropriate training. He or she then rolled 2d10 for each of the three attributes affected by level acquisition: strength, dexterity, and constitution. The numbers rolled were 03, 16, and 14. They were added to existing totals as follows: Str 17/92 becomes 17/95, Dex 16/29 becomes 16/45, and Con 15/88 becomes 16/02. Since 1 full point of constitution has been gained, an adjustment in hit points and system shock/resurrection percentages must be made.

Saving Throws: All of a cavalier's saving throws are made on the regular table for fighters. However, fear of any sort, magical or otherwise, will never affect a cavalier. Those of Good alignment radiate a protection from fear in a 1" radius, so that all allied creatures within this radius are also immune to the effects of *fear*. Similarly, spells or magical or magic-like phenomena which affect the mind are 90% unlikely to have any effect on a cavalier character. Thus, such powers as *beguilement*, *charm* (except that derived from comeliness), *domination*, *hold*, *hypnosis*, *magic jar*, *possession*, a psionic *mind blast*, *sleep*, *suggestion*, etc., are unlikely to have any effect, for the cavalier is first entitled to resist such powers with a 90% probability of success, and is then entitled to a saving throw, if applicable. Note that illusion spells which might affect the mind of the cavalier are not included in the above list, but the saving throw versus such spells is made at +2 by the cavalier.

Damage: The specific dedication of cavaliers of Good alignment is such that they are able to survive at negative hit-point totals, while cavaliers of Neutral or any Evil alignment (those whose alignment has changed for some reason) cannot do so. The maximum number of negative hit points allowable is equal to the number of hit points the cavalier had at 1st level, i.e. 4-13. Note that when a negative number of hit points is reached, the cavalier can no longer attack but must immediately rest, bind wounds, and seek healing. Normal healing of wounds is the same as for fighters, except that the cavalier of Good alignment receives a bonus of 1 to 4 hit points' worth of healing (roll d4) at the end of each full week of normal healing. This bonus is available only to dedicated cavaliers of Good alignment and can be obtained only after one full week of rest.

Acceptable Background: Because of the many possible social structures from campaign to campaign, hard and fast rules are not possible here. The family background of a cavalier character must be aristocratic, however, and if a feudal system prevails in the campaign, the cavalier *must* be from a family of gentle or noble (including royal) origin. Landless aristocrats (knights or nobles) are typically precluded from having a child immediately enter the cavalier class at 1st level, since they are unable to afford the training and equipment needed. Such

families (as well as lesser families being particularly honored) might, however, be allowed to have a child candidate enter the cavalier class as a 0 level *horseman* retainer of a knight, with 1 d4+1 (2-5) hit points and -1,500 experience points, work up to a 0 level *lancer* retainer with 2d4+1 (3-9) hit points, and eventually become a 1st level *armiger* retainer with 3d4+1 (4-13) hit points. (See the experience point table given hereafter.) Social station and position are always of utmost importance to the cavalier. Your DM will know how to adjudicate such questions, based on his or her campaign's social and cultural systems.

In all cases, elven and half-elven cavaliers *must* be of landed gentle (knightly) or noble birth. Furthermore, half-elves and elves *must* be high elves or gray elves, not any other derivation.

Horsemanship and Mounts: All cavaliers are virtually born and bred to the saddle. One is unlikely to be thrown from the saddle, or injured when his mount falls, and the base 85% probability against either occurring is reduced by 1% per level of the cavalier, i.e. 86% at 1st level, 87% at 2nd, etc. A cavalier will ride only a trained warhorse unless mounted travel is absolutely necessary and no such mount is available. At higher levels, the cavalier will also ride other sorts of steeds. Horsemanship abilities are as follows:

3rd level: At this level the cavalier can vault into the saddle of his or her mount with bulky armor and have the steed underway in 1 segment.

5th level: At this level the cavalier can urge his or her mount to greater speed than normal. The additional speed possible equals a 2" bonus to movement rate, and this can be sustained for up to 6 turns. The extra speed thus gained will have no ill effects upon the mount, although normal rest and feeding are always necessary.

7th level: At this level the cavalier is able to handle and ride a pegasus as a steed.

9th level: At this level the cavalier is able to handle and ride a hippogriff as a steed.

11th level: At this level the cavalier is able to handle and ride a griffon or similar creature as a steed.

In any case, a cavalier's mount will be friendly to and accept the cavalier as long as it is treated properly by the character. Of course, creatures of Good alignment will not allow any of Evil sort to come near in these cases, and vice versa.

Special Note: Female elven cavaliers are able to handle and ride unicorns as steeds at 4th level.

Followers: The cavalier will eventually attract followers. This occurs as his or her reputation and device become known and recognized. Cavaliers of Evil alignment will attract only that sort of follower, and likewise can have only certain sorts of henchmen. All of this will be handled appropriately by the DM. Neutral-aligned cavaliers will attract no followers.

Evil Cavaliers: If a cavalier elects to move his or her alignment to that of Evil, the various penalties given above always apply. Although the cavalier can then resort to poison use, the reputation and shield device of the Evil cavalier will become known. All cavaliers of Good alignment are duty-bound to attack and attempt to destroy cavaliers of Evil alignment.

Hospitality: A cavalier is entitled to full hospitality — food, lodging, and whatever else is needed (within reason under the circumstances) — from all other cavaliers of the same alignment. Of course, Evil-aligned cavaliers may freely ignore such obligation. Hospitality is likewise due from all gentle, noble, and royal households according to their ability, alignment, and relationships between various political divisions which might be concerned.

Cavalier-Paladins: The especially dedicated cavalier is, in fact, a cavalier-paladin. All of the rules and guidelines pertaining to the cavalier sub-class apply. Likewise, all the rules of the paladin sub-class apply except as follows: Six magic weapons



can be owned, spells are never gained, followers are attracted as with any cavalier. The cavalier-paladin must be of Lawful Good alignment and remain so.

CAVALIERS (FIGHTERS) TABLE

Experience Points	Experience Level	10-sided Dice	
		for Accumulated Hit Points	Level Title
(-1,500 — -501)	0	1d4+1	Horseman)
(-501 — -1)	0	2d4+1	Lancer)
0 — 2,500	1	1 +3 hp ¹	Armiger
2,501 — 5,000	2	2	Scutifer
5,001 — 10,000	3	3	Esquire
10,001 — 18,500	4	4	Knight Errant
18,501 — 37,000	5	5	Knight Bachelor
37,001 — 85,000	6	6	Knight
85,001 — 140,000	7	7	Grand Knight
140,001 — 220,000	8	8	Banneret
220,001 — 300,000	9	9	Chevalier
300,001 — 600,000	10	10	Cavalier
600,001 — 900,000	11	10+3	Cavalier, 11th ²
900,001 — 1,200,000	12	10+6	Cavalier, 12th ²

¹ — If qualification for 1st level required progression through two 0-level grades, then hit dice for 1st level are 3d4+1, but in all other cases 1d10+3 applies.

² — 300,000 exp. pts. per level beyond the 12th. At 13th level and above, level title is Cavalier Commander.

FIGHTERS et al & CAVALIERS ATTACKS PER MELEE ROUND TABLE

Level	Attacks per Melee Round ¹
Cavalier 1-5	1/1 or 3/2
Cavalier 6-10	3/2 or 2/1
Cavalier 11-15	2/1 or 5/4
Cavalier 16 & up	5/4 or 3/1

¹ — For all thrusting or striking weapons only. The first column is for any such weapon; the second column (after the word "or") shows the rate for weapons of such nature at which the user has gained *specialization*.

CAVALIER ARCHER/CROSSBOWMAN SPECIALIST LEVEL TABLE

Level	Rate of Arrow Fire per Round	Rate of Bolt Fire per Round
1-5	—	3/2
6-10	3/1	2/1
11-15	4/1	5/4
16& up	5/1	3/1

WEAPONS USABLE BY CAVALIERS

(in order of preference)

Weapon Type	Specialization Possibility
Lance	yes; mandatory
Sword, long	Yes
Sword, broad	yes; double possible (for humans only)
Mace, horseman's	yes; double possible
Sword, bastard	yes
Sword, two-handed	no
Axe, battle	yes
Flail, horseman's	yes
Pick, military, horseman's	yes
Dagger	Yes
Sword, short	yes
Scimitar (falchion, etc.)	yes; double possible
Bec de corbin	no
Halberd (pole axe)	no
Javelin	yes
Bow, elven short composite	yes (elves, ½-elves only)

Note: Missile weapons are least preferred by a cavalier, because they might call into question the personal bravery of the character. This applies only to human cavaliers. Characters of already proven personal courage are typically the only ones to specialize in the use of missile weapons.

WEAPON PROFICIENCY AND SPECIALIZATION TABLE FOR CAVALIERS

Level of Cavalier	Number of Weapons of Proficiency	Additional Number of Weapons of Specialization
0 (-2)	1	0
0 (-1)	2 ¹	0
1st	3	0
2nd	3	1 (lance)
3rd	4	1
4th	4	2
5th	5	2
6th	5	3
7th	5	3
8th	6	4
9th	7	4
10th & up	7	5

¹ — The second weapon must always be a lance.

Notes Regarding Weapon Specialization for Cavaliers:

Normal Specialization: Hand-hurled weapons, thrusting weapons, and striking weapons have normal specialization bonuses of +2 "to hit" and +1 damage. All regular rules apply,

and 1 proficiency number must be given up to bring a *double specialization* to the weapon type.

Double Specialization: Only certain weapons can be raised to the double specialization class, i.e. broad sword, horseman's mace, and scimitar. As stated, double specialization requires the use of 1 proficiency number, so the total number of proficient weapons will be reduced accordingly. Double specialization is possible for cavaliers only. Bonus "to hit" is +3 and damage bonus is +3. All specialization bonuses, as usual, are in addition to any others for dexterity, strength, mounted combat, spell effect, or magic-weapon usage.

Archer Specialization: Elven cavaliers with specialization in the bow can fire while mounted and still gain specialized rate of fire and "to hit" and damage bonuses. Since they also gain their bonuses for elven race, the base "to hit" addition is +3 and damage is +3 also. Half-elves can fire while mounted but gain no racial bonus. All other standard rules apply.

Half-Elves Archer Specialization: In order for half-elven cavaliers to specialize in the bow, they must give up 2 numbers in the proficiency category, so with archer specialization, the total number of proficiencies in weapons will be reduced by 2.

Half-Elves and Human Crossbow Specialists: In order for half-elves and humans to specialize in the crossbow, they must give up 1 number in the proficiency category, so with crossbow specialization, the total number of proficient weapons will be reduced by 1.

Example of Specialization: Let us assume that a half-elven cavalier has advanced through the first 10 levels in his profession. The development of specialized weapon use and weapon proficiencies are shown by indicating in parentheses the level at which the specialization or proficiency was gained:

Proficient Weapons	Specialized Weapons
lance (1) ¹	lance (2)
sword, long (1) ¹	crossbow (4)
crossbow (1) ¹	mace (6) ²
mace (2) ¹	mace x2 (8)
dagger (3)	sword, long (10)
sword, short (5)	
sword, broad (6)	
sword, bastard (7)	
axe, battle (9)	
bec de corbin (10)	

¹ — These weapon proficiencies are superseded by subsequent specialization in those weapons, so that they no longer count as weapons of proficiency. Because the half-elven cavalier in this example has elected to specialize in the crossbow, the total number of weapon proficiencies available to the character at 10th level is reduced by 1, from 7 to 6. The "proficient weapons" for this character at 10th level are the dagger, short sword, broad sword, bastard sword, battle axe, and bec de corbin.

² — This specialization was superseded when the cavalier elected to take double specialization in the mace at 8th level. The total number of "specialized weapons" (counting the mace as 2) is 5, the maximum allowable for a cavalier of 10th level.

Cavalier Lance Specialization: The lance is *the* weapon of the cavalier sub-class, and it automatically becomes a prime weapon — first as a weapon of proficiency, then as a weapon of specialization at 2nd level. The specialization bonus is +2 "to hit." Damage bonus is +1 per level of the cavalier using the weapon, when mounted (plus charge bonus for lance, as applicable), or +1 when dismounted. The cavalier's mounted bonus "to hit" and damage also applies. When the lance is used by a dismounted cavalier, it is treated as a *pike*, *awl* with respect to all specifications except length, weight, and speed factor (all of which are those of the lance). The weapon is +2 "to hit" in such cases, but damage is as a pike +1.

For the sake of simplicity, no difference between a light and heavy lance is given. All lances considered here are of the heavy variety. Light lances are, in fact, equal to spears.

Chivalry, Knighthood, and the Cavalier: The cavalier must follow a code of conduct and ethics, akin to chivalry. Upon being sworn to knighthood, the cavalier must pledge himself or herself to this code. Failure to sustain the oath is not sufficient reason to revoke knighthood, unless the order or liege lord of the cavalier demands it. In this latter case, the cavalier becomes a fighter, but weapon specialization is not lost.

A cavalier must serve someone or some cause — normally a deity, greater noble, order of knighthood, or the like. Knighthood is normally not conferred prior to age 21. The *virtues* of a knight are these:

Liberality	Honor	Good Faith
Glory	Unselfishness	Pride
Courtesy	Bravery	

The code of chivalry is summed up as follows:

Noble service willingly rendered.
Defense of any charge unto death.
Courage and enterprise in obedience to rule.
Respect for all peers.
Honor to all above your station.
Military prowess exercised in service to your lord.
Courtesy to all ladies.
War is the flowering of chivalry.
Battle is the test of manhood.
Combat is glory.
Personal glory above all in battle.
Obedience and respect from all beneath your station.
Scorn for those who are lowly and ignoble.
Death to all who oppose the cause.
Death before dishonor.

Investiture of an esquire to knighthood must be done by a cavalier of two or more levels above the candidate, or by any noble. The ceremony can be a simple dubbing with a sword, or it can be a full ritual of fasting, vigil, investment, and celebration.





INFORMATION FOR THE DUNGEON MASTER

Combat Table: Cavaliers use the table for fighters. Remember that when mounted, cavaliers attack at 1 level higher than their actual level of experience.

Saving Throws: Cavaliers save as fighters, with 90% immunity to mind-affecting spells other than illusions and +2 versus illusion spells. They are immune to *fear* and its effects.

Training: A cavalier must always be trained by a cavalier of at least 4th level, or one of 2 levels above his or her own, whichever is the higher. After attaining 6th level, however, cavaliers no longer need training of any formal sort; their normal regimen will suffice.

Starting Money & Equipment: The funds and equipment of the beginning character depend on his or her social class:

LMC: 20-80 gp, shield, sword (any), riding horse

MMC: 20-80 gp, shield, dagger, sword (broad or long), light warhorse

UMC: 20-80 gp, shield, chainmail, sword (broad or long), lance, light warhorse

LUC: 70-180 gp, shield, plate mail, dagger, sword (long or broad), lance, medium warhorse

MUC: 70-180 gp, shield, field plate armor, dagger, sword (long or broad), lance, heavy warhorse

UUC: 130-180 gp, shield, plate armor, dagger, sword (long or broad), mace, lance, heavy warhorse with leather barding

Horses are assumed to be complete with tack, harness, saddle, and saddlebags appropriate to the station of the cavalier.

Followers: Unlike other sorts of characters, cavaliers begin to attract followers at low level. These troops are men-at-arms of one sort or another. The type of followers attracted at each level is determined on the table in the DMG for fighters. The number of troop followers is shown below. Those lost are not replaced except by troops from succeeding levels. The cavalier must go to a locale where such men-at-arms are located in order for him or her to attract the followers. Although the followers do not demand wages or salary, they must be fed, cared for, and rewarded as suitable for the conditions.

The followers attracted are:

4th level: 1-4 men-at-arms, plus

5th level: 2-8 men-at-arms, plus

6th level: 3-12 men-at-arms, plus

7th level: 6-24 men-at-arms, plus

8th level: 12-48 men-at-arms, plus

9th level: 24-96 men-at-arms, plus

10th level: 48-192 men-at-arms, total

Neutral cavaliers will attract regular men-at-arms only in rare circumstances, such as when they champion a cause. For example, some neutral forest dwellers might be in conflict with a state which is ruled by Evil or Good rulers who wish to conquer the woods people. If the cavalier champions the cause of the woodland folk, he will attract numbers of their fighters (men-at-arms). They will not remain if he thereafter goes elsewhere.

Evil cavaliers will attract only bandits, brigands, and the like. They could actually attract orcs or hobgoblins if the circumstances allow. If monsters of 1+1 hit dice or greater strength are considered, reduce the total number accordingly, if the result will overcompensate for penalties.

Leaders of Followers: For every 20 troops which serve a cavalier there will be a fighter follower-leader of 5th level (see DMG under Followers, Fighters). For every 60 troops there will be a 6th level leader and a 3rd level lieutenant as well. These gains will be made as total men-at-arms reach appropriate totals. They will not be replaced if they are slain, although the cavalier can, of course, seek to recruit mercenaries to do so.

Special leaders for Evil cavaliers' troops will be of Evil alignment or greater power; i.e., a troll is about equal to a 5th level

fighter. There is also a 1% per level chance that an encountered intelligent monster of fewer hit dice and like alignment will become a follower of the Evil cavalier. Intelligent monsters of like alignment will be likely, at a chance of 5% per level of the Evil cavalier, to be disposed to cooperate with, or at least remain neutral to, the character if service is not considered.

Support and upkeep of followers of all sorts requires only food, lodging, and whatever else the cavalier can provide according to the circumstances of the cavalier. Of course, the cavalier should value all followers and provide for them to the very best of his or her ability.

Henchmen: The total number of henchmen possible for a cavalier character is 1 greater than the number shown on the charisma table, 3 greater if the cavalier is of Good alignment. The sorts of henchmen which a cavalier will (or can) accept (attract) are:

Good alignment	Neutral alignment	Evil alignment
clerics	druids	clerics
fighters	fighters	fighters
cavaliers	cavaliers	cavaliers
paladins	magic-users	magic-users
magic-users	thieves	thieves
bards	bards	assassins
jesters	jesters	jesters

Retainers: As soon as a cavalier of Good alignment reaches 4th level (Knight Errant), he or she must acquire at least 1 retainer. This can be an Armiger or a Scutifer (or both). At 5th level (Knight Bachelor), the cavalier must have both an Armiger and a Scutifer in service. At 6th level (Knight), an Esquire must be added to the staff of retainers. At 7th level (Grand Knight), a Horseman (herald), and a Lancer (guard) must be added to the staff. At 8th level, the Banneret must bring at least an additional mounted man-at-arms to his staff of retainers. All cavalier class retainers will serve for nothing more than care, upkeep, and training, as applicable. Gifts are always accepted, of course. Mounted men-at-arms (and other possible retainers) are dealt with in the DMG.

Only when a cavalier reaches 9th level and above can he or she willingly travel without a full complement of staff. At that level, the cavalier can travel alone, or with a horde, if he or she pleases. At lower level, the master of the cavalier can require that he or she travel sans retainers.

Battle Flag: The cavalier of 4th or higher level is entitled to fly a pennon from his or her lance. This must always be done on the battle field. A duplicate of this flag will be held by the Esquire, with Armiger and Scutifer, to mark the territory of the cavalier. If this marker is lost, dishonor accrues to the cavalier, and he or she must make every effort to regain the lost pennant.

Armorial Bearings: The armorial bearings of a cavalier must always be displayed when he or she does battle. (In tournament or joust, status can be kept unknown by use of a solid cover to hide bearings — the "black knight," etc.). When traveling, the armorial bearings can be covered, but when an encounter occurs, the cavalier will always display the escutcheon to a possible opponent able to understand the meaning of the shield devices. If you are unable to assign proper armorial bearings, consult a book of heraldry.

Obedience: Cavaliers cannot be controlled in battle situations. They will charge to attack any enemy in sight, with the following order of preference:

1. powerful (mythical) monsters (dragons, demons, giants, etc.) or enemy leaders
2. opponent cavaliers of great renown
3. opponent cavalry of noble status
4. opponent cavalry
5. opponent elite footmen
6. opponent camp
7. opponent missile troops
8. levies or peasants

The cavalier's charge will be made at full speed, regardless of army cohesion, intervening friendly troops, or other such considerations. ¶

FROM THE SORCEROR'S SCROLL

The Inner Planes

A new way to look at the AD&D™ world

by Gary Gygax

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All Scholarly AD&D™ Game Aficionadoes are familiar with the torus used to illustrate the Elemental Planes. A depiction of it is printed in the DEITIES & DEMIGODS™ Cyclopedia, and that is reproduced here below (Figure A) for easy reference.

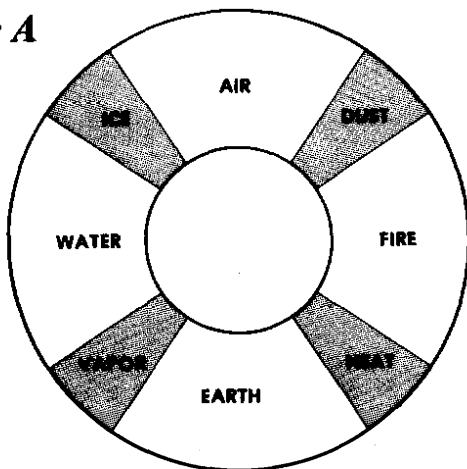
Note that, in the torus, the Para-Elemental Planes (Ice, Dust, Vapor, Heat) occupy too much area. Discerning Students will also remark that three of these intervening planes are denoted by some material manifestation, while the remaining one is designated by a condition. Thus, the logical question: Which one in the series does not belong? Do not blame the Learned Authors of the work in which the depiction occurs — I am the one responsible for it, and I offer my apologies.

Getting back to the point of this article: Another reference illustration (Figure B, at right below), also from the DEITIES & DEMIGODS™ book, shows the Inner Planes (Material, Elemental, Positive, etc.). Isn't it interesting to note how the Positive Material Plane sits upon the material multiverse as if it were a plate? Observe also how the Negative one serves as a saucer for the same body?

If these odd relationships have troubled you, Gentle Readers, half as much as they have disturbed me, you have been sorely put upon. I, for one, could stand it no longer. After several hours of rooting around in the mess which I laughingly term my files, I discovered my notes on the Inner Planes. Atop the heap was an illustration of a tetrahedral structure for the Elemental Planes (Figure C, at the top left of the facing page) proposed by my Worthy Confederate, Steve Marsh.

It is easy to see that this form has the obvious advantage of

Figure A



allowing the four Elemental Planes to touch and interact with each other. The vertices where the elements meet provide us six (count 'em) Para-Elemental Planes, viz. *Lightning, Magma, Dust, Ice, Vapor, and Ooze* — all material substances, *not* conditions, by the by! The four faces are the Positive Material, Negative Material, and Shadow Planes, plus the infinity of the Prime Material Plane (which occupies the fourth face and is also assumed to fill the interior of the tetrahedron). Also existing in the same space as all of that is the Ethereal Plane, which passes around, over, under, and through the whole shebang. Got it? Excellent! It is a neat little package. Somehow, though, I am not too comfortable with the shape. It doesn't exactly fit in with the rest of the planar depiction, and the elements and para-elements don't seem to be quite right. After sitting and fiddling with the thing for some time, I decided to take Steve's thinking and apply it to a cube. Take a look at this representation (Figure D, at the top right of the facing page), where the four major faces represent the elements of Air, Earth, Fire, and Water. (Let us leave the other sides for later.)

The direct intermingling of Air and Earth, or of Fire and Water, is impossible in this system. This isn't a bad idea, if I may be so bold as to so state, since they are opposed elements. Direct intermingling of the opposed elements should not take place, and with the addition of the Positive and Negative planes into this system of viewing things (about which more below), it isn't necessary to have these opposites do so in order to gain a desired material. The vertices between the pairs of Elemental Planes are the Para-Elemental Planes of: *Smoke* between Fire and Air, *Ice* between Air and Water, *Ooze* between Water and Earth, and *Magma* between Earth and Fire. These four Para-Elemental Planes are augmented by the intermingling of the Positive and Negative Material Planes with them, and in addition with the

Figure B

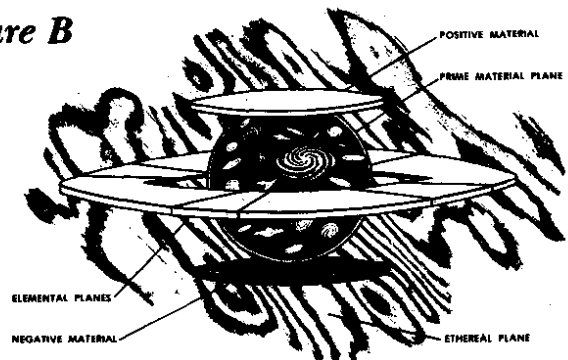
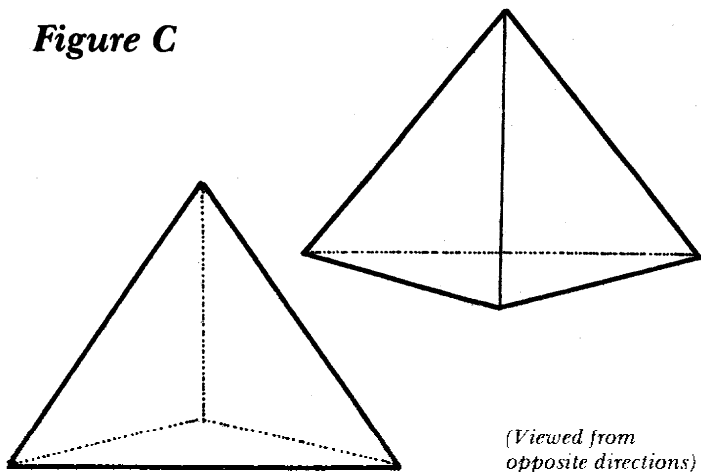


Figure C



four Elemental Planes. By the addition of the two new factors, the Positive and Negative Material Planes, we gain eight new "Quasi-Elemental" Planes.

Consider the Positive Material Plane and Negative Material Plane as occupying the two unaccounted-for faces of the cube, each abutting all four of the Elemental Planes. These planes extend into the Prime Material Plane (the interior of the cube), just as do all of the other sorts of Elemental Planes. The border between the Positive and Negative Planes exists in the Prime Material. It is the Plane of Shadow, which waxes and wanes from place to place but always permeates the whole.

At the intersections where the Positive Material Plane directly connects to the four Elemental Planes are found the following four Quasi-Elemental Planes:

The *Lightning* plane (at the junction with Air), ranging from static electricity near the Plane of Water to sheet lightning near the Plane of Fire.

The *Steam* plane (at the junction with Water), ranging from vapor near the Plane of Air, through mists, to super-heated steam near the Plane of Earth.

The *Radiance* plane (at the junction with Fire), going from dull hues near the Plane of Earth, through rainbow colors, to a radiance of *force* near the Plane of Air.

The *Mineral* plane (at the junction with Earth), ranging from metals and gems near the Plane of Fire, through stone, to calcium near the Plane of Water.

Where the Negative Material plane touches the four Elemental Planes are found the other four Quasi-Elemental Planes:

The *Vacuum* plane, at the junction with Air.

The *Salts* plane, at the junction with Water.

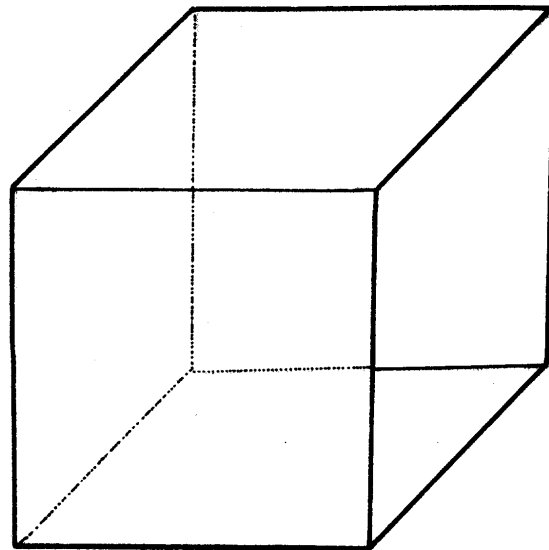
The *Ash* plane, at the junction with Fire.

The *Dust* plane, at the junction with Earth.

The six sides of the cube are shown "flattened out" in a full-color, two-dimensional representation of this system accompanying this text (on the second page following). Remember that the vertices and border areas representing the Para-Elemental and Quasi-Elemental Planes are shown as small areas here, but actually they — just like the Elemental Planes themselves — are multi-formed and fluid and might manifest themselves, in small part or large, virtually anywhere. Similarly, the various elemental areas are themselves virtually as infinite as the Prime Material Plane, which is itself composed of their substances, plus the ether, plus more (*time*, for example). Thus, while the diagram shows surfaces and areas bounded by lines, the Discerning Reader must always bear in mind that depictions such as these are merely tools for display of concepts, not exhaustive atlases of boundless spaces!

In order to sum up the "cubic" theory of the Inner Planes, and to assign each plane a designating color, the following list of planes and their colors is presented. For the sake of clarity, not all the planes given in the following list are shown on the two-dimensional rendering. This list is useful as a source of information, and can also be employed to randomly choose one particular Inner Plane when such a determination is needed.

Figure D



THE INNER PLANES

- Concordant Opposition	Ochre
1 Prime Material	Turquoise
Elemental Planes:	
2 Air	Blue
3 Earth	Brown
4 Fire	Red
5 Water	Green
Para-Elemental Planes:	
6 Smoke	Pearl
7 Ice	Aquamarine
8 Ooze	Chocolate
9 Magma	Maroon
Quasi-Elemental Planes:	
10 Lightning	Violet
11 Steam	Ivory
12 Radiance	Rainbow spectrum
13 Mineral	Pink
14 Vacuum	Ebony
15 Salts	Tan
16 Ash	Grey (dark)
17 Dust	Dun
Others:	
18 Positive Material	White
19 Negative Material	Black
20 ¹ Shadow	Silver
20 ¹ (Time)	(Colorless)
-- Ethereal	Purple
¹ — Optional: Either assign 50% chance for each of the listed results, or ignore this result and roll again on d6, treating 6 as a 1, to yield a result of 1 through 5.	

Having proposed a cubic form for the Inner Planes, and given them color identifiers in addition, it is high time to get at the next point. After all, when one is in the ethereal state and traveling about, how is it that one locates anything? By color, of course. Assuming that the whole of the Ethereal Plane need not be identified, since the adventurer is already upon it, then spots of color in the ether indicate that the substance impinges upon some other plane at that place. In this manner, the wanderer encounters wavering bands of colored mists when trekking through the Ethereal Plane.

Such curtains of vaporous color should occur at time intervals of every 12 hours, PMP (Prime Material Plane) time. The colors should occur at random, as the ether is everywhere and nowhere at once. By identifying the hue, the adventurer is able to determine the proximity of another plane and which one it is. By peering into the misty curtain, the viewer is allowed to see the other plane, while he or she remains ethereal and hence invisible. Movement in *both* planes at once is accomplished simply by being in the *ethereal* state and willing oneself to "enter" the other plane at the same time. When the traveler so desires, he or

she can abandon one or the other of the planes, either deciding in favor of completely entering the particular non-ethereal plane, or turning elsewhere on the Ethereal Plane to see what else can be discovered. Note that this is somewhat different from travel of the *astral* sort.

To determine which plane is encountered, simply roll a twenty-sided die and read across the table. Both the Concordant Opposition and Ethereal Plane are reached from either the Astral Plane, or by magical means, from any of the other Inner Planes except Time. The latter plane abuts only the Ethereal Plane and Prime Material Plane directly, so the plane of Concordant Opposition cannot be reached from the Plane of Time.

With Roger Moore's excellent article on the Astral Plane handy (see issue #67 of DRAGON Magazine), the DM can also have fun with astral travel. The following list, giving color indicators for the planes that border on the Astral Plane, is useful in this regard.

TABLE OF THE OUTER PLANES

(and Concordant Opposition)

1 Concordant Opposition	Brown
2 Happy Hunting Ground	Emerald
3 Olympus	Sapphire
4 Gladshiem	Indigo
5 Limbo	Jet
6 Pandemonium	Magenta
7 Abyss	Amethyst
8 Tarterus	Olive
9 Hades	Rust
10 Gehenna	Russet
11 Nine Hells	Ruby
12 Acheron	Flame
13 Nirvana	Diamond
14 Arcadia	Saffron
15 Seven Heavens	Gold
16 Twin Paradises	Amber
17 Elysium	Opal
18 Extra-dimensional Space	Terra Cotta
19 Non-dimensional Space	soot
20 Ethereal	Purple

The cubic expression of the structure of the Inner Planes allows for more variety and a broader range of magic. Identification and travel to these places from the Ethereal Plane is now within easy grasp of the ambitious Dungeon Master. Likewise, the use of travel in the Astral Plane is facilitated by color identification. Pools of color encountered astrally indicate that there the Astral Plane interlocks with one of the Outer Planes.

Unlike the "peering" method of ethereal exploration, where a traveler can be in two planes at once, a color pool encountered on the Astral Plane can be examined (but not actually entered) through the use of concentration. The observer thinks of the place indicated by the color pool while gazing at the surface of the pool. This causes a view of the place to appear, with the

viewer "positioned" as if observing it from a great altitude. The more the viewer concentrates, the closer becomes the prospect. A direction can be determined, and a point of view can be made to turn to that facing, as well as change perspective from distant to near and back again, all by continued concentration.

Of course, all sorts of factors — magical, monstrous, and otherwise — might impede such viewing; a sheathing of impenetrable metal, for instance, precludes viewing another plane from the Astral Plane.

The concentration of a viewer upon a pool of color allows rapid scanning from the broad perspective to nearly any close-range one, and when it is desired, the viewer can even materialize, going from astral to material form, upon the viewed plane.

With both more Inner Planes to visit and an easy-identification system offered for them and the Outer Planes as well, the range of AD&D™ adventuring is poised on the brink of new frontiers. More is needed, no doubt, regarding ethereal travel, creatures of other planes, and so on. Certainly the more venturesome DMs can begin here and now to include broad-scale adventures in the Inner and Outer Planes as part of their campaign repertoire.


TSR SCHOLARSHIP FUND

Some Gentle Readers have been reading this journal for a sufficient length of time to remember when an eyebrow or two, shall we say, was raised over my expressed opinion of amateur fantasy publications. (Those not familiar with this episode are easily brought up to date: The materials published are suitable for many purposes, including a replacement for toilet tissue, starting fires, and assuring that sanitation workers remain employed.) The amateur publications did not then, nor do they now, offer a reasonable training ground for aspiring designers and writers.

About two years ago, someone was kind enough to put their money where my mouth was. No, a superior amateur publishing effort was not begun; an anonymous benefactor of adventure gamers contributed a large sum of money to enable TSR to create a scholarship fund.

All of you should be aware that TSR granted five scholarships in 1982. The sums were not vast — \$2,100 each. They were, however, the only such awards made strictly to game players, to the best of my knowledge. This is to remind RPGA™ network members that exceptional achievement in high school will place them in good standing for the potential receipt of such a scholarship. Be sure to check into the possibility if you need funding to continue your education. (Also, do remember that TSR is seeking personnel of high caliber, and will be in the years to come!)

Good Readers in a position to make a tax-deductible contribution should consider the fund as a most worthy one. We can easily maintain the effort at its current level, but in order to enlarge the grants and expand the program, some additional help is needed. Donations should be made out to the TSR Foundation, c/o Bruce Blume, P.O. Box 756, Lake Geneva WI 531478

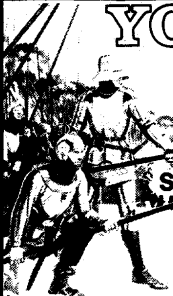


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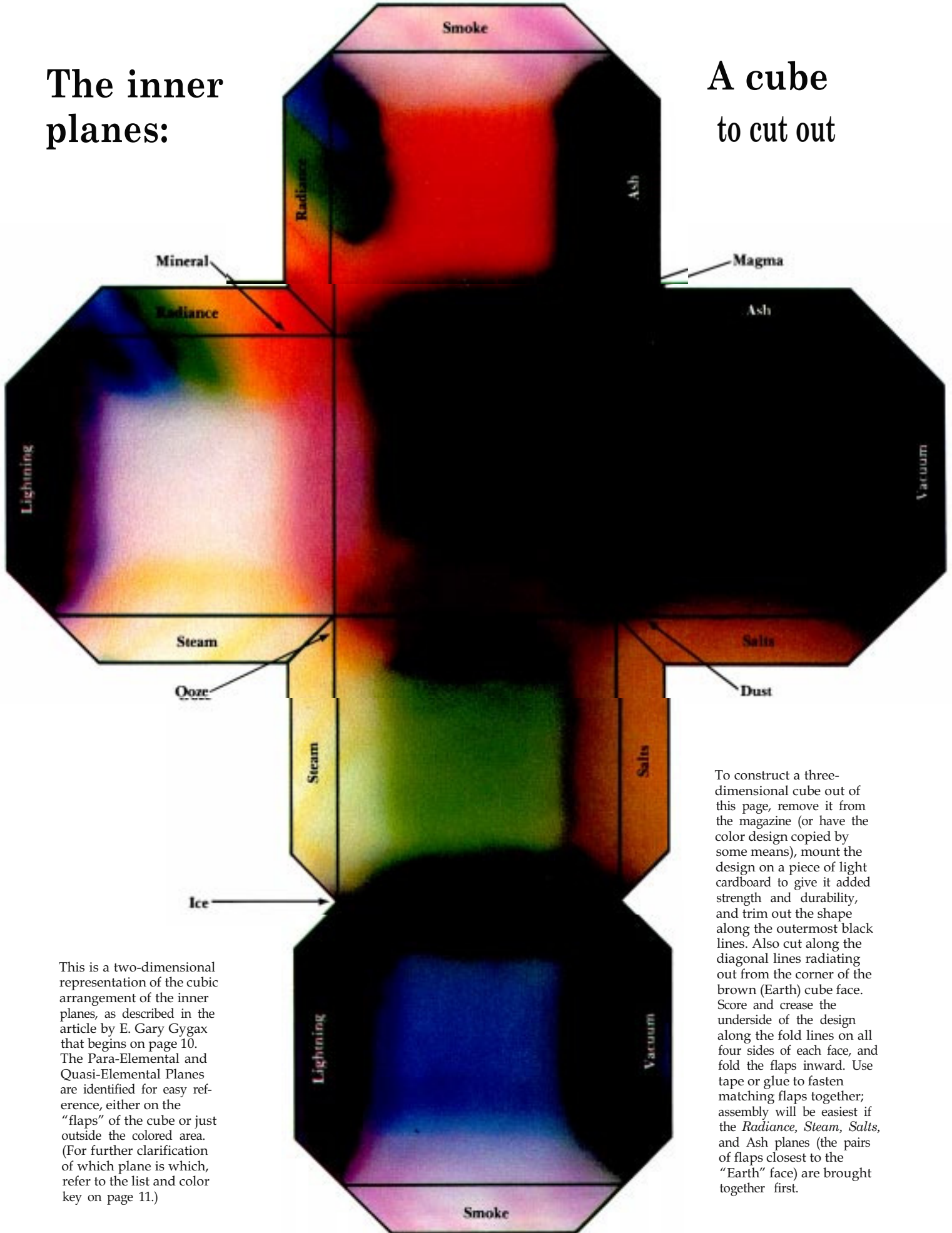
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The inner planes:

A cube to cut out



This is a two-dimensional representation of the cubic arrangement of the inner planes, as described in the article by E. Gary Gyax that begins on page 10. The Para-Elemental and Quasi-Elemental Planes are identified for easy reference, either on the "flaps" of the cube or just outside the colored area. (For further clarification of which plane is which, refer to the list and color key on page 11.)

To construct a three-dimensional cube out of this page, remove it from the magazine (or have the color design copied by some means), mount the design on a piece of light cardboard to give it added strength and durability, and trim out the shape along the outermost black lines. Also cut along the diagonal lines radiating out from the corner of the brown (Earth) cube face. Score and crease the underside of the design along the fold lines on all four sides of each face, and fold the flaps inward. Use tape or glue to fasten matching flaps together; assembly will be easiest if the *Radiance*, *Steam*, *Salts*, and *Ash* planes (the pairs of flaps closest to the "Earth" face) are brought together first.



Warhorses and barding

From light to heavy, leather to plate

by Gary Gygax

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Warhorses are, of course, simply mounts which have been trained for combat. The horse has served as a means of transportation for mankind since history began to be recorded. The use of the horse in warfare began only a few centuries thereafter; first horses were used for pulling chariots, and later they also served as mounts for soldiers.

As herbivores meant to run from predators, horses tend to be nervous and skittish even in domestic state. It takes careful selection and training to create a true warhorse. The warhorse is obedient, inured to the noise and confusion of battle, and does not shy at sudden movement, nor become nervous at the reek of spilled blood. Furthermore, the warhorse is tough, has stamina, and will certainly be aggressive in battle. A perusal of the AD&D™ Monster Manual will show that ponies, draft horses, and wild equines have an attack form. This is the bite. Warhorses, however, are carefully trained to not only use their powerful teeth as weapons, but also to strike with their forehooves when in melee.

The *selection* of warhorses is possible for any character trained in mounted combat. The *creation* of warhorses is another matter altogether. A knowledgeable and skilled handler and trainer must carefully choose candidates (in most cases stud colts), train these candidates for several years, and then pass them on to individuals who will introduce them to battle. In so-called civilized states, such activity will be accomplished by military personnel and independent enterprises as well. In so-called barbaric areas, the whole process will typically be taken care of by the young boys and warrior men of the group, the process being part of the training to manhood and normal adult

activity of the group. In this latter case, the animals will almost certainly be light warhorses, with the most sophisticated of groups breeding and training medium steeds as well, but only on a more limited basis. (The Mongols are a prime example of this latter case.)

A light warhorse was referred to as a *courser* in medieval Europe. Such a steed was relatively light, quite fast, and had great endurance. A typical light warhorse would be from 14 to 15 hands high, depending on the availability of stock and the size of the rider.

A medium warhorse was little more than a larger, stronger light warhorse. The typical example would be at least 15½ hands to about 16½ hands high. Such animals were the steeds of the elite Mongol lancers, Saracen elites, and general cavalry of Europe.

The heavy warhorse, the *destrier*, was a huge animal of 18 or more hands in height and massive bulk. The famous Clydesdales which you see in certain beer commercials on TV are horses of this type. The power and size of heavy warhorses allowed the heavily armed and armored feudal knights and nobles to crush all opponents not likewise equipped and mounted, until the long-bow and pike proved themselves . . . in the hands of expert troops.

The light warhorse will certainly force a non-warhorse to move aside. A medium warhorse will overbear a light one, and the heavy warhorse will push aside, at the very least, any lesser steed. Mounts trained to combat will not only attack fiercely, but they will await a dismounted rider's return to the saddle, even going so far as to protect him or her from enemy attacks. A well-trained horse might even be able to bear a seriously wounded rider

from the field/encounter to the home place.

Barding: This is simply the term for the armor used to protect the mount. The armor so used covers the head, neck, and body of the warhorse. The main types of barding are:

Leather — adds 1 factor to AC, weighs 160 #

Scale — adds 2 factors to AC, weighs 250 #

Chain — adds 3 factors to AC, weighs 350 #

Plate — adds 4 factors to AC, weighs 500 #

Leather barding includes various forms of padded barding.

Scale-type barding includes various leather studding and ring mail armors.

Chain barding includes various metal bands and plates, so the class includes banded barding.

Plate barding is principally various pieces of plate with chain mail support in other areas.

In addition to the weight which the horse must carry in order to gain the protection of barding, the armor will also reduce the base movement rate of the mount, as shown on this table:

Barded warhorse base movement rate:

Warhorse	Barding type			
	L	S	C	P
light	21"	15"	NA	NA
medium	17"	15"	12"	NA
heavy	15"	14"	12"	12"

L = leather; S = scale; C = chain; P = plate; NA = not allowed.

Endurance: The effect of wearing barding will be seen not only in relative base

movement rate but also in the overall endurance of the mount, provided that the animal must wear the barding while traveling. As a rule of thumb, use the base movement rates on the preceding page to find the total number of miles the mount can travel in one day.

Magic Horse Barding: It is possible that magical armor for horses and other sorts of mounts can be fashioned. Such protection would be rare in the extreme. It would be worth at *least* five times the cost of comparable armor (by type, not class) for a character. The value of such magical addition can *never* exceed +3. Of such barding, 65% would be +1, 25% +2, and 10% +3. The type of magic barding found would be: Leather 10%, Scale 15%, Chain 25%, Plate 50%.

Elfin Chainmail for Unicorns or Grifons: Protection of this sort can be allowed by the DM at his or her option. Weight and movement rate effect is equal to leather barding. Protection is equal to chain barding.

Barding for Other Types of Steeds: As a general rule, steeds able to fly are able to wear only leather (or elfin chainmail) barding. Movement rate should be reduced by one-eighth for such protection. Aquatic steeds cannot be effectively barded. Other types of mounts, such as elephants, for instance, can be barded, and only plate barding would have any significant effect on movement rate. Plate barding will reduce the movement rate of a very, very strong mount by from one-fifth to one-eighth, with an elephant's movement reduced by the least, or one-eighth.

SEEING IS BELIEVING

The visual spectacle of D&D® and AD&D™ games is not usually striking. In fact, it is most likely to be quite the contrary. A group of people sitting around with books, note paper, character sheets, pencils, mapping paper, dice, and possibly a few painted miniature figures is less than exciting-looking to the uninitiated. Even if there are some printed floorplans and a monster or two in miniature, the spectacle is low-key.

Is this important to anyone other than media people covering the "odd phenomenon" of fantasy role-playing games? Yes and no. Because most of us are habituated to the purely mental visualization of game action, we make do with any sort of markers for people, places, and things. Most hard-core enthusiasts will have a fair collection of character figures, and a few DMs have an assortment of monsters as well, but the majority of us have few, if any, painted miniatures. However, this lack does not detract from our enjoyment of the game!

If the question is put a different way, perhaps a point — an important one —

can be raised. Would spectacle add to our enjoyment of the game? This is worth consideration, and TSR has been considering it for some time. For some, at least, and I include myself, the addition of the proper sort of spectacle would add considerably to involvement, visualization, and enjoyment of the whole.

We began to license firms to produce official figures in order to promote at least the basics of visual adventures. We are now ready to take this farther. The overall result will be better and more exciting than anything you have seen before.

Many of you Gentle Readers will recall that Duke Seifried joined TSR about a year ago. The Learned Gentleman is an expert in the production (and sculpting, of course) of not only miniature figurines, but of other sorts of visual items as well. Under Duke's aegis, TSR will soon be producing white metal castings of fantasy figures in 1" (25mm) scale. These official castings will be of the highest quality and detail — but don't take my word for it — see for yourself when they become available.

Although these figurines will be superior to any previously available, that in and of itself is nothing more than news of a minor sort. We are doing more still! A whole series of 3-dimensional materials is planned for release soon — castles, dungeons, and the like, plus plastic as well as metal figurines. Our game division is likewise planning to support these offerings with more visual material, and there are various R&D investigations underway to add still more to the perceptual element of adventure gaming.

The products are scheduled to begin appearing in late spring and early summer. New, different, and unusual items will follow from time to time over the years to come. While all gamers will not necessarily love the visual and other additions to the game systems, I believe that the majority of players and DMs will find that the addition of visual aids and other components to their gaming builds excitement and enhances enjoyment of the whole activity. I, for one, can hardly wait to get my hands on the new products — even if I am obligated to write the scenarios for playing the new 3-D modules! Some of the other plans currently under investigation are at least as interesting and pose as many new aspects for game enjoyment. Remember that you heard about it here first.

DRAGON™ magazine is currently studying the possibility of running a regular column or series of features on the whole subject of miniatures, visuals, and other things which augment the conducting and enjoyment of fantasy gaming, and I am informed that the Kindly Editor is generously disposed to the inclusion of such material in the precious space he has available. If you support such plans, please be sure and let Kim know!

ENTERTAINING DEVELOPMENTS

Now, it's time to update all Loyal Readers on the course of events in the Wonderful World of Entertainment Media. Most of you know that TSR has a script, written by Academy Award recipient James Goldman, for a theatrical motion picture which is intended to capture the essence of the DUNGEONS & DRAGONS® game.

The script is a remarkable piece of work, one which could well lead to a film as successful as *STAR WARS* or *E.T.* It will do a world of good for our hobby . . . and then could come the series of "hard core" fantasy films we have all dreamed about. I, for one, was tired of mere dreaming. I was in Hollywood recently, and here is a summary of what happened during the trip:

TSR and Marvel Productions have put together a Saturday morning cartoon series, *THE DUNGEONS & DRAGONS™ CHILDRENS SHOW*. It will be fun — especially for the younger kids who don't yet play the game. Could be some of you will get a kick out of the program, too, even though this Humble Designer had a fair amount of input into the project. CBS has slated the series to run opposite the *Smurfs* and *Pac-Man* shows. If I may be so bold as to crave a favor from you, please do write to your local CBS station and let them know how happy you are that they will be running a program based on the D&D® game. This will not only make certain that detractors of role-playing games find it impossible to mount a successful hate-mail campaign, but it will help to get more and better fantasy shows on the air. In short, I was not idle during my trip — even when I sat in the fabled Polo Lounge and quaffed foaming jacks of scotch and soda or beakers of silver bullets.

We are entertaining proposals for a multi-media stage production — and that also looks good! We are seeking an interested party for a television production of fantastic nature and high adventure, authored by Yours Truly and the worthy Buck Rogers man, Flint Dille — and there is interest! While all this is going on, we are also plotting a swashbuckling series of AD&D™ game films, and with a bit of luck I'll be returning to sunny California soon to turn outlines into scripts and scripts into films.

The projected success of these other endeavors assumes that the "biggie" — the cartoon series — goes over, and this in itself seems a likely event. When you write to CBS, be sure to mentally wish us luck, and we'll take it from there!

As a final note, I had the opportunity to talk with the owners of the *Conan* property. They too regret the initial release, and promise that the next will be different. There is an outside chance that technical consulting will be sought from certain well-known-fantasy game sources. We shall see. . . . □



New denizens of devildom

A partial preview of Monster Manual II

By E. Gary Gygax

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The Monster Manual details the names and ranks of many of the devils, but it is by no means complete. The following is a list of the Dukes of Hell, as well as some of their foremost henchmen. In general,

the dukes are about equivalent to a weaker Arch-Devil, although some are only a little stronger than a pit fiend, or are, in fact, actual pit fiends.

In this list, names printed in *italic type*

represent pit fiends, all having exceptional strength and power for their type. The notation (*f*) indicates a female devil. Typically, females have strength just superior to that of a pit fiend.

Name	In service of	Command or position	Name	In service of	Command or position
Abigor	.Baalzebul	.60 companies malebranche	Bathym	.Belial	.30 companies barbed devils
Adonides	.Mephistopheles	.Steward	<i>Bel</i>	.Dispater	.3 companies malebranche
Adramelech	.Asmodeus	.Chancellor	Bele	.Mephistopheles	.Justiciar
Agares	.Geryon	.31 companies bone devils	Bensozia (<i>f</i>)	.Asmodeus	.Consort
<i>Alastor</i>	.Asmodeus	.Executioner	<i>Bethage</i>	.Moloch	.9 companies malebranche
Alocer	.Dispater	.36 companies erinyes	Biffant	.Dispater	.Provost
Amduscias	.Tiamat	.29 companies abishai	Bifrons	.Mephistopheles	.26 companies ice devils
Amon	.Geryon	.40 companies bone devils	Bileth	.Moloch	.Tribune
Arioch	.Dispater	.Avenger	Bitru	.Dispater	.70 companies erinyes
<i>Baalberith</i>	.Asmodeus	.Major Domo	Buer	.Asmodeus	.15 companies pit fiends
Baalphegor (<i>f</i>)	.Mephistopheles	.Consort	Bune	.Asmodeus	.30 companies malebranche
<i>Baalzephon</i>	.Dispater	.Prime Minister	Caarcinolaas	.Mammon	.36 companies barbed devils
Bael	.Mammon	.66 companies barbed devils	Chamo	.Belial	.Legate
Baftis (<i>f</i>)	.Baalzebul	.Consort	Cozbi (<i>f</i>)	.Geryon	.Consort
Balan	.Belial	.40 companies bearded devils	<i>Fecor</i>	.Geryon	.8 companies malebranche
Barbas	.Mephistopheles	.Chamberlain	Focalor	.Mammon	.Seneschal
Barbatus	.Baalzebul	.Marshal	<i>Furcas</i>	.Dispater	.12 companies bearded devils

MAJOR INHABITANTS OF THE NINE HELLS DEVILS

Plane	Ruler	Abishai	Arch	Barbed	Bearded	Bone	Erinyes	Horned	Ice	Pit Fiend	Spined	Styx
1st	Tiamat	C	VVR	R	—	—	C	—	—	—	C	—
2nd	Dispater	C	VVR	U	R	—	C	VR	—	VR	C	—
3rd	Mammon	U	VVR	C	C	U	R	VR	—	VR	C	VR
4th	Belial	R	VVR	C	C	C	VR	R	—	VR	C	R
5th	Geryon	VR	VVR	R	U	U	—	U	—	VR	C	C
6th	Moloch ¹	—	VVR	—	VR	R	—	C	—	VR	U	U
7th	Baalzebul	—	VVR	—	—	VR	—	C	VR	VR	U	—
8th	Mephistopheles	—	VVR	—	—	—	—	VR	C	R	U	—
9th	Asmodeus	—	VVR	—	—	—	—	VR	R	C	U	—

¹ — Vassal of Baalzebul

(C = common; U = uncommon; R = rare; VR = Very rare; VVR = Very very rare.)

Name	In service of	Command or position
Gaziel	.Belial	.11 companies bone devils
Glwa (f)	.Mammon	.Consort
Goap	.Tiamat	.3 companies erinyes
Gorson	.Geryon	.Bailiff
Herobaal	.Moloch	.16 companies bone devils
Herodias	.Geryon	.Magistrate
Hutijin	.Mephistopheles	.2 companies pit fiends
Lilis (f)	.Dispater	.Consort
Lilith (f)	.Moloch	.Consort
Machalas	.Geryon	.11 companies barbed devils
Malphas	.Tiamat	.40 companies abishai
Martinet	.Asmodeus	.Constable
Melchon	.Mammon	.18 companies erinyes
Merodach	.Dispater	.21 companies barbed devils

Name	In service of	Command or position
Morax	.Asmodeus	.9 companies pit fiends
Naome (f)	.Belial	.Consort
Neabaz	.Baalzebul	.Herald
Nexroth	.Mephistopheles	.16 companies malebranche
Phongor	.Asmodeus	.Inquisitor
Rimmon	.Asmodeus	.5 companies ice devils
Tartach	.Moloch	.Legate
Titivilus	.Dispater	.Nuncio
Zaebos	.Belial	.Lieutenant
Zagum	.Asmodeus	.30 companies barbed devils
Zapan	.Belial	.4 companies malebranche
Zepar	.Baalzebul	.28 companies malebranche
Zimimar	.Mammon	.6 companies bone devils

Notes on individual descriptions

The new devils and devil-types in this article, through the description of Titivilus on page 14, are taken from the same original manuscripts, by E. Gary Gygax, that were used in the preparation of Monster Manual II. However, the assembly of that book

(to be released soon) and the preparation of this magazine article were independent efforts. The information presented here is likely to be very similar to what's in the new rule book, but it will not be identical. When a point is expressed differently in the two works, the book will take precedence over this article.

ABISHAI (Lesser devil)

	Black	Blue	Green	Red	White
FREQUENCY:	Common	Common	Common	Common	Common
NO. APPEARING:	1-3 or 2-8	1-4 or 3-12	1-3 or 3-9	1-4 or 3-12	1-3 or 3-12
ARMOR CLASS:	2	3	3	1	3
MOVE:	9"/12"	15"/15"	12"/15"	18"/18"	9"/15"
HIT DICE:	8	5+1	6	4+2	7
% IN LAIR:	20%	35%	30%	40%	25%
TREASURE TYPE:	Nil	Nil	Nil	Nil	Nil
NO. OF ATTACKS:	1	1	1	2	2
DAMAGE/ATTACK:	5-14	5-10	4-10	2-5 /2-5	4-9/4-9
SPECIAL ATTACKS:	See below for all				
SPECIAL DEFENSES:	See below for all				
MAGIC RESISTANCE:	35%	20%	25%	40%	30%
INTELLIGENCE:	Average	Average	Average	Average	Average
ALIGNMENT:	Lawful evil for all				
SIZE:	L (8')	M (5')	M (6')	S (4')	M (7')
PSIONIC ABILITY:	Nil	Nil	Nil	Nil	Nil
Attack/Defense Modes:	Nil	Nil	Nil	Nil	Nil

type Q treasure which they are taking to some greater devil. Attack damage shown is for the weapon type used by a particular sort of abishai, with strength bonus added in. Black abishai use halberds; white, flails; red, long daggers; green, guisarme-voulges; and blue, tridents.

In hand-to-hand combat, all abishai can grapple. The damage done is 1-4 (due to cuts from sharp scales, talons, etc.) plus strength bonus - red +1, green or white +2, blue +3, black +4. They are also able to strike with their tails for 1-2 points of damage. Abishai regenerate at the rate of 1 point per round, unless struck by silver, holy water, or holy magic weapons.

Abishai can use the following spell-like powers, one at a time, one per round: *change self*, *command*, *produce flame*, *pyrotechnics*, *scare*, *summon* (another abishai, 20% chance of success, once per day).

Description: Abishai are the epitome of devils, appearing as humanoids with small horns, snaky hair, fangs, pointed ears, slanting eyes, leathery wings, and barbed tail. They have scaled hides and reptilian feet.

The race of abishai, the *scaly devils*, are common to the first plane of the Nine Hells. They are reptilian, and most serve Tiamat. On the lower infernal planes abishai are uncommon (2nd-4th) to rare (5th-6th). Abishai will always appear in greater numbers when encountered in

their lair (second range of numbers under "No. Appearing" above). If abishai are encountered in their lair, 10% of the time there will be 1-4 other devil-types present as well.

Although they do not value treasure, abishai occasionally (15%) have charge of

**MAJOR INHABITANTS OF THE NINE HELLS
OTHER CREATURES**

	Asmodeus	Belial	Dispater	Leviathan	Mammon	Mephistopheles	Moloch	Nephthys	Nightmare	Rakshasa	Succubus	Tiamat	Vrock	Wyvern
Frequency	C	C	C	C	C	C	C	C	C	C	C	C	C	C
No. Appearing	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3
Armor Class	2	2	2	2	2	2	2	2	2	2	2	2	2	2
Move	9"/12"	9"/12"	9"/12"	9"/12"	9"/12"	9"/12"	9"/12"	9"/12"	9"/12"	9"/12"	9"/12"	9"/12"	9"/12"	9"/12"
Hit Dice	8	8	8	8	8	8	8	8	8	8	8	8	8	8
% in Lair	20%	20%	20%	20%	20%	20%	20%	20%	20%	20%	20%	20%	20%	20%
Treasure Type	Nil	Nil	Nil	Nil	Nil	Nil	Nil	Nil	Nil	Nil	Nil	Nil	Nil	Nil
No. of Attacks	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Damage/Attack	5-14	5-14	5-14	5-14	5-14	5-14	5-14	5-14	5-14	5-14	5-14	5-14	5-14	5-14
Special Attacks	See below	See below	See below	See below	See below	See below	See below	See below	See below	See below	See below	See below	See below	See below
Special Defenses	See below	See below	See below	See below	See below	See below	See below	See below	See below	See below	See below	See below	See below	See below
Magic Resistance	35%	35%	35%	35%	35%	35%	35%	35%	35%	35%	35%	35%	35%	35%
Intelligence	Average	Average	Average	Average	Average	Average	Average	Average	Average	Average	Average	Average	Average	Average
Alignment	Lawful evil	Lawful evil	Lawful evil	Lawful evil	Lawful evil	Lawful evil	Lawful evil	Lawful evil	Lawful evil	Lawful evil	Lawful evil	Lawful evil	Lawful evil	Lawful evil
Size	L (8')	L (8')	L (8')	L (8')	L (8')	L (8')	L (8')	L (8')	L (8')	L (8')	L (8')	L (8')	L (8')	L (8')
Psionic Ability	Nil	Nil	Nil	Nil	Nil	Nil	Nil	Nil	Nil	Nil	Nil	Nil	Nil	Nil
Attack/Defense Modes	Nil	Nil	Nil	Nil	Nil	Nil	Nil	Nil	Nil	Nil	Nil	Nil	Nil	Nil

AMON (Duke of Hell)

FREQUENCY: *Unique (Very rare)*
 NO. APPEARING: 1
 ARMOR CLASS: -2
 MOVE: 18"
 HIT DICE: 126 *hit points*
 % IN LAIR: 60%
 TREASURE TYPE: G, P
 NO. OF ATTACKS: 1 and 1
 DAMAGE/ATTACK: 3-12 or by
weapon type +7
 SPECIAL ATTACKS: *See below*
 SPECIAL DEFENSES: *See below*
 MAGIC RESISTANCE: 70%
 INTELLIGENCE: *Genius*
 ALIGNMENT: *Lawful Evil*
 SIZE: L (9' tall)
 PSIONIC ABILITY: 229
 Attack/Defense Modes: *All/all*

Amon is a vassal of Geryon, mustering and commanding up to 40 companies of bone devils recruited from his fief. He is large and strong, typically attacking with a huge (+3) mace and a vicious bite as well. A winter wolf of the largest size serves him as a companion and guardian.

One at a time, at will, one per turn or melee round, Amon can use the following spell-like powers: *animate dead, charm monster, detect magic, detect invisible, dispel magic, fly, geas, know alignment, polymorph self, produce flame, read languages, read magic, suggestion, teleportation, wall of ice*, and (fulfill another's limited) *wish*. Amon causes *fear* in any individual he gazes at, unless the intended victim makes a saving throw vs. spell. Once per day Amon can use a *symbol of hopelessness*. He can *summon* 1-4 bone devils with a 60% chance of success. Amon is able to regenerate 1-12 points of damage per turn.

Description: Amon is wolf-headed but otherwise appears human. His torso is well-formed and muscled.

BAEL (Duke of Hell)

FREQUENCY: *Unique (Very rare)*
 NO. APPEARING: 1
 ARMOR CLASS: -3
 MOVE: 12"
 HIT DICE: 106 *hit points*
 % IN LAIR: 55%
 TREASURE TYPE: G, P
 NO. OF ATTACKS: 2
 DAMAGE/ATTACK: *By weapon type +6*
 SPECIAL ATTACKS: *See below*
 SPECIAL DEFENSES: *See below*
 MAGIC RESISTANCE: 70%
 INTELLIGENCE: *Exceptional*
 ALIGNMENT: *Lawful Evil*
 SIZE: L (8'+ tall)
 PSIONIC ABILITY: 206
 Attack/Defense Modes: *All/all*

Bael is one of the vassals of Mammon, commanding 66 companies of barbed

devils. In battle array Bael wears armor of bronze fashioned in the ancient style and uses a morning star (+2) with a long bronze handle which telescopes magically from 4' length to 8' length as Bael desires.

In addition to normal attacks, Bael can, at will, one per round, use the following spell-like powers: *animate dead, cause serious wounds, detect invisibility, detect magic, dispel magic, invisibility, know alignment, produce fire, pyrotechnics, read languages, read magic, shape change* (twice per day), *suggestion, teleportation, wind walk*, (fulfill another's limited) *wish*. Once per day Bael can employ a *symbol of stunning*. He radiates *fear* in a 10' radius when he so desires. He can *summon* 1-4 barbed devils with a 65% chance of success. Bael regenerates 1 point per round.

Description: Bael is a well-formed humanoid with gold-colored skin. His head is rather long and has small, forward-curling bull's horns. His features appear rather bovine, with large, round eyes, a long and broad nose, and protruding ears.

BEARDED (Lesser devil)

FREQUENCY: *Common*
 NO. APPEARING: 1-2 or 4-10
 ARMOR CLASS: 1
 MOVE: 15"
 HIT DICE: 6+6
 % IN LAIR: 15%
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 1 or 3
 DAMAGE/ATTACK: *By weapon type*
 or 1-8/1-2/1-2
 SPECIAL ATTACKS: *See below*
 SPECIAL DEFENSES: *See below*
 MAGIC RESISTANCE: 45%
 INTELLIGENCE: *Average — Very*
 ALIGNMENT: *Lawful Evil*
 SIZE: L (6½' tall)
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*

Bearded devils populate the Third Hell, the domain of Mammon, as well as planes below that. They are particularly cruel and violent, attacking at any excuse. This makes them unpopular and subject to frequent and harsh disciplinary measures, but it also makes them desirable as shock troops.

In most cases, bearded devils carry a saw-toothed glaive equipped with a treble-hook arranged at the base of the blade. The latter device curves backward and is used to entangle or snag opponents closing or fleeing (1-3 points damage, plus *held fast* unless a die roll equal to success of opening a door is made). Without weapons, bearded devils attack with their wire-like beards plus clawed hands. If both hand attacks succeed, beard damage is the maximum (8 points). Any creature struck for maximum beard damage

must save vs. poison or immediately develop a burning rash which reduces dexterity by 1 point per round for four rounds.

At will, one at a time, one per turn or per round as applicable, bearded devils can use the following spell-like powers: *affect normal fires, command, fear* (by touch), *produce flame*, and *summon* another bearded devil (with a 35% chance of success).

BELIAL (Arch-devil)

FREQUENCY: *Unique (Very rare)*
 NO. APPEARING: 1
 ARMOR CLASS: -4
 MOVE: 9"/15"
 HIT DICE: 154 *hit points*
 % IN LAIR: 75%
 TREASURE TYPE: A, S, T, Y
 NO. OF ATTACKS: 2
 DAMAGE/ATTACK: *By weapon type +7*
 SPECIAL ATTACKS: *See below*
 SPECIAL DEFENSES: *See below*
 MAGIC RESISTANCE: 80%
 INTELLIGENCE: *Genius*
 ALIGNMENT: *Lawful Evil*
 SIZE: L (10' tall)
 PSIONIC ABILITY: 279
 Attack/Defense Modes: *All/all*

Great Belial rules the Fourth Hell. He is firmly in the camp of Baalzebul, hating Geryon nearly as much as does Moloch. In turn, Belial must guard against the machinations of Mammon, so he does not have complete freedom to act. From his basalt palace, Belial dictates the disposition of the abishai, barbed, bearded, bone, and spined devils populating the reeking fens and smoking plains of his realm. He utilizes a huge military fork (+4) in combat. This weapon causes the creature struck to save vs. spell or be affected as if smitten by a *symbol of pain*.

In addition, Belial can use the following spell-like powers, at will, one at a time, one per round: *animate dead, beguile, charm person, detect magic, dispel illusion, detect invisibility, dispel magic, geas, illusion, invisibility, know alignment, light, produce flame, pyrotechnics, raise dead, read languages, read magic, shape change, suggestion, teleportation, wall of fire*, and (fulfill another's) *wish*. Once per day Belial can use a *symbol of insanity*. He can likewise pronounce an *unholy word* once per day. Belial causes *fear* in any individual he stares at, saving throw vs. spell applicable. He can *summon* 1-4 black abishai (25%), 1-3 barbed devils (25%), or 1-4 bearded devils (50%) with an 85% chance of success.

Description: Belial is humanoid and typically diabolic in appearance. His hide is scaly and sooty black. His horns, tail, and wings are glossy black. His eyes are large and slanted, and they glow red.

BITRU (Duke of Hell)

FREQUENCY: *Unique (Very rare)*

NO. APPEARING: 1

ARMOR CLASS: -1

MOVE: 12"/18"

HIT DICE: 99 *hit points*

% IN LAIR: 50%

TREASURE TYPE: G, P

NO. OF ATTACKS: 2

DAMAGE/ATTACK: *By weapon type +6*

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: 65%

INTELLIGENCE: *Exceptional*

ALIGNMENT: *Lawful Evil*

SIZE: L (9' tall)

PSIONIC ABILITY: 199

Attack/Defense Modes: *All/all*

Bitru serves Dispater and leads 70 companies of erinyes in warfare. These devils are raised from the vast estates held in fief. Bitru employs a huge (+3 two-handed) sword in combat.

These spell-like powers can be used by Bitru, one at a time, at will: *animate dead, charm person, detect invisibility, detect magic, dispel magic, illusion, know alignment, mirror image, produce fire, read languages, read magic, suggestion, teleportation, wall of smoke (same as wall of fog), and (fulfill another's limited) wish.* Once per day Bitru can employ a *symbol of pain*. He causes *fear*

by pointing at any creature within a 60' distance, saving throw vs. spell applicable. He can *summon* 1-3 erinyes with a 60% chance of success. Bitru regenerates 2 hit points per round.

Description: Bitru is very muscular. His skin is shining crimson, and his horns, hooves, and wings are lustrous black. Bitru's visage is typically diabolical.

GLASYA (Princess of Hell)

FREQUENCY: *Unique (Very rare)*

NO. APPEARING: 1

ARMOR CLASS: -2

MOVE: 15"/30"

HIT DICE: 69 *hit points*

% IN LAIR: 80%

TREASURE TYPE: I, Q(×5), S

NO. OF ATTACKS: 2

DAMAGE/ATTACK: *By weapon type +4*

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: 60%

INTELLIGENCE: *Exceptional*

ALIGNMENT: *Lawful Evil*

SIZE: L (9' tall)

PSIONIC ABILITY: 206

Attack/Defense Modes: *All/all*

As consort to Mammon, Glasya is one of the more powerful and influential of

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female devils. She does not normally engage in combat, but she has a short sword with a poisoned blade (equal to a dagger of venom).

Glasya can employ the following spell-like powers, one at a time, at will: *animate dead*, *charm monster*, *charm person*, *dispel magic*, *illusion*, *know alignment*, *poison*, *polymorph self*, *produce flame*, *read languages*, *read magic*, *suggestion*, *teleportation*, and (fulfill another's limited) *wish*. Once per day Glasya can employ a *finger of death*. She causes *fear* by speaking to an individual, saving throw vs. spell applicable. She can *summon* 1-2 malebranche (70% chance of success). She regenerates 2 points of damage every turn.

Description: Glasya is another typically diabolic devil, being well-built and good-looking save for her wings, forked tail, horns, and copper-colored skin.

HUTIJIN (Duke of Hell)

FREQUENCY: *Unique (Very rare)*

NO. APPEARING: 1

ARMOR CLASS: -4

MOVE: 9"/18"

HIT DICE: 111 *hit points*

% IN LAIR: 30%

TREASURE TYPE: G

NO. OF ATTACKS: 2

DAMAGE/ATTACK: *By weapon type +8*

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: 65%

INTELLIGENCE: *Genius*

ALIGNMENT: *Lawful Evil*

SIZE: L (13½' tall)

PSIONIC ABILITY: 275

Attack/Defense Modes: *All/all*

Hutijin commands two companies of pit fiends in service to Mephistopheles. These creatures are, in fact, the aristocracy of the Eighth Plane, just as Hutijin is one of the greatest of the dukes of the hells. He uses a *net of snaring* and a +3 trident in battle.

One at a time, at will, one per round, Hutijin can use the following spell-like powers: *animate dead*, *detect invisibility*, *detect magic*, *heal* (twice per day), *hold monster*, *invisibility*, *know alignment*, *polymorph self*, *produce flame*, *pyrotechnics*, *ray of enfeeblement*, *read languages*, *read magic*, *shocking grasp*, *suggestion*, *teleportation*, *wall of fire*, and (fulfill another's limited) *wish*. Hutijin causes *fear* by voice tone in a 30' radius, with a saving throw vs. wands applicable. He can use a *symbol of persuasion* once per day. Hutijin can *summon* a pit fiend (75% chance of success).

Description: Hutijin resembles a pit fiend, although his head is larger and his wings are proportionately smaller than those of a pit fiend. His hide is a dark rust-red color.

MAMMON (Arch-devil)

FREQUENCY: *Unique (Very rare)*

NO. APPEARING: 1

ARMOR CLASS: -3

MOVE: 6"/12"

HIT DICE: 139 *hit points*

% IN LAIR: 65%

TREASURE TYPE: H, R

NO. OF ATTACKS: 2

DAMAGE/ATTACK: *By weapon type +7*

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: 75%

INTELLIGENCE: *Genius*

ALIGNMENT: *Lawful Evil*

SIZE: L (12' tall)

PSIONIC ABILITY: 259

Attack/Defense Modes: *All/all*

Mammon is the ruler of the Third Plane of the Nine Hells. He and Dispater are supposedly allies and jointly support Mephistopheles, but neither ever has failed to obey Asmodeus. It is also doubtful that Mammon places real trust in the Lord of Dis.

Mammon's realm is a boundless series of rifts with slime streams along the bottoms. Hot ash falls from spurting volcanoes scattered over these badlands.

Mephistopheles' great iron citadel in the ice mountains of [the Eighth Plane of the Nine Hells] is a place of much plotting and intrigue. . . .

MEPHISTOPHELES (Arch-devil)

FREQUENCY: *Unique (Very rare)*

NO. APPEARING: 1

ARMOR CLASS: -6

MOVE: 15"/18"

HIT DICE: 188 *hit points*

% IN LAIR: 70%

TREASURE TYPE: R, X, Z

NO. OF ATTACKS: 2

DAMAGE/ATTACK: *By weapon type +9*

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: 85%

INTELLIGENCE: *Supra-genius*

ALIGNMENT: *Lawful Evil*

SIZE: L (9' tall)

PSIONIC ABILITY: 309

Attack/Defense Modes: *All/all*

The Eighth Plane of the Nine Hells is ruled by Mephistopheles. His main aim is to wrest the Seventh Plane from Baalzebul, and with the strength thus gained challenge Asmodeus for the overlordship of all the hells.

Mephistopheles' great iron citadel in the ice mountains of this frozen plane is a place of much plotting and intrigue. The outer marches of oozing slime and the steaming fringe beyond, from whence come Mephistopheles' malebranche and pit fiends, are said to be a constant source of worry to him.

Mammon rides a nightmare of largest size, with a pack of hell hounds at his heels, over this grim domain, seeking trophies of the hunt. His weapon is a fauchard-fork which inflicts normal damage (1-8 or 1-10) but acts otherwise as a *sword of wounding*.

At will, one at a time, one per round, Mammon is able to use the following spell-like powers: *animate dead*, *beguile*, *charm person*, *detect invisibility*, *detect magic*, *dispel magic*, *fools gold*, *geas*, *illusion*, *invisibility*, *know alignment*, *produce flame*, *pyrotechnics*, *raise dead*, *read languages*, *read magic*, *shape change*, *suggestion*, *teleportation*, *wall of fire*, and (fulfill another's) *wish*. Once per day Mammon is able to use a *symbol of hopelessness* and to pronounce an *unholy word*. He causes *fear* by means of his gaze, saving throw vs. spell applicable. Mammon can *summon* 1-4 green abishai (50%), 1-3 barbed devils (25%), or 1-3 bearded devils (25%) with an 80% chance of success.

Description: Mammon is a red-gold color, with scaled wings gleaming like rubies. His form is bloated and soft-looking, but Mammon is very strong. He is otherwise typically diabolic in appearance.

Mephistopheles has a great, three-tined fork (+3) which can, upon his command, deliver 3-12 points of cold, electrical, or fire damage, saving throw vs. spell applicable. Each function is usable three times per day. These function damage points are in addition to all other damage caused by the weapon.

Mephistopheles can, at will, one at a time, one per round, use the following spell-like powers: *animate dead*, *beguile*, *charm person*, *cone of cold*, *detect invisibility*, *detect magic*, *dispel illusion*, *dispel magic*, *geas*, *ice storm*, *illusion*, *invisibility*, *know alignment*, *produce flame*, *polymorph self*, *raise dead*, *read languages*, *read magic*, *rulership* (once per day), *shape change* (once per day), *suggestion*, *teleportation*, *wall of ice*, and (fulfill another's) *wish*. He can pronounce an *unholy word* once per day. Mephistopheles causes *fear* by gaze (save vs. spell applicable) or in a 10' radius (save vs. wands). He can *summon* 1-3 ice devils with a 90% chance of success.

Description: Mephistopheles is a tall, blue-black humanoid with handsome, if diabolical, features. He is hugely muscled, as would be expected from his great strength. His wings are deep blue, as are his horns and talons. His eyes are pale blue with red irises and pupils.

MOLOCH (Arch-devil)

FREQUENCY: *Unique (Very rare)*

NO. APPEARING: 1

ARMOR CLASS: -3

MOVE: 12"

HIT DICE: 126 hit points

% IN LAIR: 95%

TREASURE TYPE: I, R, S, T, X

NO. OF ATTACKS: 3

DAMAGE/ATTACK: 8-11/8-11/4-16

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: 70%

INTELLIGENCE: *Exceptional*

ALIGNMENT: *Lawful Evil*

SIZE: L (14½' tall)

PSIONIC ABILITY: 226

Attack/Defense Modes: *All/all*

Moloch is a Grand Duke, Viceroy of Baalzebul, and the lord of the Sixth Plane of the hells. He is as strong as a hill giant, and he attacks by grabbing and crushing or piercing a victim with his huge hands and taloned fingers, followed by the bite of his shark-toothed maw.

Moloch carries, and at times may choose to employ, a six-tailed whip made of an unknown, pliable metal. This device delivers either 1, 2, or 4 points of damage per tail striking, depending on the number of charges he expends. The damage from this whip is electrical in

nature, and so is greatly feared by less powerful devils.

Once per turn or melee round, as applicable, Moloch can, at will, use the following spell-like powers: *affect normal fires, animate dead, beguile, burning hands* (16 points of damage), *detect invisibility, detect magic, fire charm, fly, geas, illusion, know alignment, polymorph self, produce fire, produce flame, pyrotechnics, raise dead, read languages, read magic, suggestion, teleport* (no error), *wall of fire*, and (fulfill another's limited) *wish*. Once per day Moloch is able to create a *flame strike*, use a *symbol of stunning*, and pronounce an *unholy word*. When Moloch chooses, he may breathe upon an individual, or up to 9 persons within 30'. Those who fail a saving throw vs. breath weapon will be affected by *fear* such that they will drop their weapons and flee. Moloch can *summon* 1-3 horned devils (with an 80% chance of success).

Great enmity exists between Moloch and Geryon. If it were not for Baalzebul, there would be open warfare between the two, much to Moloch's detriment and Mephistopheles' delight.

Description: Moloch is a great, square-bodied creature with red-orange skin. He has short, thick arms and legs, and huge, square hands and feet. His feet and head are horned. His head is huge with slanting eyes and a gaping mouth.

can be pulled loose by the creature, and will burst into flame when they are pulled out. Up to 12 of these spikes can be loosed by these creatures when they are flying over an opponent, each inflicting damage as a dart if it hits, and causing flammable materials to burst into flame. In melee, from 1-4 spines will wound an opponent if the devil elects to hurl itself upon an antagonist. Hits are automatic on this sort of attack, but the devil can make no other attack in the same round.

The following spell-like powers can be used by spined devils, one at a time, one per round, at will: *affect normal fires, change self, command, produce flame, scare*, and *summon* (once per day) a barbed devil (5% chance of success).

TITIVILUS (Duke of Hell)

FREQUENCY: *Unique (Very rare)*

NO. APPEARING: 1

ARMOR CLASS: -2

MOVE: 15"/30"

HIT DICE: 86 hit points

% IN LAIR: 35%

TREASURE TYPE: G, S, T

NO. OF ATTACKS: 2

DAMAGE/ATTACK: *By weapon type +3*

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: 75%

INTELLIGENCE: *Supra-genius*

ALIGNMENT: *Lawful Evil*

SIZE: M (5½' tall)

PSIONIC ABILITY: 239

Attack/Defense Modes: *All/all*

Titivilus is infamous for his ability to twist words, to use words to confuse, to confuse those using words. Fittingly, he is the nuncio for Dispat. He is not large nor particularly strong, but he is most clever. It is said that Titivilus possesses a silver *sword of wounding*. In any event, he typically uses his other powers.

At will, one per round, as applicable, Titivilus can use the following spell-like powers: *animate dead, bestow curse, charm person or mammal, chaos, emotion, feeblemind* (once per day), *forget, fumble, hypnotism, illusion, illusionary script, know alignment, message, misdirection, non-detection, polymorph self, protection from good, suggestion, teleport, tongues, ventriloquism*. Once per day Titivilus can use a *symbol of discord* or one of sleep (19 levels or hit dice or 99 hit points affected — save indicates only nodding and dozing with a 1 in 20 chance per round of awakening fully). He causes *fear* by touch only. He can *summon* 1-4 erinyes (50% chance of success). He regenerates 1 point of damage per round.

Description: Titivilus appears very similar to a satyr, but he is actually more human-looking, save for his bat-like wings. His complexion is pale, but his face slightly ruddy.

SPINED (Least devil)

FREQUENCY: *Common*

NO. APPEARING: 2-5 or 4-20

ARMOR CLASS: 3

MOVE: 6"/18"

HIT DICE: 3+3

% IN LAIR: 10%

TREASURE TYPE: *Nil*

NO. OF ATTACKS: 1 and/or 2

DAMAGE/ATTACK: *By weapon type and/or 1-4/1-4*

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: 25%

INTELLIGENCE: *Low-average*

ALIGNMENT: *Lawful Evil*

SIZE: S (3' tall)

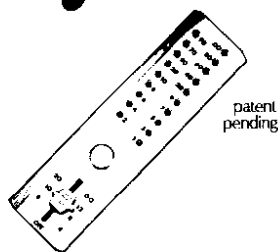
PSIONIC ABILITY: *Nil*

Attack/Defense Modes: *Nil*

Spined devils are found on all the planes of the Nine Hells, although they are most common on the 2nd, 3rd, 4th, and 5th. Spined devils are used as servants, couriers, and the like, for they are too small and weak for most other duties. They often herd lemures.

Attack is by weapon usually, since most spined devils carry a short military fork (4½' long). When airborne, they are also able to use their taloned feet to inflict considerable raking damage. The spiked projections on the body of a spined devil

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Hold that person!

The definitive list of *charm* -able humanoids

by E. Gary Gygax

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With the vast array of new monsters found in the FIEND FOLIO® Tome and the Monster Manual II, most players and DMs are left wondering which "humanoid" types are affected by the *charm person* and *hold person* spells. No need for further concern — the expanded list is printed below.

The creature types are keyed to the book in which they are found: (M) for the original Monster Manual, (II) for Monster Manual II, and (F) for the FIEND FOLIO book. Note that the half-elf and half-orc are also included, even though they don't have "monster" descriptions, because they are character races.

Aarakocra (F)	Kenku (F)
Atomie (II)	Killmoulis (F)
Azer (II)	Kobold (M)
Booka (F)	Korred (II)
Brownie (M)	Lizard King (F)
Buckawn (II)	Lizard Man (M)
Bullywug (F)	Meazel (F)
Dark Creeper (F)	Men (M)
Dark Stalker (F)	Mite (F)
Derro (II)	Mongrelman (II)
Dryad (M)	Nereid (II)
Duergar (II)	Nixie (M)
Dwarf(M)	Norker (F)
Elf(M)	Ogrillon (F)
Firenewt (F)	Orc (M)
Flind (F)	Pech (II)
Forlarren (F)	Pixie (M)
Frost Man (F)	Quaggoth (F)
Gibberling (F)	Quickling (II)
Githyanki (F)	Qullan (F)
Githzerai (F)	Shade (II)
Gnoll (M)	Sirine (II)
Grig (II)	Snyad (F)
Gnome (M)	Spriggan, size S (II)
Goblin (M)	Sprite (M)
Grimlock (F)	Svirfneblin (F)
Halfling (M)	Swanmay (II)
Half-elf	Taer (II)
Half-orc	Tasloi (II)
Hobgoblin (M)	Troglodyte (M)
Jermlaine (F)	Xvart (F)

If you, as a player, are grateful to have this expanded list, your gratitude is certainly appreciated — but keep in mind that it is a mixed blessing. Players must attempt to remember the list of creatures affected by *charm person* and *hold person*, for when it comes time to cast a spell, the DM must never allow them to consult their reference works — except for the Players Handbook. On the other hand, the DM can use any



reference source at his disposal (including articles like this one) to check for desired information.

AND NOW, THE NEWS!

Conventions are always helpful, for they keep one in touch with the whole of what is going on. The GEN CON® XVII Convention being the biggest such gathering ever, I had the opportunity to learn much. Several articles have been written because of discussions and requests made there, and I am answering the most commonly asked questions in these pages over the span of the next few issues.

On the entertainment front, the DUNGEONS & DRAGONS® cartoon show was renewed by CBS for the 1984-85 season, and it should appear in a new time slot. No fewer than eight new shows will be aired, and we are still working toward another five to make 13 new shows, a total of 26 for the two-year period. There is also considerable interest in other animated shows, live television features, and who knows what else. However, although there is a polished motion picture script (by James Goldman) and a treatment (by Gygax and Dille), no studio has yet optioned either. If that happens, you will know about it by reading this column!

With regard to games, Frank Mentzer is now nearing completion of part four of the D&D® game system (the Masters set), and he will thereafter go on to finish the fifth and final portion of the game proper (the Immortals). To keep himself amused during odd moments and fill his spare time during the undertaking, Frank also has the 300 or so pages of the manuscript for module T2 (*Temple of Elemental Evil*) — a bequeathal of guess who. The upshot of that is this: The expansion, reorganization, and revision of the AD&D® game system will not begin for about one year. Furthermore, the actual task might take over two years to complete, although early material will be released as it becomes ready. My first suggestion will be to combine all works containing monsters into two volumes, arranged alphabetically, breaking at K or L.

All new monsters not included in the three extant works would be brought into the new cyclopedia. More illustrations would be done, old ones redone in some cases, and errors corrected. As of now, Frank Mentzer and I are the only ones slated for design work on the project, but I am hopeful that we can add writers such as Francois Marcela-Froideval and Roger Moore when work begins.

This does not mean that a second volume of Players Handbook is not underway. In fact, Francois is currently organizing the material it is to contain. He and I have collaborated on such material, and he is now compiling what we devised for including Oriental characters in the game. The text will be written in French, translated into English at TSR, and then given a final polish. Perhaps it will be ready by the fall of 1985.

There have been quite a number of you who have contacted TSR or me personally of late to mention something odd. The general theme of these reports has been an inability to find the TSR® product line in the shops where you customarily purchase such things. There is too much smoke for there not to be a fire! Now, admittedly, TSR sold out of the D&D® Companion set and the INDIANA JONES™ and MARVEL SUPER HEROES™ games almost before they hit the shelves. These products will be back soon — undoubtedly by the time you are reading this. However, the complaints of shortages are concerned with modules, hardbound books, and so on.

Here's what to do if you are experiencing the same problem: Go to the manager of the store where you normally purchase products, and tell him that you are disappointed that no (whatever the product is) is available from that place. Then tell him that unless they rectify this soon, you will have to go to some other outlet for your gaming needs. That should wake up the manager and get the proper merchandise into place once again. On TSR's end, we are jumping all over our sales reps and customers to make certain that this sort of problem not only stops but doesn't again occur.

That's it for now!

The goristro revealed

Big, dumb demon brought out of hiding

by E. Gary Gygax

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How could a demon as huge as a goristro be missing? How the entire race of the brutes?! That seemed to be the case, for *Monster Manual II* mentioned these dreaded dwellers on the Abyssal Planes, but nowhere within the book could any other information be found about them.

Time to put on the double-billed detective's cap and find the culprit. After yours truly summoned Dr. Mentzer to assist, we began a full-scale investigation. Nothing on the computer, nothing amidst the pencil draft, nothing anywhere. The clever swine must have used a powerful dweomer to avoid detection — but to no avail, good readers! The typewriter is mightier than any demon, let alone a clan as stupid as the goristroi. Here, then, are the vital statistics which will enable you to include these foul fiends in your AD&D® game campaign.

DEMON

Goristro (Major Demon)

FREQUENCY: *Very rare*

NO. APPEARING: 1

ARMOR CLASS: -2

MOVE: 15"

HIT DICE: 20 (+6/die)

% IN LAIR: 20%

TREASURE TYPE: B, C

NO. OF ATTACKS: 2 & 1

DAMAGE/ATTACK: 12-30/12-30 & 5-40

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: 60%

INTELLIGENCE: *Low*

ALIGNMENT: *Chaotic evil*

SIZE: L (21'-24' tall)

PSIONIC ABILITY: *Nil*

Attack/Defense Modes: *Nil*

LEVEL/X.P. VALUE: X / 16,200 + 35/hp

These huge demons are collectively known as goristroi. One can be found on nearly any plane of the Abyss, for they are adaptable and much desired by the rulers of the place to serve as engines of destruction. Demon lords and princes are able to command the goristroi and have them serving as guardians, enforcers, and so on. The hulking goristroi are too stupid and bestial to do more than carry out their orders.

The attack mode of these monsters consists of two clubbing smashes with their long and very powerful arms. Each is equal to a *crushing blow*, so material struck must be



saved for. In addition, a stamping attack can be made against any opponent of 6' or less height which is within 10' of these brutes. They hurl boulders as do cloud giants (1"-24" range for 2-24 points of damage). Goristroi also have the following spell-like powers which they can employ one at a time, one per round, at will: *detect illusion*, *detect invisibility*, *fear* (as a wand, by gaze), *gloom 60' r.* (equals one-half darkness condition), *levitation*, *spider climb*, and *teleport without error* (once per day only).

Even the lowliest of goristroi can be harmed only by +1 or better magic weapons. All of them are immune to cold, fire, poison, and poison gas. They regenerate at the rate of 1 hit point per turn. They have both *infravision* and *ultravision*.

As noted in the list of statistics given above, goristroi receive 6 hit points per hit die in addition to whatever is rolled, giving each hit die a range of from 7-14 instead of the usual 1-8. Goristroi with 140-160 hit points are 21' tall and can only be hit by magic weapons of +1 or better. Those with 161-200 hit points are 22' tall, and also are hit only by +1 weapons. If hit points fall in the range of 201-240, the beast is 23' tall and is hit only by +2 weapons or better. The largest goristroi have 241-280 hit points, are 24' tall, and are hit only by +3 weapons or better.

Goristroi can do siege damage to constructions and large objects in the same way that giants and golems can. Damage figures given below are per round of attack, with no other activity allowed to the goristro in that round.

Points of Damage Against				
		Soft		Hard
Wood	Earth	Stone	Rock	Bronze
4	1	3	2	1

As can be seen from the foregoing, the goristroi are major amongst their ilk because of their ability to absorb damage and to mete it out. They are stupid and otherwise limited in power, being unable even to *gate* in other demons. The vast majority

(90%) of goristroi encountered will be in the service of some Abyssal ruler, blindly carrying out the duties assigned to them with complete fanaticism. There is never a question of retreat or morale when dealing with these brutes. They will always continue to follow their given commands until completion or death occurs.

Some symbol of servitude will be worn by goristroi ruled by a lord or prince, whether it be a collar, arm or wrist band, implanted symbol, or whatever. Such devices typically have the power to convey telepathic commands to the wearer as well as serve as tracking devices should the masters wish to know the whereabouts of their servants. Without direct command or supervision, goristroi tend to wander off on destructive rampages of their own direction and desire.

Goristroi are vaguely reminiscent of giant bears, although their shoulders are broader, their visages appearing to be a nightmarish cross between bison and human, and their hands and feet disproportionately large, splayed, and humanlike.

MORE MISSING TEXT

It seems that every time I open *Monster Manual II*, I find something else which was omitted from the material I submitted. While some errors are bound to creep in, I am beginning to suspect that I am being faced with a printer's devil. Okay, so my puns are worse than usual. The upshot is, no description of the appearance of a movanic deva was included. Here is the portion dropped from my typed manuscript copy:

"Movanic devas have skin of pale rose color. Their hair is of coppery red and their eyes of metallic coppery hue. Their wings are rosy white. They otherwise resemble humans of the most superior sort."

If any of you find portions of descriptions missing, do let me know. Meanwhile, I am looking for errors and omissions which originated from my own carelessness. ¶

Clerics live by other rules

Giving and taking away can be okay

by E. Gary Gygax

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It is written that all clerics have available to them all of the spells listed, and druids likewise have the same benefit with respect to theirs. Are these words graven on stone? Yes and no.

The rules state that the entire array is at the beck and call of the cleric/druid player character in order to make it abundantly clear to all that these character types do not need to have spell books which contain the "known" spells. Clerics and druids are granted their spells from pursuit of their calling and by the deity (or its servants) to whom they adhere. With fundamentals taken care of, we can now get down to the "no" part of the "yes and no" answer to the query "Are the rules graven on stone?"

The experienced Dungeon Master will certainly freely admit that he or she takes any and all liberties with the rules which are useful in making the campaign more interesting, challenging, exciting, imaginative, thought-provoking, or simply more coherent with respect to its overall scheme. Those Learned Readers familiar with my Greyhawk campaign will have noted that most of the clerics of the deities of that "world" (Oerth, of course!) gain various special spells or abilities from their calling. In fact, certain powers, spells, and abilities were purposely omitted from the rules manuscript because my campaign is still alive, and the "secrets" of the most cryptic sects are not "general" knowledge. With that example in mind, consider this:

If material can be added to the repertoire of the cleric (and, by default, its druidic sub-class), then why should it be forbidden to remove things from it? Within reason, there is no such prohibition — but permission is not explicitly granted, for to allow carte blanche to the inexperienced or careless is giving license to put the campaign into the proverbial toilet and pull the plunger. If there is clear justification which can be logically explained, then there is, in fact, every reason to disallow spells, materials, or other powers to clerics. This denial can be permanent or temporary, depending on the reason it exists. A few examples:

- A deity of the sun dislikes spells that cause darkness.
- A deity of cold dislikes spells that are related to flame and heat.
- A druidic cult that shuns insects.
- An order of clerics that requires new members to prove their merit before being further initiated into the mysteries of that faith.

The list could go on. The point is clear.



There are many ways to justify withholding of spells and/or powers. There are similar reasons to eventually grant them, or new ones. The important points to remember are these: 1) Do it for a reason. 2) Retain balance. 3) Make it logical. 4) Be reasonable. 5) Explain it to campaign participants, revealing information according to the schedule you have established — not necessarily when they demand it, i.e., don't let participants throw the Book in your face! Follow through this explication:

A secluded sect of the followers of the deity Ehlonna of the Forests erred grievously at some time in the past. Its clerical and druidic members misled the people, caused them to do evil things, and used fire to harm life and the beloved woodlands as well. Most of the wrongdoers were slain, but some survived and were repentant. Mercifully, Ehlonna forgave them, but each and every one of these formerly unfaithful, as well as those who came after them, would be prohibited from ever again using spells (or magic items) that cause destructive fire or things associated with it.

Furthermore, clerics are permitted only staves as weapons; druids are allowed only staves and slings, and no druid is allowed to use his *shapechange* ability to assume the form of a carnivorous beast.

There is now a small Shrine of Ehlonna, as well as a Sacred Grove nearby. Here the descendants of the transgressors reside, shepherding the neighboring farmers and woodfolk, human and demi-human alike. However, all those trained here are not permitted the following spells: cause (any sort of) *wounds, curse, protection from good (any), putrefy food & drink, cause blindness, cause disease, bestow curse, poison, dispel good, flame strike, slay living, harm, wither, energy drain, destruction, fire trap, produce flame, produce fire, wall of fire, conjure fire elemental, fire seeds, chariot of Sustarre, finger of death, and fire storm*. As was mentioned before, weapons are limited, and druid members of the group cannot take the form of any carnivore. These prohibitions seriously weaken both orders of followers, and no deity would

so jeopardize its followers without some counterbalance.

After faithfully serving and reaching 2nd level, clerics are granted their choice of "knowing" any permitted druid spell of 1st level, and vice versa. This continues through 4th level. At 5th level each gains a druid/cleric spell of 2nd level, and this continues through 7th level. At 8th level the granting of 3rd-level spells commences; at 11th level, 4th-level spells; and at 14th level, 5th-level spells commence and continue through 16th level. Clerics of 9th level are able to assume animal form (a non-carnivorous mammal only) once per day, just as if they were a druid. Druids of above-average wisdom are allowed bonus spells, just as if they were a cleric, i.e., 14 wisdom allows one bonus 1st level spell, 15 wisdom a second 1st level spell, etc.

Beyond this, Ehlonna has created a special order for clerics who have been totally true to their alignment in general and to her in particular. At 3rd level, such clerics are specially granted the longsword as a usable weapon, and at 5th level they are granted the longbow. Any deviation from alignment or service causes these weapons to be permanently revoked. The animal form permitted to such special clerics includes creatures of greater mass than normally possible for a druid, including (but not limited to) buffalo, stag, and Irish deer.

A similar special order of druids also exists. These druids must remain neutral in alignment, but must always discourage that which promotes bane and encourage that which promotes weal. Faithful 3rd-level druids of this order are granted permission to wear elfin chainmail (bestowed by Ehlonna's agents in ceremonial proceedings) and to wield both hand axes and battle axes. At 5th level the use of both light and heavy crossbows is bestowed. The weight limit of creature form assumed is also far greater than that for normal druids, it being 200 pounds per level of experience. Thus, one of these special druids of 10th level could become a creature of up to one ton in weight. Furthermore, although carnivorous form cannot be assumed, omnivorous form

— a wild boar, for example — is allowed.

Taking this a step further, assume that the campaign will promote participants to begin play in this area, and the DM will encourage clerics and druids. Building upon the "history" of transgression and redemption, the DM will have a special set of circumstances and a mission for all those who serve. If, after long and arduous struggle, her faithful triumph, Ehlonna might well remove the strictures (and their offsetting benefits) upon the clerics and druids. The sin forgiven, the enemy defeated and the need for special orders gone, all returns to the natural way of things (as per the PH, DMG, etc.).

Now when you hear someone, DM or player, mentioning something about "unknown" cleric spells or similar difficulties, don't panic. It could well be a cleverly planned campaign where difference and the unexpected are desirable — and who can fault that?! Perhaps you might wish to try it in your own campaign, too. A cautionary word is necessary, however, for there is a problem with such variations. Unless the full and complete details of the differences are known to other DMs, they might well not wish to have clerics or druids of such nature participating in their games. This is their right, and skepticism on their part is justified. Players of these clerics and druids must be forewarned that such characters might be "one-campaign-only" adventurers who are not welcome elsewhere. †



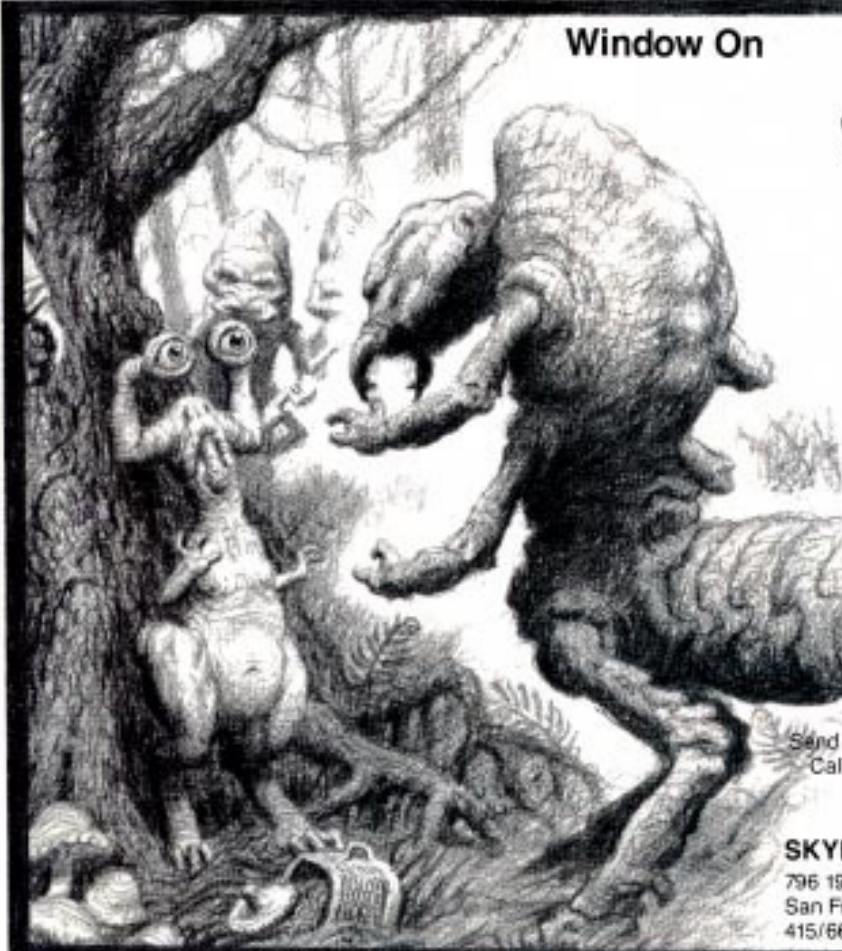
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Life beyond 15th level

New rules for druids with nowhere to go

by E. Gary Gygax

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So your Grand Druid is sitting around with nothing to do except wonder if the "gods" will eventually deign to pronounce the creation of the Great Grand Druid, the Grand Great Grand Druid, and the Super-Dooper Grandest Druid of them all. Wrong!

Hold on! Don't turn away in despair (or disgust). Hope must spring eternal, and all of you with druid PCs are not abandoned! There is life beyond 15th level, although it might not be the sort which power-hungry theocrats desire. Attend me, if you please.

To expand the general base from which druids work, broaden the ranks of druids by including their female counterparts on all levels. That is, there are 1st through 15th level *druidesses* who serve the needs of the female portion of the world, as the druids serve the male. Druid and druidess work hand-in-hand. There is no competition inherent in their roles — although that which might develop between personalities is possible, of course. Each half of the Order will have its own places — Sacred Groves, shrines, communities, etc. They will meet periodically in performance of rites and otherwise on social occasions. That being background, let us move along to what lies beyond the veil of 15th level.

For those Uninitiated Readers not familiar with the expansion of the class to 15 levels, refer to the short passage in the upper left corner of the facing page. In brief, the 15th level is the Grand Druid, with 15 hit dice, 6 spells of each level, and a bonus of 6 spell levels to use as one or more additional spells. It requires 3,000,001 or more experience points to become the Grand Druid (or Grand Druidess). The Grand Druid is the ultimate overseer of druidical activity. Undoubtedly, such a position is demanding, thankless, and typically unexciting for all except politicians. A few hundred thousand experience points worth of such activity, and any adventurer worthy of the appellation should be ready for something else.

Those willing to relinquish their lofty station may do so after attaining only 500,000 additional experience points. Thus, any time after amassing at least 3,500,001 experience points, a Grand Druid or Grand Druidess can seek a successor. If such is found, the individual may then abdicate his or her position and enter the practice of the Final Mysteries.

Druidic Final Mysteries

Upon stepping down as the chief theocrat, the character must relinquish the 6 spell levels of bonus spells and all experi-



ence points above the 3,500,001 minimum, and further forfeits the 3,500,000 — effectively going down to 1 experience point and beginning to rise in points again according

to the table below. The individual is now known as a *Hierophant Druid* and may rise to as high as 23rd level in this new category.

Experience points	Experience level	Hit dice (15d8+)	Level title
1 — 500,000	16	+1	Hierophant Druid
500,001 — 1,000,000	17	+2	Hierophant Initiate
1,000,001 — 1,500,000	18	+3	Hierophant Adept
1,500,001 — 2,000,000	19	+4	Hierophant Master
2,000,001 — 2,500,000	20	+5	Numinous Hierophant
2,500,001 — 3,000,000	21	+6	Mystic Hierophant
3,000,001 — 3,500,000	22	+7	Arcane Hierophant
3,500,001 and up	23	+8	Hierophant of the Cabal

Spell abilities: For druids of 16th level and above, all spell-casting abilities remain at 15th-level maximums (6 spells of each level, 1st through 7th). No bonus spell levels are awarded, as noted above, but casting level rises according to experience level. Rather than spells, spell-like powers are acquired as detailed below.

16th level — The character gains these powers:

Immunity to all natural poisons (ingested or insinuated animal or vegetable poisons, including "monster" poisons, but not mineral poisons or poison gas).

Extra longevity equal to level as expressed in decades (16th level = 160 additional years).

Vigorous health, equivalent to being in the prime of life.

And, the ability to alter his or her appearance at will. Appearance alteration is accomplished in 1 segment, with height and weight decrease/increase of 50% possible, age from child to aged, and body and facial features of any human or humanoid sort. This alteration is non-magical, so it cannot be detected short of *true seeing* or the like.

17th level — The character gains the ability to actually hibernate, suspend animation (same length as longevity — no aging), enter the Elemental Plane of Earth

at will (1 round transference time), and *conjure water elemental* (see "Elemental conjuring spells" hereafter).

18th level — The character gains the ability to enter the Elemental Plane of Fire (as Earth, above) and *conjure air elemental*.

19th level — The character gains the ability to enter the Elemental Plane of Water (as Earth, above) and *conjure magma/smoke paraelemental*.

20th level — The character gains the ability to enter the Elemental Plane of Air (as Earth, above) and *conjure ice/ooze paraelemental*.

21st level — The character gains the ability to enter the Paraelemental Planes.

22nd level — The character gains the ability to enter the Plane of Shadow.

23rd level — The character gains the ability to enter any of the Inner Planes, roam Inner Plane Probability Lines, and dwell on the Plane of Concordant Opposition (all as Earth, above).

Entering a plane — Essentially, the ability to enter also confers the ability to survive there. Consider the environment as natural

THE GRAND DRUID

Editor's note: This article uses for its foundation a short description of the Grand Druid that was published in the "From the Sorcerer's Scroll" column in issue #65 of DRAGON® Magazine. That passage is reproduced here, for the benefit of those who do not have access to the earlier issue:

A study of the information pertaining to druids will reveal that there must be something above the Great Druid, for each area or land can have its own druid of this sort. Somewhere there is a Grand Druid. This druid has 3,000,001 or more experience points, is 15th level, and is attended by 9 druids of special sort having nothing to do with the hierarchy of any specific area or land. Thus, any character of druid level may, in fact, journey to seek the Grand Druid and ask to serve him.

The Grand Druid knows 6 spells of each level and is also able to cast up to six spell levels as one or more additional spells. Those who serve him are given three such additional spell levels. Three Archdruids roam the world as messengers and agents of the Grand Druid. These individuals are drawn from his personal attendants who reach the level of Archdruid. Each has four additional spell levels.

to the character. There is no practical time limit for remaining on such a plane.

Elemental conjuring spells

The reader is referred to the description for *conjure fire elemental* on pages 61-62 of the Players Handbook. The results described for this spell are correct. However, the results described for *conjure earth elemental* (page 63) are not. Use the following tables, and adjust the results according to the desire of the conjuring character, using the character's level as a percentage chance of that character's success at actually conjuring a particular type. For example, a Numinous Hierophant (20th level) has a 20% chance of being able to conjure a desired creature type. If the dice roll is 21 or higher, ignore the desired result and determine the creature(s) conjured from the appropriate table. Note that this chance to override the dice roll only applies to druids of 16th level and higher.

Fire: 01-85 = 16 HD fire elemental
86-94 = 2-4 salamanders
95-98 = efreeti
99-00 = 21-24 HD fire elemental

Earth: 01-85 = 16 HD earth elemental
86-94 = 2-4 xorn
95-98 = dao
99-00 = 21-24 HD earth elemental

Water: 01-85 = 16 HD water elemental
86-94 = 7-12 tritons (5th-8th level)
on hippocampi
96-98 = marid
99-00 = 21-24 HD water elemental

Air: 01-85 = 16 HD air elemental
86-94 = 2-4 invisible stalkers
95-98 = djinni
99-00 = 21-24 HD air elemental

Paraelemental, any:

01-85 = 16 HD paraelemental
86-95 = Special (see below)
96-00 = 21-24 HD paraelemental
Special: 5-8 lava children, 5-8 winter wolves, 21-24 mudmen, 21-24 vapor rats, or similar creatures, as appropriate to the plane in question.

Individuals conjured (any single-creature result) will have as many extra hit points added to their total as the conjurer has levels, subject to the maximum number of hit points for creatures of that ilk. Regardless of alignment and temperament, all conjured creatures will obediently serve the Hierophant.

Revealed mysteries of the Hierophants

Oh, come on now, you don't actually expect me to delve into the ones of the Deep, the Elders, and the Great Old, do you? Revealing the powers is enough already. If you must know more, become a Hierophant and learn the hard way. Illumination comes to all who seek!

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Official changes for rangers

New rules to clear up tracking and hacking

by Gary Gygax

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For some years now, I have used a system for tracking by rangers which differs markedly from that presented in the AD&D® Players Handbook. The level of the character is considered, and the circumstances of the trail to be followed are likewise important. Since so many Worthy Players have requested that this system be detailed, I herein offer the following as an "official" change for the sub-class of ranger.

Tracking is principally used in outdoor situations, although there are conditions underground ("indoors") which will enable a ranger to track a creature.

Outdoor tracking

The base chance to successfully track outdoors is 10% per level of the ranger, plus an additional 10% — for example, 20% for a 1st-level ranger or 70% for a 6th-level ranger. The base chance can rise as high as 110% (for a ranger of 10th level or higher), but can never exceed that figure. Note that, even in such a case, the adjusted chance can drop below 100% if negative modifiers are taken into account. An adjusted chance of greater than 100% is treated as 100%; that is, the trail can be followed for as long as the current conditions (terrain, number of creatures being tracked, etc.) apply.

Terrain modifiers:

Soft enough to hold impressions (footprints, pawprints, etc.) of creature being tracked	+20%
Allows occasional marks or obvious signs of passage (broken twigs, bent grass, etc.)	+10%
Allows only infrequent signs of passage due to rock, water, wind, other creatures crossing or overtracking, etc.0%
Prevents all but the minutest traces of passage	-50%

Other modifiers:

For each creature beyond the first in group being tracked.	+02%
For every 12 hours elapsed since the trail was made	-05%
For each hour of precipitation that has fallen on the trail between tracker and quarry	-25%

If intelligent efforts are made to hide the trail, consider the terrain modifier to be of the next lower category (e.g., down from +20% to +10%). If the terrain modifier was already of the -50% category, then tracking is impossible.



Indoor tracking

Base chance is the same as that for outdoor tracking.

Surface condition modifiers:

Dirt floor, or unused and dusty area	+20%
Wooden floor, or area which allows some occasional indication of passage0%
Stone floor which prevents all but the minutest traces of passage	-50%

Other modifiers:

For each creature beyond the first in group being tracked.	+02%
For passing over an area where other creatures cross or overtrack trail	-50%

If intelligent efforts are made to hide the trail, including passing through a secret door, consider the surface condition modifier to be of the next lower category. If the surface condition modifier was already of the -50% category, then tracking is impossible.

Special note: Tracking indoors is impossible if the ranger desiring to do so has never observed some distinguishing feature about the tracks of the creature to be tracked, or if the ranger does not observe the quarry making the trail and then follow the tracks within a reasonable period of time (typically 10-30 minutes) thereafter. In all cases, the DM must use common sense as to whether or not it will be possible to follow a creature by tracking. For instance, creatures which leave obvious trails can almost always be tracked — worms, slimes, jellies, and the like are obvious example of this. Conversely, creatures which do not normally leave any sign of passage are almost always impossible to track — flying creatures, ghosts, wraiths, and spiders come to mind. However, since tracking is a combination of visual, audio, and olfactory abilities, tracking might sometimes be possible by unusual means — the disturbance of

things left by a flying creature's passage, the sound of its passage, the trail of odor left, and so forth.

Light condition, outdoors or indoors

All tracking is assumed to be done under conditions of good illumination — daylight or the equivalent (a *continual light* spell, for instance). The movement rate of a ranger while tracking is somewhat slowed even under optimum conditions; in even poorer conditions (of light, or of the quality of the trail, or both), the ranger's movement rate may be reduced drastically.

Movement rate while tracking:

Obvious tracks, good illumination.	3/4 of normal
Obvious tracks, poor illumination.	2/3 of normal
Occasional tracks, good illumination.	2/3 of normal
Occasional tracks, poor illumination.	1/2 of normal
Faint tracks, good illumination.	1/2 of normal
Faint tracks, poor illumination.	1/4 of normal

Definitions:

Obvious = 71% or better chance to track.
Occasional = 31% -70% chance to track.
Faint = 30% or less chance to track.

Poor illumination = anything less than daylight and greater than total darkness. Tracking is not possible in total darkness unless some non-visual evidence is available (as referred to above).

Identification of tracks

Whether tracking outdoors or indoors (underground), a ranger may be able to identify what sort of creature(s) made a trail, what direction the quarry was going in, how many creatures were in the group being tracked, and how fast they were traveling. When the trail is outdoors, the ranger may also be able to determine the approximate time of passage — that is, how much time has elapsed since the tracks were made.

Identification of tracks can only occur if the attempt to track is successful. The chance for successful identification is the same as for tracking, with a second dice roll required to determine success. Identification abilities gained by level are cumulative; i.e., a 4th-level ranger has the abilities of a 3rd-level ranger, in addition to the skills gained at 4th level. For the purpose of this determination "woodland creatures" are those which are able to be encountered in faerie or sylvan settings, as per the encounter tables in the AD&D rules.

Ranger

<i>level</i>	<i>Ability to identify:</i>
1st	Common woodland creatures' tracks and direction of travel
2nd	Common woodland creatures' number and pace
3rd	Common woodland creatures' time of passage (outdoors only)
4th	As 3rd level with respect to uncommon woodland creatures
5th	As 3rd level with respect to rare woodland creatures
6th	As 3rd level with respect to very rare woodland creatures
7th	As 3rd level with respect to all sorts of creatures (woodland and otherwise) within a 100-mile radius
8th	As 7th level, plus the ability to determine the general size and weight of humans
9th	As 8th level, plus the ability to determine the size and numbers of mounted creatures (for instance, if a horse is carrying more than one rider)
10th	As 9th level with respect to all creatures ever observed, prior to attaining 10th level or subsequently

Humanoid/"giant class" opponents

Following is an expanded list of those humanoid creatures that are considered "giant class," qualifying the ranger for a damage bonus (+1 hit point per level of the ranger) when such a creature is engaged in combat. The roster includes all "giant class" creatures mentioned in the Players

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flind	meazel	tasloi
giant	norker	troll
gibberling	ogre	xvart
gnoll		

The ranger's weapons

Of the ranger's three initial weapons of proficiency, one must be either a bow (any sort) or a light crossbow. However, the ranger cannot have both a bow and a light crossbow as weapons of proficiency until attaining 7th level (at least), when the weapon type not already taken could be counted as the fifth weapon of proficiency. By the time a ranger gains a fourth weapon proficiency at 4th level, the character's list of weapons must include:

- either a bow or a light crossbow,
- a dagger or a knife,
- a spear or an axe, and
- a sword (of any type).

The initial weapon selection for the character must be made so as to take these requirements into account.

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Agility: 13

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Demi-humans get a lift

The last word on level limits and abilities

by Gary Gygax

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After long contemplation of the plight of dead-ended demi-human characters, and considerable badgering from players with same, it seemed a good plan to work up some new maximum levels for those demi-humans with super-normal statistics — and in a couple of cases just reward those with high stats across the board. Demi-humans were limited in the first place (in the original rules) because I conceived of a basically human-dominated world. Considering their other abilities, if most demi-humans were put on a par with humans in terms of levels they could attain, then there isn't much question who would be saying "Sir!" to whom. With that in mind, let's move along to the matter at hand.

Single-classed demi-humans

If any player character demi-human operates within a single profession (class), then that character can exceed all stated experience-level maximums by two. For example, a player character dwarf with less than 17 strength who is a fighter (and only a fighter) can attain 9th level in that profession, instead of being forced to stop at 7th level; a half-elf who is a cleric (and only a cleric) can now rise as high as 7th level in that profession. Double-classed or triple-classed demi-humans must still abide by the level limits given in the Players Handbook for each of their classes; such is the price of diversity.

By no stretch of the rules can single-classed characters attain half again, or twice again, the number of levels shown (in the



rules). Although some DMs do allow this, such characters are not standard and can't be allowed in general campaign play. (What any given DM chooses to do in his or her campaign is their business, of course, but a standard campaign will find difficulty allowing demi-humans of such high level of experience into general play. For instance, if PCs can double the maximum experience level, then what about all of the other demi-humans with but a single class roaming about the countryside? Surely they too can likewise get double level! What then of their enemies, the humanoids? Beef them up too, you say? Then what about all those poor humans and demi-humans of zero level? A vicious cycle of escalation will begin which won't end before the whole campaign is destroyed!)

The following tables give revised level limits for single-classed demi-human characters with one or more exceptional prime requisite ability scores, depending upon the ability score(s) and sometimes also the sex of the character in question. Players and DMs alike should take note of an important new rule change which is alluded to herein: player characters can be members of certain

demi-human sub-races that are not permitted to PCs by the rules in the Players Handbook — namely, the valley elf, grugach, drow, duergar, and svirfneblin. More will be said about this new development in subsequent articles. For now, however, players who choose to have drow, duergar, or svirfneblin characters should heed this general stricture: The alignment of such a player character may be of any sort, but daylight adventuring must be severely curtailed due to the nature of these creatures. Without special eye protection and clothing, these three demi-human types will suffer sight problems and sickness due to exposure to sunlight.

Some of the ability scores listed in these tables are higher than those normally attainable by player characters. Their inclusion in this presentation is not meant to imply that player characters can customarily have such high scores. It may be possible, for instance, for a dwarf to have 21 strength (perchance through the successful employment of several dozen *wish* spells), but such a character would be very rare indeed, and except in the most extraordinary circumstances would be a non-player character.

DWARVES	Fighter		Assassin	
	Hill	Mountain	Hill	Mountain
Str 18(99)	8	9		
18(00)	9	10		
19	10	11		
20	12	13		
21	15	16		
Str/Int/Dex 18(99)/18/19			11	11
18(00)/or 19/or 19			12	12

HALFLING FIGHTERS	Fighter		
	Hairfeet	Stout	Tallfellow
Str 17	5	6	7
18(50)	6	7	8
18(90)	7	8	9
19	8	9	10

Special note regarding halfling PCs: Allow Hairfeet +2 bonus to dexterity, give Stout characters additional +1 bonus to constitution.

ELVES, DROW	Cleric		Fighter		Magic-user	
	Male	Female	Male	Female	Male	Female
Wis M12/F18	4	U				
M13/F18	5	U				
M14/F18	6	U				
M15/F18	7	U				
Str M12/F14			7	9		
M13/F15			8	10		
M14/F16			9	11		
M15/F17			10	12		
Int M18/F18					12	5 ¹
M19/F19					13	7 ¹
M20/F20					15	9 ¹
M21/F21					18	11 ¹

1: A very few female drow practice magic, but their ability at dweomercraeft seems severely limited due to some quirk of their reasoning process.

ELVES, GRUGACH

	Druid	Fighter
Wis/Cha 18/18	11	
19/18	12	
20/18	14	
21/19	17	

Str 18(75)		9
18(90)		10
18(99)		11
18(00)		12
19		13

ELVES, ANY

	Assassin
Str/Int/Dex 18(99)/18/19	11
18(00)/or 19/or 19	12

GNOMES, ANY

	Fighter	Illusionist	Assassin
Str 18(50)	6		
18(75)	7		
18(99)	8		
19	9		

Int 18		7	
19		8	
20		10	
21		13	

Str/Int/Dex 18(50)/18/18			9
18(75)/or 19/or 19			10

HALF-ORCS

	Cleric	Fighter	Thief
Wis 14	4		
15	5		
16	6		
17	7		

Str 18(99)		10	
18(00)		11	
19		12	
20		14	
21		17	

Dex 14			8
15			9
16			10
17			11

GOOD NEWS DEPARTMENT

It's time to be rid of a pain in the neck, as I'm sure all of you Worthy Enthusiasts will agree! The new material published within these pages — character classes, information on demi-humans, spells, and so on — should be contained in one handy volume. And that is precisely what will happen this summer, when a new hardbound AD&D game rule volume, entitled *Unearthed Arcana*, will appear in the stores.

What happened was this: I got so tired of trying to keep track of photocopies, notes, magazines, and whatnot, that I suggested to the Kindly Planners at TSR, Inc., that perhaps an interim volume to expand the *Dungeon Masters Guide* and *Players Handbook* would be appreciated by everyone who has suffered the same problems. Seeing as how the work on the full-scale expansion and revision of the system won't even begin for at least another year, everyone agreed.

Material to be contained in the new book includes updated and revised versions of virtually all of the articles written by Yours

ELVES, OTHER

	Fighter				Magic-user			
	Gray	High	Valley	Wood	Gray	High	Valley	Wood
Str 18(75)	7	7	7	8				
18(90)	8	8	8	9				
18(99)	9	9	9	10				
18(00)	10	10	10	11				
19	11	11	11	12				
20	11	11	13	14				

Int 18					11	10	11	9
19					12	11	12	10
20					13	12	13	11
21					15	14	15	13
22					18	17	15	13

HALF-ELVES

	Cleric	Fighter	Ranger
Wis 18	5		
19	6		
20	8		
21	11		

Str 18(90)		8	
18(99)		9	
18(00)		10	
19		11	
20		13	

Str/Int/Wis/Con 18(90)/18/18/18			9
18(99)/18/18/18			10
18(00)/18/18/18			11
18(00)/18/19/18			12
18(00)/18/18/19			12
18(00)/18/19/19			14
19/19/19/19			15

This high and no higher

To put a cap on things, let us get something straight. Any statistics beyond those shown, for levels and ability scores alike, are virtually impossible. Spells and magic, even artifacts and relics, will not increase statistics beyond what is shown, and no further word is necessary. If some deity likes a character so much as to grant a higher statistic, then that deity should also like the character sufficiently to carry him or her off to another plane. (Rules for quasi-deities will, I suppose, now be in demand . . . sigh!)

Truly and published in DRAGON[®] Magazine over the last three years or so — the Cavalier, Barbarian, and Thief-Acrobat classes, the expansions and revisions of the Druid and Ranger classes, new weapons, new spells, and the information on demi-human level maximums in this very issue, to name a few. Also in the work will be a substantial amount of previously unpublished material, including a group of no less than 150 new magic items, and some selected offerings by other Esteemed Authors whose efforts have graced these pages. Watch for more information about the contents and the release date in these pages in the months to come.

FILM SURVEY UPDATE

Some of the Generous Respondents to the survey carried herein (issue #93) about a D&D[™] film expressed no small amount of concern about the quality of the proposed motion picture project. To answer these concerns, and to pass along information for all of you, I thought I should explain more.

The Dungeons & Dragons Entertainment Corp. (DDEC) is a subsidiary of TSR, Inc. I am the president of DDEC. Currently, we handle the cartoon show, the *Amazing Stories[™]* television project, and various other endeavors as well — some optioned, some merely in varying stages of completion, development, proposal, and so forth. Of course, the idea for a film based on the D&D[®] and AD&D[®] game systems is not new. I have worked with it in one way or another since 1979, and I am continuing this effort now.

What the survey aimed at was simply what you Good Readers have expressed. There is tremendous interest in a well-done, game-based feature. What I wish to proceed with is a set of premises for the film, with these works to be written by this Aspiring Writer and one or more other Knowledgeable Authors. This will transpire within a few weeks, and perhaps one of the production houses in California will view the proposal favorably.

I have, naturally, made a point of seeing

the fantasy films released to date. Their errors are manifold and apparent to our team. The generosity you all showed in replying to the survey will assist us in making this point to the studios: Fantasy isn't a losing genre for the motion picture, but bad film-making is bound to result in a poor showing at the box office. Thanks for your assistance, and please continue to wish us luck. Rest assured that you'll learn more as soon as we manage to get this project under way.

LET'S BURY THE HATCHET

After the GEN CON[®] Convention closed last summer, I was chatting with one of several attendees from Tennessee, and the subject of the Origins convention came up. As it turned out, they, and many others too, stated that they had paid attention to what I had earlier said (in DRAGON[®] issue #65) about the two competing events — and they stayed away from Origins. Well, now the time has long since come to bury the hatchet.

In 1984, the GEN CON event had more than 6,000 paid attendees and more than 2,000 non-paying "walk-throughs." Note that isn't a figure for all days; the 8,000-plus total is a count of different people. That made the 1984 event the largest convention of its kind ever held, and in 1985 the GEN CON Convention promises to be better still. It is the oldest national gathering of game enthusiasts held annually, and

it is actually taking on a bit of an international flavor, too. When, in years past, the backers of Origins arrogantly disregarded a convention founded by gamers for gamers, and high-handedly discounted it, they trampled on the efforts of the "little guys." No matter that the GEN CON event is now run by TSR — for it didn't start out that way. TSR was concerned enough to pick up the banner and run the convention each year at a loss of dollars and a high cost in employee time, because the company cared about gamers.

There is no question that you, the core of game enthusiasts, recognized this. Your support of the GEN CON event over these many years has been terrific. The 1984 convention was the proverbial proof of the pudding. What has been said about the GEN CON convention remains true. It is run as a "thank you" for gamers, and we do our best to assure that the convention offers more at as low a cost as is possible for us to provide. The creators of the dispute between us and Origins have not admitted that their claims were so much hot air, but that would be anticlimactic anyway. *You* gave them the lie by showing that gamers thought the GEN CON convention was the best. Nothing greater can be said in the way of praise; no further claims can have as much validity.

Origins now has a different complexion, too. TSR never sought to do away with that event. In fact, we have always sought to

promote more and better conventions throughout North America — and the world, too, for that matter. Our hobby is small, and that is meaningful too. Rather than squabbling and bickering, all gamers, whether they favor role-playing, military simulation, or any other form of adventure gaming should be working together to build and expand the hobby. That way, we assure the continuation of the fine products now available, the creation of still better ones, and the opportunity to meet and enjoy the companionship of fellow enthusiasts in all parts of the country.

I urge you to support and attend all conventions — Origins, the GEN CON event, and all other good events whenever and wherever they are held. Thanks to all of you for your help in making the GEN CON convention the biggest and best. Now, let's all work together to build other events up as well, so that the whole of our hobby can prosper and grow stronger!



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— Alan Dinse

New jobs for demi-humans

Dwarven clerics, elven rangers, and that's not all

By Gary Gygax

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So you think that my extension of levels for demi-humans with exceptional statistics was stingy, do you? Well, Gentle Readers, despite all assumptions to the contrary, I do not dislike characters of non-human stock. In a "world" where humans are the principal population, and rule of most states is by mankind, I believe that the level limits set in the AD&D® game system (as expanded through articles published within these Hallowed Pages, and as eventually redone in new Players Handbook editions) are correct and necessary. Humans would be an inferior species if the limits on demi-humankind were removed. However, let's look at some new, logical concepts for demi-humans which are not destructive to the underlying game concepts.

Demi-human clerics

With expansion of the deities in the WORLD OF GREYHAWK™ Fantasy Setting, and by Roger Moore's articles herein so as to provide for the races of demi-humankind, there is no logical reason to exclude their clerics from play. [Editor's note: The aforementioned articles comprise the "Point of View" series on demi-humans, which appeared in DRAGON® issues #58 through #62 and were reprinted in the Best of DRAGON Vol. III anthology.]

The level limits for non-exceptional clerics are one less than the number shown on the table below, i.e. 7th for dwarves, 6th for elves, etc. For clerics with exceptionally high wisdom, the new limits are as follows:

Level limit by racial stock of cleric					
WIS	Dwarf	Elf	Gnome	Half-elf	Halfling
15	8	7	7	5	—
16	9	8	8	6	4
17	10	9	9	7	5
18	11	10	10	8	6
19	13	11	12	10	8
20	16	12	14	12	10

Note that these new limits apply to player characters and NPCs alike — that is, the prohibition against PC clerics of dwarven, elven, or gnomish stock is abolished, and halflings are likewise now able to be either PC or NPC clerics, although on a limited basis (minimum wisdom of 16 required).

Demi-human druids

Elves, half-elves, and halflings — being more nature-oriented than the other demi-human races — deserve admission to the druid sub-class. Elves are now unlimited in their ability to rise in levels within the druidical ranks, just as half-elves have always been. Furthermore, halflings can become PC or NPC druids of 5th level or greater — limited to 5th if either wisdom or charisma is below 15, but able to advance as high as 13th level if the ability scores are exceptional:

Halfling ability scores		Highest Druid level
WIS	CHA	
15	15	6
16	15	7
16	16	8
17	16	9
17	17	10
18	17	11
18	18	12
All scores above 18 — 18		13
		(maximum)

Demi-human rangers

Elves are no longer prohibited from entering the ranger sub-class, in keeping with the same reasoning that now opens the druid sub-class to that race. For consistency, half-elven rangers are also given more potential. Level limits for elven and half-elven rangers are now as follows :

Ranger level				
Elf	Half-elf	STR	INT	WIS
7	8	18(01)	15	15
8	9	18(01)	16	16
9	10	18(51)	16	16
10	11	18(76)	17	17
11	12	18(76)	18	18
12	14	19	18	18
14	17	20	18	18

As with all other similar tables, ability scores given here represent minimums which must *all* be met for the character to rise to the indicated level. The downward progression for elves follows the same pattern as for half-elven rangers, i.e. elven rangers with less than 17 strength are limited to 5th level, and those with 17 strength can rise no higher than 6th level.

Both elven and half-elven characters can be druid/rangers, or can be triple-classed as druid/ranger/magic-users. All limitations apply, especially that regarding division of experience points equally among classes.

Special note on cavaliers

If your campaign uses the cavalier class (described in DRAGON issue #72), it is important to include the paladin as a sub-class of cavalier, not as a direct sub-class of fighter. (More information on this reorganization is forthcoming in the *Unearthed Arcana* volume, about which more was said in last month's column.) Furthermore, both elves and half-elves may be cavaliers, with level limits the same as for members of the regular fighter class.

Paladin and monk dual-classing

While it is not possible to renounce further progress as a paladin or a monk in order to pursue another profession, the opposite is not necessarily true. From a non-conflicting profession, a human PC can move to that of paladin or monk. For example, a lawful good cleric with sufficiently high ability scores might decide to become a paladin. Similarly, a thief of lawful alignment might determine that the monk profession is now a desired occupation. In both examples, no change in alignment occurs, and the activities of the new class do

not conflict with those of the previous class. It is not possible to take the opposite route, since the mental determination required for initial membership in the paladin or monk class disallows any lessening or redirection of those disciplines. If a character begins his adventuring career as a paladin, then a paladin he will remain (unless his paladin status is removed for some reason related to magic, behavior, or alignment change); and so it is also for a monk. Apply this same line of reasoning to any other dual-class question, and you won't be far off the mark.

Humble pie department

This particular dish can be accompanied by homily grits, but that isn't the case here! On to my ample serving. . . I must use more care when expressing concerns. This I have uttered to myself several times after reading a letter from Susan M. Garrett. That Kindly Reader pointed out that harsh words are usually ineffective tools — particularly when seeking a result that requires cooperation and understanding. An earlier issue of this Invaluable Journal (#90) contained a suggestion from me that Enthusiastic Gamers be firm in demanding materials not carried by their favorite retailer. Obviously, you wouldn't be in a store asking for a product if you didn't prefer to shop there. Just as evident is the fact that if you avidly seek the products, and your favorite retailer does not carry those goods, then only two courses remain open: One, the retailer must carry these items, or, two, you must go elsewhere to buy them. Option two is undesirable because it takes you away from your choice of supplier, and it loses that store your patronage.

Thus, simply informing the retailer of your desires, and politely requesting that they be carried so that you may purchase them there, rather than (perish the loathsome thought) elsewhere, is indeed sufficient inducement to any wise proprietor. Susan, bless her, is employed at a Waldenbooks store, and has done her best to see that RPG products are carried by that shop. In her letter she calls me on the carpet for singularly poor phraseology. I am duly cor-

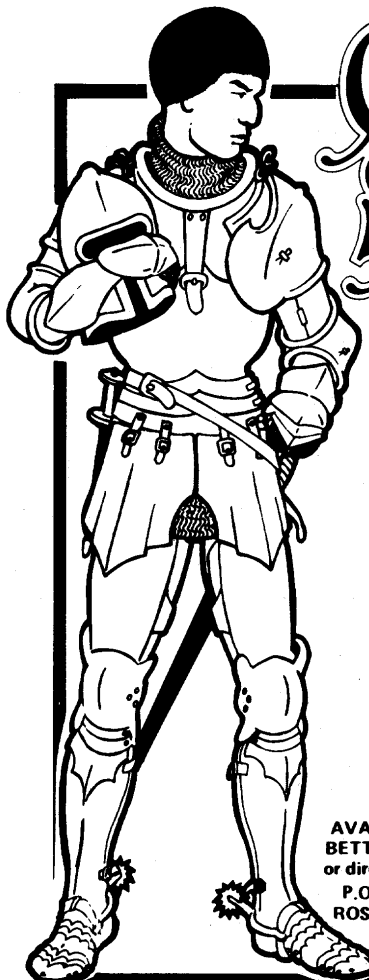
rected and contrite. Words such as "demand" and "take your business elsewhere" should not be used in this case — if ever! Thank you, Susan, for your good offices in behalf of role-playing and for caring enough to write and correct me.

A very important point which was brought up in Susan's letter pertained to pilfering, unfortunately the actual sort rather than the imaginary profession of many Worthy Gamers. It seems that unthinking persons of totally unscrupulous sort are making off with portions of modules. Breaking the plastic wrap around such products, they take what they like, leaving an unsalable remainder behind. Such evil activity jeopardizes the continued availability of these goods, for losses of this sort are annoying, give our hobby a bad name, and reduce the viability of the store. Each retailer has many financial obligations, including employees to pay, rent, utility bills, taxes, and so on. The small margin of profit from each sale is necessary indeed — without these receipts, there can be no store. Do mention this problem to your fellow enthusiasts. These real-life thieves should be excluded from campaigns, so to speak.

A good "game" book

If you haven't read *The Black Company* by Glen Cook (Tor Books, Tom Doherty Associates, Inc., 1984), then you are missing a good book which relates closely to the AD&D® game. I can't swear that the author plays FRP games, let alone any of TSR's offerings, but somehow he has captured the essence of them, regardless. *The Black Company* reads as if it were a literary adaptation of actual adventuring, as it were, in a swords & sorcery milieu akin to that of a proper AD&D game campaign. The style of writing is neither heroic nor swashbuckling. There is none of Robert E. Howard in the book. It is a dark work. Nevertheless, it is one fine bit of fantasy authorship. I recommend it to all role-playing game enthusiasts for many reasons, not the least of which is that it will assist in proper fantasy role-playing. For \$2.95 this book will provide both reading enjoyment and much support for your RPG activity. It is one you shouldn't miss.

¶



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Deities and their faithful

How gods and worshipers fit into the AD&D® game

By Gary Gygax

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The ADVANCED DUNGEONS & DRAGONS® game is a role-playing game. This must be stressed, for too often the play of the game tends toward combat and questing. To allow this sort of activity to predominate is to lose sight of the greatest pleasures of the ongoing game — character interaction, meetings with intelligent monsters, and dealing with deities. When one considers it, this role-playing purpose is why deities are included in the game system to begin with. Of course, deities are part and parcel of the heroic epics written by Homer and those who followed him, well as the myth and legends and fairy tales which have come down to us — although in some of the latter works, other sorts of ultra-powerful beings take the place of Zeus *et al.* A major element of any campaign is the deities and their demands, machinations, rivalries, and confrontations. Let us, then, consider their power base before we deal with those who serve them in the campaign play. Understanding what motivates these greater beings will certainly assist in development of proper role-playing of any type of character.

Various and sundry statistics are given for deities, but let us make a basic assumption. Their power comes from those who believe in them; without followers, any deity is consigned to operations on some other plane of existence, without the means to touch upon the Prime Material. Such deities have no immediate interest to us, since they do not fall within the current scope of the game. Thus, we are interested only in deities with followers dwelling on the Prime Material Plane of the campaign. These faithful give the various deities power. Of course, this idea is not new. It has been put forth often by others, whether seriously or as a device of literature. It serves as an excellent game device as well.

So . . . each deity draws strength and power from those mortals who believe. The power gained is determined thus:

1,000 believers = 1 hit point

1,000 of same alignment = 1 power point

Hit points apply only on the plane on which the believers dwell. All faithful on all planes then combine to determine the strength of the deity on the "home" plane inhabited. For example, a neutral good deity will be weak on planes where evil rules, for there will be few, if any, followers of that deity in such a place.

Power points are the stuff from which all deities of the same alignment draw to use



their spell-like powers, issue and enforce commands, and perform other abilities they may have.

If a normal believer is worth $1/1000$ hit point or power point, then those faithful with 2 levels or hit dice are worth twice as much, those with 3 levels or hit dice three times as much, and so on. All clerical types are similarly worth twice what non-clerical types are worth, for they are stronger in faith. Paladins must fall within the general class of clerics, as do shamans and witch doctors. So, for instance, a bugbear follower is worth $3/1000$ point, a fire giant $11/1000$, a 10th-level fighter $10/1000$, and a 15th-level druid $30/1000$ point. With further respect to clerical types, not only are they worth more in hit point and power point value, but they also actively extend the faith, so they are also nearer and dearer to their deities than other believers of other callings. (Special orders might be exceptions, such as the Thugs, the Knights of Malta, etc.)

After the total of available power points is thus determined, the deities of a given alignment must gather in convocation to decide amongst themselves how power will be divided — some faithful might be weak, some might serve more than one deity, and so on. Although the affairs of such lofty beings are not the business of this article, it can be safely stated that division is fair and along the lines of total follower strength. (After all, until all other alignments are done away with, so that only those with a "proper" mind-set remain, the deities of that alignment have common cause against all those of different alignments.)

Considering the foregoing, it must now be clear to all why maintenance of alignment is important. To change alignment is to take away from not only the character's deity but all deities of that ilk! That is grim indeed. Much of role-playing is tied up in understanding the character and the role to be played. This information regarding alignment with respect to power points provides DM and player alike with more material upon which to base their role-playing. In like vein, faithful service to a chosen deity can be better understood and

role-played. A wavering in alignment disturbs all deities of that alignment and alerts the particular deity that something is amiss. To break alignment values might well incur the wrath of not only the character's deity, but all allied ones too. In all cases the penalties indicated in the Dungeon Masters Guide will be applied for actual breaking of alignment. For wavering, more subtle sanctions can be invoked, although if a cleric-type is involved, the sanctions should not be subtle at all! Refusal to grant spells, visitations, and so forth are clearly in order in such cases.

If there are penalties for breaking faith and alignment, then there must also be rewards for the opposite sort of behavior — strict adherence to, and strong advocacy of, one's alignment. Granting a bit more "luck" to such a character is possible — perhaps an extra pip on a hit die roll which is low, or the ability to deliver extra damage when fighting a creature inimical to one's alignment and deity. Characters who are true to alignment, who follow the aims of their deity, and who work for and tithe to "the faith" should certainly fall into the general category of "favored." It should be stressed that "favor" in this case does NOT mean "divine intervention" à la the Greek gods of Homer's *Iliad* — unless the entire campaign has deities popping up here and there on a continual basis to meddle with and muddle up the affairs of humankind.

To give you additional food for thought, here are a few rewards and penalties for adherence to or deviation from alignment. Use them as foundations.

Minor rewards: 1 extra hit point, maximum weapon damage on one particular attack, making an unsuccessful blow into a successful one (one miss becomes a hit), avoiding a surprise situation, escaping an encounter, avoiding a trap, gaining minimal additional treasure.

Major rewards: 1 extra hit point on each hit die possessed at the time of gaining favor, escaping a certain death situation, raising a characteristic by 1 point (going above 18 is highly discouraged), granting

(Turn to page 85)

Deities

(From page 9)

5% magic resistance, granting a + 1 on saving throws, directing the individual to some special magic item which can be won as treasure in return for overcoming some monster of opposing alignment.

Minor penalties: 1 hit point deducted from a hit die, minimum damage on one particular attack, a successful attack turned into a miss, being surprised when the character would not otherwise have been, having minor monsters continually harassing the character, getting minimal treasure instead of a reasonable amount, losing some minor magic item.

Major penalties: losing 1 hit point from each hit die, losing 1 point from a characteristic, making saving throws at -1, losing a major magic item, having a great monster dogging the character's footsteps, losing the ability to gain any substantial treasure of any sort.

Rewards should be given sparingly for particularly fine role-playing of alignment and "faith." Penalties are invoked for failure to properly role-play, for swerving in alignment, and for not adhering to the imagined "faith." Of course, for actual change in alignment, these penalties *plus* those stated in the DMG can be meted out as the DM sees fit, rather than merely following the DMG. It is fairly easy to keep

clerical types on the correct role path, for they must deal with deity-related matters daily. It becomes more difficult when non-clerical characters are concerned, but by explaining the importance of alignment to the players, and by stating that the deities are watching for losses in their power, then mentions of "foreboding," "ill luck," and "disfavor" should suffice to keep role-playing in mind.

As a final note, those monsters with less than 1 whole hit die should be treated as half-value with respect to the points they accrue to deities. Thus, kobolds and goblins, for instance, are worth 1/2000 point. No wonder they are considered as catapult fodder by everyone. . . .

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UNEARTHED ARCANA additions and corrections

Page 6:

Half-orcs: -3
 Dwarves, gnomes, dark elf males: -1
 Halflings*, humans*, wild elves, valley elves: 0
 Half-elves*, sylvan elves*, dark elf females: + 1
 Gray elves*, high elves*: + 2
 *— Treat the indicated pair on each of these lines as being of the same race for purposes of effective comeliness; e.g., halflings are just as attractive (or repulsive) to humans as humans are to each other, and vice versa.

Page 18:

The Fighter

The scope of the fighter class is expanded in two major respects. First, fighters are able to employ any and all of the new weapon types detailed in this book. Second is the benefit of weapon specialization, described below, which is available to all single-classed (but not multi-classed) fighters and rangers.

Page 22:

Fighter 7-123/2 rounds
 Barbarian 6-103/2 rounds
 Ranger 8-143/2 rounds
 Cavalier 6-103/2 rounds
 Paladin 7-123/2 rounds

Page 107:

A stunned opponent will be so affected for 1-10 segments, during which time no actions may be taken. Any spells in the process of being cast are lost. If an opponent that is already stunned is stunned by a later attack, the opponent must save versus death magic to avoid being knocked unconscious for 1-4 rounds. A stunned opponent defends without benefit of dexterity or shield, and is + 4 to be hit.

Page 8:

level in the ranger class, but a half-elf ranger with the same ability scores can rise as high as 11th level in the class. A hill dwarf assassin is restricted to the level limits shown on the table, since a hill dwarf cannot be both a multi-classed character and an assassin.

Page 12:

HALF-ELF* (½E)																		
Dark descent	T	N	N	G	A	A	N	A	A	A	N	**	A	A	A	T	N	
Any other	N	N	N	A	G	G	G	A	G	N	T	P	N	N	T	A	T	
HALFLING																		
Hairfoot (HH)	N	T	T	A	T	T	N	N	T	N	T	N	P	P	P	N	T	
Stout (SH)	T	G	G	A	T	T	N	N	T	T	T	N	P	P	P	N	N	
Talfellow (TH)	N	T	T	N	G	G	T	T	G	N	T	G	P	P	P	N	N	
HALF-ORC (¾O)	N	H	H	N	A	A	A	A	A	A	H	A	N	N	A	P	T	
HUMAN (H)	N	N	N	N	N	N	N	N	N	N	N	T	N	N	N	N	P	

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Page 13:

Assassin as thief yes⁵

5: An assassin cannot use a shield during a melee round in which the character is engaged in the act of assassination.

Page 23:

strength, dexterity, and practice to improve. A successful pole vault requires at least a 30' running start and a pole at least two-thirds the length of the distance to be vaulted. The pole is dropped when the vault occurs. The vaulter can land on his or her feet atop a surface of 1/2' less height than the maximum height of the pole vault, if so desired, assuming such a surface exists. Otherwise the vaulter lands, tumble-rolls, and is on his or her feet in 1 segment. Non-thief-acrobats cannot effectively pole vault.

Page 29:

Speak With Plants	Quest
Spell Immunity	Rainbow
Spike Growth	Raise Dead
Sticks to Snakes	Spike Stones
Tongues	True Seeing

Page 44:

While the staff/treant will initially be of largest size and greatest number of hit points, each 8 points of damage it accumulates actually reduces it by 1 hit die. The staff begins at 12 hit dice and 96 hit points,

Page 74:

CHARACTER AGE

A barbarian player character will be 15-19 (14 + 1d4) years old at the start of his or her career. The starting age for a cavalier player character is the same as for a cleric of that race — 500 + 10d10 for an elf, 40 + 2d4 for a half-elf, and 18 + 1d4 for a human.

Page 102:

round, i.e. "an arrow + 1," "an arrow + 3," "a javelin," etc. —so long as that item was previously placed in the quiver.

* With regard to the reactions of races other than elves, half-elves are considered as a specific racial type. However, elves will react to half-elves as if the half-elf were either a half-elf or a full-blooded elf of the same racial type as the half-elf's non-human ancestor, whichever is the more negative reaction.

** * Preference for half-elves of dark descent, hatred of all other half-elves.

Page 7: Half-Elves	Page 7: Alignment Requirements	Page 12: Maximum No. of Hit Dice	Page 15: 10-Sided Dice for Accum. Hit Points
yes ¹	Any non-evil at start	10	
yes ¹	Lawful good only	9	
yes ²	Any	9	
yes	True neutral only ³	9	
yes	Any	15	Page 25: Pole Vaulting
	Any non-lawful	9	-
yes ²	Any good ⁴	8	+1'
yes ²	Any	10(+1) ³	+2'
	Any	11	+3'
yes	Any non-good at start	10	
yes	Any non-good st start	10	
yes	Any evil at start	12	
	Any lawful		Page 30:
yes	Any neutral	17(+1) ⁶	Monster Summoning II
1: If of dark, gray, or high elf descent	3: Possibly with good tendencies	10	<i>Otiluke's Resilient Sphere</i>
2: Except for those of wild elf descent	4: Possibly with neutral tendencies		

CHARACTER RACE TABLE III.: MULTI-CLASSED CHARACTER OPTIONS

Race	CF	CR	CM	CI	CT	CA	DF	DR	DM	DT	FM	FI	FT	FA	RM	MT	MA	IT	IA	CFM	CFT	CMT	FMT	
DWARF, Gray	x					x	x							x	x									
Hill	x													x										
Mountain	x													x										
ELF, Dark	x	x	x		x	x						x		x	x	x	x	x			x	x	x	x
Gray/High	x	x	x		x	x	x	x	x	x	x	x		x	x	x	x	x			x	x	x	x
Valley/Wood	x	x	x		x	x	x	x	x	x	x	x		x	x	x	x	x			x	x	x	x
Wild														x										
GNOME, Deep	x				x	x	x						x	x	x			x	x					
Surface	x				x	x							x	x				x						
HALFLING, All	x				x		x			x				x										
HALF-ORC	x				x	x								x	x									

Column headings are abbreviations for all possible multi-class combinations for player characters: CF = cleric/fighter, IT = illusionist/thief, etc. An "x" under a column heading indicates that this combination is possible for a character of the race in question.

A half-elf uses the entry for the strain of elf from which the character is descended.

Note that this table enumerates all the *possible* class combinations for player characters in the game, but does not imply that they must all be *permissible*. Some of these combinations may be disallowed by the Dungeon Master in his or her campaign.

THIEVES TABLE II

Effects of Armor on Thief Functions

Thief Function	No armor ¹	Elfin Chain	Studded or Padded	Ring or Chain	Scale or Banded	Plate Mail	Plate Armor
Pick Pockets	+ 5%	-20%	-30%	-40%	-50%	-75%	-100%
Open Locks	-	-5%	-10%	-15%	-20%	-40%	-80%
Find/Remove Traps	-	-5%	-10%	-15%	-20%	-40%	-80%
Move Silently	+ 10%	-10%	-20%	-40%	-60%	-80%	-100%
Hide in Shadows ²	+ 5%	-10%	-20%	-30%	-50%	-75%	-110%
Hear Noise	-	-5%	-10%	-20%	-30%	-50%	-70%
Climb Walls	+ 10%	-20%	-30%	-40%	-90%	-99%	-99.9%

General note: No dexterity bonuses apply to thief functions (though penalties do) when wearing armor other than simple leather.

1: This category applies when wearing *bracers of defense* and/or a cloak, but no large protective devices.

2: Assumes that armor worn is covered by another garment. Elfin chain mail is light and thin, and can be worn under normal clothing. All other types of armor except simple leather are stiff and/or bulky, and can only be covered by a full body cloak.

THIEF-ACROBATS TABLE V

Effects of Armor on Thief-Acrobat Functions

Thief-Acrobat Function	No armor ¹	Elfin Chain	Studded or Padded	Ring or Chain	Scale or Banded	Plate Mail	Plate Armor
Tightrope Walking	+ 5%	-	-10%	-40%	-70%	-90%	-100%
Pole Vaulting	+1'	-½'	-1'	-4'	-8'	-12'	-18'
High Jumping	+1'	-½'	-1'	-4'	-8'	-12'	-18'
Broad Jump, Standing	+ ½'	-	-½'	-3'	-5'	-7'	-10'
Broad Jump, Running	+1'	-	-½'	-5'	-10'	-15'	-20'
Tumbling, Attack	+ 2%	-5%	-10%	-20%	-20%	-30%	-50%
Tumbling, Evasion	+ 4%	-5%	-10%	-30%	-60%	-70%	-70%
Tumbling, Falling	+5'	-	-5'	-10'	-30'	-50'	-70'

General note: No dexterity bonuses apply to functions (although penalties do) when wearing armor other than simple leather.

1: This category applies when wearing *bracers of defense* and/or a cloak, but no large protective devices.

From the Sorcerer's Scroll

by Gary Gygax

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Many of you have probably wondered why you haven't seen anything from me in these Exalted Pages for a year or so now. In fact, some of you might have noted that my very name has been absent from DRAGON® Magazine. Well, TSR, Inc., has been generous enough to allow me the opportunity to explain what has been going on.

Since October 1985, I have had no active role in the management of TSR, nor made any contribution to that company's creative efforts. At that time, the Board of Directors of the corporation saw fit to remove me as the company's President and Chairman of the Board, although I remained on the board as a Director.

There was a dispute over stock ownership and various other matters as well. Finally, in October 1986, I resigned all positions with TSR, Inc., in order to form and direct another publishing enterprise. My association with TSR ended absolutely at that time. Since then, I have devoted all of my energies to New Infinities Productions, Inc. In December 1986, just before the New Year, I settled all disputes with TSR. As of that date, it became a very clear-cut matter. No relationship between TSR and Gary Gygax existed as of that point. What does that mean?

Well, from now on, there is no question of my total disassociation from not only the corporation but from all of the games and other products I created during my relationship with TSR. The shape and direction of the DUNGEONS & DRAGONS® game system, for instance, or that of the AD&D® game system, are now entirely in

the hands of others. Similarly, the adventures of Gord will no longer appear under the TSR banner. Stories of Gord will still be published, but under a different title. TSR has been good enough to allow me to continue to write them, and TSR will receive acknowledgment for this grant.

This is also my last foray into this journal as well. It seems strange to say that, since I have contributed to this magazine on a fairly regular basis. Yet, it is true. After this brief column, I'll be absent from the pages of DRAGON Magazine, but you'll run into me elsewhere, so stick around. Most of you Gentle Readers are aware of how hard it is to keep me quiet on any thing that has to do with gaming. In a short time, there will be yet another soap box for me to clamber up on so that I can continue to sound off.

That covers the disassociation pretty well. Now for the association. In October 1986, I finally made up my mind as to what I wanted to do. Until that time, I was torn between remaining an independent creator and associating myself with a new publishing enterprise. Of course, I opted for the latter choice. I guess it's in my blood.

In October, I became the Chairman of the Board of New Infinities Productions, Inc., and head of the company's Creative Committee. Frank Mentzer and Kim Mohan joined New Infinities as Design Executives, and also serve as the other two members of the Creative Committee. Those two are the ones who will really determine the creative direction of the company. All of our work, and the work of other designers and authors, both freelance and otherwise, will be published by New Infinities from now on. In this flow will be new games from me, more Gord books, and articles, too.

Penny Petticord, former editor of the POLYHEDRON™ Newszine, and Pamela O'Neill, former assistant editor of AMAZING® Stories, have also joined New Infinities. In addition to other editorial and creative responsibilities, both of them will be heavily involved in the creation and production of a gaming magazine to be published by New Infinities.

Frank, Kim, and I are working together to produce a broad-based line of materials to be published by New Infinities. Some will be my work, some Franks, others Kim's, and much of it will be co-written by two or three of us.

New Infinities Productions currently consists of only a few people. Forest Baker is our Chief Operating Officer, Gail Carpenter the treasurer, Pamela and Penny are our Senior Editors, Karen Murphy holds down everything as Office Manager, and Sam Lewis, formerly of Mayfair Games, has recently joined as Director of Administration.

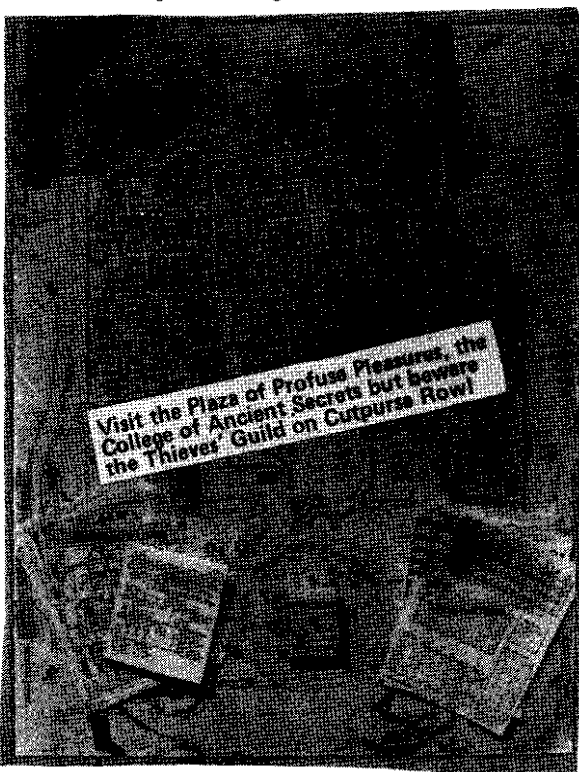
Sadly, this ends my appearances in these pages, but I hope you'll look for me elsewhere. Until then, Prosper and Good. Gaming!

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A Plethora of Obscure Sub-Classes

The authors of D & D have asked me to stress that none of the following are to be considered "official." I feel that the purpose of THE DRAGON is to provide new ideas and variants, and have printed in the past and will probably print in the future things that I wouldn't let in my own campaign; a great deal of them are superflous and better handled by the DM. Be that as it may, I would like to urge caution and discretion in allowing the proliferation of weird sub-classes. All too often, they only make it harder for the DM, and are often too powerful to use as player-characters. In the last TD, the alchemist was intended to be recommended as a non-player character, as are many of these. — Ed.

HEALERS

by C. Hettlestad

Healers, as the name implies, are designed to allow rapid repair of other characters in large campaign games. Basically the healer is a combination of magic user and cleric with a dash of fighter. However, the healer has a set of spells exclusive to himself (although many can be found elsewhere) and is not allowed to switch class at any time under his own decision.

Basic prerequisites for a Healer are high, a minimum score of 15 each in intelligence, wisdom, and dexterity. Further, they are restricted in that they can only be lawful or neutral. A chaotic healer is not allowed, and would become a mere fighter if forced to change alignment from allowable areas.

Healers may not wear any armor or shield; but may use any weapons and/or magical items. The various books to be found will not aid the healer in any way and can only hurt. There are certain special abilities conferred upon the healer at certain levels.

- At 4th level — can detect molds, slimes, etc. at 40 feet.
- At 8th level — can determine types of potions.
- At 12th level — can read magical and clerical scrolls.
- At 16th level — can use 4 1st level magic-user spells.
- At 20th level — can use 4 2nd level magic-user spells.

Level & Title	Experience Pts.	Hit Dice 8-sided	Spells & Level						
			1	2	3	4	5	6	7
1 Apprentice	0	1	1	-	-	-	-	-	-
2 Frosh	5000	2	1	-	-	-	-	-	-
3 Sophomore	10,000	3	1	1	1	-	-	-	-
4 Junior	15,000	4	2	1	1	1	-	-	-
5 Senior	25,000	5	2	2	1	1	1	-	-
6 Intern	50,000	6	2	2	2	1	1	1	-
7 Resident	100,000	7	3	2	2	2	1	1	1
8 Senior Resident	200,000	8	3	3	2	2	2	1	1
9 Practitioner	300,000	9	3	3	3	2	2	2	1
10 Medic*	400,000	10	4	3	3	3	2	2	2
11 Doctor	500,000	10+1	4	4	3	3	3	2	2
12 Doctor, 12th	600,000	10+2	4	4	4	3	3	3	2
13 Doctor, 13th	700,000	10+3	5	4	4	4	3	3	3
14 Doctor, 14th**	800,000	10+4	5	5	4	4	4	3	3
15 Doctor, 15th	900,000	10+5	5	5	5	4	4	4	3
16 Doctor, 16th	1,000,000	10+6	6	5	5	5	4	4	4
17 Doctor, 17th	1,100,000	10+7	6	6	5	5	5	4	4
18 Doctor, 18th	1,200,000	10+8	6	6	6	5	5	5	4
19 Doctor, 19th	1,300,000	10+9	7	6	6	6	5	5	5
20 Doctor, 20th	1,400,000	10+10	7	7	6	6	6	5	5
21 Doctor, 21st	1,500,000	10+11	7	7	7	6	6	6	5
22 Doctor, 22nd	1,600,000	10+12	8	7	7	7	6	6	6
23 Doctor, 23rd	1,700,000	10+13	8	8	7	7	7	6	6
24 Doctor, 24th	1,800,000	10+14	8	8	8	7	7	7	6
25 Doctor, 25th	1,900,000	10+15	9	8	8	8	7	7	7

* Highest level for Dwarf.

** Highest level for Hobbit, Half-Elf or Elf.



It's an extraordinary experience to be writing this, on the start of our second year of publication. THE DRAGON has come a long way from Vol. I, No. 1, and the less than excellent cover that "adorned" it. (The trouble with that first cover was not the original black and white rendering of our logo, but rather with the wretched lithes cut by our old printer.) The overall average on our artwork has improved dramatically. The increased circulation is eloquent testimony to the improvement of the material presented herein. What editor can be displeased by 300% growth in a year's span? Not yours truly, certainly.

I fully intend to someday say again that I've achieved 300% growth, so don't assume that THE DRAGON will grow complacent, or become stagnant. Such an assumption would be far off of the mark. TD will continue to bring you the best in gaming material. Even now, plans are underway to broaden the scope of coverage in TD; while it is true that TSR created the field of Fantasy gaming with first *Chainmail* and then D&D, it has never been the policy of THE DRAGON to be a house-organ. The overwhelming preponderance of material dealing with TSR games is the result of one of the unwritten maxims of publishing: you can only publish what is submitted. I have been soliciting material on non-TSR games for some time now and only recently have received any material of quality.

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While it is true that the readers have increased threefold, and our schedule for TD has been increased to eight times yearly, the staff remains the same: me. I have received invaluable help from Gary Jaquet, as best as he has been able to assist, but he lives four hours away, and therefore serves to help me weed out the junk and locate the good articles. Dave Sutherland is so busy with work for TSR Hobbies that I don't get access to nearly as much of his time as I'd like, nor do I get to use as much of his work as I'd like to use. Submissions have increased, and I'm seldom caught up with all of them. A good rule of thumb if you choose to submit an article is this; if you don't get it back right away, it has passed first reading, and is being further evaluated for possible publication. I have finally found someone that can transcribe letters from tape, so my correspondence is getting faster. I try to answer as much of the mail as possible; I ALWAYS read every single piece. I read and mentally file every complaint, as well as the compliments, which are far more numerous than the former, so we must be doing something right. I have resisted using form letters far longer than I should have, but no more.

One recurring theme in the letters we receive bothers us. There is a misconception that publication in THE DRAGON makes something "official", whatever that means. PUBLICATION BY THE DRAGON DOES NOT BESTOW ANY SANCTION OR APPROVAL TO ANY VARIANTS, VARIATIONS OR RULES INTERPRETATION.

The purpose of this magazine is the dissemination of information. THE DRAGON serves the field of Fantasy, Science Fiction, and Swords & Sorcery Gaming and the enthusiasts of same, in the capacity of information source. If an article is to be considered "official", it will be marked as such. There are many forms of designation: DESIGNERS FORUM is one such, an Editor's Note is another. Common sense will tell you that if a piece is written by an author of a game, the game being discussed in the article, you can assume it to be "official".

Continued on page 6

Editor: Timothy Kask
 Staff Artists: Dave Sutherland
 Ton Wham
 Cover by Elrohir

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PHONE BOOK AND BLINDFOLD

The player/judge covers his eyes and opens a copy of his phone book and points his finger. Some house rules prevent the use of address numbers, while others recognize both address and phone numbers.

LAZY SUSAN DARTBOARD

A wooden Lazy Susan is required, as well as darts and several sheets of stock listings from a newspaper. To use this method, affix one of the stock listings to the surface of the Lazy Susan. There are two methods of using a Lazy Susan in this manner; one requires that it be fixed to the wall, the other doesn't. In any event, the L-S is spun, and a dart either thrown at, or dropped on, it; the number skewered is your number.

CLASSIC GRECO-ROMAN AUGURY METHOD

This system counts the birds that fly by. It is NOT useful in areas having large concentrations of starlings, or in waterfowl flyway areas in spring and autumn. It is also inconvenient after dark.

MOUSE IN A MAZE

This system uses mice in a maze, with numbered reward areas. All you need is a little plywood and a couple dozen half starved mice or rats. (If you make the reward too large, each mouse or rat is only good for one or two trips before satiation. If you use too little, the mice will just say to hell with it.)

MASO/MACHO DELIGHT

This system requires that the players all be males with hirsute chests. Using this system, the players snatch hairs from each other's chests, using the number of hairs as the number generated. If the number snatched exceeds the top of the range, use the remainder as the number. Using this system, when your opponent gets all the lucky numbers necessary to completely destroy your army, it REALLY hurts.

NUMBERED JUMPING BEANS

This system uses Mexican jumping beans as number generators. Each bean is marked, and all the beans are chilled to precisely 47 °F. At the start of the game, the beans are dropped into an aluminum pan on top of a hotplate. When a number is needed, the next bean that jumps is it.

This practice was finally discredited by an organization known as "Frijoles Nacionale", an obscure collection of misfits, misanthropes and bean freaks formed in the late 1930's in Mexico to stop bean jokes, considering them offensive to beans. Prior to their success, yet another pressure group tried to outlaw the use of jumping beans. Calling themselves the Society for the Prevention of Cruelty to Larvae, they spent thousands of dollars in their futile efforts. Think about it; would you listen to someone that represented a group such as the SPCL? (Well, you **have** read this far, so don't be too smug.)

The practice has died out in all but two areas; the northeastern US and among the Vapid Indians of the Mojave Desert. The former is considered a local, cultural aberration, while the latter is attributed to the low average IQ of a Vapid Indian.

In answer to your next question: "Why is it there if it's not official?" — all I can say has already been said many times before. Fantasy gaming, whatever the generic form, is just that — Fantasy. The majority of the articles presented are alternatives to existing rules and interpretations. If you like one of them better than the original, well and good. If not, TD has still served another purpose: it has caused you to think about it — it has stimulated your thought processes. Either way, the information has been disseminated, and TD has served its purpose.

Nowhere can you find two D&D campaigns completely identical. Not even identical twins have identical fantasies. Knowing this, we don't expect every reader to like every article or every interpretation. I'd be appalled if I discovered anything to the contrary: that discovery would spell the doom of free thought and fantasizing. We don't want to dictate how you play your games, we just want to expose you to as many alternatives as feasible.

Not only has it been one year since we started publishing, it has also been nearly a year since we applied for our Second Class mailing permits. I thought that four years in the service had prepared me for the snail's pace speed of governmental processing, but I never dreamed of all the hassles that this would entail. The Post Office and I have written letter after letter to each other; they keep asking the same questions, and I just rephrase the same answers time and time again. The postal service we have experienced in the mailing of our magazines has been abominable. Not on the local level, mind you, but all throughout the country at one time or another. Whole bags of magazines go astray, or are lost in some sort of time warp. Individual copies get "lost" between the time that WE bag them and they get to your local mailman. As long as we are unable to get Second Class mailing, and the better handling that that entails, I'm afraid that things won't get any better in that respect. We do all that is humanly possible to see that each and every subscription copy gets sent out of Lake Geneva; we can't assume the liabilities of the US Post Office beyond that.

What can you expect in THE DRAGON's second year? We have a game kicking around, and when our print run gets big enough to afford the extra component pages, it will appear&here. For want of a better title, we call it DIRT. Coverage of games other than TSR's will increase significantly. In #8, we will have the first of two parts of a short novel by Harry Fischer, longtime friend of and collaborator with, Fritz Leiber. It is a tale of modern day magic, and very well done. The story is so fine that we have commissioned a special cover for #8 featuring it. Fritz Leiber has promised us an original Fafhrd and The Grey Mouser yarn, and even now is working on it. Gardner Fox has promised more tales of Niall, and a new satire featuring Ralph, Dimwit and Lumbo is in work. Fineious Fingers has become a resident for as long as JD wants to keep doing him. #8 will also have a pre-printing preview of MUTANT, a new role-playing game on a Post Cataclysmic world sometime in the future, *ala* Sterling Lanier's *Heiro's Journey*. THE DRAGON is also glad to announce that Tom Wham will be doing screwy things for us on a semi-regular basis, as he has joined the staff of TSR Hobbies, Inc. Some of you should recognize his name from the PANZERFAUST of years ago, where he reviewed games, wrote articles, and expounded on nonexistent AFV's of WWII. He is also the creator of the Westfinster Wargamers, who have already debuted in these pages. We are very pleased to have him.

All in all, it's been one hell of a fine year. It is my intent that the next be even finer . . .



- ▲ In TD8... a fantasy story by Harry Fischer, citizen of NewLon — THE FINZER FAMILY pt 1
- ▲ The Many Planes of D&D by E. Gary Gyga
- ▲ More MA goodies from the author

Coming . . .

InTD11 — A New Fafhrd & The Gray Mouser saga: **Sea Magic**, by Fritz Leiber

&
A complete fantasy boardgame.



GenCon X is history now, and we around here are still recuperating. Elsewhere in this issue, you can find a more detailed analysis of the four record-setting days we just had. GenCon X was the biggest wargame convention that has EVER been held, by anyone, anywhere.

This issue contains 36 pages, which is up four from the old size. The extra four this issue were used for the SNITS board.

This issue is different from those preceding it in a couple of rather significant respects. Look on this page at the TOC, and you will see a new sense and system of organization evidenced by the new listings. This comes partially as a result of the problem we've had to deal with in regard to what is 'official' and what isn't. Variants are now marked as such. When a designer talks about his game, you'll find it under DESIGNER'S FORUM. Pieces pertaining to game structure that are not at variance with existing rules will be found under DESIGN FORUM.

The GOOD NEWS is that this issue came to you by Second Class mail, as did the last. Our permits have finally been approved, which should mean that your issues should start arriving in about 1/3 the time it used to take and around the same time that dealers copies get to the shelves. Subscription hassles over the next two months should significantly decrease, freeing us to utilize our time to much better result. Perhaps we will be able to stay more current with our mail, which is still backed up in mountainous heaps.

The inclusion of SNIT SMASHING should not mislead anyone. This does not mean that TD is going to become a board magazine, nor does it mean that we will publish games on a regular basis. In fact, after SNITS we have one more fantasy/satire game that we hope to include in the next issue. After that, the only similar project we have on hand is DIRT, which seems playable at the present by only the Editor and Assoc. Ed.

See you next issue, along with Fafhrd and the Mouser . . .

Timothy J Kask
Editor

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If your mailing label says TD 10 — this is your last issue

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BAD TO WORSE

REVIEWS OF *APPRENTICE NUMBER 2* and *PHOENIX*

Gary Gygax



Panzerkrieg is basically division-level, and there are approximately 600 counters in all. The counters are well-done overall and quite attractive in their color range. The mapboard is on heavy paper measuring 22" x 34", and is beautifully rendered, depicting all of southern Russian and the Ukraine where the major battles covered in the game took place. Two separate booklets are included in the game: the first is a 16-page rulebook which is very attractively laid out (but a bit difficult to use when you're looking back for a rule), and the second is a 24-page scenario and study folder which is masterfully organized and totally utilitarian. The scenarios are presented individually with historical background provided, a listing of forces to be used and setup notes, with a photograph of the game map alongside to aid in setting up properly. It is all organized very professionally and with the gamer in mind. Rounding out the package is the box, complete with cover illustration by artist Rodger MacGowan, noted wargame illustrator.

The game itself plays well, and gives a definite feel of the divisional-level operational problems which faced the army commanders on both sides. Not only is there much space to cover, but there are relatively few geographical features for defense, making for some interesting possibilities if breakthroughs turn pitched battles into mobile affairs where the action can become fast and furious. Leaders on both sides play an important part in both attack and defense, as their presence in a battle can be decisive in adding combat factors and influencing the die roll. Reserves are allowed for both sides and add an additional factor into all operational planning, for their arrival just prior to a crucial battle can swing the odds in favor of the defense — or if the strategy of committing reserves backfires, can mean they will possibly be tied up, or worse, consumed in a battle against overwhelming forces. Reserves can also be used to "backstop" defensive lines, and their proper employment is a must for successful play. It all adds up to an interesting extra which is missing from many similar games. Air power is present in the game, and although important, is abstracted in its employment. Weather, so crucial historically in Russia, also is a part of the game, and year-round tables are provided for its use.

All in all, this is a game which is every bit worth its \$12.95 pricetag. Not only is the game colorful and well-done graphically, but it provides excellent play value for the money with its eight scenarios, each one a bit different from the others — and some with the Russians on defense, others with the Russians on the attack. There are some minor flaws, (more playtesting would have helped), but these are far outweighed by the game's advantages and overall appeal. I recommend this title to anyone who enjoys the Eastern Front, or who simply enjoys a good historical game no matter what the subject. — Mike Carr

Panzerkrieg is published by Operational Studies Group (OSG), 1261 Broadway, New York, NY 10001. Price is \$12.95.

There is an old axiom which says that one can determine the cur struck by its yapping after throwing a stone into a pack of dogs. Both of these amateur "magazines" show definite signs of doing quite a bit of such yapping, possibly due to a past editorial regarding the worthlessness of such publications. Rather than disproving the assertions about the shabby quality and lack of worthwhile material, however, both *APPRENTICE* and *PHOENIX* serve to justify assertions that such magazines are a waste of the reader's money and time. Consider the following:

APPRENTICE (publisher, editor, etc., David Berman) is a reasonable well printed (offset) 20 page magazine (plus cover). It sells for \$1.00, and if its contents were intelligent it would possibly be worth the price. They are not, and it is not. Here are a few choice excerpts which typify what is probably the most unintentionally funny amateur effort at journalism to date in the annals of the gaming hobby:

In the inside front cover editorial, entitled "The Apprentice Speaks," Berman tells his readership that from now on, he will refer to games of the *DUNGEONS & DRAGONS*® genre as "MFRP," or "FRP" . . . Make of that what you will.

I wonder if he calls the *Rings* trilogy "MF"?

The next hilarious sally into realms properly reserved for the literate is another gem by Mr. Berman, a "review" of TSR's *DRAGON*. Rather than attempt to describe or even paraphrase this absolute masterwork of contradiction, I will use direct quotes: "The *Dragon* is the premier fantasy role-playing gaming magazine today. This is not so much due to its content. . . Finieous Fingers is excellent. . . The fiction has been quite good at times, featuring such professionals as Harry O. Fischer (sic.), Andre Norton, and L. Sprague de Camp (sic.) (the work was co-written with Fletcher Pratt, and what about Gardner Fox, creator of the comic book superhero "The Flash" and writer of more comic books than any other person to date? And Gar does ten or more novels each year too!) . . . "All in all, *The Dragon* is far from the best fantasy gaming magazine available but, regrettably, if you want to be up on the gaming community trends you'll need it." The italics in the last statement are my own. It seems that Berman's hurt feelings show up rather obviously, but that is not all that's amusing in the "review."

The learned critic blandly states that *DRAGON* "is published by Tactical Studies Rules, creators and publishers of *Dungeons & Dragons*." This mine of misinformation ignores the printed credit to TSR Periodicals, a division of TSR Hobbies, Inc., just as he ignores the fact that *D&D* was created by Gary Gygax and Dave Arneson, by no means synonymous with Tactical Studies Rules. Mr. Berman then goes on to carp about "purists" of *D&D* regarding anything within the pages of *DRAGON* as "official," despite "quality" which "fluctuates greatly from issue to issue." Obviously, *APPRENTICE* doesn't have to worry about that, for Berman writes most of the contents of the magazine, and the level is uniformly wretched, but I digress.

" . . . you can be sure that the base philosophy of TSR Hobbies Inc. (sic) will be held high, i.e. TSR Hobbies Inc. (sic) has the exclusive rights to all role-playing ideas and no person shall violate this god-given right by laying eyes on material other than the gospel handed down from Lake Geneva." After reading that news, I am certain that the directors of TSR Hobbies, Inc. will be contacting Games Workshop, Fantasy Games Unlimited, The Chaosium, and other firms producing role playing games to bring them into line. There is more than a hint of bitterness in Mr. Berman's pronouncement regarding TSR, and one can only wonder if he was one of the many refused permission to poach upon the good name of *DUNGEONS & DRAGONS*. But there is yet one choice tidbit.

"At present, it appears as though the periodical has overexpanded. From the editorial page can now be heard the plea for contributors — the trademark of the TSR-damned fanzines and apas. Perhaps the fantasy role-players of the world have finally passed a rational judgement on Tactical Studies Rules' (sic.) self-worshipping magazine." This, evidently, from a periodic notice to readers that *DRA-*

GON is always looking for new and talented writers! Besides the sad fact that *APPRENTICE* has none at all, the usual contradictions are again prevalent. There are, as always, piles of submissions arriving daily. No "plea" was ever made to the bulk of contributors to amateur "press" association publications or amateur "magazines" because the caliber of writing therein is so far beneath the worst of that seen in publications such as *WHITED WARF* and *DRAGON* as to give critical reviewers of actual merit something to complain about. This is not to say that *all* contributors to APAs or amateur magazines are hopeless — perhaps one day they will surprise the world and actually write something intelligent, interesting, and readable, in a word, literate. Wargaming had several excellent amateur magazines, including *PANZERFAUST*, *TACTICS & VARIANTS*, and the *INTERNATIONAL WARGAMER*. Fantasy gaming so far has failed to duplicate this feat if *APPRENTICE* is a fair example.

The absolutely hysterically funny section, however, if the foregoing wasn't enough for you, is: "The Cliffs of Mentadora," A Complete Adventure Scenario By David Berman." The premise is that an aberant magic-user so loved pigeons (yes, pigeons!) that he not only grew them to giant size but was attempting to turn himself into one of the flock also, just for a lark. Swallowing that premise, we are then informed that another turkey magic-user, mistaken for a statue and dumped on gigantically by one of these pigeons (and everyone knows he should have ducked — but possibly he feared being goosed) swears vengeance upon the loon, Mentadora and all of dovedom in general. Zeeto, the dumped-upon, is crowing over his success at potting off pigeons, not realizing that Mentadora has already loosed them upon the quailing world at large, and now decides to give the old coot Mentadora the *coup de gras* in his own aviary, the cliff caves of the scenario. Both of these old buzzards bite the dust in a battle to the end — neither would chicken out at the last moment. There the sad "tail" ends, and the bold adventurers come in, hoping to give the bird to the remaining pigeons there guarding the loot. Besides the fascinating details of these vicious giant fowl, the reader is treated to descriptions of marvelous treasures such as "Pigeon Rings" — the marvelous "Pigeon Ring of Speed," the mighty "Pigeon Ring of Combat," and the incomparable "Ring of Pigeon Control!" Bird-brained, you say!?! The whole thing is for the birds!?! There is still more!

The *piece de resistance* of *APPRENTICE* is the "Fantasy Forum: An Interview With Ken St. Andre" conducted by (who else) David Berman. Without comment upon the merits of Mr. St. Andre's authorship or design talents, it is well-known in adventure gaming circles that his *TUNNELS & TROLLS* (Catchy name, that) apes a well-known, earlier work, and to date "T&T" is taken as a rather light-hearted, shall we say, entry in the field. Now, with this in mind, let us follow by direct quote the course of this sterling piece of journalism. "DB: Ken, how did you get into the . . . gaming business? KS: . . . I heard about . . . *Dungeons & Dragons* . . . and I sat down one night for about two or three hours with the rules . . . DB: So this prompted you to decide you were going to put out your own system" (*N.B. Dear Reader!*) "under the name *Tunnels & Trolls*? KS: Actually all it made me decide to do was to go home and write up the way I would like to do it . . . DB: So you probably already had the required elements to put together your own game then? KS: Once the original role-playing idea came to me . . . I never looked at D&D rule books again. I just went and did what I thought would make a best-playing, exciting game, using the basic role-playing principle. (*Now it really becomes choice!*) DB: So you're saying the only input of *Dungeons & Dragons* was the basic role-playing principle and that no other concepts were taken from their system? KS: Some concepts were: experience points, levels, character types" (*and spell paraphrasing, and magic items, but the art was original.*) "This is all more or less included in the basic role-playing idea" (*but only if D&D is used as the role model, as to this writer's knowledge, no other role-playing game prior to D&D employed any of the three considerations!*) . . . "I'm sorry, now and later, that I was so influenced by them (TSR)" . . . (*which all goes to show how deadly two or three hours of reading D&D can be, and Mr. St. Andre must have total recall to manage that on such short reading time, and I hasten to assure him that we are sorry about the influence too!*) "We were already into the second edition featuring some major revisions designed to separate the game from BEING A PALE SHADOW OF

DUNGEONS & DRAGONS." (*The capitalization at the end is my own, of course.*)

On that note the review of *APPRENTICE* ends, with a prognosis of it being unlikely that the work will ever reach the status of journeyman, let alone master. To Mr. Berman's inquiry as to how to improve his effort, may I suggest that he should use softer, more absorbent paper henceforth.

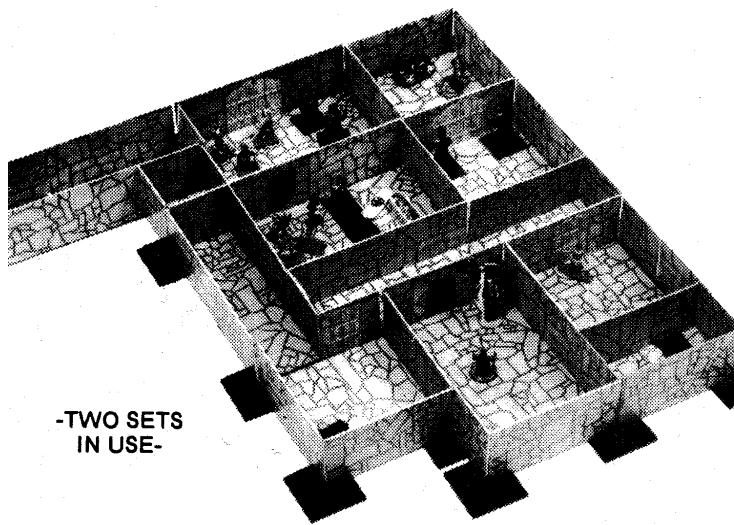
PHOENIX, a collaborative abomination by several individuals who are actually more intelligent than their creation would indicate, is so badly printed as to be unreadable, or nearly so, throughout its 68 pages. Some of its contents might actually be worth reading, but anyone not wishing to risk eyestrain and severe headaches will have to pass on it. I found the most interesting portion on page 26, where one of the collaborators was evidently describing the occupations and activities of his grandparents. Thereafter, this genius, using the premise that the printer who produced *PHOENIX* (shudder!) quoted a price on *D&D* which would allow the work to be sold for a profit at something less than 50% of the current asking price. Now, aside from the fact that the writer forgot all about federal, state, local, and FICA taxes, unemployment compensation payments, insurance, storage, overhead, and royalties to authors, not to mention advertising and discounting to wholesalers and retailers, if *D&D* were produced on quality par with *PHOENIX*, nobody would buy such a horribly printed and reproduced offering.

Also in the issue were some warmed-over bits about campaigns, someone's ideas of a weird feudal hierarchy which has no evident historic basis, and a rehash of Peter Aronson's "Illusionist" class for *D&D* — for which neither Mr. Aronson nor the holder of the copyright on the class, TSR Hobbies, Inc., are credited, although the author of the piece was good enough to mention the original source, *THE STRATEGIC REVIEW*.

APPRENTICE is certainly bad, but for one dollar it is a value if you appreciate jokes. *PHOENIX* is worse, and no price is given. If it is free, you might wish to get it.

Gary Gyax

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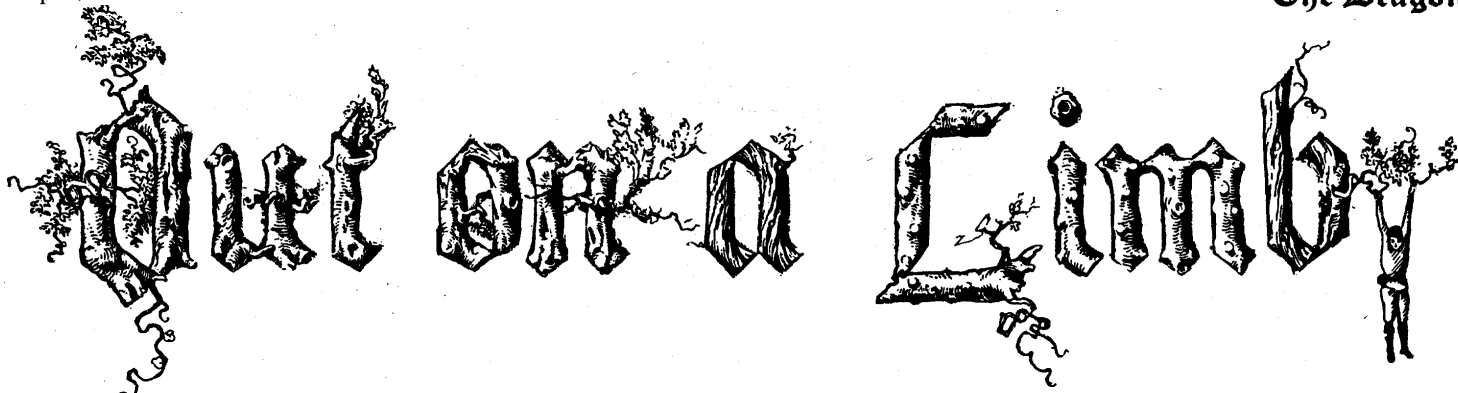
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IMPERIUM PUBLISHING COMPANY
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April, 1979

The Dragon



Dear Editor,

Each time the *Out on a Limb* letters column is mentioned, it is stated that character assassination will not be allowed. I am in full agreement with this — it would drag the publication down to the level of the APA 'zines.

Why then, is Gary Gygax, publisher, and author of *AD&D*, allowed to write character assassinations?

In *The Dragon* #22, there is a "Review Review" entitled *SPI on AD&D*, by Gay Gygax. In it, Mr. Gygax speaks of a review of the *Players Handbook* done by Richard Berg, of *SPI*.

I have not read Berg's review, but, from Mr. Gygax's comments, it was out of line. I could well understand the tone of Mr. Gygax's writing; Berg had insulted his brainchild.

At the end of the article, however, Mr. Gygax begins to insult, not only Berg's latest game design, but *all* of *SPI*'s games. Mr. Gygax's wish for revenge is easily understandable, but, I feel, out of place.

A game review is an admirable thing, in that it helps prospective buyers. *No* game is perfect, and it takes the critics to point up its faults.

There is no reason, though, for insulting either a game, or its designer, a magazine, or its publisher. If it is good, fine — if it is bad enough to be insulted, it is beneath contempt.

I, for one, would not like to see *The Dragon* (or *Strategy and Tactics*), become the vehicle for petty feuds and insults — *APA* publications have the market cornered already.

Competition is healthy, but not when it falls to the level of backstabbing.

Wargamers are an intelligent group (they have to be, to understand the rules), and, in my eyes, *too* intelligent to long enjoy insults and slander. It has happened before to this hobby, in the form of the early boardgame clubs. I fer-

vently hope that it doesn't happen again.

Sincerely,

H. Michael Lybarger — MO

To answer your first question: Because he is the publisher. It is the prerogative of any publisher to say whatever he pleases. It is, after all, his magazine. The history of newspapers in this county is riddled with similar cases. It all comes under the guarantees of free speech.

In the future, the publisher's endeavors will all appear under his copyrighted and bylined column, THE SORCEROR'S SCROLL, with the exception of newsworthy pieces, or articles on non -D&D or AD&D games.

The author was well within his right to criticize such a shoddy review, done by someone who obviously knows little or nothing about the game systems in question. Mr. Berg's editor was at fault for accepting a review from someone not qualified to have done it in the first place. Had Gary not written what he did, I would have written something very similar, myself. As one of the other letter-responses in this column points out, the choosing of reviewers should be done with the utmost discretion and judgement. The bigger the magazine, and hence, the bigger the readership, the more serious the responsibility. We don't use our in-house designers to review games similar to anything they may have done for us. We do try to use in-house people in their favorite period, or for games that interest them. Too bad S&T can't make the same claims. —ED.

Dear Editor:

I am an avid player of *D&D*, and just last month started a subscription to *The Dragon*. I did so because it dealt primarily with *D&D*, which just happens to be what it may not deal with primarily in the near future. It is ironic that the first issue I received on my

subscription is *TD* 22. When I read *Dragon Rumbles*, I really felt the shaft. I do not like historical wargaming, and in fact have my own reasons for disliking it. I would not mind the combination of the two magazines (*Little Wars* and *The Dragon*) if I could be assured of getting the same amount of quality material on *FANTASY* wargaming that I would from *TD* alone. There was a little information from the *LW* section that interested me, but I could find out about pole arms in the library. I feel that combining the two lessens the space allowable for each and cheats the reader out of a full dose of both. I especially wonder about those people who subscribe to both.

I filled out the survey form and it is entering the mails with this, but it did not allow for me to express myself fully. I hope you hear similar responses from others, even if this may seem self-centered on my part. I think that I speak for most of your readers on this. Separate the two types of gaming 'zines and give the audience a full magazine of each, so that interest in both, or either, can be optional. *The Dragon* is a class magazine in its field, and so, I'm sure, is *Little Wars*, but it is only fair to give them all the room they need, because after a full magazine of each, a condensed combination of both is an anticlimax.

Sincerely,

Raymond Foldhazi — SC

While the overwhelming majority of responses were enthusiastic in regard to the format changes, the above letter is typical of the negative respondents.

If the size of the magazine had remained the same, you would have a valid point, perhaps. However, as the size has significantly increased, and will do so again as soon as possible, this argument loses its impact. TD will reflect the gaming trends and likes of the hobby. Right now, fantasy is where it's at; ergo, fantasy will

continue to play the major role in these pages. I'd be a fool (watch what you're thinking, its not nice) to do anything else, as my desired goal is to be the biggest and best gaming magazine on the market. I certainly don't intend to turn my back on the very readers that have made TD the success it is today.

I have beat the "good background equals good gaming" horse to death before, no sense in beating a dead horse again now. Hopefully, future issues will contain something for everyone, regardless of gaming inclination or persuasion.

TD does not intend to remain a magazine only for fantasy gamers. I would be neglecting whole areas of extensive interest, to the detriment of all. Separate magazines are no longer a viable alternative; LW started out a miniatures magazine, and never shook the image. No magazine devoted solely to miniatures will ever have the numbers to make it a big financial success — there simply aren't enough miniatures buffs, and those there are are divided into too many camps of interest to please them all, every issue.

Quality will certainly not decrease. To the contrary, the overall quality of each issue should increase, as demand for material of any one type is now somewhat lessened, and I can be even more discriminating in what we print. Bear with us for a few issues, Mr. Foldhazi, and I'm sure you'll not be sorry for it. —ED.

The following pair are typical examples of complaints about the article in question.

To the Editor, re: Dennis Chapman's "Crs'Tchen."

At the risk of being automatically lumped into Mr. Chapman's stereotyped character class, I would like to say that I am rather disappointed that you saw fit to publish this particular piece. I am a
continued on page 31

Continued from page 15
 combat. Rather than move square cardboard pieces across a gameboard, players are now required to "take the driver's seat." Energy expenditure, whether to cloak or to shield, all of these concepts and a lot more the players must now get used to; to the dismay of many, being a starship commander is not what it is cracked up to be. ALPHA OMEGA will undoubtedly turn off some, the majority of which being the "spoiled brats" of wargaming; you know, the type whose idea of strategy is to eliminate entire infantry divisions via lucky die rolls and look upon any game involving less-than-corps sized units as "ultratactical." To them, ALPHA OMEGA will seem like a "cold bath" effect that will give their dream worlds a shattering to end all shatterings. The wargamer that likes a true challenge, though, the type that has the imagination to play D&D, TRAVELLER, and GAMMA WORLD and the maturity to play a game in which the players' decisions affect the flow of the game more than the roll of the die will find ALPHA OMEGA to be the best space wargame in the field; as for the author of the anti- ALPHA OMEGA article, may you have a run-in with Damien Thorn.

ALPHA OMEGA forever!
 Kenneth W. Burke — CT

Your feelings in regard to the review in question strike right to the heart of the problems surrounding any review — taste. When all is said and done, any review boils down to the matter of how well the particular game in question suited the reviewer's tastes. The reviews printed in TD are all done by people I consider to be qualified. In this instance, Dave Minch wrote the review. In my estimation, Dave is a well-qualified reviewer; he has done many for us in LW as well as TD and has the broad gaming experience necessary to write a review. He plays many different types of games; a person that only plays a few, or only one type is not necessarily suited to be a reviewer.

I have repeatedly printed reviews that I, personally, didn't agree with. But I realize that much of my disagreement is a matter of personal taste. Frankly, I have seen a number of less than favorable reviews of many games that I enjoy very much. A review is, at best, one man's appraisal of a

game. I attempt to choose as reviewers those people whose backgrounds and interests are as varied and sound as possible. If I didn't think Mr. Minch qualified I would not have printed him. If you disagree with his assessment of ALPHA OMEGA, that is your prerogative.

Unless they know a great deal about a specific reviewer's tastes, no one should buy any game on the recommendation of one person, nor should they eschew a game because of one unfavorable review. —ED.

Dear Sir:

This letter is not intended to be one of sour grapes but is written with the intent of safeguarding the interests of all players of D&D.

You will notice a flyer attached to this letter in regard to a tournament held in Toronto with the prizes allegedly sponsored by TSR hobbies.

Eighteen of us (three teams for which I can speak) had the extreme misfortune to waste time & money playing in this tournament.

Having organized, dungeon mastered and played in successful tournaments I know whereof I speak when I state that this was the most poorly organized, chaotic and unentertaining tournament I have ever had the misfortune to attend.

Specific examples exist for each organizational area of the tournament:

Time:

A.

Rounds starting 2½ hours late

B.

Rounds two hours long for some teams — four for others

C.

Tournament was overlapped into a third day when many people had prior commitments (i.e. work).

Dungeon Complex:

A.

Descriptions given by the DMs were highly inconsistent and many pertinent details were omitted.

B.

In one case such an inconsistency was held against the players and their characters were summarily executed well after termination of play.

Dungeon Masters:

A.

Were arrogant and supercilious in their comments (i.e. accused us of wasting time while we organized

battle orders, tactics, contingencies etc.)

B.

Were highly inexperienced.

C.

Ill-prepared (in terms of basic equipment: Dice, tables etcetera).

Note:

In one case we were told, and I quote: "you can't use your own dice, I've had too much experience with shaved dice." (I wondered seriously at the time whether we were playing for Las Vegas stakes or just trying to have some fun).

D.

Took any question as a personal attack

Note:

We are relatively sophisticated players, and as a result ask a lot of seemingly trivial questions which are really important information gatherers. We were aware of the inexperience and tried to explain our rationale in reasonable terms.)

E.

Were dictatorial i.e. were not open to queries based on commonsense and/or logic. (Which we always thought were the cornerstones of D&D).

On my own part one question of mine led to a 10 minute harangue by the table DM and head DM of myself and my team, during which we all acted calmly, given the circumstances. We were then lynched at first opportunity through the agency of a misleading description given by the table DM. (Whether consciously or tinsousciously is irrelevant; the bias was established.)

I must stress that none of us came with the express idea of winning, experience puts you hopefully above that. We didn't need the prizes; we just came to have some fun. I felt that we were above most of players in ability — but the only manner in which we tried to demonstrate it was through playing — that being what we came to do. Even though we were eliminated we gave a good account and had a good gut-laugh over the whole thing when it was over.

This letter would not have been written, and I regret having to do so deeply, but a last rather uncalled for remark by the Head DM prompted me. I said to him, without any anger intended, that if he wanted us back, he'll have to be better organized. I was told in return I'd better get out of there or I would get my head kicked in.

I have tried not prejudice this letter, if it sounds like a horror story it was a horror story.

However, I'm not going to say that these people should never be able to hold a tournament again, as that can only hurt our wonderful game.

The intent is to:

A.

Protect the players by making them aware of possible problem areas

B.

Protect TSR's good-name i.e.: TSR cannot be held accountable for people's action; especially if they are bull-shitted to by organizers

C.

Make potential tournament organizers aware of their responsibilities.

I hope you will print this letter for the reasons outlined above.

Michael J. Sutton,
 Ontario, Canada

P.S.

A tournament guideline should be established and made available to potential organizers.

Dear Mr. Sutton:

Thank you very much for your letter of the 2nd. I am quite sorry to learn of the highly unpleasant experience you underwent participating in the D&D tournament . . . if indeed it could be called a tournament!

First, let me say that we often give prizes to groups who sponsor conventions and tournaments, doing so to help promote the hobby in general. We do not ask special billing when we do so. These are actual donations to help the gaming group. I fear we have no way to control any improper use of these donations — in use or advertising — short of refusing to make them, and that would be counter-productive.

Sadly, yours is not the first tale of woe connected with D&D tournaments. TSR has recently taken the stand that no tournament can be "official" unless we approve or run it, and perhaps we had better start publicizing this. We too make mistakes in tournaments, but not of the magnitude you relate regarding the Toronto affair.

As time and information are crucial in a tournament, your complaints, if valid, condemn the tournament to oblivion. I will suggest Tim Kask publish your letter and ask the sponsors to give
 Continued on page 46

Over \$500 To Be Awarded At GenCon Wargame Figure Painting Competition

A new competition will be inaugurated at this year's GenCon, scheduled for Aug. 16-19. Sponsored by TSR Periodicals and The Dungeon Hobby Shop, the competition is for painted wargame figures.

Over \$500 in prizes will be awarded in a total of seven categories. The competition will be divided into two size classifications, with each of these further divided by period. The two size classes are *Micro Scale* and *Regular*. Micro Scale is to consist of all micro-sized armor and other types, such as spaceships (Grenadier and Valiant, for example), naval vessels (CinC 1/2400, GHQ *Micronauts*, Valiant *Fighting Sail*, *Superior*, *Waterline*, etc. *i.e.*, any scale smaller than 1/200, inclusive) and airplanes. The Micro Scale class is further divided into two categories: *Unit* and *diorama*. Unit is defined as a militarily definable and recognizable organization. (This definition applies only to this class; unit is defined differently in other categories.) The minimum number of figures in this class is five, and the maximum is forty.

Dioramas are limited only in base size—15" X 15".

The *Regular* class consists of 15mm, 20mm, 25mm, and 30mm figures. This class is further divided into two categories; Historical and Fantasy & Science Fiction. The *Historical* category is further divided into two sub-classes— *Unit* and *Diorama*. The minimum number of figures represented must be a viable unit on the wargame table. Unit size is limited to one battalion of foot or horse, or one battery of cannon or siege equipment. The maximum number of actual figures must be justified by an existing, commercially available set of rules governing the period. Diorama limitations apply as above, 15" X 15", maximum.

The Fantasy & Science Fiction Category is also divided, this time into three sub-classes: *Unit*, *Diorama*, and *Monster*. *Unit* is defined as at least five, but no more than 40, figures in a plausible organization. The diorama restrictions are the same as previous categories. The monster sub-class is limited to five figures or less. (Some may qualify as both Unit and Monster, but may only be entered in one.)

If you wish to enter, you need only show up at the appointed times. There will be a \$1 entry fee per entry. We will provide secure storage prior to the actual judging. You must package your entries for safety from incidental damage — we will provide security and a place to store them in *your packing*. The actual judging period is the only time that all entries will be on full display, and we will do everything we are capable of doing in an effort to protect your property. The results are scheduled (remember that we are talking about an event some six months away) to be announced shortly after lunch on Sat., the 19th. The actual judging will be occurring during lunch. We would like to place the winners on display for the rest of Saturday.

There are a total of seven classes and sub-classes: Micro-Scale Unit; Micro-Scale Diorama, Historical Unit, Historical Diorama, Fantasy & SF Unit, Fantasy & SF Diorama and Fantasy Monster. Each of the seven class winners will receive an engraved plaque and a year's sub to the TSR Periodical of their choice. In addition, there will be two BIG prizes: *Best of Show* and *Sweepstakes Award*. *Best of Show* will go to the best diorama in the entire competition, the *Sweepstakes Award* will go to the best unit entered in the competition. These two awards also merit plaques, along with \$250 in gift certificates. *Best of Show* will receive a \$150 G.C. from the Dungeon Hobby Shop, while the *Sweepstakes Award* merits a \$100 G.C. from The Dungeon, The Dungeon is the most complete wargame hobby shop in the midwest, and also carries an extensive line of trains and equipment, and capable of fulfilling any gamers' dreams. Their mailorder service is extensive and efficient.

Continued from page 34

their explanation of the events which took place. Common sense and logic are certainly the keystones of D&D, and I am appalled to read of the treatment you and your associates received.

If you would care to submit your suggestions regarding a reasonable set of guidelines for running a role playing adventure game tournament, we will certainly be pleased to consider publishing them in DRAGON. If there were more well-done fan magazines, I would suggest that

the subject would be the purview of players, but as I doubt the ability of the current amateur press to handle the subject, I will suggest that Tim Kask take this under advisement for discussion in DRAGON. Perhaps that magazine could eventually publish a set of guidelines for tournament organizers and referees.

I hope that you will be able to attend GenCon this August, for Bob Blake always runs a good D&D tournament for us. Please let us know if we may be of any further service.

E. Gary Gyagax

Guidelines to Consider

Reasonable entry fees

Reasonable prizes considering fees

Advertising states party size

• *single participant*

• *groups of individuals only*

• *groups of individuals and teams*

• *teams only*

Reasonable DM: player ratio

Reasonable time per group

• *instructions*

• *organization*

• *actual play*

Reasonable refereeing, clear, helpful, and

DISINTERESTED

• *no partiality to players*

• *no desire to see players fail*

Adequate facilities

• *space*

• *noise level*

Prompt starting, with an adherence to time limits

Control of unruly or disruptive players

RULES

• *book rules as nearly as possible*

• *all exceptions and interpretations on player instruction sheets*

• *party characters completely prepared and assigned*

• *head referee to be final judge in disputes*

• *all variables averaged in order to reduce luck factors*

All referees experienced and familiar with the tournament scenario

Wherever possible, two per group (if over five).

THE INTERNATIONAL DM SEARCH IS ON! AGAIN!

THE DRAGON is compiling a list of DMs to be published sometime in the late fall.

If you wish our list to include your name, simply send it to us on a postcard or 3X5 note card. If you wish to be listed for a game other than *D&D* please specify. If no game is listed, it will be assumed that it is the one and only— *D&D*.

THE DRAGON hopes this list will be the biggest ever compiled by anyone anywhere. What easier way to get fresh BLOOD in your campaign? It pays to advertise.

Simply send your cards to:

Mapping the Dungeons
c/o THE DRAGON
POB 110
Lake Geneva, WI 53147
USA

The Dragon



More on S of F

Dear Editor,

Being fond of letter pages, I am distressed to read in *TD* #25 that the newly *Raised From the Dead* "Out on a Limb" may soon succumb to its second death. So, being the Paladin at heart that I am, I take typewriter in hand to send in a letter and do my own small part at trying to keep your letters page alive.

First off I have to disagree with your labeling of *SOLDIER OF FORTUNE* magazine as being for "gun freaks" and "violence mongers". It is, I'm sure, a far too sweeping statement of that magazine's readership. About the only parts of the magazine that really pander to violence in a sensational way are assorted ads. The feature articles and columns are mostly, reputably, intelligent. That the magazine is concerned with weapons and warfare doesn't make it a bad publication. It isn't like many of these "true combat" magazines I've seen that are clearly sensationalizing and glamorizing violence to sell their magazines.

But, enough controversy and on to some commentary.

"Judging And You!" by Jim Ward was a good, thoughtful article. I dislike having to ad-lib things in my adventures on the scale he does, but each to his own.

"The Tug of the Machine" was dull. I am generally against fiction in *TD* or other wargame magazines, even if it is quality stuff like Gardner Fox's stories. An exception is humorous fiction like the Iron Golem interview. That was funny like most of the previous humor pieces have been. More work like that would be appreciated. It was also nice to see another Westfinster Wargaming Society Cartoon.

"Would the Real Orc Please Step Forward?" was interesting, even if I'm not into fantasy miniatures. Amazing how they pass off some of those miniatures as orcs.

The article on the *Traveller* navy was just a yawn. Not so much for its content but because of the *Traveller* game itself. I remember how damn impressed I was when I first got that game. Great packaging, and, Lord!, the authors had really done their job well producing the systems and things for the rules. But with subsequent play my enthusiasm waned. Too much dice rolling for everything it seemed, too strong an emphasis on economics, too much book work, and boring book work at that. But basically the game is just so—unromantic. I can't really see utilizing the gamesystem to create sf adventures in the tradition of *STAR WARS* or *STAR TREK*—it doesn't really lend itself to that mode of play I found. Flashing rayguns, bizarre alien menaces, weird worlds are what I want and I just couldn't effectively make it happen with the gamesystem, though once after a player had a random encounter with some noble I managed to ad-lib my way thru one of the most enjoyable role playing adventures I've ever run. It was the excep-

tion, however, so I expect one of these days I'll look into one of the other sf RPG's on the market.

"Alien in a Strange Land" by Jim Ward was a decent enough story but my previous comments on fiction still pertain. Just to be spiteful there was more blood and violence in this story alone than in an issue of *SOLDIER OF FORTUNE*.

Since Undead are my favorite type of monster and Vampires are my favorite type of Undead, I couldn't help but like R.P. Smith's "Varieties of Vampires." Although I almost never make use of monsters I find in wargame magazines, since there are already so godawful many in the *D&D Monster Manual*, I just might make an exception this time. I'm still not used to these non sf/fantasy articles in *TD*. As long as the sf/fantasy content remains high as it has been I won't complain overmuch, even if I still think it was a sellout to *TD*'s sf/fantasy heritage to include other material.

Having written maybe two or three letters to wargame magazines (or anything else) prior to this one, I almost find it fun.

Lawfully (good) Yours,
Brian Wagner—Joplin, MO

Luckily for all of us, it appears that OUT ON A LIMB will survive yet a while longer. The letters are starting to pick up, so we may be in business on these pages for a little while yet.

While I'll concede that the more recent issues of SOF have toned down considerably, their earlier issues were gruesomely violence oriented. I can recall photo stories on how to take out sentries, articles on weapons conversions and other "improvements" on how to kill people or blow things up. There were also many "reports" on mercenary activities around the world that certainly glorified "merc work". It seems curious that as the violence content has declined, so has their sales . . . Or is it?

I'm glad that you generally enjoyed the magazine, except for the fiction. Some of our readers enjoy it, some don't. That's why we don't run fiction every issue.

While there is nothing inherently wrong with devoting all of your gaming interests to a given setting or period, it certainly deprives a player from more enjoyment that is there to be had. If gaming can be considered as a form of problem-solving mental exercise, why limit yourself to one narrow period? Ancients and medievals directly correlate to FRP —Editor

More on social class; Gamma World

Dear Editor:

I found *TD* #25 to be one of the best issues in a long time. A few of the articles were really poor, but this was more than made up for by the cover art and the group of articles by James Ward.

Let me say from the beginning that I am very,

very tired of Mr. Gygax's rumbling ramblings on why *AD&D*® is the one true RPG. His point on the use of social class in FRP was well taken, but the space he took up was not. I think that there is place for social class in *D&D*®, but to just throw in a chart with dice roll down the side is foolish unless the DM (or game designer) does something with it.

In many cases, social standing becomes an excuse for a lowly, bratty character to take command of the group. In some cases it is used to great advantage. *Chivalry and Sorcery*, for all its faults, stands almost entirely on class consciousness. And I love it. But the DM had much more work to do.

Social class in my campaigns is a starting point for personality. If you are a barbarian, by all means act like one. If you are a noble, look down your nose at everyone else. These one line personality traits do not do justice to class, but the germ is there.

Another point in relation to social class is the inclusion of other types of people. Where do Elves fit in? What about the really weird types, like Phraints? Obviously, the feudal class structure of Europe will not work for *D&D* the way it is usually played. First, ruined castles and dungeons would probably be the property of someone, and adventuring in them would be akin to poaching in the king's forest. In a magic-intensive world, it would be hard to hide the origins of your wealth.

The short-short "Tug of the Machine" reminded me all too much of Ben Bova's novel *Dueling Machine* (copyright 1969). The major difference is the solitary nature of the story as opposed to Bova's machine which was used to duel with. I did not like the similarity.

Lance Harrop's article on orcs was ridiculous. His criteria are his only. I like the Archive orcs, snout and all, since they have a set of Drunken Orcs. I do agree with the criticism of the pig-orc of TSR. In the only description of orc features that I remember from *LOTR*, they are described as having broad, flat faces (this was an uruk-hai in Moria).

And what is this: "Tolkien's trolls are *D&D*'s ogres"?? Says who? What about the trolls in the *Hobbit*? Don't they count as trolls? I am sure that Tolkien knew ogres from trolls.

Finieous returns!!! Hooray! It's great. *AD&D* as a spell book. Potion of malt liquor. Yah!

Who drew the excellent cover art? The signature looks like Pfoglio (?). Who is he? I love it. It's the best *TD* cover ever.

All the articles on *Gamma World* have aroused my interest in the game, as I suppose they were designed to. I especially liked the story. But Allentown isn't on the map and Reading is. What gives? Did a city of 100,000+ just disappear by the time of the holocaust? I notice Lake Geneva made it onto the map (no doubt the Playboy Club there figured prominently in such a decision).

I have but one criticism of *Gamma World*. Wouldn't all that radiation cause a lot of cancer and outright death? I think that a one-shot blast with no side effects would work nicer, as it did in *Kamandi*.

September, 1979

I would be much happier if you got rid of the *Little Wars* articles. The Aztec rules seem nice, but I doubt if I will ever play them.

All in all a good ish.

Later,
Marc Jacobs-Allentown, PA

I'm glad you enjoyed the issue.

THE SORCEROR'S SCROLL is a copyrighted column by the publisher/author of AD&D. D&D is the biggest game (involving the most participants) in the hobby today. While you may not agree with what a writer says he still has the right to say it (more on this re Mr. Harrop).

THE DRAGON has tried to establish itself as a forum for discussion of games and gaming. Surely there have been other articles that you didn't like besides those you mention. As with any forum, TD will be (hopefully) used to express many different ideas and philosophies most of which will be at odds with one or more of the others.

Basically, you seem to agree with what the author thought (in the case of SCROLL) but thought he took up too much room in which to say it. While there is no disputing that Gary Gygax has the reputation for being controversial, so too does he have a large following of fans and admirers. Even many of his critics still read whatever he writes, even if it is merely to see what they don't believe or agree with this time. The point is that he is read by many, many people, the majority of whom are eager for further explanation and expansion of basic tenets of the game and the game's design. Any editor that wouldn't jump at the chance to print a column by such a figure, regardless of scope—be it a national political writer, a well known locally writer or a special field writer such as Mr. Gygax—isn't much of an editor.

As I have never read Ben Bova's story, I can't comment one way or the other, except to say that it was very similar to a story line that I had been trying to work on for four or five years myself. I have seen far too many legitimate cases of parallel development since I got into this business to cry foul without documentation. It's perfectly logical that a writing gamer could fantasize such a machine seemingly entirely on his own.

Mr. Harrop never claimed any divine ordination or guidance. There are a good number of new or neophyte readers each month to whom this type of article is invaluable. His scheme, as presented, is as logical as any others; it's all fantasy anyway.

His system of classifying monsters is quite good, based on height and relative size as it is. In the context of D&D, using the attributes listed, abilities displayed, etc., Tolkien's trolls are D&D ogres. If you had studied any mythology, you would realize that one race or ethnic group calls one type of being an elf, while another calls it a fairy (or faerie or fairie). Brownies, elves, pixies, nixies and other woods oriented types are the best examples of differing names for almost the same creature. It is only by comparative study that one can be related to the other through comparison of abilities, intelligence, behavior patterns and the like. What the Celt knew as a dwarf was a far cry from what a Viking knew as a dwarf.

The cover was done by Phil Foglio, winner of two Hugos as Best Fan Artist. Look for another of his covers on the Dec. issue.

As to the GAMMA WORLD map, the cities and towns listed were not picked using any criteria other than spreading them over the map sufficiently to enable the gamer to guesstimate the location of any other city. A map of that scale is grossly insufficient to provide ruined city symbols all over the eastern half of what had been the U.S.

To paraphrase Gay Jaquet re your comments

regarding radiation: Yes, there is a lot of cancer and radiation caused death. The radiation effects charts did not specify what kind of sickness or death you suffered; it could be violent and quick from radiation poisoning or slow and wasting from cancer. That is best left to the discretion of the GM. To remove radiation from the game would be to remove too much of the design structure, and eliminate all of the radiation caused mutations from the scope of the game. The residual radiation areas were not all made by offensive weapons; many other nuclear facilities could be the cause of the radiation, due to leaks, cracks or other damage. If you feel that there is too much reliance on radiation and its effects, you could consider many of the areas to be chemically or biologically contaminated. However, your primitives would have a great deal of difficulty discriminating between the various types of "mysterious", unseen dangers.

I'm sorry that you didn't care for the *Flower Wars* rules—I've already heard of two campaigns where groups were teleported into an Aztec ecosystem. History and anthropology are loaded with great adventure ideas.—Editor

AD&D vs T&T

Dear Editor:

You've been writing about the lack of letters, so it's about time that I put this out. This will cover many different areas and may tend toward length but there is much that should be mentioned.

First is a possible reason why you aren't receiving many letters. My own reason (and from knowledge, that of some others) is that it has been obvious that TSR Periodicals in general does not take criticism well. Granted that some has been unjustified and came in nasty green packages, you often seem to lack professionalism and answer in kind. There is nothing worse for an otherwise excellent magazine than to include an article which is little more than a temper tantrum on paper.

I am glad to see that Gary Gygax has attempted a logical explanation for his lambastings. As I said above, it may be that the attacks leveled at D&D were amateurish and even highly insulting, but the best way to answer those are with dignity and to allow the product to stand (or fall) on its own merits.

This brings me back to the reason for the lack of letters. D&D and AD&D do have holes in them (some questions will be raised later). For the most part TSR has been very good at answering these. It is felt by some that if objections are raised, they might be put on a black list of some kind. The above mentioned incidents are not the only example of the defensiveness that TSR has shown. Nobody wants to be dissected in print for raising what they may see as legitimate misgivings. I don't wish to be on your bad side.

The next point I wish to bring up has to do with your response to the letters in the first "Out On a Limb". Given the above reservations, along with the fact that most people don't take the time or effort (and it often is an effort) to write, or don't feel that they can get their thoughts on paper the way they want (whew), I felt that you may have too easily brushed aside the content of those letters. The point is that even though there were few letters, the fact that someone took time to write would indicate that there must be more with the same attitude.

Feud time. For as long as I've been aware, there has been a running feud between Gary Gygax and Ken St. Andre (*Tunnels and Trolls*). This is unfortunate because they both have to much to offer the gaming world. The biggest problem that I see is that Mr. Gygax does not seem to

really know T&T. Some of his implications in TD #22 "Bad to Worse" point this out. He implies that spells and magic items used in T&T are ripped off from D&D. First, the magic system in T&T is quite different from that of D&D and though some of the spells are similar they also bear resemblance to those in most fantasy fiction. The second assertion is laughable. *Tunnels and Trolls* mentions that magic items exist and may be deployed but nowhere do they list what these items are, thus allowing DM extrapolation. Once again the concept of magic items is firmly based in heroic literature. K.S.A. has always given credit to D&D for stimulating his ideas. As far as similarity goes, T&T is more diverse from D&D than is EPT (that should get you some letters).

The point which I think is being missed is that T&T has probably helped your sales more than hindered. I personally became interested in fantasy gaming by reading about D&D. I was put off however by the initial cost, obvious complexity and lack of other bodies to play with. Later I read about *Tunnels and Trolls* and their solo dungeons. It was reviewed as an excellent beginners introduction to role playing and so it was. It whetted my appetite and I can state that my investments in TSR products (by no means minor) is directed related to my initial involvement with T&T. I daresay that I am not unique in this.

Mr. Gygax stated in *Sorcerer's Scroll* (TD #25) that AD&D is meant to stand by itself. That's all and good but if true then the number of holes in it is greater than originally thought or else the AD&D DM's Guide will contain more and different material than originally anticipated. In any event, there are always questions on a game (I earlier compiled a list of over 20 for our group and received a very timely and useful response). I am sure that many would benefit by the response to some of those and others. I suggest that a forum be made available (perhaps a monthly column) where rule questions could be answered.

An example of where a previous working knowledge of D&D is needed for AD&D is in multi-class characters. AD&D says that they are possible and notes who can be what but neglects to go into details such as how experience is awarded or how hit points are generated. Of particular interest is how are new levels obtained by multiclass characters (are their experience points separate or somehow combined) and how are abilities and hit points thus awarded. Another example of a rule problem is that some character races may have dexterity or constitution of 19 but the constitution and two dexterity tables go only to 18 (or how can a halfling have a 19 constitution at all)?

Finally (heavy sigh of relief) I wish to say that I hope this has been viewed as constructive criticism and questioning and that it helps stimulate ideas and thoughts. Mostly I hope it will give some people the incentive to also write in since it would be a shame to lose this forum.

Hopefully,
Gregory Courter—Mt. Pleasant, MI

To my knowledge, and I've been here since there has been a TSR Hobbies, Inc., there has never been an "enemies list" or black list. Not that we don't take note of who the most vociferous critics are, naturally we do.

I don't have a bad side; my answers are very much the product of the mood I'm in or how the particular letter struck me at the time. There are dozens of different ways to humiliate people in print that I would never stoop to using. The temptation is there every month, but I usually end up throwing away those letters that I can't be fairly reasonable in answering. Occasionally, I will get a

October, 1979



'Druidic World Series'

Dear Editor:

Something has been bothering me about the Druid class in *DUNGEONS & DRAGONS*. That is, I know of a couple of people in Chapel Hill who don't know each other, but they are both the 'Great Druid'.

I was thinking that maybe you could have a small advertisement in which all people who have Druid characters of 12th, 13th or 14th level could send in their Druids. The editors of *THE DRAGON* magazine could then play out the characters in a sort of Druidic World Series. The results could then be shown in a later issue of the magazine.

THE DRAGON could also keep a duplicate of the winners for anyone who might wish to challenge of the Druids. That way, Gary Gygax could be accurate in saying "There are only nine 12th Level Druids, nine 13th level Druids and one Great Druid."

Sincerely,
Steve Klein—NC

The stricture regarding the number of high level Druids is on a per world basis. As each campaign usually takes place on its own world, no problems arise in the normal course of events. If the two characters you mention exist in the same campaign milieu, the head DM has blown it, unless, of course, he posits a huge world with two or more completely separate land masses that have virtually no knowledge of each other. The standard copout here is that the two cultures exhibited parallel independent development in their social conventions, which is a mite farfetched, at best.

While we are flattered by the regard you hold our D&D ability in, I would not want the responsibility or the risk of angering or alienating the inevitable losers of any contest. The suspicion would always linger that one of us didn't play a particular loser as well as we might have. If I make a mistake with one of my characters, I suffer; if I do it with yours, you suffer. —ED.

'Abandonment of D&D'

Dear Sirs,

With this letter I would like to cover several items. To start with, I have a question concerning the article entitled: Deck of Fate. I have sought a deck of the Tarot for several years now, almost a decade, and as of yet I have not found a deck which appeals visually. Did Grey Newberry use an already existent Tarot deck for the artwork included? If this is so, would it be possible for me to contact Mr. Newberry in order to find out the name of the deck and where one may purchase same? If however, the illustrations are of Mr. Newberry's creation, I suggest that he continue his efforts and complete the deck. The three cards shown are without a

doubt the best examples I have ever seen!

Now then, a slight criticism. Well, may be not a criticism, but as to Kevin Hendryx's comments about *Bunnies and Burrows*. I think he has missed the point of *Bunnies and Burrows*. It would do better to look upon the game as one which is played when *D&D* become tiresome either from repetition or the desire to do something else. No one I have played the game with has really taken the game seriously, with maybe one exception, and there the fun was found. Something different is enjoyable after the same thing night after night. *Mugger!* may be seen in the same light, a bizarre game and hard for some to relate to, but I cannot wait to play this, just as I cannot wait to play *Bunnies and Burrows*, and I look forward to *Con Man*, *Arsonist* and *Terrorist*. By the way, is there any way to combine the games?

While reading Mr. Gygax's column, I was taken aback by his views on *AD&D* and *D&D*. For a person who created *D&D*, and now *AD&D*, and became known in the gaming world for his work on *D&D*, it seems that he is bent upon the total abandonment of *D&D*. When one says things like: "While *D&D* campaigns can be those which feature comic book spells, 43rd level balrogs as player characters, and include a plethora of trash from various and sundry sources, *AD&D* cannot be so composed," which implies that those who still mediate and/or play *D&D* are either lack-witted fools or otherwise, so it seems that said person has quite an active dislike for the game. For the majority of the article, Mr. Gygax proclaims the vast advantages of *AD&D*, how it will not be altered by the DM, shall suffer no abuses, and so on. It appears Mr. Gygax assumes that all one has to do is purchase the three books at \$10 each, and shall immediately become a faultless DM. Well, to this date I have yet to find a perfect Judge, either in *D&D* or *AD&D*!

But all is not lost, Mr. Gygax throws a bone to the players of *D&D*, yet, in praise (?) of *D&D*. That bone seems to be little more than a repetition of what he has said previous, but this time it is slightly altered to make it sound 'nice'. I say Thank You to Mr. Gygax for that 'bone', for at least the Judges of *D&D* will not be starved by his left hand, while he uses his right hand to tell the gaming world that *D&D* is obsolete.

Clayton J. Miner—NY

Con Man, Arsonist and Terrorist are still figments of the designers genius. Someday, tho. . . .

I think you missed the point that Gay Gygax was making. I don't feel that he was denigrating anyone who plays D&D; rather, he was disparaging the inequities of the system that allowed such ludicrous things to happen. No one here at TSR Periodicals, nor at the parent company (TSR Hobbies, Inc.) has any desire to ridicule or make fun of any of

our customers. That would be the height of stupidity, and repudiate the old saw about '... biting the hand that feeds you . . .'

I was surprised myself when I saw the DMG. Like others who have read his columns, I was expecting a fairly immutable game system. We were all wrong in anticipating such a thing. Believe me, or anyone else that has read the DMG, when I tell you that there is still plenty for the DM to do in making it his unique campaign. Certain facets of game design and structure are supposed to be inviolate, as the tampering with certain aspects threatens the integrity of the design balance.

Face it, D&D was our maiden voyage in FRP games, as it was the hobby's. There were many flaws that could not have been foreseen, because the designers, Gygax and Arneson, could not possibly predict how everyone would interpret any given fundamental of design. Abuses to the INTENT of the game are rampant. I'm not disputing fun, or the right to creativity, or anything like that. For those FRP buffs who favor the wide open, heavily personalized type game, D&D is just the ticket. Some games, or campaigns, require an extensive briefing on where they deviate from the rules books before a newcomer can sit down and be competitive. Some campaigns are so far removed from the framework provided by the rules as to be almost unrecognizable as D&D. No harm in that, because AD&D will NOT be so wildly variable from campaign to campaign, and the pre-game briefings will be no longer necessary. Any indoctrination is best accomplished by having the veteran players brief the newcomer anyway. Strict adherence to the fundamental precepts of AD&D (and that leaves PLENTY to be extrapolated and created, as well as interpreted) will allow players from any group to sit down with any other group and be competitive almost from the start, because they have a good idea of what to expect, at least in regard to physical and metaphysical laws and precepts. This, I feel, is highly desirable. —ED.

'Bakshi's shoddy work'

Dear Editor:

En garde, Master Rahman and those of you who defend such shoddy pieces of work such as Bakshi's. (I'll refrain from referring to it as the 'Lord of the Rings').

Mr. Rahman states "There is no way for a film to capture everything that can be put into a book, and a film can express things no writer could hope to accomplish." Granted in most cases, but the film in question here very seldom reached any expression on its own.

As to the map mentioned by Master Cummings, a meritable idea. Rahman was concerned about it doing nothing more than stopping the action. Blah! A deep feeling of 'ripped-off' came to me (as well as minor shock), in Bakshi using stills when scenes



'Official AD&D'

Dear Editor:

Two points which I must bring up regarding material in DRAGON #35 (March).

In her "Sage Advice" column, Jean Wells states that a magic-user can cast spells while one of his or her hands is engaged in holding an object such as a dagger, wand, staff, or the like. This broad affirmative must be modified. The magic-user can cast spells with one hand *provided* the spell has no material component(s)! It is also true if the spell has no somatic component, of course. However, any spell with V, S, and M components requires the caster to have both hands free. (This is official *AD&D*).

There are a few clarifications and comments I wish to make regarding "Forsooth, Fantasy-smith!" too. Slings outranged many ancient bows, (presumably the simple types, the recurved cane bows, and so forth) and had penetrating power, when slinging lead bullets, greater than most bows. Simple bows are fairly easy to make, the exception being a truly fine simple longbow. Compound bows are far more difficult to make, and when compound recurved reflex bows such as the Mongols fashioned are considered, the mind boggles at the time and labor expended in the manufacturing process for weapons sufficient to equip a tuman or two. Slings are very simple to make, easier than a simple bow by far. The ammunition for slings, even metal pellets, is likewise easier to find or make than arrows are to fabricate. Slings were never as popular as bows, and disappeared from the military scene for a very simple reason. It is very hard to employ a sling with accuracy. Slings have to grow up with the weapon and continue practicing constantly. Also of importance is the fact that slingers must skirmish in relatively open order, while bowmen can form and volley in close order. The same frontage of bowmen will generate many more missiles than slingers can.

The bow never dominated Europe. The English/Welsh longbowmen certainly influenced English, French, and Scottish history, but the crossbow played a far more important role in the history of the entire Continent. Longbowmen had to be trained from boyhood, fed exceptionally well as compared to other foot troops so that their strength would be up for pulling their weapons, and the bows were hard to make. The slower-firing heavy crossbow could, in fact, outrange the longbow in any event, and eventually masses of easily trained crossbowmen, with easily manufactured weapons, were pretty well standard in all European armies. . . the English certainly used them also. Light crossbows were employed by horsemen, it is worth noting. Asia was, on the other hand, pretty well dominated by the bow until the advent of the musket. If medieval Europeans had trouble with Asiatic archers, so did ancient ones—consider the

Romans versus the Parthians. Alexander didn't seem to have such problems with the Persian host—which gives one pause until it is remembered that generalship and troops are key factors to date in the history of warfare. Anyway, "field plate" for Europeans *circa* 1239 wasn't much compared to their armor a century or two later when Mongol-type bows for employment on horseback couldn't pierce it. Longbow shafts could, so could heavy crossbow bolts, so could balls from arquebuses.

Aztecs and Incas didn't employ the bow in warfare—they used slings to propel egg-sized stones at the Spanish. These missiles were known to crack steel breastplates. A single hit would fell a horse in its tracks. These slingers were good, but such heavy stones meant short range, and the Spanish crossbows and firearms easily outranged them.

Whatever the weapon use. I am more and more convinced that the morale of the troops was usually the deciding factor in battle. Numbers, position, leadership, and logistics are also crucial, of course. Now if the English could have fielded a few regiments of longbowmen during the Napoleonic Wars, we'd have historical proof of just how much better that weapon was than the musket which had displaced it. Lack of archers, bows, and training were all that prevented such an occurrence . . .

Gary Gygax—Lake Geneva, WI

Inflation I

Dear Editor,

You might say that I am a newcomer to *D&D*, for I have been playing for only a year. In this time I have experienced many DM's, players, and systems of play. I have noticed another example of "Character Inflation."

The DM that I usually play with is very fair about magic and experience. Magic is seldom found and a tough opponent must be fought to obtain it. He gives out a fair amount of experience points. My highest character is a fourth-level saint (The Arduin Grimoire). The highest player character in this world is a seventh-level Fighter.

He is a fine Dungeon Master, very experienced, and has many good ideas. The thing that bothers me is that some of the other players create ridiculously powerful characters. For example, my saint is mediocre (STR:4, INT:9, WIS:16, DEX:13, CON:13, CHA:10). Some of the other players, one in particular, make most of their characters have at least two eighteens. One fourth level Cleric has a STR:13, DEX:18, WIS:16, CON:16, INT:10, CHA:18; this is probably that player's worst character. Another friend has a Cleric-Fighter with STR, DEX, and WIS of eighteen. I think this is ridiculous! When I roll a character I take what I get no matter how low his abilities. The way I look at it, the lower the character's abilities the more challenging it

will be to play him. Some people feel so unsure of their ability to play that they make up exceptional characters that are seldom hit, know many spells, and can slaughter their enemies even with low rolls and poor playing. Characters with super-human characteristics take the fun and the challenge out of the game.

Andy Hartman—Southfield, MI

Inflation II

Dear Editor,

I am co-ref of a "character-inflated" (special thanks to Howard Cohen in TD #35. . .) campaign in which I am the "liberal" ref (I profess the evil) and my counterpart is the "conservative" (He professes the good). Obviously, I take the brunt of the blame for our deadly 10th-level campaign, but I have always claimed innocence.

With me as DM, Gary Gygax's "Hall of the Fire Giant King" was literally cleaned out by a marauding group of average 9th-level characters, and one of the characters was an Anti-Paladin slinging a Hammer of Thunderbolts, which is truly a vicious weapon. Even playing the dungeon to the utmost in viciousness, those relentless attacks with a weapon of such killing capacity proved uncontrollable. As our campaign grows (in power, not quality) even the gods themselves are not immune to our power-hungry players.

My counterpart and I, while discussing how to stop our characters, have considered banning the Wish spell. Although I avoid being called "liberal," I still believe the wish is not all too powerful—particularly because the prerequisites to use the Wish are so high: level 18, intelligence 18. It is even more infuriating than ever when we try to use aging tables on wish-happy (somewhat like trigger-happy, but worse) MU's that have *Potions of Longevity*. We have decided to leave the wish, and I plan to attack the characters with legions of angels, neglecting losses as refs and killing indiscriminately. Finally, I can honestly say (from experience) that a character-inflated campaign is not a game—it is an ordeal.

Drew Betz—Maumee, OH

Inflation III

Dear Editor,

The first time I adventured into *D&D* was at a MDG MichiCon about 4 years ago. I have experienced the Original *D&D*, *Basic D&D*, *D&D/AD&D*, and *AD&D* metamorphosis. I have also observed the phenomenon called "character inflation" that Mr. Howard Cohen has described. I think that the best answer to super characters that come as thieves in the night is *CLOSED!! CAMPAIGNS!!!!* If you keep your campaign closed, not letting any player-character play in it unless he starts and stays in your campaign, there is no way for players to obtain anything you don't know or approve of. This is really true if you keep accurate records of the magic you hand out and all the attributes of the player characters involved. It eliminates situations like: "ah, you say you got that rod of combined Dragon, Giant, Undead God, Demon, Devil and fruit-fly control from your sister's boyfriend's cousin that was up from Mississippi the weekend before last?"

Our association must have nearly a dozen closed campaigns going on right now, and it leads to a lot of variety (some people even run

(Turn to page 51)

Uniformity,

conformity

...or neither?

Karl Horak

In the preface to the *Players' Handbook* Gary Gygax points out that he has set himself up as final arbiter of fantasy role-playing in the minds of the majority of *D&D* adventurers by authoring the *Advanced D&D* project.

Since the publication of the *Dungeon Masters Guide* my old *Chainmail* and vintage *Dungeons & Dungeons* has been relegated to a dingy cardboard box in the storage shed. Someday, years from now, I will show them with the same pride that comes from bringing out my 1962 version of *Tactics II*, my first war game.

Several months ago I came across a member of the minority that hasn't acknowledged Gay as final arbiter. The campaign he ran was based on the original spirit of *Chainmail* instead of the latest revisions. To say the least, the game was fresh and unorthodox. His foundation was the 3rd edition of *Chainmail* and his vague recollections of the three-volume set of *Dungeons & Dragons*, which he never purchased.

Most players of *D&D* lie somewhere between the extremes of Gygax-as-the-last-word and Chainmail-is-good-enough-for-me. But the contrast between these two poles raises some interesting questions. How much uniformity is required from campaign to campaign? When does uniformity become restrictive conformity? How fast and in what direction is the "uniform" system of *D&D* evolving?

The answer to the first question is deceptively simple. The minimum amount of uniformity required to make campaigns recognizable and playable to all is virtually nil. For me it was just as easy and enjoyable playing antediluvian pseudo-*Chainmail D&D* as playing state-of-the-art *Advanced D&D*. Both were fantasy role-playing games, but they were from widely different universes. As long as the referee knows what's coming down, there is no confusion. The principal danger for a player steeped in the tradition of *D&D* is making assumptions based on *Advanced D&D* rules that may not hold in another game.

The second question is not so easily answered. In fact, it probably has no correct answer. The continuum variability-uniformity-conformity cannot be polarized into good and bad. As pointed out above, vast differences in game systems do not necessarily make campaigns unplayable or less enjoyable.

On the other hand, extreme conformity does not doom a game either. The games of Chess and Go enjoy great popularity despite rigorously structured rules. Successive campaigns run by the same referee have essentially identical foundations and rules, yet they are no less playable or entertaining. Gary Gygax may accept the credit and blame for the uniformity of the *Advanced D&D* project, but ultimately the referees and players must decide what degree of uniformity is best for them.

Despite a certain amount of "sameness" in all *D&D*, the game is constantly changing. In an effort to determine how fast and in what direction *D&D* is evolving, I compiled a comparative list of some important design features from the Fantasy supplement of *Chainmail*, Original *D&D*, and *Advanced D&D*. My conclusions are entirely subjective extrapolation.

The single overwhelming trend apparent from the listing is the

Design Feature	Chainmail Fantasy SUPP.	D&D	AD&D
Character Classes	2	3	5(11)*
Alignment Variations	3	3	9
Listed Equipment	-	65 items	148 items
Human Hit Dice	-	6-sided	4-10 sided
Combat System	Hit = Kill	Hit = 1-6 points	Hits variable, typically 1-8 points
Armor Types	-	-	9
Armor Classes	8	8	-
Melee Weapons	12	-	4 9
Magic-User Spells	16	70	260**
Cleric Spells	0	26	154***
Monsters	23	69	350+
Treasure Types	3	131+	250+
Healing Wounds	-	1 hit pt./2 days	1 hit pt./day; 5 hit pts./day after 30 days

* Eleven includes Druid, Paladin, Ranger, Illusionist, Assassin,

Bard.

** Including Illusionist spells.

*** Including Druid spells.

increase in all values through time. In less than a decade, the complexity of *D&D* has risen enormously. This might be termed simulation inflation, because the increase is due to attempts to simulate reality.

Of course, in *D&D* the attempt is to simulate fantasy. Increasing complexity, and hence, more accurate simulation, is counterbalanced by a loss in playability. Most referees omit some standard material as well as many of the optional items. This is strong evidence that the point of equilibrium between accuracy and playability has been passed by the *Advanced D&D* project. The beauty of it all is that the individual campaign can be designed around the needs of the players, sacrificing some material for one game and reincorporating it in the next.

No doubt there will continue to be a proliferation of new details. Based on the numerical values in the list, one can expect an increase to 10 in the number of character classes, with subclasses doubling, in the next five years. A third dimension may be added to alignment, making 27 total variations. Standardized lists of equipment prices will exceed 300 items.

Human hit dice will continue to rise, and the combat system will become increasingly complex with finer distinctions made between armor classes and weapon type. For example, a character will possess chainmail on the torso and left arm with leather on the right arm. He will fight with a single-bladed war axe and long dagger.

Predictably, spells will number in the thousands and up to 12 levels of spells may be involved. The number of monsters should continue to multiply, and any day now we can expect treasure type AA. The number of magic items will be only slightly smaller than the number of monsters.

Since both hit dice and the average amount of damage per hit will have risen, the minimum rate of unassisted healing must increase in proportion.

The bottom line is that *D&D* is changing fast and probably will change faster in the future, and that this change is toward a more complex system. Players and referees will need to be more selective in determining what aspects of the game to emphasize and which to tone down or omit.



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The Dragon's life story

An index of The Dragon, Vols. I-IV and The Strategic Review, Nos. 1-7

The scenario is this: You're locked in argumentative combat with the DM across the table. "It says so, right here in the *Dungeon Masters Guide!*" he bellows.

"But that's a mistake," you bellow back. "It was corrected in the errata that *The Dragon* published a few months ago."

"Prove it," he snorts. "And hurry up."

You begin shuffling through a stack of TD's, mumbling, "What issue was that, anyway? If only there was an index . . ."

Well, now there is.

The material which follows is a subject-by-subject list of all articles of significance which have appeared in *The Dragon* through the end of its fourth year of existence (TD-38), as well as the seven issues of *The Strategic Review*, the predecessor of TD.

It is possible, for instance, to learn the titles and the whereabouts of all articles *The Dragon* has published concerning alignment, melee combat, or any other particular aspect of D&D or AD&D. Games other than D&D or AD&D which have been the subject of one or more general articles are listed by name, with all articles pertaining to that game listed in one place. By contrast, articles about many aspects of D&D or AD&D can be found throughout the index, as well as under the many headings which begin with "D&D." Headings concerning games other than D&D or AD&D are identified by (game).

In most cases, articles listed under a heading are arranged in chronological order. The exception is game reviews, which are listed alphabetically so that readers may more easily locate a particular game within the list.

An attempt has been made to cross-reference articles which might logically be located under one or more headings,

and to direct readers to headings which may offer information on the same subject, in the hope of preventing readers from having to search too long for any certain item.

Items which do not appear in the index include the following: *Dragon Rumbles* and other such columns; humor articles which were determined to not have any lasting significance; black-and-white cartoons (other than *Finieous Fingers*, which began as black-and-white but later became a color page); miscellaneous notices to readers; and letters to the editor.

Each entry is described in the following manner: The article's title, or the key words from the title, followed by the author's name and the issue and page number of the magazine in which it was printed. Articles from *The Strategic Review* are indicated by "SR" before the issue number. Articles identified "Gygax" are the work of E. Gary Gygax, publisher of *The Dragon*. All other authors are contributors (or staff members acting in the capacity of contributors) who are identified by first initial and last name.

The index has obvious benefits for all regular readers of *The Dragon*. Prospective authors are also encouraged to use this information to locate research material for an article they are considering submitting to *The Dragon*—and to avoid duplication of a subject which has already been covered, unless the writer's intention is to offer a "new, improved" treatment of the subject.

It should be noted that the publication of this index does not in any way imply that the old editions of *The Dragon* which are mentioned herein can be obtained from the publishers. Issues of *The Dragon* previous to TD-22 are out of print, as are all issues of *The Strategic Review*, and are not for sale by *Dragon Publishing* to individual customers.

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- The formative years of "Fafhrd" and "The Mouser" — F. MacKnight — 30/16
- Armies of the Renaissance, part V, Eastern Europe — N. Nascati — 30/24
- The Mongols: History, weaponry, tactics — M. Kluever — 36/31
- Armies of the Renaissance, part VI, Landesknecht and Reiters — N. Nascati — 37/19

ILLUSIONIST

- Introduction of new class — P. Aronson — SR4/5
- Illusionist additions — P. Aronson — 1/23
- A new look at Illusionists — R. Ovalle — 12/6

IMPERIUM (game)

- Imperium: The making of a winner (designer's notes) — M. Miller — 20/3
- Rules clarifications and addenda for Imperium — M. Miller — 20/4
- Expanding Imperium — R. Camino — 27/34

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- 37/51; 38/59

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- Fafhrd and The Mouser say their say — F. Leiber — 1/4
- The formative years of "Fafhrd" and "The Mouser" — F. MacKnight — 30/16
- The original game and what it became — F. MacKnight — 31/32
- Converting the new game into the old Lankmar — F. MacKnight — 33/12
- Converting to Lankmar, in a nutshell — F. MacKnight — 34/32
- "MacLankmar": A compromise game — F. MacKnight — 36/46
- Combat in the compromise game — F. MacKnight — 37/31
- A Fafhrd-Mouser adventure in puzzle form — F. MacKnight — 38/44

LORDS AND WIZARDS (game)

- The placement of castles in L&W — E. Cooper — 26/16

LYCANTHROPY

- Lycanthropy: the progress of the disease — G. Rihn — 14/29
- Another look at lycanthropy — J. Mattson — 24/10

MAGIC

- The Dungeons & Dragons magic system — Gygax — SR7/3
- Magic and science: Are they compatible in D&D? — J. Ward — 1/8
- Gandalf was only a fifth-level Magic-User — B. Seligman — 5/27
- Dragon magic — M. Benveniste — 15/3
- D&D ground and spell area scale — Gygax — 15/13
- Magic: governed by laws of theory — T. McCloud — 18/14
- The lowdown on Wishes — K. Thompson — 19/12
- Systematic magic (revised magic tables) — R. Rhodes — 19/18
- How to counter foretelling spells — D. Schroeder — 21/9
- Curses: Never get even, get ahead! — H. Pitt — 29/13
- AD&D's magic system: how and why it works — Gygax — 33/10
- Smoothing out snags in the AD&D spell structure — L. Lakofka — 33/16
- Beware of quirks and curses — T. Holsinger, C. Peterson — 34/30
- Magical systems: Rationale and reconciliation — K. Wheaton — 37/18
- Spell research, the hard way — T. Jones — 37/22

MAGIC ITEMS, New

(Includes Mighty Magic Miscellany and Bazaar of the Bizarre)

- IOUN stones — SR4/10
- Robe of scintillating color — SR5/7
- Prayer beads — SR5/7
- Barding harps — SR6/16
- The Cup and Talisman of Akbar — SR7/11
- The Staff of the Priest Kings — SR7/11
- The Brazen Bottle — SR7/11

- Deck of Fate (tarot cards) — K. Hendryx — 26/24
- Bag of Wind — Gygax — 27/46
- Bazaar of the Bizarre (Potion of forgetfulness, Rings of silence, Horn of Hades, Chime of warning, Apparatus of Spikey Owns, Book of Magic-User, Leomund's Plate & Cup) — L. Lakofka — 28/31
- Ring of the Necromancer — B. Howell — 29/43
- A working design for Heward's Mystical Organ — S. Wiederhoft — 29/43
- Orlow's Inventions — W. Fawcett — 30/35
- Magical oils — L. Walters — 33/47
- Magic fountains — T. Lasko — 34/41
- Yefar's Magic Mirrors — G. Strathmann — 37/47
- Rod of Singing — R. Plamondon — 37/47
- The Discus Shield — R. Moore — 37/47

MAGIC-USER

- Wizard research rules — C. Goforth — 5/24
- Why M-Us and Clerics cannot use swords — C. Sagui — 16/18
- A wizard with a difference — J. Ward — 17/10
- New spells in D&D! — P. Suliin — 18/13
- Spell determination for hostile M-Us — S. Miller — 19/24
- Sensible sorcery — R. Pehr — 21/10
- Keeping the Magic-User in his place — R. Pehr — 24/7
- Strain and spell casting — K. Thompson — 29/38
- In defense (once again) of the "poor" M-U — M. Dodge — 34/17
- Spelling out a strategy for hostile M-Us — J. Matson — 38/47

METAMORPHOSIS ALPHA (game)

- Notes on the androids on the starship Warden — J. Ward — 4/10
- Some ideas missed in MA — J. Ward — 5/10
- Tribal society and hierarchy on board the starship Warden — J. Ward — 5/10
- How green was my mutant — Gygax — 5/16
- An alternate beginning sequence for MA — G. McLimore — 6/4
- Further rules modifications and clarifications for MA — J. Ward — 6/15
- Still more additions to MA — J. Ward — 8/26
- The bionic supplement — B. Blume — 13/8
- Robots as players in MA — B. Stano, J. Ward — 14/12
- The total person in MA — J. Ward — 14/24
- MA modifications — A.M. Ratner — 16/22
- Mutated animal chart — A.M. Ratner — 16/23
- Faceless men and clockwork monsters (MA/D&D) — Gygax — 17/6
- Water adventures on the starship Warden — C. Hursh — 23/11

MINIATURES

- The Battle of the Ebro River in 5mm Napoleonics — B. & P. Zahray — SR3/4
- Len Lakofka's Fantasy Miniature Rules — 1/14
- Royal Armies of the Hyborean Age additions — L. Carter, S. Bizar — 1/24
- A Viking campaign in the Caspian Sea — J. Bruner — 24/13
- Would the real Orc please step forward? — L. Harrop — 25/18
- Rules for pre-Hispanic Mexican warfare — N. Dorst — 25/37
- System 7 Napoleonics review — T. Kask — 26/4
- System 7 review — W. Fawcett — 26/6
- Necessity is the mother of innovation (System 7) — R. Banner — 26/7
- The designer responds to first volley (System 7) — R. Banner — 26/8
- Grenadier Figure Packs review — R. Forsten — 26/41
- Organizing dwarvish miniature armies — L. Harrop — 27/20
- Simulating the cavalry plain — W. Fawcett — 28/9
- Elvish tactics in fantasy miniatures — L. Harrop — 28/17
- Where the Orcs are — S. Brown — 30/3
- Boot Hill? Sure! But what scale? — R. Wagner — 30/18
(see also FANTASYSMITH'S NOTEBOOK)

MODULES (D&D)

- The Hall of Mystery — D. Turnbull — 21/14
- The Fell Pass (IDDC winner) — K. Merris — 32/22ff.
- Doomkeep (AD&D Masters II) — B. Blume — 34/26ff.
- The Pit of the Oracle — S. Sullivan — 37/26ff.

MONK

- Monkish combat in the arena of promotion — J. Seaton — 2/4
- Monkish weapons and monk vs. monk combat — G. Eckert — 18/23

MONSTERS, General

- Random monsters — P. Crabaugh — 10/9
- Demon generation — J. Pickens — 13/9
- Dragon magic — M. Benveniste — 15/3
- The wandering monster — J. Ward — 15/7
- Demonology made easy — G. Rihn — 20/13
- Demonic possession — C. Sagui — 20/32
- Cure for the "same old monster" blues — W. Callison — 21/8
- Random generation of creatures from the lower planes — Gygax — 23/15
- Trained animals in D&D — R. Greayer — 29/38
- Four fearsome but familiar fiends — B. Ward — 34/18
- Rearranging and redefining the mighty dragon — L. Lakofka — 38/10

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(Includes Creature Features and Dragon's Bestiary)

- Mind Flayer — SR1/2
- Roper — SR2/4
- Yeti — SR3/2
- Shambling mound — SR3/2
- Leprechaun — SR3/2
- Shrieker — SR3/2
- Ghost — SR3/2
- Naga — SR3/2
- Wind Walker — SR3/2
- Piercer — SR3/2
- Lurker Above — SR3/3
- Clay Golem — SR4/10
- Rakshasa — SR5/14
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- Prowler — 7/24
- Chinese Dragons — D. Sweet — 24/8
- Chinese Undead — D. Sweet — 26/20
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- Elementals and the Philosopher's Stone — J. Swycaffer — 27/8
- Horast — M. Skirvin — 27/41
- Slinger — G. Jaquet — 26/50
- Whiz-Bang Beetles — J. Hageman — 29/50
- Curst — E. Greenwood — 30/43
- Ukuyatangi — 31/50
- Insectoids — L. Lakofka — 32/16
- Crawling Claw — E. Greenwood — 30/43
- Frosts — R. Moore — 33/56
- Vilkonnar — C. Carson — 34/48
- Krolli — T. Lockwood — 36/63
- That's not in the Monster Manual! (neutral dragons) — A. Collins — 37/6
- Vulturehounds — C. Chalmers, D. Pollak — 37/48
- Floilite — K. Readman — 38/58

- Jungle Fever: Civilizations — T. Kask — 31/4
- Jungle Fever: A vacation spot? — G. Jaquet — 31/5
(see also AQUATIC ADVENTURING, URBAN ADVENTURING)

PANZER WARFARE (game)

- Additional unit organizations — B. Blume — SR4/3

PLANES OF EXISTENCE

- Planes: Spatial, temporal and physical relationships in D&D — Gygas — 8/4
- Random generation of creatures from the lower planes — Gygas — 23/15
- Elementals and the Philosopher's Stone — J. Swycaffer — 27/8
- Playing on the other planes of existence — Gygas — 32/12
- From the city of brass to dead orc pass (gates) — E. Greenwood — 37/4

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- Effective use of poison — B. Coburn — 18/24
- Poisons from AA to XX — C. Sagui — 32/4

PSIONICS

- Determination of psionic abilities — D. Miller — 6/25
- Effects of an orgy on psionic powers — J. Pickens — 10/6
- Mind wrestling (psionic combat variant) — J. Swycaffer — 23/10
- Psionics revisited — R. Pehr — 24/28

RAIL BARON (game)

- A short course for empire builders — Gygas — 21/16

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- Introduction of new class — J. Fischer — SR2/4

REVIEWS, Game

- Agincourt — T. Kask — 27/4
- Alpha Omega — D. Minch — 16/15
- Asteroid Zero Four (ST) — T. Kask — 29/48
- Battle of Maiwand — G. Williams — 31/48
- Battle of Monmouth, The — D. Minch — 26/41
- Battle Sphere — T. Watson — 26/42
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- Citadel — R. Mataka — 1/27
- Classic Warfare — R. Mataka — 1/26
- Cosmic Encounter — T. Watson — 14/11
- Cosmic Encounter — D. Minch — 18/8
- Creature That Ate Sheboygan, The — K. Merris — 31/47
- Divine Right — T. Kask — 28/45
- Double Star — W. Fawcett — 35/50
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- Dragonlord — G. Williams — 17/5
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- English Civil War, The — T. Kask — 27/31
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- Reich — J. Ward — 29/47
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- Sandlot Football (ST) — T. Kask — 32/38
- Sorcerer — J. Ward — 28/48
- Source of the Nile — Gygas — 20/18

MYTHOS/DEITIES

- The Persian mythos — J. Arkenberg — 12/8
- The Feathered Serpent (Quetzalcoatl) — L. Harpold — 2/16
- The Lovecraftian mythos in D&D — R. Kuntz — 12/18
- The Japanese mythos — J. Arkenberg — 13/11
- The Cthulhu mythos revisited — G. Guinn — 14/22
- A rebuttal to "The Cthulhu mythos revisited" — J. E. Holmes — 16/3
- Near Eastern mythos — J. Arkenberg — 16/4
- Angels in D&D — S. Domeman — 17/32
- The mythos of Australia — J. Arkenberg — 19/14
- The mythos of Polynesia — J. Arkenberg — 20/8
- The First Church of Lawful Evil — L. Schick — 24/34
- To select a mythos — B. Bledsaw — 25/43
- The mythos of Africa — J. Arkenberg — 27/39
- The politics of Hell — A. von Thorn — 28/2
- Of the Gods — C. Bakey — 29/4
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- The mythos of Oceania — J. Arkenberg — 29/35
- Angels — W. Fawcett — 35/18
- How to make a pantheon you can faith in — L. Lakofka — 36/17
- The Monties — L. Lakofka — 37/16

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- Natural armor for MIM! — D. Miller — 17/33

MUGGER!

- Variant game — K. Hendryx — 26/31

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- Alchemist — J. Pickens — 2/28
- Healers — C. Hettlestad — 3/22
- Scribes — D. Mumper — 3/23
- Samurai — M. Childers — 3/25
- Berserker — J. Pickens — 3/27
- Idiot — G. Davidson — 3/28
- Jester — Carner, Cannon, Simon — 3/28
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- Ninja — S. Price — 16/7
- "Special" wizards — J. Ward — 17/10
- Non-player character statistics — 18/31
- Spell determination for hostile Magic-Users — S. Miller — 19/24
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- Hirelings have feelings, too — C. Sagui — 26/26
- NPCs have feelings, too — R. Krebs — 29/40
- The new, improved Ninja — S. Price — 30/13
- A CAU for NPCs — H. Lovins — 33/9
- Conan! — G. Gygas — 36/10
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OGRE (game)

- How do you stop that thing? — T. Watson — 11/8
- Ogre piece by piece — J. Epperson — 17/22

OUTDOOR ADVENTURING

- Hints for D&D judges, part I: Towns — J. Fischer — SR7/10
- Hints for D&D judges, part II: Wilderness — J. Fischer — 1/20
- The development of towns in D&D — T. Watson — 8/5
- Designing for unique wilderness encounters — D. Clifton — 10/7
- Random events table for settled areas — N. R. Crossby — 15/5
- Weather in the wilderness — D. Tillery — 15/14
- Inns and taverns — I. M. Carlson — 29/24

- Spellmaker — B. Boegeman — 30/34
- Star Command — R. Mataka — 2/27
- Starfire (ST) — T. Kask — 29/48
- Star Fleet Battles (ST) — T. Kask — 29/48
- Starship Troopers — M. Crane — 36/64
- System 7 Napoleonics (overview) — T. Kask — 26/4
- System 7 Napoleonics — W. Fawcett — 26/6
- Team (ST) — T. Kask — 29/48
- Titan Strike — V. Norton — 35/50
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- Up-Scope! — D. Minch — 22/15
- Venerable Destruction — R. Mataka — 2/27

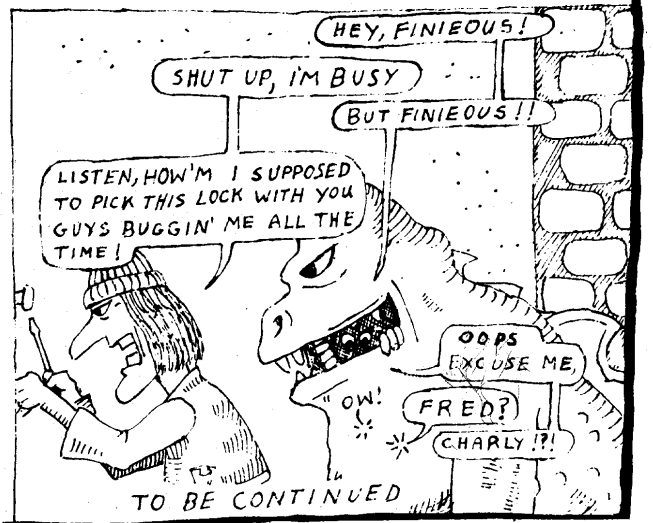
- War In The Ice — R. Camino — 35/51
 - Warp War — T. Watson — 17/36
 - White Bear & Red Moon — R. Mataka — 1/27
 - Wizard — B. McMillan — 33/53
 - Wizard's Quest — W. Fawcett — 33/53
- (ST = Short Takes & First Impressions)

REVIEWS, Other

- The Silmarillion — T. Watson — 21/25
- The Face in the Frost — Gygax — 22/15
- Apprentice #2, Phoenix magazines — Gygax — 22/16
- SPI on AD&D — Gygax — 22/44
- Grenadier Figure Packs — R. Forsten — 26/41

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- Panzer Colors II — T. Kask — 29/47
- Kfz. I Kubelwagen — T. Kask — 29/48
- Desert Tracks — T. Kask — 29/48
- The Tolkien Quiz Book — A. Hammack — 29/48
- The Apprentice #5 — Gygax — 33/53
- Gamelog 40, 41, 42 — Gygax — 33/53
- Hammer's Slammers — Gygax — 34/46
- The Wolfen — Gygax — 34/47
- Spacefarers Guide to Alien Monsters — L. Schick — 34/49
- Trek-80 — M. Dodge — 36/65

RINGSIDE (game)

- Special game inclusion — B. Blume — 38/30ff.

RISK (game)

- Feel like Risking everything? — G. Laking — 34/20

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- 31/26; 32/14; 33/48; 34/16; 35/16; 36/12; 37/12

SAMURAI (game)

- Honorable designer speaks! — D. Campagna — 36/14

SIMULATION CORNER — J. Prados

- SPI's First Decade — 35/47
- To Complicate or Too Complicated? — 36/41
- The development of dice, tables, and combat resolution — 37/14
- "Charlies" keep clearing hurdle after hurdle — 38/50

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- From the Chronicles of Emaj the Rotund — J. Ward — 11/15
- Snit's Revenge (game) — T. Wham — 11/16
- All-Star Super Snit Revue — J. Dee — 18/30
- Bolotomus' Revenge — G. Jarrell — 34/27

SOURCE OF THE NILE (game)

- See Africa and die! — Gygax — 20/18
- SOTN revisited — D. Wesely — 21/3
- Lost civilizations (SOTN/fantasy) — J. E. Holmes — 24/5
- SOTN flow charts — D. Evans — 29/6

SPACE MARINES (game)

- Space Marines: designer's comments — A.M. Ratner — 14/4

SQUAD LEADER (game)

- Scenario #1: Fighting in the streets — B. Bullinger — 36/38
- Scenario #2: Large-scale streetfighting — B. Bullinger — 37/20

STARSHIP TROOPERS (game)

- And what of the Skinnies? (variant) — J. Marvin — 26/15
- Review — M. Crane — 36/64

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- The tactics of diplomacy in SQ — E. Cooper — 10/23
- SQ: Examining movement tactics — E. Cooper — 15/19
- Spicing up Stellar Conquest — T. Van Liew — 31/12
- Stellar Conquest for Two — S. Jackson — 36/6

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- Tesseract — G. Jordan — 17/20
- Tesseracts: A Traveller artifact — G. Jordan — 27/16
- Which way is up? — A. Wells — 38/14

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- Thief bonuses for Dexterity — D. Klempa — SR7/19
- The Thief: a deadly annoyance — R. Stephens — 26/46

THIRD REICH (game)

- A surefire strategy for Third Reich — W. Searight — 31/35

TOLKIEN, or derived therefrom

- Battle of the Five Armies in miniature — L. Smith — 1/6
- Gandalf was only a fifth-level Magic-User — B. Seligman — 5/27
- Tolkien in D&D — R. Kuntz — 13/8
- Preview: The Lord of the Rings — A. Hammack — 20/23
- War of the Ring variant: true hidden movement — A. Hammack — 20/28
- The Tolkien Quiz Book review — A. Hammack — 29/48

TOP SECRET (game)

- The Rasmussen Files — J. Epperson — 38/16

TOURNAMENTS/RATINGS

- The Battle for Snurre's Hall (ORIGINS '78) — B. & K. Bullinger — 19/3
- How many Ettins is a Fire giant worth?: Competitive D&D — B. Blake — 19/6
- First Official Invitational AD&D Masters Tournament results — 22/31

- Guidelines to consider (for staging tournament) — 25/46
- Tournament success in six steps — J. Pickens — 30/26
- Doomkeep (Masters II tournament module) — 34/26ff.
- How the Masters did (Masters II results) — 34/M10
- A tournament tabulation formula — J. Mattson — 34/28
- The AD&D National Player Rating System — 35/24
- Masters III: The Search for the Armadillo Amulet — 35/25

TRACTICS (game)

- Second edition rule changes — SR1/2
- Weapon/vehicle gun changes — M. Reese — SR4/4
- Modern weapons data — M. Reese — SR5/12

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- Traveller: The strategy of survival — E. Cooper — 18/3
- Review — T. Watson — 18/6
- The Asimov Cluster — W. Fawcett — 20/20
- The Traveller Navy wants to join you — R. Stuart — 25/20
- Mercenary review — M. Day — 26/41
- Tesseract: A Traveller artifact — G. Jordan — 27/16
- Star system generation — G. Jordan — 27/18
- The Traveller politician: diplomacy and intrigue — R. Stuart — 32/24
- IBIS: Profit and Peril — K. Burke — 35/7
- Useful Skills — A. Von Thorn — 35/8
- The 'Other' Options — C. Ahner & R. Stuart — 35/9
- More Clout for Scouts — A. Previte & J. Cavaliere — 35/10
- Black Holes! — J. Hopkins — 35/11

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- A re-evaluation of gems and jewelry in D&D — R. Kuntz — 8/22
- Tombs and crypts — J. Ward — 9/25
- D&D option: Orgies, Inc. — J. Pickens — 10/5
- Planning creative treasures — D. Schroeder — 19/13
- Charts for location of treasure — R. Guritzky — 19/25
- Inflation in D&D — W. Callison — 21/9

UNDEAD

- Blueprint for a Lich — L. Lakofka — 26/36
(see also VAMPIRES)

URBAN ADVENTURING

- Step-by-step system for urban encounters — J. Swycaffer — 37/8
- Cities can help make characters more 'real' — P. Leathers — 37/9

VAMPIRES

- Vampires in the dungeon — C. Miner — 17/3
- Varieties of vampires — R. P. Smith — 25/42
- Good evening . . . — L. Lakofka — 30/7

WARLORD GAME, THE (game)

- Warlord: Correcting a few flaws — T. Kask — 13/19

WAR OF THE EMPIRES (game)

- General article — Gygax — 3/4

WAR OF WIZARDS (game)

- War of Wizards update — J. Berry — SR6/9
- War of Wizards solitaire — R. Mataka — SR6/10

WEAPONS/ARMOR

- Medieval pole arms — Gygax — SR2/5
- More on medieval pole arms — Gygax — SR4/2
- The missile weapon in classic warfare — Gygax — SR7/18
- The nomenclature of pole arms — Gygax — 22/50
- It weighs what?! — M. Mornard — 23/14
- Arms and armor of the Conquistadores — M. Kluever — 25/44
- Armor of the Far East — M. Kluever — 31/23
- Weapons of the Far East — M. Kluever — 32/6

WILLIAM THE CONQUEROR — 1066 (game)

- The solo berserker for William the Conqueror - 1066 — J. McMillan — 26/19

WITCHES/WITCHCRAFT

- Notes on women and magic — L. Lakofka — 3/7
- Witchcraft supplement for D&D — (author unknown) — 5/4
- Another look at witches and witchcraft — R. Pehr — 20/11

WIZARD (game)

- Some spells for the very smart sorcerer — B. McMillan — 32/18

WORMY — by Tramp

- 9/28; 10/28; 11/28; 12/28; 13/29; 14/26; 16/30; 17/35; 18/27; 19/11; 19/30; 20/10; 29/52 (recap): 30/42; 31/52; 32/43; 33/58; 34/52; 36/66

WRG RULES (game)

- Rules modifications, armor & infantry 1925-80 — M. Reese — 32/34



(Editor's note: Sage Advice has gone up a level. From now on, our question-and-answer column about D&D and AD&D will contain contributions from more than one authority. The respondents to the batch of questions below are Jim Ward and Will Niebling, who both work in the sales department of TSR Hobbies, Inc., and have much more than a working knowledge of the D&D and AD&D game systems.

Jim, the author of the just-released *Deities & Demigods*, has been involved with role-playing games since meeting D&D and AD&D creator Gary Gygax in 1974. He also wrote the TSR game *Metamorphosis Alpha* and the *Gods, Demigods & Heroes* supplement for Original D&D.

Will admits to being a gamer since the late 50's, and also got hooked on D&D shortly after the first edition came out in 1974. He has five years' experience in DMing and designing dungeons for large convention tournaments. Most of the time on company time, he serves as Vice President of Sales.

Jean Wells, a member of the TSR Hobbies Design/Production department, will continue to provide answers for Sage Advice questions on an occasional basis, and we hope to solicit the help of other TSR Hobbies experts to handle even more questions in the issues to come.

Because of the vast volume of mail received for the column, no individual questions can be personally answered. Those questions which seem to occur most often, or questions which deal with a general theme rather than a specific point are more likely to be published.

Also, Sage Advice is intended as a means for players to obtain definite answers to questions concerning a discrepancy or contradiction in the rules. Questions that involve making an evaluation or a subjective judgment will be answered very infrequently; usually, such matters involve problems or incidents peculiar to a particular campaign, and all such matters cannot be adequately ruled on by anyone other than the DM.

Questions for Sage Advice should be addressed to Sage Advice, c/o Dragon magazine, P.O. Box 110, Lake Geneva WI 53147.)

Question: Is it possible for a high-level Cleric and Magic-User to work in conjunction to create a moving Blade barrier? A Telekinesis spell would provide the motion.

Answer: The sixth-level Clerical spell *blade barrier* would not work for this. The *Players Handbook* describes it as a "whirl and flash in endless movement around an immobile point," and the *Dungeon Masters Guide* reiterates this under Clerical Spell explanation as an absolutely stationary spell. This, however, does not mean that something similar to what you suggest is not possible to accomplish. You should work with your Dungeon Master on this. Ask him whether or not, after careful study of the section in the *DMG* on spell research, he will allow you to create a new spell, and, if so, what the requirements to research it would be (i.e. cost, materials, time, etc.). — WN

* * *

Question: I was glancing through my *Players Handbook* at the Weight & Damage by Weapon Type Table at the Notes.

After the Morning Star explanation I saw, "includes Godentag and Holy Water Sprinkler." I did some research on the Holy Water Sprinkler and found it to be of all things, a GUN! In D&D you aren't supposed to have guns or even gunpowder. Why include it in the *Players Handbook* if it is a gun?

Answer: From Webster's Dictionary: Morning star: Noun, translation of Gmordenstern; a weapon consisting of a heavy ball set with spikes and either attached to a staff or suspended from one by a chain; called also holy water sprinkler.

The only use of this term to mean a gun which we are aware of is a modern nickname for a terrorist weapon that sprays large numbers of bullets into crowds. — WN

* * *

Question: Can a Cleric attack while turning undead? What happens if he/she is hit while trying to turn undead?

Answer: Clerics are empowered with the ability to turn away undead, the success of which is dependent upon the Cleric's level and opportunity, since the Cleric must be in a position to place him/herself before the undead, have time to speak and display a religious symbol. This is his/her action for any such segment or round, and therefore prohibits also attacking at the same time. If the Cleric is hit while attempting to turn the undead, damage will be taken, but if he/she is not killed, the turning attempt will continue — unlike the spoiling of a spell that would occur if the Cleric were struck while casting. — WN

* * *

Question: Is the "life force" drained by a *Sword +2 Nine Lives Stealer* a life energy level, the victim's soul, or what?

Answer: The "life force" of a being can be equated with the experience level of that being and should be treated just like the strike of a Wight (see *Monster Manual*, p. 100). — JW

* * *

Question: Are there limitations on the usage of such items as an *Amulet of the Planes*? If not, the character can merely speak a command word and blink out to his own alignment plane any time, right?

Answer: Amulets are powerful, arcane devices that are designed to be used over and over again. Because of their great power, there should not be many of them running around (one to a universal plane is enough). The action of running to another plane for safety is risky, when you consider that the other planes are populated by powerful beings who resent intrusion! — JW

* * *

Question: Can evil Clerics turn good creatures such as Lammasu and Shedus?

Answer: According to page 66 of the *Dungeon Masters Guide*,



INTRODUCTION

SAGE ADVICE offers answers to questions about the D&D® and AD&D™ rules and how those rules can be interpreted. The answers provided in this column are not "official" rulings, and should not be considered as such by people who make use of the answers to solve a problem in their game-playing.

Because of the great amount of questions received for *SAGE ADVICE*, the sage cannot guarantee to send out individual answers to questioners, even if a return envelope is enclosed. Questions and answers will be published in *DRAGON* magazine as frequently as space permits. Preference is usually given to questions of a general nature instead of questions which pertain to something that happened in a specific adventure. Questions should be sent to Sage Advice, c/o *DRAGON* magazine, P.O. Box 110, Lake Geneva WI 53147.

* * *

The DMG is very specific on how magic-users receive their starting spells, but I cannot tell how to give clerics their starting spells and how many of them to start with.

A cleric who is starting an adventuring career has already spent a long time affirming and strengthening his faith. As outlined in the DMG, clerical spells of first and second level are obtained by "inspiration" — that is, without needing the prior approval of a deity or a servant of the deity (such as is the case with spells of third level or higher). A cleric is assumed to be in good standing with his deity when he begins as a first-level character, and is entitled to choose from all of the first-level spells, up to the limit allowable because of the cleric's wisdom score — 3 spells for those with wisdom of 14 or more, 2 spells for those with wisdom of 13, and always at least 1 spell.

If the cleric remains in good standing with his deity, the continued acquisition and replenishment of first- and second-level spells will be automatic, assuming the cleric spends 15 minutes in prayer per spell level each day. However, the DM must constantly assess the relationship between the cleric and his deity. Transgressions by even a first-level cleric should not go unpunished, but that punishment will almost always be meted out by mortal servants of the deity (higher-level clerics). As punishment, a low-level cleric might be forbidden to use a certain spell — or all spells — for a length of time, though this must always be decided by the DM. Low-level clerics should remember that even though they don't have to ask for first- and second-level spells, they aren't always automatically entitled to receive them if they don't remain wholly faithful.

* * *

If a turned monster is attacked by the cleric who turned him, will the monster fight back?

Wouldn't you? Of course the monster will fight back. "Hostile acts" of any sort (DMG, page 66) will disrupt and negate the

cleric's effect on the turned creature. However, the monster will not necessarily continue to fight. The disruption only lasts for the round in which it takes place, after which the cleric may again attempt to turn the creature.

* * *

Even though a cleric can only receive new spells from his/her deity once per day, is it possible for a cleric to appeal to his/her deity for spells more than once a day if the first appeal is not granted?

Well, anything's possible. A cleric's chance of getting spells depends almost exclusively on how well he's getting along with the deity he serves. If a deity withholds spells because of displeasure with the cleric, praying for atonement would be the prudent thing to do, instead of making the same request again right away. Of course, emergency circumstances can dictate extreme measures: A cleric may well justify asking for a replenishment of one or more spells twice in one day if it is truly a life-or-death situation, or if some other serious peril makes it worth taking the chance of asking twice. If the deity doesn't agree that the circumstances warrant a second request, the second answer may well be more than a simple "no."

* * *

How much area may be caused to glow by a *Light* or *Continual light* spell? Do the clerical reverses of these spells blacken 4" and 12" diameter spheres, respectively? If so, what's the good of *Darkness*, 15' radius?

An interesting three-part question: Part two answers part one, and part three doesn't seem to make sense. Yes, the reverses of the cleric spells *Light* and *Continual light* would "blacken" globes of that diameter — the same diameter as the globe of light formed when the "normal" version of the spell is cast. Nothing beyond the 4" or 12" diameter sphere of light or darkness would be affected — that is, the light sphere doesn't "glow" and give off light to the area beyond the limit of the sphere. What's the good of the *Darkness* spell? Well, the clerical *Light* spells can be reversed, but the magic-user spells can't, so there isn't any duplication of the sort that the question seems to suggest.

* * *

How long do the paralyzing effects of a glyph of warding (*peh*) last?

That's up to the DM. (If you want a recommendation from the sage, try 1-6 turns.) There are no details in the AD&D game rules on exactly which glyphs should be employed in a campaign or what their characteristics should be. The glyph of paralysis (*peh*) which is illustrated on page 41 of the DMG, along with some others, is meant as an example of how a glyph might



The awesome task of digging (yes, sometimes literally) our way through scores of hefty manuscripts is over. The hours upon hours spent poring over page after page have finally produced results. It is with a great sigh of relief and a similarly large fanfare (*taaa—daaa!*) that we present *The Garden of Nefaron*, the winning entry of International Dungeon Design Contest II.

If you got the idea from the above paragraph that it was more than a bit of work going through all the entries, then I guess I got the point across. That point is made, not to make you feel sorry for us (after all, nobody *told* us to have the contest), but in apology for the fact that it took so long to come up with a winner.

As might have been expected, the overall quality of the entries took a distinct step up from the previous contest. What was *not* expected was the great increase in *quantity* — nearly 200 entries were received for the AD&D™ division of the contest, and every one of them had to be looked over before we could make even the most preliminary selections. Howard DeWied's entry ended up at the top, but there were dozens of other contestants who obviously put their heart and soul into what they submitted — and they deserve an equally large share of the credit for making this contest such a high-quality competition. Our congratulations go to all the prizewinners, whose names are listed for posterity on page 48. When's the next contest? Well . . . give us a little while to recover from eyestrain and we'll let you know.

This issue's classy cover, "Dragon Spell," is the first evidence of the talent of Clyde Caldwell which has appeared on these pages. Clyde is a paperback-book cover artist of no small renown (look for his distinctive signature the next time you're browsing the bookstore shelves), and is also represented with a piece in our 1982 DAYS OF THE DRAGON™ calendar.

The cornerstone of our feature article section this month represents somewhat of a departure from policy for DRAGON™ magazine. Never before has this publication printed material which, to put it bluntly, suggests that an entire major section of the AD&D rules be reconstructed. But when authors Philip Meyers and Steven Howard provided us with well thought-out manuscripts on how the monk character class ought to be refurbished and redesigned, we decided to give them their due. Once

again, we point out that articles in DRAGON magazine are nothing more than *suggested* ways to change or enhance your game, and there's nothing "official," in any sense of the word, connected with our presentation of these (or any other) pieces of writing.

The longest single article inside (except for the module, of course) is the latest in our continuing line of suggested new non-player characters for an AD&D campaign: Andrew Dewar's vision of the Oracle. For some NPCs of deity-level status, take a look at the Bogatyrs, a collection of legendary old Russian heroes (and the villains they fought) which serves as the first installment of "Larger: Than Life," a new feature devoted to descriptions of super-high-powered characters on a par with the personalities in the DEITIES & DEMIGODS™ Cyclopedic.

On a more philosophical note, we offer you "Some universal rules" from contributing editor Roger Moore on how to design a personalized universe that works the way a universe should. And in the same vein, the second installment of John Prados' series in *Simulation Corner* on making a working model of your very own game design.

Some of the niftiest monsters around are those which have been "translated" from fantasy literature into AD&D terms. Mark Nuiver went through John Wyndham's science-fiction classic *The Day of the Triffids* with a fine-toothed pencil to come up with the definitive AD&D Triffid. Plant a few of these in your next adventure and see what blossoms.

You can't usually find out what's on the other side of a doorway unless you go through it. Len Lakofka, in his latest essay from *Leomund's Tiny Hut*, spells out how getting through a door can be a whole lot tougher than simply twisting the latch. In similar fashion, Merle Rasmussen, the dean of TOP SECRET™ administrators, tries to make things more difficult for agents by listing what equipment each type of spy can and can't employ.

The newest additions to the Dragon's Bestiary area couple of lawful good guys, the Argas and Narra, plus the bizarre one-eyed Oculon. Grouped in the Dragon's Augury section are a trio of games about three widely diverse subjects — and diversity is also the key word in *The Electric Eye*, where computer columnist Mark Herro takes time to clean out his tidbit file.

And the list goes on (but not for much longer) with a *Traveller* variant giving more "oomph" to the Merchant class; some recommendations from game-design scholar Glenn Rahman on how to make *Junta* a more revolutionary activity.

As evidence of our usual flair for finishing with a grin, the last three pages of #53 contain a sampling of "Dragon Mirth" cartoons; the current trials and tribulations of Finieous Fingers & Friends; and a new "What's New?" by Phil Foglio. If your page 80 is all wet and wrinkled, blame Phil; he told us to do it. —KM

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What if those 675 low-level monks were divided by alignment into 3 separate monk organizations, each independent of the others? Using the formula given in the Players Handbook for determining non-player character monk alignments, this gives the nine lawful good monk leaders 338 lower-level monks, or 37 each; the lawful neutrals 236, or 26 each; and the lawful evils 101, or 11 each.

If these figures still seem too unmanageable, it is a small step further to postulate the existence of smaller factions. Let's further assume that due to strife, disagreement of religion, and great distance (my campaign map covers an area roughly the size of the United States)

these alignment groups have further split into smaller factions, called "brotherhoods." With a little more juggling of the numbers (perhaps a higher dropout rate or a higher recruitment rate), a structure can be established where each high-level monk has only around eight lower-level monks to "keep watch over," allowing much more time for adventuring.

One problem that could arise within a single brotherhood is the "too many chiefs and not enough Indians" syndrome. Should this occur, a large-scale recruiting drive would be initiated in the area. Should the problem grow severe, the brotherhood might have to disband. The few remaining members would have

the options of retirement, changing classes, or beginning to study in another brotherhood (this last act could require a drop in level and a re-training period of several months.).

Naturally, it is not possible to allow for more than one Grand Master of Flowers and still entirely uphold the spirit of the AD&D rules. But it is possible, and may be advisable, to alter the monkish hierarchy to suit a particular campaign, as long as the system and the rationale devised to affect such a change is logical, balanced and fair. What is given above represents a solution to the "problem"—but by no means the only one or the best one.



INTRODUCTION

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* * *

My character is a lawful neutral monk in a party with two neutral evil characters and two neutral goods. The DM says that if our party runs into a party of lawful neutral monks and fighting breaks out, my monk would join the other monks in fighting, against my party. I think the DM is full of it. What do you think?

There is a lawful evil high-level NPC monk in our campaign. What will happen when my lawful good player-character monk gains enough experience to challenge this monk for position? There seem to be many ways in which an evil character could avoid such a challenger. How can such an opponent be made to "fight fair"?

The key to properly determining a monk's course of action in each of these examples has to do with understanding the concept-

of lawfulness. Monks must always be lawful, and for very good reason, because a monkish hierarchy and advancement within that hierarchy would be valueless if so much as a single non-lawful element was allowed to "contaminate" it.

The purpose and goal of lawfulness, from the definition of lawful neutral in the Players Handbook, is "bringing all to predictability and regulation." Lawful characters must always be predictable in their actions and motives. The *Dungeon Masters Guide* adds that it is vital for all lawful neutral characters to have "regimentation and strict definition" in their lives and their outlook on life.

How is this applied to the first situation? Simply this: A monk's lawfulness will cause him to always honor the prior commitment he made to the members of the party he's with. His allegiance is to his comrades first, because that's the lawful thing to do. Of course, if the party members treat the monk in a less than lawful fashion themselves, they must be willing to suffer the consequences of that action if the monk elects to "desert." No lawful character will remain allied to a party which treats him unfairly, regardless of previous commitments — and may get rather fervent in his objections to such treatment.

If the concept of lawfulness is correctly interpreted and properly integrated into an adventure or a campaign, no "desertion" of this sort will occur without extenuating circumstances—and in no event should a DM ever feel justified in decreeing that such an event *must* take place. It is the character's (and player's) right and responsibility to decide what to do. After that decision is made and carried out, it is the DM's right and responsibility to evaluate the "correctness" of the decision in light of the character's professed alignment. A lawful player character cannot be forced (by the DM *directly*) to do something unlawful, but should always be held accountable if it happens involuntarily as the result of a *game* activity, or if the character does it of his own free will.



Cup in the land where DRAGON™ magazine is born anew each month, it's wintertime again. But in the middle of this issue of the world's warmest gaming magazine, there's nothing but palm trees and sunshine. Well . . . almost nothing. There's a funny-looking island, which is really Alulu, and there's a whole lot of excitement and intrigue ahead for TOP SECRET® agents who take on *MAD MERC*, a 20-page adventure created and developed by Merle Rasmussen (author of the original TOP SECRET rules) and James Thompson (a.k.a. Pong), Merle's sidekick in subterfuge. *MAD MERC* is the longest (20 pages) of the three modules for the TOP SECRET game that we've published, and it's the first agents' adventure that has been in these pages since issue #48. Is it the best of the three? We'll leave that to the spies to decide.

You'll run into Phil Foglio no matter which end you start from this month. Besides providing our cover painting, which Phil titled "The Critic," he also fills the last page on the inside of the magazine — a snazzy, seasonal "What's New©" which is presented in color for the first time on page 80.

This month's feature section is anchored by an in-depth look at the AD&D™ bard class; it's tough to *be* one, but even tougher to *beat* one. "Singing a new tune" is our title for Jeff Goelz's collection of suggestions on how the class could be redesigned. Also in the section is an article by Bill Howell advocating a new set of "Songs instead of spells" for the bard, and a Sage Advice column containing all the answers we could find to all the questions you could think to ask about bards.

The bard articles, like almost everything else you'll read in this magazine, are *unofficial* and not intended to be taken as

rule changes, or even recommended rule changes. Something that is official every time it appears is *From the Sorcerer's Scroll*, the column composed by the creator of the AD&D game system, E. Gary Gygax. Gary's latest words of wisdom include official definitions of magic circles and other protection devices, plus a detailed look at the past and present history of the north central section of his own Greyhawk campaign, from which the WORLD OF GREYHAWK™ Fantasy World Setting was drawn — "must" reading for anyone running a campaign within the borders of the Flanaess.

Coming up with a logical, sensible, fully detailed map of your campaign area is not an easy task, but it is made much less taxing if you enlist the assistance of none other than the United States government. "Map hazard, not haphazard" is William Hamblin's informative essay on how to obtain topographic maps of the real world and how to put them to good use in gaming.

There's another slice of short fiction inside — "The Doctor," J. Robert Dunkle's unorthodox and somewhat unsettling account of a strange malpractice trial — or maybe malpractice isn't a strong enough word...

In observance of the gift-buying season, we've provided eight pages of review articles to give you some Christmas shopping choices: four assessments of games and game accessories, plus five pages of observations by book reviewer Chris Henderson on what's available to be taken *Off the Shelf*. In observance of your unquenchable appetite for new monsters, there's a trio of new residents in *Dragon's Bestiary*. And in observance of nothing in particular — but well worth observing — is a three-page installment of *Wormy*. Happy holidays! — KM

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POKER, CHESS, AND THE AD&D™ SYSTEM

THE OFFICIAL WORD ON WHAT'S OFFICIAL

by E. Gary Gygax

A few individuals consistently voice misconceptions about the DUNGEONS & DRAGONS® and the ADVANCED DUNGEONS & DRAGONS™ games with respect to the whole of the genre of fantasy role playing in general and TSR in particular. This matter would be of small import indeed, were it not that some of these few are also connected with commercial ventures in the Adventure Gaming industry in general and fantasy in particular. Because of this basic misconception and lack of knowledge, it is sometimes difficult to communicate effectively. In order to cast light on the situation, please follow along as I draw a couple of analogies. Although the parallels aren't exact, they do demonstrate quite amply the points to be made.

In the wide range of card games there is poker. It is a separate and distinct game from all others played with cards. There is a single recognized authority on poker — Hoyle. Now the Hoyle rules relate two distinct types of poker played. One sort is pretty well free and includes lots of house rules and hands such as the *skip-straight*, *straight round the corner*, *blaze*, and so on. The other form of the game is that which is played according to the rules set forth by Hoyle. If one were to liken the D&D® game system to the former sort of poker, and the AD&D™ game system to the latter, one wouldn't miss the mark by much as far as general concept is concerned.

Now consider chess. The game name actually is a generic for many national and variant boardgames involving pieces and pawns which probably evolved from the Indian game, *Chaturanga*. Be that as it may, consider the chess enthusiast who discovers the fact that there are, indeed, hundreds of different versions of the game in addition to that which the Western world calls chess. Imagine this delighted fellow then busily taking what he considers to be the best features of *Shogi* (Japanese chess), *Timor's Chess* (a variant game), and a few of his own ideas. These he uses to create a new game — chess, of course. Envision the reception he would receive

when presenting this new game at a chess tournament sponsored by the US Chess Federation! (But all six of the guys who played it with me loved it!)

If one thinks of the D&D game structure as a book which covers most of the forms of chess, including variants, and tells prospective players how to put together a board and select which pieces and pawns will be used in the creation, the parallel is not far from the mark. This is especially true if one then likens AD&D gaming to Western chess. In the former, the interested party constructs the design by steps, beginning with a small board and simple pieces and adding space and more complex movement as skill and desire dictate. The latter case dictates the size and power of all pieces and pawns immediately, but the enthusiast must then concentrate on the skill required to play the game well.

One letter from a reader of *DRAGON™ Magazine* commenting on the barbarian sub-class (issue #63) was critical because the approach differed from the other established classes. Using the analogy to chess, I suggest that the objection is similar to criticism of the move of the knight because it can leap over other men while none of the other pieces or pawns can do so. That is an aside. Allow me to return to the major point which must predicate what follows.

Using the relationship of games, think about this: Would any intelligent person purchase a copy of the *MONOPOLY®* game, add in some parts of the *MAD MAGAZINE®* game, imagine it to be somehow "better" than either one alone, and then announce to everyone far and wide that the end product was not only superior, but it was still a *MONOPOLY* game? As ludicrous as that sounds, that is pretty much what happens when even well-meaning players of TSR games try to mix and match different systems. Now consider the result when some overzealous *MONOPOLY* game fan blends in what he considers "improvements" from the *LIFE* game and the *CAREERS* game, claiming that the result is a *MONOPOLY* game — an improved version, of course — and playable by all other *MONOPOLY* game enthusiasts everywhere. (After all,

he and his group of half a dozen friends really like the "design"! Sounds silly, but that happens frequently to TSR's AD&D game.

Notice that TSR *owns* the ADVANCED DUNGEONS & DRAGONS game system. Well, they own the DUNGEONS & DRAGONS game, too — just as Parker Brothers owns *MONOPOLY* and *THE MAD MAGAZINE* game. TSR holds the copyrights to the D&D and AD&D games. They own the Trade Marks. Use of either must be by TSR or with its permission. Neither game is public domain. No other firm can make any commercial use whatsoever of either game without permission from TSR. Furthermore, house rules are as different from place to place as can be imagined, so that of the several million D&D game players, the only recognized basis for intra-group play are the rules furnished by TSR. It is far more tight a basis when AD&D gaming is considered. Of the two or so million players of that game system, only about 5% even get *DRAGON Magazine* and read the *official* rules additions. Just as TSR sells far more D&D games than are sold of all other competing fantasy role-playing products combined, *DRAGON Magazine* has a circulation which is over twice that of all of its competitors. To claim that any other FRP game system has the acceptance of D&D gaming is absolutely contravened by hard facts. When AD&D gaming is included in the totals, there is no contest — it is a laugher. Similarly, *DRAGON Magazine* dominates the field, but even with its relatively large circulation, it reaches less than 25% of the total D&D/AD&D game audience. Now we have some perspective.

If one plays the D&D game system, it is possible that material from outside that offered by TSR to be included in the game. Such a game becomes "house rules" poker, so to speak. One then either announces the special rules, or drops them, when players from outside the core group participate in the game. Hoyle has even begun to standardize house rules, and this is similar to what TSR will be doing in the next few years as a special team of designers and editors work on the D&D game system — both to

finish it and to make a few needed revisions.

The AD&D game system does not allow the injection of extraneous material. That is clearly stated in the rule books. It is thus a simple matter: Either one plays the AD&D game, or one plays something else, just as one either plays poker according to Hoyle, or one plays (Western) chess by tournament rules, or one does not. Since the game is the sole property of TSR and its designer, what is official and what is not has meaning if one plays the game. Serious players will only accept official material, for they *play* the game rather than playing at it, as do those who enjoy "house rules" poker, or who push pawns around the chess board. No power on earth can dictate that gamers not add spurious rules and material to either the D&D or AD&D game systems, but likewise no claim to playing either game can then be made. Such games are not D&D or AD&D games — they are something else, classifiable only under the generic "FRPG" catch-all. To be succinct, whether you play either game or not is your business, but in order to state that you play either, it is obviously necessary to play them with the official rules, as written. Thus, when you get information in these pages which bears the "official" stamp, that means it can immediately be used in game play.

Certainly, even those groups who adhere strictly to the rules may develop certain rule extensions or cases which differ from what is written. These individuals are notable, for in a tournament they are heard inquiring about how certain rules or situations will be handled. They play D&D or AD&D games and fully understand what that means. I do hope that all Good Readers are now as well grounded in the facts of the matter.

Either you play TSR's D&D and AD&D games, or you play variants of them, or you use a hodge-podge system, or else you play one of the systems which have grown up after TSR's. Unless you play the AD&D game system, you probably won't have much purpose in reading what is official and what isn't. In any event, bear in mind that the mainstream play both game systems as they appear. Next time someone touts some magazine or game as being useful for inclusion in your campaign, consider the foregoing. Adding non-official material puts your game outside the D&D or AD&D game system. It becomes something else at best.

Far too often, extraneous material tinkered onto the existing D&D or AD&D campaign will quickly bring it down to a lower level at best, ruin it at worst. Fads and "new, state-of-the-art" games come and go, but the D&D and AD&D games keep on growing and improving. The choice is yours.

The barbarian

This brings us nicely round to whether or not the barbarian sub-class of fighters unbalances the AD&D game — or is too weak and useless for consideration. Opinions were about evenly divided between those two positions. Is the barbarian a true class? Perhaps the character could better be described as an individual from a certain type of society or cultural group. Certainly, one could not call the barbarian group a race. In any case, the designation "profession" isn't bad, for barbarians work at being what they are and derive their livelihood from the pursuit of such activity. Of course, barbarians must come from a particular society, but then it is only logical to assume that magic-users come from that strata of developed society which enjoys money, education, and position. How else could such a class of characters be trained so long and expensively? Whatever justifies the barbarian, or the magic-user, is not actually germane. Does the sub-class work? *That* is the question. TSR has sufficient faith in the creator of the system to say "yes" by allowing me to produce official material on a *carte blanche* basis. Be that as it may, there were too many questions about the sub-class to simply pass over them all by offering a "take it or leave it" position.

It is obvious to anyone who has the opportunity to read the letters regarding the barbarian that the objections to the class are both contradictory and reactionary. As I mentioned before, of those comments which questioned the barbarian, it was nearly a standoff between those protesting it as too strong and those asserting it was too weak. A few wondered why a decision to be a barbarian character had to be made prior to rolling dice for attribute scores. The answer is simple: The game is based on role-playing principles, and it is easier to do so with a course determined in the first place. Method 1 of *Generation of Ability Scores* encourages the player to arrange scores so as to be able to choose a character profession from predisposition rather than dice-determined statistics. It is but a step removed from there to deciding on play as a barbarian sub-class fighter and rolling dice accordingly. Frank Mentzer suggests that the 4d6 system could be employed, with minimum score requirements of 16 strength and constitution, 15 dexterity, and a maximum wisdom of 15. That will work, but it seems to beg the question. Playing as a barbarian is offered to players as a determined choice, not as one of several possibilities — or a mere afterthought. This is a part of the whole concept. Thus, the level title for a barbarian never varies. Such a character, properly role-played, is bred, raised, grows, and dies a barbarian. Barbarians do not need training to go up levels, because they gain no so-

phistication. They get tougher and more wily. This also should be clear to those who wonder about the amount of experience points required to gain a level — it is hard-earned, "school of hard knocks" learning which enables them to get better, not any form of schooled training, exercise, and like instruction.

Similarly, barbarians have lots of weapons to be proficient in — those typically used by a barbarian culture, you will note, and not necessarily those which are most likely to give the character an edge in combat. Barbarians do not have the opportunity of weapon specialization as regular fighters now do (see issue #66 of DRAGON Magazine). Because of their power and innate abilities, they need no magic weapons to hit magic-laden monsters such as gargoyles, demons, or golems. No one ever asked, but barbarians cannot ever be anything else. One cannot start as some other profession and become a barbarian at a later stage. Likewise, once a character is a barbarian, he or she can never opt to change to some other profession and have dual classes.

How about lack of magic? Is AD&D play half magic? Does the whole campaign require that magic permeate each and every character's existence? Yes. . . and no. The game itself subsumes a magical multiverse. Action generally takes place in some setting filled with manifold dweomers. All character classes use it to some extent, even the barbarian. How is it that the sub-class has the powers it does? They are magical, but in a non-standard way, of course. Let us say that their very non-magical nature gives them a sort of paramagical aura. Thus they have superior characteristics and powerful capacities to detect magic, avoid ambush and surprise, and so on.

The barbarian's armor class bonus for high dexterity, +2 per point above 14, means that a barbarian's dexterity bonus in combat can be as high as 8. Combined with chain mail and shield (AC 4), the adjusted rating is AC -4. Anyone who claims that is insufficient, especially considering the mass of hit points a barbarian will have, just doesn't know the first thing about AD&D game play. Those who believe it to be excessive, particularly at low levels of play, have more of a point. However, when relative hit points are considered, as well as the fact that the armor class is relative to the situation — and many instances will disallow dexterity bonus — that argument also loses most, if not all, of its force. Is a 1st-level magic-user with a sleep spell too strong? After all, that character. can absolutely demolish a 4th-level character, a pair of wererats, possibly, or all sorts of other monsters more powerful than himself. It is touch and go. . . even assuming you are lucky enough to start play with so powerful a spell as *sleep*. Is a maximum

of 20 hit points too much for a 1st level character? Someone said that about a barbarian. A ranger with 18 constitution has a hit point spread of a minimum of 10, medial 17, maximum 24. Is anyone upset about that? All that is really being questioned is change, because this subclass is different from others. Well, Gentle Players, that is what you've been asking for, and that is what I am here to do. Believe it or not, I actually know my game system and what or what will not work within its parameters! That is why the barbarian is cut off at 8 hit dice, by the way. The points to be had from 8d12, with the constitution bonus awarded, are surely enough of a basis for a STRONG character. Now let's go back to magic and saving throws.

Reasoned study of the barbarian subclass proves that they need no magic armor or weapons. However, along with benefit of armor or protective devices, it is certain that the barbarians need some boost in saving throws. This is doubly true when the fact that they shun spells is considered. Thus, they have a stronger basic resistance to poison and magical forces. *Note one very important change:* In order to remain consistent with existing variances to saving throws, barbarians save versus *polymorph* at +3 (rat her than +2, as shown in the original article). Thanks to Frank Mentzer for noting this anomaly. In any event, the barbarian sees magic of two sorts — wizard magic and god magic. The former is cast by magic-users and their ilk — puling creatures all. The latter sort of dweomer must be tolerated, for who can argue with deities? A *brooch of shielding* (hopefully a rare find in any campaign) is so much dross to a hard-nosed barbarian. He'll take the niggling damage from the magic-user (that's what his high hit points are for) and then hew the cowardly craven to pieces. Those magics which allow saving throws are so much the better, for the barbarian does have a better chance to save against them. Those that happen, happen. With everything that the sub-class has, what real need is there for magic items? Scarce and rare finds in any well-run campaign, such wretched stuff is not for true humans (barbarians) in any event.

Magic performed by clerics, particularly clerics who serve the deities of the barbarian and his or her tribe, is another matter. That sort of thing must be abided. Who in a barbarian tribe would stoop to using even the dweomer of deities? Why, that's simple: Men and women too old to fight, weaklings, and those odd individuals "touched" by some super-being. In a life-and-death situation, any self-respecting barbarian would allow a proper servant of a known deity to do whatever the deity directs through that servant. If it goes against the barbarian grain, then the offending cleric can be thereafter

shunned — whether out of embarrassment, dislike, or fear is entirely open to question. If absolutely necessary, such spells can be tolerated for short periods of time, but by choice any barbarian must seek more direct solutions with arms. Obviously, faced with a situation which required the barbarian to perform a given plan, and that action was impossible without magic — possibly even wizard magic — the intelligent barbarian would be forced to stoop to such low means to reach the end. Shunning doesn't mean the same as *never associating with*: Look the word up. Again, it doesn't assert that barbarians will slay all magic-users just because they reek of noisome magic, nor does it state that clerics casting spells above 2nd or 3rd level will be done to death by the outraged barbarian. Low-level spells are merely the power of a shaman/cleric given by some deity — not even god magic. Higher-level spells of a clerical nature are disliked by barbarians, and they will not voluntarily be around those who make a practice of employing magic. Circumstances, as usual, alter cases. Remember the spirit of the rules, instead of trying to find the letter by reading between the lines.

Who can be right all of the time? Not!! I admit with a slightly red face that I left out yet another important point regarding the class. Hit points are recovered at twice the normal rate, and barbarians can even get them back at the normal rate while active. Thus, rest allows regaining of lost hit points at +2 points per day, and while moving and/or adventuring points are regained at +1 per day. This is part and parcel of *first aid* ability. The binding and care of damage is required for barbarians to regain lost hit points, helpful to characters and creatures in serious state of damage. Curing natural illnesses (diseases or magical illnesses) is done the same as determining the success of poison antidotes.

Whether or not a barbarian has henchmen is a matter for the player, and the barbarian's charisma and actions, to decide. Will the barbarian build or capture a stronghold of some type? Considering the characteristics of the sub-class, role-playing a barbarian properly would indicate that the character wouldn't do well in such civilized surroundings — at least for an extended period of time. Will a barbarian attract followers? That is again a matter for the individual. It is worth pointing out that a barbarian with a reasonably high charisma and a high experience level is a very influential type when dealing with other barbarians. Anyone with a relative charisma of 20 or more is certainly going to attract followers if they so desire — and work at it a bit!

In all truth, the sub-class is not too powerful. It is, in fact, under-powered unless some very good rolls are gained

in the areas of strength, dexterity, and constitution. To have real prospects for long-range play, the character must have 18, 16, and 17 respectively. That, Gentle Readers, is why they are given 9d6, 7d6, and 8d6 for those categories. A low-level barbarian has a better than average chance of survival without such high rolls, but at higher level, he or she is not going to do well unless strength, dexterity, and constitution combine to give high hit points, low armor class, and superior punishment potential.

The deva

So how about the official new creature, the deva? (It is pronounced with a long "e" — *deevah*, with the accent on the first syllable.) Some oddly oriented chap accused me of plagiarism because the religion and myth of India mentions devas. (Good gracious! I do hope that when this fellow checks out the Monster Manual he will forgive me. . . . And what will he think of Tolkien, I wonder, who took virtually everything he wrote about from a background of Norse mythology and English folklore? And R. E. Howard! Why, almost all of his names are taken directly from actual history! Mercy! Such high-handed theft!) Those Enlightened Readers familiar with theosophy will immediately be able to recognize from whence I got inspiration for the three races of devas, and their more powerful associates the planetars and solars. Because the races of devas are native to the Upper Outer Planes, their frequency is given for such areas. As is stated, they travel about in service to the deities of these planes and do not generally ramble about on persona! pleasure jaunts. If fans of demons and devils find them too strong, I can hardly wait until they get a look at what planetars and solars are able to do! (*Editor's note: This essay was composed before the issue of DRAGON Magazine containing the planetar and solar had been released.*) Although there are fewer of these servants of Good, they are far and away stronger than the minions of Evil. A strong character can handle the typical demon or devil. With aid from a deva or two, any party of Good alignment can hope to survive the dire machinations of morally and ethically aligned foes with the forces of Darkness to call upon. While they should be seldom met, the potential is always there.

Although illustrated as male, the races of devas are similar to humans in that they have male and female sexes. They are bipedal and somewhat resemble humans, but they are in no sense human. In fact, they are nothing like the angels of Judeo-Christian teaching, or Moslem, for that matter, as they are a race, have no direct descent due to creation by a supreme being, and have corporal forms everywhere, save the Prime Material Plane where they have material forms

but immortality. Devas have wings in order to fly — just as giant eagles and rocs do. For much the same reason, quite a number of the monstrous inhabitants of the Lower Outer Planes have wings. After all, AD&D gaming is postulated on medieval fantasy and mythology. Because there are hordes of nasty critters at work to promote Evil (and provide fodder for swordplay), it is necessary to have some reasonable' minions serving the opposing planes in the mythical multiverse of the game. To state that devas are patterned after angels is preposterous. They are patterned after mythological and fabled concepts of what sort of creatures serve the forces of Good. They are written so as to make their alignment absolutely clear. To think otherwise is to fly in the face of reason and against the entire gamut of creatures patterned in the AD&D game system. Much of the inspiration for it all is borrowed from folklore, myth, and legend. To claim that some demon names match those found in the Bible makes as much sense as asserting that devas are from Indian myth or that they are angels. Devils and demons were either taken from common lists of secular writings on the topic, or made up on the spot as the need arose. Some are obviously based on the gods of ancient cultures — Assyria, Babylonia, Persia, etc. Some are of medieval origin. Who borrows from whom becomes quite muddled in the span of history. Frankly, what difference does it make when we are talking about a time separation of centuries?!

There was a typographical error in the stats for one of the devas. This is important! The *astral deva* has a "mace-like" weapon which strikes as if it were a *mace of disruption* wielded by an 8th level cleric, not a 9th level cleric, as shown. My thanks to Chuck Conerity for spotting the glitch!

Other topics

As an aside, one letter-writer asked if magic-users were ever going to benefit from intelligence at lower levels, suggesting that they needed spell help in the form of bonuses such as clerics gain. Not so. Magic-users are strong enough as they are. The benefit they gain from intelligence is the capacity to know additional spells and the more immediately important chance of being able to comprehend any given spell when first presented with it. Adding to magic-user strength is certainly a case of gilding gold and painting lilies. It won't be done here! Adding some new, useful spells at all levels is something else again. . . .

This same writer also asks: "Are the characteristics for halflings still going to be generated by the roll of 3d6 in all cases?" As Method 1 for such generation suggests that 4d6 be used, the question seems rather pointless, shall we say?

The game rules hold as written, except in the case of the barbarian sub-class. However, because it is not a critical rule in the game, and character ability generation rolls are so frequently a matter for lying and cheating (where players really cheat themselves, much as if they cheated at solitaire), methods of generation which develop a reasonable spread and do not exceed the 18 maximum dice total are acceptable "house rules." The credence of a campaign using such variant systems might be suspect, even with so small a matter.

Simply put, variants of this nature too often give undue advantage or penalty with regard to the probability spread as presented in the rules. Thus, how well will a player used to such undue advantage, or suffering from lack of experience in some class or race because of unfair restrictions, do in a tournament where the correct systems are used? It should not take a mathematical wizard to determine that there is a radical difference in the probability curves of the totals of the highest 3 of 4d6 -1 compared to the total of 4d4! Curves which improve the character's chances for high ability scores are more acceptable — cheating always takes place in beginners' campaigns anyway. They do penalize participants, however, as they do not prepare them for the "facts of life" in a real cam-

paign, let alone a tournament situation. Overall, the probability curves given should be respected. They work exactly as they should in relationship to the whole game system.

Another aside pertained to height and weight. The letter-writer held that height should determine weight. Perhaps that chap has never seen a short, fat person or a tall, thin one. Somatyping could be interesting, but why put it into a game already fraught with many tables and charts?

Speaking of tables and charts, I do have one severe problem with my own game system. I got talked into doing the complicated and time-consuming series for grappling, pummeling, and overbearing in a weak moment. I have regretted them ever since. I tend to use a very simple system which we initially developed for such close-quarters combat in about 1974. Being a glutton for punishment, I am now asking all of you Gentle Players to give me your comments on the matter. Am I alone in disliking the rules and systems for weaponless combat as presented? Do you wish something different? Should the whole matter be more precise? Would you enjoy such combat more if it was accomplished with greater alacrity and simpler rules? Here is your chance to influence the course of the matter.



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CASTLE & CRUSADE

By Gary Gygax

Some readers will harken back to the time when there was a Castle & Crusade Society, originated by the Lake Geneva Tactical Studies Association and jointly sponsored by it and the now-defunct IFW. As the LGTSA was instrumental in preparing the final version of CHAINMAIL, it is quite natural that your editor should discuss those rules in his column. And as he was the founder of the C & C Society, it is just as logical that this column on the Medieval epoch should be included in SR from henceforward! Return with us now to those bygone days of yesteryear . . .

The Spear in Man-To-Man Combat: Several players have asked why the spear is so (seemingly) ineffective in the CHAINMAIL "Man-To-Man" combat system. There is no question that the Melee Table shows it as the least effective weapon statistically, although due to its length it usually allows figures armed with spears to deliver the first attack. However, before discussing its seeming ineffectiveness further, I believe a short discussion of the weapon itself is in order.

A spear is a sharp-pointed weapon with a shaft of considerable length which undoubtedly derived from nothing more than a pointed stick. By Medieval times there were several types of weapons which were spear-like:

The javelin of 4' or 5' length for hurling;

The spear for thrusting or hurling, ranging from about 6' to 9' in length;

The lance of 10' or 12' length for use by horsemen; and

The pike of 15' to 20' in length.

The spear was a weapon primarily of barbaric peoples or poor ones. The Vikings of the early Medieval period used it extensively, but it was abandoned for more effective arms whenever possible in most cases. The Scots used it throughout the period, but the Scottish version of the spear was very long indeed, and was more nearly a pike. The various peasant levies used it little by the middle of the period, carrying instead combination-type pole arms, i.e. the halberd which combined axe and spear and similar weapons with which both the thrust and the chop were possible. Those weapons which did not combine those two types of attack were either pike-like or broadly hooked so as to otherwise catch opponents not penetrated by the thrust. All of the latter class had hafts longer than that of the typical spear.

With this in mind, it is easy to note that a spear-armed man is unlikely to be pitted against any armor class greater than chain-type, with or without shield. At first glance this still seems to put the spearman at a serious disadvantage. However, I suggest the following: As the spear was ineffective against better protected fighting men, the proper employment historically should be sought by those fielding such troops. When they are confronted by foot troops in superior armor the spears should be hurled and the figures then considered to have drawn secondary weapons. This is what spear-carrying Vikings did historically, for example. When confronting mounted troops the spearmen are then of utmost importance, for unless the horsemen are all lance-armed the spearmen will have first attack, and the effectiveness of a spear against even a barded horse is indicated clearly on the Melee Table. As the spear is unlikely to turn up in games beyond the eleventh century or so, I am certain that a re-evaluation of the power of the spear will prove that it isn't so terribly ineffective as it appears at first.

As a final word, the "Man-To-Man" Melee Table includes a catch-all category -- "Pole Arms". This was done in interest of space, for there are so many varieties of pole arms that it would have required far too much space to warrant their inclusion. More importantly, how many wargame figures have you seen which are equipped with partisans, voulges, and the like? However, there might be the possibility of these arms being shown in the future, so we will combine "The Armory" and "Castle & Crusade" next issue in order to bring you a complete rundown on the pole arm, as well as give you the more correct scores to use if such varieties are employed in play.

COMING NEXT ISSUE . . .

- CAVALIERS & ROUNDHEADS, Some Additions and Clarifications
- DUNGEONS & DRAGONS, Questions Most Frequently Asked
- POLE ARMS, and Their Relationship to CHAINMAIL
- plus a new monster for D & D, news, and more!

SPECIAL FIRST ISSUE FEATURE!SOLO DUNGEON ADVENTURES

by Gary Gygax, with special thanks to George A. Lord
Preliminary testing: Robert Kuntz and Ernest Gygax

Although it has been possible for enthusiasts to play solo games of DUNGEONS & DRAGONS by means of "Wilderness Adventures", there has been no uniform method of dungeon exploring, for the campaign referee has heretofore been required to design dungeon levels. Through the following series of tables (and considerable dice rolling) it is now possible to adventure alone through endless series of dungeon mazes! After a time I am certain that there will be some sameness to this however, and for this reason a system of exchange of sealed envelopes for special rooms and tricks/traps is urged. These envelopes can come from any other player and contain monsters and treasure, a whole complex of rooms (unfolded a bit at a time), ancient artifacts, and so forth. All the envelope should say is for what level the contents are for and for what location, i.e. a chamber, room, 20' wide corridor, etc. Now break out your copy of D & D, your dice, and plenty of graph paper and have fun!

The upper level above the dungeon in which your solo adventures are to take place should be completely planned out, and it is a good idea to use the outdoor encounter matrix to see what lives where (a staircase discovered later just might lead right into the midst of whatever it is). The stairway down to the first level of the dungeon should be situated in the approximate middle of the upper ruins (or whatever you have as upper works).

The first level of the dungeon is always begun with a room; that is, the stairway down leads to a room; so you go immediately to TABLE V. and follow the procedure indicated. Always begin a level in the middle of the sheet of graph paper.

Save what you develop, for if you decide not to continue each solo game as part of a campaign, the levels developed in this manner can often be used in multi-player games. Likewise, keep a side record of all monsters, treasures, tricks/traps, and whatever. If the opportunity ever comes (as it most probably will) you will have an ample supply of dungeon levels and matrices to entertain other players.

Descretion must prevail at all times. For example: if you have decided that a level is to be but one sheet of paper in size, and the die result calls for something which goes beyond an edge, amend the result by rolling until you obtain something which will fit with your predetermined limits. Common sense will serve. If a room won't fit, a smaller one must serve, and any room or chamber which is called for can be otherwise drawn to suit what you believe to be its best positioning. At all times you are serving in two roles, referee and player, so be sure to keep a fair balance.

Now proceed to the tables which explain all play.

TABLE I. PERIODIC CHECKS:

Die	Result
1-3	Continue straight, check again in 60'
4-7	Door (see TABLE 11.)
8-10	Side/Passage (see TABLE III.), check again in 30'
14-16	Chamber (see TABLE V.)
17	Stairs (see TABLE VI.)
18	Dead End (walls 1., r. and ahead can be checked for Secret Doors, see TABLE V., footnote)
19	Trick/Trap (see TABLE VII.), passage continues, check again in 60'

- 20 Wandering Monster (see Vol. III, D&D), check again immediately to see what lies ahead so direction of monster's approach may be determined.

TABLE II. DOORS*:

Location of Door:		Space Beyond Door Is:	
Die	Result	Die	Result
1, 4	Left	1,2	Parallel passage or 10'x10' room if door straight ahead
5, 8	Right	3	Passage straight ahead
9, 12	Ahead	4	Passage 45 deg. ahead/behind
		5	Passage 45 deg. behind/ahead
		6-12	Room (go to TABLE V.)

*If no room is beyond a door check again on TABLE I. 30' after passing by or through a door.

TABLE III. SIDE PASSAGES:

Die	Result	Passage Width:	
		Die	Result
1	left 90 degrees	1-7	10'
2	right 90 degrees	8-10	20'
3	left 45 degrees ahead	11	30'
4	right 45 degrees ahead	12	5'
5	left 45 degrees behind		
6	right 45 degrees behind		
7	left curve 45 degrees ahead		
8	right curve 45 degrees ahead		
9	passage "T's"		
10	passage "Y's"		
11	four-way intersection		
12	passage "X's" (if present passage is horizontal or vertical it forms a fifth passage into the "x")		

TABLE IV. TURNS:

Die	Result (check on width of passage on TABLE III.)
1-4	left 90 degrees
5	left 45 degrees ahead
6	left 45 degrees behind
7-10	right 90 degrees
11	right 45 degrees ahead
12	right 45 degrees behind

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

Die	Chamber Shape and Area	Room Shape and Area
1	Square, 20' x 20'	Square, 10' x 10'
2-4	Square, 20' x 20'	Square, 20' x 20'
5	Square, 30' x 30'	Square, 30' x 30'
6	Square, 40' x 40'	Square, 40' x 40'
7	Rectangular, 20' x 30'	Rectangular, 10' x 20'
8, 9	Rectangular, 20' x 30'	Rectangular, 20' x 30'
10	Rectangular, 30' x 50'	Rectangular, 20' x 40'
11	Rectangular, 40' x 60'	Rectangular, 30' x 40'
12	Unusual Shape and Area, see sub-table below --	

Unusual Shape and Size (Roll Separately for Shape and Size):

Die	Shape	Size
1-3	Circular	about 500 sq. ft.
4, 5	Triangular	about 900 sq. ft.
6, 7	Trapezoidal	about 1,300 sq. ft.
8, 9	Odd-shaped*	about 2,000 sq. ft.
10	Oval	about 2,700 sq. ft.
11	Hexagonal	about 3,400 sq. ft.
12	Octagonal	roll again and add result to 11 above (if another 12 repeat the process, doubling 11 above, and so on)

*draw what shape you desire or what will fit the map

Exits: Number, Location, and Direction (Passages in Chambers, Doors in Rooms)

Die	Room Area	Number of Exits
1	up to 600'	1
1	over 600'	2
2	up to 600'	2
2	over 600'	3
3	up to 600'	3
3	over 600'	4
4	up to 1200'	0 *
4	over 1200'	1
5	up to 1600'	0 *
5	over 1600'	1
6	any size	1-4, roll to determine

Die **	Location	Direction (If a Door use TABLE II instead)
1-5	opposite wall	straight ahead
6-8	left wall	straight ahead
9-11	right wall	straight ahead, 20' wide
12	same wall	45 deg. left/right

* A secret door might exist, and a search may be made if desired. For every 10' of wall space checked roll a 12-sided die -- a 1 indicates a secret door has been found, a 12 indicates a wandering monster has come in.

** If a passage or door is indicated in a wall where the space immediately beyond the wall has already been mapped then the exit is either a secret door (1,2) or a one-way door (3-6).

Chamber or Room Contents:

Die	Contents
1-12	empty
13,14	monster only (determine from D&D, Vol. III)
15-17	monster and treasure (see table below)
18	special* or empty
19	Trick/Trap (see TABLE VII.)
20	Treasure (see table below)

* insert a sealed envelope indicating room contents which can be prepared for you by any willing person, and open the envelope when indicated above.

Treasure:

Die	Without Monster	With Monster
01-25	1,000 copper pieces/level	According to the type indicated in D&D, Vol. III for "Outdoor Adventures" with pro rata adjustment for relative numbers.
26-50	1,000 silver pieces/level	
51-65	750 electrum pieces/level	
66-80	250 gold pieces/level	
81-90	100 platinum pieces/level	
91-94	1-4 gems/level	
95-97	1 piece jewelry/level	
98-00	Magic (roll on D&D table)	

TABLE VI. STAIRS:

Die	Result
1-5	Down 1 level*
6	Down 2 levels**
7	Down 3 levels***
8	Up dead end (1 in six is collapsing chute down 1 level)
9	Down dead end (1 in six to chute down 2 levels)
10	Chimney up 1 level, passage continues, check again in 30'
11	Chimney up 2 levels, passage continues, check again in 30'
13	Chimney down 2 levels, passage continues, check again in 30'
14-18	Trap door down 1 level, passage continues, check again in 30'
19,20	Trap door down 2 levels, passage continues, check again in 30'

* 1 in 12 has a door which closes egress for the day

** 1 in 10 has a door which closes egress for the day

*** 1 in 8 has a door which closes egress for the day

N.B. Check for such doors only after descending steps!

TABLE VII. TRICK/TRAP:

Die	Result
1-5	Secret Door <u>unless</u> unlocated: Non-elf locates 1 in 6, elf locates 2 in 6, magical device locates 5 in 6 (then see TABLE II.) Unlocated secret doors <u>go to die 6,7 below.</u>
6,7	Pit, 10' deep, 3 in 6 fall in.
8	Pit, 10' deep with spikes.
9	20' x 20' elevator room (party has entered door directly ahead and is in room), descends 1 level and will not ascend for 30 turns.
10	As 9 above, but room descends 2 levels.
11	As 9 above, but room descends 2-5 levels, 1 upon entering and 1 additional level each time an unsuccessful attempt at door opening is made, or until it descends as far as it can. This will not ascend for 60 turns.
12-14	Wall 10' behind slides across passage blocking it for from 10-60 turns.
15	Arrow trap, 1-6 arrows, roll for each to see if and score hits, 1 in 6 is poison.
16	Spear trap, 1-3 spears, 1 in 12 is poisoned
17,18	Gas, party has detected it, but must breath it to continue along corridor as it covers 60' ahead. Mark map accordingly regardless of turning back or not. (See Gas Sub-Table below.)
20	Use a trick/trap from a sealed envelope, make up one of your own, or roll again until a 1-19 turns up.

Gas Sub-Table:

Die	Result
1-5	Only effect is to obscure vision when passing thru.
6	Blinds for 1-6 turns after passing through.
7	Fear: run back 120' unless save vs. Magic is made.
8	Sleep: party sound asleep for 2-12 turns.
9,10	Strength: adds 1-6 points of strength to all fighters in party for 10-40 turns.
11	Sickness: return to surface immediately.
12	Poison: save vs. Poison or dead.

CAVES AND CAVERNS FOR LOWEST LEVELS: You may wish to have "rough-hewn" and natural tunnels in lower levels, and where chambers and rooms are indicated substitute Caves and Caverns. Exits are as above, and there is a 1 in 6 chance for monsters, 5 in 6 that the monster has treasure.

TABLE VIII. CAVES & CAVERNS

Die	Result
1-3	Cave about 40' x 60'
4	Cave about 50' x 75'
5	Double Cave: 20' x 30', 60' x 60'
6	Double Cave: 35' x 50', 80' x 90'
7-9	Cavern about 95' x 125'
10	Cavern about 120' x 150'
11	Cavern about 150' x 200'
12	Mammoth cavern about 250'-300' x 350'-400'

*Roll to see if pool therein

**Roll to see if lake therein

Pools:

Die	Result
1-5	No pool
6,7	Pool, no monster
8,9	Pool, monster
10,11	Pool, monster & treasure
12	Magical pool

Lakes:

Die	Result
1-5	No lake
6-8	Lake, no monsters
9-11	Lake, monsters*
12	Enchanted lake**

* 1-4 monsters, 4 in 5 chance of treasure

**enchanted lake leads any who manage to cross it to another dimension (if special map is available, otherwise treat as lake with monsters) -- lake will have from 2-5 monsters

Magic Pools: (In order to find out what they are characters must enter)

Die	Result
1-3	Turns gold to platinum (1-3) or lead (4-6), one time only.
4-6	Will on a one-time-only basis add (1-3) or subtract (4-6) from one characteristic of all who stand within it:
	1 = strength
	2 = intelligence
	3 = wisdom
	4 = dexterity
	5 = constitution
	6 = charisma
	(add or subtract from 1-3 points, checking for each character as to addition or subtraction, characteristic, and amount).
7-9	Talking pool which will grant 1 wish to characters of its alignment, damage others from 2-12 points; 1-2 lawful, 3-4 neutral, 5-6 chaotic. Wish can be withheld for up to 1 day.
10-12	Transporter pool: 1-2 back to surface, 3-4 one level down, 5-6 100 miles away for outdoor adventure.



The Strategic Review

MILITARY MINIATURES * GAMES * SWORDS & SORCERY

AUTUMN 1975

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WHAT'S GOING ON HERE?

EDITORIAL

Donald Featherstone once said in WARGAMER'S NEWSLETTER that he believed Arnold Hendrick's chief talent and claim to fame lay in his "pinching" of Fletcher Pratt's Naval Wargame — alluding in all likelihood to similarities between Mr. Pratt's game and the set of rules for naval miniatures authored by Mr. Hendrick. I concurred with what was said in WARGAMER'S NEWSLETTER, and when the good Mr. Hendrick "reviewed" CHAINMAIL in a highly uncomplimentary manner I ignored what was written, for surely most hobbyists could be assumed to be able to read this "review" for what it was worth and in light of Mr. Hendrick's talents otherwise. As an example of the comments he made regarding CHAINMAIL, the most amusing was his assertion that heavy cavalry was rated too high, imagine! In a period where the armored horseman dominated the field of battle, heavy horse are too strong! Anyway, the learned Mr. Hendrick subsequently "reviewed" DUNGEONS & DRAGONS, again in a very uncomplimentary manner — after all, he had gone so far as to play a game of D&D as a Cleric, completely armed with such edged weapons as spear and arrows . . . Again, this so called "review" was so obviously inaccurate and biased that I ignored it completely, although numbers of letters and telephone calls from irate D&D fans who had read the comments and wished to let me know that the "review" outraged them assured me that Mr. Hendrick would not escape totally unscathed. Eventually the magazine which retains Mr. Hendrick as a "reviewer" did print a contrary opinion — how could they ignore a counter-article written by Mr. James Oden, President of Heritage Models, Inc.? This brings me to the point of this editorial. The axe that Mr. Hendrick has been grinding so loudly and long has been exposed.

Possibly in light of TSR's success in publishing miniatures rules and games, Mr. Hendrick has decided to begin peddling a line of his own creations. If these creations are as well-thought out as his "reviews", as learned and clever, they will be rare products indeed. However, being inclined towards fair play, I invite any readers who wish to submit reviews of any of these sets of rules, and as space permits we will publish as many as is possible. Note TSR is **not** having one of its writers or designers review the products of a competitor. If we receive several reviews for one set of rules we will publish that which is most thorough in our opinion, regardless of what its recommendation is, and as an editor's note include the conclusions of any other reviews of the same work so as to give all opinions expressed to us from **disinterested** reviewers. After all, could one expect honest and fair reviews from a source directly connected with a competitor of the product being reviewed? Certainly not. As an author of rules and games I have refrained in the past from reviewing the work of other writers and designers for just this reason. This policy will be continued in the pages of **SR**, despite less scrupulous methods employed in the magazine which carries Mr. Hendrick's "reviews". We will depend on you for product reviews, and when we plug our own staff it will be clearly labeled as an advertisement.

Gary Gyax

PUBLISHERS STATEMENT

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TSR NEWS

As we have said before, things keep happening so fast around here that we cannot keep you properly informed despite our best efforts! Item: TSR has formed a Hobbies Division, TSR HOBBIES, advertised herein. It will soon have a catalog with no less than 150 different miniatures for fantasy gaming — as well as other goodies. Brian is in charge of this operation. Item: TSR is forming yet another division, TSR GAMES, which will publish Mike Carr's classic FIGHT IN THE SKIES in a 5th edition, as well as a super-fun fantasy boardgame in the near future. Item: Due to the demands of running TSR, we have employed Gary Gyax full-time, and he is now responsible for all orders, billing, and accounting. Item: TSR has not less than ten titles — rules and games — nearing completion, and only available funds and publicity factors will tend to slow the pace of their release during the next year. Item: By the time you are reading this Professor M.A.R. Barker's incomparable fantasy campaign game EMPIRE OF THE PETAL THRONE will be nearing completion. It should be released around mid-July or perhaps a bit later, and it will be the ultimate in fantasy gaming. EPT has a full-color box cover (beautifully drawn by the author), three full-color maps of large size, and a huge rules booklet. Although it will have to sell in the \$25 price range complete, we will give **SR** readers a big discount next issue, and components of the game will be sold separately for those who wish only a small part immediately — or who can afford no more. The rules should be in the same price range as D&D. Meanwhile, we are getting ready to run some D&D tournament games at Origins I, and from what AH says the games will be filled to capacity (but wait until the players find out just how horrible a place they will be "dungeoneering" in!). We will have TSR booths only at CITEK-75 (15-17 August at the Midland Hotel in Chicago) and GenCon this year, but we hope that in 1976 we will be able to set up at about a half-dozen conventions so as to be able to see more of our friends (and sell a few more books and games, of course). Try to stop to see us at the cons we do make this year, or come to the shop at 330 Center St. in Lake Geneva if you're in the neighborhood.

After we finally get around to producing CLASSIC WARFARE — which has been put off until late summer — we will do BLACKMOOR, D.G.U.T.S (reprint with very minor changes), SHIPS OF THE LINE (campaign rules for sailing ships), NAVAL ORDERS OF BATTLE (Age of Sail), and probably a STAR PROBE addition and another fantasy-type booklet or two. We **are** heeding the results of the survey, and what you are most eager to get will be forthcoming soon.

SR #4 will probably bear an advertisement for TSR HOBBIES, offering a catalog for \$2.00, refundable with the first order for \$10.00 or more. We are selling figures now, but they haven't been photographed for the catalog yet. If you want fantasy figures of any sort just send us a list, and we will do our best, for we now stock most from the MiniFigs, Der Kriegsspielers, and Scruby lines. Stocks of figures from Heritage and McEwan are expected shortly. So right now we are able to fill most fantasy figure wants. Eventually we will add sci-fi and then the traditional models to provide really complete service.

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Editor — E. Gary Gyax

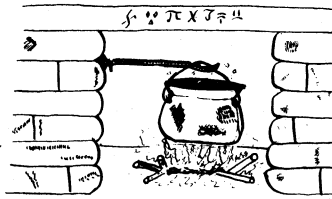
Associate Editor — Brian Blume

Advertising rates upon request.

Change of Address should be sent as soon as possible, and in any event not less than two weeks prior to the first day of April, July, October and January, as applicable.

In The Cauldron

— Tim Kask —



This column was formerly known as TSR News, but "In the Cauldron" says it just as well. Each issue, I'll stir our creative cauldron and tell you here what floats to the top. Anybody care to lick the spoon?

BLACKMOOR is finally done and in the hands of the printers, tho' there is no way of knowing when they will be done with it. As I write this, the printer is already a week late on proofs of the booklet pages. Hopefully, by the time you read this, it will be available. We know that it's late, but you wouldn't believe me if I listed all the problems we had with it. Suffice it to say that I have been blooded, as an editor, by BLACKMOOR. It was my first project for TSR, and all that neat stuff you learn in college is seldom applicable in a situation like ours. Trust us, it will have been worth the wait.

The mailing lists for SR are in such bad shape that, rather than gyp someone out of an issue, we did not pull any sub that was due to expire with #5. The main reason for the shape is that the company that printed our mailing labels was grossly incompetent. We would send them lists of names, and they would inevitably foul something up. We are in the process of going to a new system that will enable us to keep computer cards on file, and thereby cut our work in half on maintaining the lists. Please bear with us, we are doing our utmost to straighten things out. Quite frankly, the subscription list for SR is growing faster than we can keep up with it, under the present system. The new system will show a number on the label that will show you when your sub runs out, thereby allowing us to automatically update the lists.

We are in the process of filing for 2nd Class mailing privileges. Now that we have been around for a year, we have achieved patina of respectability, and envision no problems in securing it. What this means to you is far better, and faster, delivery, and lower cost to us, which keeps sub prices down.

It is with regret that we find ourselves forced to raise the rates for subscriptions to Canada and overseas. The new rates are reflected in the prices listed in the Publisher's Statement. We found ourselves losing money on Canadian subs, and asking overseas subscribers to wait for the proverbial 'slow boat'. To put out a newsletter the size of this one, on the quality of paper we use, leaves very little margin for the cost of postage to outside of the U.S. If ever we are able to attract enough advertising, perhaps that will change.

We are in the midst of a move out of our beloved crypts, and in the process of opening the DUNGEON Hobby Shop, on the corner of Williams and Marshal Sts., here in L.G. We aim to establish the finest shop in the Midwest devoted to war gaming. When our inventory is completed, you will be able to find more wargaming supplies in the DUNGEON than anywhere in the Midwest. We should be open for business around the 3rd week in Dec., so come and see us!

The catalog is finished, and we feel it is as professionally done as any you will find. The best thing about it is that you needn't keep buying them. It is so constructed as to allow you to put in all the new items as we print the pages; more than likely, we'll make a list of all who bought them, and send new pages to catalog owners as we print them. Is that a deal, or what??

A thousand thanks and a Bless from a 35th Level Patriarch to our good friend, Jim Hayes. Jim sent us a really nice oil painting the other day. We are going to hang it right inside the door of the new shop, making it into our greeting display. Come see it.

We are in desperate need of artwork suitable to print. This means it has to be in pen and ink, or a medium that will print well. Felt tips just don't have enough density to be photographed, and color is wasted with our monochrome printing. We also remunerate for art used. We would additionally like to invite all of the budding writers in our readership to write items for SR. If you go through all of your back issues, you'll find a number of names not connected with TSR. Quite frankly, anything you submit that gets printed saves one of us that much time and work that could be devoted to working on new games.

As much as we like it, it would be better NOT to send us money for something not yet out. We know that an awful lot of you that are reading this prepaid for BLACKMOOR, and have been forced to endure an interminable delay. We goofed in advertising it too soon. If you're in doubt, drop us a note and we'll usually answer it the same day.

Good news for EPT fans! Our crystal ball shows a board game to be played on the maps with counters ranging from strategic to tactical units. It also shows a

set of Miniature Rules for EPT. The EPT figure line is almost decided. There are two companies fiercely bidding, and both have shown us beautiful samples. Also glimpsed in the globe was an Order of Battle for EPT, as well as a painting guide with great illustrations. Sit tight, we'll keep you posted.

Also a little in the future is an EPT-based game on the order of DUNGEON!. However, the similarity is merely superficial. It is a really promising game in its own right, played on a beautiful board.

FIGHT IN THE SKIES, hereafter known as FITS, is well underway. I'm a fan of RW, but am looking forward to being able to play FITS regularly. If it lives up to its rep, I'm sure to forsake RW.

Brian is hard at work doing some development and redesign of the system of LITTLE BIG HORN (done by Gary). If you ever thought you could have done better than Custer, here's your chance. More on LBH later.

Rob is engrossed in doing LANKHMAR. LANKHMAR is the product of Fritz Leiber's and Harry Fischer's fertile imaginations, a la Fafrhd and the Mouser. By the time Rob is done with it, it should be a dandy, and not very similar to anything we've done previously.

Terry is finishing up the ROBIN HOOD rules that were tested at GenCon. They should provide for some escapist fantasy unlike anything extant.

Gary should have finished CLASSIC WARFARE by the time you're reading this, and TSR will be putting it into print as soon as possible.

Please, don't order items until we tell you they are ready. We won't goof it again. As for anything previously mentioned, none of it is due for quite some time. Sometime before GenCon, we are also going to publish GODS, DEMI-GODS & HEROES (and who knows what else . . .).

And now, by popular demand, here is a little data on the odd assortment of strange folks that make up TSR.

E. Gary Gygax

I was born in Chicago 37 years ago — 27 July 1938 for those of you who are astrology freaks — and nothing has gone right since then (witness, for example, WWII, Korea, 'Nam, and I am expecting worse momentarily). Despite these outrageous slings and arrows, I have somehow managed to carry on with a stiff upper lip, even going so far as to marry a beautiful redhead and beget five offspring (Ernie the Barbarian being the most infamous). I occasionally attended various educational institutions, but the end came when my wife insisted that she did not wish to spend the next few decades visiting places like the Matto Grasso, and my anthropology career was nipped in the bud. . . sort of, anyway. So I went to work for a different insurance company (I was working for another while attending college) thus selling out creativity and independence (at least) for a buck — who needs material dross like food and a place to live anyway?! However it was already too late and I didn't even know it. I began playing chess at age six, and history has fascinated me since high school; furthermore, I'd purchased an AH game (GETTYSBURG) in '58 or '59 and avidly sought more. My eventual downfall was thus assured. I began to get involved in organized wargaming in the mid-1960's. Soon writing articles, designing rules and games, and otherwise fooling around occupied all of my free time, as well as good chunks of time supposedly being paid for by my employer (there was never enough for me to do running that little underwriting unit in any event). My wife threatened divorce often: "It is either going to be me or those games!" Fortunately for me, she never actually forced a decision . . . My association with Guidon Games cemented my downfall, for I learned much about the business of wargaming during that time. Then, without really realizing what we were getting into, we started TSR in October 1973. You know all the rest. Help a lost man. Go and buy his ALEXANDER THE GREAT from AH, and get all the TSR products you can afford. That will make me rich, and then maybe, just maybe, I'll actually be able to play wargames again.

Brian J. Blume

I was born in Chicago 26 Years ago — 12 January 1950, for those of you who are astrology freaks — and nothing has gone right since then (witness, for example Korea, 'Nam and the Seven Days War, and I am expecting worse momentarily). Despite these outrageous slings and arrows, I have somehow managed to carry on with a stiff upper lip, even going so far as to marry a beautiful brunette, but even that didn't work right, and I am no longer married. I attended various educational institutions, but the end came when money-lust struck me. I went to work as a tool and die maker's apprentice and finally made \$20,000 in one year. I began playing chess at age seven, and history has fascinated me since junior high school; furthermore, I'd purchased an AH game (GETTYSBURG) in '59 and avidly sought

(Cont. on page 8)

Sturmgeschutz and Sorcery

OR

HOW EFFECTIVE IS A PANZERFAUST AGAINST A TROLL, HEINZ?

by Gary Gygax

D&D is a game of many facets, and occasionally we cook up a few little surprises for the boys planning to play a "straight" battle. In this case one team was carefully primed for an upcoming WWII miniatures game, while the other team was instructed regarding a fantasy battle to be fought on the table top. How could we mix moderns with swords & sorcery? The structure of D&D is such that it easily lends itself to such adaption, and brief rules will be given at the end of the article. The orders of battle, situation analyses, and objectives given to the opponents were:

GERMAN SS PATROL

- AC w/20 mm cannon
- Hftk w/ 2 Lt. MG
- Hftk w/ 1 Lt. MG
- VW Kubelwagen
 - 1 Hauptmann (SS equivalent), MP
 - 3 Feldwebels (SS equivalent), SMG
 - 3 drivers, MP
 - 1 driver, SMG
 - 3 crew, MP
 - 20 men
 - 40 hand grenades
 - 14 Rifles
 - 2 SMG
 - 2 Assault Rifles
 - 2 Pistols
 - 3 Pzfst.
 - 160 mm. mtr. w/ 20 rounds HE
 - 1 Flamethrower

SITUATION

There has been unusual resistance activity in this area, and in the last few days a squad of Security troops were wiped out in a battle with them. Only one old man, bearded, and with no weapons, was found at the scene of the battle. From his dress and general appearance it would seem that he was a Russian clergyman — probably there to incite the troops to greater bravery as the Communist commissars have failed in this respect.

OBJECTIVE

The hiding place of the guerrillas is probably in a remote and wild area which is accessible only by means of a very old and rough cart track. You must proceed to this area, surround their camp, and wipe them out to a man. The suspected camp site is undoubtedly well-camouflaged, for aerial recon has found only very occasional signs of movement there.

THE SERVANTS OF THE GATHERER

- 12th Level EHP with +2 Armor & Shield, Snake Staff
- 1 Hero, +1 A & Sh, + 3 Swd
- 1 Hero, +1 A & Sh, +1 Spear
- 1 Magician
- 2 Mummies
- 3 Ogres
- 3 Ghouls
- 4 Trolls
- 19 Orcs
 - 4 with axes
 - 6 with swords
 - 6 with spears
 - 3 with bows (51 regular & 9 magic arrows)
 - 1 Insectoid pet of the EHP (equal to Giant Scorpion)

SITUATION

Your able lieutenants Grustiven the Warlock and the Lama Gooz have failed to return from an exploration of an area of unusual nature — just west of your castle a thick fog sprang up and has been obscuring vision since then. Dispell Magic failed to affect the area, and your henchmen were ordered to investigate, for it is possible that some Lawful enemy is at work, using the mist to screen gathering troops. Unfortunately, your strongest fighters and 200 orcs are elsewhere warring with a Neutral Lord who insulted you, so you will have to make do with the forces on hand. An orc detailed to patrol the edge of the fog area has just reported that unusual sounds have been issuing from the area — he described them as: "low growls, the clanking of chains, and a deep humming," but who can trust a stupid orc?

OBJECTIVE

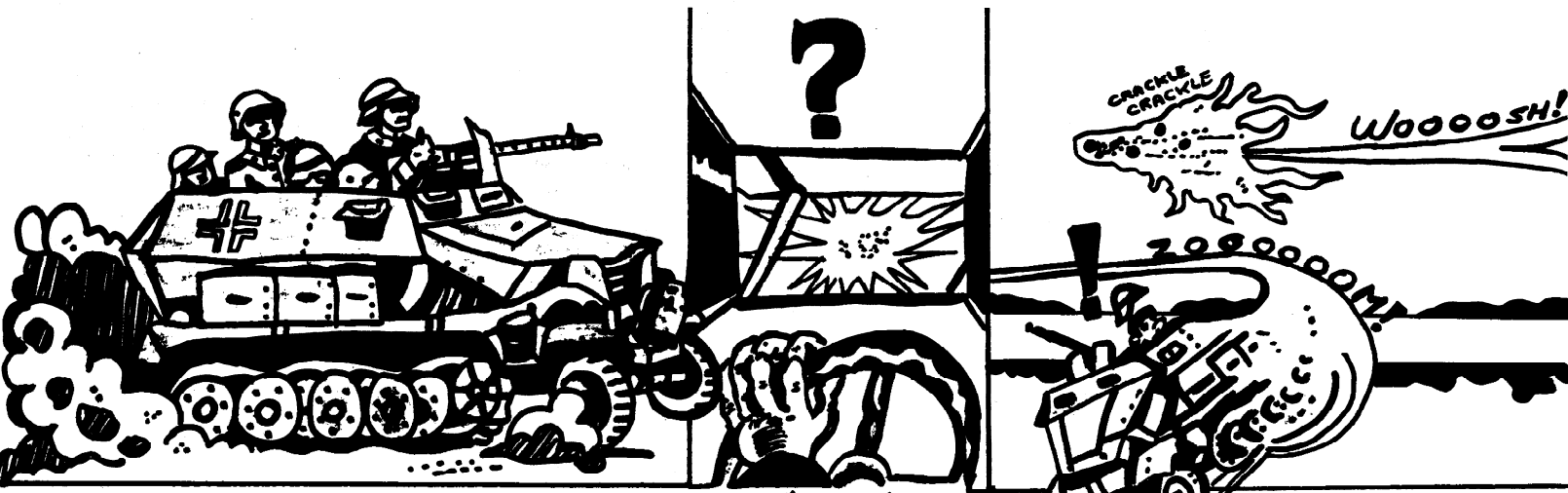
Considering the state your forces are currently in, it is up to you what the best course to follow is. You can attempt to ambush the enemy before they reach your stronghold, or you can hole up in your castle and prepare to withstand a siege, but if the attackers are strong and not molested until they reach the castle walls, your forces might not be able to prevent an escalade, and you cannot lose your castle!

Light played an important part in setting up this action. The first turn of movement was done on paper by both sides, for the referee stated it was still dark. Two ten minute moves during **false dawn** were likewise conducted. During this phase the Germans penetrated the screen of mist, and orc scouts were sent out by the Servants'. There were three maps used for preparation and preliminary moves, the players having incomplete ones, the referee having the correct one. The maps are shown below:

The SS patrol had moved westwards parallel to the woods (and misty area) at the south end of the area. There was one 'track and a few men near the road to radio information to the advancing body in case "partisans" should appear from the trees. As the main group passed through the mist radio communications were suddenly lost. Then they were through the fog, the stream was crossed, and careful observations were made on the two astounding features which shouldn't be there! The boulders weren't shown on the headquarters map of the area, nor was an intact castle! HALTE! came the command from the Hauptmann. The armored car, 'track, and VW formed a lager. Time to reassess plans — The glasses revealed yellowish faces of unusual ugliness peering at the patrol from the nearby patch of rocks, and in the other too! And what was that tall shape in the far distance striding into the mists. At this moment the orcs broke cover, hoping to continue their luck; after all they had not yet been fired upon. Six automatic weapons opened up and cut the lot to bits.

This was intolerable to the EHP, and he visited a swarm of insects upon the offending Germans. The insects nearly drove the soldiers mad, and in haste they tried their best to drive them away using smoke. That and the wind relieved the situation, but only momentarily. Before the patrol could move their vehicles a man in a pointed hat and long gown appeared amongst the boulders farthest from the Germans, pointed his finger, and a great explosion ripped the VW to shreds, also destroying several of the tires on the AC. Stunned, the troopers returned fire too late to do other than wound this new enemy. Men piled into the halftrack and made haste to go somewhere — anywhere. At this point an even closer approach to the castle seemed advisable. As the vehicle drew near the walls a rain of arrows seemed to pour upon the 'track, but the men plying the bows upon the walls were meat on the table for MG 34's, and both fell dead with a few bursts. The Germans made a complete circuit of the fortress, lobbing a few mortar shells into the place once they attained the dirt road to the east of it. More insects swarmed upon them from skies which had but moments before been clear. Time to move on again quickly, for the distraction had allowed their fellows with the AC to replace the damaged tires. They could be seen climbing back into the car and it was time to withdraw before taking worse losses.

As the halftrack roared down the road away from the castle the AC began to cross the intervening terrain to join them. Suddenly a bright flash of light (a phantasmal fireball) burst before the carrier, and the driver thought himself blinded. Luckily his co-driver slowed the vehicle sufficiently, so that it simply rolled off the road and came up against the clump of trees to the northeast of the bridge with a slight jar. The passengers were not dazed — they could see the great troll and three ghastly greenish ghouls rush forth upon them from the monsters' brushy lurking place. Near panic, the SS men blazed away with their weapons. Bullets smacked into the ghouls, and one dropped, but the other two clambered into the halftrack. The troll was also nearly into the vehicle when a desperate soldier fired point blank with his panzerfaust; the projectile took the creature full in the chest, exploded, and sent burning chunks of troll in all directions. While this was happening still another monster attacked — a giant insect-like creature which



somewhat resembled an impossibly large scorpion. It clambered up the front of the 'track, and from this position began attacking the men in the rear of the vehicle.

All was chaos there. The SS troopers were fighting a melee with the two ghouls, and had not one of them been particularly alert the scorpion-like monster would have wiped them out. A burst of fire from a machine pistol — the driver had finally recovered his vision — finished the thing. Only four Germans remained in the rear of the vehicle when the driver backed out of the trees and sent the halftrack back towards the safety of the everyday world of the Eastern Front. The armored car was awaiting them, its weapon trained down the path to cover their companions from any further attack of the nature just undergone. Nobody would believe it, had not the halftrack carried the remains of a ghoul as well as the insectoid creature draped over its hood!

Above flew an invisible magic-user, and he quickly put an end to the escape attempt of the halftrack. A **sleep** spell caused the driver to lose control of the vehicle, and it crashed. The occupants of the armored car knew something was wrong, but they did not know what — nor where to look. The magician was in clear view overhead, but no soldier looked up, and his next **sleep** spell told for the AC as well. The remaining 'track waited a short time and then hastened back to headquarters. What had happened? They could not say for certain, but what little they had observed was too fantastic for belief. The survivors of the foray were sent to rest camps, adjudged as suffering from battle fatigue.

Game Analysis: The transition from thinking in terms of WWII tactics to fantasy is difficult, while the modern enemies of the fantasy force were not all that different from any other opponents as far as tactics were concerned — that is to say they were not in the battle reported. However, if the SS were given a rematch it could be a far different story, for the long range potential and the rapid fire ability of the small arms would surely take a terrible toll. Magic and melee would generally weigh heavily against the Germans (or any similar soldiers from the modern period), but the match would be a near thing. While it would take something like radar to spot invisible opponents, the large caliber weapons would be irresistible most of the time. In this case there was no doubt that the Servants of the Gatherer won handily.

If any readers care to report their own attempts at such mixed games we would appreciate receiving them!

RULES FOR WWII/FANTASY BATTLES:

Regular D&D rules were used for the fantasy side, and the following special notes were used for the WWII types:

Movement: Use TRACTICS movement rates, but no fatigue is considered. Also, all horses and vehicles should get a 20% movement bonus.

Range of Weapons: As in TRACTICS.

Rate of Fire: As in TRACTICS.

Magic Weapons: All AP rounds above 20 mm are considered as magic, as are HE and other types above 50 mm.

Experience Levels:

- Green = M a n
- Regular = 1st level
- Veteran = 2nd level
- Elite = +1 level
- NCO = +1 level
- Officer (JG)= +2 levels

For example the SS soldiers in the battle reported above were veteran elite troops, so their base level was 3rd. The NCO's were 4th level and the officer was 5th.

OPTIONAL: After becoming familiar with fantastic opponents allow NCO's and officers to accrue experience as fighting men. Also chaplains to function with regard to turning away undead.

Weapon Type, Damage, and Effect Area:

WEAPON TYPE	DAMAGE	EFFECT AREA
Pistol	1-6	1-2 targets
Machine Pistol	1-6	type I
S/Mg.	1-6	type II
Carbine	1-6	1-2 targets
Rifle	1-6	1 target
S/A Rifle	1-6	1-2 targets
Assault Rifle	1-6	type II
Lt. Mg.	1-6	type III
Med. Mg.	1-6	type IV
Hv. Mg.	2-8	type III
20 mm	3-12	type II
37 mm	4-16	1-2 targetsA
50 mm	5-30	1 targetB
75 mm	6-48	1 targetC
90 mm	7-70	1 targetD
105 mm	8-80	1 targetE
120 mm	9- 108	1 targetF
150 mm	10- 120	1 targetG
Flamethrower*	6-30**	1 target III
Hand Gren.	5-20	1 targetA
Rifle Gren.	5-20	1 targetA
60 mm Mtr.	5-30	1 targetB
81 mm Mtr.	6-60	1 targetC
Pzfst.	8-80	1 targetA
Bazooka	6-48	1 targetA

*3 ignitions maximum

**burns 3 turns

NOTE: **White Phosphorus** 2-8 points damage until extinguished

Smoke obscures vision in Effect Area

AP of 37 mm or larger kills target hit

Ammunition Use and Resupply

	To Empty	To Reload	Max. Rounds Carried
Pistols & Rifles	8/4	1 turn	40
MP	2 bursts	1 turn	6 bursts
S/Mg.	3 bursts	1 turn	12 bursts
Carbines	8 shots	1 turn	48
Auto Rifles	2 bursts	1 turn	20 bursts
Lt. Mg.	6 bursts	1 turn	18 bursts
Med. Mg.	9 bursts	1 turn	27 bursts
Hv. Mg.	9 bursts	2 turns	18 bursts
20 mm	3 bursts	2 turns	30 bursts
Rifle Gren.	1 shot	1 turn	6 rounds
Bazooka	1 shot	2 turns	3 rounds
Hand Grenades	-	-	2 grenades
60 mm mortar	-	-	30 rounds
81 mm mortar	-	-	18 rounds

Adjustment of Hits due to Armor:

Range	Small Arms and Lt. MG/Med. MG Effect on Armor Class only if Number(s) Shown is Rolled						
	5 & 4	3 & 2	1 & 0	-1&-2	-3&-4	-5&-6	-7&-8
Short	1-6	1-6	1-6	1-6	1-6	2-6	3-6
Medium	1-6	1-6	1-6	2-6	3-6	4-6	5-6
Long	1-6	2-6	3-6	4-6	5-6	6	—
Extreme	2-6	3-6	4-6	5-6	6	—	—

EFFECT AREA DIAMETER OF EFFECT EFFECT AREA DIAMETER

A	1"	I	2" x 1/2"
B	1-1/2"	II	3" x 1"
C	2"	III	4" x 1"
D	2-1/2"	IV	6" x 1"
E	3"		
F	4"		
G	5-1/2"		

To Hit Procedure (Modern Weapons Only):

BASE +8

Range	Movement	Cover/Concealment	
Short	+3 None	+2 None	+2
Medium	0 Normal	0 Slight	0
Long	-2 Evasive	-3 About 50%	-2
Extreme	-4	Near total	-4
		Complete	-8

Attacker Status

Tripod or vehicle mtd. weapon (Med. MG)	+2
Weapon at rest on firm support	+1
Crawling or walking	-1
Evading, running, or on moving vehicle	-4
Being charged by nearby attacker	-2*

*This lessening of penalty is applicable only after troops have become relatively familiar with opponents, i.e., fought one round against them and killed something. If otherwise this penalty should be -6!

Number of Hits for Automatic Weapons:

Type	Possible Hits
I	1-4
II	2-5
III	1-6
IV	1-6

Melee: Treat Melee as in D&D except as follows:

Weapons Conversion

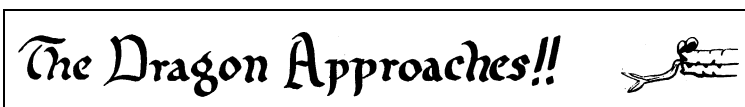
Rifle & bayonet	=	spear
Bayonet	=	dagger
Entrenching tool	=	axe
Rifle, clubbed	=	hammer, dagger for damage
Pistol, clubbed	=	dagger, half damage
Unarmed	=	SPECIAL, see below

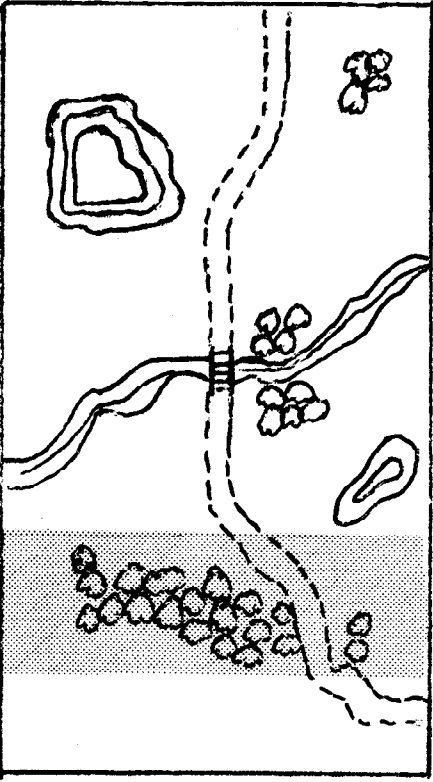
Unarmed Combat Special*

Score	Effect
1-5	None
6-10	Stun opponent, attack first next round
11-15	Disarm opponent and attack first next turn — if no weapon in opponent's grasp do 1-6 points damage
16-19	As above plus 1-6 points damage inflicted
20	Opponent knocked senseless if not AC 2 or less and above 7th level (adjust upwards for higher AC's, i.e., AC 3 and above 8th level, AC 4 and above 9th, etc.) — takes 1-8 points damage in any event

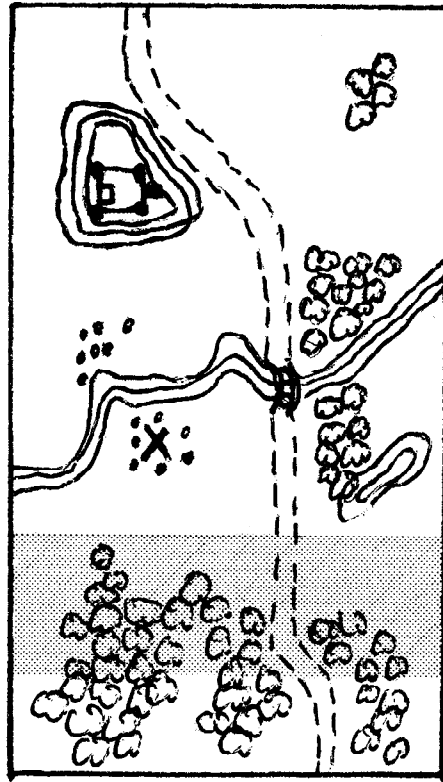
*Roll for each soldier, regulars have 1 in 6 who can engage in this form of combat, veterans have 3 in 6, elite adds 1 in 6.

Morale: Standard TRACTICS Morale should be used, except where reference to enemy vehicle or AFV is made; read huge monster or strange monster.

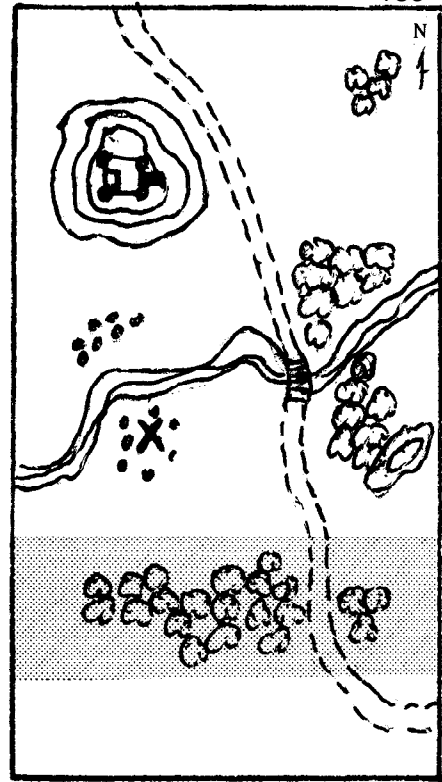




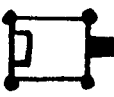








GERMAN MAP

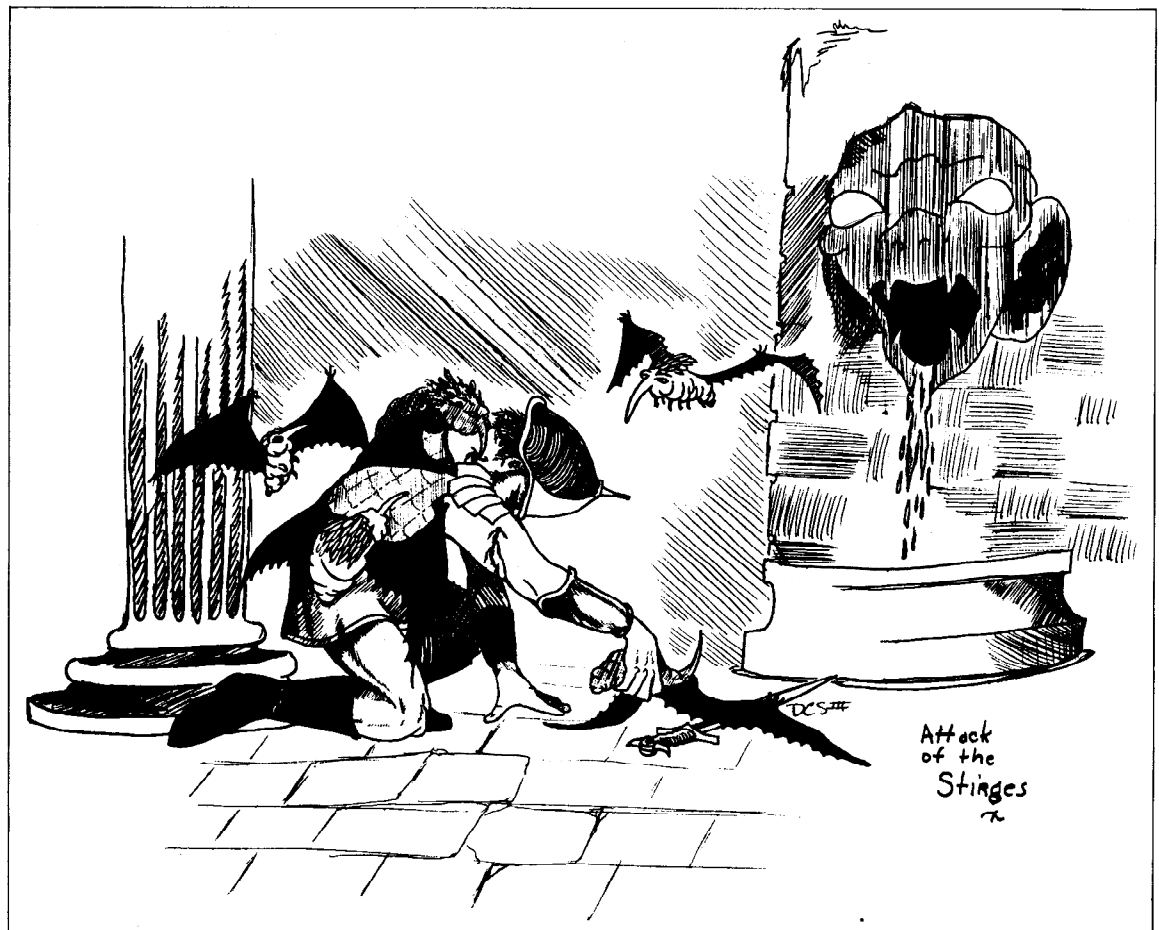


SERVANTS' MAP



Germans
REFEREE'S MAP

-  CASTLE + DRAWBRIDGE
-  UNDERGROUND ENTRANCE/EXIT TO/FROM CASTLE
-  DIRT TRACK
-  STREAM
-  WOODS
-  HILL
-  BRIDGE
-  BRIDGE
-  MISTED AREA



Attack of the Stinges

THE MEANING OF LAW AND CHAOS IN DUNGEONS & DRAGONS AND THEIR RELATIONSHIPS TO GOOD AND EVIL

by Gary Gygax

Many questions continue to arise regarding what constitutes a "lawful" act, what sort of behavior is "chaotic", what constituted an "evil" deed, and how certain behavior is "good". There is considerable confusion in that most dungeon-masters construe the terms "chaotic" and "evil" to mean the same thing, just as they define "lawful" and "good" to mean the same. This is scarcely surprising considering the wording of the three original volumes of DUNGEONS & DRAGONS. When that was written they meant just about the same thing in my mind — notice I do **not** say they were synonymous in my thinking at, that time. The wording in the GREYHAWK supplement added a bit more confusion, for by the time that booklet was written some substantial differences had been determined. In fact, had I the opportunity to do D&D over I would have made the whole business very much clearer by differentiating the four categories, and many chaotic creatures would be good, while many lawful creatures would be evil. Before going into the definitions of these four terms, a graphic representation of their relative positions will help the reader to follow the further discourse. (See #1)

Notice first that the area of neutrality lies squarely athwart the intersection of the lines which divide the four behavioral distinctions, and it is a very small area when compared with the rest of the graph. This refers to true neutrality, not to neutrality regarding certain interactions at specific times, i.e., a war which will tend to weaken a stronger player or game element regardless of the "neutral" party's actions can hardly be used as a measure of neutrality if it will benefit the party's interest to have the weakening come about.

Also note that movement upon this graph is quite possible with regard to campaign participants, and the dungeonmaster should, in fact, make this a standard consideration in play. This will be discussed hereafter.

Now consider the term "Law" as opposed to "Chaos". While they are nothing if not opposites, they are neither good nor evil in their definitions. A highly regimented society is typically governed by strict law, i.e., a dictatorship, while societies which allow more individual freedom tend to be more chaotic. The following lists of words describing the two terms point this out. I have listed the

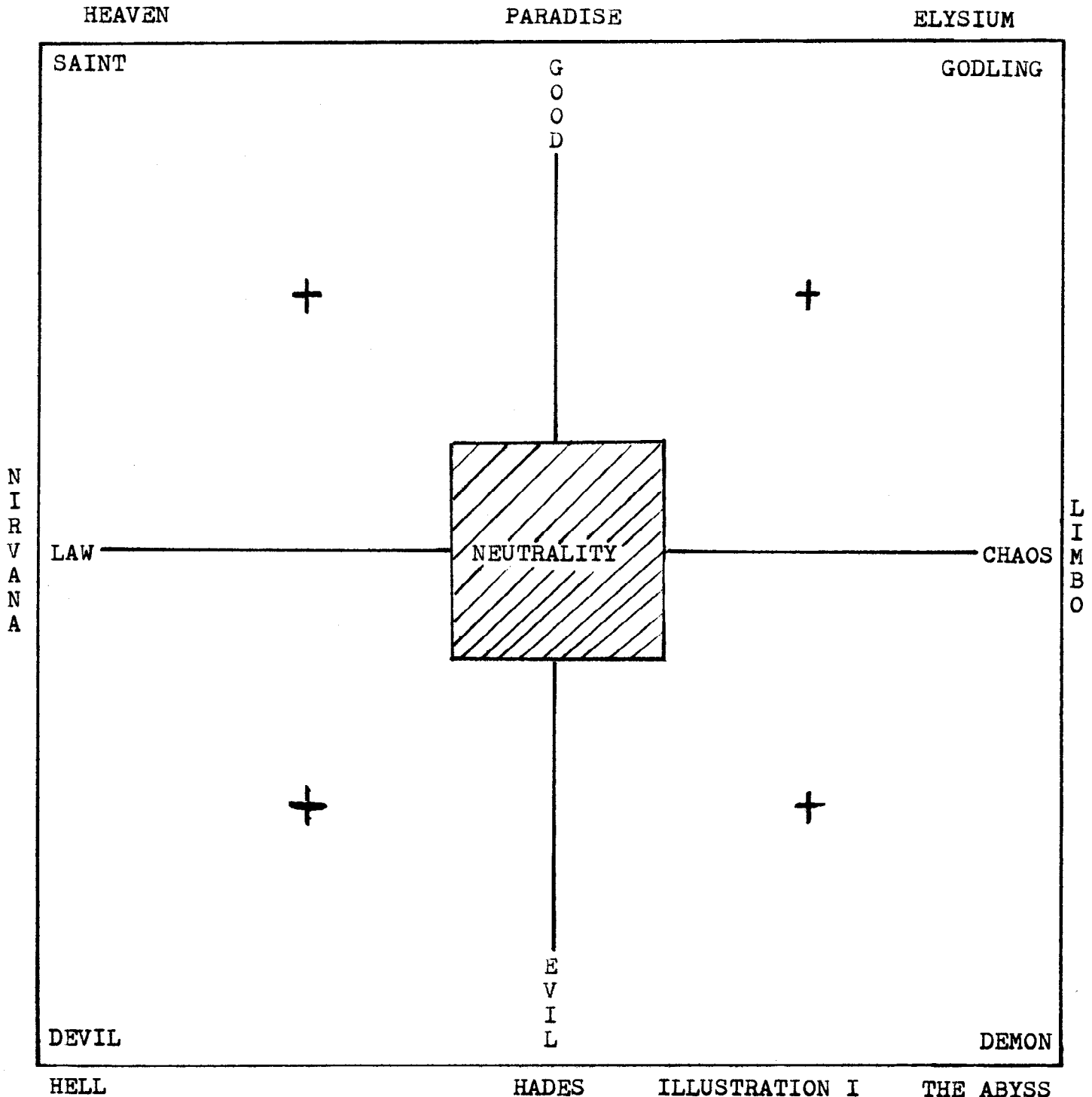


ILLUSTRATION I

words describing the concepts in increasing order of magnitude (more or less) as far as the comparison with the meanings of the two terms in D&D is concerned:

LAW
Reliability
Propriety
Principled
Righteous
Regularity
Regulation
Methodical
Uniform
Predictable
Prescribed Rules
Order

CHAOS
Unruly
Confusion
Turmoil
Unrestrained
Random
Irregular
Unmethodical
Unpredictable
Disordered
Lawless
Anarchy

GOOD (cont.)
Honest
Sincere
Helpful
Beneficial
Pure

EVIL (cont.)
Dishonest
Bad
Injurious
Wicked
Corrupt

The terms "Law" and "Evil" are by no means mutually exclusive. There is no reason that there cannot be prescribed and strictly enforced rules which are unpleasant, injurious or even corrupt. Likewise "Chaos" and "Good" do not form a dichotomy. Chaos can be harmless, friendly, honest, sincere, beneficial, or pure, for that matter. This all indicates that there are actually five, rather than three, alignments, namely:

LAWFUL/GOOD
CHAOTIC/GOOD

LAWFUL/EVIL
CHAOTIC/EVIL

NEUTRAL

Basically, then, "Law" is strict order and "Chaos" is complete anarchy, but of course they grade towards each other along the scale from left to right on the graph. Now consider the terms "Good" and "Evil" expressed in the same manner:

GOOD
Harmless
Friendly
Kind

EVIL
Unfit
Mischievous
Unpleasant

The lawful/good classification is typified by the **paladin**, the chaotic/good alignment is typified by the **elves**, lawful/evil is typified by the **vampire**, and the **demon** is the epitome of chaotic/evil. **Elementals** are neutral. The general reclassification of various creatures is shown on Illustration II.

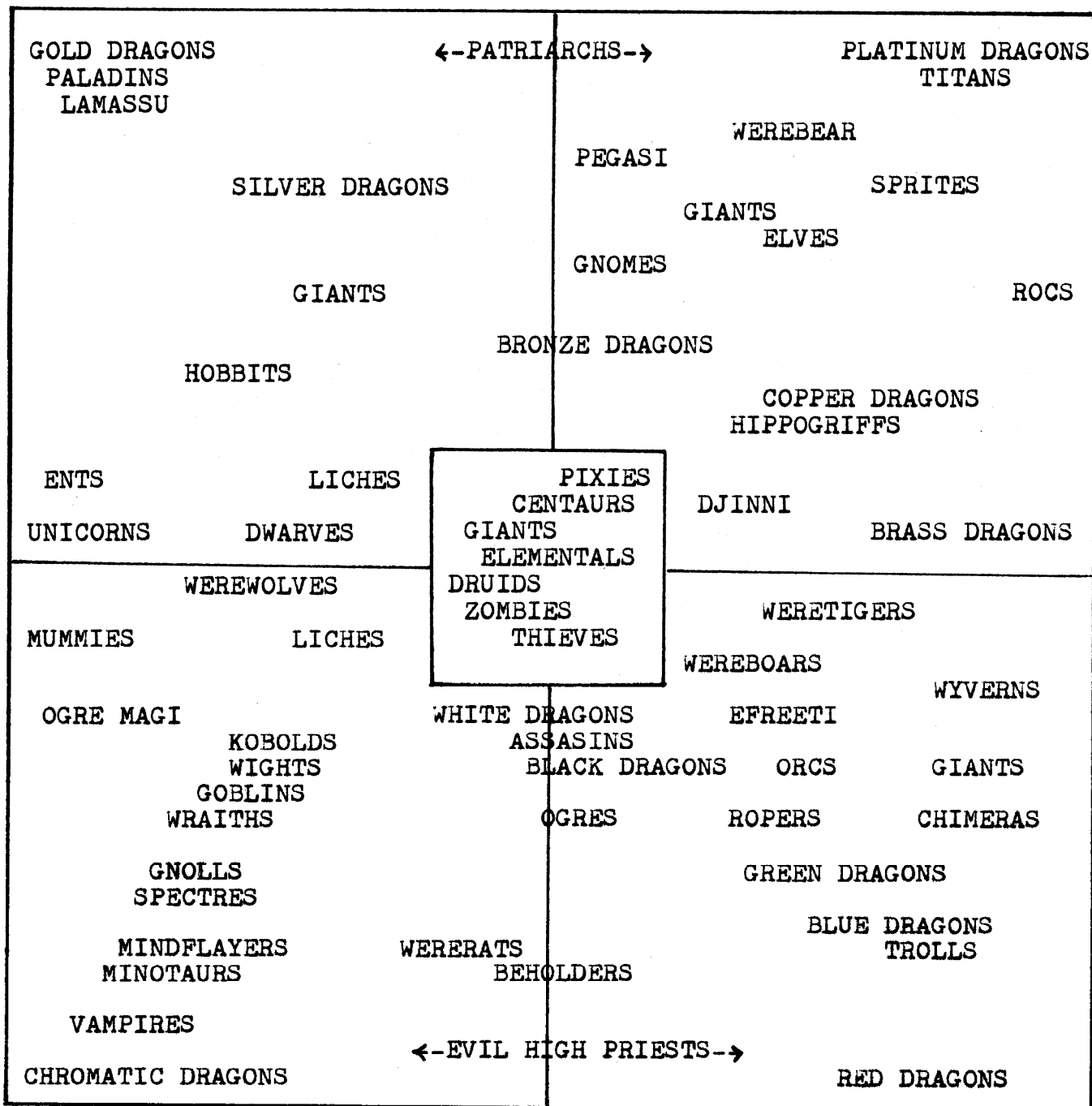


ILLUSTRATION II

Placement of characters upon a graph similar to that in Illustration I is necessary if the dungeonmaster is to maintain a record of player-character alignment. Initially, each character should be placed squarely on the center point of his alignment, i.e., lawful/good, lawful/evil, etc. The actions of each game week will then be taken into account when determining the current position of each character. Adjustment is perforce often subjective, but as a guide the referee can consider the actions of a given player in light of those characteristics which typify his alignment, and opposed actions can further be weighed with regard to **intensity**. For example, reliability does not reflect as intense a lawfulness as does principled, as does righteous. Unruly does not indicate as chaotic a state as does disordered, as does lawless. Similarly, harmless, friendly, and beneficial all reflect increasing degrees of good; while unpleasant, injurious, and wicked convey progressively greater evil. Alignment does not preclude actions which typify a different alignment, but such actions will necessarily affect the position of the character performing them, and the class or the alignment of the character in question can change due to such actions, unless counter-deeds are performed to balance things. The player-character who continually follows any alignment (save neutrality) to the absolute letter of its definition must eventually move off the chart (Illustration I) and into another plane of existence as indicated. Note that self-seeking is neither lawful nor chaotic, good nor evil, except in relation to other sapient creatures. Also, law and chaos are not subject to interpretation in their ultimate meanings of order and disorder respectively, but good and evil are not absolutes but must be judged from a frame of reference, some ethos. The placement of creatures on the chart of Illustration II. reflects the ethos of this writer to some extent.

Considering mythical and mythos gods in light of this system, most of the benign ones will tend towards the chaotic/good, and chaotic/evil will typify those gods which were inimical towards humanity. Some few would be completely chaotic, having no predisposition towards either good or evil — REH's **Crom** perhaps falls into this category.

What then about interaction between different alignments? This question is tricky and must be given careful consideration. Diametric opposition exists between lawful/good and chaotic/evil and between chaotic/good and lawful/evil in this ethos. Both good and evil can serve lawful ends, and conversely they may both serve chaotic ends. If we presuppose that the universal contest is between law and chaos we must assume that in any final struggle the minions of each division would be represented by both good and evil beings. This may seem strange at first, but if the major premise is accepted it is quite rational. Barring such a showdown, however, it is far more plausible that those creatures predisposed to good actions will tend to ally themselves against any threat of evil, while creatures of evil will likewise make (uneasy) alliance in order to gain some mutually beneficial end — whether at the actual expense of the enemy or simply to prevent extinction by the enemy. Evil creatures can be bound to service by masters predisposed towards good actions, but a lawful/good character would fain make use of some chaotic/evil creature without severely affecting his **lawful** (not necessarily **good**) standing.

This brings us to the subject of those character roles which are not subject to as much latitude of action as the others. The neutral alignment is self-explanatory, and the area of true neutrality is shown on Illustration I. Note that paladins, Patriarchs, and Evil High Priests, however, have positive boundaries. The area in which a paladin may move without loss of his status is shown in Illustration III. Should he cause his character to move from this area he must immediately seek a divine quest upon which to set forth in order to gain his status once again, or be granted divine intervention; in those cases where this is not complied with the status is forever lost. Clerics of either good or evil predisposition **must** likewise remain completely good or totally evil, although lateral movement might be allowed by the dungeonmaster, with or without divine retribution. Those top-level clerics who fail to maintain their goodness or evilness must make some form of immediate atonement. If they fail to do so they simply drop back to seventh level. The atonement, as well as how immediate it must be, is subject to interpretation by the referee. Druids serve only themselves and nature, they occasionally make human sacrifice, but on the other hand they aid the folk in agriculture and animal husbandry. Druids are, therefore, neutral — although slightly predisposed towards evil actions.

As a final note, most of humanity falls into the lawful category, and most of lawful humanity lies near the line between good and evil. With proper leadership the majority will be prone towards lawful/good. Few humans are chaotic, and very few are chaotic and evil.

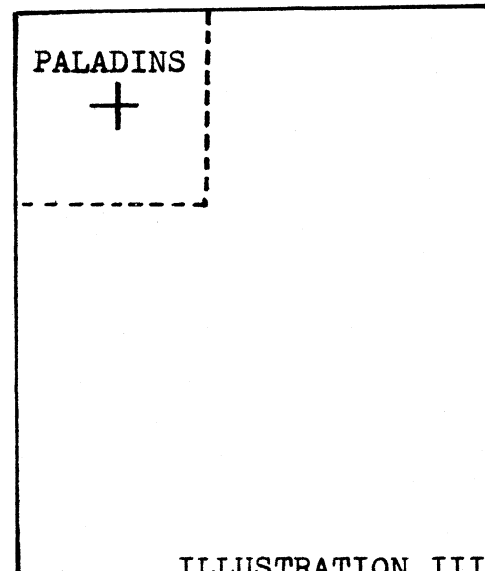


ILLUSTRATION III

Triumphs & Tragedies

This column, to be known as TRIUMPHS & TRAGEDIES, will appear on a semi-regular basis. The subject matter is subject to change as the purpose is to provide reviews of various items; 'zines, games or whatever.

The rating system is relatively simple. There are seven possible ratings, given on an overall basis. In descending order they are: MAJOR TRIUMPH, TRIUMPH, MINOR TRIUMPH, UNDECIDED, MINOR TRAGEDY, TRAGEDY and MAJOR TRAGEDY.

Triumph refers to the Roman practice of recognizing great exploits, while tragedy should be self-explanatory.

This issue's topic is 'zines.

FIRE THE ARQUEBUSIERS! is, "... a fanzine of D & D, variants thereof, and any and all other... fantasy wargames." It is a new publication by Greg Costikyan, 1675 York Av., NY, NY 10028. Price is six issues for \$2.50 or 50¢ each. It is printed on 8½ x 11 stock, rather poorly. The copy we received was barely legible in spots. #1 contained a rather demented article on "Sex in D & D", new character types, a long article on spices and magic, and some other interesting items. It seems to show potential, and could well improve its rating of MINOR TRIUMPH.

JAGDPANTHER doesn't really belong with the rest of these 'zines, but more people should find out about it. This quarterly is available from Jagdpantner Publ., POB 3565, Amarillo, TX 79106 for \$9.00 per year. It is the equal in professional quality to WARGAMERS DIGEST and CAMPAIGN (formerly PANZERFAUST), both of which are far better known. (Neither CAMPAIGN nor WARGAMERS DIGEST will be reviewed here, as that would be both foolish and pretentious. We might as well review S & T or THE GENERAL.)

It is excellently printed on 8½ x 11 stock, with slick covers. It is a veritable goldmine of information on boardgames. Each issue contains dozens of items: variants, reviews, suggested rules changes, etc. It also contains an entire game in each issue. They will be hard to improve on a MAJOR TRIUMPH.

From England comes OWL & WEASEL, a "monthly newsletter from Games Workshop. For those of you that might not recognize them, they are our UK distributor. They print on a rather small 4 x 5 size, though the printing is good. It is a newsy item, with LOTS of games plugged, mentioned, advertised, etc. We have no idea of the rates, but you can find out by writing Games Workshop, 15 Bolingbroke Rd., London W. 14. Rate this a TRIUMPH in its field.

FANTASIA TODAY is a "magazine of postal fantasy gaming." It seems to be based on a massive game, using revised "Midgard" rules. The price varies with the size, so get in touch with Jim Lawson, Rm. 550 Henday Hall, Lister Hall, 116th St.

D&D IS ONLY AS GOOD AS THE DM

by Gary Gyax

Successful play of *D & D* is a blend of desire, skill and luck. Desire is often initiated by actually participating in a game. It is absolutely a reflection of the referee's ability to maintain an interesting and challenging game. Skill is a blend of knowledge of the rules and game background as applied to the particular game circumstances favored by the referee. Memory or recall is often a skill function. Luck is the least important of the three, but it is a factor in successful play nonetheless. Using the above criteria it would seem that players who have attained a score or more of levels in their respective campaigns are successful indeed. This is generally quite untrue. Usually such meteoric rise simply reflects an incompetent Dungeonmaster.

While adventurers in a *D & D* campaign must grade their play to their referee, it is also incumbent upon the Dungeonmaster to suit his campaign to the participants. This interaction is absolutely necessary if the campaign is to continue to be of interest to all parties. It is often a temptation to the referee to turn his dungeons into a veritable gift shoppe of magical goodies, ripe for plucking by his players. Similarly, by a bit of fudging, outdoor expeditions become trips to the welfare department for heaps of loot. Monsters exist for the slaying of the adventurers — whether of the sort who "guard" treasure, or of the wandering variety. Experience points are heaped upon the undeserving heads of players, levels accumulate like dead leaves in autumn, and if players with standings in the 20's, 30's and 40's of levels do not become bored, they typically become filled with an entirely false sense of accomplishment, they are puffed up with hubris. As they have not really earned their standings, and their actual ability has no reflection on their campaign level, they are easily deflated (killed) in a game which demands competence in proportionate measure to players' levels.

It is, therefore, time that referees reconsider their judging. First, is magic actually quite scarce in your dungeons? It should be! Likewise, treasures should be proportionate both to the levels of the dungeon and the monsters guarding them. Second, absolute disinterest *must* be exercised by the Dungeonmaster, and if a favorite player stupidly puts himself into a situation where he is about to be killed, let the dice tell the story and KILL him. This is not to say that you should never temper chance with a bit of "Divine Intervention," but helping players should be a rare act on the referee's part, and the action should only be taken when fate seems to have unjustly condemned an otherwise good player, and then not in every circumstance should the referee intervene. Third, create personas for the inhabitants of your dungeon — if they are intelligent they would act cleverly to preserve themselves and slay intruding expeditions out to do them in and steal their treasures. The same is true for wandering monsters. Fourth, there should be some high-level, very tricky and clever chaps in the nearest inhabitation to the dungeon, folks who skin adventures out of their wealth just as prospectors were generally fleeced for their gold in the Old West. When the campaign turkeys flock to town trying to buy magical weapons, potions, scrolls, various other items of magical nature, get a chum turned back to flesh, have a corpse resurrected, or whatever, make them pay through their proverbial noses. For example, what would a player charge for like items or services? Find out, add a good bit, and that is the cost you as referee will make your personas charge. This will certainly be entertaining to you, and laying little traps in addition will keep the players on their collective toes. After all,



Priest of
Vimúhla
Lord of Fine
41 (1)

"... Know ye, O Zephyr of Divine Victory, that a report of strange nature comes from your city of Penom: to wit, one Priest of Dlamelish did meet with the Governor of Penom and some of the latter's colleagues at a celebration. This priest stated that he was then drugged and awoke in a chamber beneath the palace, where he shortly found a stairway leading down to a vast underground river. Upon that river was a barge containing a mighty and terrible Hlyss! My Lord, this being came to slay your priest but was at length defeated, whereupon your priest discovered several chests of Zu'ur, the deadly narcotic which has begun to plague your Empire. This greenish powder has been found in almost every city of the land, and once inhaled it deadens the senses and destroys the will with infallible surety. If indeed this narcotic is being brought into the Empire from or by the Hlyss, it is a matter of urgency indeed! The priest then set out upon the barge and after some adventures came out upon the seacoast, where he claims to have seen a mighty ship of the Hlyss hidden in a cove. He would surely have perished, had not a company of the city troops come upon him. Shortly thereafter he requested transfer to the district near unto Fasilum, where he now serves the local administrator of District Ferinara [hexes 3422 and 3423: Translator]. Action upon this event is earnestly prayed." [This passage is followed by the glyph for "investigate and act as deemed beneficial": Translator]



Dungeonmasters are entitled to a little fun too! Another point to remember is that you should keep a strict account of time. The wizard who spends six months writing scrolls and enchanting items is OUT of the campaign for six months, he cannot play during these six game months, and if the time system is anywhere reflective of the proper scale that means a period of actual time in the neighborhood of three months. That will pretty well eliminate all that sort of foolishness. Ingredients for scroll writing and potion making should also be stipulated (we will treat this in an upcoming issue of *SR* or in a *D & D* supplement as it should be dealt with at length) so that it is no easy task to prepare scrolls or duplicate potions.

When players no longer have reams of goodies at their fingertips they must use **their** abilities instead, and as you will have made your dungeons and wildernesses far more difficult and demanding, it will require considerable skill, imagination, and intellectual exercise to actually gain from the course of an adventure. Furthermore, when magic is rare it is valuable, and only if it is scarce will there be real interest in seeking it. When it is difficult to survive, a long process to gain levels, when there are many desired items of magical nature to seek for, then a campaign is interesting and challenging. Think about how much fun it is to have something handed to you on a silver platter — nice once in a while but unappreciated when it becomes common occurrence. This analogy applies to experience and treasure in the *D & D* campaign.

It requires no careful study to determine that *D & D* is aimed at progression which is geared to the approach noted above. There are no monsters to challenge the capabilities of 30th level lords, 40th level patriarchs, and so on. Now I know of the games played at CalTech where the rules have been expanded and changed to reflect incredibly high levels, comic book characters and spells, and so on. Okay. Different strokes for different folks, but that is not *D & D*. While *D & D* is pretty flexible, that sort of thing stretches it too far, and the boys out there are playing something entirely different — perhaps their own name "Dungeons & Beavers," tells it best. It is reasonable to calculate that if a fair player takes part in 50 to 75 games in the course of a year he should acquire sufficient experience points to make him about 9th to 11th level, assuming that he manages to survive all that play. The acquisition of successively higher levels will be proportionate to enhanced power and the number of experience points necessary to attain them, so another year of play will by no means mean a doubling of levels but rather the addition of perhaps two or three levels. Using this gauge, it should take four or five years to see 20th level. As *BLACKMOOR* is the only campaign with a life of five years, and *GREYHAWK* with a life of four is the second longest running campaign, the most able adventurers should not yet have attained 20th level except in the two named campaigns. To my certain knowledge no player in either *BLACKMOOR* or *GREYHAWK* has risen above 14th level.

By requiring players to work for experience, to *earn* their treasure, means that the opportunity to retain interest will remain. It will also mean that the rules will fit the existing situation, a dragon, balrog, or whatever will be a fearsome challenge rather than a pushover. It is still up to the Dungeonmaster to make the campaign really interesting to his players by adding imaginative touches, through exertion to develop background and detailed data regarding the campaign, and to make certain that there is always something new and exciting to learn about or acquire. It will, however, be an easier task. So if a 33rd level wizard reflects a poorly managed campaign, a continuing mortality rate of 50% per expedition generally reflects over-reaction and likewise a poorly managed campaign. It is unreasonable to place three blue dragons on the first dungeon level, just as unreasonable as it is to allow a 10th level fighter to rampage through the upper levels of a dungeon rousting kobolds and giant rats to gain easy loot and experience. When you tighten up your refereeing be careful not to go too far the other way.

ORIGINS II

WARGAMING/MINIATURES
NATIONAL CONVENTION
DATE: JULY 23, 24, and 25, 1976
Johns Hopkins Univ., Baltimore, Maryland



DIPLOMACY WORLD is a quarterly magazine on Diplomacy (R)*, which is edited by Walter W. Buchanan, R.R. #3, Lebanon, Indiana 46052, telephone (317) 482-2824. It is owned by Games Research, Inc. Its purpose is to present a broad overview of the postal Diplomacy hobby by printing articles on the Diplomacy scene and on good play, carrying the Hoosier Archives Demonstration Game with expert analysis, listing rating systems, publishing letters to the editor, and listing game openings and zine news. In short, anything of a general interest to the Diplomacy community is fair game for **DIPLOMACY WORLD**.

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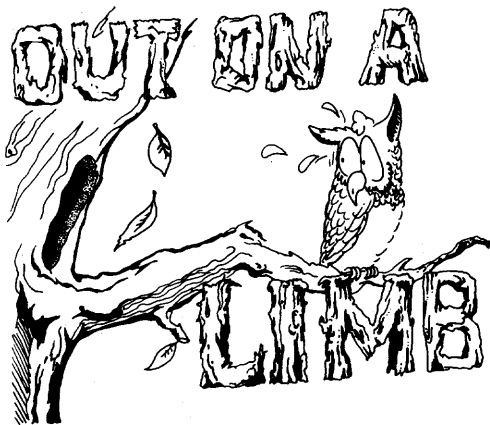
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OUT ON A LIMB will be our letter column in *THE DRAGON*, but we thought we would preview it here. We present this column as a soapbox forum from our hobby, as well as a *D & D* DM idea exchange. Failing that, it will be for any interesting letters received. Selection of letters to be printed is reserved by the Editor, as is the right to edit or reject.

10 Feb.

The editorial on national game conventions ("What is the National Wargame Convention," *Strategic Review* #5) drew a rather stiff response from Don Greenwood of Avalon Hill. Don't misunderstand, Don was polite and reasonably calm. He is a long-time compatriot of mine and a gentlemen in any event, so it could not be otherwise. Several letters were thereafter exchanged, and some interesting things came to light during the course of this exchange.

TSR was taken to task for the manner in which we counted conventioners, for only about 900 of those we reported as attending were actually paid, while at Origins all 1500 supposedly paid. Therefore, GenCon had nearly 600 fewer paying persons, and we were also informed that bad/curious passers-through been included in the Origins total they would have had well over the 1500 figure they mentioned for attendance. Seeing as how GenCon **did** count such people. **TSR** hereby states that Origins had a larger attendance than GenCon — several hundred at least. Sheer numbers do not make a good convention, a national convention, **the** convention. If GenCon IX happens to draw more paid attendees than Origins II I am certain Avalon Hill will hasten to agree . . .

It is the attitude of Avalon Hill that wargaming and boardgaming are synonymous. I was informed that because neither AH nor SPI were exhibitors at GenCon VIII it was not a national convention. No matter that it was advertised and attended nationally, no matter that we had large miniatures firms from Texas, Ohio, and New York exhibiting, no matter that Lou Zocchi from Biloxi and other exhibitors from all over the country were there, according to AH it was a regional event, and that is that. No reply to my mention of Origins lack of miniatures firms was made, nor was any comment made when I mentioned the fact that SPI has reserved space at GenCon IX.

GenCon has always been slanted towards miniatures gaming, for it lends itself to group participation, and many of the gamers who come want to get into large, multi-player games, for most other times that are not able to do so, being in locales where there are few if any other players. Furthermore, miniature gaming is a far more interesting spectacle. Regardless, GenCon has never ignored boardgames; at least one boardgame tournament (almost always AH) has been held at every GenCon (and this will continue to be true) and a large section of space has been reserved for "open" boardgaming so that those conventioners who wish to play new opponents at their favorite boardgames may freely enjoy doing so. Now fantasy is very popular, and GenCon is featuring this aspect of our hobby at the IXth annual event. We do so not to slight AH or SPI but simply because it is what so many of those who attend **demand**. If nothing else, GenCon is **your** con, after all, and we try to do what you want us to do there!

Despite having labeled GenCon as the nation's oldest and premier wargaming event, AH now asserts in their propoganda for Origins that their show is the only national wargame convention, **THE** wargaming event. AH further informs us that they, along with SPI, are the arbiters of the hobby. A convention is national only if **they** say it is. The rest of the wargame firms — as well as the wargamers — can go whistle for all the good it will do if AH says otherwise, right? **Wrong!** Just because AH and SPI ignore (if not absolutely attempt to hide) the miniatures aspect of wargaming, it is there and a **BIG** factor despite all claims and efforts to the contrary. Furthermore, it is a viable, rapidly growing aspect of the hobby, and one which will not be able to be successfully ignored. **TSR** and the other miniatures-oriented firms will see to it, as will all the individuals who enjoy their hobby so much. Miniature wargaming is too big to be ignored much longer, too enthusiastically supported to be silenced. Avalon Hill may say that a convention is nothing because they do not recognize it as such, and SPI can continue to write about wargaming "history" which makes no mention of miniatures, but neither action alters the reality of the fact that we are here and form a large portion of the hobby. **TSR** is planning to write a truly accurate account of the history of the hobby, so look for it in an upcoming issue.

Somewhat similarly, fantasy gaming is being ignored and concealed by the folks at AH and SPI (and that isn't too surprising, for who wishes to plug a competitive game which is sweeping through the hobby?!), save that SPI recently released a fantasy boardgame, *SORCERER*, in order to claim a share of the market. **TSR** is justly proud that it pioneered this new aspect of wargaming — the paper and pencil "adventure" game — with *DUNGEONS & DRAGONS*. It is as innovative a gaming concept as the first AH game or *DIPLOMACY*, and the gaming public has certainly let us know how happy that are that we are "crazy" enough to publish *D & D*. We don't think any other company would have had the foresight or originality to do so, and what we hope now is that we will be able to remain as creative and farsighted in the future so that if another new game concept comes our way we will hasten to break yet new trails. To return to the point, the fact that GenCon will feature the fantasy games which are the rage of the hobby, along with fantasy author Fritz Leiber as special guest, has no effect on the situation either. Origins is **THE NATIONAL** convention, and we can like it or lump it, so saith AH. To this GenCon says: "Brack!" We think our claims are better founded than theirs, and we'll continue to advertise and make every effort to sponsor a great, national con which offers all sorts of gaming to fellows (and now maybe ladies too!) from all over the North American continent. The final judge of GenCon is not AH but the wargamers who attend. What Say?

Before closing, however, I give credit where it is due. AH enabled our whole hobby to grow, and as I have often said we all owe them a vote of thanks for that. AH has always mentioned GenCon in its "Infiltrator's Report" and helped also by donating prizes and lining up referees for AH tournaments at GenCon. **THAT** is appreciated, and in return we have run Origins ads, given a true report on how good a show Origins I was, and we will certainly continue to deal like for like. **TSR** will be at Origins II to run two or three game tournies, including *D & D*, *EPT* and perhaps *FIGHT IN THE SKIES* also. SPI has really popularized and expanded wargaming with its tremendous game output and extensive advertising. I must also point out that SPI has not actually claimed to be the co-arbiter of our hobby. Both AH and SPI are invited to reply to what I have said herein — of course, either of these giants could take me, and **TSR** to task in the pages of their own organs and thoroughly mince us. We shall see. While SPI might well make some mention of all this, I doubt if AH will, for competitors are not mentioned in the hallowed pages of **GENERAL** (ain't it hell, Don?).

Here comes Tom Shaw with his two-man crossbuck, and I shall hurriedly clamber off until next time.

— Gary Gygax

14 Feb.

It seems that that is where I often find myself — or at least quite a few of the hobby's "big guns" have thought so — out on a limb. I have touted miniature wargaming when most of the hobby in the U.S. thought that wargaming meant boardgaming. I have talked about fantasy gaming and been referred to as all sorts of an idiot, up a creek, and so on. Well, things are changing these days, and if I am out on a limb it is quite a bit thicker — it has to be to support all of you who are out there with me one way or another. Miniature wargaming is growing in popularity by leaps and bounds. Think about the number of figures offered by Custom-Cast, MiniFigs, Heritage/Hinchliffe, McEwan, CinC, GHQ, Scruby, Old Guard, and not a few other firms. These continuing new releases which add to already large figure lines indicates a very substantial market — large numbers of wargamers spending considerable sums to acquire miniatures. **TSR** began as nothing more than a firm producing rule booklets for miniature wargaming, and our sales volume continues to see growth in the rule booklets portion. Furthermore, there are three or four other companies now active in this same field. There are many devoted miniaturists in the hobby, and they are beginning to expand their ranks and to be felt. What they lack is a real voice and a vehicle to let the rest of the hobby know they are around.

To some extent **WARGAMER'S DIGEST** magazine has helped miniature wargaming. However, it does not provide the sort of vehicle miniature enthusiasts need to exchange information or talk about their ideas. Something more like the British publication, **WARGAMER'S NEWSLETTER** is still needed. Perhaps the former magazine can convince that trying miniature wargaming could be fun, but once the gamer is into miniatures **WARGAMER'S DIGEST** fails to give him the scope of gaming in the various periods, hard data, and such information typically packed into the latter. I am pushing the fellows here at **TSR** for such a publication, one that will have sufficient appeal to attract new people to miniature wargaming without boring the veterans to death. The hobby is large and if it can support both the **GENERAL** and **S & T**, it should be able to support a third magazine devoted to miniatures. If things go as hoped **TSR** will release a large, slick miniatures-oriented wargame journal soon! This brings me to fantasy.

Rather than being up a creek with fantasy/swords & sorcery wargaming, it seems that the absolute opposite has come true. Interest in this form of gaming is running at floodtide. **TSR** has developed and produced a whole new aspect of gaming, and as of this writing the crest of this flood is nowhere near its peak!

The success of *DUNGEONS & DRAGONS* and *EMPIRE OF THE PETAL THRONE* has astounded many of the more stodgy minds of the industry and hobby — as well as prompting the release of large numbers of rules and games of fantastic nature by competitors. The **STRATEGIC REVIEW** was originally con-

ceived as a magazine dealing with all sorts of wargame subjects, but popular demand has made it into an almost wholly fantasy-oriented publication (and the name is thus quite inappropriate!). We had originally thought to switch most of the fantastic material into a new publication to be entitled **THE DRAGON** and make the content of **SR** of a more historical nature. This would be a disservice to our **SR** readers as it now stands, for the magazine has grown to its current size due to its reputation as **the** fantasy 'zine. Therefore, we are changing the name of **SR** to **THE DRAGON**, a name more indicative of its content; and there will continue to be more and better articles therein, all of primarily fantasy-oriented nature, although some science fiction or other type of wargaming may slip in occasionally. Your eager subscription to our publication has given us the message loud and clear. You want a 'zine dealing with fantasy wargaming, and that is what you shall have. Tim Kask is hard at work now to make certain that **THE DRAGON** will deliver fantasy, swords & sorcery, science fiction, and related material to you in spades.

What I am asking of you is this: If you are interested in historical wargaming, miniature or board, support **TSR's** effort to give you what you want there. This can be done by subscribing to our new 'zine, **LITTLE WARS** (or by purchasing it from your local hobby shop if the proprietor is wise enough to carry it), tell your friends about it, and after you have it in hand write to us. **LITTLE WARS** wishes to establish a regular letter column with interesting letters which tell about local wargames and wargaming or have some form of information which will be of interest to fellow hobbyists. We are also interested in receiving good miniatures articles, battle reports, game strategies, and so forth. We are depending on you in more ways than one. Similarly, **THE DRAGON** is still interested in all sorts of fantasy related material from its readers, so keep it coming in! The schedule of payments for published material found elsewhere in this issue applies to both **LITTLE WARS** and **THE DRAGON**. The money isn't great, but it is about all we can afford, and it is another way for us to thank you for your past support and future help.

Now, put down your saws . . . I'll shut up until next issue.

— Gary Gygax

[Editor's Note: More information on these magazines is in **IN THE CAULDRON**, p. 2.]



Creature Features

The Denebian Slime Devil

Number Appearing—	1-4
Armor Class —	not applicable
Move —	12"
Hit Dice —	not applicable
Lair	—
Treasure	—
Magic resistance —	90%

This creature takes the form of whatever its victim finds most repulsive, or at the referee's option, a large, shambling, smelly, oozing, hunk of anthropomorphic swamp gunk. It will fall in love with the first human type (including Dwarves, elves and hobbits) it sees, and will follow the unfortunate soul until death, either its own, or its victim's. (If its victim dies, it will attach itself to the next human type it sees)

DSD'S are tireless trackers, and can seep through small cracks, pinholes, and all porous materials, but not through metal, glazed pottery or well fitted masonry.

A DSD will never voluntarily do anything that will separate it from its victim. One struck by a weapon (magical or normal) will split into 1-4 replicas of itself, each then attaching itself to the nearest free human type.

DSD's have a negative charisma, and will cause any non-player character or creature to flee in sickened repulsion (50% chance) or attack the victim in anger for having such a repulsive creature brought into its proximity.

DSDs may be killed/dispelled by any means the referee finds entertaining. A few examples:

- Telling it that its mother wants it.
- Calling it a cute, lovable little devil, and smothering it with kisses.
- Sealing it into a specially constructed tower (by means of a passwall) along with its victim (by means of phantasmal forces)
- Having a wino (non-player hireling) breathe upon it.

NOTE: Each of these methods worked only once. Effects of spells, etc., are up to the referee.

A final word: DSD's do nothing to aid a character. If their victim is attacked, they will stand aside, wringing their hands (or whatever) and moaning, in their distinctive, high pitched, nasal whine, "Oh my! Oh dear! This is terrible! Oh, I can't look! Oh dear!"

New Monster

Catoblepas

Semi-Intelligent Beast
Very Rare

Number Appearing	1-3
Armor Class	7
Move	6"
Hit Dice	6 + 2

Tail = 1-6 pts. + base 75%
Chance of stunning (if hit)
Modified by -5% per level of victim
Gaze = Death Spell
no saving throw

This totally loathesome creature has absolutely no redeeming features. It is larger than a full grown water buffalo, with a head uglier than that of a wart hog, possessed of a long, snakelike tail capable of amazingly swift attacks. Further, it lumbers on legs like those of a hippopotamus, while its horrid head is perched on the end of a long, thin and very weak neck. It is assumed that these bizarre characteristics are a result of genetic modification necessitated by its choice of habitat: swamps & marshes. The gaze of the hideous face of this beast is the equivalent of a Death Spell, with no saving throw. Complete surprise means you automatically met the gaze; anything else is at the discretion of the DM. The weak neck has only a 25% chance of raising the head high enough on the first turn, with an additional 15% each additional turn, provided both parties stand still. If trying to follow quick movements, or shambling in pursuit, it has only a 10% chance of fixing its gaze.

The Dungeons & Dragons Magic System

by Gary Gygax

Because there are many legendary and authored systems of magic, many questions about the system of magic used in *D & D* are continually raised. Magic in *CHAINMAIL* was fairly brief, and because it was limited to the concept of table top miniatures battles, there was no problem in devising and handling this new and very potent factor in the game. The same cannot be said of *D & D*. While miniatures battles on the table top were conceived as a part of the overall game system, the major factor was always envisioned as the underworld adventure, while the wilderness trek assumed a secondary role, various other aspects took a third place, and only then were miniatures battles considered. So a somewhat different concept of magic had to be devised to employ with the *D & D* campaign in order to make it all work.

The four cardinal types of magic are those systems which require long conjuration with much paraphernalia as an adjunct (as used by Shakespeare in *MACBETH* or as typically written about by Robert E. Howard in his "Conan" yarns), the relatively short spoken spell (as in Finnish mythology or as found in the superb fantasy of Jack Vance), ultra-powerful (if not always correct) magic (typical of deCamp & Pratt in their classic "Harold Shea" stories), and the generally weak and relatively ineffectual magic (as found in J.R.R. Tolkien's work). Now the use of magic in the game was one of the most appealing aspects, and given the game system it was fairly obvious that its employment could not be on the complicated and time consuming plane, any more than it could be made as a rather weak and ineffectual adjunct to swordplay if magic-users were to become a class of player-character.

The basic assumption, then, was that *D & D* magic worked on a "Vancian" system and if used correctly would be a highly powerful and effective force. There are also four basic parts to magic: The verbal or uttered spell, the somatic or physical movement required for the conjuration, the psychic or mental attitude necessary to cast the spell, and the material adjuncts by which the spell, can be completed (to cite an obvious example, water to raise a water elemental). It was assumed that the *D & D* spell would be primarily verbal, although in some instances the spell would require some somatic component also (a fire ball being an outstanding example). The psychic *per se* would play little part in the basic magic system, but a corollary, mnemonics, would. The least part of magic would be the material aids required, and most of those considered stored or aided magic, so as to enable its more immediate employment, rather than serving to prolong spell casting time or encumber the player using these aids. Before exploring the whys and wherefores of these decisions, a further word regarding magical results must be said.

Spells do various things, and just what they do is an important consideration, for some order of effect in regard to the game would have to be determined. Magic purports to have these sorts of effects: 1) the alteration of existing substance (including its transposition or dissolution); 2) the creation of new substance; 3) the changing of normal functions of mind and/or body; 4) the addition of new functions to mind and/or body; 5) summon and/or command existing entities; and 6) create new entities. In considering these functions, comparatively weak and strong spells could be devised from any one of the six. Knowing the parameters within which the work was to be done then enabled the creation of the system.

Because the magic-using *D & D* player would have to be able to operate competitively with fellow players who relied on other forms of attack during the course of adventures, the already mentioned "Vancian" system was used as a basis, and spells of various sorts were carefully selected. Note, however, that they were selected within the framework of *D & D* competition primarily, and some relatively powerful spells were apportioned to lower levels of magic use. Charm Person and Sleep at 1st level are outstanding examples. The effect of some spells was set to reflect the level of the magic-user employing them. Many of the spells were developed for specific use in dungeon expeditions or during wilderness adventures. A few — mostly drawn from *CHAINMAIL* — were included with the table top battle in mind. All such spells were assumed to be of such a nature so that no less than three of the four basic components of magic were required in their use. All spells were assumed to have a verbal component. Each and every spell (not found on a scroll or otherwise contained in, or on, some magical device) would be absolutely mnemonic, magic-users would have to memorize the spells they wished to have available, and when a particular spell was recalled and its other parts enacted, then the memory would be gone and the spell no longer available until it was re-memorized (thus the magic-users' spell books!). Most spells were also envisioned as containing a slight somatic and/or material component, whether in the preparation of a small packet of magical or ordinary compounds to be used when the spell was spoken or as various gestures to be made when the enchantment was uttered.

Magic-use was thereby to be powerful enough to enable its followers to compete with any other type of player-character, and yet the use of magic would not be so great as to make those using it overshadow all others.

This was the conception, but in practice it did not work out as planned. Primarily at fault is the game itself which does not carefully explain the reasoning behind the magic system. Also, the various magic items for employment by magic-users tend to make them too powerful in relation to other classes (although the *GREYHAWK* supplement took steps to correct this somewhat). The problem is



further compounded by the original misconceptions of how magic worked in *D & D* — misconceptions held by many players. The principal error here is that the one 1st level spell allowable to a 1st level magic-user could be used endlessly (or perhaps at frequent intervals) without the magic-user having to spend time and effort re-memorizing and preparing again after the single usage. Many players also originally thought scrolls containing spells could be reused as often as desired. Finally, many dungeonmasters geared their campaigns to the level of TV giveaway shows, with gold pouring into players' purses like water and magical rewards strapped to the backs of lowly rats. This latter allowed their players to progress far too rapidly and go far beyond the bounds of *D & D*'s competition scope — magic-users, fighters, clerics and all.

To further compound the difficulties, many dungeon-masters and players, upon learning of the more restrictive intent of the rules, balked. They enjoyed the comic book characters, incredible spells, and stratospheric levels of their way of playing. Well and good. *D & D* is, if nothing else, a free-form game system, and it was designed with great variation between campaigns to be allowed for — nay, encouraged! Of course, there are some variations which are so far removed from the original framework as to be totally irreconcilable with *D & D*; these have become games of other sorts and not a concern of this article. On the other hand there are many campaigns which were scrapped and begun afresh after their dungeon-masters consulted us or after they read other articles pertaining to the play of *D & D* as conceived by its authors — just as there will probably be some dungeon-masters ready to try again after reading this far. It is for all of these referees and their players, as well as those who have played the game pretty much as was desired but were never quite positive that you were actually doing so, that the foregoing was written.

The logic behind it all was drawn from game balance as much as from anything else. Fighters have their strength, weapons, and armor to aid them in their competition. Magic-users must rely upon their spells, as they have virtually no weaponry or armor to protect them. Clerics combine some of the advantages of

the other two classes. The new class, thieves, have the basic advantage of stealthful actions with some additions in order for them to successfully operate on a plane with other character types. If magic is unrestrained in the campaign, *D & D* quickly degenerates into a weird wizard show where players get bored quickly, or the referee is forced to change the game into a new framework which will accommodate what he has created by way of player-characters. It is the opinion of this writer that the most desirable game is one in which the various character types are able to compete with each other as relative equals, for that will maintain freshness in the campaign (providing that advancement is slow and there is always some new goal to strive for).

This brings up the subject of new spells. The basic system allows for the players to create new spells for themselves at the option of the referee. It is certain that new spells will be added to the game system as the need arises, particularly with regard to new classes or sub-classes of characters or simply to fill in some needed gap. The creation of an endless number of more powerful spells is not desirable in the existing game system, and there is no intention of publishing 10th or higher level spells. As was said in a previous article, if character level progression is geared to the game system, it should take years for any magic-user to attain a level where the use of 9th level spells is possible!

As a last word regarding this subject, this *D & D* magic system explanation also serves another purpose. There should now be no doubt in dungeonmasters' minds with regard to the effect of a silence spell on a magic-user, or what will happen to the poor wizard caught in a mess of webs. They will know that a magic mouth is basically useless as a spell caster — with the exception of those spells which are based only on the verbal component of the spell. When an enterprising player tries a wizard lock on somebody's or something's mouth he will not be prone to stretch the guidelines and allow it. Magic is great. Magic is powerful. But it should be kept great and powerful in relation to its game environment. That means all the magic-users who have been coasting along with special dispensations from the dungeonmaster may soon have to get out there and root with the rest of the players or lie down and die.

GenCon Update

Plans are proceeding apace for the Premier Wargaming Event of '76. We are currently lining up all the judges that we'll need for all the tournaments. We will have complete listings of that in the next issue. In the meantime, a peek at a couple of new items.

Bob Blake, Rt. 1 Box 47, Valparaiso, IN 46383, needs DM's to help run a mammoth *D & D* tournament, that will span all three days of the con. The end result, after three days of dungeoneering, with the same characters, will be a champion Mage, Fighter, Cleric, Elf and Dwarf. Each participant will run a pre-determined character, and all participants will be judged on performance, with eliminations. Sounds really interesting to hear Bob tell it. Get the full lowdown from him if you are interested in being a DM.

We have another *D & D* variation we will try: TEAM *D & D*! What will happen is this; Teams of players will be formed. They can all be from one club or group, which is what we encourage, or they can just be a bunch of friends, or, if all else fails, they can be pick-up teams composed on the spot, by draw, or whatever. When the team enters the tourney, they will be paired at random against another team. One team will be designated as the Intruder, the other as the Thwarter. It is the job of the Intruder to enter the area in question, and fulfill some mission, or retrieve some object, or carry off some treasure, or some such task. It is incumbent upon the Thwarter to foil the Intruder. The referees will determine the relative effectiveness of each group, and the team that did the best will move on to the next round of eliminations. Eventually, only two teams will be left, and in the end, one.

We're expecting more dealers than last year. So far. Custom-Cast, MiniFig, Heritage, McEwan, CinC, SPI, Lou Zocchi, Ral-Partha & Taurus, LTD. have all said they are coming. AH says maybe. Hippocrene might be there, and a number of others are still unconfirmed but probable.

For people that pre-register, we are preparing a guide for motels, food, transportation and the like. It has been decided that we will not pre-register for tournaments, as last year saw a number of mixups and upset gamers. We will register for all the tournaments one hour before they are to be conducted. That will undoubtedly eliminate the high number of "no-shows" that we had last year. This year's tournaments will be timed better, due in part to the fact that we will be better equipped to handle all the necessary coordination that entails.

Movies! Jeff Perren has three new (for GenCon) flicks which he might bring. They are *THE THREE MUSKETEERS* (new version), *ROBIN HOOD* (Errol Flynn!) and *HENRY V*. These are excellent films, and, better still, Jeff says that he may acquire one or more others before August. How would you like to see *THE VIKINGS*?

Len Lakofka has planned an interesting fantasy miniatures event. Players will be assigned to opposing sides (rather like teams), and in this fashion about 64 participants will be involved in the first eight matches. The winning sides will then compete Saturday, these four teams coming down to a two-team final on Sunday. Len plans to use his adaptation of *CHAINMAIL/D & D*, so the complete rules will appear in the first issue of *THE DRAGON*.

Next issue will contain the complete information package, so stay tuned . . .

Editorial

Our editorial in **SR** #5 seems to have stirred up a veritable hornet's nest, and also caused the true colors of a few in this business to shine out. We believe it is time to take the matter to the only arbitration that counts: that of the gaming public.

Avalon Hill, in the person of Donald Greenwood, New Products Manager, has replied. In replying, AH has made more than a few rather curious statements and assertions. We feel that our reply is best given to the public, so that we might go on record. Let us proceed apace.

Mr. Greenwood says, "While I can see why your people might be angered at a newcomer con claiming first national status — the fact remains that it was just that. Never before has a con received complete (sic) hobby and manufacturer support. Including GenCon — because most years AH & SPI weren't there to name just a few."

In another letter, he continues: "You can say what you want about the unfairness of AH and/or SPI calling the tunes, but the plain facts of the matter are that these two companies control the lion's share of the market, and any 'national' con without their support is simply kidding itself or national by right of forfeit only."

Well, what we'd like to say is this: Since when does the mere presence of either of these two companies' representatives bestow legitimacy? Are we to believe them to be from Olympus? Is their stationery bordered in Imperial Purple? Do they think they reside at 1600 Pennsylvania Ave? Really, gentlefolk, do your pens write on stone tablets? Wargaming is no longer the exclusive domain of one or two companies that it once was.

SPI came to an earlier GenCon; does that mean that THAT GenCon was a national con, but not the ones when they didn't grace us with their august presence?

Mr. Greenwood goes on in another letter . . . "A quick note to keep you informed of the convention picture-national-as we see it. I've talked to Howard Barasch and SPI/AH have agreed to recognize ORIGINS as the national con. Next year it will be held in NYC under SPI's auspices."

Hallelujah! Another decree from on high! And this for a con that nearly excluded miniatures! Like it or not, miniatures hold a large place in this market. AH's *TOBRUK* shows that they know this, they just didn't get it quite right. SPI's *TANK* is further proof that miniatures have a strong influence on the field, as further evidenced by the proliferation of tactical and one-to-one scale games.

We have been accused of excluding, or not featuring heavily enough, boardgaming at past GenCons. The truth of it is that GenCon supplied what the con-goer wanted. Recent GenCons have featured more and more boardgaming, as the desire grew. AH was invited early on to come to the early GenCons, and have their shot at seeing that the overbalance never occurred, but didn't deign to bother. Their loss. . .

AH and SPI maintain that it is in the interests of the hobby to have only one con, that will be supported by all. Funny that they should think so while they have ORIGINS under their thumb.

We have been accused of being a regional con. This simply isn't so. GenCon has always been advertised nationally, and entertained gamers from all over the country. It has stayed in Geneva for a number of valid reasons. For one thing, it was started by a bunch of gamers in the area, and took off in popularity. Another is that it is centrally located in respect to the rest of the country. It is equally accessible from both east and west. To claim that a con that has as yet only been held in the east, and is scheduled yet again for 77 in the east, truly serves the national gaming public is preposterous. The West Coast is completely ignored in assessing accessibility.

It is a well known fact that a lack of competition breeds stagnation. A gamer shouldn't go to a con because it's the ONLY con, but because it's the best con. Competition improves the breed, as evidenced by the marked improvement in gaming in the past 4 or 5 years. The game player can now pick and choose amongst many titles.

Only one con is not enough exposure if we wish the hobby to reach its full potential. The more interest we are capable of generating, the better our chances for growth.

We find it curious that the Eastern Establishment should all of a sudden take such an interest in cons. For years they studiously ignored them, brushing them off as the province of clubs or miniatures players. For a number of years, GenCon was the only advertised con of any size, anywhere, for the hobbyist. Now AH and SPI want to step in and dictate how the hobby will behave. There was a GenCon long before TSR. Could it be that the Eastern Establishment saw the possible profit, and so usurped ORIGINS? And now wishes to dictate to the rest?

We are most pleased that ORIGINS was created, regardless of the reasons, whatever they may be. It is GOOD for the hobby, in our opinion. What is bad for the hobby is the idea, that two companies decide to dictate to the rest.

The sun may rise in the East, but it travels across the Midwest, and sets in The West. NOBODY can change that, or gull many into thinking it . . .

Designers Forum

GARY GYGAX ON DUNGEONS & DRAGONS

Origins of the Game

The most frequently asked question at seminars which I have given on DUNGEONS & DRAGONS is: "How did the game originate?". Because of the frequency of this question, and the involved nature of the reply required, I thought it a good idea to once again put it in writing. The Forward in DUNGEONS & DRAGONS contains most of what follows, but I will go into greater detail here.

When the International Federation of Wargaming was at its peak, it contained many special interest groups. I founded one of these, the "Castle & Crusade Society". All members of this sub-group were interested in things medieval and I began publishing a magazine for them entitled **Domesday Book**. In an early issue, I drew up a map of the "Great Kingdom". Members of the society could then establish their holdings on the map, and we planned to sponsor campaign-type gaming at some point. Dave Arneson was a member of the C&C Society, and he established a barony, Blackmoor, to the northeast of the map, just above the Great Kingdom. He began a local medieval campaign for the Twin Cities gamers and used this area.

The medieval rules, CHAINMAIL (Gygax and Perren) were published in **Domesday Book** prior to publication by Guidon Games. Of course, they were in a less developed state, and were only for a 1:20 figure scale. Between the time they appeared in **Domesday Book** and their publication by Guidon Games, I revised and expanded the rules for 1:20 and added 1:1 scale games, jousting, and fantasy. Rob Kuntz and I had acquired a large number of 40mm figures, and many of them were so heroic looking that it seemed a good idea to play some games which would reflect the action of the great swords and sorcery yarns. So I devised such rules, and the Lake Geneva Tactical Studies Association proceeded to play-test them. When the whole appeared as CHAINMAIL, Dave began using the fantasy rules for his campaign, and he reported a number of these actions to the C&C Society by way of articles.

I thought that this usage was quite interesting, and a few months later when Dave came down to visit me we played a game of his amended CHAINMAIL fantasy campaign. Dave had taken the man-to-man and fantasy rules and modified them for his campaign. Players began as Heroes or Wizards. With sufficient success they could become Superheroes. In a similar fashion, Wizards could become more powerful. Additionally, he had added equipment for players to purchase and expanded the characters descriptions considerably — even adding several new monsters to the rather short CHAINMAIL line-up.

The idea of measured progression (experience points) and the addition of games taking place in a dungeon maze struck me as being very desirable. However, that did not really fit in the framework of CHAINMAIL. I asked Dave to please send me his rules additions, for I thought a whole new system should be developed. A few weeks after his visit I received 18 or so handwritten pages of rules and notes pertaining to his campaign, and I immediately began work on a brand new manuscript. "Greyhawk" campaign started — the first D&D campaign!

About three weeks later, I had some 100 typewritten pages, and we began serious play-testing in Lake Geneva, while copies were sent to the Twin Cities and to several other groups for comment. DUNGEONS & DRAGONS had been born. Its final form came over a year later and consisted of nearly 300 manuscript pages which I wrote during the wee hours of many a morning and on weekends.

The first D&D (as opposed to variant CHAINMAIL) dungeon adventurers were: Ernie Gygax, Don Kaye, Rob Kuntz and Terry Kuntz. They were soon joined by Don Arndt, Brian Blume, Tom Champeny, Bill Corey, Bob Dale, Mary Dale, Chip Mornard, Mike Mornard, and Tim Wilson. All of these gamers — as well as the other play-testers — contributed to the final form of the game.

There were then three character classes, with players beginning at first level (rather than as 4th level Hero-types or relatively powerful Wizards), and each level was given a heroic or otherwise descriptive name. The actions that they could follow were outlined. Spells were expanded. The list of monsters was broadened again, and a complete listing of magical items and treasures was given. The reaction to the manuscript was instant enthusiasm. DUNGEONS & DRAGONS differed

considerably from Dave's "Blackmoor" campaign, just as the latter differed from CHAINMAIL: but, based on the reception given to the game by the others testing it, he had to agree that it was acceptable. Although D&D was not Dave's game system by any form or measure, he was given co-billing as author for his valuable idea kernels. He complained bitterly that the game wasn't right, but the other readers/players loved it. In fact, the fellows playing the manuscript version were so enthusiastic that they demanded publication of the rules as soon as possible. Thus, D&D was released long before I was satisfied that it was actually ready. I am not sorry that we decided to publish then instead of later, even though I've often been taken to task about it since, and I hope all of you feel the same way too. You can, however, rest assured that work on a complete revision of the game is in progress, and I promise a far better product.

MAPPING THE DUNGEON

All listings are for D&D, unless otherwise noted.

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Planes

The Concepts of Spatial, Temporal and Physical Relationships in D&D

by Gary Gygax

For game purposes the DM is to assume the existence of an infinite number of co-existing planes. The normal plane for human-type life forms is the *Prime Material Plane*. A number of planes actually touch this one and are reached with relative ease. These planes are the *Negative* and *Positive Material Planes*, the *Elemental Planes* (air, earth, fire, water), the *Ethereal Plane* (which co-exists in exactly the same space as the Prime Material Plane), and the *Astral Plane* (which warps the dimension we know as length [distance]). Typical higher planes are the Seven Heavens, the Twin Paradises, and Elysium. The plane of ultimate Law is Nirvana, while the plane of ultimate Chaos (entropy) is Limbo. Typical lower planes are the Nine Hells, Hades' three glooms, and the 666 layers of the Abyss.

Assume further that creatures which can be harmed only by weapons of a special metal (silver, cold iron, etc.) gain this relative invulnerability from having a portion of their existence in either the positive or negative material plane at the same time they exist partially in the prime. Therefore, those creatures which can be struck only with +1 or greater magical weapons exist wholly and simultaneously in two planes (one of which is, of course, the Prime Material). So creatures which require attack of a +2 or better magic weapon then exist in three planes simultaneously, and so on. This brings us to the consideration of the existence of magical weapons in other planes and in multiple planes simultaneously.

If it is accepted that the reason that certain creatures can only be hit by magical weaponry is because the creature exists in two or more planes simultaneously, then it follows that the weapon must likewise extend into the planes in which the creature exists. At the very least it must be that the weapon extends into no less than two of the planes in which the creature exists, and these planes are those in which the creature has vulnerable aspects. This makes for a very complex relationship of planes to planes/swords and other magical weapons to planes. A special sword functioning with bonuses against certain creatures, or a special purpose sword, will have existence on only certain planes with regard to its special bonus, or due to its special purpose, but as most

weapons of this type also have a general +1 or better value, they also extend into all planes — or do they?

Perhaps the most reasonable way of handling this matter is to graph the planes which are existent in the campaign in question. Basic bonus weapons extend generally into planes which are once, twice, etc. removed from the Prime Material Plane of play. Those with special bonuses then have a more intense nature in the plane in which the creature they function specially against has its extra existence. And this also explains weaponry which does extra damage to creatures which can be hit by non-magical weapons. Let us assume that these weapons have their special existence on the plane in which the particular creature has its personal existence. Perhaps such planes are more accurately termed subplanes. Each type of creature has its own sub-plane, human, giantish, demoniac, or whatever. Furthermore, similarities of type indicate the same or closely allied planes.

As a side benefit of the use of this system, operation on the astral or ethereal by characters no longer poses such a headache to DMs. As magic weapons exist in those planes which touch upon the Prime Material Plane, any person armed with a magic weapon will be able to attack into the Astral or Ethereal Plane if they become aware that their opponent is operating in one of these planes.

Finally, what of magic swords of special nature or special purpose which are far removed from the Prime Material Plane? I suggest that these weapons can be removed no further than the number of planes from the Prime Material which equals their best bonus stated as a "to hit", i.e. a +2 can be removed by two planes and still retain its magical properties. Certain swords will have special treatment — the sword of sharpness and the vorpal blade most notably. On the other hand, a sword of life draining ability gains no such consideration, for it operates primarily on the Negative Material Plane. In any event, swords removed beyond the plane limit given will lose all of their magic, becoming nothing more than normal weapons. This same "law" can apply equally to those weapons, swords or otherwise, which have a simple "to hit" bonus.

Continued on Page 28

ABSTRACT ART IN THE DRAGON !!? *Not really, this is a 2-dimensional diagram of a 4-dimensional concept. The concept is basically a concept of planes or dimensions and how to travel between them. There are two basic "areas" of planes in the diagram. The inner ovoid and the outer rectangle. There are also two ways to travel to these planes. The ETHEREAL will get you to any of the inner planes and the ASTRAL will get you to the outer planer.*

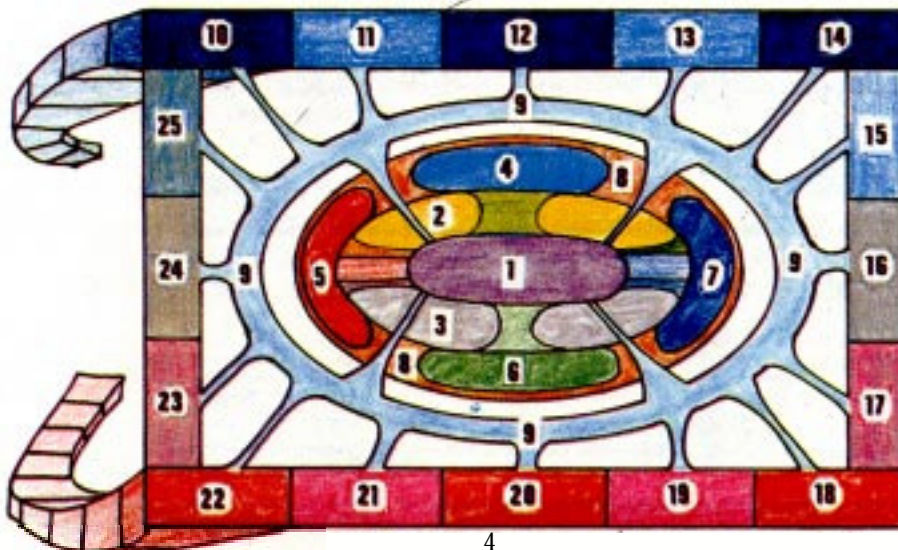
The INNER PLANES *There are seven inner planes. The first (no. 1) is the Prime Material. The planet Earth and everything on it, all of the solar systems and the whole universe are of the Prime Material. The Fantasy worlds you create belong to the Prime Material. Numbers 2 and 3 are Positive and Negative Material Planes. Numbers 4-7 are the ultra-pure Elemental Planes of air, fire, earth and water.*

The OUTER PLANES *There are sixteen outer planes. The Outer Planes are a collection of the religious and/or philosophical goals (or anti-goals) of mankind and "the other intellectual species".*

The ETHEREAL PLANE *is the transportation "system" of the Inner Material Planes. Travel into the Ethereal is always of a magical nature by using spells or special artifacts. The Oil or Armor of Ethereal, a Wish and the new Vanish spell can be used.*

The ASTRAL PLANE *is the means of transportation from the Prime Material to the Outer Planes. There are two restrictions for the Astral "Plane". 1) The traveler must be in the Prime Material in order to travel into the Astral. The Astral can not be reached from the Elemental, Positive or Negative Planes.*

2) *The Astral will take a traveler to the first level of the Outer Planes. There are*



Mutated Animals

1. **TIGEROID:** This cat has a unique muscle system that allows it to strike for 8 dice of damage with either paw, run for hours at speeds of up to 100 miles an hour, and leap hundreds of yards in the air. Its fur is resistant to sonics, lasers, protein disruptors and radiation. The tigeroid can also use the sonic mutation. The beast has Heightened Intelligence, the Life Leech mutation and a Telekenetic Arm with the tigeroid's strength mutation.

1. **MOUNTAIN GORILLOID:** This beast already has heightened strength, it has a poison resistance gland that gives it a 18 for chart use, and its skin reflects radiation. The mutant can Life Leech, has Heightened Intelligence, has the De-evolution power, and the Repulsion Field. Unfortunately for it, the creature's metabolism has been speeded up forcing it to eat constantly, and it is mentally defenseless.

3. **BULLEROID:** This mutation already has the partial carapace and it also has huge outsized legs allowing it to run 150 miles an hour for hours at a time. It has 8 huge horns, forming a crown on its head, and its fur is resistant to poisons and acids. Illusions of any type have no effect on the animal, its first attack is always a Death Field, and it has a Dual Brain.

4. **RABNER:** This mutation was a rabbit, until it lost its legs and head to mutational change. It now appears as a ball of fur from which three tentacles appear when it attacks. The creature has the following other mutations: double Heightened Strength (so that now it hits with this mutation for 4 dice of damage), Heightened Dexterity, and Heightened Precision. The Rabner, while not intelligent, has the following very effective mental abilities: Mental Defense Shield, Will Force, and a Military Genius mutation. The mutation is omniverous now, moves along the ground with a rolling motion, and will fight any size creature for food.

5. **BLUMER:** This mutated animal appears to be a plot of tulips in thick grass. When beings come within 30 yards of it, the fake tulips cast themselves at the victim at the rate of 1-6 cups per melee round. These cups are razor sharp shells of bone, (treat as swords for damage). The creature levitates (modified into flying) towards any fleeing prey shooting its cups all the while. When the prey is dead the Blumer lands over it and many jaws devour the dead victim, in seconds. The grass is extremely hard, making excellent armor for the mutation. It is not intelligent, but has the flying Levitation mutation.

6. **CARRIN:** This animal stands erect and is about eight feet tall. The mutation is fully intelligent and has the following mental powers: Heightened Intelligence, Telepathy, a Mental Defense Shield, and it is an Economic Genius. It has effective wings and usually weighs about 100 pounds. It can Regenerate itself, and has quills (poison intensity 12) that it casts from its body (at a range of 30 yards while the creature is on the ground). The creature is usually found with a large number of mutated flying followers helping it.

7. **KERASK (WOLVERINE):** The mutation looks like its non-mutated cousin, but is greatly changed. Its claws are poisoned from a gland in the paws (intensity 9) and it has fangs that are also poisoned (intensity 11). The creature is fully intelligent, and is able to fight with the Mental Blast and the Life Leech mutation at the same time. It always fights to the death in any given battle and likes eating things much larger than itself.


8. **GYGARANT:** This huge (40 feet tall) reptile is known on all levels for its triple strength Sonic Yell. Its jaws can completely engulf any six feet tall or less creature. Its bite does six dice of damage. The beast also has the following mental powers: Intuition, Will Force, Molecular Disruption (it uses only when near death), Absorption of all heat forms, Reflection of all energy blasts, a Mental Defense Shield, and it can Teleport. Any illusion of any type always works on it.

9. **SOTHERLAN:** This creature is four feet tall and builds elaborate nests in very small trees. It attacks only beings with colorful fur pelts or plumage, with devastating success. Its beaked mouth does five dice of damage and its taloned arms rip for one die each. The creature Regenerates and uses Precognition before eating anything.



10. **WARDENT:** This former human has regressed to a small (3 feet tall) furry bear-like creature with the following mental powers: Heightened Intelligence, Telepathy, Telekinesis, Mental Defense Shield, Will Force, Mental Control over Physical States, Heightened Brain Talent, and it is a Scientific Genius. The creature has no special physical abilities except constant hunger, not only for food but valuable objects others may have.

Planes (cont. from Page 4)

As of this writing I foresee a number of important things arising from the adoption of this system. First, it will cause a careful rethinking of much of the justification for the happenings in the majority of D&D campaigns. Second, it will vastly expand the potential of all campaigns which adopt the system — although it will mean tremendous additional work for these DMs. Different planes will certainly have different laws and different inhabitants (although some of these beings will be familiar). Whole worlds are awaiting creation, *complete* invention, that is. Magical/technological/whatever items need be devised. And ways to move to these planes must be provided for discovery by players. Third, and worst from this writer's point of view, it will mean that I must revise the whole of D&D to conform to this new notion. Under the circumstances, I think it best to do nothing more than offer the idea for your careful consideration and thorough experimentation. This writer has used only parts of the system in a limited fashion. It should be tried and tested before adoption.



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Designers Forum

VARIED PLAYER CHARACTER AND NON-PLAYER CHARACTER ALIGNMENT IN THE DUNGEONS & DRAGONS CAMPAIGN

by Gary Gygax

Alignment troubles a considerable number of Dungeon Masters, possibly due to the value judgements which are involved, and certainly due to the activities and pressures of the players participating in the campaign. Because of this I thought a few words might help those DMs struggling with the problem, and at the same time confirm alignment variation and interaction with those referees not particularly troubled.

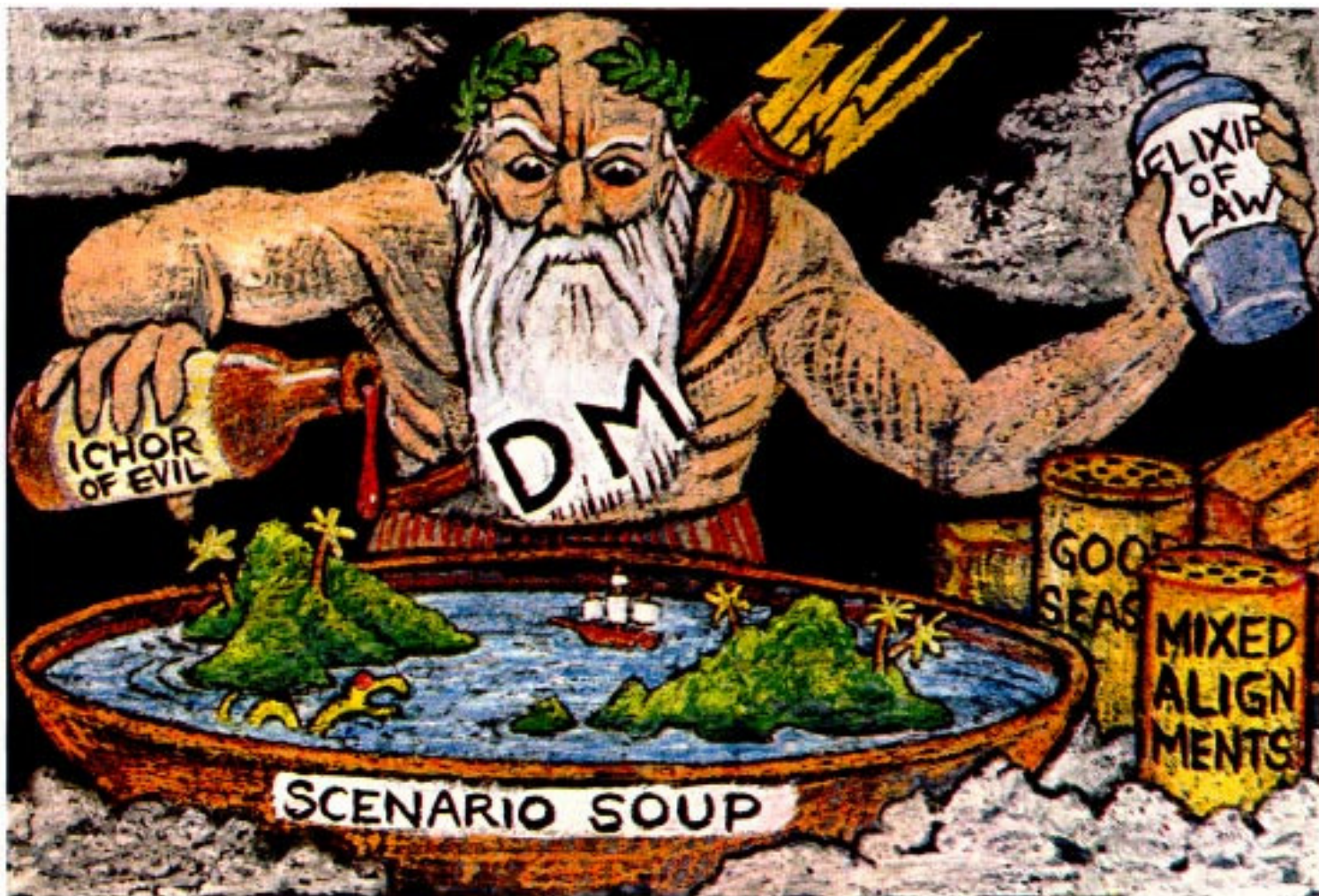
The most common problem area seems to lie in established campaigns with a co-operating block of players, all of whom are of like alignment. These higher level player characters force new entrants into the same alignment, and if the newcomers fail to conform they dispatch them. In such campaigns, the DM should advise new players that the situation exists. If the new player suspects that the alignment of his or her character will be subject to discovery, it is incumbent upon the player to dissemble with regard to alignment. There is no reason why the new character cannot be listed as *neutral* — or as some alignment which is agreeable to the strong player characters in the game — and carefully played that way until the character rises in level and strength. At such time as the player feels relatively certain that the character can survive in opposition to the block, an abrupt alignment change can be made (often at great reward to the character).

As an aside to players, I stress that this planned alignment change must be carefully concealed — perhaps even from the DM. This is fair,

for the DM is supposedly absolutely disinterested and impartial, and if the DM is biased, it is up to the players to balance the campaign on their own initiative.

In general, player characters will not know the alignment of the various persons they encounter, for in the normal course of affairs such knowledge is not important. Naturally, this does not apply during "adventures". This brings me to a discussion of the typical interaction of varied alignments. The Greyhawk Campaign is built around the precept that "good" is the desired end sought by the majority of humanity and its allied races (gnomes, elves, *et al.*). I have this preference because the general aim is such that more than self-interest (or mental aberration) motivates the alignment. This is not to say that a war of lawful good against chaotic good is precluded, either or both opponents being allied with evil beings of lawful or chaotic alignment. What is said is that most planned actions which are written into the campaign are based on a threat to the overall good by the forces of evil.

While there are some areas where nearly all creatures encountered will be of like alignment, most places will contain a mixture of alignments, good and neutral, evil and neutral, or all of the varying alignments. A case in point for the latter mixture is the "Free City of Greyhawk". This walled town was the area trade center and seat of feudal power, then began to decline when the overlordship transferred from a



SPICING UP THE GAME

suzerain to the city itself, but is now undergoing a boom due to the activities of adventurers and the particular world system events (a new struggle between lawful good and chaotic evil, with the latter on the upswing). The oligarchs of the city are neutral in outlook, if not in alignment, viewing anything which benefits their city as desirable. Therefore, all sorts of creatures inhabit the city, commerce is free, persons of lawful alignment rub elbows with chaotics, evil and good co-exist on equitable terms. Any preeminence of alignment is carefully thwarted by the rulers of the place, for it would tend to be detrimental to the city trade. There are movements and plots aplenty, but they are merely a part of the mosaic of city intrigue, and player characters can seldom find personal advantage in them, let alone assume a commanding position in municipal affairs.

Consider the following examples: An enterprising cleric establishes a small shrine where he spends his non-adventuring time. He attracts a few devotees and followers of his professed god, and after a few weeks the religious establishment he has engendered makes a small profit from contributions and the sale of holy water, blessings, and so forth. This sort of operation is not really meaningful in the overall society of the town or city in which it operates, and the enterprising cleric has benefited by cutting his expenses to zero — if not actually showing a small profit — and has probably gained also in his ability to find new hirelings and successfully bring them into his service. Now, however, the cleric begins to rise in his level and ambition. He builds a substantial edifice—a temple or church — proclaims himself its patriarch or high priest, and seeks mass conversions in order to create a powerful following and amass wealth. This activity immediately arouses the enmity of other leading clerics in the city and attracts the attention of the government. His enemies seek to thwart his gains, and it is quite possible that assassination attempts will begin to occur. The leaders of the metropolis will look upon his activities with suspicion. Taxes will be levied. Bribes will have to be paid by the cleric in order to maintain a hope of survival in the morass of hatred and intrigue he has become immersed in. If hostilities come to open conflict, the city leaders may eject him as an undesirable influence, and at the very least bribes would skyrocket in such circumstances. Should the cleric survive the initial difficulties his ambition has engendered, he will nonetheless be considered an out-

sider for years, have the undying hatred of many rivals, and be forced to expend considerable sums on a regular basis in order to maintain his status. The way will be long, arduous, and fraught with peril . . .

It is desirable to have powerful player characters shape some of the "world" events in a campaign, but a worthwhile DM will not wish to yield the campaign to these individuals, so the player characters will act and react within a frame which is developed and controlled overall by the D.M. (*The terms "DM", "judge" & "referee" are all synonymous in D&D; largely a matter of choice. ED.*) The stage is set by, and the flow of action directed by, the DM; but the acts and lines are mutable, provided that the player characters have the force to alter what is scripted, and the final act is entirely open to revision by the players. Now, in the same vein, the DM must not allow campaign participants to preclude freedom of choice by new players. That which disrupts the campaign or causes it to become stale should be discouraged or expunged. Variety of alignment is one of the most lively interactivity spots of a D&D campaign, and the knowledgeable DM will certainly wish to encourage differences by scripting them into the campaign background and making sure that participants have the right of uncoerced choice.

Ideally, then, the DM will set up the campaign in order to display a complete variety of alignments, emphasizing whichever of the alignments he or she desires in order to fit personal views. Most governments will at least tolerate variation of alignment, compromising in order to assure the continued viability of the state. In a well-run campaign, player characters will, perforce, likewise have to tolerate alignment variation. The authorities will view disruptive activities with a very jaundiced eye. Value judgements must be left in the hands of each individual DM, and each DM must always keep in mind that he or she is the moving force behind the campaign. All that takes place in the campaign is subject to intervention by the DM, and players must always understand that fact. The influence of any player character, or group of them, is proportionate to their power in their own area, and the overall effect is relative to the importance of their area to the whole of the campaign world. Influence upon alignment is quite allowable, but dictation is not.

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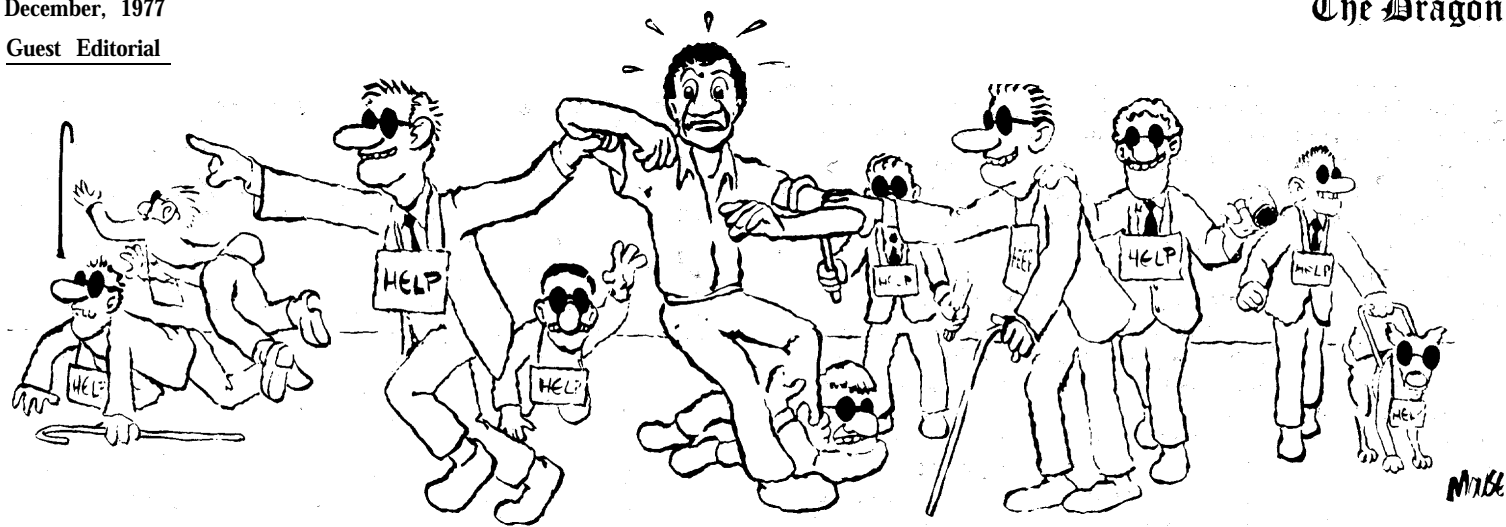
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VIEW FROM THE TELESCOPE WONDERING WHICH END IS WHICH

E. Gary Gygax

It is not uncommon to read tirades in amateur press association magazines and semi-irate letters in the letter columns of "small" journals berating TSR in general and — at times, anyway — me in particular for uncharitable (to phrase it politely) attitudes regarding use of our copyrighted material by others. Shocking! What villains we are to resent infringement on our legal rights by others! After all, all these *Good Fellows* wish to do is to steal from us — just a few crumbs or a small slice which we wouldn't miss anyway. Pretty nervy, huh? What the hell do we mean by trying to protect our rights and deny some enterprising plagerist a windfall, anyway?! Permit me to move backwards in time a ways, and put the whole affair in perspective.

D&D was designed and developed when Guidon Games was a thriving entity. As Lowry's "Miniatures Rules Editor", I urged him to immediately publish the game, for I viewed it as something really new and different and envisioned it as having great potential — just how great I must admit I did not conceive at that time. Don turned it down. When Guidon ceased active publishing, I mentioned *D&D* to Avalon Hill, but the reception was a trifle chilly. The reaction to fantasy battle reports in such magazines as *WARGAMER'S NEWS LETTER* and *PANZERFAUST* had stirred up a good deal of controversy, and one fellow had gone so far as to say that not only was fantasy gaming "up a creek", but if I had any intelligence whatsoever, I would direct my interest to something fascinating and unique; the Balkan Wars, for example. Nonetheless, I persisted, but the "establishment" was not about to jump into something as different and controversial as fantasy — neither *D&D* nor *DUNGEON* were salable commodities. Having aspirations of forming my own wargaming company anyway, rejection did not daunt me. Tactical Studies Rules was founded, and the second title published by that firm was *D&D*. Don Kaye, Brian Blume, and I staked the whole of our company on this venture, for it took every bit of capital we had to produce the game. We also spent hundreds of hours readying it to print — hours we could not spend gaming, or with our families, or in pursuit of some other form of relaxation and enjoyment. It was long, hard work done late into the night and on weekends. It was nobody else but the three of us who stood this hazard. One thousand copies of the game were printed, and it took some eleven months to sell those first sets of *D&D*. Although this was not exactly a "hot" reception, we were satisfied, for it was a start. Wargamers were not exactly flocking to fantasy role playing, but a few came into the fold, and we were "recruiting" players from outside the hobby. The next thousand run sold out in a tad under six months . . .

From then on the events surrounding the growth of *D&D* are pretty well known. We did a supplement to fill the gaps in the initial booklets, and more of them followed due to a very great demand. *D&D* became a very hot property, for the game attracted devoted players. Players were so devoted that they would buy virtually anything with the *D&D* name on it or which might be somehow usable by them to improve their campaign or playing ability. TSR is proud that it did not

take advantage of this tendency in its *D&D* players by sending forth a stream of junk products to attract more money. We have never believed that the sale of shoddy products can be justified by a fat profit. While some of the material we have produced is less than perfect, the overall content has always been as good as we could make it. Thus, more supplements could have been produced, demand was there, but we thought it better to refrain—because the content of such works would not improve the game but only tend to confuse an already cluttered system. Mind you that the profitability of additional supplements to *D&D* was never in doubt; all of them we produce make money for TSR; the object was to not do a disservice to *D&D* enthusiasts, foregoing profits was not too much to expect.

Imitation is claimed to be the sincerest form of flattery, and *D&D* has ample reason to be flattered. Foolish imitations are demeaning however, and shoddy ones are worse still in that to the extent that they are associated with the imitated, they lower its character and repute. Similarly, *DUNGEONS & DRAGONS* is an entity with excellent repute, and we stringently protect it. This is done from both paternal pride and profit motivation. Not surprisingly, we take the view that the creators and publishers know best how to develop the creation. To this end we have promoted and advertised the game. Two years ago we determined to revise the whole of *D&D* in order to clean up the errors and fill in the holes. The project is a long and complicated one, a task not accomplished overnight. Some players have impatiently demanded immediate release of such material, but we are not about to step into that mess again — *D&D* originally came out as it did because of demands from those who had tested it and fallen in love with the concept. "Basic" *D&D* was the first step, and the release of *ADVANCED DUNGEONS & DRAGONS, MONSTER MANUAL* is the next. I am personally developing the next two volumes, and perhaps they will be ready for release in summer. So while care is being taken, TSR is by no means resting on its laurels. We, too, recognise *D&D* as a true innovation in gaming, a game which added a whole new series of vistas to the hobby. But we are by no means satisfied with what has been accomplished, and work at improvement is constantly being done. This brings me to our detractors once again.

Quite a few individuals and firms have sought to cash in on a good thing by producing material from, or for, *D&D*. Others have parodied the game. For most of these efforts TSR has only contempt. For saying so we are sometimes taken to task quite unjustly, but I suppose that is to be expected from disgruntled persons prevented from making a fast and easy buck from our labors — or from those persons responsible for cheap imitations whose work we rightly label as such. This is not to say that we resent inspirational use of *D&D*. A notable example of such inspiration is *EN GARDE* by Game Designers Workshop. It is an excellent game, and I personally admire the application of role playing which they devised. Likewise, *TRAVELER* is an imaginative game, and if it was inspired by *D&D*, it can be considered an imitation by no

possible stretch of the imagination. TSR respects GDW as an ethical concern which simply saw the possibilities inherent in role playing and went on to devise unique and interesting games from this concept. In fact, there can be no doubt that *D&D* in particular, and the success of other fantasy and science fiction games from TSR in general, was the prime motivation for many miniature firms to begin production of figurines in the genre. The appearance of fantasy and science fiction games in the title lists of Avalon Hill and Simulations Publications Inc. can also find its proximate cause in the *D&D* success story as well. TSR is quite willing to face competition. We founded our company with a bit of money, a lot of ideas, and no outside help. Our growth has been because we furnished products which gamers found desirable, not because we got any help from anyone else, and possibly in spite of suppression of what we were doing by actively ignoring all we did. These days TSR is too big to be ignored, *D&D* is too popular to pass by. We feel that competition will only sharpen our collective face, and because of it we will furnish better products which will be more popular still. By no means do we desire suppression of fair and genuine competition!

Are we suppressing competition when we turn down schemes to compile or rehash copyrighted *D&D* material into some form which will be printed and sold by another firm? Not hardly. First, it is *our* material. Second, the proposed works have been of questionable value to players anyway — although their profitability to their publishers is unquestioned. Is it surprising that we do not wish to lend our name, or the *DUNGEONS & DRAGONS* name, to "supplemental" books which have little or no merit? Which further confuse and diffuse the methods of playing *D&D*? TSR desires to maintain quality and consistency of play in *D&D*. We know the limits of the game and how best to expand its parameters without sacrificing uniformity from campaign to campaign. Imagination and variety are desirable, but a thousand variant games are anathema. Furthermore, we will not lend our name to accessory products which we do not find to be of high quality. We have spent thousands of dollars advertising the game, thousands of hours have gone into its development, handling, and growth. We are entitled to a just profit from such expense and effort. Recognising the need for certain playing aids and accessories, TSR took steps to license certain firms to produce accessory materials; furnishing art work and careful consultation to *Miniature Figurines Ltd.*, for example, so that what we considered to be the best figures for *D&D* miniatures gaming would be produced. Also, *Judges Guild* products now have TSR approval, for we review all material which bears the *D&D* logo before it is published by them. These products add to the enjoyment of playing the game and are helpful. Products which confuse things, which we do not view as falling within the game system of *D&D*, product offerings which rely upon our copyrighted material to sustain them — or attempt unauthorised use of our trade name for sales appeal — will meet with a jaundiced eye from us. Should it be otherwise?

I cannot resist the analogy of a lion standing over its kill. The vultures scream, and the jackals yap, when the lion drives them off without allowing them to steal bits of the meat. Perhaps a hyena will manage to successfully grab off a mouthful, but that is all. Other lions may also prey upon the same herd and make even bigger kills, but that is the law of the land. Pardon me, please, if you find the picture not to your liking. From my end it seems most *apropos*, for I hear a good deal of screaming and yapping. TSR was the lion which brought down the prey, and we intend to have the benefits derived therefrom. If we share with anyone, it will be on our terms. The hunter which fails to bring down its kill dies itself.

So to restate our position, TSR does not object to honest competition. We will not praise our imitators, but neither will we try to drive them out of business. Frankly, we are too busy running our own affairs to worry overmuch about competitors. TSR co-operates with certain firms in order to produce *D&D* associated products, offerings which add to the game. For this co-operation and for the right to display the *D&D* logo, we receive a small royalty to compensate us for our past and present expenditures in time and money. Under no circumstances will we permit individuals or companies to make unauthorised use of our materials. If changes or additions are in order, we believe that we are more capable than any other of handling the matter. Help in the form of ideas, suggestions, or even actual work such as J. Eric Holmes did for us is always welcome. We desire first and foremost to produce the best possible game for *D&D* enthusiasts, and in this regard we maintain

Cont. on pg 30

Judges Guild

CREATORS OF PLAY AIDS
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DUNGEONS & DRAGONS



WILDERLANDS OF HIGH FANTASY includes five 17x22" Wilderness Campaign Maps of the lands around and beyond the City State. Drawn from issues K, M & N of the Guildmember Sub, also included is 32 pages of description on the villages, castles, ruins and many campaign guidelines, \$8.50.

CAMPAIGN HEXAGON SYSTEM is an 8½x11" booklet of 60 light hex grids. The hexes are numbered and enclosed by a large five mile campaign hex outline, making each small hex .2 mile wide (approx 360 yards) and .3" in size. Handy for many other mapping uses also, \$2.50.

FIRST FANTASY CAMPAIGN retells the background and history of the original 'dungeon adventure' campaign by Dave Arneson. The ninety-two page booklet includes campaign notes, the dungeons below Blackmoor Castle and many never before published rules & guidelines (Special Character Interests, Lair Generation in the Wilderness). Also included are Judge's & Players' maps of the Wilderlands of Blackmoor, \$7.98.

CHARACTER CHRONICLE CARDS are small (2 5/6 x 3 1/2") cards with spaces for characteristics and other character details. Handy for players, they can also be used for maintaining a file of NPCs. One hundred cards for \$1.98.

CITY STATE OF THE INVINCIBLE OVERLORD PLAY AID includes a huge, detailed map of the City State and a players' map. Hundreds of NPCs, shops, rumors and guidelines are listed. Also included is Thunderhold, the Dwarven Castle and Sunstone Caverns. Rules include crimes & trials, social level, ads, beggars, poison, wicicisms and much more, \$9.00.

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SUBSCRIPTIONS

JUDGES GUILD JOURNAL SUBSCRIPTION, the newsletter included in every Guildmember sub below, is available separately for 4.50/next six issues (sent bimonthly). Recently expanded to 16 large (11x17") pages, the journal includes much general fantasy material and news.

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at Bilbo's house, is a nifty innovation, but fell short of its intentions.

Some serious liberties were taken with the story. Some of these were necessary to get a 90 minute production; some were unforgivable. Beorn is one of the more interesting and mysterious characters, yet the writers excised all traces of him. Gandalf is depicted as calling up the dawn, rather than tricking the trolls into arguing until dawn. Not even the most vociferous of Gandalf's defenders have ever made the claim that he was powerful enough to summon the dawn. Gollum didn't look anything like the former Hobbit that he was. Instead, we had some oversized frog-like creature that seemed to bellow; a far cry from Tolkeins whining, sniffing wretch. The Arkenstone, that fabulous Dwarven treasure around which the entire confrontation between the men of Dale, the Elves, and Thorin's dwarves is resolved was also completely excised, along with all the attendant morality.

In summary, what we got was an inaccurate, poorly developed rehash of one of the finest fantasy novels ever written. Xerox, the sponsor, did not get its money's worth in material. They did, however, get great Neilsons. Pity . . . TJK.

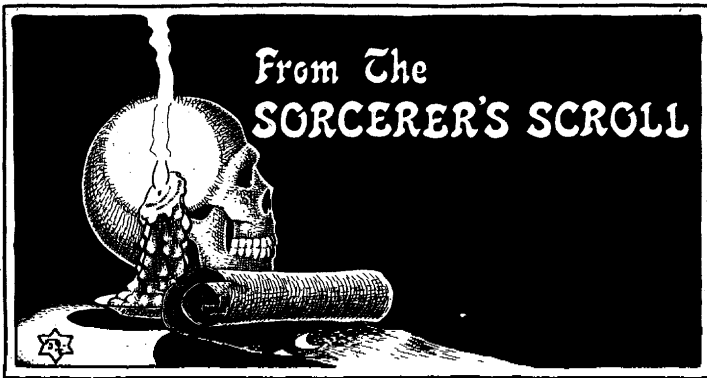
an open mind. On the other hand, as the persons who pioneered the whole fantasy role playing game concept, the designers and developers of D&D, the best selling game in its field, we hold to our rights and also believe in our ultimate ability to maintain our premier position with respect to new fantasy and science fiction role playing games. The test of all this, however, will come with the release of *ADVANCED DUNGEONS & DRAGONS, GAMMA WORLD*, and various other projects still some time off as of this writing. The final arbiter of all such matters is the consumer, for if people do not buy, there is no appeal of the decision. Meanwhile, we will continue to be innovative and create our own material and designs. It is not too much to expect that others do the same. The next time someone complains about TSR not allowing them to publish or produce some D&D related item, perhaps you should ask that individual why he or she doesn't create their own game instead of trying to steal what is the property of another.



THE WESTFINSTER WARGAMING SOCIETY

"A GAME UNDER THE "LIGHTS" ON FRIDAY NIGHT" BY Tom Wham





D&D RELATIONSHIPS, THE PARTS AND THE WHOLE

Comments on the state of the game

by Gary Gygax

Not a few D&D enthusiasts are puzzled about what is going on with the game. They are wondering what the 'new "Basic Set" of D&D is, will the **Original** game be around much longer, and what **ADVANCED D&D** is and when it will be available. As briefly as possible, I will attempt to answer all such questions, for we have no desire to confuse DMs and players as to what is taking place.

Before the third supplement (**ELDRITCH WIZARDRY**) was in print, it had been decided that some major steps would have to be taken to unify and clarify the **D&D** game system. This project began then, but such a long and complex task cannot be accomplished quickly if it is to be done right, and if nothing else we were determined to do it right! Organizational work was in progress when correspondence with J. Eric Holmes, professor, author and incidentally a respected neurologist, disclosed that the Good Doctor was interested in undertaking the first stage of the project — the rewriting and editing necessary to extract a beginner's set of **D&D** from the basic set and its supplements. The result of his labors is the "**Basic Set**" of **D&D**.

"**Basic**" **D&D** does not differ greatly from the **Original** except that it is far better structured — thus far more understandable for an individual previously not acquainted with the concept of fantasy role playing. The rules clarify things and are changed in a few minor areas which do not materially affect existing campaigns. There are a few new first and second level spells. It is important to note, however, that the "**Basic Set**" is NOT aimed at the existing group of enthusiasts, **it is designed solely for new players**. It has rules which take players only through the first three experience levels! If they enjoy the game they must then obtain either **AD&D** or **D&D**. As advertisements have boldly proclaimed, the set has everything needed to **BEGIN PLAYING D&D**. Whether or not the work is purchased for purposes of having a complete collection of **D&D** material, **IT IS NOT NECESSARY FOR PLAYERS ALREADY ACQUAINTED WITH THE MECHANICS OF DUNGEONS & DRAGONS**. Well then, what about references in the new work which direct the reader to **ADVANCED DUNGEONS & DRAGONS**? you might well ask.

The "**Basic Set**" was done with care, and it can lead to either the **Original** game or to the new, as yet unfinished, **ADVANCED D&D**. Because of the numerous supplements and articles necessary to make **D&D** a more easily understandable and multifaceted game, we decided that a whole new game was in order. There were too many gray areas in the **Original**, too many different books, too many varying approaches offered. However, the first work will never be done away with, for it offers a system which still attracts many persons. Whether from a nostalgia standpoint, from a desire to collect anything pertaining to **D&D**, or because of the content which will be excluded from the concept of the new game, we at TSR are certain that **Original D&D** will always be in demand. The only part of the system which will be revised to fit into **ADVANCED DUNGEONS & DRAGONS** is **Supplement IV, GODS, DEMI-GODS, & HEROES**. Here is what the new game will consist of:

ADVANCED DUNGEONS & DRAGONS, MONSTER MANUAL was anticipated to be ready prior to Christmas. (As usual, there were delays, mainly from the printer and the binder.) I am drafting the final manuscript for the player's book, and a rough outline of the referee's volume is on hand, so work on that can commence as soon as the former is completed. Furthermore, Messrs. Kuntz and Ward are hard at work revising the G, D-G, H supplement so that it will be ready

to go into print late in 1978 or in early '79. The player's and referee's books should be available in the summer of '78. Thus, **A D&D** will consist of four books — three main parts and a supplement. The **MONSTER MANUAL** and **GODS, DEMIGODS, & HEROES** will fit into the **Original** game system with a bit of care on the part of the Dungeon Master, if such is desired. But all-in-all, **ADVANCED DUNGEONS & DRAGONS** is a new game. To state this in terms of existing board-games, for example, **AD&D** and **D&D** will bear the same relationship as **STALINGRAD** does to **RUSSIAN CAMPAIGN**. The former is a truly classic game, but the latter is even better. Nonetheless, devotees will wish to have both! Furthermore, to carry the analogy a bit further, parts of **RUSSIAN CAMPAIGN** can be incorporated into **STALINGRAD** to give the latter new horizons in respect to the strategies and tactics of play. While each game will retain a following which adhere only to one or the other, most players will certainly wish to have both regardless of which they find themselves playing more frequently.

In summation, the "**Basic Set**" of **D&D** is aimed at new players, those persons as yet uninitiated to the wonders of fantasy role playing. While it channels these new adventurers towards the **ADVANCED** game, with its better ordered and more clear rules, it suits such players for play of the **Original** game just as well. Nearly all of the **Original** booklets will remain unchanged and in print, only **G, D-G, & H** will be revised to fit into **ADVANCED D&D**. The whole of **AD&D** will be a better, cleaner system aimed at improving the understanding of the role playing game system. The first three books, the main part, will be ready in mid-1978 if all goes as expected. I am certain that you will find them worth the wait!

Rust Monster fr pg 19

EPILOGUE

"Idiots never made it, though," my guest said, his voice now somewhat slurred. "The nerds tried to sneak through the audience chamber of the Hobgoblin king while he was sitting in judgement. But they convinced him to spare them and, in return, agreed to undertake a quest. That's when I split. Even if they did lead me out, I didn't want to be seen in their company."

MORAL

When you drink from a public fountain, you never know what you'll get.

Footnotes

1. It has been ascertained from other sources that the party in mention had just ripped-off a giant's trash-masher.
 2. Ari the Samurai on the shield had been paralyzed in a previous encounter.
 3. Sword of Toshio, looks like an ordinary sword, bent and worn from use, which has been discarded. But in the hands of a samuri it takes on its true appearance as a katana of great power. Extremely lawful. Intelligence of 12, Ego of 3. Has a special purpose. Named for its first owner, Toshio Kubiyashi.
 4. As reconstructed from my guest's remarks, and other sources.
- Author

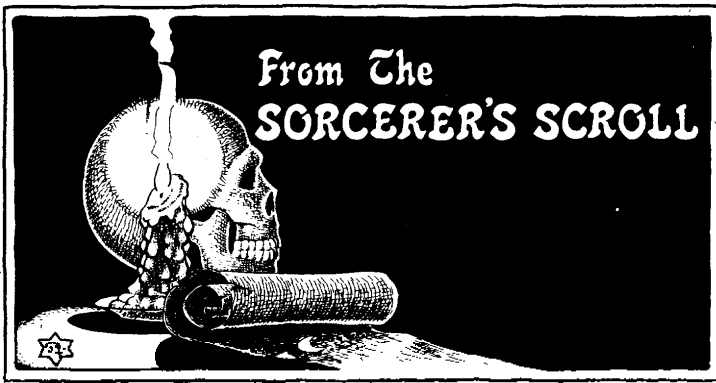
Robots in M-A fr pg 13

There are several robotic features that are built in. They are: water proofing, three, four foot long tentacles having claw-like fingers at the ends, broadcast power pick-ups, one-way radio transmitter, and an innate resistance to electrical shock.

NOTE: In the case of Anti-gravity system, it is necessary for the unit to push itself in leaps. This causes it to travel at about the same speed as a human.

Examples:

"Forest" PU30 (SP)80 (PP)	Speed 176 KPH
Triple (S-ILS)25 (SP)		
1 Box15 (SP)		
Vision5 (SP)10 (PP)	
Hearing5 (SP)10 (PP)	
Power Bolts15 (SP)		
Armor Class (7)20 (SP)		
"Garden" PU20 (SP)60 (PP)	Speed 100 KPH
Dual ILS20 (SP)30 (PP)	
1 Box15 (SP)		
Heightened Vision10 (SP)10 (PP)	
Armor Class 625 (SP)		
3 Physical Weapons15 (SP)		
Capture Net10 (SP)		



D&D GROUND AND SPELL AREA SCALE

by Gary Gyax

The differences between the indoor ground scale, 1" = 10 feet, and the outdoor measure of distance, 1" = 10 yards causes considerable confusion and misunderstanding amongst DMs and players alike. This ambiguity will be fully taken care of in *ADVANCED DUNGEONS & DRAGONS*, but it is also worth discussion here for the benefit of those readers who do not obtain the new game, as well as to examine the root cause of the problem. Here is how it all came about.

Under cover date of 1 July 1970, I published the last issue of the Castle & Crusades Society (an affiliate of the *International Federation of Wargaming*) newsletter, *DOMESDAY BOOK* (#5). Therein was printed the "Lake Geneva Tactical Studies Association Medieval Miniatures Rules — the progenitor of *CHAINMAIL*". These rules had a ground scale of 1" = 10 yards. About this same time, I began having the LGTSA play a rough set of fantasy rules which were eventually included as *CHAINMAIL*'s "Fantasy Supplement". The medieval rules contained a brief mention that mines were possible only when a campaign (long-term, map and paper game with table top battle resolution) was being conducted. However, when *CHAINMAIL* appeared in 1971, its section on sieges contained a paragraph telling readers to conduct tunneling and counter-digging operations on paper, with a neutral third party acting as judge. When Dave Arneson took this concept into the "dungeons" of his Castle & Crusade Society medieval campaign castle, *Blackmoor*, he used a one-third smaller ground scale. This change was quite logical, and it was retained when I wrote *D&D*.

Ground scale and figure scale seldom agree due to the area of available playing surface. At 25mm (1") to 6', a stout English longbow would have a range of about 105'! Note that is actual distance on the playing surface. Heavy crossbows and siege machinery (catapults) are worse still. Upping the scale to 1" = 10' doesn't help all that much, for we still have an effective longbow range of over five actual feet. Now, all miniatures rules also deal with a *time* scale, and this must be such as to allow for maneuver, movement, and combat over the playing surface. While a high movement rate is possible if the time scale is relatively long, this disallows any formation changing or maneuvering.

There are, therefore, three scales to deal with, figure scale, ground scale, and time scale.

A ground scale consideration is most important, for playing area is the most limiting factor. A 1" = 10 yards scale gives a sufficiently large scale area for conducting typical medieval battles if a 5' X 10' table top or floor area is available.

A time scale of 1 game turn equalling 1 scale minute allows for historic movement, fire, and combat.

Figure scaling is the least important. The size of the casting dictates what scale is used: if 54 mm, 40 mm, or 30 mm size figures are used, the *actual* surface that a figure occupies dictates that a 1:20 scale ratio be used, i.e. about 1" x 1" of table top is taken up by the casting of a foot soldier, and this is 10 x 10 scale yards. 25 mm figures fall just a bit short, and if a 1:20 scale is to be used, figures should be base mounted at 1" per foot figure, 1½" x 3" for horse. 15 mm figures are perfect for a scale of 1: 10.

As there are considerable distortions in existence on the table top (consider a 25mm figure being 30' tall if measured by ground scale), some very strange things happen when the ignorant or deceitful player

attempts to use the *D&D* outdoor scale for magic range and area of effect without considering ground and figure scale. Len Lakofka was kind enough to point out to me what happens if the yards of effect of a spell are converted to feet in a game where a 1:1 ratio is used, *viz.* 1" equals 6 scale feet. A huge area can be covered with *webs* from a lowly magic-user's second level spell. Of course this is ridiculous, as the 1" = 10 yards scale only applies in cases where all other scales are in proportion. Imagine the movement rate of figures — a heavily armored man-at-arms would travel 30" per round, light cavalry 120"! If one scale is tampered with, all of the others must be adjusted accordingly in order to retain a reasonable, balanced, and playable game. Let us go back to the origination of *D&D* again and discuss the concepts used therein in relation to *CHAINMAIL*.

CHAINMAIL, being a set of medieval miniatures rules, was carefully grounded on historical evidence. It attempted to provide the groundwork for simulations of historical battles using miniature figurines. The "Fantasy Supplement" was an outgrowth of the medieval rules and the "Man-to-Man Combat" (1 figure to 1 actual combatant) section I also devised for conducting battles of several different campaigns I ran for the LGTSA. All of the fantastic people and monsters were discussed in terms of *CHAINMAIL*. Spell ranges and areas of effect were scaled to *CHAINMAIL*. Saving throws were devised to match the combat abilities of creatures, which were in turn meshed with the troop types normally included in *CHAINMAIL*. As *D&D* grew from *CHAINMAIL*, it too used the same scale assumptions as its basis. Changes had to be made, however, in order to meet the 1:1 figure ratio and the underground setting. Movement was adjusted to a period ten times longer than a *CHAINMAIL* turn of 1 minute, as exploring and mapping in an underground dungeon is slow work. Combat, however, stayed at the *CHAINMAIL* norm and was renamed a *melee round* or simply *round*. As the object of the game was to provide a continuing campaign where players created and developed game *personae*, the chance for death (of either character or monster) was reduced from that in *CHAINMAIL*, so that players could withdraw their characters from unfavorable combat situations. Missile ranges were reduced by one-third (from scale yards to scale feet because of the confined area of play and the conditions prevailing, *viz.* low ceilings, darkness, narrow passages, etc. The range and area of effect of each magic spell was adjusted accordingly, for the 1:1 ratio had to be considered, as did the conditions of the area of activity and the ranges of normal missile weapons. (Remember that *D&D* was developed as a *game*, and allowances for balance between character roles and character versus monster confrontations were made.)

For about two years *D&D* was played without benefit of any visual aids by the majority of enthusiasts. They held literally that it was a paper and pencil game, and if some particular situation arose which demanded more than verbalization, they would draw or place dice as tokens in order to picture the conditions. In 1976 a movement began among *D&D*ers to portray characters with actual miniature figurines. Miniature figure manufacturers began, to provide more and more models aimed at the *D&D* market — characters, monsters, weapons, dungeon furnishings, etc. Availability sparked interest, and the obvious benefits of using figures became apparent: Distances could be pinned down, opponents were obvious, and a certain extra excitement was generated by use of painted castings of what players "saw". Because of the return of miniatures to *D&D*, the game is tending to come full circle; back to table top battles not unlike those which were first fought with *D&D*'s parent, *CHAINMAIL*'s "Fantasy Supplement", now occurring quite regularly. Unfortunately, the majority of *D&D* enthusiasts did not grow up playing military miniatures, so even the most obvious precepts of table top play are arcane to them. Distorting the area of effect of a spell seems to be an excellent idea to players with magic-user characters, and many referees do not know how to handle these individuals when they wave the rule book under their nose and prate that scale outdoors is 1" equals 10" yards.

More unfortunately, the blame for the possible ignorance of player and Dungeon Master alike rests squarely on my shoulders. It would have been a small matter to explain to everyone that the *outdoor scale must be used for range only, never for area of effect, unless a figure ratio of 1:20, or 1:10, is used, and constructions (siege equipment, buildings, castles, etc.) are scaled to figures rather than to ground*

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WEATHER IN THE WILDERNESS

By David Tillery

The two fighters huddled against the cliff face, their breath steamy in the cold air. They were numb from cold and in a foul mood. The snow had been falling for six days, and on the second day their aides had told them where to stick their helms, and left. Now, half dead from cold, they heard a sound from behind. Turning toward the sound, they saw two bulky shapes coming out of the murk. Screaming in terror and cursing an entire Parthenon of gods, they drew their swords and staggered out to attack. It was a very short battle; the two invaders had just come from a warm lair, and soon the white snow was stained red with the fighters' blood.

If the above story was your idea of a good wilderness adventure, then the following tables are for you. They are for the fiendish referee; the one who not only likes to keep the players busy with monsters, but uses strange terrain, and irate gods to bother the hapless players. The tables keep the game from being played in a park-like atmosphere. The tables can add realism to a game that has evolved into a "roll for wandering monsters, and see if we're lost" game (after all what good are 10 +2 daggers when the temperature is 20 below, and the character has no coat).

First, roll a six sided die; this is either the number of days or number of weeks (your choice) the following weather pattern will occur. Next, select the terrain that the characters are in, and roll an eight sided die; this will determine what type of weather you will be having. If you prefer to have realistic weather (no four week snowstorms in the desert) then use discretion with the results. If you don't like the result, then roll again for another weather pattern.

While shelter prevents many of the following weather situations to occur, they can open the door for other problems. If the weather would act upon the shelter and its inhabitants, then let it take its toll.

Terrain

Die Roll	Clear	Woods	River	Swamp	Mountains	Desert	City
1	Clear	Clear	Clear	Clear	Clear	Clear	Clear
2	Clear	Clear	Clear	Clear	Clear	Clear	Clear
3	Clear	Clear	Clear	Clear	Clear	Clear	Clear
4	Unusual	Clear	Clear	Clear	Unusual	Clear	Clear
5	Cloudy	Cloudy	Cloudy	Cloudy	Cloudy	Unusual	Cloudy
6	Cloudy	Cloudy	Cloudy	Unusual	Cloudy	Stormy	Stormy
7	Stormy	Stormy	Stormy	Stormy	Stormy	Winds	Unusual
8	Winds	Stormy	Stormy	Stormy	Stormy	Winds	Unusual

Weather Type

Die Roll	Clear	Cloudy	Stormy	Winds	Unusual
1	Cold	Dense Fog	Snow	High	Cold/Snow
2	Cool	Light Fog	Heavy Rain	Medium	Dense Fog/Heavy Rain
3	Cool	Low Clouds	Medium Rain	High	Light Fog/ Warm
4	Cool	Medium Clouds	Light Rain	Medium	Medium Rain/Cold
5	Fair	High Clouds	Thunderstorm	Light	Thunderstorm
6	Fair	Stormy	Cloudy	Light	Thunderstorm
7	Warm	High Clouds	Light Rain	Medium	Cold/High Wind
8	Warm	Low Clouds	Medium Rain	Light	Light Rain/Cool
9	Warm	Light Fog	Heavy Rain	Medium	Thunderstorm
10	Hot	Dense Fog	Snow	High	Hot/High Winds

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scale! If ground scale is changed, movement distances must be adjusted. If time scales are changed, both movement and missile fire/spell casting must be altered. Furthermore, if 30 mm or 25 mm figures and scale buildings and terrain are not used, then the area of effect must be adjusted proportionately. I ask your collective pardon for this neglect, and I trust that the foregoing will now make the matter clear. There are distortions of scales in D&D and ADVANCED DUNGEONS & DRAGONS as well. Despite distortions, each meshes with the other to make the game an enjoyable one.

In **BLACKMOOR** weather related diseases were covered lightly, the following diseases are the only ones concerned with these tables.

Disease	Chance of Immunity	Dur. Days	Days Inc.	Chance of Communic.	Recovery Weeks	% Fatal
Pneumonia	%5	10-100	1-6	10%	6	20%
Heat Stroke	—	1-2	1	—	1	7%*
Hypothermia	%5	1	0	—	2	15%**
Irritation	%2	2-20	1-4	—	1	1%
Flu	%10	2-20	1-8	20%	2	15%
Cold	%15	1-10	2	25%	1	2%

*The victim must rest or fatality increases to 25%.
**Fatality is 75% unless the victim is warmed, and rested.

Seasonal Weather

As a suggestion for the referee who wishes to plan an entire season's weather, that spans many types of terrain (thus making an excellent campaign addition), the following table should help:

Winter Season:	Spring Season:	Summer Season:	Fall Season:
(Weather lasts 1-4 weeks) Clear : Use 1-4 Cloudy: Use 1-10 Stormy: Use 1-10 Winds: Use 1-10 Unusual: 1,2,4-9	(Weatherlasts 1-2 weeks) Clear: Use 2-9 Cloudy: Use 1-10 Stormy: Use 2-9 Winds: Use 1-10 Unusual: 2,3,5,6,8,9	(Weather lasts 1-6 weeks) Clear: Use 5-10 Cloudy: Use 1-10 Stormy: Use 2-9 Winds: Use 1-10 Unusual: 2,3,5,6,9,10	(Weather lasts 1-2 weeks) Clear: Use 1-10 Cloudy: Use 1-10 Stormy: Use 1-10 Winds: Use 1-10 Unusual: 1-10

Weather Descriptions

Cold: The temperature is below freezing. The party must wear warm clothing or, there is a 15% chance of Hypothermia. If the party does not stay warm (clothing, shelter, fires, etc.) then for every week in the cold there is a 10% chance of contracting pneumonia, 15% chance of getting the Flu, and a 50% chance of catching a cold. If they stay warm, the chances are 2%, 5%, and 25% respectively. If the party travels in this weather, then there is a 25% chance per week of 1-6 points of frostbite. Any combat in this weather is at -1, and all moral is also at -1. Any reptiles (Dragons, Lizard Men, etc.) cannot move at all in this weather as it is too cold.

Cool: The temperature is above freezing, but below 60°. The chances for catching a cold in this weather is 20% for every three weeks exposed to it. The Chance for the Flu is only 2% for the same period of time. If the party has shunned warm clothing, then these are checked every week at 25% and 10% respectively. As it is still cold for a reptile, they move at ½ speed.

Fair: A beautiful day. There are no checks for diseases, and any party has moral of +2, and fights with a +1. Reptiles move normally.

Warm: The temperature is between 70 and 90 degrees. Check for irritation every week; unless no method of protection is being used against it (baby powder, talc, baths, etc.), then it is checked every 4 days. Both of these checks are made at 10% chance of contraction. As the weather is still nice, any party's moral is at +1. However if plate armor is worn in this weather, the wearer will have a movement penalty of ¼ (he moves at ¾ speed).

Hot: Above 90 degrees. Check for irritation daily at 15% chance of catching. The party must be checked for heat exhaustion every day, at 15% chance of succumbing to it. Double the party's consumption of water; but, if they are conserving the water then double the chance of heat exhaustion. Reptiles become overheated in this weather, and they move at ½ speed. As it is oppressively hot, moral and combat are both at -2, and combat cannot last beyond 15 melee turns.

Dense Fog: Thick ground fog, with a visibility of only 30 feet. Due to the spooky conditions, the hirelings' moral is at -1. Flying is totally impossible; and all movement is halved. Surprise affects the party thusly: On a roll of 1-3 they surprise the enemy, and on a 4-6 the enemy surprises them. Missile weapons are ineffective in fog, and fire at -3.



Role-Playing: *Realism vs. Game Logic*; Spell Points, Vanity Press and Rip-offs

by E. Gary Gygax

Despite the continued success of *D&D*, despite the evergrowing demand for the game, I remain somewhat amazed and very pleased that so many people share a love for the fantastic and heroic with me. It is indeed an unusual honor to have been able to bring so many people so much enjoyment. It tends to make one work harder at other projects so as to make certain the best possible effort is presented. Whatever is done will invariably be compared to *D&D*, and none of us at TSR have any desire to produce a game which falls short of public expectations.

The position of originating the concept of a paper & pencil fantasy role playing game and introducing it to the gaming hobby stands greatly to the credit of TSR. In my mind, it puts us beside the creators of chess (whoever they were), miniature wargames (H.G. Wells), and board wargames (thank you, Avalon Hill!). TSR designed and promoted the whole; it pioneered a concept which is today the most popular form of our hobby. Little did I — or the other members of the Lake Geneva Tactical Studies Association — realize as we fought out fantasy miniatures battles on my sand table that the publication of the rules we used to do so, the "Fantasy Supplement" to *CHAINMAIL* (Copyright 1971), would pioneer a whole new form of game. There are currently some 100,000 *D&D* players, and at the current rate of growth that number could easily double next year. This large audience is highly devoted. Well-wishers are many, and there but few who complain that *D&D* is not everything they had hoped for in a game.

However, amongst those who play the game avidly there are a vocal few who continually state their opinions as to how and where the game is lacking — and, of course, how *they* have the perfect solution. I do not take issue with any general statement that *D&D* is not flawless; obviously, human imperfection precludes the claim to perfection. I do admit to becoming a trifle irritated at times to read an article in some obscure *D&D* fan magazine or a letter to the editor of some small publication which attacks the game — or claims to be sure to improve *D&D* if only their new and "improved" rules are followed — with ill-conceived or asinine logic. My irritation is, I hope, only impatience with those who only dimly preceive the actual concepts of the game, and not wounded vanity. Consider what a game is:

Gaming is a form of play. Games are usually for diversion or amusement, although sometimes they are played for a stake (gambling) or prizes. They are typically contests. *Fun* is a synonym for game. To my mind, a game which provides ample fun and enjoyment is good, and if it brings endless hours of amusement and diversion it is proportionately better. This view is held in common with most *D&D* enthusiasts, but there are those vociferous few who seem to find their principal enjoyment in attacking rather than playing the game. The uniform element amongst these individuals is a complete failure to grasp the simple fact that *D&D* is a *game*. Its rules are designed and published so as to assure a balanced and cohesive whole. Each segment has been considered and developed so as to fit with the other parts. Each part, meshing with the others, provides an amusing diversion, a game which is fun to play and set so as to provide maximum enjoyment for as long a period of time as possible. Each separate part must be viewed as some-

thing which contributes to the whole. Pulling this or that section from the body and criticizing it is totally invalid unless the workings of that particular segment do not harmonize with the whole, thus causing the entire game to be unenjoyable. That the vast majority of players agree with this view is evident. There are very few who attempt to insert dissimilar rules into a system which was carefully designed to work on precepts totally at odds with what the would-be designer views as crucial to making *DUNGEONS & DRAGONS* a "good" game.

D&D encourages inventiveness and originality within the framework of its rules. Those who insist on altering the framework should design their own game. Who can say that such an effort might not produce a product superior to *D&D*? Certainly not I.

Interestingly, most of the variant systems which purport to "improve" the game are presented under the banner of *realism*. I have personally come to suspect that this banner is the refuge of scoundrels; whether the last or first refuge is immaterial. "Realism" has become a bugaboo in the hobby, and all too many of the publishers — TSR included — make offerings to this god too frequently. The very definition of a game gives the lie to this false diety. *Real* implies being true to life, not artificial and related to actuality. A game is real, but its subject matter can, at most, give only a "sense" of what actually took place or exists. Paper maps, cardboard counters, plastic markers, or toy tanks and soldiers are not and never will be the stuff of historical reality. There, real bullets kill and maim actual people. Men, women, and children suffer and die, millions of dollars are spent and destroyed, all for the glory of war. Therefore, those who desire realism in wargames, or simulations of social or political events, or racing, or anything else used as subject material for a game should go and do the actual thing — join the military, enter politics, become a race car driver, and so on. At best a game can give a reflection of reality, and then only if its rules reflect historical actualities and logically proceed from truth and facts.

When fantasy games are criticized for being "unrealistic" — and by fantasy I certainly mean both imaginary "science fiction" games and heroic fantasy — the sheer magnitude of the misconception absolutely astounds me! How can the critic presume that his or her imagined projection of a non-existent world or conjectured future history is any more "real" than another's? While science fantasy does have some facts and good theories to logically proceed from, so that a semblance of truth can be claimed for those works which attempt to ground themselves on the basis of reality for their future projections, the world of "never-was" has no such shelter. Therefore, the absurdity of a cry for "realism" in a pure fantasy game seems so evident that I am overwhelmed when such confronts me. Yet, there are those persistent few who keep demanding it. The "camel" of working magic, countless pantheons of gods and devils, monsters that turn people to stone or breath fire, and characters that are daily faced with Herculean challenges which they overcome by dint of swordplay and spell casting is gulped down without a qualm. It is the "gnat" of "unrealistic" combat, or "unrealistic" magic systems, or the particular abilities of a class of characters in the game which makes them gag. This becomes hard to cope with, because I am basically a realist.

In a pure fantasy game, one based on myth, mythos, and its own unique make-believe, realism (as a reflection of the actual) and logic can not be defined in terms conventional to other game forms. Realism in such a game can only be judged by the participants acceptance of the fantasy milieu invoked by the game. If this make-believe world is widely and readily accepted, if players fully agree to suspend their disbelief when playing it, the game has reality for them. Involvement and enjoyment indicate acceptance of a *game reality*, and the game becomes realistic thereby. *Game logic* in such a fantasy can only follow the basic tenets of the game, logical or illogical. If the basic precepts of the fantasy follow the *imprimus*, it has its own logic. Just as the fantasy must be accepted to achieve the game reality, so must the underlying principle of the game system be understood to follow its logic.

D&D is a make-believe game. It is designed, however, to facilitate close personal involvement in all aspects of play; this makes suspension of disbelief easier for those who can initially accept a game form which does not relate to any reality except a few tenuous areas, *viz.* actual kinds of weapons from the medieval period are generally named, as are actual types of armor, and the social order of medieval Europe (and occasionally the Middle East and elsewhere in the world) is mentioned as bases for the game, to state the most obvious factual sources for

D&D. It is a game for the imaginative and fanciful, and perhaps for those who dream of adventure and derring-do in a world all too mundane. As a game must first and foremost be fun, it needs no claim to “realism” to justify its existence. *D&D* exists as a game because thousands of people enjoy playing it. As its rules were specifically designed to make it fun and enjoyable, and the consensus of opinion is that *D&D* is so, does it need to have logical justification of any or all of its rules? Because logic does not necessarily create an enjoyable game form, the reply must be generally negative. Logic, even game logic, must be transcended in the interest of the overall game. If an illogical or inconsistent part fits with the others to form a superior whole, then its very illogicalness and inconsistency are logical and consistent within the framework of the game, for the rules exist for the play of the game, although all too often it seems that the game is designed for the use of the rules in many of today’s products. When questioned about the whys and wherefores of *D&D* I sometimes rationalize the matter and give “realistic” and “logical” reasons. The truth of the matter is that *D&D* was written principally as a game — perhaps I used game realism and game logic consciously or unconsciously when I did so, but that is begging the question. Enjoyment is the real reason for *D&D* being created, written, and published.

With the popularity of *DUNGEONS & DRAGONS* increasing so dramatically, I fervently desire to put the matter of variants, particularly “realistic” variants, to rest once and for all, so as to get on to other more important things, but it keeps springing up every time a sound stroke is dealt to it. Additions to and augmentations of certain parts of the *D&D* rules are fine. Variants which change the rules so as to imbalance the game or change it are most certainly not. These sorts of tinkering fall into the realm of creation of a new game, not development of the existing system, and as I stated earlier, those who wish to make those kind of changes should go and design their own game. In order to make this clear, a few examples of destructive variants are given below.

Why can’t magic-users employ swords? And for that matter, why not allow fighters to use wands and similar magical devices? On the surface this seems a small concession, but in actuality it would spoil the game! Each character role has been designed with care in order to provide varied and unique approaches to solving the problems which confront the players. If characters are not kept distinct, they will soon merge into one super-character. Not only would this destroy the variety of the game, but it would also kill the game, for the super-character would soon have nothing left to challenge him or her, and the players would grow bored and move on to something which was fun. This same reasoning precludes many of the proposed character classes which enthusiasts wish to add to *D&D*. Usually such classes are either an unnecessary variation on an existing class, are to be obtuse to be interesting, or are endowed with sufficient prowess to assure that they would rule the campaign for whomever chose to play as such (most certainly their authors). Similarly, multi-classed character types such as elves and dwarves are limited in most class progressions in order to assure game balance. That this can be justified by game logic, pointing out that humankind triumphs and rules other life forms in most if not all myths and mythos is a pleasant superfluity.

Combat is the most frequently abused area, for here many would-be game inventors feel they have sufficient expertise to design a better system. Perhaps someone will eventually do so, but the examples to date are somewhat less than inspiring of confidence. The “critical hit” or “double damage” on a “to hit” die roll of 20 is particularly offensive to the precepts of *D&D* as well. Two reciprocal rules which go with such a system are seldom, if ever mentioned: 1) opponents scoring a natural 20 will likewise cause a double damage hit or critical hit upon player characters; and 2) as a 20 indicated a perfect hit, a 1 must indicate a perfect miss, so at any time a 1 is rolled on the “to hit” die, the attacker must roll to find if he or she has broken his or her weapon, dropped it, or missed so badly as to strike an ally nearby. When these additions are suggested, the matter is usually dropped, but the point must be made that whole game system is perverted, and the game possibly ruined, by the inclusion of “instant death” rules, be they aimed at monsters or characters. In the former case they imbalance the play and move the challenge which has been carefully placed into *D&D*. In the latter, “instant death” no longer allows participants to use judgement when playing. Certainly some monsters are capable of delivering death

at a single stroke, but players know these monsters and can take precautions. If everything that is faced has an excellent chance to kill characters, they will surely die before long. Then the game loses its continuity and appeal, for lasting character identification cannot be developed.

There are a number of foolish misconceptions which tend to periodically crop up also. *Weapons expertise* is one. Given the basic assumption that those normally employing weapons are typical of the medieval period, and *D&D* is plainly stated as a medieval fantasy game, it should follow in the minds of knowledgeable players that any fighting man worth the name made it a point to practice daily with all forms of arms. There was a prejudice against the use of the bow by knights, granted. This is of no consequence in game terms. Any particular preference as to weapon type by a fighter most assuredly was not indicative of any lack of ability with another one. More to the point, however, *D&D* presumes that the adventurers are the elite, the cream of the cream. Each is a potential Hero, Archmage, and so on. Certainly each is also capable of employing a simple hand weapon to effect, and correctly utilizing any such weapon. The truth of the matter with respect to weapon expertise is, I believe, another attempt to move players closer to the “instant death” ability. For those who insist on giving weapons expertise bonuses due to the supposed extra training and ability of the character, I reply: What character could be more familiar and expert with a chosen weapon type than are monsters born and bred to their fangs, claws, hooves, horns, and other body weaponry? Therefore, the monsters must likewise receive weapons expertise bonuses. While this does put part of the system into balance again, it moves player characters closer to situations where they can be killed before they can opt to follow a course of action aimed at extricating themselves. Again, this feature is undesirable and must be discarded.

In general, the enjoyment of *D&D* is the fantasy: identification with a supernormal character, the challenges presented to this character as he or she seeks to gain gold and glory (experience levels and magical items), the images conjured up in participants’ minds as they explore weird labyrinths underground and forsaken wildernesses above, and of course the satisfaction of *defeating* opponents and gaining some fabulous treasure. This is the stuff of which *D&D* is made. Protracted combat situations which stress “realism” will destroy the popularity of the game as surely as would the inclusion of creatures which will always slay any characters they fight. The players desire *action*, but all but the odd few will readily tell you that endless die rolling to determine where a hit lands, having to specify what sort of attack is being made, how their character will defend against an attack, and so on are the opposite of action; they are tedious. Furthermore, such systems are totally extraneous to the *D&D* system. Although they might not ruin the game for a particular group of players, general inclusion in the published rules would certainly turn off the majority of enthusiasts. It would turn me to other pursuits, for if I was interested in that sort of game I would be playing a simulation of something historical, not a fantasy game.

Spell point systems are also currently in vogue amongst the fringe group which haunt the pages of “Amateur Press Association” publications. Now APAs are generally beneath contempt, for they typify the lowest form of vanity press. There one finds pages and pages of banal chatter and inept writing from persons incapable of creating anything which is publishable elsewhere. Therefore, they pay money to tout their sophomoric ideas, criticise those who *are* able to write and design, and generally make themselves obnoxious.* While there are notable exceptions, they are far too few to give any merit to the vehicles they appear in. From this morass rose the notion that a spell point system should be inserted into *D&D*. Strangely enough, “realism” was used as one of the principal reasons for use of spell points. These mutterings are not as widespread as the few proponents of such a system imagine. The *D&D* magic system is drawn directly from *CHAINMAIL*. It, in turn, was inspired by the superb writing of Jack Vance. This “Vancian” magic system works splendidly in the game. If it has any fault, it is towards making characters who are magic-users too powerful. This sort of fault is better corrected within the existing framework of the game — by requiring more time to cast spells, by making magic-users progress more slowly in experience levels. Spell points add nothing to *D&D* except more complication, more record keeping, more wasted time, and a precept which is totally foreign to the rest of the game.

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There are numerous additions and supplemental pieces which are neither detrimental nor particularly useful to the game. If players find them enjoyable, there is certainly no reason why their particular group cannot include such material in their particular campaign. The important factor is the integrity of the game as a whole. The use of *social* level (as originally conceived by Game Designers Workshop and appearing in *EN GARDE*) is a good case in point. In the overall scheme of the game, social level is unimportant to a band of adventurers going out to slay monsters and gain treasure. However, in a campaign it can be used as scenario background — or not used — as the referee and his or her players see fit. Basically, social level means nothing to adventurers such as Conan, Fafhrd and Gray Mouser, Elric, Kugel the Clever, etc. Yet in a game, it can be a handy referee's tool for setting a stage or rewarding player characters. It does not pervert the intent of the game, it does not destroy game systems. It can be readily included, or ignored, without effect upon the whole.

Certain small publishers of amateur magazines or second-rate work have accused TSR of maintaining a proprietary interest in *DUNGEONS & DRAGONS* from a purely mercenary motivation. This is usually because they have fervent desire to trade on *D&D*'s repute and make a reputation or quick buck on its merits rather than their own. Oddly enough, some individuals also fault TSR for being careful to protect its trade marks and copyrights and reputation, blandly faulting a desire to profit from our labors. *D&D* is inseparable from TSR. The repute of the game and of the company are high because we honestly strive to give buyers real value for their money. TSR's customers, the buyers of *D&D*, *etal* are satisfied and then some, for what they have purchased has provided them with hours of enjoyment, and will continue to do so for many more gaming hours. Just as we must prevent the ignorant and inept from spoiling the game by tinkering with the integral systems, we also take every possible step to prevent exploitation of *D&D* enthusiasts by publishers who hide shoddy products under a fantasy role playing guise. We cannot stop them from putting worthless material into print, but we can certainly make it clear that it is neither recommended nor approved for use with *DUNGEONS & DRAGONS*. As long as these worthless goods do not trade on the good name of *D&D*, we can only tell our readers that they should beware of the products they purchase, so read before you buy!

To some extent, this same exploitation continually takes place in fantasy gaming oriented publications. Many seek to trade on *D&D*'s popularity by offering "new" or "variant" systems which fit only with *D&D*, even though the game is not actually named. Buy them if you have money to throw away, but at peril of your campaign; do not use material which alters the basic precepts of the game.

Commerce is neither immoral nor unethical. It is part and parcel

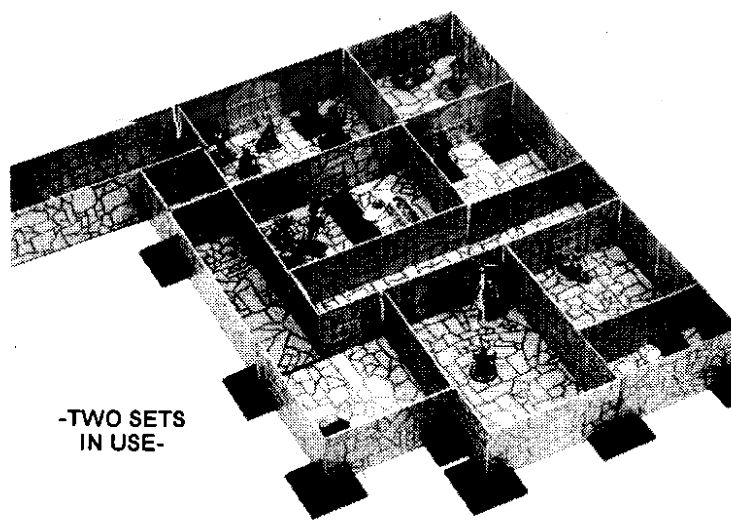
of our world. Workers are paid for their services, just as authors and publishers receive financial gain for what they provide. The same individual has a family which depends upon commerce to support itself (and possibly the individual if he or she is a student). The individual does, or will one day, work to earn his or her own living. But our interest in *D&D* extends beyond money and even beyond reputation. TSR created the whole of fantasy role playing gaming as a hobby, and we are proud of this achievement. Pride is what we have accomplished gives us a paternal right to protect our creation. Be glad, for it will help to assure that your game remains a good one, and that when you see "*D&D*" on a product you will have reasonable expectations with respect to its quality. Use your imagination and creativity when you play *D&D*, for there is much room within its parameters for individuality and personalization; always keep in mind that everything in the game is there for a reason, that major systems are carefully geared and balanced to mesh together to make a workable whole. Changing one part could well ruin the rest, and then what would you play?

***Editor's Note:** In recent months, I have been the target of some pretty vicious and petty attacks from some of the "APA's". Much to the attackers' collective dismay, I am still alive and well. I've never made any bones about my feelings toward the field: they are unprofessional, unethical and seemingly ignorant of the laws concerning libel. Most of the so-called "authors" seem to live in some sort of fantasy world, totally unconnected with the realities of everyday life. A good many of them are incapable of even quoting correctly.

When apprised of error or inaccuracy, their usual response is an outburst of paranoia and persecution complexes. As the author mentions, there are a scant few exceptions in the field. A few have written material for this magazine in the past. Hopefully, a few will continue to do so. There is one who once wrote for *TD* who will *never* be asked to again, after he grossly misquoted something I said at Origins last year.

When I first got into this business, I felt that the APA-zines might be good for the hobby. I even reviewed a number of them for *TD* readers. Now I know the error of my thinking. They serve no useful purpose.

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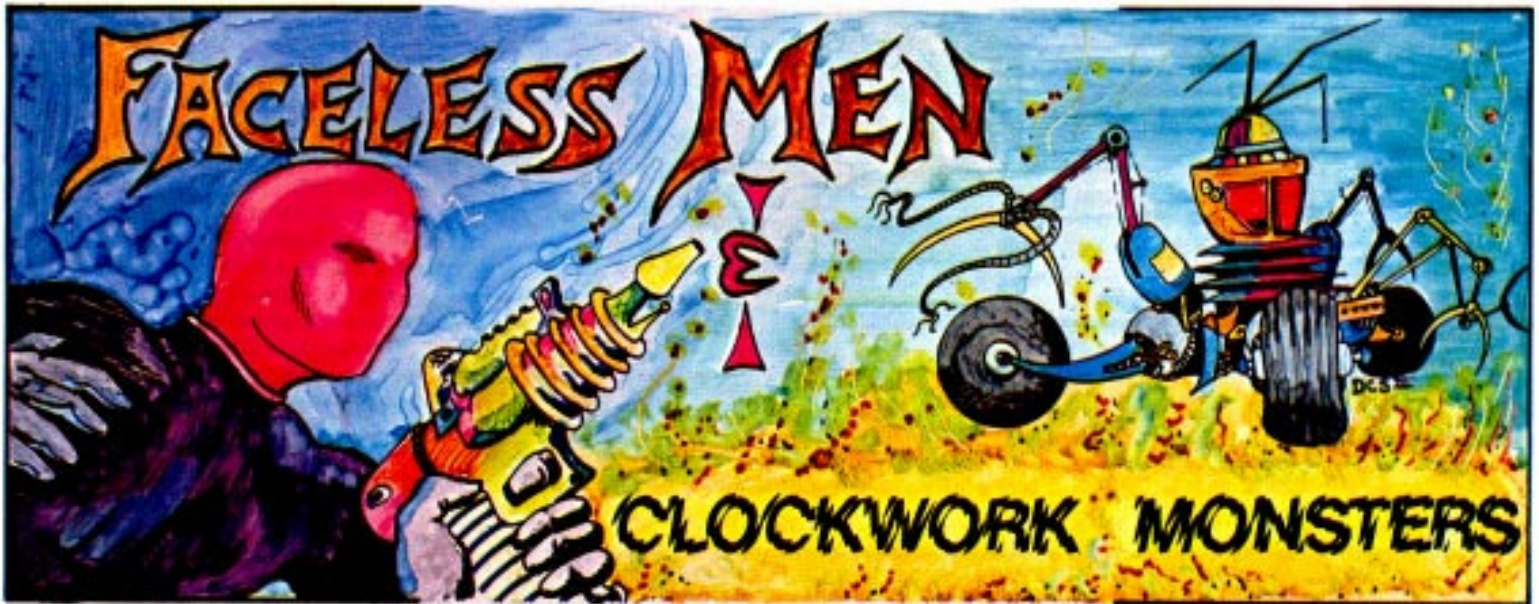
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A DUNGEON & DRAGON ADVENTURE ABOARD THE STARSHIP WARDEN

by Gary Gygax

When last winter's tedium was broken by the fun and games at WINTER FANTASY, I was scheduled for DMing continual adventures in Greyhawk Castle, and that is exactly what they turned out to be — continual. Not having the heart to cut them short, I ended up eating meals while play went on, and the games lasted from morning into the late hours of Saturday night, from early Sunday morning straight through until evening, and fatigue made me a bit silly. When the last party, which included several regulars in the campaign (Mark Ratner and Jim Ward each playing one of their player character henchmen, and Ernie Gygax playing the character another participant had abandoned when he or she had to leave for home), beat up a body of gnolls and slew their master, there was a scroll amidst the heap of booty. It was, of course, a curse scroll, and it was a curse which whisked all creatures off to another world. Jokingly, I said that there was a 1 in 10 chance that the curse would teleport them all to Jim's starship, and when the die was tossed out what should come up but the stark single line of a 1! imagine the surprise which struck my weary countenance with a look of wonder. . . imagine the groans from the regulars! They didn't want to be stuck aboard Warden, not with precious henchmen aboard that deathtrap. But all six characters, along with three gnoll prisoners, were, in fact, exactly that. The whole party was gone from the ken of D&D-kind and off amongst the horrors of METAMORPHOSIS ALPHA.

That took place in January, and the affair was not resolved until Jim Ward's next visit to Lake Geneva in late March. Frantic letters and telephone calls from Mark Ratner were to no avail; determination of the fate of the nine intrepid creatures from Greyhawk could be resolved no sooner. Mark, being headquartered in New Jersey, was unavailable for play, so we had Brian Blume fill in for him. And instead of refereeing, yours truly was now a player, a pawn of the remorseless ShipMaster, James M. Ward. The cast of characters for the game that followed was:

9th level assassin (human) SCRAG FLATCHET (party)
9th level cleric (human) THURIBLE of ROAKY (G Gygax)

9th level fighter (human) dorag (L. Gygax)
8th level fighter (human) NIVELL (party)
8th level magic-user (human) NEB RENTAR
(B. Blume)
6th/5th levels fighter/magic-user (half-elf)
HODKIN AP-A WRD (E. Gygax)
3 hapless gnolls (party)

The names given for the characters have been changed in order to protect the innocent . . .
* * *

There was a moment of darkness and vertigo, shot with flashes of purple, and then the group felt the ground come up to jar their soles. All had the sinking feeling which normally accompanies the realization of real trouble. That was a curse scroll which had been read, and a cursory examination of their surroundings confirmed their worst fears. To the left — where the sun burned in the sky — was an unrelieved landscape of flat grasslands, seeming to go on endlessly; but to the right was a wall of incredibly hard metal, running ahead and behind and stretching upwards as far as the eye could see. It was unbroken by door or window, unpierced by arrow slit, unrelieved by battlement or bartizan. Immediately upon arrival the warlock Neb Rentar had attempted to use a wish to escape, while the wily Ap-Awrđ the half-elf called upon his enchanted blade to teleport him from the place. Neither was to any avail, so the group held council, the two would-be escapees a bit chagrined and most willing to make amends now that they were unable to make off. It was decided that hereafter it would be a "one-for-all, all-for-one" affair. The material possessions of the party were pooled. In addition to a good selection of the usual gear typical of members of a dungeon expedition, there were the following noteworthy items:

1 gem of seeing, 1 fireball wand (97 charges),
1 strange gem with 2 wishes contained within,
1 snake staff 3 magic swords (+3, +2 teleporting — with some other minor abilities, +1), a +2 hammer, a +2 dagger, 2 suits of magic plate mail (+2, +1), 2 magic shields (+2, +1), a scroll of 6 sixth level magic-user spells (none too useful!), a scroll of 4 fourth level cleric spells, 3 potions of healing.

There was also an assortment of normal armor and arms, including 2 bows — one carried by a

fighter, one being amongst the arms taken from the gnoll prisoners. Fortunately, there were also packages of iron rations and skins of water, for the group spent much time in areas where there was no game, but I am getting ahead of the story.

The sun was growing dim — not setting, simply growing dim, so the consensus of opinion was to call its position west, proceed north, and keep near to the unrelieved expanse of stark metal bounding the "world" they had been thrown into. The evening and night passed uneventfully, and next day the party continued trekking northwards over seemingly unalterable terrain until finally, late in the afternoon they came upon a colossal cube of metal, in titan-sized fortress from the look of it, and none liked its look.

Scrutiny revealed numbers of small things — mostly insects — strewn about the perimeter of the place, all quite dead. All members were pleased they had looked before laying hands upon those metal sides. Concluding that some very powerful magic protected the place, Scrag Flatchet and Hodkin led the group in a wide flanking movement which allowed observation without coming too close to possible danger. A door of proportion equal to the rest of the place was observed when the north face of the place came into view. The party came close, found no way they could easily open the huge valves, and fearing to actually lay hands upon the gate, left. Water was already running short, so it was decided that a westward track might prove more fruitful, for near the wall they had seen neither game nor water of any sort. When the sun darkened into another night lit only by strangely bright stars, sans moon, there were several leagues between them and the tremendous metal fortress, occupants (if any) unknown.

A swamp turned their path to the north again around midday. Just before they had shot a smallish deer with pink horns and legs. An incautious touch of the pinkish flakes which fell from those parts of the deer quickly taught the adventurers that death in this place came in at least as many forms as were to be found in the dungeons of Greyhawk Castle. The animal's flesh was tasty nonetheless. . . That night a huge walking plant attempted to creep up to the camp and devour the party while it slept. Infravision of half-elf and gnoll noted the monster's intent, and

a fireball sent it to a fiery death without further ado.

Afternoon of the following day found the party in a better frame of mind. Rain had fallen, so swamp water was replaced by freshly caught rain. Game was fairly plentiful and easily brought down, as none of the creatures seemed to have any fear of man. Then they saw the pillars and the box of shifting colors which they fenced. The cube of colors attracted attention first, as its scintillating, running hues blended and reformed into all the colors of the spectrum — and some that were not. It seemed to crouch against the metal wall stretching to the sky, seeking shelter there with its fence of pillars. And what pillars! The assassin crept near them to observe the cube, but beat a hasty retreat when they moved towards him when he attempted to pass between them! After consultation, the cleric, Thurible, strode forward, slowing as he drew near the columns. They were seemingly of layered wet sand, massive, and quite motionless. When Thurible touched one some of the sand came off on his gauntlet, and when this was rubbed off on the nearby grass the vegetation blackened and died. Not easily daunted, the cleric stepped between the towering piles of sand; he rued it immediately, as one snaked down with lightning speed and smote him for 34 hit points of damage at one blow. He reeled back and away with alacrity.



A *fireball* discharged at one of these 100' monsters caused it to move and squirt forth water. Another such missile was tried upon the colored box, and the pillars all moved inwards towards the great box, dousing it with water, while the many-colored cube spewed forth a bluish aura about itself. A *flame strike* spell from Thurible, and several more *fireballs* from the wand wielded by Ap-Awrd drove the halo of light away and shrunk the cube smaller and smaller. Another flaming explosion and the box was nothing but a haze of dust — spore dust thought the clever half-elf, and discharged a final *fireball* into its midst. The last vestige of the strange thing disappeared, and a normal-sized portal in the wall was revealed. Of more immediate interest was a pile of material where the cube had been — a mound of reddish goo, a strange wand-like thing, a crystal egg, and a bracelet.

Ap-Awrd's former master had once had a wand similar to that they found, he said it was called a

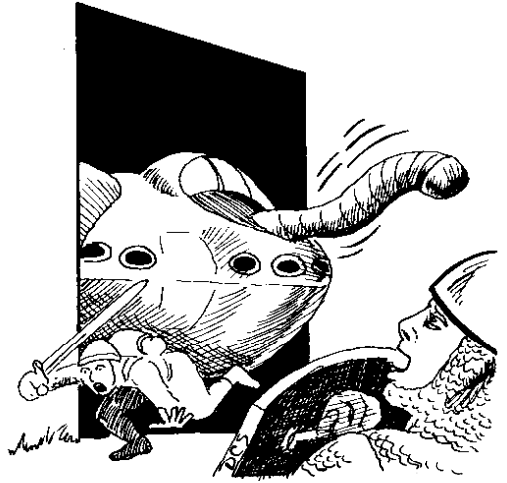
pistol. Neb Rentar agreed, for he had seen a mage in Greyhawk with one. The egg-thing was possibly some sort of poison, flame, or acid missile — similar to the oil-, holy water-, and like bombs hurled by adventurers in the known world from whence they had come. It was stowed away for later inspection. The cleric was given the bracelet to use for whatever purpose could be determined. The dark pink gel stunk, and it was left where it was smeared. Time to go on to the door, armed now with the hoped-for extra powers of the pistol-wand, the adventurers agreed.

The warlock inspected the area of the metal gate with the aid of the *gem of seeing*, and much of interest was noted thereby. The man-sized door was not provided with any sort of handle or visible, or invisible, means of manipulation, but neither was it trapped. A small area of white material, a rectangle about the same size as the colored area of the bracelet held by Thurible, was ignored in favor of a most intriguing discovery. The walls were milky on either side of the portal, as hard as the metal surrounding them, but the *gem of seeing* showed what was behind these translucent panels. There was a large room there, one whose size was indeterminable, but whose occupants could — in part — be seen. Standing rigidly beside strange bed-like things were faceless men with pistol wands strapped about their waists! No fewer than 10 could be seen, and there were certainly more. An augury spell cast by the cleric boded death and destruction if the party could manage to cause the mysterious door to open.

Neb Rentar was under *geas* not to engage in magical combat for a sennight and a day. He had cast a *legend lore* divination to learn what could be learned of the place they had been cursed to, and for a full eleven days the warlock needed to refrain from such activity if he were to gain the benefit of the magic. When the group determined to open the door of metal at any cost, the magic-user was ordered well away. After various and sundry ploys failed to affect the portal, Dorag suggested that the red rectangle of the bracelet be placed against the white one by the door, for possibly it was some magical key. It worked.

As the door slid aside, the faceless creatures inside drew their weapons and leaped for the door. Thurible was prepared, and a spell to *hold persons* froze four of the things as they stepped forth. Black rays shot from the entrance as their fellow things attempted to slay the party outside. In desperation, the warlock uttered a *wish* with the enchanted gem, stating that the faceless things must slay each other instead of his comrades. The noises from the chamber indicated success, and no further rays darted forth. A dull gonging sound was issuing from inside, possibly an alarm, so the group sprang into action. The gnolls and Rentar watched the rear. The cleric stripped weapons and bracelets from the motionless creatures before the doorway, then dispatched the things to whatever hell spawned them. Scrag, Dorag, Nivell, and Hodkin leaped into the chamber to gather up weapons and any other available items of likely use. They had managed to gain six of the pistols when an unnoticed door at the far end of the place slid open, and a metal monster with a long and menacing snout of iron ground into the room. When the gate had begun opening the looters had beaten a hasty retreat, but two were too slow. Scrag, the assassin, and the superhero, Nivell, were hit by a sparkling ray of coruscating blue light and flung into the air to land motionless a score or more feet outside. The clockwork monster trundled up to the door to the outside, but its bulk was too great to pass through the frame, so only its questing metal snout thrust forth, poking this way and that seeking a victim, but all were outside its arc and safe. Thurible cast a *continual darkness* spell squarely upon this great proboscis, and the magic-user ordered one of the gnolls to run over and recover the two still forms before the door. As the creature dashed out to accomplish this task a strange pinging came from the

blackness surrounding the portal; yet another blue ray flicked forth, and the gnoll was sent rolling — shaken but unhurt. Luckily for him, the weapon evidently had full effect only upon humankind, but what to do? More noise from the darkened doorway settled the question quickly.



The area of black was retreating from sight, which indicated that the automaton was either *dispelling* the magic or retreating from the gate to allow something smaller to issue out. Sounds indicated the latter, and the wily Hodkin wasted no time in launching a *fireball* from the wand he held. A flash, thuds of falling bodies, and the slam of a heavy metal door closing told the adventurers that they had won at least a temporary victory. Recognizing that it was probable that the full force of the opposition had not yet been arrayed for battle, the party took the opportunity to themselves withdraw, going a short distance due westwards and then hurrying south and east to the familiar endless wall once more. The bodies of the assassin and fighter were carried only part of the way, for it was discovered that they were abraded, bruised, and unconscious, but not dead. *Cure light wounds* spells placed upon each in turn, plus a bit of water and a helping hand, served to enable them to move under their own volition, if a bit slowly. The delay turned out to be most fortuitous, for when the group arrived at the wall, they found that a wide swath of the tall grass had been crushed flat by the passage of nobody knew — or wanted to learn — what! The path ran from the north where the faceless men had been fought to the south where the titan fortress was. The six men and three gnolls followed the flattened track through the gathering dusk.

When they came to the huge place it was brightly illuminated by some magical lights; faceless men and more of the strangely fashioned clockwork machines were active round it. The adventurers stayed well out of the light and decided to turn west and travel through the night and decided to turn west and travel through the night as long as their strength permitted, for they were now in great fear for their lives. Before long another great swath was revealed, running westwards along the same route they had traveled just a day or two before. Now they were certain that some device could sniff out their trail, a horrid metal golem bloodhound. To confuse it they stayed in its path until the night was old, then rested. They were just settling down when one of the gnolls gave a cry. A huge flying thing was coming at them from behind! It too seemed to be able to follow their tracks, and there was no alternative now but to take quick offensive action. Hodkin Ap-Awrd aimed the *fireball wand* with care, and his missile burst just above the on-rushing creature. It stopped still in its progress and floated gently downward. Three things separated from the bulk as it touched the ground, and the *tzinging* sounds which accompanied this action indicated that they were probably faceless men

armed with the pistol wands which shot black, killing rays. Thurible held one with a spell, but the other two rushed in and slew Flatchet and Nivell (both already weakened from their previous encounter with the ray from the metal monster). Blows were struck, with most of the party sustained wounds before the two faceless men — and then their frozen companion — were dispatched. From them were taken yet three more of the pistol wands and three more of the metal wrist bands with rectangles of an unidentifiable brown substance. When this was done the survivors went to examine the device which had flown so swiftly and carried the creatures to battle so unerringly. A thick disc of metal, many feet across and topped by a railing, was revealed. A metal flying carpet!

Upon mounting upon its surface and attempting command words, a strange voice-like sound came forth from a grill set into the device's deck. The cleric then cast a tongues spell, and conversed with the creature — if indeed it could be called that, for it also was a clockwork monster, albeit benign and most useful as it proved shortly. The spell revealed that it could take all members, alive and dead, upon its back, and carry them at many leagues an hour away from all pursuit, although the damage caused to the device by the well-aimed fireball prevented it from flying in the air like a normal magic carpet. The group boarded, the machine lifted itself a few hands off the ground, and then it rapidly gained speed and carried them across the black waters of the marsh to a place of relative safety on the opposite side.



Hidden amidst the tall grass, the adventurers rested and recuperated for two days. Nivell's constitution could not stand the shock of being raised, but Scrag Flatchet was made of hardier stock. Wounds were also cured by the ministrations of the cleric. The party was beginning to feel confident by the third night when they were attacked by surprise. Three more of the face creatures, this time armed with triangular metal shields and swords of incredible sharpness, leaped from hiding in the tall grass and fell upon the unsuspecting members of the group. A frenzied melee ensued in which the assassin was run through and slain again, and one of the now trusted gnolls died too. All of the monstrous opponents were dispatched, and like their better-armed fellows, they immediately turned into quaking mounds of noisome red jelly. But the adventurers welcomed the addition of their shields and swords, and the next day a raise dead casting managed to revive poor Scrag once again. There was general agreement that still more leagues must be put between the party and the relentless foes without faces if they were to survive to escape this world and return to the safety of the devils they knew . . .

At last the geas was lifted from the warlock, and Neb related what had come to him in a dream. They were in a vessel of unbelievable size. A vessel which

was floating in **nothing**. Could that be possible? All had grave doubts, especially when the magic-user went on to relate that the spell had also informed him there was no magic on the vessel — other than that they possessed. This was scoffed at, for all had magic wand pistols and had seen the various enchanted monsters, and there was their own metal carpet. How could they escape the place and return to their own place? Only by leaving the vessel and enter nothing? Still more doubtful, but this at least gave some small hope. Lastly it was related that somewhere in the vast ship of metal there were humans. The party was encouraged, for if they could find men they would surely aid their fellows — even at a price. They had a small store of gold pieces, some choice gems, and a few pieces of rich jewelry with which to bribe the hesitant. Should only a bit of the information learned prove useful, let it be the bit on how to escape, and then allow them to find other men.

Exploring to the westwards, the party eventually came to another metal wall, and the bounds of the "world" were known. Time had been taken from adventuring to rest and hunt, otherwise they could

have traveled on their flying carpet from one side of the place to the other in less than a day. When the small size of the place was commented on, Rentar mentioned that his vision had shown that there were layers of land within the vessel, many layers like the one they were on. They would have to find a way to get to these other plateaus in all likelihood, for on one would be a doorway to the outside. By means of another tongues spell Thurible of Roaky put questions to the metal circle, but it was stupid and could answer very little. Finally it did relate something useful to the group. It was running out of energy and needed to be fed. When the cleric asked if it ate meat or vegetation, the automaton related that it needed to be fed a special substance which was available at a place nearby. Assured that survival was next to impossible without the benefits of the machine, it was agreed that the food for the flying metal carpet must be found before anything else was attempted.

The disc traveled quickly to another of the tremendous-sized houses built into the wall of the vessel. Before the vast doors of this metal box rested two strange idols of metal — or were they statues? golems? Too late! One being came to animated mo-

cont. on pg. 27

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Faceless Men fr pg 9

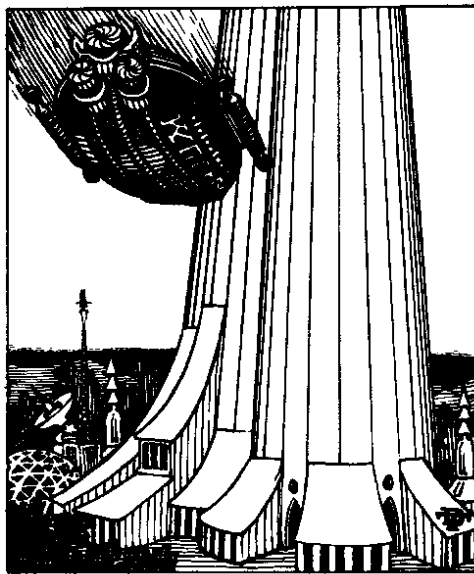
tion before anything further could be done to prepare. The clockwork monster lashed forth its tentacles and grabbed the half-elf. At first it seemed as if it would tear Hodkin to pieces on the spot, but something made it hesitate and examine the struggling figure more closely. Other snakey metal arms shot forth and began to strip off the half-elf's armor. Thrivable, unable to use another *tongues* spell, cast a hasty augury to learn what this examination boded for the prisoner, and it was ill indeed. Unless stopped, the automaton would surely slay Ap-Awrd when stripped of armor. In desperation, and hating greatly to do so, Neb Rentar voiced the last *wish* allowed by the magic gem, asking that the mighty machine be prevented from harming his associates and himself because of its love and loyalty to them — it being an obedient servant.

Now this world was filled with strange and powerful things which were unknown to the adventurers, but magic was most potent, for nothing in the place seemed to be able to resist it. The party had been most grateful for the cleric's spells which were renewed divinely each day. How much happier they were at the potency of *wishes* is hard to tell. That the clockwork creature immediately ceased its fell actions respecting Hodkins and obeyed the party heartened them beyond measure, for such a servant would certainly mean that their chances of escape were greater now than any had thought possible. Better still, the creature was useful in many ways. First a means of communication had to be established, for the device seemed to understand the tongue spoken to it but could make no intelligible reply. It was ordered to raise one of its metal tentacles whenever a "yes" answer was indicated, and the whole group then set to questioning their new servant.

It was quickly discovered that the device was a mechanical physician, churigeon, and barber in one. It could heal the still infirm members of the party. It could go inside the metal building; it could take the members of the party with it, for there were no other creatures or machines inside. It could converse with the flying carpet and instruct it what to do. This was the first order, for the party did not desire to lose the services of this transport, and it must be fed. When the two devices held conversation, the new servant went into its huge house immediately and came forth as quickly with a blue brick. This is placed into a heretofore unseen compartment in the disc, withdrawing first a pale brick of the same color but no longer bright. Eventually direct intercourse with the device by *tongues* spell revealed that it normally was fed a liquid (invisible?) form of food, but not being able to fly to heights, it was unable to go to the places where the tubes for this food were placed. Therefore, the blue bricks must be fed to it every time it had operated for 24 hours. The other machine was meanwhile ordered to bring forth as many of the blue bricks as it had, for the party wished to have a supply of food for the metal carpet.

The new automaton continued to serve its masters as well. It healed them, and the group then proceeded into the building where all sorts of arcane apparatus was observed. Little was of value to them however, although there was a supply of small strips of blue which recharged their wand pistols, and these were happily gained. Dorag inquired about gems and money. The machine went to a flat crystal area, manipulated several knobs, spoke its gibberish, and a container of gems and another of strange coins were produced. While the jewels turned out to be nothing but imitation gemstones (which the gnolls were most happy to receive) the party learned that the "domar" pieces were the medium of exchange in this cosmos. When more questions were put to the automaton, it trundled again to the wall which bore the strange scrying de-

vice — the flat crystal ball — and after several minutes finding various information for the party, a series of operations by the machine brought an image of a faceless man to the screen. Snarling, the adventurers ordered the clockwork servant to shut the device off immediately, and the party then left the place in considerable haste, for they all felt that the thing which appeared could see without eyes, could sense their presence even through a scrying device. With the automaton riding aboard their metal carpet of flying, the adventurers set forth once more determined to find a place where the magic forces of the strange world they were marooned upon were weak, a place where teleportation and plane shift would enable them to return home.



Traveling along the metal wall which confined the boundary of this world on the west, the party saw nothing more of threat or interest to them, and by the end of the day had put many leagues between the automaton's building and themselves. Early the next morning, the wall turned northeast, and following this turn soon brought them to a place where there were many large and small metal doors. Beside each was a strip of colored material — while not the same color as the brown and red of the bracelets taken, still of the same unknown composition. As the adventurers were well acquainted with the mysterious method of door-opening which prevailed in the metal vessel, it was no problem to cause a set of the great valves to part. A very large metal room was thus revealed. In the place was another strip of the colored material which showed rectangles of blue and red stripes, brown, green, gray, and brilliant red which exactly matched the color of the first wrist band the group had discovered in the remains of the faceless thing which lurked within the cube of colors. Also scribed on the walls were strange glyphs and symbols. Warily these marks were first perused, then deciphered. They told of a people who allied themselves with men of any kind — evidently halfling, elf, dwarf, whatever were attacked by the weird monsters of the place and banded together to seek protection and revenge upon giant plants which ate men and werewolves which slew with weapons. The device of this league was an open eye. This information was carefully noted for future reference, as the group thought that these people would be likely to aid them.

Thereafter, when all of the strips of pure red color were touched with the matching part of the bracelet, there would be a delay, and then the huge portal would slide open to reveal first one weird place, then another. None suited the party, and when the last disclosed egg-shaped automatons which spewed forth streams of leather-like missiles, the red layers of the world were written off as not suitable places

for the adventurers to seek escape — especially since the missiles of the automatons had knocked the hapless Flatchet and the warlock Rentar unconscious. Fortunately, the machine which served the party could quickly revive the pair, and the search for a place to escape continued. The group decided that they would try brown and green areas, and after six different layers of the ship had been revealed by application of the red wrist band to different rectangles, an inviting vista of low mountains and trees in the far distance drew them from the metal room into the reaches of the layered world again.

That night they made camp near the edge of a large forest. Alert as ever they must be in this place, a formation of werewolves brought the whole party to wakefulness not long after they had laid themselves down to sleep. These creatures were marching like men-at-arms and carried weapons too. The watch had spotted them at some distance, so it was not difficult to blast them at long range with a carefully aimed *fireball* from the wand. The creatures died easily, and examination of the corpses for loot disclosed a metal cone. The automaton was instructed to demonstrate the use of the device — at a fair distance — to the party, so it flew (or levitated perhaps) into the air. A bright beam of light sprang from the cone, swept through the sky, and then glared down upon the adventurers. Angry shouts brought the machine back to earth, and the group moved hurriedly to a location several miles distant, for they were certain that unwelcome visitors would be attracted to the spot where the beacon had shone. It proved true, for later that night still another company of the werewolves was sighted marching towards the locale of the first camp. These too were taken by surprise at a distance and wiped out in a single stroke by a *fireball*. These beasts had nothing of value save a contraption of thin metal rods which the leader wore to brace its legs. Rentar put them on his own limbs, fastened the device's belt about his waist, and attempted to set them in motion. There were numerous dials, switches, and levers to operate, however, and even with the aid of an *augury* spell the attempt came to a bad end. After several operations of various knobs and switches, the thing gave off an odd humming and tiny lights began to wink madly along the belt. Without much urging from the others, the warlock hurriedly divested himself of the contraption, and it was tossed onto the deck of the disc for possible use at a later time.

The next day the party traveled through a countryside which consisted of forests occasionally broken by meadowland. Moving southwards still, they eventually came to a wall which prevented any further travel in that direction, so the course was turned to the west for a few leagues, and as dusk approached the carpet was steered back northwards in order to insure a relatively safe campsite amongst the shelter of a woodland there. But night time is dangerous anywhere, particularly so on the world of layers, and the party spent an active rather than restful night.

When full darkness fell the guards noted a strange glowing a few furlongs distant. As the metal carpet could see as well in darkness as in daylight, it was no trouble for it to transport the group to the source of the eerie light. Caution was used, but all that threatened was a primitive hut, covered over with skulls of animals and humans, but shedding a glowing light nonetheless. Thrivable immediately identified it as the place of some evil cleric. The party did not approach too closely, but camped nearby and watched both the hut and for unwelcome intruders until the sun of the world glowed softly in its strange "dawn".

The *gem of seeing* was employed after the cleric's spell for detecting traps revealed that there were many on the hut. Nothing moved about the place, but a watchful eye was kept on the path which snaked northwards from the hut to some unknown

distance in the surrounding woods. Meanwhile the magical gem showed that the supposedly crude hut was a metal building masked by branch and thatch. The place glowed because of deadly lightning coursing through it, and any unwary creature touching the place would be done to death. When no means of dispelling this magic could be located near the entrance to the place, a wider search was begun, and this soon discovered a lever hidden in a nearby bush. A simply movement of this switch caused the magic to desert the hut, and the doorway to change from the dead black of a force wall of some sort to normality. Luckily, Neb Rentar did look further for some other small trap, for what looked like a red blanket was noted to be rolled up above the door. When this blanket was poked with a stick, the limb was torn from Dorag's grasp and disappeared into the creature — for there could be no doubt that some monster which appeared to be a blanket lurked above. Poisoned sticks and flaming branches were subsequently poked at and consumed without noticeable harm by the creature. Black rays from the pistol wands did not harm it. Rentar paced back carefully and aimed a *fireball* so as to just lap into the hut's doorway. The thing had dropped down tentacles, evidently feeding and growing upon the material we had thrust at it, and if they were to gain entrance to the hut and loot it, the party would have to destroy the guardian — or at worst keep it from getting large enough to be able to reach tentacles into any place within the hut, if some other means of ingress to the place should somehow be discovered.

The blast of the missile caused the creature to drop several of its scarlet appendages and to curl up and a bit away from the opening. Success! Seeing this; the warlock decided to use one of his few precious spells remaining to him, so a *wall of fire* was conjured up. Just as it began to roar into full effect, a buzzing occurred, and down from the heavens shot a broad beam of deep blue. When this ray met the wall of fire a flickering aura sprung up, and a moment later the magical flames were completely extinguished. Additional *fireballs* could be cast, but each such attack ran the risk of being miscast and destroying part or all of the contents of the hut. There was another solution, risky or otherwise, teleporting into the place by means of Hodkin Ap-Awrd's sword. The half-elf was urged to do this, for it seemed unlikely that the guardian's tentacles commanded more than the doorway. With a somewhat desperate air, Hodkin winked out of existence where he had stood before the metal hut and simultaneously appeared on the section of the hut's floor which had been carefully scanned under the bright light of one of the magical cones.

The half-elf discovered a wealth of interesting objects in the interior of the building. He quickly scooped up numbers of the large and small cubes upon which automatons and wands alike fed. A metal club topped off the pile, and he was out and in again, leaving those outside to sort through the haul. Back inside Hodkin examined several suits meant to disguise the wearer as some plant monster, a four-armed human, and so on. Being cautious, he noted that a number of green smears discolored these skins. Taking a small orange disc from a pile on a nearby shelf, the half-elf scraped some of the greenish sap onto the disc. The stuff sizzled as it contacted the disc, and Hodkin quickly dropped it, for the potent goo completely destroyed the disc with corrosive action. There was also one of the odd flat scrying devices on the wall, with a bench full of strange openings standing before it. Ap-Awrd ignored both, fearing to call attention of the faceless men upon his activity. All that remained within the hut was an unusual back pack and a rod. Hodkin grabbed these and left the hut for the last time.

Being rather satisfied with the results of their activity, the party decided to follow the path which led northwards from the hut, as they felt confident they could overcome any additional opposition from the

hut's owner and perhaps gain yet more. If, by chance, the owner of the place was one of the people of the eye, they could make amends if their reception called for it. With the new loot piled aboard their flying disc, the adventurers went on to find where the path led. After a short time they came to a small village, and it was populated with the strangest conglomeration of creatures the bold adventurers had yet seen.

A number of crude huts of various sizes surrounded an open area in which the party brought their craft to rest. They were immediately surrounded by a throng of humans, distorted humans with multiple appendages or similar freak nature, animals, and mobile vine-like plants which gave out a pleasant humming sound. An imposing figure in garb which indicated his position as a shaman strode forth. As the obvious questions he was uttering were unintelligible to the party, Thurible cast a *tongues* spell, and attempted to engage in a cleric-to-cleric discussion; something about this shaman immediately rang false. Thurible inquired about the god of the shaman, if they were people of the eye symbol, and what they called themselves. The shaman replied that their god was a metal being which rested inside the largest (his own, of course) building, that they were most certainly not people who had anything to do with the eye, and the trespassers were amidst the people of the "Tribe of Thirdlev". He then spoke of the tribe as being hostile to all humans who did not welcome god-changed (he used the term "mutated") animals and plants. After a few additional remarks, the shaman then ordered the party to disarm themselves and submit to examination and questioning by himself and the tribal leaders. As he spoke the throng of creatures and freaks about the metal flying carpet upon which the group stood ready increased dramatically. Armed and threatening men and monsters pressed closer. Some of the humans and human-things glowed or created mirror images of themselves. As Thurible refused, and suggested that the sham and his charges might better acknowledge the adventurers as their new leaders, the vine creatures began to hum and sing a most soothing and pleasant song. "Beguiling!" shouted some of the adventurers; "beware of charming!" said the cleric, as he began the incantation and passes which mo-

ments later brought down a curtain of *silence* around them all.

The shaman was obviously very angry and intent upon calling down the wrath of the entire tribe upon the party. A *fireball* from Hodkin and black rays from the weapons of Flatchet, Thurible, Dorag, and Rentar slew the pseudo-cleric on the spot, and as his corpse toppled it turned into reddish jelly. Horror spread over the visages of all of those onlookers who had recognizable faces. The shock was in part at the death of their shaman, but primarily it was caused from what his death proved him to have been — a faceless thing masquerading as a human! Most of the Third-levers turned and fled in shame and shock. Several of the small huts were aflame, and fearing that the fire would spread to the large central structure which was the most likely repository for treasure, Thurible urgently motioned Neb towards the dark entrance of the place. The warlock complied hurriedly, unfortunately for him. A flash of released energy greeted his attempt to pass through the portal, and Rentar fell stone dead before the trapped doorway. While Scrag the assassin and Dorag kept their wand pistols trained on the few remaining tribesmen, Hodkin went to the magic-user's body and removed the still intact *gem of seeing*. Meanwhile, the cleric cast a successful *raise dead* upon the body of Neb Rentar, and the mechanical churigeon proceeded to restore him to full vigor. Gazing through this device revealed the shaman's dwelling to be criss-crossed with a mesh of fine wire. Thurible took forth a coil of strange silvery wire that had been acquired during the course of their sojourn on the vessel of layers. He thrust one end into the ground, and tossed the other onto the mesh which guarded the hut. Power flowed through the thick strand, but the *gem of seeing* still showed an aura around the building. If anyone entering the place would be killed, it was obvious that not even the shaman would be able to go into it in its current trapped state. Therefore the shaman must have a way to shut down the field. While the others searched for a lever, the cleric examined the remains of the pseudo-shaman. A small black box with a switch protruding from it was found.

Fearing further traps, everyone in the party got aboard the disc and drew well-off while Thurible screwed up his courage and stood before the building's entrance and moved the switch. A faint click sounded. The doorway of the place grew light, and the interior of the building could be seen. Hodkin and the cleric went in, but they found nothing of any possible value save a ring of blue and red upon a square of cloth which rested before one of the clockwork automatons common to this world. They picked it up and came forth with obvious disappointment. Three of the tribesmen were awaiting them, and these three glowed.

"You have brought ruin upon our tribe. You have defiled our God's sanctuary and taken out the sacred artifact. You must replace it and make amends!" So speaking the three creatures threatened the adventurers. They did not seem fearful, but confident. "We can slay you all if you do not comply now," one said, "for we have great powers." This seemed possible, as the words came to each member of the group by telepathy.

"Surrender yourselves, or die!" shouted Thurible. Then the battle was on.

One of the glowing figures gazed at the warlock, and Rentar gasped and clutched his head. All of his spells — all knowledge of magic — were gone! The other party members felt a tug as if their strength was flowing away. The cleric cast a hold person spell to stop these fell magics, and one of the creatures stopped glowing and stood immobile and helpless. The two remaining ones drew more strength from the adventurers, but a criss-crossing pattern of black rays struck them as all of the individuals of the party used their deadly pistols to effect. In but a few

cont. pg 31



Faceless Men cont.

seconds the combat was finished and the tribesmen dead; the rays coupled with a *fireball* slew them most easily. "Let us leave this miserable place far behind," urged Hodkin. Picking up the stunned Rentar, gathering their silvery wire, the party boarded the traveling device and went away, not certain if they had won or lost, for the magic-user had become quite unable to comprehend anything connected with *dweomer* and knew not a spell from a spigot.

Returning from whence they had come upon this tier of their exile world, the adventurers were prepared to go into the gates of the room of levels again when Dorag spotted an arrow pointing to the southeast. Closer inspection also showed the glyphs of the eye. All agreed that they might as well follow this pointer as go elsewhere. They needed friends and allies badly, and perhaps the people who showed friendship for all humans with their signs would actually practice what they scribed. Only Neb Rentar was not a bit cheered by the prospect, having grown morose and gloomy after the magical loss of his powers. The carpet moved them speedily in the direction desired, but almost immediately they met trouble.

A cloud of miniature men came out upon the



party, tiny men mounted upon giant dragonflies. These atomies were armed with bows, and looked threatening despite their size although they did not attack. Before the other members of the group could do anything, the vituperative Rentar ordered the automaton to slay the sprite-like creatures. The automaton complied, but as the little men died, they showered forth a cloud of arrows which struck down the ex-warlock and one of the two remaining gnolls. The group went on with regrets, for they suspected that the tiny creatures had been sentinals for the people of the eye, and slaying them would not favorably impress their hoped-for allies. Again, the former magic-user had to be raised and then revived by the cleric and the automaton's ministrations. A short time later, still proceeding to the southeast along the track marked by the eye symbols, the party was attacked by a flying automaton. This thing was upon them immediately, and it would have done great execution had not the alert Thurible pressed the two-colored ring upon it, presenting the device boldly as if it were a holy symbol. At this the device stopped short, and the party's own automaton was instructed to speak to the machine and ask if it obeyed the ring. The thing related that indeed it did and would continue to do so. It was ordered to follow and guard the adventurers, and that it did most docilely. Yet another automaton sallied forth to attack the party within a league, but now that the adventurers were warded by two of their own machines, it was quickly subdued and enlisted, and now a large train of clockwork monsters and adventurers followed the road to the people of the eye. They were to meet them in but a few minutes.

When this meeting occurred the adventurers were greeted in a friendly, if not warm, manner. Two very muscular men, bristling with weapons, strode forth. Both were amazed to see the machines obeying the party — even more surprised to note the blue and red ring which the cleric displayed upon his hand. The leaders of the people called for a telepath, and soon the two groups were deep in conversation. Yes. The people of the eye were friendly towards all humans of good will. Yes. They would happily welcome the adventurers to the sanctuary of their village, and they would help them to leave this world, for they knew how to get outside its magical fields. Yes. There would be a price for such services, for the Vigilists (as they named their conglomerate tribe) were locked in a struggle of life and death against faceless men, wolfoids (the werewolves), and even a group of evilly disposed human merchants bent on revenge against them for acts which the Vigilists committed in order to improve the lot of all humans in this world. The price required of the party was the two-hued ring and the pistol wands, called protein disruptors, by the Vigilist leaders.

The parlay grew into a detailed conversation. When the adventurers related the whole of their tale, how they had destroyed well over a score of faceless men and nearly a score of the werewolves (and had

numbers of charred pelts to prove it!) their hosts were visibly pleased, and a great feast was ordered. The Vigilists told more of their adventures and activities, their plans and purposes, and the adventurers were in turn impressed. "Here," exclaimed Hodkin "is a place a bold adventurer could stay for a time and do great deeds!" Flatchet, Dorag, and Thurible agreed heartily — although the cleric reserved agreement pending his appointment as the chief priest of the Vigilists. After a few days stay, an amicable agreement was reached: The Vigilists would escort the adventurers to a place where Thurible could employ his plane shift magic to send both Neb Rentar and the Groll back to their own world. The other four adventurers would stay in this world of weird layers, to seek wealth and aid the Vigilists. The Vigilists would receive the special ring and all the excess goods which the party had taken as spoils, and they would give the adventurers positions of importance in the organization, as well as whatever protective devices and weaponry they needed. Thurible would be shaman, Flatchet would teach his skills to promising young tribesmen, Dorag would train warriors, and Hodkin would set to work to scribe a new (albeit very slim and sketchy) book of spells. The half-elf could thereafter see if any of the Vigilists could learn magic-use as apprentices. The Vigilist lords, Xorax and Al-Neen were most agreeable to this arrangement, welcoming the fellowship of the adventurers as trusted lieutenants and councilors. All could see the benefits of a forceful cleric urging on all the members to be more zealous in the slaying of androids (faceless men), wolfoids, and those in opposition to the manifest destiny of the Vigilists.

Within a few days Neb Rentar and the Groll were sent upon their journey home, all of the gold and jewels going with them. The adventurers now had two more red bracelets, healing devices, weapons which paralyzed and burned, a machine to restore the magic to the cubes which powered their weapons, and other good items in addition to their own magical arms, armor, and devices. They talked of the intaking of the place where the aged werewolves were housed, or retribution upon the metal fortress of the faceless men, of humbling the puffed-up merchants who dared to place a price on the lives of Vigilists, and of serving "Angels" by destroying monsters of pure energy (could these be cousins of will-o-wisps?) in order to gain divine aid. They were now Vigilists, heart and soul. Their names were scribed at the bottom of a broadside which was to be spread far and wide on the layers of the world, a tract which touted the Vigilist cause and offered a rich reward for each merchant brought before the Council of Vigil, each captive to be bound in thongs of wolfoid skin or smeared with red gel. After all, faceless men and clockwork monsters were nothing more than creatures to be met and slain in the course of adventuring, and did not the vista of wonderful adventures lie just ahead?!

— The Beginning —

A Short History of Adamanite

by Charles Sagui

Mithriferral Carbide sold under the trade name of Adamanite is an expensive alloy of Mithril, Carbon, Iron, and certain other materials known only to a very few metal workers, armorers, and alchemists. It is approximately 4/5 the weight per density of iron and of a much higher tensile strength (+2 on AC and hit probability for armor and weapons respectively). A suit of armor plate, for instance, would make the wearer AC1 and would weigh about 600 GP (640 with helm).

Adamanite plate or chain are usually a dark color (55% black 25% dark blue 20% dark green) with a radiant glowing glaze. Adamanite that is tempered to hold an edge is most often silver in color as bright or brighter than the mithril used to produce it.

Adamanite is a very tough metal and for that reason it is much more difficult and costly to work than iron. This toughness makes the

metal much more difficult to charm as well. It costs twice as much and twice as long as iron to charm Adamanite for the first three levels after which both price and time zoom way out of proportion. Due to the construction of Adamanite any charm after three added to the initial plus two will last at maximum one year and usually less. Because of the high cost and heavy expenditure of time most Magic Users refuse to even consider working with it.

Many legends abound as to the discovery and spread of Adamanite. One source claims that it was a gift of the gods to an alchemist who did a service for one of their number. Another source claims that a natural deposit of the material was found at the site of a meteor crater and that it was later synthesized in a work shop. As far as this author can determine from the lore available (as told to me by a certain Hobbit named Wiltham Purpletoes) it was discovered by a certain dwarf armorer. Aolor Fireforge was working on a double edged broadsword that was intertwined with bright mithril for decoration. A dwarven apprentice Donan the Dense (St 17 Int 4) was stoking the furnace just as

DUNGEONS & DRAGONS[®]

WHAT IT IS AND WHERE IT IS GOING

by Gary Gygax

DUNGEONS & DRAGONS[®] pioneered role playing in the gaming hobby. It brought fantasy before hobbyists, and it set before them a game-form most had never heard of. Perhaps 150,000 persons now play *D&D*[®], but it was by no means an instant success. 1,000 boxed sets, hand assembled and labeled, took eleven months to sell, another 1,000 of the same took only five or six months to sell (and Tactical Studies Rules was thrilled). Finally a third printing of 2,000 sold in five months. So from January, 1974, to December, 1975, only 4,000 sets of the original version of the game were in circulation. (Of course, I have no way of knowing how many pirated copies of *D&D* were in existence, but some estimates place the figure at about 20% of the total sales, some as high as 50%. In any case 5,000 or 6,000 sets was certainly nothing to set the gaming world on fire, or was it?) Today the "Basic Set" sells 4,000 copies per month, and the sales graph is upwards.

A month has not gone by in the last two years when I haven't been interviewed by one or more newspaper writers or independent journalists who want to know all about *D&D*. I have likewise been interviewed by radio and TV news media, generally for the same reason. At the risk of claiming too much for the game, I have lately taken to likening the whole to Aristotle's POETICS, carrying the analogy to even more ridiculous heights by stating that each Dungeon Master uses the rules to become a playwright (hopefully of Shakespearean stature), scripting only plot outlines however, and the players become the Thespians. Before incredulity slackens so as to allow the interviewer to become hostile, I hasten to add that the analogy applies only to the basic parts of the whole pastime, not to the actual merits of *D&D*, its DMs, or players. If you consider the game, the analogy is actually quite apt. *DUNGEONS & DRAGONS* is like none other in that it requires the game master to create part or all of a fantasy world. Players must then become *personae* in this place and interact with the other populace. This is, of course a tall order for all concerned — rules, DM, and players alike.

Relating a basic adventure, an episodic game session in the campaign, to a trip in an underground labyrinth does help the uninitiated to understand the simplest *D&D* fundamentals — discover an unknown area, move around in it by means of descriptive narration from the Dungeon Master, overcome whatever obstacles are there (traps, problems, monsters), and return with whatever has been gained during the course of the whole. The DM takes the part of everything in this fantasy world which is not operated by a player. While this should not mean it is then a game of DM versus the players, it does mean that *DUNGEONS & DRAGONS* is a co-operative game where players must interact successfully amongst themselves first, and non-hostile portions of the campaign milieu thereafter, in order to be successful. The Dungeon Master is incidentally against the players when he or she is operating that part of the "world" which is hostile, or potentially so, but in general the referee must be disinterested.

At about this point I am always asked: "Well, then, how do you win? who wins?!" The answer is, EVERYBODY — providing that the game is well run. The DM gets the satisfaction of testing his abilities against those of the players, the fun of taking the non-player parts, and the accolades of participants when a particularly well-done adventure or series has been completed. Players enjoy the challenges of each situation and have the prospect of continuing adventures and puzzles to confront them, each with his or her game *persona*. Thus all taking part in the campaign get something besides a momentary diversion. Winning no more applies to *D&D* than it does to real life. The successful DMs and players gain renown via their campaigns or their

superior characters. To enthusiasts of the game it is far more satisfying than triumphing in a single game or whole series of games.

Simply stated, *D&D* is a multi-player game of fantasy role playing, where the rules give systems of resolution for common game occurrences, lists and explanations of things which are not actual (monsters, spells, magic items, etc.), systems for interaction, and suggestions as to how to put this into the campaign, i.e. create the milieu. Once begun, the campaign continues until the DM and/or all of the players decide it should end. As with any exercise in fantasy it requires suspension of disbelief. Those who find the game interesting will soon enough thereafter create their own sort of involvement and belief. But why is such a game (and similar fantasy role playing games, for that matter) so popular? What is its appeal?

Our modern world has few, if any, frontiers. We can no longer escape to the frontier of the West, explore Darkest Africa, sail to the South Seas. Even Alaska and the Amazon Jungles will soon be lost as wild frontier areas. Furthermore, adventures are not generally possible anymore. The frontiers are receding into memories, modern communications make all of the world available to casual travellers, and the most backward places are becoming more and more civilized. Certainly it is still possible to go scuba diving, mountain climbing, auto racing, sky diving, and so on. These are expensive and risky for no real purpose in most cases. One can also have adventures as a criminal, or possibly as an agent of the government (if one is sufficiently qualified), but the former is distasteful to say the least, and the latter is most unlikely. Americans, with more leisure today than ever, crave entertainment. Some desire adventure and excitement. Obviously, various entertainment media are doing big business — TV, motion pictures, spectator sports, recreational vehicles, sporting goods, book publishers, and game manufacturers are all growing. "Escape fiction" sells better today than ever, and witness the success of the recent science fiction and fantasy films.

Looking towards space and the future for new frontiers and adventure is logical. The universe has fascinated mankind since recorded history, and today it seems quite probable that within a few decades numbers of us will live off of the earth, and in a century or so we will travel to the stars. Perhaps there will be frontiers and adventure enough then for all who care to test their mettle. But it is no less surprising for us to look into the realms of fantasy for imagined adventure. Most literate people grow up on a diet of fairy tales, Walt Disney, and comic book superheroes. We somehow relate to stories of young princes going out into the world to seek their fortune, of knights rescuing maidens in distress and slaying dragons, of dealings with wicked magicians and evil witches. The myth of all peoples contain great stocks of such fantasy lore. If nothing else, the desire to believe in such seems to be innate in humanity. Whether or not there are parallel worlds or places where fantastic creatures actually live and magic works is not germane, for most of us are familiar with the concepts as if they were actual, and we have a desire to become involved, if only vicariously, amongst such heroic epics of magic and monsters. It is therefore scarcely surprising that a game which directly involves participants in a make-believe world of just such nature should prove popular; and had I reasoned out the enthusiasm it roused amongst the first few who played it, it would have been evident that *D&D* was destined to become a very popular game indeed. (Naturally, hindsight is usually a 20/20 proposition, and the fact is I wrote the game for a small audience of devoted miniatures players . . .)

If millions take to the fantasy world of J.R.R. Tolkien, and nearly as many follow the heroic feats of Conan, the market potential of a

game system which provides participants with a pastime which creates play resembling these adventuresome worlds and their inhabitants is bounded only by its accessibility. Access has two prominent aspects; availability is the first; that is, are potential players informed of the fact that the game exists, and are they able to physically obtain it; and difficulty is the second, for if once obtained the game is so abstruse as to be able to be played only by persons with intelligence far above the norm, or if the game demands a volume of preliminary work which is prohibitive for the normal individual, this will be recognized and the offering shunned even if it is available. *D&D* failed on both counts, and still its following grew. Today we are putting *D&D* onto the track where it is envisioned it will have both maximum availability and minimum difficulty. This is best illustrated in the "Basic Set."

Well over two years ago we recognized that there was a need for an introductory form of the game. In 1977 the colorfully boxed "Basic Set" was published. It contained simplified, more clearly written rules, dungeon geomorphs, selections of monsters and treasures to place in these dungeons, and a set of polyhedra dice — in short all that a group of beginning players need to start play with relative ease. Later editions have cleaned up most of the flaws in the first, and the newest will do away with the geomorphs and list of monsters and treasures in favor of a complete basic module, so that difficulty will be reduced even further. This should broaden the game's appeal to a base in the millions, and then the major factor becomes availability. Popular demand always increases availability, and *D&D* has been blessed by its enthusiasts most generously in this regard. Coupled with the work being done by TSR to publicize and promote the game, the availability factor will also be maximized over the next few years. Finally, to maintain interest, a series of new and interesting modular dungeon and outdoor scenarios, as well as more playing aids, will be made available periodically. The number of *D&D* players should certainly continue to mushroom for several years.

Fanatical game hobbyists often express the opinion that *DUNGEONS & DRAGONS* will continue as an ever-expanding, always improving game system. TSR and I see it a bit differently. Currently *D&D* is moving in two directions. There is the "Original" game system and the new *ADVANCED D&D*® system. New participants can move from the "Basic Set" into either form without undue difficulty — especially as playing aid offerings become more numerous, and that is in process now. Americans have somehow come to equate change with improvement. Somehow the school of continuing evolution has conceived that *D&D* can go on in a state of flux, each new version "new and improved!" From a standpoint of sales, I beam broadly at the very thought of an unending string of new, improved, super, energized, versions of *D&D* being hyped to the loyal followers of the gaming hobby in general and role playing fantasy games in particular. As a game designer I do not agree, particularly as a gamer who began with chess. The original could benefit from a careful reorganization and expansion to clarify things, and this might be done at some future time. As all of the *ADVANCED D&D* system is not written yet, it is a bit early for prognostication, but I envision only minor expansions and some rules amending on a gradual, edition to edition, basis. When you have a fine product, it is time to let well enough alone. I do not believe that hobbyists and casual players should be continually barraged with new rules, new systems, and new drains on their purses. Certainly there will be changes, for the game is not perfect; but I do not believe the game is so imperfect as to require constant improvement.

Does this mean that *D&D* will be at a dead end when the last of *AD&D*® is published? Hardly! Modules and similar material will continue to be released so as to make the DM's task easier and his or her campaign better. Quite frankly, the appeal of *D&D* rests principally upon the broad shoulders of the hard-working Dungeon Masters. The rules never need improvement if the DM is doing a proper job, but of course he or she can do so only if the rules are sufficient to allow this. With refined rules and modular additions, all aspects of a long lived and exciting campaign will unquestionably be there for the DM to employ. Will *D&D* dead end when its novelty dies? That is impossible to answer. It is my personal opinion that the game form is a classic which is of the same stamp as chess and *MONOPOLY*®; time will be the judge. No doubt that there is a limit to the appeal of the game in any of its current forms. If tens of millions play a relatively simple, so-

cial sort of a game such as *MONOPOLY*, it is a sure thing that a far more difficult game such as *D&D* will have a much more limited audience. As the game cannot be simplified beyond a certain point, we look to another means of popularizing it.

DUNGEONS & DRAGONS can be played on a computer. Computers are most certainly a big aspect of the near future, particularly the home computer. Non-programmable computer games are already making big inroads into the toy and hobby market. They will grow still more, and soon programmable games will join this trend. *D&D* program cassettes plugged into a home computer would obviate the need for a DM or other players. Thus the labor of setting up a campaign or the necessity of having a fairly large group to play in it would be removed. The graphic display would be exciting, and the computer would slave away doing all of the record work and mechanics necessary to the game, giving nearly instantaneous results to the player or players. Computerization of *D&D* has many other benefits also, and such games would not destroy the human-run campaign but supplement game participation. This is the direction we hope to make available to *D&D*. Let's see if my foresight is as keen as my hindsight.

All that being so, what is the purpose of this column, the reader may justifiably inquire? Well, as I make no claim to perfection, no such claim can be made for *ADVANCED D&D* or *D&D* for that matter. This column will cover controversial rules or systems, problem and so-called problem areas of *D&D/AD&D*, and consider new material as well. If the games are not to be continually changing and "evolving," neither is it envisioned that they have reached such a state of perfection so as to become immutable. What appears herein is discussion which will sometimes lead to alteration, amendment, or expansion of one or the other system. Initially, what you read here will be direct from me, but all DMs — and players also — are invited to submit article material of high calibre. A glance at the introductory sections of all of the works comprising the *D&D/AD&D* systems will show that many individuals contributed to the designs. The list in the forthcoming *DUNGEON MASTERS GUIDE* is longer still. All of these individuals, and the audience at large, are cordially invited to submit their thoughts and opinions on pertinent matters. If I am not to be "the great god gygax," a claim I have never made nor supported, there must be input which presents argumentation and systems which are meaningful alternatives to *replace* or *augment* existing rules and systems. This is not to say that anyone's favorite variant, even if well-designed, is likely to become *D&D/AD&D*, but at worst reasons for why it is unacceptable will be given, and the possible results could be a major change in the game.

So here is your forum. Let us hope it becomes a useful and meaningful exchange!



...SO THEN I LAUGHS, AN' SEZ TO HIM "GEE, HALF THE PARTY WIPED OUT, AN' THE ONLY LOOT A SINGLE +1 ARROW. THAT'S PRETTY FUNNY! WHATCHA GONNA DO WITH IT?"

SPI on AD&D[®]

Gary Gygax

A recent review of *ADVANCED DUNGEONS & DRAGONS® PLAYERS HANDBOOK* in SPI's house organ, *STRATEGY & TACTICS* demonstrated that the reviewer, Richard Berg, does not play *DUNGEONS & DRAGONS®*. This handicap prevented him from intelligently contrasting and comparing the old game-form with the new, and it proved to be a fatal drawback in terms of the value of the statements Mr. Berg made. Pontificating from his lofty height, the reviewer boldly asserted that *PLAYERS HANDBOOK* was not a game design but merely a simple rewriting of what had already been given in the original *DUNGEONS & DRAGONS*. Claiming that the majority of the work was "pig's lips" or some such, Mr. Berg went on to point out that he felt sure that dedicated *D&D* players would find the work useful and valuable anyway.

Of course, an antique set of ivory chessmen will be appreciated only by the chess *aficionado*. Dabblers will be satisfied with a lesser offering, and those who are not devotees of the game will find the cost outrageous, unless they also happen to appreciate works of art. The analogy could be better, but when one considers the success of *AD&D* in general, and *PLAYERS HANDBOOK* in particular, there are obviously quite a number of those dedicated players who disagree with the learned Mr. Berg's assessment. Reaction from players has been uniformly favorable. Workmanship in *AD&D* is far superior to that of its predecessor. The analogy is poor only when cost is considered. *AD&D*, when it is

complete in its projected form, will by no means be as costly as an antique ivory chess set . . . Under the circumstances, one can only wonder why Mr. Berg took the time to write on a subject of which he obviously knew so little. Perhaps it is personal or professional jealousy, as the success of *D&D* and now *AD&D* has certainly set the rest of the gaming hobby industry on its collective ear, but that is speculation.

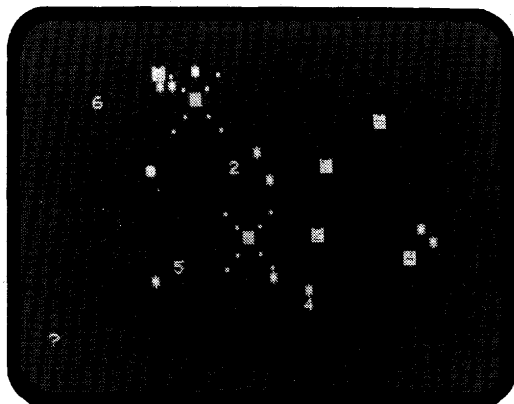
What is worthy of comment, however, is the source of the critical commentary on *AD&D* being nothing more than a rewrite of *D&D*. Coming from an officer of SPI, the past masters of the rehash, artisans of the warmed-over WWII battle game, purveyors of the umpteenth version of the same, tired scenario, it is indeed a wonder that Mr. Berg would bring up such a spectre! In my view, however, this is not a case of the pot calling the kettle black, but rather a case of the pot complaining because its besotted vision causes it to imagine it detects a spot of tarnish on the silver salver above it. Then again, perhaps it stems from the fact that SPI's best fantasy adventure game to date, despite extensive advertising and hype, despite riding the coattails of J.R.R. Tolkien, comes nowhere near the sales record of *PLAYERS HANDBOOK*, and Mr. Berg has never himself authored or designed a game half so popular as *D&D/AD&D*. Draw your own conclusions, dear reader. And, Richard, the ball is back in your court.

Gary Gygax

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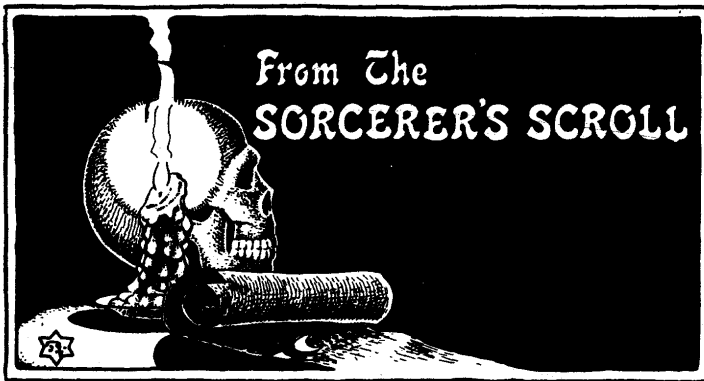
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THE MELEE IN D&D[®]

by Gary Gygax

There is some controversy regarding the system of resolving individual battles used in DUNGEONS & DRAGONS and the somewhat similar ADVANCED DUNGEONS & DRAGONS melee system. The meat of D&D is the concept of pure adventure, the challenge of the unknown, facing the unexpected and overcoming all obstacles. At times this requires combat with spell, missile, and hand-to-hand fighting. How crucial to the game as a whole is the melee? What part should it play? Is "realism" an important consideration? To put the whole matter into perspective, it is necessary to point out that there is probably only a small percentage of the whole concerned with possible shortcomings in the melee system, but even 1% to perhaps 5% of an audience of well over 100,000 enthusiasts is too large a number to be totally ignored. To the majority who do not have problems with the rationale of fantasy melee as presented in D&D, what follows will serve to strengthen your understanding of the processes and their relationship to the whole game. For those who doubt the validity of D&D combat systems, the expostulation will at least demonstrate the logic of the systems, and perhaps justify them to the extent that you will be able to use them with complete assurance that they are faithful representations of the combat potential of the figures concerned.

There can be no question as to the central theme of the game. It is the creation and development of the game persona, the fantastic player character who is to interact with his or her environment — hopefully to develop into a commanding figure in the milieu. In order to do so, the player character must undergo a continuing series of activities which are dictated by the campaign at large and the Dungeon Master in particular. Interaction can be the mundane affairs of food, equipment and shelter, or it can be dealing with non-player characters in only slightly less routine things such as hiring of men-at-arms, treating with local officials, and so on. But from even these everyday affairs can develop adventures, and adventurers are, of course, the meat of D&D; for it is by means of adventuring that player characters gain acumen and the wealth and wherewithal to increase in ability level. The experience, actual and that awarded by the DM, is gained in the course of successive adventures, and it is most common to engage in combat.

Hacking and slewing should not, of course, be the first refuge of the beleaguered D&Der, let alone his or her initial resort when confronted with a problem situation. Naturally enough, a well run campaign will offer a sufficient number of alternatives as well as situations which encourage thinking, negotiation, and alternatives to physical force, by means of careful prompting or object lessons in the negative form. Aside from this, however, combat and melee will certainly occupy a considerable amount of time during any given adventure, at least on the average. Spell and missile combat do not consume any appreciable amount of time, but as they are also often a part of an overall melee, these factors must be considered along with hand-to-hand fighting.

What must be simulated in melee combat are the thrusts and blows (smashing and cutting) of weapons wielded as well as natural body weaponry of monsters — teeth, claws, and so forth. Individual combat of this sort can be made exceptionally detailed by inclusion of such factors as armor, weapon(s), reflex speed, agility, position of weapon (left or right hand or both), training, strength, height, weight, tactics chosen (attack, defend, or in a combination), location of successful blows, and results of injury to specific areas. If, in fact, D&D were a game of simulation of hand-to-hand combat utilizing miniature figurines, such detail would be highly desirable. The game is one of adventure, though, and combats of protected nature (several hours minimum of six or more player characters are considered involved against one or more opponents each) are undesirable, as the majority of participants are most definitely *not* miniature battle game enthusiasts. Time could be reduced considerably by the inclusion of such factors as death blows — a kill at a single stroke, exceptionally high amounts of damage — a modified form of killing at a single stroke, specific hit location coupled with specific body hit points, and special results from hits — unconsciousness, loss of member, incapacitation of member, etc.

Close simulation of actual hand-to-hand combat and inclusion of immediate result strokes have overall disadvantages from the standpoint of the game as a whole. Obviously, much of the excitement and action is not found in melee, and even excitement and action is not found in melee, and even shortening the process by adding in death strokes and the like causes undue emphasis on such combat. Furthermore, D&D is a role playing campaign game where much of the real enjoyment comes for participants from the gradual development of the game personae, their gradual development, and their continuing exploits (whether successes or failures). In a system already fraught with numberless possibilities of instant death — spells, poison, breath and gaze weapons, and traps — it is too much to force players to face yet another. Melee combat is nearly certain to be a part of each and



All Treasure in A Dungeon is
not measured in Gold pieces.

The Dragon

sibility of character death highly likely, but it also allows the wise to withdraw if things get too tough — most of the time in any case.

The D&D combat systems are not all that “unrealistic” either, as will be discussed hereafter. The systems are designed to provide relative speed of resolution without either bogging the referee in a morass of paperwork or giving high probability of death to participants’ personae. Certainly, the longer and more involved the melee procedure, the more work and boredom from the Dungeon Master, while fast systems are fun but deadly to player characters (if such systems are challenging and equitable) and tend to discourage participants from long term commitment to a campaign, for they cannot relate to a world in which they are but the briefest of candles, so to speak.

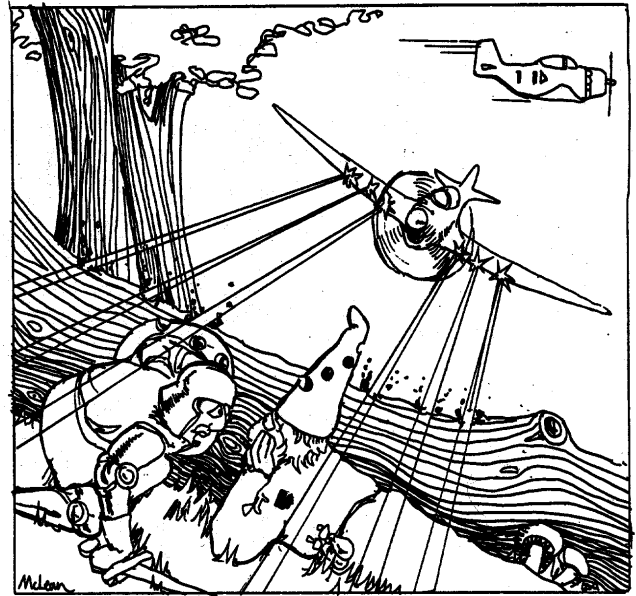
In order to minutely examine the D&D combat system as used in the ADVANCED game, an example of play is appropriate. Consider a party of adventurers trekking through a dungeon’s 10’ wide corridor when they come upon a chamber housing a troop of gnomish guards. Let us assume that our party of adventurers is both well-balanced in character race and class. They have a dwarf, gnome, and halfling in the front rank. Behind them are two half-elves. The last rank consists of three humans. Although there are eight characters, all of them are able to take an active part in the coming engagement; spells and missiles can be discharged from the rear or middle rows. The center rank characters will also be able to engage in hand-to-hand combat if they have equipped themselves with spears or thrusting pole arms which are of size useful in the surroundings. The front rank can initially use spells or missiles and then engage in melee with middle rank support, assuming that the party was not surprised. Whether or not any exchange of missiles and spells takes place is immaterial to the example, for it is melee which is the activity in question. Let us then move on to where the adventurers are locked in combat with the gnolls.

Each melee round is considered to be a one minute time period, with a further division into ten segments of six seconds each for determination of missile fire, spell casting and the striking of multiple telling blows. Note that during the course of a round there are assumed to be numbers of parries, feints, and non-telling attacks made by opponents. The one (or several) dice roll (or rolls) made for each adversary, however, determines if a *telling* attack is made. If there is a hit indicated, some damage has been done; if a miss is rolled, then the opponent managed to block or avoid the attack. If the participants picture the melee as somewhat analogous to a boxing match they will have a correct grasp of the rationale used in designing the melee system. During the course of a melee round there is movement, there are many attacks which do not score, and each “to hit” dice roll indicates that there is an opening which may or may not allow a telling attack. In a recent letter, Don Turnbull stated that he envisioned that three sorts of attacks were continually taking place during melee:

- 1) attacks which had no chance of hitting, including feints, parries, and the like;
- 2) attacks which had a chance of doing damage but which missed as indicated by the die roll; and
- 3) attacks which were telling as indicated by the dice roll and subsequent damage determination.

This is a correct summation of what the D&D melee procedure subsumes. Note that the skill factor of higher level of higher level fighters — as well as natural abilities and/or speed of some monsters — allows more than one opportunity per melee round of scoring a telling attack as they are more able to take advantage of openings left by adversaries during the course of sparring. Similarly, zero level men, and monsters under one full hit die, are considered as being less able to defend; thus, opponents of two or more levels of hit die are able to get in one telling blow for each such level or hit die.

This melee system also hinges on the number of hit points assigned to characters. As I have repeatedly pointed out, if a rhino can take a maximum amount of damage equal to eight of nine eight-sided dice, a maximum of 64 or 72 hit points of damage to kill, it is positively absurd to assume that an 8th level fighter with average scores on his or her hit dice and an 18 constitution, thus having 76 hit points, can physically withstand more punishment than a rhino before being killed. Hit points are a combination of actual physical constitution, skill at the avoidance of taking real physical damage, luck and/or



Y'KNOW, WIZ, WHEN YOU SAID THE TREASURE WAS GAURDED BY TWO FIGHTERS, I SORT OF FIGURED YOU MEANT LORDS OR MIRMIDONS OR SOMETHING IN THAT LINE.

magical or divine factors. Ten points of damage dealt to a rhino indicated a considerable wound, while the same damage sustained by the 8th level fighter indicates a near miss, a slight wound, and a bit of luck used up, a bit of fatigue piling up against his or her skill at avoiding the fatal cut or thrust. So even when a hit is scored in melee combat, it is more often than not a grazing blow, a scratch, a mere light wound which would have been fatal (or nearly so) to a lesser mortal. If sufficient numbers of such wounds accrue to the character, however, stamina, skill, and luck will eventually run out, and an attack will strike home . . .

I am firmly convinced that this system is superior to all others so far conceived and published. It reflects actual combat reasonably, for weaponry, armor (protection and speed and magical factors), skill level, and allows for a limited amount of choice as to attacking or defending. It does not require participants to keep track of more than a minimal amount of information, it is quite fast, and it does not place undue burden upon the Dungeon Master. It allows those involved in combat to opt to retire if they are taking too much damage — although this does not necessarily guarantee that they will succeed or that the opponents will not strike a telling blow prior to such retreat. Means of dealing fatal damage at a single stroke or melee routine are kept to a minimum commensurate with the excitement level of the system. Poison, weapons which deliver a fatal blow, etc. are rare or obvious. Thus, participants know that a giant snake or scorpion can fell with a single strike with poison, a dragon or a 12 headed hydra or a cloud giant deliver considerable amounts of damage when they succeed in striking, and they also are aware that it is quite unlikely that an opponent will have a *sword of sharpness*, a *vorpal blade*, or some similar deadly weapon. Melee, then, albeit a common enough occurrence, is a calculated risk which participants can usually determine before engaging in as to their likelihood of success; and even if the hazards are found to be too severe, they can often retract their characters to fight again another day.

Of course, everyone will not be satisfied with the D&D combat system. If DM and players desire a more complex and time consuming method of determining melee combat, or if they wish a more detailed but shorter system, who can say them nay. However, care must be taken to make certain that the net effect is the same as if the correct system had been employed, or else the melee will become imbalanced. If combat is distorted to favor the player characters, experience levels will rise too rapidly, and participants will become bored with a game which offers no real challenge and whose results are always a foregone conclusion. If melee is changed to favor the adversaries of player characters, such as by inclusion of extra or special damage when a high

April, 1979

number is rolled on a "to hit" die, the net results will also be a loss of interest in the campaign. How does a double damage on a die score of 20 favor monsters and spoil a campaign? you ask. If only players are allowed such extra damage, then the former case of imbalance in favor of the players over their adversaries is in effect. If monsters are allowed such a benefit, it means that the chances of surviving a melee, or withdrawing from combat if things are not going well, are sharply reduced. That means that character survival will be less likely. If players cannot develop and identify with a long lived character, they will lose interest in the game. Terry Kuntz developed a system which allowed for telling strokes in an unpublished game he developed to recreate the epic adventures of Robin Hood *et al.* To mitigate against the loss at a single stroke, he also included a saving throw which allowed avoidance of such death blows, and saving throw increased as the character successfully engaged in combats, i.e. gained experience. This sort of approach is obviously possible, but it requires a highly competent designer to develop.

Melee in D&D is certainly a crucial factor, and it must not be warped at risk of spoiling the whole game. Likewise, it is not unrealistic — if there is such a thing as "realism" in a game, particularly a game filled with the unreal assumptions of dragons, magic spells, and so on. The D&D melee combat system subsumes all sorts of variable factors in a system which must deal with imaginary monsters, magic-endowed weaponry, and make-believe characters and abilities. It does so in the form as to allow referees to handle the affair as rapidly as possible, while keeping balance between player characters and opponents, and still allowing the players the chance of withdrawing their characters if the going gets too rough. As melee combat is so common an occurrence during the course of each adventure, brevity, equitability, and options must be carefully balanced.

Someone recently asked how I could include a rule regarding weapons proficiency in the ADVANCED game after decrying what they viewed as a similar system, bonuses for expertise with weapons. The AD&D system, in fact, penalizes characters using weapons which they do not have expertise with. Obviously, this is entirely different in effect upon combat. Penalties do not change balance between character and adversary, for the player can always opt to use non-penalized weapons for his or her character. It also makes the game more challenging by further defining differences in character classes and causing certain weapons to be more desirable, i.e. will the magic hammer + 1 be useful to the cleric? It likewise adds choices. All this rather than offering still another method whereby characters can more easily defeat opponents and have less challenge. How can one be mistaken as a variation of the other? The answer there is that the results of the two systems were not reflected upon. With a more perfect understanding of the combat system and its purposes, the inquirer will certainly be able to reason the thing through without difficulty and avoid spoiling the game in the name of "realism."

Realism does have a function in D&D, of course. It is the tool of the DM when confronted with a situation which is not covered by the rules. With the number of variables involved in a game such as D&D, there is no possibility of avoiding situations which are not spelled out in the book. The spirit of the rules can be used as a guideline, as can the overall aim of rules which apply to general cases, but when a specific situation arises, judgement must often be brought into play. Sean Cleary pointed this out to me in a letter commenting on common misunderstandings and difficulties encountered by the DM. While the ADVANCED system will make it absolutely clear that clerics, for example, have but one chance to attempt to turn undead, and that there is no saving throw for those struck by undead (life level is drained!), there is no possibility of including minutia in the rules. To illustrate further, consider the example of missile fire into a melee. Generally, the chances of hitting a friend instead of a foe is the ratio of the two in the melee. With small foes, the ratio is adjusted accordingly, i.e. two humans fighting four kobolds gives about equal probabilities of hitting either. Huge foes make it almost impossible to strike a friend, i.e. aiming at a 12' tall giant's upper torso is quite unlikely to endanger the 6' tall human of a *javelin of lightning bolts* into a melee where a human and a giant are engaged. The missile strikes the giant; where does its stroke of lightning travel? Common sense and reality indicate that the angle of the javelin when it struck the giant will dictate that the

stroke will travel in a straight line back along the shaft, and the rest is a matter of typical positions and angles — if the human was generally before the giant, and the javelin was thrown from behind the human, the trajectory of the missile will be a relatively straight line ending in the shaft of the weapon and indicating the course of the bolt of lightning backwards. The giant's human opponent will not be struck by the stroke, but the lightning will come close most probably. Therefore, if the human is in metal armor a saving throw should be made to determine if he or she takes half or no damage.

In like manner, reality can illustrate probabilities. If three husky players are placed shoulder to shoulder, distances added for armor, and additional spaces added for weapon play, the DM can estimate what activities can take place in a given amount of space. Determination of how many persons can pass through a door 5' wide can be made with relative ease — two carefully, but if two or three rush to pass through at the same time a momentary jam can occur. How long should the jam last? How long would people actually remain so wedged? With an added factor for inflexible pieces of plate mail, the answer is probably one or two segments of a round. Of course, during this period the jammed characters cannot attack or defend, so no shield protection or dexterity bonus to armor class would apply, and an arbitrary bonus of + 4 could be given to any attackers (an arbitrary penalty of -4 on saving throws follows).

The melee systems used in D&D are by no means sacrosanct. Changes can be made if they are done intelligently by a knowledgeable individual who thoroughly understands the whole design. Similarly, "realism" is a part of melee, for the DM must refer to it continually to adjudicate combat situations where no rules exist, and this handling is of utmost importance in maintaining a balanced melee procedure. With this truly important input from the referee, it is my firm belief that the D&D system of combat is not only adequate but actually surpassed by any of its rival's so-called "improvements" and "realistic" methods. The latter add complication, unnecessary record keeping, or otherwise distort the aim of a role playing game — character survival and identification. What is foisted off on the gullible is typically a hodge-podge of arbitrary rulings which are claimed to give "realism" to a make-believe game. Within the scope of the whole game surrounding such systems, they might, or might not, work well enough, but seldom will these systems fit into D&D regardless of the engineering attempts of well-meaning referees.

The logic of the D&D melee systems is simple: They reasonably reflect fantastic combat and they work damn well from all standpoints. My advice is to leave well enough alone and accept the game for what it is. If you must have more detail in melee, switch to another game, for the combat portions of D&D are integral and unsuccessful attempts to change melee will result in spoiling the whole. Better to start fresh than to find that much time and effort has been wasted on a dead end variant.

AND A FEW ADDITIONAL WORDS . . .

Those of you who read the first article in this series ("Dungeons & Dragons, What It Is And Where It Is Going," DRAGON #22) will appreciate knowing that TSR is now in the process of creating its Design Department. Jean Wells is now on the staff in order to give the game material with a feminine viewpoint — after all, at least 10% of the players are female! Lawrence Shick also joined us recently, and he will work primarily with science fantasy and science fiction role playing adventure game material, although you'll undoubtedly be seeing his name on regular D&D/AD&D items as well. In the coming months I envision the addition of yet more creative folks, and as new members are added to our staff, you'll read about it here. What TSR aims to do is to assure you that you get absolutely the finest in adventure gaming regardless of the form it is in; and the new Design Department will answer your questions, handle the review of material submitted for possible publication by TSR, appear at conventions, design tournaments, author material for this publication (and probably for other vehicles as well), and create or assist with the creation of playing aids and new forms of adventure games. This is a big order, certainly, but both Jean and Lawrence are talented and creative gamers. Expect great things from them, and the others who will join them soon, in the months to come!



THE PROPER PLACE OF CHARACTER SOCIAL CLASS IN D&D®

©Gary Gygax

Insertion of randomly determined social class is sometimes touted as an improvement or valuable addition to the existing game system. This sort of assertion seems valid on the face of it, for doesn't the game benefit from assigning social classes to player characters? Isn't a new dimension added when the rank of characters is known and considered? Before answering those questions, consider from whence the idea of social classes came. Professor M.A.R. Barker suggested social classes in his instruction manual for his monumental game, *EMPIRE OF THE PETAL THRONE*. The *EN GARDE* game by Game Designers Workshop contained a lengthy treatment of social class and birth tables. Those who saw these works and decided to insert them into *D&D* failed to recognize one important singularity common to each of the aforementioned games which is not possessed by *DUNGEONS & DRAGONS®/ADVANCED DUNGEONS & DRAGON®*. Both the world of Tekumel and that of the Three Musketeers *etal* have a complex and detailed social system already devised for them — one from the creativity of Professor Barker, the other drawn from the history and legends of the period of Cardinal Richelieu, the early Seventeenth Century. *D&D* has no such cultural and social background.

Because *D&D* does not have a predetermined culture and social structure, it is totally foolish to plug in a system which assigns a class rating to characters, unless the social class determination is very basic and non-specific such as:

- 01-75 character is of common background
- 76-95 character is of aristocratic background
- 96-00 character is of upper class background

Note that this sort of determination is not particularly useful, but it does not preordain a social order, either. Use of a more specific method causes the Dungeon Master to automatically accept a social order he or she may well have no desire to include in the campaign, for lack of knowledge or personal preference or any other reason. All of the social distinction tables assume nobility or offices or professions which are not universal to all cultures. Use of such tables means that the DM has accepted the premise that his or her campaign, in fact, has such classes of nobles, professions, or offices.

D&D is a fantastic medieval game system. This does not mean that it is medieval in the European sense, although a campaign milieu based loosely upon mythical feudal Europe is not precluded. However, it could as well be set in the Near or Far East, in a mythical place, in a mythos with an ancient-medieval atmosphere (such as Robert E. Howard's "Hyborean Age"), or just about any other desired milieu. The important factor is medieval technology, not necessarily feudalism with primogeniture, entail, and a Salic Law.

So-called birth tables are likewise of highly questionable value to DMs. These tables dictate to the Dungeon Master the rank of a male player character's birth, i.e. first, second, third, etc. Again, the information is useful only when a culture which is basically feudal European (with primogeniture, entail, and Salic Laws regarding inheritance and titles) is considered. What if some other system is desired by the DM?

Out the window with the birth tables, of course. Furthermore, even if a basically feudal society is presupposed in the campaign, what use are birth tables which indicate that a player character is a first-born son of a ruling monarch or major noble? How can one conceive of such a personage going out adventuring at the risk of life and limb?! Has the individual abdicated his inheritance? Does he have amnesia? Where are his guards and retainers? Does his sire know what he is doing and where? And all of this when a compatible social order is considered. Now envision use of such systems in a milieu which is neither feudal nor male-oriented — a hierarchy based on matriarchal principles, for example. Inclusion of such tables simply is unthinkable. For these very reasons, *D&D* does not contain any systems of social classification, for the DM must first decide upon the culture and society of the campaign before any valid system can be designed, and there are far too many variables, so the task is strictly that of the DM. Any detailed system will impose its own order upon the campaign, as well as possibly forcing the DM to accept certain premises regarding player characters which do not fit into the schema of the milieu.

For the sake of discussion, a number of government forms are given below. Several of these names were coined on the spot in order to describe types of governments which would be applicable in a *D&D* campaign milieu. The list is by no means exhaustive, and DMs should feel right in devising any sort of government which is reasonable within the parameters they have set for their particular "worlds". Government forms are:

ANARCHY — No formal government and no social classes

ARISTOCRACY — Government by a privileged class, this class so vested with power to rule being determined by virtually any circumstances of social or economic relevance

AUTOCRACY — Government which rests in self-derived, absolute power (an emperor or dictator is typically an autocrat, but the variations are many)

BUREAUCRACY — Government by department, rule being through the heads and chief administrators of the various departments of the system

CONFEDERACY — A league of possibly diverse governmental and social entities designed to promote the common weal of each

DEMOCRACY — Government by the people, i.e. the established body of citizens, whether direct or through elected representatives

FEODALITY — Feudal government where each authority derives authority and power from the one above and pledges fealty in like manner

GERIATOCRACY — Government by the very old

GYNARCHY — Government by females only

HIERARCHY — Typically religious government with a structure somewhat similar to a feodality

MACOCRACY — Government by professional magic-users

MATRIARCHY — Government by the eldest females of whatever social units exist

MILITOCRACY — Government by military leaders and the armed forces in general

MONARCHY — Government by a single sovereign, usually hereditary, whether absolute in power or limited (such as the English monarchs were by the Magna Carta)

OLIGARCHY — Government by a few, usually absolute, rulers who are co-equal

PEDOCRACY — Government by the learned and savants

PLUTOCRACY — Government by the wealthy

REPUBLIC — A government of representatives of an established electorate

THEOCRACY — God-rule, or rule by a god's direct representative

Let us assume a campaign in which the DM desires to develop play around two diverse portions of the campaign area, in this instance a portion of a continental land mass. The western nation is an oligarchy, while the east is fragmented into numbers of small feudal states which the oligarchy keeps in constant turmoil and warfare through clever machination. If player characters begin in an eastern land — more likely a place for adventuring — the social order will tend to be feudal or

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semi-feudal. Let us further assume they start out in a small province of a small kingdom ruled by an absolute monarch. Near equals to the king are the peers of the realm — dukes, princes, the greatest churchmen, marquises, counts (or earls), great churchmen, viscounts, barons, and lesser great churchmen. Considered separately are knights, for those given this status by the king are peers, those with lesser knighthoods still ranking amongst the nobility. Of course, nobles are not necessarily knighted; and knighthood, unlike titles of nobility, can not be inherited.

Below the nobility and knights is a broader class of society, the gentry. Gentlemen, or the gentle born, are from families with land holdings or great wealth from mercantile activity and the like. The great offices of the kingdom — chancellor, marshal, constable, etc. — are drawn from the nobles; but the lesser office holders — bailiffs, magistrates, justices, etc. — will be drawn from the gentry. Outstanding members of the class will be knighted. Exceptional knights will be elevated to the peerage. Civic leaders are typically of this class.

Next after the gentry are the freemen and artisans. This class is comprised of small landowners, tradesmen, and skilled craftsmen. This class furnishes candidates for very minor offices of the government and will be active in the affairs of small community government, usually serving under the leadership of a gentleman. Rarely will members of this class be knighted.

Below the freemen and artisans come the laborers. These are free folk, but they have neither land nor skills. They are tenant farmers, workers, and peddlers. These folk come under all of the upper classes, and they can aspire to become freemen, although there is little likelihood of this move occurring, as money or opportunity is scarce.

The lowest class is far and away the largest. It is made up of servants, bondsmen, and serfs. Servants and bondsmen can eventually move into the laborer class; serfs can have no such hope, as they are confined by law to work the land for their liege lord, be it nobleman, churchman, gentleman, or even freeman.

Player characters beginning in this social order will be of noble origin only if the DM desires to include this as a factor. Frankly, only the younger sons of any noble family would have any reason to become adventurers in most cases, for the first born will inherit the title and lands, and the second and third sons will certainly be provided for by means of clerical offices and government positions. Royal sons are always given titles and lands regardless. If first-born sons or royal family members become involved in a campaign as player characters, there must be a reason for this! Where will adventurers come from then? Not from the peasants, for they are probably absolutely forbidden to possess and bear arms, except when impressed into levied bands by their liege lords. Most adventurers will come from the laboring, freeman/artisan, or gentle class. The percentage of adventurers from each class is entirely dependent upon campaign circumstances such as the largest urban area nearby, local and regional government, economic factors, etc. Let us suppose, for the sake of the example, that there is a 5% chance that a character will be from the lowest class, 10% chance of being from the laboring class, 30% from the class of freemen and artisans, and 50% from the gentle class. (More weight is given to the more privileged classes as they are more likely to be able to afford or otherwise have the means to have their sons — or daughters — given the background necessary to become an adventurer.) A 5% chance is also given for a lesser noble class background, for anything greater in percentage or higher in class would cause severe campaign anomalies. What does this all mean?

Well, starting funds and equipment must be adjusted to suit social class, although some weight can be given to the possibility of previous gains and losses to balance things out a bit. The major effect such social level determination would have is in the area of profession. All thieves and assassins could come only from the two lowest social classes. Clerics could come only from the levels above the two lowest. Magic-users could come only from the three highest levels. Paladins could come only from the highest class. In general, skills learned before becoming an adventurer are non-existent outside those peculiar to the profession of the character. For example, the son of a cheese maker will be sent away at a young age to receive a clerical education, or serve as an apprentice magic-user, without benefit of training in his father's business. Each adventurer will have basic skills and knowledge to his or her profession and little else. Fighters are the sole possible exception, for

their apprenticeship would typically come later and consist of service with a levied or militia force, then as a mercenary or recruited man-at-arms, and only thereafter as a 1st level (veteran) fighter. Therefore, consideration to the possibility of the character possessing one or more skills in addition to fighting ability is not unreasonable. These skills would be commensurate with social class and background based upon the milieu.

D&D was purposely sketchy and vague regarding government and social systems, for not only would any attempt at detailing such information be of considerable length, but it would also take away the prerogatives of the DM. The governments and social systems of a campaign should be devised and developed directly by each individual DM with an overview of his or her entire campaign, both the introductory milieu, and the eventual scope of the "world" and the universe (or "multiverse") in which it is set. To force any order upon the DM is to curtail the scope he or she has in devising such settings. This is not to say that it is wrong to have package offerings such as the Judges Guild *CITY-STATE* or TSR's *WORLD OF GREYHAWK*. In such as these, there can be no question in the purchaser's mind as to what is offered, a milieu which is already developed. The *D&D* rules are distinct, however, in that they instruct the DM as to how the game is played and mention only in passing that an entire "world" must be developed to house the campaign. The design of that world was left as the purview of each individual DM. The explosion of *D&D*'s popularity, and human nature too, has tended to promote an increasing acceptance of social class distinctions and tables without due consideration for long term campaign effects. At the very least this has resulted in some very odd settings, and at worst it has promoted the early demise of campaigns — typically with attendant reorganization and restarting with revised ideas and rules. In order to save DMs from this difficulty, a thorough treatment of society and government forms is needed. Space and time disallow any indepth treatment, even assuming a qualified authority could be found to do a thesis on the topic for us. DMs must be prepared to research the topic for themselves and develop systems which suit their needs.

D&D is principally medieval in respect to the technology of its arms, armor, and military arts. Even assuming the DM wishes to adhere to a medieval milieu, many sorts of historic government forms and social orders are available — the English monarchy, the Swiss confederation, the Holy Roman electorate, the Byzantine Empire, various Arab states, or even the horse nomads of Central Asia can be used as models, and that is but a sampling. Consider some of these other possible forms which may or may not draw upon historical bases. Then create the societies you desire.

It is obvious then, that only the individual Dungeon Master is capable of properly establishing the social order of his or her individual campaign. Active inclusion of this consideration will necessarily place some further restrictions on player character choices as to profession, but this is not necessarily a drawback; and it might well be desirable in certain cases, as it will tend to encourage more fighters and reward them with bonuses in the area of knowledge and skills not possessed by other classes of adventurers. Inclusion of an overall social structure and classes is, of course, a necessity in any large campaign. This is not merely an embellishment; it is an integral part of the development of the milieu. Furthermore, inclusion of important personages from higher levels of society will tend to add greatly to the campaign in various ways, whether from taking service with a noble to rescuing a prince or princess, such interaction adds to the scope and meaning of the campaign.

What is also obvious is that social class is certainly not something to be added lightly, a factor to be sprinkled whimsically into the campaign or tossed into the whole by random chance. A well run and meaningful campaign will have an equally well devised social system and class determination according to forethought precepts. I suppose it is best summed up by the old adage, 'class will tell' . . .

DMG Finished

As of this writing the manuscript for *DUNGEON MASTERS GUIDE* has at long last been completed, save for a few pages of probable rewrites and transitional material which editing will uncover. This has been a long and lousy struggle for me, as there have been so many other things to do, and great numbers of interruptions in the work flow. It is fun to be

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body, Leof knew that the blow had done its work. The sharpness of the pain was all that stood but momentarily between him and the final blackness, and he sought to make these last few moments to good advantage.

He struggled with fumbling fingers to free the Holy Hand Grenade from his trappings. With the last gasp of strength he pulled the pin and hurled it directly at the brawny fighter's face.

The room was suddenly filled with screams and running feet, all trying for the door — but much too late. As the last of life leaked from the fallen elf, the expanding shock wave reached the walls and rebounded back through the room, time and time again. Only through the opened door did the explosion find relief, hurling the crowded bodies against the far side of the passage, then to pass with ever diminishing force, in both directions through the corridor.

Around a nearby corner a contingent of orc guards advanced on their hourly rounds. But as they reached the turning, those behind saw the van thrown backwards, instantly gelled by the still expanding wave-front, only, moments later, to find the selfsame doom.

Eventually the wave died out, much diminished by its travels, spent by reflection from the walls, diluted by expansion into many rooms and chambers, and once again quiet reigned.

"And that's the story," my guest was saying. "I was on the other side of the partition at the time of the fight. In fact, I was just on my way back to try to attract Roods attention to the flight of descending stairs that I had found. But when I opened the door, the grenade went off and knocked me backwards, down the stairs. By the time I climbed back up, it was over. Everywhere, pulped remains." He gulped. "Good thing I have an iron constitution."

"That's some story," I said, ignoring his levity. "Tell me, what do you think went wrong?"

"Well, they were obviously a badly matched group. After they lost their leader the natural inclinations of each just oozed out and inhibited their working as a team."


"And that's it?" I said incredulously, knocking the ashes from my pipe.

"Not all of it, by any means," he replied. "Although that did contribute a good deal to the situation." He paused for a long pull at his glass.

"While all of this was building beneath the surface, even then it may not have come into the open," he continued. "Had Snafu not so evinced his greed over that dagger things may not have gone so poorly."

* * *

MORAL: Keep your hands out of stranger's drawers.

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able to create in an atmosphere of calm and quietude — someday I'll get a chance to try it. I do hope all of you enjoy the end result. In addition to the credits inside DMG, and the list is very long, I would like to mention the following individuals who have contributed as follows: Outside reading and considerable input into the final product, in order of input — Len Lakofka, Tom Holsinger, and our usual stalwarts Gay Jaquet, Will Niebling, and Jim Ward. TSR's new Design Department, namely Lawrence Shick and Jean Wells, undertook the authorship of two sections — ostensibly to test the mettle of these good folk, but actually to assure that the whole manuscript would be finished in a timely manner. Lastly, and it is unfair that it always comes thus, the Production Department staff headed by Mike Carr and ably seconded by Tim Jones and Al Hammack, have done wonders in organizing, emending and otherwise cleaning up what I wrote in a stream-of-consciousness fashion, often under stress or too hurriedly.

This is also a good time to pass on thanks to the good people who

GENCON XII Status Report

By the time you see this report, the convention information packet will finally be ready to be mailed out. The numerous goodies inside are legion and even I am impressed by the wonderful response we have received from many individuals wishing to judge tournaments and tourneys. I only hope that our hobby's manufacturers will be as generous. Some of these events bear mentioning even before the convention packet is mailed.

BOARDGAMES: Avalon Hill has graciously said they would sponsor an Avalon Hill Classic. (A special tournament based on the oldies, but goodies, such as Africa Korps, Waterloo, Stalingrad, and sometimes D-Day or Battle of The Bulge). SPI & GDW will also be sponsoring tournaments. Not to mention the numerous small tourneys put on by TSR Staff and Friends.

SEMINARS: John Prados (designer of AH's *Third Reich* and OSG's *Panzerkrieg*) has committed to do a solo seminar on designers and game design, and a workshop where budding game designers can talk over design theory and receive help with design problems. We have received several maybes from other game designers and developers, but John is the first one to come up with a concrete proposal.

MINIATURES: I am getting some remarkable help from R. Johnson and the Milwaukee Wargaming Community. Ships, Tanks, D&D®, Napoleonic, Ancients, EPT, and English Civil War will all be represented, as well as many other aspects of miniature gaming. Besides this, we are moving the miniature playing area to less chaotic surroundings. I believe this area to be one of the true highlights of the convention.

ROLE-PLAYING — last but certainly not least, as the saying goes. The D&D Masters Tournament (Sorry folks by Invitation Only) begins on Thursday. Friday AND Saturday sees the beginning of the D&D Open Tournament (Sorry, only 500 openings!) A *Dungeon!* tournament will also run on Saturday. Numerous other events such as EPT, Runequest, Chivalry & Sorcery, Boot Hill, and other games including the infamous Schurmashultz and Sorcery, Numerous tourneys in this area of gaming interest.

OPEN GAMING ROOM — This is the room where you can leave messages about floating games, find opponents and generally where we can help you get all the open gaming your heart desires.

As you can see we have a lot of stuff cooking. How I am ever going to put it all in a convention handbook is beyond me. Anyway hope to see you at GENCON XII.

Joseph G. Orlowski
GENCON Coordinator.

Judges/Events Wanted FOR GenCon XII

Many of you complained that there were not enough miniature games, boardgames, role-playing games, computer games ectera etal at last year's GenCon. If you think GenCon needs more of *Something*, why don't you help make sure it's available in large quantities in GENCON XII.

Small tourneys can be just as fun as large ones for the avid gaming crowd. Prizes can be arranged by us costing a potential judge little or nothing. So come on! Give your fellow gamers a break, and have a good time too! Contact us at:

GenCon XII — Tourneys, POB 110, Lake Geneva, WI 53147

Judges get **FREE** admission to GENCON. See the entire convention for free! Recognized events only.

write to me with comments, ideas, criticisms, and whatever — people, such as Steve Marsh, John Sapienza, John Baillie, and many others. While we do not always agree, I do appreciate the exchange of ideas and opinions offered thereby. I enjoy the opportunity to "talk shop" in person or through correspondence, although time often prevents me from replying at length to any missive. The foregoing material was written immediately after our *Spring Revel* minicon, where I DMed four sessions and spent a few hours discussing the game with the folks there. Now let's see what comes from my upcoming trip to CANGAMES in May.



D&D®, AD&D® AND GAMING

by ©Gary Gygax

Adventures of the cerebral type have been with us for as long as mankind has told tales around campfires. Role playing is at least as old as this too, if one considers early religious or quasi-religious rites. Both advanced in form during the Golden Age of Greece, assuming forms which are close to those of today. How modern-era adventure games came into being is connected to all of this, for they owe their existence to *D&D*, a fact which cannot be disputed. Fantasy wargaming began before adventure gaming. In fact it began before *CHAINMAIL*. Tony Bath of England was conducting table top battles roughly based on the "Hyborean Age" of Robert E. Howard's *Conan* years before the "Fantasy Supplement" of *CHAINMAIL* was published. Similarly, role playing has been common in wargaming for years—decades, I suspect, when one considers the length of time that hobby has been pursued in England. I can personally recall being part of the nationwide game which was conceived by "The AdHoc Committee for the Re-Reinstitution of WWII". The group was based in Stanford University, and this writer was given the role of the Chinese Communist commander, while my friend, Don Kaye, was the Chinese Nationalist leader, and our associate, Terry Stafford of Chicago, was the British Far East Squadron Commander. Interesting and differing roles, but all involving thousands, or millions, of men to be commanded.

Our own local group, the Lake Geneva Tactical Studies Association, became involved in one-to-one gaming about 1970. Mike Reese and Leon Tucker, both strong proponents of WWII miniatures gaming, and Jeff Perren and I with our medieval miniatures, provided the group with many hours of enjoyment around the large sand table which reposed in the basement of my home. At various times our number commanded a squad or more infantry, bands of marauding Vikings, a key bunker, a troop of Mongolian light horse, a platoon of AFVs, and so on. Some of these roles lasted for a single game or two, some included large scale map movement and the many engagements which constitute a campaign. Late in 1972 these roles were extended to include superheroes and wizards, as the special fantasy section of what was to become *CHAINMAIL* was play-tested. Magic-users defended their strongholds from invading armies, heroes met trolls, and magic items of great power were sought for on the same sand table which had formerly hosted Normans, Britain English and tanks in Normandy. These games were certainly adventures, and role playing was involved, yet what was played could by no means be called either *D&D* or adventure gaming.

When Dave Ameson, already a member of the *International Federation of Wargaming*, joined the *Castle & Crusade Society*, he began playing in our loosely organized campaign game. Now most of the action therein was conducted by the LGTSA, using my sand table, other members of the society coming for visits to my place to join in from time to time. Dave had a large group in the Twin Cities, and they desired to do their own thing. Dave, an expert at running campaign games, began to develop his own "Fief" as a setting for medieval fantasy campaign gaming, reporting these games to the head of the *C&C Society*. Using *CHAINMAIL*'s "Fantasy Supplement" and the "Man-To-Man" rules of the same work, Dave made some interesting innovations: First, he gave his fellows more or less individual roles to play—after all, "Blackmoor"

Over \$500 To Be Awarded At GenCon Wargame Figure Painting Competition

A new competition will be inaugurated at this year's GenCon, scheduled for Aug. 16-19. Sponsored by TSR Periodicals and The Dungeon Hobby Shop, the competition is for painted wargame figures.

Over \$500 in prizes will be awarded in a total of seven categories. The competition will be divided into two size classifications, with each of these further divided by period. The two size classes are *Micro Scale* and *Regular*. *Micro Scale* is to consist of all micro-sized armor and other types, such as spaceships (Grenadier and Valiant, for example), naval vessels (CinC 1/2400, GHQ *Micronauts*, Valiant *Fighting Sail*, *Superior*, *Waterline*, etc. i.e., any scale smaller than 1/200, inclusive) and airplanes. The *Micro Scale* class is further divided into two categories: *Unit* and *diorama*. *Unit* is defined as a militarily definable and recognizable organization. (This definition applies only to this class; unit is defined differently in other categories.) The minimum number of figures in this class is five, and the maximum is forty.

Dioramas are limited only in base size—15" X 15".

The *Regular* class consists of 15mm, 20mm, 25mm, and 30mm figures. This class is further divided into two categories; Historical and Fantasy & Science Fiction. The *Historical* category is further divided into two sub-classes—*Unit* and *Diorama*. The minimum number of figures represented must be a viable unit on the wargame table. Unit size is limited to one battalion of foot or horse, or one battery of cannon or siege equipment. The maximum number of actual figures must be justified by an existing, commercially available set of rules governing the period. Diorama limitations apply as above, 15" X 15", maximum.

The Fantasy & Science Fiction Category is also divided, this time into three sub-classes: *Unit*, *Diorama* and *Monster*. Unit is defined as at least five, but no more than 40, figures in a plausible organization. The diorama restrictions are the same as previous categories. The monster sub-class is limited to five figures or less. (Some may qualify as both Unit and Monster, but may only be entered in one.)

If you wish to enter, you need only show up at the appointed times. There will be a \$1 entry fee per entry. We will provide secure storage prior to the actual judging. You must package your entries for safety from incidental damage — we will provide security and a place to store them in *your packing*. The actual judging period is the only time that all entries will be on full display, and we will do everything we are capable of doing in an effort to protect your property. The results are scheduled (remember that we are talking about an event some six months away) to be announced shortly after lunch on Sat., the 19th. The actual judging will be occurring during lunch. We would like to place the winners on display for the rest of Saturday.

There are a total of seven classes and sub-classes: *Micro-Scale Unit*; *Micro-Scale Diorama*, *Historical Unit*, *Historical Diorama*, *Fantasy & SF Unit*, *Fantasy & SF Diorama* and *Fantasy Monster*. Each of the seven class winners will receive an engraved plaque and a year's sub to the TSR Periodical of their choice. In addition, there will be two BIG prizes: *Best of Show* and *Sweepstakes Award*. *Best of Show* will go to the best diorama in the entire competition, the *Sweepstakes Award* will go to the best unit entered in the competition. These two awards also merit plaques, along with \$250 in gift certificates. *Best of Show* will receive a \$150 G.C. from the Dungeon Hobby Shop, while the *Sweepstakes Award* merits a \$100 G.C. from The Dungeon. The Dungeon is the most complete wargame hobby shop in the midwest, and also carries an extensive line of trains and equipment, and capable of fulfilling any gamers' dreams. Their mailorder service is extensive and efficient.

was just a small section bordering on the "Great Kingdom", and there weren't all that many heroes and wizards and men-at-arms to parcel out. Then, Dave decided that he would allow progression of expertise for his players, success in games meaning that the hero would gain the ability of five, rather than but four men, eventually gaining the exalted status of superhero; similarly, wizards would gain more spells if they proved successful in their endeavors. Lastly, following *CHAINMAIL*'s advice to use paper and pencil for underground activity such as mining during campaign game sieges, and taking a page out of the works of Howard and Burroughs *etal*, he brought the focus of fantasy miniatures play to the dungeon setting.

CHAINMAIL had proved to be highly successful primarily due to its pioneering concepts in fantasy and individual gaming concepts—the tail end of the work which wagged the rest. Dave Arneson expanded upon these areas, and when he and I got together, the ideas necessary to create *D&D* were engendered. After a brief visit, Dave returned home, and within a few days I had a copy of his campaign notes. A few weeks of play-testing swelled the ranks of the LGTSA to a score or more of avid players, and the form of *D&D* began to take shape. If you ever meet someone who claims to have played the game since 1973, you can believe him or her, for by the spring of that year I had completed the manuscript for the "Original" version of *D&D*, and copies were handed out but in order to stop the late night and early morning phone calls asking weird questions about clerics or monsters or whatever.

By the time *DUNGEONS & DRAGONS* was published (January, 1974) there were already hundreds of players, and the major parts of what was to become *GREYHAWK* were written and in use too. Adventures, role playing, games, and fantasy all reach back into the dawn of history. Adventure gaming dates only to 1973-74 and *D&D*. In 1974 only slightly more than 1,000 copies of the game had been sold. Today far more than that are sold each month. *D&D* has many competitors, and every manufacturer of miniature figures offers a wide range of fantasy figures. Ads in gaming and hobby trade publications stress fantasy games and figures more often than any other subject Adventure gaming has come a long way, and *D&D* began it all.

D&D is the leading adventure game, it is the most influential, and the most imitated. Since its inception it has been added to through special supplemental works (*GREYHAWK*, *BLACKMOOR*, *ELDRITCH WIZARDRY*, and *GODS, DEMI-GODS & HEROES*), augmented by miniatures rules (*SWORDS & SPELLS*), and complimented by a host of specially approved and licensed products from firms such as Judges Guild and Miniature Figurines. *D&D* has been edited (by the eminent J. Eric Holmes) to provide an introductory package, and the contents of that offering have recently been expanded to include a beginning module. Despite all of this activity, the game has remained pretty much as it was when it was first introduced in 1974, although there is now far more to it

ADVANCED DUNGEONS & DRAGONS is a different game. Readers please take note! It is neither an expansion nor a revision of the old game, it is a new game. A number of letters have come to me, the writers expressing their surprise at or voicing their disapproval of this fact. John Mansfield, in *SIGNAL*, cautions his readers to be aware that an ongoing *D&D* campaign cannot be switched to *AD&D* without major work or actual scrapping of the old game and beginning a fresh effort. To prevent any further misunderstandings, it is necessary that all adventure gaming fans be absolutely aware that there is no similarity (perhaps even less) between *D&D* and *AD&D* than there is between *D&D* and its various imitators produced by competing publishers.

Just as *D&D* was the instrument which made adventure gaming what it is today, it is envisioned that *AD&D* will shape the future of fantasy adventure gaming. Where *D&D* is a very loose, open framework around which highly imaginative Dungeon Masters can construct what amounts to a set of rules and game of their own choosing, *AD&D* is a much tighter and more structured game system. The target audience to which we thought *D&D* would appeal was principally the same as that of historical wargames in general and military miniatures in particular. *D&D* was hurriedly compiled, assuming that readers would be familiar with medieval and ancient history, wargaming, military miniatures, etc. It was aimed at males. Within a few months it became apparent to us that our basic assumptions might be a bit off target. In another year it became

Fifth Annual Strategists Club Awards for "Creativity in Wargaming"

1 Outstanding Game of 1978

Assault on Crete (AH)
Cross of Iron (AH)
Gamma World (TSR)
The Next War (SPI)
Source of the Nile (DG) Discovery Games

2 Outstanding Game Design of 1978

Assault on Crete (AH) von Borries & Reed
Cross of Iron (AH) Greenwood & Hill
The Next War (SPI) Dunnigan & Herman
Operation Crusader (GDW) Chadwick
Source of the Nile (DG) Wesely & Maker

3 Outstanding Miniatures Rules of 1978

Bireme & Galley (FGU)
Fire & Steel (GDW)
Gamma World (TSR)
Runequest (Chaosium)

4 Outstanding Miniature Figure Line of 1978

Ancient 15's - Grenadier
Fantasy & Collectors Series 25mm - Ral Partha
Lord of the Rings - Heritage
Modern Micro Fleet 1/2400 - Cin C
Space Squadrons - Grenadier
World of Fantasy - Martian Metals
Valley of the Four Winds - Mini Figs

5 Outstanding Professional Wargaming Publication of 1978

The Dragon (TSR Periodicals)
Fire & Movement (Baron Publ.)
The General (AH)
Strategy & Tactics (SPI)
White Dwarf (Games Workshop)

How to, and Who May Vote:

Anyone reading this in any of the fine magazines running it is eligible to vote, but only once. To that end, you must include your name and address somewhere on the ballot. This must be done, as it is our only method of preventing ballot stuffing; failure to do so will invalidate the ballot. **DO NOT SEND IN THIS BALLOT! DO NOT PHOTOCOPY THIS FORM!** All votes must be cast on a postcard. Simply list your choices in numerical order. **ONLY ONE CHOICE IN EACH CATEGORY.** Ballots must not accompany any order or other correspondence with TSR Hobbies or TSR Periodicals; they must be sent separately.

Mail all ballots to:
"SC" Awards
c/o THE DRAGON
POB 110
Lake Geneva, WI 53147

**All ballots must be
postmarked no later
than 31 July 1979**

abundantly clear to us that we were so far off as to be laughable. At least we had the right subject material and the right general approach, so two out of three and all that. . .

Because *D&D* allowed such freedom, because the work itself said so, because the initial batch of DMs were so imaginative and creative, because the rules were incomplete, vague and often ambiguous, *D&D* has turned into a non-game. That is, there is so much variation between the way the game is played from region to region, state to state, area to area, and even from group to group within a metropolitan district, there is no continuity and little agreement as to just what the game is and how best to play it. Without destroying the imagination and individual creativity which go into a campaign, *AD&D* rectifies the shortcomings of *D&D*. There are few grey areas in *AD&D*, and there will be no question in the mind of participants as to what the game is and is all about. There is form and structure to *AD&D*, and any variation of these integral portions of the game will obviously make it something else. The work addresses itself to a broad audience of hundreds of thousands of people—wargamers, game hobbyists, science fiction and fantasy fans, those who have never read fantasy fiction or played strategy games, young and old, male and female.

AD&D will eventually consist of *DUNGEON MASTERS GUIDE*, *PLAYERS HANDBOOK*, *GODS, DEMI-GODS & HEROES*, and *MONSTER MANUAL* and undoubtedly one or two additional volumes of creatures with which to fill fantasy worlds. These books, together with a broad range of modules and various playing aids, will provide enthusiasts with everything they need to create and maintain an enjoyable, exciting, fresh, and ever-challenging campaign. Readers are encouraged to differentiate their campaigns, calling them *AD&D* if they are so. While *D&D* campaigns can be those which feature comic book spells, 43rd level balrogs as player characters, and include a plethora of trash from various and sundry sources, *AD&D* cannot be so composed. Either a DM runs an *AD&D* campaign, or else it is something else. This is clearly stated within the work, and it is a mandate which will be unchanging, even if *AD&D* undergoes change at some future date. While DMs are free to allow many unique features to become a part of their campaign—special magic items, new monsters, different spells, unusual settings—and while they can have free rein in devising the features and facts pertaining to the various planes which surround the Prime Material, it is understood they must adhere to the form of *AD&D*. Otherwise what they referee is a variant adventure game. DMs still create an entire milieu, populate it and give it history and meaning. Players still develop personae and adventure in realms of the strange and fantastic, performing deeds of derring-do, but this all follows a master plan.

The advantages of such a game are obvious. Because the integral features are known and immutable, there can be no debate as to what is correct. A meaningful dialog can be carried on between DMs, regardless of what region they play in. Players can move from one *AD&D* campaign to another and know at the very least the basic precepts of the game—that magic-users will not wield swords, that fighters don't have instant death to give or take with critical hits or double damage, that strange classes of characters do not rule the campaign, that the various deities will not be constantly popping in and out of the game at the beck and call of player characters, etc. *AD&D* will suffer no such abuses, and DMs who allow them must realize this up front. The best feature of a game which offers real form, however, is that it will more readily lend itself to actual improvement—not change, but true improvement. Once everybody is actually playing a game which is basically the same from campaign to campaign, any flaws or shortcomings of the basic systems and/or rules will become apparent. With *D&D*, arguments regarding some rule are lost due to the differences in play and the wide variety of solutions proposed—most of which reflect the propensities of local groups reacting to some variant system which their DM uses in his or her campaign in the first place. With *AD&D*, such aberrations will be excluded, and a broad base can be used to determine what is actually needed and desired.

Obtaining the opinions of the majority of *AD&D* players will be a difficult task. This is a certainty. If there are now more than a quarter million *D&D/AD&D* players (and this is likely a conservative estimate) less than 10% are actively in touch with the "hard core" of hobby gaming. Most of these players are only vaguely aware that Gary Gygax

had anything to do with *D&D*. Only a relative handful read *THE DRAGON*, and fewer still have any idea that there are other magazines which deal with the game. Frankly speaking, they don't care, either. They play *D&D* or *AD&D* as leisure recreation. These are games to fill spare time, more or less avidly pursued according to the individual temperament of the individuals involved. To this majority, games are a diversion, not a way of life. A pastime, not something to be taken seriously.

D&D initiated a tradition of fun and enjoyment in hobby gaming. It was never meant to be taken seriously. *AD&D* is done in the same mold. It is not serious. It simulates absolutely nothing. It does not pretend to offer any realism. Games are for fun, and *AD&D* is a game. It certainly provides a vehicle which can be captivating, and a pastime in which one can easily become immersed, but is nonetheless **only a game**. The bulk of participants echo this attitude. TSR will be hard put to obtain meaningful random survey data from these individuals simply because they are involved in playing the game, not in writing about it or reading about it outside the playing materials proper. There are, of course, a number of ways to surmount the problem, and you can count that steps will be taken to do so—the first is actually in progress now, involving an increase in readership of this magazine, for *DRAGON* has always been the major vehicle for *D&D* and *AD&D*, and it will remain so in the foreseeable future.

Conformity to a more rigid set of rules also provides a better platform from which to launch major tournaments as well. Brian Blume recently established a regular invitational meet for *AD&D* "master players" (in which this writer placed a rather abysmal 10th out of 18 entries, but what the hell, it was good while it lasted-). The "Invitational" will certainly grow, and TSR is now considering how best to establish an annual or semi-annual "Open" tournament for *AD&D* players to compete for enjoyment, considerable prize awards, recognition, and a chance to play in the "Masters" event. There is no reason not to expect these events, and any others of similar nature sponsored by TSR, to grow and become truly exceptional opportunities in the years to come. Good things are certainly in store for *AD&D* players everywhere! Not only will *AD&D* retain its pre-eminent position in adventure gaming, but it will advance it considerably in the future. More variety, more approaches to play, more forms of the game, and more fun are in store.

D&D will always be with us, and that is a good thing. The *D&D* system allows the highly talented, individualistic, and imaginative hobbyist a vehicle for devising an adventure game form which is tailored to him or her and his or her group. One can take great liberties with the game and not be questioned. Likewise, the complicated and "realistic" imitators of the *D&D* system will always find a following amongst hobby gamers, for there will be those who seek to make adventure gaming a serious undertaking, a way of life, to which all of their thought and energy is directed with fanatical devotion. *ADVANCE DUNGEONS & DRAGONS*, with its clearer and easier approach, is bound to gain more support, for most people *play* games, not *live* them—and if they can live them while enjoying play, so much the better. This is, of course, what *AD&D* aims to provide. So far it seems we have done it

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Judges Guild has been invited to use this column to comment on their own unique contributions to *D&D* and soon to *AD&D* also). I hope that next issue you will be able to see what Bob Bledsaw, Chuck Anshell, and company have to say. Meantime, all of you who have in the past made contributions to the game, or would like to have input in the future, are reminded that you have a standing invitation to submit material for publication in this column. Articles must be in manuscript form, of course. Be certain to send them to me directly, c/o *THE DRAGON*.

* * * * *

For those of you who wondered why I took certain amateur publishing efforts to task, it was because they were highly insulting to *TSR*, *D&D*, this magazine, and myself. That sort of invitation is not likely to go unanswered by me. It does not seem reasonable that returning the same sorts of compliments they bestowed upon *TSR et al*, should give rise to

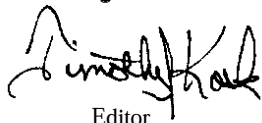
Continued on page 39

June, 1979

Rumbles, cont. from pg. 1

guarantee that every letter sent will be published; the one letter I mentioned is the only printable one out of the grand total of five that we received.

Joe Orłowski is no longer with TSR Periodicals, much to our regret. He has transferred to TSR Hobbies, Inc., to become fulltime GenCon Coordinator and Convention Director. I would like to thank Joe publicly for the fine job he has done in the past, particularly while I was recovering from my surgery last winter. Had it not been for his yeoman efforts, Periodicals might well have floundered. We wish him well in his new position.



Editor

AND NOW, A FEW WORDS FROM THE NEW KID ON THE BLOCK. . .

"Gee, three weeks ago I couldn't even spell ~~editor~~ editor, and now I am one!"

Well, my first half-a-rumble. As the Kindly Editor (my boss) said earlier, I'm Gary Jaquet (henceforth to be known as "Jake" — we already have one Gary around here). Some of you already know me, as I've been hanging around the game world for some years now. Actually, I got into board games in high school back in the 60's, but when D&D appeared in '74, I was hooked for good. Oddly enough, it was that period in my life that has put me where I am today, here in *The Dragon* offices.

I was minding my own business, attending Southern Illinois University at Carbondale, Illinois, majoring in journalism. One day I stopped in at one of my regular haunts, the Downstairs Arcade pinball arcade. There behind the counter was a bearded, slightly balding man rolling strangely shaped dice and making notations on graph paper. Being the curious being that I am, I asked what he was doing. That was it! I had to have a set of D&D rule books right away. And, if you haven't guessed by now, the man behind the counter was none other than Tim Kask. Tim and I developed a fast friendship and from then on, most any evening you could find us both, along with a few other crazies, at Tim's house, exploring dungeons.

Tim graduated in '75 and went straight to Lake Geneva to be editor of the old Strategic Review, and eventually *The Dragon*. I graduated in '76, and with the extreme lack of jobs in the journalism field at the time, started working construction. In the past three years, however, my interest in gaming has, if anything, increased. I free-lanced a few articles for *The Dragon*, started attending all the cons in Lake Geneva, wound up co-authoring TSR's *Gamma World*, and, surprise, surprise, got offered the job of assistant editor of *The Dragon*.

It took me about three seconds to make the decision.

After three years of working in the elements, carrying things that weigh more than I do, and just generally wasting away in Peoria, Illinois, it almost seems immoral to be paid for sitting in my own office, working at a trade I spent seven years preparing for in college, and dealing with a subject I enjoy as recreation. From watching a clock to see how much longer it would be till I got to go home, I

Sorcerer's Scroll, cont. from pg. 30

any comment at all—save perhaps from those on the receiving end. There are also a couple of other points which should be mentioned. Those who read what was said noted that I mentioned two offerings by name. This in itself, and despite the generally bad things said, was actually a favor, the old axiom about the superiority of being attacked rather than being ignored coming into play. It is true. Coupled with the comparison to early amateur press efforts in wargaming, it offers these publications, and all the other amateur efforts, a chance to show the whole hobby just how wrong and stupid I am by publishing material of superior quality which does not resort to invective, character assassination, libel, slander, or various and sundry cheap shots, relying rather on honest efforts at quality contents to interest readers. *DUNGEONEER* took this approach in the first place, and it has done well. Perhaps other publishers will take a page from their journal and turn things around in the amateur adventure gaming press. If so, I'll be among the first to give congratulations, in print! Meanwhile, I have had the misfortune to view a so-called professional fantasy gaming oriented magazine's first issue; this contained mostly numerous boring commentaries by some folks who are trying hard to make a name for themselves in gaming, principally by insulting the leaders in the hobby. This is regrettable but understandable when one is dealing with amateurs; it is deplorable in a professional magazine. Even though it is the house organ of an aspiring publisher, such journalism cannot succeed for long. That sort of work will have to change quickly or the magazine won't see many issues.

So much for this issue's SORCERER'S SCROLL. Here's to the fun of gaming, win or lose!

now find myself worrying that I don't have enough time each day to do all the things I want to see in the next issue of the magazine. Quite a change.

At any rate (how 'bout 18½%?), I find myself filling Joe Orłowski's shoes (or at least one of them) as he moves on to become GenCon Co-ordinator full time. My duties as assistant editor, in addition to all the editorial/lay-out/paste-up/production responsibilities Tim and I share together, will include subscriptions and circulation. With this transfer, unfortunately, there are bound to be a few delays/foul-ups. Joe is doing his best to touch all the bases with me before he leaves the magazine entirely, but, if he forgets to tell me there are two address change cards back in the bottom of the left hand filing cabinet, I may not find them for a few days. So please bear with me. Full and fair restitution will be given to any problems incurred during this transition period. The impossible just takes a little longer.

You'll start seeing a few changes in *The Dragon* with this issue, new features, columns, etc., and as the summer progresses, there will be more. Tim and I have been talking about the magazine for the last three years, and now we have the opportunity to work on it together. We both have great expectations.

Keep those cards and letters comin' folks. See you next month.



Assistant Editor

Party Formation, cont. from pg. 37

add or delete items as desired, but remember that those shown are chosen to maintain a low key of power.

1. Feather falling ring
2. Warmth ring
3. Water walking ring
4. Wand of Negation
5. Wand of Wonder
6. Bag of holding (500 pound capacity)
7. Boat, folding (small rowboat)
8. Brooch of shielding
9. Cloak and boots of Elvenkind
10. Javelin of lightning, pair
11. Javelin of wounding, pair
12. Necklace of adaptation
13. Robe of useful items — SEE BELOW
14. Rope of climbing
15. Trident of warning
16. Wings of flying or boots of levitation

Items On A Robe Of Useful Items (Select 7-12)

BONFIRE, small
 CASK, 1-3 = water, 4-5 = wine, 6 = brandy (3 gallon capacity)
 CALTROPS, six
 CROWBAR, 4' tempered iron
 DAGGER, silver
 DOG, WAR
 DOOR, standard size, oak with iron bindings and bar
 GEM, 100 gold piece value
 LADDER, 12' long
 LANTERN, bullseye
 Mallet & STAKES
 MEAT, haunch of roast mutton, venison, etc.
 MONEY, stack of 50 silver coins
 MULE, pack
 OAK TREE, 30' high, large
 OWL, GIANT
 PICK, standard digging
 POLE, 10'
 ROOSTER
 ROPE, 50' coil
 SHOVEL
 TORCH, flaming
 WASP NEST, normal, about 200 wasps

When you are thoroughly familiar with this system, you will be able to ready a party of players for an adventure with a minimum amount of time and effort on your part, and do so with relative assurance that they will be about right for the area they will adventure in. Your comments on this system will be appreciated.

Jake Jaquet

Introduction—In presenting this panel pre-view-review of the Dungeon Masters Guide, I find myself in a somewhat two-headed position, having to wear the hat (or cap, as the case may be) of assistant editor of TSR Periodicals, and introduce this panel, while at the same time giving my views of the DMG as I worked with it before I became associated with TSR in an employee-employer relationship.

I guess it was about nine months ago when I received the first of a multitude of sections, additions, revisions, deletions, and corrections to the DMG. I also have the somewhat dubious distinction of being the only person involved with the project to have a section of the rough drafts disappear to the insatiable appetite of the U.S. Postal Service. If you ask me what to do to counter a Sphere of Annihilation, I'll have to refer you to them, at least until the first copies come off the presses. I never saw it. But, considering the tremendous amount of material involved with the DMG, I'm actually surprised it didn't happen more often.

In companion with the Players Handbook and the Monster Manual, the DMG finally finished(?) Advanced Dungeons & Dragons®, and becomes the most complete, concise, and accurate set of rules for a role-playing game. State-of-the-art, to use once again, that over-used expression. In this case, though, it is justified. Organization, definitiveness, and sheer bulk of material aside, AD&D now becomes the first (though others have falsely claimed otherwise) true second-generation role-playing game. Anyone can rewrite a set of rules, put it in a new format, or commission new cover art for a set of rules. The DMG goes beyond these physical gimmicks, and elevates AD&D to a new plateau, in an evolutionary sense. The input from thousands of campaigns, literally millions of role-playing hours is a force not to be denied. While author credit goes to Gygax, it is every bit as much the work of every gamer who has ever sat on either side of the screen of any session of D&D in the past five years.

And the Dungeon Master's Guide reflects it.

The following comments are from various persons, both employed by, and outside of, TSR who worked on the DMG from artwork to editing to paste-up. Their thoughts are not so much formal reviews, as impressions of and feelings for a major labor. If they are sometimes a little tongue-in-cheek, perhaps it is simply relief. . . .

Jeff Leason—

The DMG was the first project I fermented in the production department I've learned a lot of new information since working on the DMG. After reading the abbozzo at least twice and then perusing the cultivated copies of the text (another three or four times) I, and I'm sure many of my colleagues, suffered from acute acedia. Some of the units of discourse were hippotomonstrosesquipedalian, but we soon got accustomed to Gary's liturgy of archaic ideophones and aphorisms. Working on the DMG was enriching to say the least I hope all of you will enjoy using it as I have enjoyed correcting it!

Lastly, there can, of course, be no doubt as to the hirsuteness of dwarves of the feminine gender!

Len Lakofka—

ADVANCED DUNGEONS & DRAGONS can have no real boundaries, and rules can only help to outline what the game is about. The new *Dungeon*

(*con't on pg. 5 col. 3*)

The Dungeon Masters Guide And a Few Words

Gary Gyax Interviewed by TD

Q. With the completion of, printing of, and now, the final release of, the Dungeon Masters Guide, is Advanced Dungeons and Dragons finished? Is the work complete; has the game reached the final stage of evolution and polish that you envision for it?

A. Yes, and no. Yes, insofar as everything we can see currently is well covered and any other material additions to the game system will be done in modular form, where it is expanding the system as far as what players can do to have adventures. No, in respect to what the cleverness of the DMs and players will uncover in the rules. Certainly they are going to find areas that are not as fully covered as we'd like, and quite likely they're going to find areas which need either further rule refinement or whole new rules written, because AD&D is an on-going and growing entity upon which I hope we can improve still further over the years.

Q. Suppose it is game night at your house; you have a bunch of "normal" D&D players, you've invited them all over for their first AD&D adventure, in the new, modified AD&D campaign. What kind of pep talk or briefing would you give them before they sat down and actually adventured? What do you feel that you would point out, what would you warn them about, etc.?

A. The first thing I'd do, . . . would be warn them that the party is over. Things are tougher, more controlled. They really needn't worry if they are experienced players; role-playing is one thing and fantasy games are another thing, and with D&D or any similar game, for that matter, whether it be something as basically non-complicated as perhaps *Tunnels and Trolls*, or something as detailed and complex as *Chivalry and Sorcery*. They have the basic ideas of the game down. They would have to roll whole new characters—they'd have to begin afresh. Their background experience, of course, would be useful to them. And what would they find? A game where the DM is far more able to handle situations as they arise; AD&D provides the DM with a far stronger framework that answers his questions and needs far more explicitly and more extensively than the other systems do.

Q. Along the same lines, then, if someone were to ask you, "Why did you do AD&D?", is that what you would answer them? Why did you feel that it was necessary to "re-do" D&D?

A. I didn't really "rewrite" D&D *per se*. I looked at D&D and said, "This is a game form designed for a much different audience than is actually playing D&D." So what we want to do is to provide a quarter-million, or a half-million, or whatever the number of players and referees is, with a game form that is really usable to them. D&D is only a loose structure and doesn't answer many of the needs of the DM. AD&D is a much tighter structure which follows, in part, the same format D&D does, but it is a much stronger, more rigid, more extensive framework around which the DM can build his or her campaign. The whole of D&D was built to make the game, the adventure campaign, more

viable for the DM who had to put all these hours and hours of work into structuring the whole thing. With D&D, the DM can find that unless he or she had been extremely careful, one winds up with a campaign that lasts six weeks, or maybe even six months, but then everybody is beyond the parameters of the rules. With AD&D, growth is slower, it's more structured, and it's designed so that you won't run out of game in six weeks, or six months. Perhaps in six years you will, but that's a whole different story.

Q. If you could predict the future, see into your crystal ball where the letters and responses are at, what do you expect the response to AD&D to be? From the old D&Ders? From the new, unexposed-to-fantasy-game players? What do you think it's going to do for fantasy gaming? For TSR?

A. Well, we've had some response already from D&D players with regard to AD&D. The letters have basically been: "Gee, this is all different from D&D! Why didn't you warn us?" And John Mansfield, in his magazine *Signal* said, "Don't think you can plug D&D into an AD&D format, because you can't." I agree. In fact, in one of the recent columns in your magazine, I pointed that out. They are different. You can't do it. Basically, players and referees are going to say, "Thanks a lot," when it's all done, because all the work they put into setting up a game won't go down the tubes in such a short time, as it would with D&D—not in all cases, but in most cases. D&D tends to allow too rapid growth of player-characters and the game gets beyond the control of the DM far too quickly. In AD&D, all of these problems have been taken care of. The character classes have more balance, and the growth rate of player-characters is kept in check far more closely. For the amount of work that a DM has to put in—probably two hours for every hour of play—you're going to get some real returns, instead of a short-lived campaign.

Q. Back to your earlier comments, that inevitably players will find areas that don't suit them, areas that may be "wrong", areas that are treated in a way that the consensus feels to be wrong, whether or not it is, and if the game is expanded upon, or when it is expanded upon, it will be expanded upon in modules. Are the majority of D&D players going to have to pick up every one of these modules, like you used to have to do with all the supplements? You really had to keep up with the supplements to keep up with the ongoing, on-growing D&D when it first came out. Is this going to happen again, or are you going to be able to take the DMG, lock yourself on a desert island, and have a good time with it?

A. This question will take about ten years to answer; it's highly extensive. First of all, D&D came out in the form it did because it was still a baby when it was done. It was done in a hurry to answer the demands of many hard-core gamers, and it was written for a whole different audience. But even though the audience was different, their basic abilities were not all that different from the anticipated

Developers' Notes. . . .

from the Author

audience. And most of these good people have great minds and imaginations, and nearly everyone of them is going to be able to say, "Boy, that would be a perfect game if only this rule or those rules were changed, and I know how to make it a perfect game." This is rather typical of gamers, and so they're going to want to immediately change things and amend things to make it "the perfect game."

To some extent, this can be done with *AD&D*, because there is still enough flexibility within the rules to allow it, without really changing the scope of the game. As the game matures, and we want to add on, without coming to what would be called perhaps "the third generation of fantasy role-playing," we will add to it through modules, or perhaps through articles. These additions or clarifications or whatever won't really be necessary to be obtained for any player, because, hopefully, they won't be earthshaking revisions of the rules. If that comes up, what we'll have to do, really, is publish an article saying, "this is a horrible revision, please take note, and free copies are available for all you good people who bought it." But I really don't envision that. Yet, the people who are active in this—perhaps not all the vocal ones or the ones you read about, but who generate the volume of mail—have enough questions or enough comments on certain areas, we might then look at a second edition, let's say, of *AD&D* to cover these points. Again, if it becomes necessary, it will be well publicized prior to that. We don't envision *AD&D* as being an ever-changing thing except as follows: *Gods, Demi-Gods, and Heroes* is really a necessary part of *AD&D*, because the deities are necessary to the game. So, eventually, those with viable campaigns move on to add deities to their games. And this will be possible within the next six-months, or a year, or whatever—whenever a much revised and expanded *GDH* is available. We also contemplate adding monsters to the game because monsters get burned up. It's always nice to be able to throw a new monster at the players, so. . . . The people in the U.K. are going to have their chance to add some monsters to the game, and who knows? There might be two volumes to the *Monster Manual*, or three, over the years, but that's about the size of it: a slowly growing work, as the players want it, not as the players *must* buy it.

Q. One of the raps against D&D was that it was too flexible, and one of the great difficulties, particularly in going to conventions or tournaments and such, was: anyone could say, "I'm having a D&D game, and a person from one side of the country would go, he'd sit down at the table, and within ten minutes, he knew he was in trouble, because he didn't recognize it as any kind of D&D he had ever played. How flexible, or how inflexible, is AD&D in this regard, compared to D&D? Can a player from California go and find a group in New York and at least have some reasonable assurance that he or she is at least going to understand the guidelines and the framework? Or are you going to encourage the massive variants and do-it-yourself additions that D&D was noted for?

*A. D&D was noted for massive additions and variants that we encouraged, to some extent, without fully realizing the inventiveness of those people who were going to get it, and because it was done over a short period of time, and we didn't realize how unfamiliar many of the players who would begin *D&D* were with miniatures and boardgames. And so . . . we encouraged a monster . . . and we are like Frankenstein and *D&D is our monster*. It's grown and we want to throw it into the lime pit now and let it. . . . No, in reality, it's a monster that brings so many people so much fun and enjoyment, even though, as you say, and is also true, that each group plays much differently than the other. We want to still keep *D&D* going as long as anybody is interested in it, because it is fun, and although you get wild variants, if you're enjoying the game. . . .after all, that's what it's there for. *AD&D* is designed specifically to answer this lack in *D&D* in that the players will not be so able to bend the rules nor will the DM be able to bend the rules. There are strong admonitions against tinkering with the integral systems, and what we are trying to do is establish a game that will be recognized from coast to coast, from the Arctic Circle to the Mexican border, or beyond if they read English and play *AD&D*. This will give fellowship to all the *AD&D* players, and also enable us to do something that I've wanted to do for a long time, that it to establish an international tournament for *AD&D*, which will allow players from all over the country and maybe even the U.K. and Australia and everywhere else it's played to get together and compete in a recognizable game where they're on relatively equal footing for—someday—substantial prizes, perhaps.*

Q. On to the DMG specifically; the much-awaited, long-hoped-for, etc., etc., hoopla-build-up, trumpets, fanfare, DMG, The piece-de-resistance in AD&D. Regarding the book itself: what did you find was the biggest problem, the most detailed revision, the hardest obstacle to overcome, the easiest part of it, the most difficult? What were the highlights, and lowlights, in the writing of it that you remember and look back upon?

*A. The hardest part of the whole thing was sitting down to write it. I had already been working on the *Monster Manual* and the *Players Handbook* for about two years, and I was getting a little big "frayed around the edges," let's say. Yet the need was there. When the fans are crying out and saying, "Help us! Help us! Things aren't going well!", it did give me considerable motivation. The easy parts were writing up character classes, the spells, etc. All of the tables and so forth went very easily, except the things I really put off to the very last; the details of massive combat, in the air, on land, or in the sea, and encounters, and so on, because many of these things don't lend themselves to chance. In other words, much like monster or treasure placement, they *just* really shouldn't be rolled up on a chart. I was loathe to prepare the charts to do all these things, but finally I did, and so, OK, if you don't take the time or the care, or don't have concern for*

(con't on pg. 46)

Master's Guide will help those who want their rules better spelled out, who like no loose ends, who want everything defined and quantified. Many questions are answered, there are numerous tables of data, there is new information on campaigns, spells are better defined. But in like manner there is much for the person who wants an ever changing game, loads of new magic items, the ability to generate new monsters, ways of expanding a player's universe into other role playing games. In short the *DMG* has something for everyone. It is well authored and finely proofread. Does it answer everything? No. That is impossible—and that is what makes *AD&D* the best game for a person to invest his life in. Excuse me, but the Hulk is at the door with the plans for level 6 of the Pyramid of the Devil. Now about that artifact. . . .

Lawrence Schick

The *Dungeon Masters Guide* contains an enormous amount of information, more than in *Players Handbook* and *Monster Manual* put together. Inexperienced (and indeed, even experienced) DMs may wonder, out of all this verbiage and all these tables, just what is important? What is essential and what is peripheral? This is especially germane to those campaigns in the midst of converting to the complete and vastly superior *AD&D* system. Here are the sections of the *DMG* that I consider of prime importance to the conduct and balance of the game:

- Acquisition and recovery of spells
- Combat and melee, including spell casting during melee
- Awarding of experience points and levels
- Rules and limitations on magical research, including fabrication of magic items
- Creating and controlling non-player characters
- Placement of treasure
- Alignment

Excessive tampering with any of these sections by DMs (except possibly alignment) or abuse by players could very easily cause serious imbalances in the game. Large alterations almost inevitably result in campaigns so weird as to be unrecognizable as *AD&D*. As it stands, all the core sections of *AD&D* hang together, one on the other, in a series of checks and balances. Innovations are best made slowly and carefully to determine their far-reaching effects on the whole of the game. The above sections are among the most essential.

This is not to say that the rest of the rules in the *DMG* are dispensable. They're the flesh on the bones of *AD&D*, and thus somewhat mutable. In fact, the lists of various types included to aid the DM in setting up his or her campaign are more in the line of playing aids than rules, and can be altered at will. (It might be emphasized that this does not apply to the beardedness of female dwarves, no matter what Jean says.) However, give the *AD&D* rules a chance as they stand before going at them with a buzzsaw—I think you'll be pleased at the way it all works.

Jean Wells

The *DMG* all in all is quite good. There are only two things in the entire book that I strongly dislike and they both appear under the section of the "Player Character Characteristics". First elves are described as being flighty or frivolous. It further states that they spend their time dancing, singing, frolicking and playing unless necessity dictates otherwise. Mind you, I am not pro-elf, but I do feel they do more than the aforementioned whether necessity dictates or not. I feel that to say all elves or even the major portion of them, behave in such a

(con't on pg. 44)

retreated, leaving their dead to mix bloodied green with the blue of the fallen Frenchmen who pushed onward past them. Finally, as if by mutual agreement, both sides pulled apart.

Lannes' V Corps now controlled most of the Cavalry plain, and had virtually severed Bagration's command from the rest of the Allied army. The Russians still held a strong position and the crossroads for Austerlitz and Olmutz. Each of the commanders sent an optimistic report to their commanders. Lannes, over-optimistically reported he would soon have a complete victory while Bagration reported he was only giving way "foot by foot."

Bagration's message ended with the entreaty for further orders, but the Allied command was too busy to make any replies. The Pratzen Heights was now in French hands and soon the bulk of Napoleon's army would fall on the flank of the remaining Allied columns.

The pause lasted nearly an hour while both commanders prepared to launch an attack. Bagration's forces again moved first by a few minutes. Once more the Third Division received the brunt of the Russian attack. Again, they were forced back against Santon Hill. There were fewer battalions on the Santon than there had been when the earlier attack was repulsed. Even the again valiant efforts of the 17th Line were not stopping the Russian advance.

At this crucial point Lannes' attack began. The French Marshall threw his units against the center and right of the Russian position, driving them slowly backward again. Fearing for their rear and flank, the forces attacking the Santon Hill were forced to begin pulling back.

Leichtenstein massed his cavalry at the road junction to cover the withdrawals. (See Map IV).

The French Dragoons and Cuirassiers once more answered the *pas de charge* and smashed into the flank of the withdrawing Russian right. A battalion was ridden down and a panicky rout threatened. Almost immediately the Allied cavalry counter-attacked the flank of the attacking Frenchmen. The infantry were able to continue a hurried withdrawal almost unmolested while the two bodies of cavalry slashed and swirled about each other. After several minutes the Allied horse once more withdrew, but the infantry was safe and the French cavalry's horses were too exhausted to pursue. The Russians again had lost heavily to the armored Cuirassier.

Pressing hard on the retreating Russian infantry, the French were able to gain control of the vital crossroads. Isolated from the rest of the Allied army (which was in a very bad situation itself) and running low on powder and shot, Prince Bagration ordered a general withdrawal. Seeing the Russians pulling back, the impulsive General Carafelli, his own division also short powder, rode quickly to Murat's headquarters to have fresh forces from the Reserve Cavalry sent. Despite his pleading and demands Murat would not risk sending any further regiments to the V corps until he is sure Napoleon would not need them on the right. By 4:30 Prince Bagration was able to withdraw intact. His forces formed a vital rear guard for the battered Russian army as it retreated back into Russia. In two days 60 kilometers separated the two armies.

Developers Notes (con't from pg. 5)

manner is doing the people who enjoy playing them a grave injustice. A race that is supposed to be fascinated by magic, in my opinion, would not take life so haphazard or so casual. To think that elves spend the thousands of years of their life just amusing themselves is absurd! The best magic comes from elves and that takes work, a lot of it. Finally, let it stand that I say, "Dwarven women DO NOT have beards, Gary!

Allen Hammack

One might think that after reading the *DMG* as often as I have while it was being edited, all of those tables and facts and procedures would be burned onto my memory like fiery words on stone tablets. That's not the case, folks, most of it has become one big blur. Sure, I remember reading a section on "Maximum Character Age", but I couldn't tell you how old an elf might get before he croaks — like I said, it's a big blur. One or two points, however, are worthy of comment.

Throughout the *DMG* the reader is urged not to be a nice guy on the one hand, and yet not to be too stingy with treasure, magic, experience, etc. on the other; tables and charts and more tables still, and in seeming contradiction, just as many exhortations to "wing it". The novice DM might feel that every possible situation that might come up is covered by the plethora of tables; yet, while *AD&D* is more structured than its predecessor, it is by no means completely rigid. Let creativity and fair play be your guide — the object, after all, is for all concerned to have fun (a goal far too many players and referees lose sight of).

The section on lycanthropy has some statements I disagree with. The example of the lycanthropic paladin is unjust, in my opinion (which I expressed at one of the editing conferences); my view has always been that a paladin (played correctly) is one of the most difficult characters to play, and denying him the restoration of his paladinhood even after ridding himself of the disease and accomplishing a *quest* seems spiteful and unfair. In addition, the idea of taking more than a point of damage while bursting out of armor into wereform seems a bit much. I agree with the idea behind these, which is that monster-player-characters should be discouraged, but the application is too severe.

Alas for the death of the apostrophe! When properly used it is a bold and shining punctuation mark, indicating possession when placed after a noun and before an "s"; alas that it has been driven into hiding! Last seen just before publication of *Players Handbook*, the supporters of the linguistic anarchy forced it out of the title of *Dungeon Masters Screen* and now try to banish it forever with the *Dungeon Masters Guide!* Using an artistic excuse, they bar its every attempt at propriety and propagate the error. All is not lost, however, for there is a small but determined underground seeking to restore the lost mark to its proper place. Some day . . .

With the lopsided score of TSR 12, Jean 1, the mini-controversy of whether dwarven women have beards has been laid to rest. They do.

Mike Carr —

Our work on the *DUNGEON MASTERS GUIDE* has been an undertaking of considerable magnitude, since it is the largest project ever published by TSR. Fortunately, our prior experience with other projects and the two preceding hard-bound volumes (*MONSTER MANUAL* and *PLAYERS HANDBOOK*) stood us in good stead. Our energies over quite a number of months have been dedicated to bringing you, the *AD&D* enthusiasts of the world, a book you have been waiting for — and in time for GenCon XII.

No book of this nature can be truly definitive — it's simply the nature of the game to be open-ended, and of course, that means that there are some areas that might not be covered as well as some players and DMs might like. But rest assured that there is plenty within the book — over 200 pages of material will testify to that! Lots of useful and interesting goodies are within the *DMG*, and maybe a few surprises too. It all adds up to a book that we are proud of, and that we think you'll like.

As the chief editor and production department head at TSR, I have had the opportunity to work closely with the manuscripts (as have plenty of others!) on all three *AD&D* volumes. This has been an interesting process for me, and I have been gratified to be a part of the birth of the *ADVANCED DUNGEONS & DRAGONS* series. This is especially so because of the fact that I was fortunate enough to be in the right place at the right time once before—in Saint Paul in the early 1970's as a

participant in the fantasy campaign run by Dave Ameson. That gives me a unique perspective, and points up the fact that *AD&D* is really a much different game than any of the fantasy role-playing games that have preceded it. There is so much to the new system that any efforts of the past are indeed crude in comparison! The overwhelming response to *AD&D* by fantasy players echoes that assessment, I think, completely.

Many, many persons — both at TSR and outside of the company—have labored long and hard on the *DMG*. Not the least is the author, Gary Gygax, of course. In any event, the fruits of our labor will soon be apparent. Yes, the book will sell many copies, but another tangible payoff that is every bit as rich is the enthusiastic reception all of our products receive from you, the players. Your excitement over *AD&D* is more than just encouraging — it shows us that our work is appreciated, and that means much, to be sure! With the proliferation of fantasy game enthusiasts and the amateur press that has sprung up, TSR has sometimes been a popular target for criticism. We've reacted in some instances, too, and that has not always endeared us to our critics. But all that aside (and regardless of the merits of any particular point of view), we have found that our efforts enjoy great support from you, the consumers. Since we are a commercial enterprise, that support allows us to continue our endeavors (as well as puts food on our tables and a roof over our heads as employees). We thank you for that support, and we look forward to bringing you the best games and game items we can in the future!

James M. Ward

When first presented with the material that was to become the Referee's Guide, I hurriedly rushed to the section on magic items to see how my favorite pieces of magic had been brutally changed (as my favorite spells had been mangled in the *Player's Handbook*). I soon became very pleased with what I found. The many new things that were presented in those pages made me wonder if the whole work could sustain the quality of excellence that I had found in that section (it did). Not only were the old concepts of *D&D* explained in more detail so that even an old timer (if that term can be applied to anyone playing this relatively new game) like myself learned some things, but also there were new

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The Dragon

Developers Notes (con't from pg. 44)

fields covered that hadn't been even touched before.

A prime example of material that has been more carefully studied are the monsters and what they can do. Before this, I was never satisfied with the *Greyhawk* method of assigning experience points for creatures. Imagine the pleasure of the DM whose players argue that the Lich they just killed is worth a lot more than the judge is willing to hand out when he can point to the 10,500 figure in the book with a smile. Along the same lines were the very useful charts in *Greyhawk* that detailed the attacks and damage of many of the *D&D* monsters. With the *Monster Manual* many new ones were out that weren't covered. This is all taken care of now.

Another aspect of the game that had always left me dissatisfied was the creation of my castle and the followers that came to fill it. Now, not only can I build any type of castle structure I want with all the special things I can think of, I can know to the copper piece what it will cost. After it is built, percentile dice will tell me how many of every type of troop I will get from horse archers to lancers and from crossbowmen to longbowmen.

The new magic items and the change that occurred with some of the old ones will really please beginners and long time gamers as well. Things like Nolzur's Marvelous Pigments; that are paints that magically create the things they depict, or the Robe of the Archmagi; that gives the wearer an armor class of 5, 5% magic resistance, +1 to all saving throws, and pluses on casting certain spells, and now all beings can laugh at those pesky magic missiles while wearing the Brooch of Shielding that absorbs them (up to a point).

Changes in the existing items were for them most part to the good. Ego in a sword is now a function of the powers that it has from the pluses on the weapon to the languages it understands. Now, we also have something that will stop a Sphere of Annihilation (just wait till you see what it is). The Ring of Spell Turning has been changed to give us poor magic users a chance at such wearers so that spells that are delivered by touch or magic contained in devices like rods, staves, wands, and the like now work. The ring of Spell Storing unfortunately now has the chance of having Druid, cleric, or Illusionist spells as well as the magic user type and this could really be bad news in tying to figure it out from the magic users standpoint. The old Human Control Ring has been changed to the Ring of Human Influence so that the charm works up on beings up to the 21st level and the wearer can also make a *suggestion spell* once a day. Presented to us are the Rings of Elemental Command that present powers that will make the *D&D* Tolkien fans drool at their thought. These rings will give the wearer powers like flying, creating walls of force, paswalls, the ability to feather fall, burning hands, the power of flame strike, the creation of a wall of ice, and the ability to part water (just to name a few). With the creation of so many devils and demons in the *Monster Manual* the players were presented with a very real threat that could be close to unkillable. I am happy to say that these have been partially negated by the creation of a wider range of Protection Scrolls. Not only do we have all the old ones, we now have Protection from Petrification, Protection from Shape-Change, Protection from Devils, and Protection from Demons.

All in all, this work gives the reader more of everything. While there is the thought that this last book will be the end of the matter of clarification of the rules from all different points; one can't help but wonder if there isn't some *D&D*er out there (existing or yet to exist in dungeon land) that isn't going to say to the TSR group someday, "Hey! Did you guys ever consider . . .

Darlene Pekul

As I turn the leaves of my battered sketchbook
And find traces of half-completed forms
Limping across the pages, I wonder —
Has it been a battlefield, this Dungeon Master's
Guide?

Innocent of fantasy art forms, I surged forward,
With sharpened pencil drawn
And wielded stroke upon stroke to the finish . . .
But then . . . But then . . .

"What do you mean — wizards don't carry swords?
They certainly do! Well, this one is different!
He's not stupid — he's a maverick
Haven't you ever heard of artistic license?."

The battle raged (and so did I!)
Yet, in the end all was accomplished
The experience has taught me much.
I sheathe my sword and lay aside my sketches.
I believe I know the meaning of magic.
The artistic path is long & cumbersome —
I take up my pencil as staff
And begin my journey.

Author (con't from pg. 5)

your campaign to sit down and really look at your map, whether it's a dungeon map or an outdoor map, and place these monsters for yourself, in some sort of a sensible order, and just want some sort of an off thing . . . OK "Disneyland" campaigns can be fun — you never know what spook is going to pop out from around a corner — here are the tables to do it. It's kind of like Disneyland, you know, and the old fun houses. I can relate to River-view because that's what was in Chicago when I was a kid, and you stepped on a little board and something went "bleeh" and would pop up and you never knew what it was going to be. And it was fun. It doesn't make a lot of sense. It's difficult for me to get too up-tight about making a lot of sense, because I don't really see much sense in fire-breathing dragons and giants 20 feet tall, and things like that, but the *game sense* within the whole thing: we can talk about that. And we want to look at some sort of a reasonable ecology and a reason for something being there. So I approached that all with great trepidation, and after much work, I hope I got something that would fit within the confines of the book with respect to its size and its page content, that would answer the need. One of the things that I was continually aware of was the limitation. I just couldn't write everything I wanted. I couldn't go on for more than 200 or so pages. Perhaps, given another year and no limits, we could have had a monster of a book; a *DMG* 400 pages long, instead of 224 or 232 or whatever it's going to be. Perhaps given five years or ten years, we could have had something that would rival Shakespeare's works or Tolkien or the like, because if you work at something long enough, you can do that. But the demand is immediate, and the limits were there, and so we had to work within that. I did have very able assistance from all numbers of people who were kind enough to pass along ideas and comments on what I'd written. Len Lakofka was outstanding, we got much work from Tom Holsinger — I just think of those two immediately, but there are so many who did crate continual inspiration within me, and contributed materially to what the form of the thing was going to be.

Q. One last question. This may be a political hot potato. And judging from the rest of our article, you certainly seem to have aroused some strong feelings. The issue I allude to is bearded female dwarves. Would you care to elucidate on that?

A. It's fairly common knowledge. I don't believe I know anyone who ever met a female dwarf who

didn't have a beard, so I don't know what more there is to be said about the matter. I'm not quite sure what the hoopla is — perhaps somebody who is uninformed or who has never dealt with dwarves *en masse* would assume that because *homo sapiens* females generally don't tend to have beards, dwarf females are likewise. But they all, of course, have beards. They're not so bald as the males, though . . .

Q. They do go bald and have beards?

A. Well, usually when they go bald, it's only in a small spot on the crown of the head, unlike the males, who's entire upper cranium is going to be smooth and egg-like.

Q. I guess, then, that we should all be glad that we weren't born dwarves.

A. I believe I must have a small dwarvish strain, because I'm slowly getting a shining chrome-dome.

Q. Perhaps that would explain mine, also. Thank you very much.

Out on a Limb (con't from pg. 21)

technique and skill had to account for the increases in hit points that accompany progression, at least to some extent. This meant that a "hit" no longer could come to mean an actual blow. Realistically, one opportunity to strike in a six second time span is decidedly low. Therefore, it is assumed that in a given six second segment, you will have one opportunity to penetrate the other's guard and actually inflict damage or cause him to perform some extraordinary evasive maneuver. This steady decrease in hit points left shows how some ticks are only effective once, as a given fighter runs through his repertoire, finally running out of moves, being whittled down to that killing blow, provided he has not eliminated his foe.

Your argument that healing is too slow is specious, and naive.

You obviously have never been in a combat situation yourself, nor have you apparently even participated in something such as the Society for Creative Anachronism's mock battles. A person is capable of performing extraordinary feats when the adrenalin is up that are virtually impossible under normal stress situations. In some cases, the person is entirely unaware of having performed them until after the fact. Believe me, your body will inform you the next day, upon awakening, of the abuse you have burdened it with. (In two instances in Nam, I did a couple of adrenalin-assisted acts that dumbfounded me afterwards. I also felt the strain they imposed on my muscles and joints for days afterwards.)

Just as there is a diversity of authors, so too is there a diversity of opinions regarding thieves. Expertise in weaponry comes from, and is maintained by, constant use and practice. It is much more logical to assume that the cleric (from a medieval fighting order if you wish) would spend time daily to hone his skills, especially since he has an abundance of sparring partners ready to hand.

Just how extensive is your imagination? There are 666 Layers of the Abyss. Each of these layers is populated by at least one demon. Using the diversity of our natural world as a guideline, it stands to reason that most of these layers could conceivably be populated by different demon types. Now, the MONSTER MANUAL gives about a dozen types. What about the rest of the Abyss? The Talmud states that there are 7,405,926 demons; do they all look like a dozen specimens? What if, in the context
(con't on pg. 48)



New Setting for the Adventure

Gary Gygax

So many things inspire ideas regarding D&D and/or AD&D that despite my previous misgivings about taking on a column which would require not less than eight articles per year, I find it difficult not to write three times that number.

In case some readers wonder why such an output isn't desirable, allow me a few paragraphs to explain the relationship between TSR Periodicals and TSR Hobbies, as well as between the Publisher of *The Dragon* (myself) and the Editor (Tim Kask).

TSR Periodicals is a subsidiary of TSR Hobbies, and as such the only ties it has with the parent firm are those of overall direction from the chief executive of TSR (who passes along the policy set forth by the corporation's board of directors) and financial responsibility. The directives must be followed, and Periodicals must handle its finances properly. That is about all there is to it.

Similarly, the Publisher of *The Dragon* has no direct input or concern with the day-to-day operations of the magazine. Policy matters, finances, and direction are the principal concerns of the Publisher. The Editor is responsible for form, content, circulation, and so forth. The reason I am Publisher is because I am also the chief executive of TSR Hobbies at this time, so the titles are actually synonymous. Barring a change in the corporate structure of TSR, whoever is the next President of the firm will also become the new Publisher of *The Dragon*.

The Publisher does not tell the Editor what the specific content of a magazine should be — although the general thrust or aim of the publication is within the Publisher's realm. When a new issue of the magazine comes in from the printer, I am at least as unaware of its contents as the other employees of TSR Hobbies. I am not even certain which, if any, articles written by me will appear in any given issue, in most cases.

Because the Publisher should not interfere with the role of the Editor, I make an effort to avoid doing so. With rare exceptions, whatever I submit to *The Dragon* is given to Tim as material from a contributor. As Editor, he can run a piece when and where he chooses, with whatever alteration he sees fit — at least in theory.

The roles of Publisher and Editor cannot be entirely ignored, of course. Therefore, my submissions tend to receive a bit more attention. If I supply *The Dragon* with three or four articles during a month, it could put undue unspoken pressure upon the Editor to use them all. Returning to what was said at the beginning of this column, I make an effort to

keep my output to a reasonable level in the number of articles and their length.

* * * * *

Now, on to important matters — your D&D or AD&D campaign!

It is always inspiring for me to read *The Dragon*, and TD26 was especially so. Leaving praise (or complaint) about an issue in general to the general readership, I'll say that Kevin Hendryx is doing a fine job of authorship! His "Mugger" piece, while a very funny satire, is also a social commentary on our cities. It is worth reading for its humor.

"Mugger" has another use as well. The DM who has been running a campaign for an extended period must read it for pure inspiration. The DMG has a special section devoted to keeping the campaign fresh by using such games as *Gamma World* and *Boot Hill* as special scenarios to maintain challenge in the game. Special settings for the campaign can be in the Ancient period, with its sheer masses of men and unfamiliar beasts (such as camels and elephants) plus some possible differences in the working of magic (if it works at all); the early gunpowder era; Napoleonic times; WWI, WWII; or the imagined future.

"Mugger" points out that there is also a battleground out on the dark metropolitan streets. If the criminals are combined with the police, the challenge to the safety of a group of hapless adventurers thrown into such a setting would be interesting indeed — especially when the danger of speeding traffic, high-voltage wires, machinery, and the rest of modern technology we take for granted is considered.

With these thoughts in mind, I have prepared a special scenario which will put the adventurers through a short "routine" adventure in a "World of Greyhawk" city. This will lead them to a cellar and a tunnel which in turn brings them to a sewer and up to a subway tunnel. The power which brings the party to this place will probably cause a blackout in the city, so for a time the players will be uncertain where they are. If it all works as well as I think it will, the report of the game will be submitted for publication in a future issue.

In the city setting, magic will work, although cleric spells above third level will not. Of course, firearms also work. The perils of the place — police, street gangs, muggers, criminals of other sorts, citizens with karate training or able to box, those with guard dogs, etc. — will be numerous and different. Weapons aren't difficult to rate according to damage. Electricity will be interesting — low-tension AC giving but 1d6 damage (4d6 if the party is well grounded), low-tension DC doing 1d6 each segment until the victim is freed, and high-tension DC doing 1d20 in the same manner. Cars will inflict 1d4 damage for each 10 mph of speed. Small trucks will get a d6, large ones a d8, and trains a d10 for each 10 mph.

Each special character (guard, policeman, street tough, mugger, etc.) will be given a level roughly corresponding to those of AD&D characters, although the type of dice used will be non-standard. If the adventurers survive and manage to return to their own place in the multiverse, they will have little in the way of treasure — at least in all probability.

Gunpowder and explosives will not function on the World of Greyhawk. Lighters and flashlights must be garnered. Perhaps things such as aluminum arrows, metal bottles (canteens) and plastic containers might prove useful. There will be a jewelry store or two, and an art gallery, but trying to loot them will certainly bring police and possibly a SWAT team.

What should prove the real fun of this whole scenario is discovering the perils of the modern world as DM and seeing how the players handle them in their roles as fantasy world adventurers. If you have DMed or played settings of this type, by all means tell me about the experience, so I can pass it along to the other readers!

* * * * *

As a caution, I must point out that the Schick-Moldvay series "Giants In The Earth" tends to rate the figures too high, making them more like gods than "heroes." Cugel is okay (although his wisdom rating is too high for my taste), but Kane is *too* powerful! A 30th-level Fighter/20-level Magic User/14th-level assassin? Come on, fellows! Would you believe a 20th-level Fighter/16th-level Magic User/12th-

(cont. on page 22)

Sorcerer's Scroll

(cont. from page 12)

level Assassin? Still a bit high, but it is at least a bit more reasonable for use in a game. As he stands, Kane could pretty well blow away nearly anyone or anything in a normal campaign. More on this subject as new figures appear.

* * * * *

Many of you are aware that we are readying a number of new modules — some of which might be on sale when this sees print — including a couple that I have done, Lawrence Schick's *White Plume Mountain*, a number from Len Lakofka, (finally) *The Queen of the Demonweb Pits*, the Origins '79 tournament dungeon (as well as the one used at Origins II, *Expedition to the Barrier Peaks*), and some others too.

What you might not be aware of is that we are also doing work on modules for such games as *Boot Hill* and *Gamma World*.

As I've mentioned before, when I get an opportunity, I always play in Jim Ward's excellent *Metamorphosis Alpha* campaign, where Ernie Gygax, Skip Williams, Tom Wham, and I — just to mention a few of the regulars — have managed to establish a power group called "The Vigilists."

The core characters began with some good mutations and proceeded to acquire a fair selection of tech items, a command ring, and then some D&D characters, as described in a past article.

Well, Jim was in the area recently, and we gathered to play one evening. The sneak slipped in the GW module he is working on, so unbeknownst to us, we play-tested a portion of it for him. The play was different from MA, but a lot of fun and highly hazardous too. We lost a green bracelet, a laser pistol and several energy cells, 5 sets of duralloy swords and shields, and one member of the party. Luckily, we chanced to find the right place and do the right thing, so we ended up with a small army of 100 "cargobots," small robots with treads for locomotion, tentacles for manipulation and attack, and a reasonable armor class and hit point total.

With that sort of backing, perhaps we'll no longer be fearful of risking the D&D characters and go for an all-out attempt to clear a whole level for the Vigilist cause. MA and/or GW are fun, alone or with a D&D/AD&D Campaign!

ORIGINS report

(cont. from page 10)

hobby, meeting the people that keep fantasy alive is really worthwhile. Some of my fellow gamers think that others get rich by putting out board games, rules, and miniature figures. Actually, no one has done much more than earn a hard-fought living from the hobby yet. Most of the "pros" have to pay for their bread and butter with some other line of work, and enjoy gaming only as a paying hobby.

Although classes and symposia are part of every convention, ORIGINS and other gaming conventions have a series of "cracker-barrel" discussions or "roasts" where the public can get back at the designers who have offended them in some way. One of the most interesting sessions at ORIGINS was with Simulations Publications Inc. (SPI), of board-game fame. The eminence of SPI was on stage. A hush came over the audience.

Jim Dunnigan is a games theoretics wizard, and wanted everyone to admit it. Just because his team makes a teeny mistake every once in a while doesn't mean it isn't the best. So, during the SPI talk session, James tried to roast the ears of assembled notables by announcing that from here on his organization would regularly put out errata sheets on other publisher's games. (Watch out, Gygax!)

Everyone was so flabbergasted that they were completely at a loss for words. Everyone, that is, save a feisty Greek who had the never to tell the Irishman that he should clean up his own act first. Then it was Jim who was at a loss for words.

Well, folks, that was the bad news. SPI's rumor mill is now grinding out the good news — the next advance in game theory that SPI will forge should totally eliminate the hexagon board. The logistic masterpiece that will glide forth from Dunnigan's R&D crucible is to be based on the

Armed Forces Procurement Regulations (ASPR), and vastly simplify them. To be called Zero Defects, its rule folder will invite all other publishers to publish errata if they can find any.

Zero Defects will also take the Department of Defense to task for requiring a three-foot shelf of books to play a game that can be reduced to a single sheet of paper. Final release of the game will have to await DOD security declassification.

After SPI had aired its dirty linen, Al Nofi had turned his in, and Dave Isby had dropped his last profound comment, there only remained to pack up and leave. As the crashing of felled display tables ceased and the parking lot emptied, a lone, holdout table stood solidly amid the debris.

The greatest of the master chaotic rulemakers was still laboring to balance his accounts. Lou Zocchi helped start all this, and all who think of him wish him well. He is the first and the last (Rumor: Lou's new fantasy combat rules for chimeras vs. pegasi, flying dragons, and hippogriffs will be announced soon and will add new aerial dimensions to fantasy adventures.)

Jam Sessions: Throughout the day and on into the night, the host of gamers enjoyed trading Eastern Front calamities and dungeon adventure tales. The blarney rivaled "war stories" from Saigon's non-combatants. But it was all good fun, and everyone enjoyed himself. Each had finally found others who understood their tales. After all, how can you talk about your hobby with someone who doesn't even know the difference between an orc and a groll?

Several clubs and players arrived in groups to see the latest developments in their hobby. The club that deserves finest mention, however, was represented by only one individual.

This club, from a remote village in faraway Florida, knew it could not attend as a group. The whole club of 12-16 year-old boys pooled their money and elected a single representative to go to ORIGINS. This alert fellow scouted the booths, sneaked into the classes without paying, and talked to everyone he could buttonhole to discover the most interesting game at the convention. After observing the spectrum of offerings, he came to a significant conclusion: "D&D," he said, "is where it's all at."

Even chaos can bring observant viewers to the right conclusion.

Did you Know? . . . ?

Of course we all know that July 15 is St. Swithin's Day, September 22 is the Autumnal equinox, and Guy Fawkes Day is celebrated enthusiastically on November 5. But, did you know that the Chinese Dragon Boat Festival occurs on June 10? Or that the Battle of Agincourt and the Battle of Balaklava (the Charge of the Light Brigade) were both fought on the same date, October 26?

You'll find these dates, traditional holidays, and future convention dates, along with some other more esoteric and little-known anniversaries in the upcoming TSR Periodicals Fantasy Calendar. This calendar will feature 13 full-page, full color pieces of art by several different fantasy artists, many of whom have done covers for *The Dragon* in the past.

Sound interesting? Check out next month's issue of *The Dragon* for more details on how to order.

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Books Are Books, and Games Are Games, and Never the Twain. . .

Heroic fantasy adventure novels relate a story for the reader's leisure enjoyment. Heroic fantasy adventure games provide a vehicle for the user's creation and development of epic tales through the medium of play. This simple difference is too often overlooked.

In the former case, the reader *passively* relates to what the author has written, hopefully identifying with one or the other of the novel's leading characters, thus becoming immersed in the work and accepting it as real for the time.

Games, however, involve participants *actively*; and in the instance of fantasy adventure games, the player must create and develop a game persona which becomes the sole vehicle through which the individual can relate to the work.

Again, in the novel, the entire advantage related is a matter of fact which the reader will discover by perusal of the story from beginning to conclusion, without benefit of input. In contrast, the adventure game has only a vaguely fixed starting point; and the participant must, in effect, have a hand in authoring an unknown number of chapters in an epic work of heroic fantasy.

A novel has an entirely different goal than does a game, although both are forms of entertainment. The novel carries the reader from start to finish, while the game must be carried by the players.

An heroic fantasy adventure story should be so complete as to offer little within its content for reader creativity, or else it is an unfinished tale. This is not to say that the reader can not become involved in the telling, that there is no rapport between writer and reader, or even that the whole milieu produced by the work isn't vividly alive in the reader's mind. It simply is to point out that the author has conceived a fantasy, placed it in black and white before the reader, and invited him or her to share it.

A fantasy adventure game should offer little else but the possibility of imaginative input from the participant, for the aim of any game is to involve the participants in active play, while heroic fantasy adventure dictates imagination, creativity, and more.

The obvious corollary to this—and one evidently missed by many players, designers, and even publishers—is that a truly excellent novel provides an inversely proportionate amount of good material for a

game. The greater the detail and believability of the fantasy, the less room for creativity, speculation, or even alteration.

Consider J.R.R. Tolkien's "Ring Trilogy" for a moment. This is certainly a masterwork in heroic fantasy—with emphasis on fantasy. Its detail is vast. Readers readily identify with the protagonists, whether hobbit, human, or elf. Despite the fact that the whole tale seems to vouch for the reliability of the plain and simple "little guy" in doing a dirty job right, in spite of the fact that these books could very well deal allegorically with the struggle of the Allies versus the Axis in WWII, in spite of the fact that the looming menace of the Tyrannical Evil simply blows away into nothing in the end, millions of readers find it the epitome of the perfect heroic fantasy adventure.

There are no divine powers to intervene on behalf of a humanity faced by ineffable evil. The demi-god being, Tom Bombadil, is written out of the tale because his intervention would have obviated the need for the bulk of the remaining work. The wizards are basically mysterious and rather impotent figures who offer cryptic advice, occasionally do something useful, but by and large are offstage doing "important business" or "wicked plotting."

Thus, the backbone of the whole is the struggles of a handful of hobbits, elves, humans, and dwarves against a backdrop of human armies and hordes of evil orcs. Irrespective of its merits as a literary classic (and there is no denying that it is a beautifully written tale), the "Ring Trilogy" is quite unsatisfactory as a setting for a fantasy adventure game.

If the basis for such a game is drawn straight from the three novels, then there is no real game at all—merely an endless repetition, with a few possible variations, of the "Fellowship" defeating Sauron *et al.* As soon as the potential for evil to triumph is postulated by the game, several problems arise: First, most dedicated readers, identifying with the heroic elements of the work, do not desire to play the despised forces of Saruman or Sauron. The greater chance to win that evil has, the greater the overall antipathy for playing the game at all. Tolkien purists will also object to a distortion of the story.

Finally, even if the whole is carefully balanced, the best one can come up with is a series of variations on the "Ring Trilogy," whether the reenactment is a role-playing game or a boardgame. The roles are cast by Tolkien, the world is structured according to his wants and desires. The more game put into this framework, the less of J.R.R.T. the participant will discover.

In similar fashion, imagine a game based on the exploits of Arthur Conan Doyle's magnificent Sherlock Holmes. Which of the participants wouldn't wish for the role of the great detective? Or at the very least Dr. Watson? The subject matter for any such game would be particularly difficult to handle, and what would the participants do if Holmes were slain? Or merely made a fool of, for that matter?

These two examples of extrapolating a game from fiction are given only to illustrate the point about the major differences between what makes a good game and what makes a good adventure novel. The same applies to all works of fiction to a greater or lesser extent.

Delving further into the matter, we next come to the character in the adventure. In heroic fantasy novels, each character is designed to fit into the tale being told, for whatever ends the author desires. Each such character is interwoven to form the plot fabric of the work.

Such characters make for great reading, but as absolute models for games? Never! What AD&D player would find it interesting to play a wizard figure of Gandalf-like proportions? What DM would allow a Conan into his or her campaign?

The object of the character in the fantasy adventure game is to provide the player with a means of interacting with the scenario, a vehicle by which the participant can engage in game activity. Each gaming character must provide interest for the participant through its potential, its unique approaches to the challenges of the game form, and yet be roughly equal to all other characters of similar level.

While novels fix character roles to suit a preordained conclusion, game personae must be designed with sufficient flexibility so as to allow for participant personality differences and multiple unknown situations.

Were a designer to offer a game form in which all participants were fighters of Conan's ilk, participants might find it interesting at first, but then the lack of challenge and objective would certainly make the game

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pall. If the design were then amended to allow for titanic forces to actually threaten a fighter of Conan's stature, the game merely becomes one where participants start at the top and work upwards from there.

This approach seems quite unacceptable to my way of thinking, and not necessary because it could have begun on a far more reasonable and believable level. The same logic applies to designs which feature any type of character as super-powerful. They are usually developed by individuals who do not grasp the finer points of game design, or they are thrust forward by participants who envision such characters as a vehicle to allow them to dominate an existing game form.

Were fighters to be given free rein of magic items in AD&D, and spells relegated to a potency typical of most heroic fantasy novels, for example, then the vast majority of participants would desire to have fighter characters. This would certainly lessen the scope of the game.

If a spell point system which allowed magic-users to use any spell on the lists (frequently, for what spell point system doesn't allow for rapid restoration of points?!), these characters become highly dominant, and again most participants will naturally opt for this role.

Were clerics to be given use of all weapons and more offensive spells, the rush would be for priest characters.

Were thieves assumed to be more brigand and less of a sneak-thief, pickpocket character, so that they fought as fighters and possibly wore armor, then the majority of players would desire thief characters.

The point is, each AD&D character has strengths and weaknesses which make any chosen profession less than perfect. Choose one, and you must give up the major parts of the other approaches. Each character has different and unique aspects. Playing the game with the different classes of characters offers a fresh approach, even if the basic problems are not dissimilar. The diversity of roles, without undue inequality, is what makes any game interesting and fun to play.

In a novel, diversity is a tool for the author to use in developing the protagonist's character, for highlighting the magnitude of his or her accomplishments, as a contrast between good and evil, or whatever is needed. A novel can easily have a magic-using fighter, a sword-wielding wizard, or a thief who combines all such aspects.

The work can just as well have the antithesis of such characters—the inept swordsman, the bumbling, lack-power magician, the hopeless thief who never gains a copper. The writer knows his or her aims, and such personae are actors who follow their roles to the desired end.

Contrary to this, in the fantasy role-playing game, characters are the principal authors of the adventure epic which is developed by means of the rules, the Dungeon Master's scripting, and the players' interaction with these and each other. With characters of too much or little power, the story rapidly becomes a farce or a tragedy!

By all means, do not discard heroic fantasy novels as useless to gaming. They are, in fact, of utmost benefit! If the basis of the game is a setting which allows maximum imaginative input from players, and characters' roles are both unique and viable (as well as relatively balanced as compared to one another), ideas for these areas, and for all the structure and "dressing," are inspired from such fictional works.

With appropriate knowledge of what can only be called primary source material as regards heroic fantasy (the classic mythology works of Europe, et al), these novels not only engender fresh ideas, they also point the designer or DM toward other areas. After all, the authors of such works often have considerable knowledge of subject matter ideal for use in heroic fantasy adventure gaming. Tolkien drew heavily upon British myth, the Norse Sagas and Eddas, and even the word *ent* is from the Saxon tongue, meaning giant.

There is certainly much to be learned from scholarly writers, and they can often point the reader toward the source material they used. As a case in point, L. Sprague de Camp and Fletcher Pratt cite *Faerie Queen* and *Orlando Furioso* as sources for parts of THE INCOMPLETE ENCHANTER and THE CASTLE OF IRON. The latter stories are exceptionally fine examples of heroic fantasy adventure. The former works are excellent inspirational sources.

The "G Series" modules (STEADYING OF THE HILL GIANT CHIEF, GLACIAL RIFT OF THE FROST GIANT JARL, and HALL OF THE FIRE GIANT KING) were certainly inspired by the de Camp and Pratt INCOMPLETE ENCHANTER.

The three "D Series" modules which continue the former series owe little, if anything, to fiction. Drow are mentioned in Keightley's THE FAIRY MYTHOLOGY, as I recall (it might have been THE SECRET COMMONWEALTH—neither book is before me, and it is not all that important anyway), and as Dark Elves of evil nature, they served as an ideal basis for the creation of a unique new mythos designed especially for AD&D. The roles the various drow are designed to play in the series are commensurate with those of prospective player characters. In fact, the race could be used for player characters, providing that appropriate penalties were levied when a drow or half-drow was in the daylight world.

The sketchy story line behind the series was written with the game in mind, so rules and roles were balanced to suit AD&D. It is not difficult to write a tale based on AD&D characters, but it is difficult to try to fit regular characters from an heroic fantasy novel into the AD&D mold. There are exceptions.

Individual characters from myth or authored mythos can be used as special characters of the non-player sort (monsters, if you will) for inclusion in scenarios. Most such characters can be altered to fit into AD&D—or rules can be bent in order to allow for them as an exceptional case-in order to make the campaign more interesting and exciting.

That is not to say that they can be used as role models for character types in the game—that Melneboneans, for example, are suitable as player characters just because Elric is inserted into a scenario. This sort of thinking quickly narrows the scope of the game to one or two combination-profession character types with virtually unlimited powers and potential, and there goes the game!

So when you are tempted to allow character additions or alterations which cite this or that work as a basis for the exception, consider the ultimate effect such deviation will have on the campaign, both immediate and long-term.

Keep roles from novels in their proper place—either as enjoyable reading or as special insertions of the non-player sort. The fact that thus-and-so magic-user in a fantasy yam always employs a magic sword, or that Gray Mouser, a thief, is a commensurate bladesman, has absolutely nothing to do with the balance between character classes in AD&D.

Clerics, fighter, magic-users, thieves, et al are purposely designed to have strengths and weaknesses which give each profession a unique approach to solving the problems posed by the game. Strengthening one by alteration or addition actually abridges the others and narrows the scope of your campaign.

YE FANTASYSMITH THE MATHEMATICIAN:

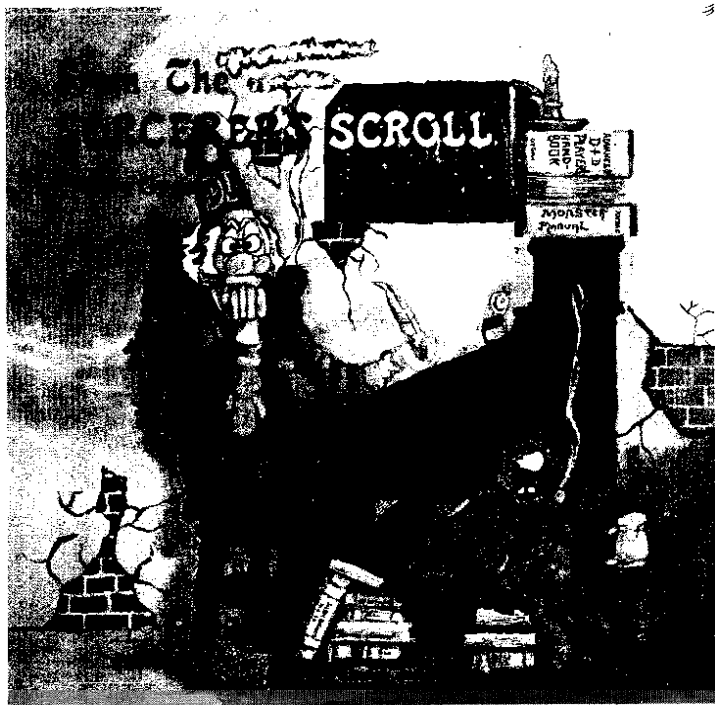
Smart folk would have figures that 3mm is one half of 6mm, so the scale fraction should be 1/600: half the fraction of a 6mm figure. Yet FantasySmith said that the scale is 1/500! Did the half-elf lie?

Nay, varlet, let me show you the secret: $.12'' = .01', .01$ divided by 6 = .00167, ROUND UP TO .002. The rest, dear reader, is mere child's play. Hope you had fun. (Gales of jeering derision: NYAAANYMA)

Did you Know? . . . ?

Of course we all know that July 15 is St. Swithin's Day, September 22 is the Autumnal equinox, and Guy Fawkes Day is celebrated enthusiastically on November 5. But, did you know that the Chinese Dragon Boat Festival occurs on June 10? Or that the Battle of Agincourt and the Battle of Balaklava (the Charge of the Light Brigade) were both fought on the same date, October 26?

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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 milieus 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 milieus. 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 milieus. 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

December, 1979

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 between 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 modern 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.

You Learn Something New Every Day . . . if you have the 1980 Days of The Dragon fantasy art calendar

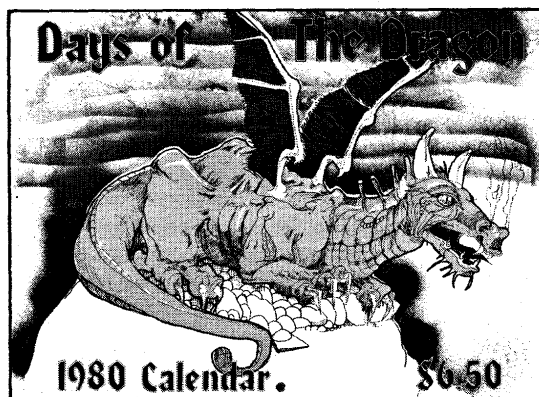
Did you know that the first human cannonball act was successfully performed in 1887?

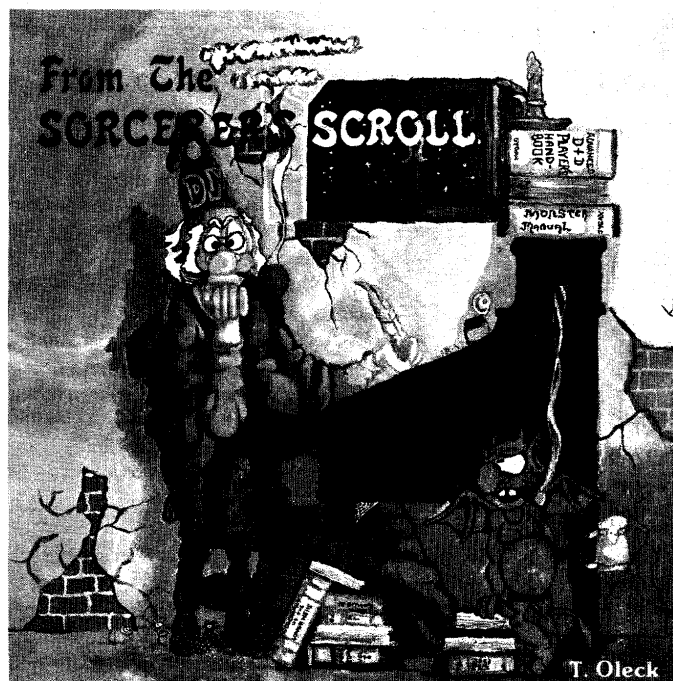
or that Sitting Bull and Rasputin were murdered on the same day, 26 years apart?

or that GenCon XIII will be held on Aug. 21 thru Aug. 24, 1980?

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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.





What's ahead for TSR?

The course of TSR Hobbies' development has been rather like a D&D campaign. When we finished our first fiscal year back in 1975, we were pretty much a low-level-character sort of company, with gross sales of only about \$50,000. We had excellent experience the next year, with a \$300,000 figure, and in 1977 we doubled that to \$600,000. TSR didn't quite double again in fiscal 1978, ending the year at a gross of near \$1,000,000, but in '79 we did a bit better, finishing at a gross of well over \$2,000,000.

From the way 1980 is shaping up, there is no reason to doubt that we'll at least double in size once again. It is possible that we'll be the largest hobby game company—and ready to start toward the really high-level game producers such as Milton Bradley and Parker Brothers—by 1982. (To those who doubt, think about the relative size of TSR and Avalon Hill, for example, in 1975 . . .)

There is no question but that we owe most of our success to *Dungeons & Dragons* and *Advanced D&D* too, of course. The *Basic Set of D&D* is now a best-selling game—and that means it is competing with *Monopoly*, *Scrabble*, and the rest of the mass market games! The other games in the line are generally keeping pace, but it is a one-horse race as of now. There are some 500,000 or more *D&D* players busily converting their friends to the game. All we can do is say "Thank you" and try to keep producing good games in hopes of matching the success of *D&D*. Of course, we aren't ignoring *D&D* and *AD&D* meanwhile; don't misunderstand. In fact, that's what this column is all about!

It was just over a year ago when Kindly Editor Kask and I sat down and discussed the possibilities for more *D&D* and *AD&D* features in *The Dragon*. My contribution was to be this column, and the project was given the green light, on the condition that I provide at least three articles initially and always stayed at least one ahead of publication. I tend to work in spurts, and it was no problem to dash off a couple of batches of articles, and then a couple of fill-in pieces, during the first few months. All of my pieces for this column were actually written well over six months ago, all save this very one you now read.

Why? Well, those dozen-plus months seem more like a decade, so many things have happened since "Sorcerer's Scroll" began. (Even this article was delayed a few days when my faithful old clickbox, the elderly machine which has seen me through *Tractics*, *Chainmail*, and all the rest down to date, suddenly refused to perform!)

So as I relate to you what has and will happen with *D&D* and *AD&D*, I'll also fill you in on some of the things taking place at TSR and my own activities. Meanwhile, please take note, Gentle Reader, that this column does invite the contributions of others. Failing some such, it will most assuredly be missing from these pages more often than not from now on, for my schedule is, shall we say, crowded.

TSR has a reasonable share of long range plans. Some involve the corporation, some consider products. We anticipated a growing demand for our games, and a gradual expansion of the corporation and its products accordingly. We began working toward the establishment of subsidiaries in Canada and the United Kingdom early last year. We also moved toward expanded distribution. Last, but not least, we laid firm plans for development of different forms of existing games as well as new games.

Things were moving apace, not at all unlike what we had planned, when news of the missing university student began to break. It was given nationwide coverage, and *D&D* was prominently mentioned in most of the stories. All hell broke loose at our offices—a veritable barrage of phone calls and personal calls from reporters from newspapers, radio stations, TV and magazines. When the chap turned up relatively safe and sound, the stories on *D&D* didn't stop; they just no longer mentioned him. Hectic, but great. It did things for sales you wouldn't believe. It also took up about 75% of my time, and in the meanwhile, our long-range planning was beginning to bear fruit.

The Canadian operation began to take shape, and I took a trip to England and the Continent in order to help frame that subsidiary. Talks with several major New York publishers grew serious, and after several visits to that city, and a sojourn to Bermuda for a sales conference, TSR signed an agreement appointing Random House as the exclusive distributor to the book trade for *D&D*, *AD&D* and certain playing aids. There have been trips for TV and radio interviews. There has been a series of meetings with entertainment media people. And, at long last, some really serious interest from a couple of reputable firms who think the concept of adventure games is right for TV games and home computers after all! (Aren't you all surprised to hear that?)

All of this has pretty well conspired to keep me from doing some of the things I should be—such as this column, modules like *The Temple of Elemental Evil*, and some half a dozen other manuscripts piled away in various stages of incompleteness. Luckily, we do have a great Design Department at TSR. More about their efforts later.

Dave Sutherland is at work with Tim Jones to bring you the long-overdue *Queen of the Demonweb Pits* (soon, I trust). Rob Kuntz is helping me with a revision of *The Lost Caverns of Tsojocanth*, a WinterCon tournament scenario which I based in part on one of his dungeon levels). The two new game designs I was fooling around with will have to be set aside for a time, but there is a long-desired and oft-worked-on project which I am desperately trying to save. This is what goes with the *World of Greyhawk* campaign map and gazetteer (Feb.-Mar. release date), a huge map of the City of Greyhawk, modules based on the original Castle Greyhawk, and a series of offerings which depict the Elemental Planes of Greyhawk. Parts of some of this have been done by me.

Stalwart Steve Marsh also sent me reams of absolutely superb conceptual material for the Elemental Planes, and in a moment of weakness, I proposed a collaboration, melding his and my ideas into a whole campaign series "Approved For Use With *Advanced D&D*!"

Connected to the *World of Greyhawk* project is a set of miniature rules for large-scale battles there, and to get ready for that, I had to complete rosters for the "Armies of Greyhawk." It is all in the capable hands of Steve Carpenter of Miniature Figurines now. Steve is going to do an excellent set of rules, I know, and MiniFigs will do a special line of *Armies of Greyhawk* miniature figurines soon. This brings me back to *D&D* and our Design Department.

Most of the personnel at TSR took part in design and development in years past. As we realized that "Original" *D&D* (the first three booklets and the supplements) wasn't anywhere near adequate for the

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needs of the readership it was attracting, it was decided that a simplified, clarified, introductory piece was needed. Shortly after this was decided, as if by divine inspiration, J. Eric Holmes got in touch with us and actually *volunteered* his services for just such an undertaking. All of you know the result, of course.

All of you also know why something had to be done. The "Original" work had been aimed at a small audience, one (wrongly) assumed to be highly conversant with military miniatures and basically non-critical. The booklets were hastily put together in late-night and spare-time hours, by and large, with little or no editing. Each supplement furthermore reflected development and evolution of the game, so there was contradiction, duplication, and vast areas of ambiguity and non-direction.

I saw this as a second problem, one well known to you also. *D&D* was too flexible and unlimited, in my opinion. The game was actually unrecognizable as played from group to group in the same locale, let alone different regions of the country! As plans of reorganizing and rewriting *D&D* were developed, I began my own work on *Advanced D&D*, and this kept me busy for some three years, more or less. By the time the final manuscript from Eric was in our hands, the rough of the *Monster Manual* was also finished, rough outlines of *Players Handbook* and *Dungeon Masters Guide* were typed up, and several portions of both works were likewise in manuscript form. We had two choices to consider with the new *Basic Set*: As it took players only through three experience levels, they could thereafter be directed to the "original" works, or we could refer them to *AD&D*. This put us on the horns of a real dilemma. Sending them into the morass of "Original" *D&D* put us back on square one, with all the attendant problems of rules questions, misinterpretations, and wildly divergent play. Yet there was no time to undertake a revision of the remainder of the "Original" works immediately—that was a project to take place sometime in the distant, dimly perceived future, when TSR could actually afford the luxury of a staff of designers!

On the other hand, *Advanced D&D*, even then obviously a different game system, could be offered as a stop-gap measure. Its classes, races, characters, monsters, magic, spells, and so forth were similar to, but certainly not the same as, those of *D&D*. Was it better to send enthusiasts into the welter of the "Original" material and let them founder around there? Or would it be better to direct them to *AD&D*, even if it meant throwing out what they had begun with the *Basic Set* and making them start afresh? Faced with a choice between chaos and a clean slate, we opted for the latter. (Although there are occasional letters from irate *D&D*ers who refuse to move into the new system, that is far preferable to what would have happened had we directed readers to the "Original" volumes!) After we selected what was actually the lesser of two evils, things went into high gear.

Pieces and parts of the various components of *AD&D* were grafted into the *Basic Set* rules manuscript so that *D&D* would be more compatible with the *Advanced* game. Readers were directed to *AD&D* throughout the *Basic Set*, with muttered prayers accompanying these directions, I am sure, as our production people had no idea then just how well it would all work out in the end, because much of the *AD&D* system was still on rough notes or in my head at the time. It turned out to be relatively acceptable as an interim measure, too.

With the usual stream of new designs submitted, the manuscripts for *Players Handbook*, *Dungeon Masters Guide*, and the many modules needed to help new players to get into the game, even our rapidly expanding Production Department and the brand new Design staff were bogged down. The usual series of deadlines, foul-ups, delays, and disasters kept all concerned working to the limits on what was immediately at hand or needed immediately. *D&D* had languished as first *PH*, then the series of modules, then *DMG*, and then more modules were demanded. Other new games were in the works also, and for a time it seemed that outside of an occasional module, *D&D* would remain on the back burner for many months to come.

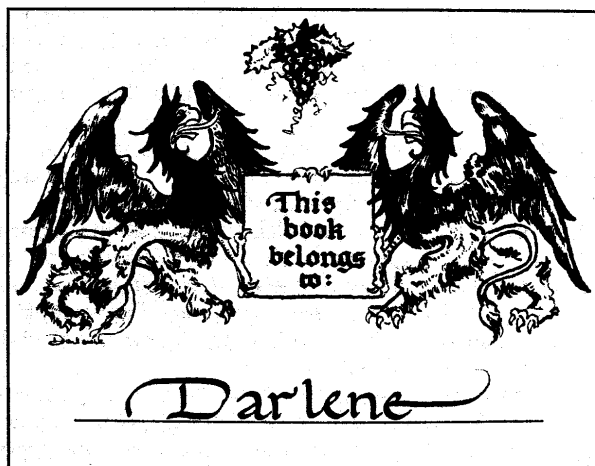
Then the publicity hit, and as *Basic Set* sales soared, so did our plans. *D&D* moved into the forefront once again. Design is now hard at work on the second boxed *D&D* game, the *Expert Set*. It will take players through at least 12th level of experience, tie in the best of the "Original" material, and actually add some new classes, spells, magic, monsters and so on. That should satisfy all those fans who prefer the

complete flexibility and open form of *D&D* over the more controlled and formalized structure of *AD&D*. In addition, Design is working on a number of modules for *D&D*—and I recently finished a new one for the *Basic Set*, as sales demand that we change the module every six or so months. Finally, we are investigating the possibilities for foreign-language versions of the game.

This is not to say that *Advanced D&D* has been abandoned. It is an excellent game in its own right (ahem!). TSR has developed a rating system for those who play in *AD&D* tournaments, and we will publish standings regularly. This should not only help to improve the quality of tournament offerings, but it is also a major step towards those national tournaments with big prizes I wrote about in a past column. *AD&D* is also being edited and revised from time to time, and if any meaningful new ideas or systems come up, new editions will reflect such material. A second book of monsters is probable soon, and an eventual third volume of monsters is possible. *Deities & Demi-Gods* will be released at GenCon 80, thus virtually completing the whole of *AD&D*. There will certainly be more new modules done in the months to come. Troubador Press is doing a licensed *Official Advanced Dungeons & Dragons Coloring Album*, complete with a simple game to introduce the uninitiated into the mysteries of fantasy gaming. What more could be asked?! Well, there's a *Masters Set* of *D&D*, perhaps, to take play from 12th level all the way to at least 36th (remember, this is *D&D*, not *AD&D*), and how about some modules with real variation which can be played solo? How about a truly introductory *D&D* or *AD&D* game for the totally uninformed novice? Wouldn't *AD&D* adapt well to home computers? Then a movie or TV series about fantasy adventuring might be fun....

Wherever *D&D* and *AD&D* eventually go, you can be sure that TSR has considered the possibility, discussed what it presents, and made plans to exploit it in a way which will offer the most and the best to our fans and customers. After all, planning is necessary, but without you, Dear Reader, TSR would be going nowhere. We recognize and appreciate your loyal support and will do our best to justify your continued patronage! We can't actually tell what awaits us behind the next door, but as long as you're in our party we'll advance, bust it in, and take a look! We're ready, how about you?

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(From page 4)

solutes. If you were arbitrary, on the other hand, then you could be criticized.

Consider this: Devils are immune to fire and take half damage from cold-based spells (Monster Manual, page 20). An Ice Devil can only be hit by a +2 or better weapon. It is a "cold dwelling" creature. What happens if the Ice Devil is attacked by a Flame Tongue? I'd say that two very logical lines follow. First: It can't be attacked since, though cold-dwelling, it is immune to fire. Second: It can be attacked, since it is cold-dwelling and a Flame Tongue is +3 vs. cold-dwelling creatures. Which is correct? I don't know.

Anti-Anti-Paladin

Gentlemen:

I object mightily to your classification of anti-paladins (issue #39) as cowardly, etc. I have been playing one as a character for about a year now, using as a basis a modification of the "good guy" rules. Evil, like good, is in the eye of the beholder, and honor is available among the evil just as among the good. For examples I submit:

Paladin — John Wayne as "Green Beret" (fictional character; tough, fearless, mostly good guy, all-around hero, etc.).

Anti-Paladin — SS Obergruppenfuhrer Otto Skorzeny (Real-life German paratrooper; tough, fearless, mostly bad guy, all-around villain, etc.). The Major gave full allegiance to Herr Hitler (chaotic evil) and fought with honor, bravery, etc. for him throughout the war, pulled off some really nasty tricks (Germans in US uniforms at Bulge), designed plot to capture/kill royal family/Parliament/Churchill a la The Eagle Has Landed.

The anti-paladin should be one of two basic types:

A — The hack-and-bash berserker destroyer whose total talents lay in the wanton destruction of anything in his way. All the grace/couth/finesse of a rhino in heat.

B — A man of grace and culture, regal bearing, the type you would follow anywhere no matter what the cost, but who has a totally black heart. See Moorcock's series of stories about Dorian Hawkmoon von Koln and Elic of Melinbourne. Both of these men are anti-heroes/Paladins/heroes/Anti-Paladins at various times and still retain their courage/honor.

M. W. Safford
FPO San Francisco, Calif.

The letter above deserves a reply, but it is essentially the same sort of reply that has been written numerous other times when a reader takes exception to the portrayal of someone or something in an article in Dragon I'll say it again: The material in Dragon is not presented in the context of "do it this way or else." Unless specifically stated otherwise in an article, nothing printed in Dragon is meant to be taken as "official" rule changes or additions for any game. Any reader/player/DM is free to do whatever he or she wishes with the in-

formation in an article — ranging all the way from accepting it literally to the other extreme, which is refusing to accept any of it for use in a particular campaign.

With regard to the Anti-Paladin, Mr. Safford is entirely within his rights to disregard a characterization of the Anti-Paladin as cowardly. He has already disregarded the strong recommendation, as expressed in the official AD&D rules, against using any character class as a player character other than those which are specifically denoted as allowable. If he or anyone else chooses to stretch the rules for AD&D to this extent, it naturally follows that he need not pay attention to any part of an Anti-Paladin's description which does not coincide with his interpretation.

The Anti-Paladin was presented in Dragon as a non-player character, and the particular article represented only one of countless particular interpretations which could be attached to this character class. We printed it because we felt it was a well-thought-out presentation of the concept, not because we intended to establish this Anti-Paladin as the one and only. If you like it the way it's written, fine. If you want to use it as a NPC, or as the foundation for a NPC, go ahead. If you want to use it in any form as a player character, you can do that, too, although you will do so without our blessing or encouragement. And if you want an Anti-Paladin who acts more like Otto Skorzeny than Simon Legree, then go ahead and design and use one. As long as you and the people you play with enjoy the game you're in, nothing else matters. — Kim

'Misconceptions'

Dear Sirs,

Having played varying forms of D&D and AD&D for the past two years, I would like to thank you and your associates for doing such an excellent job on the game and systems. However, I've noticed that the average newcomer to the game (and, of course, those not initiated at all into fantasy role-playing) has a goodly number of misconceptions about the game. These may lead to just a minor inconvenience for some, but may become a major stumbling block to others.

In my opinion, these difficulties arise from the fact that the rules (and introduction to the game) tend to assume a basic knowledge of the game. Also, it is required (especially with AD&D) that the new DM spend a large amount of time understanding the rules (and actually memorizing enough of them to begin playing), or alternately, find an experienced DM to teach one.

I am not unduly criticizing the game system, nor Mr. Gyax. A great number of people teach themselves the game with no real problems. But, as I said, many people (perhaps because of the very bulk of the rules) do have these problems. Examples include "Monty Haul" campaigns and "inflated level" games; since many beginners cannot see (without having read in The Dragon, for instance) why these campaigns are "wrong."

TSR should seriously consider publishing a D&D "primer," or "introduction" to the game. "D&D: The Basic Set" makes a good start, but isn't sufficient (since it doesn't form a part of the DMG). This would, in effect, be a brief explanation of the game's underlying concepts, without actually quoting rules. If you prefer, this would be a summary of the DMG.

This sort of D&D supplement could well be printed up as a separate, loose-leaf book, or be included in *The Dragon*. Such a work would be a good way to sell the game, giving novices a chance to read about it and decide whether they

wish to play (or decide which books and/or supplies to purchase).

Geoff Hart
Baie d'Urfe, Quebec, Canada

For me to adequately respond to all of Geoff's comments would take more time and space than we have available — and wouldn't be possible anyway, since there are many points raised that we can't speak directly to. If anyone from the TSR Hobbies Design/Development/Production branch, or any knowledgeable person up to and including Mr. Gyax, feels moved to elaborate, we will gladly and promptly publish those words.

We do know this much: Work is proceeding on a revised version of Basic D&D and something called Expert D&D, both of which are tentatively scheduled to be on sale around Christmastime, barring any unavoidable delays in the production process. We don't know precisely what the new Basic set will contain, and the same can be said for the Expert version. Both projects, along with others, were discussed at length by Mr. Gyax in "From The Sorcerer's Scroll" in Dragon #35.

The point was also made in that article that there is no smooth transition at present between Basic D&D and Advanced D&D. To insure the integrity and "learnability" of each game, they need to be produced and approached as separate and distinct games, with rules that do not always overlap or dovetail. It is not a valid criticism to say that Basic is not sufficient since "it doesn't form a part of the DMG," to use Geoff's words. It wasn't meant to do that in the first place.

At The Dragon, we refer to D&D and AD&D as if they were different games — which they are. We treat them differently when the situation warrants that we do so (such as in the IDDC, where there are different categories for Basic and Advanced), and we encourage our readers to do the same. — Kim

'On DM's shoulders'

Dear Editor:

I read "Giving the undead an even break" (#40) with interest. Let us assume that a band of adventurers, including an 8th level cleric, does encounter a lich of umpteenth level. I ask all thinking DMs out there, has the group actually sought this encounter? Is a 1 in 10 chance good odds? What will happen if the patriarch does not turn the lich? Need more be said? Come on, Steve Melancon, how about giving your players an even break — and over-burdened DMs, too! Those tables and their rationale are fierce! Do you want to take even a 10% chance of having your best character lose a couple of levels or take a meteor swarm from a 22nd level lich-nee M-U? If there are problems in campaigns, they typically stem from DMs who play intelligent monsters stupidly and then try to balance things out by creating killer monsters and death-dealing systems which require only idiot mentality to crock players. Let's start recognizing the problem and place the burden where it belongs — on the DM's shoulders.

If the lich is being treated unfairly, it is the DM, not AD&D. I'll play it versus anyone's 8th level cleric anytime.

Lew Pulsipher's huntsmen is one of the best monsters I've seen in some time! I recommend it to all AD&D players. If Lew gives his permission, it will certainly be included in a future monster manual-type work.

Finally, sincere congratulations to Jack Crane, who captured Tom Wham's likeness to perfection,

November 1980

and to Bryce Knorr, who managed to capture quite a measure of his vital essence in his article. Who isn't forced to admit that the engines of the Znutar are beauties . . .

E. Gary Gygax
Lake Geneva, WI

'Rooting for you'

To the Editor:

Out here in New York I'm a sort of part-time playtester/militia person down at SPI, and with the recent publication of *DragonQuest*, a lot of criticism has been directed at TSR and *D&D* in general. I just thought you'd like to know that there are a whole lot of people still rooting for you.

I've been playing *D&D* and *AD&D* for about three years now, and despite everything that's been said about it, I and my friends have never found anything as much fun to play. One of the major problems with *DragonQuest* was the overly complex combat system, which turned us off to the game right away. Why bother with another system when *AD&D* is so much more comfortable to play with?

We've molded some of the rules to fit our own tastes, but as a whole it remains pretty much the same as the original game system. Through *AD&D* we have found exactly what we wanted in a role-playing game.

The game lends itself perfectly to story-telling as well, and to date I have had published in the *APA-Dud* (a FRP fanzine) ten 8 + page episodes concerning the continuing adventures of a group of characters in my last campaign.

And so I just wrote to thank you for giving me a pastime that I don't think I'll ever quite grow out of. At age 14 I have slain dragons, fought side by

side with great warriors, and seen a raft-load of goblins vanish into the maw of a creature that has been extinct for 80 million years. It sure beats television.

Matthew T. Ruff
Queens, N.Y.

EGG revisited

Dear Sirs:

Reading "EGG's Opinions" in the Out on a Limb section of TD #41 prompted me to write this letter in response. Many times in past issues of this fine magazine Mr. Gygax has preached to us "ignorant" players about this or that. Now granted, much of what he says holds water, but it is not necessarily the content of what he states but the manner in which he states it which ticks me off: specifically, the I-am-Lord-of-All, Everything-I-say is-God's-Holy-Word syndrome.

If I understand the game correctly, the object is to have fun, and creativity is the whole idea behind it. In the preface of *The Players Handbook*, E.G.G. says, "Even the most important material herein can be altered and bent to suit the needs of individual campaigns." But this does not seem to be the attitude of that other E.G.G., who says, "Angels will never be a part of *D&D/AD&D* as long as I have anything to say. That treats too close." I ask Too close to what? The Bible? As Mr. Stenseth points out in his letter to *Dragon* #39, devils are in the Holy Book. Devils which possibly inhabit a real Hell are actually named in person in Mr. Gygax's *Monster Manual*. Now if that isn't treading close, what is?

With respect to E.G.G.'s stand on anti-paladins and critical hits, what skin is it off his teeth if an individual DM uses these rules in an otherwise "official" *AD&D* campaign? Anti-paladins sometimes

can give relief (comic or otherwise) to a normally good-oriented campaign; and (at least in my opinion) some kind of critical hit/fumble table is desirable to offset the hit point system of *D&D/AD&D*, which otherwise provides that there is no risk of death to a 67 hit point character who wades into a pool of raging orcs and goblins! There is simply no way these low hit die creatures can pull off a realistically possible critical blow to a character such as this unless he has been fighting for a long time and weakening himself.

Actually, I greatly respect Mr. Gygax for his pioneering this wonderful fantasy role-playing hobby and (more specifically) his very good *Advanced Dungeons & Dragons* rules system. It is just that I don't like the way that he may be misleading people with the idea that these rules should be used as anything other than simple guidelines to be followed in the development of a good, healthy campaign.

Eric Robinson
New Haven, Conn.

Mr. Gygax's reply:

Eric, you seem to have D&D confused with AD&D. The former promotes alteration and free-wheeling adaptation. The latter absolutely decries it, for the obvious reason that Advanced D&D is a structured and complete game system aimed at uniformity of play world-wide. Either you play AD&D, or you play something else!

As to angels and devils, I of course referred to Judeo-Christianity. Obviously, while little objection can be made to the utilization and slaying of demons and devils, who would dare say the same of angels? Surely you can recognize that game use of such is absolutely out of the question for those of Judeo-Christian faith, or Moslems and many others as well.



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DEALER INQUIRIES WELCOME

Thinking for yourself

A guest editorial by E. Gary Gygax

The fanatical elements are at it again. Those groups who are convinced that they must decide for everyone are again attacking role playing games in general and the D&D® game system in particular.

Hopefully, most do so out of ignorance. If you know of anyone such as this, why not explain what role playing is, that games are not reality, and the play is both fun and useful in many ways. Of course, some detractors will be convinced that such games are basically evil, and there is little which can be done about that. Obviously objects are neither good nor evil, so just be polite to such individuals.

The worst of the lot are those cynics who seek to use a famous activity to further their own ends. By attacking role playing, they

bring Attention to their "cause" — and donations, too. It is worth mentioning that those proclaiming that they know the absolute truth do not appreciate people who are able to think and judge for themselves. The world has had its share of narrow-minded bigots, thought-controllers, and book-burners. It seems that they crop up periodically, just as noxious weeds do.

The United States is still the land of liberty. We have the freedom to choose. Those who demand that we think and act in the way they do know this, so they attempt to suppress by pressure campaigns and smear tactics. If you know of such activity in your area, please counter it! If some game outlet is being pressured to remove role playing games, write and let them

know that you support their business. Please let us know too. Drop us a line and we'll help all we can. Your letter will get the fastest service if it is addressed as follows:

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It is interesting to note that educators, psychologists, and psychiatrists seem to find role Playing games to be helpful tools for learning and communicating, at the very least. Why, then, are certain elements seeking to deny you the right to play such games? The answer appears evident. They do not find free thinking desirable. You draw your own conclusions!

The forum

(From page 6)

tion must be involved. The simplest way to extend the table, if desired, is to increase the Kill figure by 5% for each additional 10 feet.

Finally, any character taking more than 50% of his hit points in damage from a fall will be stunned for a number of melee rounds equal to the tens of feet fallen. Any character knocked unconscious remains so (unless aided) for a number of turns equal to the tens of feet fallen. Characters who are killed outright just lie there.

It works for me.

William Huish
Las Vegas, Nev.

* * * *

I read the fight in the letter column of issue #89 over the "Warrior Alternative" with considerable interest and some feeling that both sides have missed a key point — namely, that there are at least three good reasons for running a non-Adept in the DRAGONQUEST game.

The first is a house rule of mine that every

other DQ referee I know also favors, to guard our sanities: No player may run an Adept unless (a) he owns a copy of the rules, (b) he has read the Second Book, and (c) he can show me a correctly filled-out character sheet. This eliminates most Adepts at the gate. DQ is difficult enough to run without players asking what level they get Sleep at.

The second reason, this time rooted in the rules, is that a non-Adept will tend to become proficient in his/her skills more quickly than a non-Adept — because the Adept not only has to expend XP on weapons and professional skills like everyone else, but also has to sink increasingly huge amounts into spells. The Adepts I've seen are almost invariably several ranks behind the non-Adepts in almost everything. Sure, it represents the same number of XP either way — but non-Adepts don't get into the same situations as Adepts, and in their own field of activity, they tend to be more competent at any given point in their careers.

But I've saved the best for last: I don't see any need to hand out 6500 XP to non-Adepts for the same reason that Luke Skywalker doesn't need to carry a dagger: it's gilding the lily.

Consider: When first creating the character, a player's first major decision is whether he/she wants to run an Adept or a non-Adept. If run-


ning a non-Adept, the first mark on the character sheet is a "5" under Magic Aptitude — because MA is utterly worthless to a character, you intend to run as a non-Adept.

Since the average attribute score is 15, a non-Adept gains 10 *de facto* points to split among the remaining five primary attributes. On the average, the non-Adept will, in every attribute of interest to him/her, be 2 points better off than the Adept. The XP cost for an Adept to catch up that advantage is not 6,500, but 47,500 — and that strikes me as a sufficient advantage for the non-Adepts.

One intriguing aspect of all this is that most fantasy role-playing games, such as the D&D game, inform us that warrior-types have spent their lives honing their bodies and martial skills, while mages have spent, and still spend, most of their time in study, and then use this as the basis for giving warriors more hit points and mages slower advances. The DQ game shows the process dynamically — we can actually see it happening not through fiat but through the logic of the rules. It seems characteristic of the game's final detail work.

Paul Montgomery Crabaugh
San Diego, Calif.

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The influence of J. R. R. Tolkien on the D&D[®] and AD&D[®] games

Why Middle Earth is not part of the game world

by Gary Gygax

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A frequently asked question — or assertion, in the case of those who don't bother to ask — deals with the amount of influence of J. R. R. Tolkien on the creation of the DUNGEONS & DRAGONS[®] and ADVANCED DUNGEONS & DRAGONS[®] role-playing games. The answer to the inquiry is complex, for there are two parts. The popularity of Professor Tolkien's fantasy works did encourage me to develop my own. But while there are bits and pieces of his works reflected hazily in mine, I believe that his influence, as a whole, is quite minimal.

As a child I was regaled nightly by fantasy stories created, on the spot, by my father. My mother read fairy tales to me from *Jack & Jill* magazine. I soon began reading the noted collection of the Brothers

Grimm, and others (I dimly recall) from a set called "Book Trails." Having read through Poe by age ten, I somehow gravitated into the realms of science fiction, fantasy, and horror. By the tender age of twelve, I was an avid fan of the "pulp" (magazines of those genres), and I ranged afield to assimilate whatever I could find which even vaguely related to these exciting yarns. Meanwhile, I was devouring ancient and medieval history, tales of the American frontier, historical novels of all sorts, and the "Hornblower" stories in the old *Saturday Evening Post*. Somewhere I came across a story by Robert E. Howard, an early taste of the elixir of fantasy to which I rapidly became addicted. Even now I vividly recall my first perusal of *Conan the Conqueror*, Howard's only full-length

novel. After I finished reading that piece of sword & sorcery literature for the first time, my concepts of adventure were never quite the same again.

From these literary fruits came the seeds which grew into today's most popular role-playing games. The concepts bloomed, producing their current forms, when fertilized by my early desire to play games of all sorts, my interest in devising my own, and my active participation in military simulation games. The last employed either miniature figures and models, or boards and counters, or combinations of all those. As a matter of observable fact, both game systems are still growing, ever changing, and I do not expect them to slow — let alone wither — for many years to come!

A careful examination of the games will quickly reveal that the major influences are Robert E. Howard, L. Sprague de Camp and Fletcher Pratt, Fritz Leiber, Poul Anderson, A. Merritt, and H. P. Lovecraft. Only slightly lesser influence came from Roger Zelazny, E. R. Burroughs, Michael Moorcock, Philip Jose Farmer, and many others. Though I thoroughly enjoyed *The Hobbit*, I found the "Ring Trilogy" . . . well, tedious. The action dragged, and it smacked of an allegory of the struggle of the little common working folk of England against the threat of Hitler's Nazi evil. At the risk of incurring the wrath of the Professor's dedicated readers, I must say that I was so bored with his tomes that I took nearly three weeks to finish them.

Considered in the light of fantasy action adventure, Tolkien is not dynamic. Gandalf is quite ineffectual, plying a sword at times and casting spells which are quite low-powered (in terms of the D&D[®] game). Obviously, neither he nor his magic had any influence on the games. The Professor drops Tom Bombadil, my personal favorite, like the proverbial hot potato; had he been allowed to enter the action of the books, no fuzzy-footed manling would have been needed to undergo the trials and tribulations of the quest to destroy the Ring. Unfortunately, no character of Bombadil's power can enter the games, either — for the selfsame reasons! The wicked Sauron is poorly developed, virtually depersonalized, and at the end blows away in a cloud of evil smoke . . . poof! Nothing usable there. The mighty ring is nothing more than a stan-

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ard ring of invisibility, found in the myths and legends of most cultures (albeit with a nasty curse upon it). No influence here, either. . . .

"Ent" is interesting; Tolkien took the name from an old Anglo-Saxon word for "giant," and his treatment of them as sentient trees is inspired. This sort of creature appears in both game systems. "Orc" (from Orcus) is another term for an ogre or ogre-like creature. Being useful fodder for the ranks of bad guys, monsters similar to Tolkien's orcs are also in both games. Trolls, however, are not identified well by the Professor; these game monsters are taken from myth, influenced somewhat by Poul Anderson.

"Hobbit" is another folkword borrowed from legends, but Tolkien personified and developed these diminutive stalwarts extensively. They, and the name, are virtually unique to his works, and the halflings of both game systems draw substantial inspiration from them. Dwarves, on the other hand, are well known in Teutonic and Scandinavian myths; here, the Professor and I build upon the same foundation. Elves are likewise creatures of lore, and perhaps the most extensively treated of them all. In legend they are small or tall, good, evil, uncaring, silly, bright, and so on. Tolkien had them taller, more intelligent, more beautiful, and older than humans; in fact, he made them quite similar to the fair-folk, the fairies. The elves of the AD&D® game

system borrow two names (gray and wood) from the Professor's writings, and that is nearly all. They are shorter than humans, and not generally as powerful. There are various ethical alignments amongst them, though most are neutral-good in outlook with strong tendencies of individuality (chaos, in game terms).

The seeming parallels and inspirations are actually the results of a studied effort to capitalize on the then-current "craze" for Tolkien's literature. Frankly, to attract those readers — and often at the urging of persons who were playing prototypical forms of D&D games — I used certain names and attributes in a superficial manner, merely to get their attention! I knew full well that the

facade would be dispelled by the actualities of play. I relied on the power of the DUNGEONS & DRAGONS game to overcome the objections which would naturally occur when diehard Tolkien enthusiasts discovered the dissimilarity. This proved to be the case far more often than not. Tolkien fans entered the D&D game fold, and became a part of its eager audience, despite the fact that only a minute trace of the Professor's work can be found in the games. As anyone familiar with both D&D games and Tolkien works can affirm, there is no resemblance between the two, and it is well nigh impossible to recreate any Tolkien-based fantasy while remaining within the boundaries of the game system.

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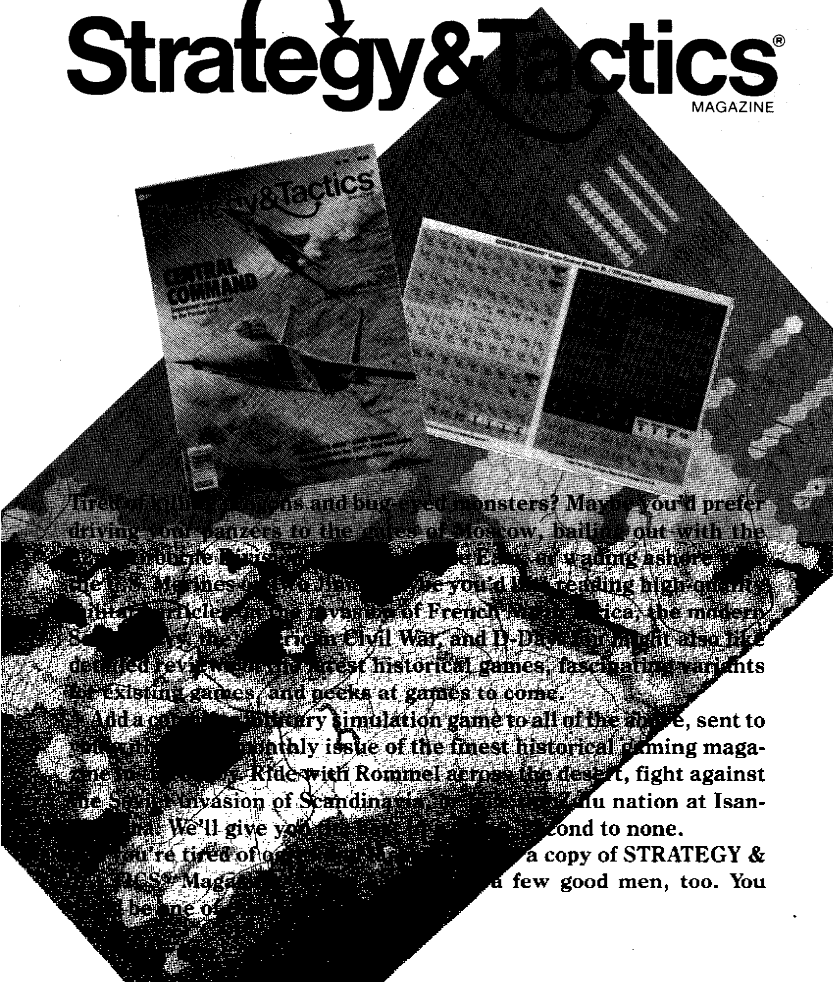
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The future of the game

What the Second Edition books will be like

by Gary Gygax

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With the recent publication of *Unearthed Arcana* and now *Oriental Adventures*, many of the Astute Readership, as well as those others so benighted as not to subscribe to these Worthy Pages, have many questions to ask about what is coming in the future for the ADVANCED DUNGEONS & DRAGONS® game. Here are the plans I have projected as of this writing. While certain things might change over the course of time, the overall projection should be reasonably accurate.

A *Second Edition* is a major undertaking. There are corrections to be made, parts to be meshed, material to be deleted or shifted, and new rules and information to be included in such a work. The first question, then, is when does this undertaking begin? We anticipate starting the preliminary work in mid-1986. The scope of the project is such that it will certainly require two to three years to complete. When it is finished, we will have fewer, but thicker, tomes for your amusement and edification. It is important to add that this task does not preclude later supplements, changes, and yet new editions (a *Third*, perhaps a *Fourth* someday). The AD&D game system is vital. It grows, changes, and develops with continuing play and fresh ideas. One day it might attain the point where the rules can be graven in stone, but I don't see that likelihood for some time.

First subject for the Learned Editors will certainly be the *Monster Manuals* (I and II) and the FIEND FOLIO® Tome. The three books will be edited for errors and omissions, re-illustrated in part, color plates added (also useful as painting guides), and certain entries deleted. Thereafter, all worthwhile new monsters found in modules, DRAGON® Magazine, etc., will be inserted. An index will be compiled. Frank Mentzer is desirous of restructuring the order in which information is given. I am desirous of presenting creatures by region (or plane, subterranean, and similar categorical means) so as to make the work serve as a reasonable random encounter reference as well. It is hoped that we will have all of this accomplished in 1986, but do not hold me to that as a sworn statement or promise.

Next? The *Players Handbook* and portions of *Unearthed Arcana* and *Oriental Adventures*, in all probability. The information needed to be a player of the game should be contained between the covers of one book. We will do so! Monks as a PC type will certainly be moved to an oriental-themed campaign section. Assassins will be



reduced to *optional* status, or used only as NPCs, as your DM decides is best for his or her campaign. Bards will be rewritten to allow a player to start a bard character *as* a bard, and the current system will be removed *in toto*.

Any brand-new classes? Sure. I hope to get the *mystic* completed as a second subclass of cleric, and likewise the *savant* to make a second sub-magic-user. Finally, the new bard class will have a sub-class, the *jester*

There are bound to be a few other additions to the players' book. For instance, I have discovered that I neglected to include a fairly common medieval weapon in both the *Players Handbook* and *Unearthed Arcana* — Zounds! What slipshod research on my part!

Rest assured that anything major will be previewed in these pages first, unless it is so late a development that we will be unable to do so. I hate to say it, Understanding Readers, but the new sub-classes do fall under that heading. I just don't have enough time to be able to do them as quickly as is desirable. It is most likely that they'll premier in the *Second Edition*.

Now we have a hefty pair of tomes taken care of, a *Second Edition Players Handbook* and a *Second Edition Monster Manual*. What's next in line?

Pulling apart *Unearthed Arcana* and *Oriental Adventures* to make up the new book for players will automatically put the Harried but Diligent Editors onto the track of the *Second Edition Dungeon Masters Guide*. Knowing what the new book for players will be likely to contain gives a good insight into what the new DM's book will cover. Of course the new-treatment of the Elemental Planes, printed right here in DRAGON Magazine some time ago, will be there. More planar details will certainly be included as well. Gone will be random encounter materials and monster XP lists.

Psionics . . . a subject I sidestepped in both commentaries on the expanded new editions. Quite frankly, I'd like to remove the concept from a medieval fantasy role-playing game system and put it into a game

where it belongs — something modern or futuristic. That is not fixed yet, and it could go either way. The new *Monster Manual* will be the key. If there is nothing about psionics therein, then you can count on the whole being removed from the AD&D game system. If you find references to monsters with such ability, then it will remain in the *Second Edition*.

Now. . . the DEITIES & DEMIGODS™ Cyclopedea, recently retitled *Legends & Lore* by others as a sop, or bowing to pressure from those who don't buy our products anyway. (For those Candid Enthusiasts who do not read between my lines, as they say, I do not particularly approve of the retitling of the work!) Anyway, whether it is under one title or the other, the work will be revised, expanded, and generally improved to conform to the new high standards of the other books in the system.

"So, Graybearded Windbag," you say, "What is the point of all this preamble?" Fair enough! I'll not take offense, merely give you the information. Statistics on deities are given only as a minimum guideline for the power of the individual in question when he, she, or it is encountered for whatever reason on the Prime Material Plane. Those individuals who have had the foresight to acquire the WORLD OF GREYHAWK™ Fantasy Game Setting will understand what I am (eventually) getting to.

In the above-referenced work, the various sorts of deities are detailed in a manner that I believe the new edition of L&L, shall we say, should follow.

The players' section of that work (the *Guide*) gives information on what clerics and worshipers of each deity should know — color of robes, special interests or requirements, usual location of places of worship and type of ceremony, and so forth. The DM's section (the *Glossography*) has the "hard data." Standard and non-standard powers are given, and these are typically far greater than the material in L&L. Additionally, the statistics of these beings are given for DM knowledge only. Deity powers are great, special information is detailed regarding each, and the extra or

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special spells gained by their clerics are also stated.

If the DM considers the power of planets and solars as stated in *Monster Manual II*, there can be no question as to the abilities of those who command them. Statistics must be considered in this light and as a yardstick for deity comparison only. The revised L&L tome must give more information regarding clerics and followers of each deity. A separate DM section should then deal with the minimum powers of each deity, along with a solid list of the standard powers typical for each deity. Spells usable only by such beings should be there too! Of course, the whole is to be expanded by inclusion of new material. An extensive section of non-human deities should be given, so demi-humans and humanoids are represented. That should do nicely.

What we have, then, when all of this is completed, is a set of four books once again: *Players Handbook*, *Dungeon Masters Guide*, *Monster Manual*, and *Legends & Lore*. Each is far larger than now, but the needed information is all under the cover of the appropriate tome. While this plan is seemingly fine, I foresee one special difficulty, so I'd better confess it to you now.

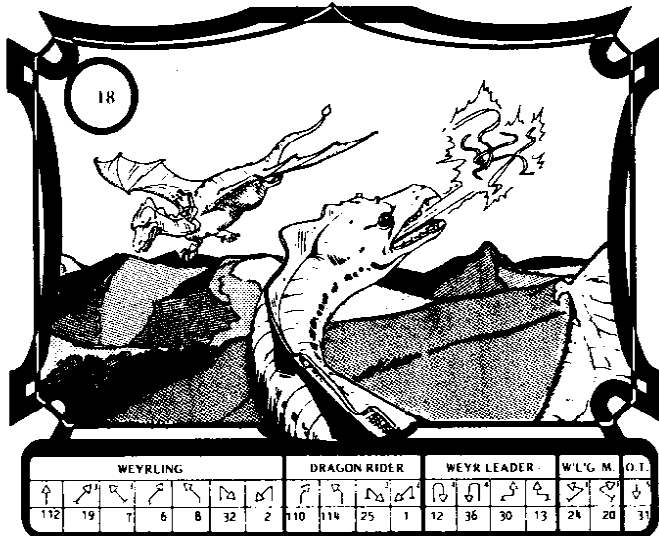
We are all what must be known as "hard core" gamers. The four books are quite acceptable, even a benefit, to us. But to an uninitiated person, especially one interested in beginning without benefit of experienced players, it will be a *big* drawback. The

books will be big, and their prices will be that too, comparatively speaking. Sure, the new edition of *Monster Manual* will cost less than all three books of creatures now being sold — but the beginner doesn't buy all three. See the point? Entry to the AD&D game system will be difficult and costly. None of us desire a shrinking, incestuous system. What can be done?

If *Players Handbook* is made to contain only general information on generating characters and how to play them, it becomes quite a small work indeed. Perhaps with careful study and preparation, it could be in the 128-page range. Character information of specific nature could then be handled in special works which detailed the four basic sorts, with sub-classes, weapons, armor, spells, and so on. No! Not more books again! Why not? A one-volume edition could be offered for the adepts, while those desiring to learn could enter by picking up but one or two small books. That is being considered, Loyal Enthusiasts, and you got it directly from tie. This sort of system would also enable us to add more information from time to time without going through a major effort — no Ump-teenth Edition, no new big bucks to lay out to get the new data!

As usual, your good offices are appreciated. If you have helpful advice, go ahead and fire it off. I do not promise to reply, but the suggestions and comments will be read and considered as we begin this project. **TM**

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From the Sorcerer's Scroll

by Gary Gygax

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Many of you have probably wondered why you haven't seen anything from me in these Exalted Pages for a year or so now. In fact, some of you might have noted that my very name has been absent from DRAGON® Magazine. Well, TSR, Inc., has been generous enough to allow me the opportunity to explain what has been going on.

Since October 1985, I have had no active role in the management of TSR, nor made any contribution to that company's creative efforts. At that time, the Board of Directors of the corporation saw fit to remove me as the company's President and Chairman of the Board, although I remained on the board as a Director.

There was a dispute over stock ownership and various other matters as well. Finally, in October 1986, I resigned all positions with TSR, Inc., in order to form and direct another publishing enterprise. My association with TSR ended absolutely at that time. Since then, I have devoted all of my energies to New Infinities Productions, Inc. In December 1986, just before the New Year, I settled all disputes with TSR. As of that date, it became a very clear-cut matter. No relationship between TSR and Gary Gygax existed as of that point. What does that mean?

Well, from now on, there is no question of my total disassociation from not only the corporation but from all of the games and other products I created during my relationship with TSR. The shape and direction of the DUNGEONS & DRAGONS® game system, for instance, or that of the AD&D® game system, are now entirely in

the hands of others. Similarly, the adventures of Gord will no longer appear under the TSR banner. Stories of Gord will still be published, but under a different title. TSR has been good enough to allow me to continue to write them, and TSR will receive acknowledgment for this grant.

This is also my last foray into this journal as well. It seems strange to say that, since I have contributed to this magazine on a fairly regular basis. Yet, it is true. After this brief column, I'll be absent from the pages of DRAGON Magazine, but you'll run into me elsewhere, so stick around. Most of you Gentle Readers are aware of how hard it is to keep me quiet on any thing that has to do with gaming. In a short time, there will be yet another soap box for me to clamber up on so that I can continue to sound off.

That covers the disassociation pretty well. Now for the association. In October 1986, I finally made up my mind as to what I wanted to do. Until that time, I was torn between remaining an independent creator and associating myself with a new publishing enterprise. Of course, I opted for the latter choice. I guess it's in my blood.

In October, I became the Chairman of the Board of New Infinities Productions, Inc., and head of the company's Creative Committee. Frank Mentzer and Kim Mohan joined New Infinities as Design Executives, and also serve as the other two members of the Creative Committee. Those two are the ones who will really determine the creative direction of the company. All of our work, and the work of other designers and authors, both freelance and otherwise, will be published by New Infinities from now on. In this flow will be new games from me, more Gord books, and articles, too.

Penny Petticord, former editor of the POLYHEDRON™ Newszine, and Pamela O'Neill, former assistant editor of AMAZING® Stories, have also joined New Infinities. In addition to other editorial and creative responsibilities, both of them will be heavily involved in the creation and production of a gaming magazine to be published by New Infinities.

Frank, Kim, and I are working together to produce a broad-based line of materials to be published by New Infinities. Some will be my work, some Franks, others Kim's, and much of it will be co-written by two or three of us.

New Infinities Productions currently consists of only a few people. Forest Baker is our Chief Operating Officer, Gail Carpenter the treasurer, Pamela and Penny are our Senior Editors, Karen Murphy holds down everything as Office Manager, and Sam Lewis, formerly of Mayfair Games, has recently joined as Director of Administration.

Sadly, this ends my appearances in these pages, but I hope you'll look for me elsewhere. Until then, Prosper and Good. Gaming!

CASTLE & CRUSADE

By Gary Gygax

Some readers will harken back to the time when there was a Castle & Crusade Society, originated by the Lake Geneva Tactical Studies Association and jointly sponsored by it and the now-defunct IFW. As the LGTSA was instrumental in preparing the final version of CHAINMAIL, it is quite natural that your editor should discuss those rules in his column. And as he was the founder of the C & C Society, it is just as logical that this column on the Medieval epoch should be included in SR from henceforward! Return with us now to those bygone days of yesteryear . . .

The Spear in Man-To-Man Combat: Several players have asked why the spear is so (seemingly) ineffective in the CHAINMAIL "Man-To-Man" combat system. There is no question that the Melee Table shows it as the least effective weapon statistically, although due to its length it usually allows figures armed with spears to deliver the first attack. However, before discussing its seeming ineffectiveness further, I believe a short discussion of the weapon itself is in order.

A spear is a sharp-pointed weapon with a shaft of considerable length which undoubtedly derived from nothing more than a pointed stick. By Medieval times there were several types of weapons which were spear-like:

The javelin of 4' or 5' length for hurling;

The spear for thrusting or hurling, ranging from about 6' to 9' in length;

The lance of 10' or 12' length for use by horsemen; and

The pike of 15' to 20' in length.

The spear was a weapon primarily of barbaric peoples or poor ones. The Vikings of the early Medieval period used it extensively, but it was abandoned for more effective arms whenever possible in most cases. The Scots used it throughout the period, but the Scottish version of the spear was very long indeed, and was more nearly a pike. The various peasant levies used it little by the middle of the period, carrying instead combination-type pole arms, i.e. the halberd which combined axe and spear and similar weapons with which both the thrust and the chop were possible. Those weapons which did not combine those two types of attack were either pike-like or broadly hooked so as to otherwise catch opponents not penetrated by the thrust. All of the latter class had hafts longer than that of the typical spear.

With this in mind, it is easy to note that a spear-armed man is unlikely to be pitted against any armor class greater than chain-type, with or without shield. At first glance this still seems to put the spearman at a serious disadvantage. However, I suggest the following: As the spear was ineffective against better protected fighting men, the proper employment historically should be sought by those fielding such troops. When they are confronted by foot troops in superior armor the spears should be hurled and the figures then considered to have drawn secondary weapons. This is what spear-carrying Vikings did historically, for example. When confronting mounted troops the spearmen are then of utmost importance, for unless the horsemen are all lance-armed the spearmen will have first attack, and the effectiveness of a spear against even a barded horse is indicated clearly on the Melee Table. As the spear is unlikely to turn up in games beyond the eleventh century or so, I am certain that a re-evaluation of the power of the spear will prove that it isn't so terribly ineffective as it appears at first.

As a final word, the "Man-To-Man" Melee Table includes a catch-all category -- "Pole Arms". This was done in interest of space, for there are so many varieties of pole arms that it would have required far too much space to warrant their inclusion. More importantly, how many wargame figures have you seen which are equipped with partisans, voulges, and the like? However, there might be the possibility of these arms being shown in the future, so we will combine "The Armory" and "Castle & Crusade" next issue in order to bring you a complete rundown on the pole arm, as well as give you the more correct scores to use if such varieties are employed in play.

COMING NEXT ISSUE . . .

- CAVALIERS & ROUNDHEADS, Some Additions and Clarifications
- DUNGEONS & DRAGONS, Questions Most Frequently Asked
- POLE ARMS, and Their Relationship to CHAINMAIL
- plus a new monster for D & D, news, and more!

SPECIAL FIRST ISSUE FEATURE!SOLO DUNGEON ADVENTURES

by Gary Gygax, with special thanks to George A. Lord
Preliminary testing: Robert Kuntz and Ernest Gygax

Although it has been possible for enthusiasts to play solo games of DUNGEONS & DRAGONS by means of "Wilderness Adventures", there has been no uniform method of dungeon exploring, for the campaign referee has heretofore been required to design dungeon levels. Through the following series of tables (and considerable dice rolling) it is now possible to adventure alone through endless series of dungeon mazes! After a time I am certain that there will be some sameness to this however, and for this reason a system of exchange of sealed envelopes for special rooms and tricks/traps is urged. These envelopes can come from any other player and contain monsters and treasure, a whole complex of rooms (unfolded a bit at a time), ancient artifacts, and so forth. All the envelope should say is for what level the contents are for and for what location, i.e. a chamber, room, 20' wide corridor, etc. Now break out your copy of D & D, your dice, and plenty of graph paper and have fun!

The upper level above the dungeon in which your solo adventures are to take place should be completely planned out, and it is a good idea to use the outdoor encounter matrix to see what lives where (a staircase discovered later just might lead right into the midst of whatever it is). The stairway down to the first level of the dungeon should be situated in the approximate middle of the upper ruins (or whatever you have as upper works).

The first level of the dungeon is always begun with a room; that is, the stairway down leads to a room; so you go immediately to TABLE V. and follow the procedure indicated. Always begin a level in the middle of the sheet of graph paper.

Save what you develop, for if you decide not to continue each solo game as part of a campaign, the levels developed in this manner can often be used in multi-player games. Likewise, keep a side record of all monsters, treasures, tricks/traps, and whatever. If the opportunity ever comes (as it most probably will) you will have an ample supply of dungeon levels and matrices to entertain other players.

Descretion must prevail at all times. For example: if you have decided that a level is to be but one sheet of paper in size, and the die result calls for something which goes beyond an edge, amend the result by rolling until you obtain something which will fit with your predetermined limits. Common sense will serve. If a room won't fit, a smaller one must serve, and any room or chamber which is called for can be otherwise drawn to suit what you believe to be its best positioning. At all times you are serving in two roles, referee and player, so be sure to keep a fair balance.

Now proceed to the tables which explain all play.

TABLE I. PERIODIC CHECKS:

Die	Result
1-3	Continue straight, check again in 60'
4-7	Door (see TABLE 11.)
8-10	Side/Passage (see TABLE III.), check again in 30'
14-16	Chamber (see TABLE V.)
17	Stairs (see TABLE VI.)
18	Dead End (walls 1., r. and ahead can be checked for Secret Doors, see TABLE V., footnote)
19	Trick/Trap (see TABLE VII.), passage continues, check again in 60'

- 20 Wandering Monster (see Vol. III, D&D), check again immediately to see what lies ahead so direction of monster's approach may be determined.

TABLE II. DOORS*:

Location of Door:		Space Beyond Door Is:	
Die	Result	Die	Result
1, 4	Left	1,2	Parallel passage or 10'x10' room if door straight ahead
5, 8	Right	3	Passage straight ahead
9, 12	Ahead	4	Passage 45 deg. ahead/behind
		5	Passage 45 deg. behind/ahead
		6-12	Room (go to TABLE V.)

*If no room is beyond a door check again on TABLE I. 30' after passing by or through a door.

TABLE III. SIDE PASSAGES:

Die	Result	Passage Width:	
		Die	Result
1	left 90 degrees		
2	right 90 degrees	1-7	10'
3	left 45 degrees ahead	8-10	20'
4	right 45 degrees ahead	11	30'
5	left 45 degrees behind	12	5'
6	right 45 degrees behind		
7	left curve 45 degrees ahead		
8	right curve 45 degrees ahead		
9	passage "T's"		
10	passage "Y's"		
11	four-way intersection		
12	passage "X's" (if present passage is horizontal or vertical it forms a fifth passage into the "x")		

TABLE IV. TURNS:

Die	Result (check on width of passage on TABLE III.)
1-4	left 90 degrees
5	left 45 degrees ahead
6	left 45 degrees behind
7-10	right 90 degrees
11	right 45 degrees ahead
12	right 45 degrees behind

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

Die	Chamber Shape and Area	Room Shape and Area
1	Square, 20' x 20'	Square, 10' x 10'
2-4	Square, 20' x 20'	Square, 20' x 20'
5	Square, 30' x 30'	Square, 30' x 30'
6	Square, 40' x 40'	Square, 40' x 40'
7	Rectangular, 20' x 30'	Rectangular, 10' x 20'
8, 9	Rectangular, 20' x 30'	Rectangular, 20' x 30'
10	Rectangular, 30' x 50'	Rectangular, 20' x 40'
11	Rectangular, 40' x 60'	Rectangular, 30' x 40'
12	Unusual Shape and Area, see sub-table below --	

Unusual Shape and Size (Roll Separately for Shape and Size):

Die	Shape	Size
1-3	Circular	about 500 sq. ft.
4, 5	Triangular	about 900 sq. ft.
6, 7	Trapezoidal	about 1,300 sq. ft.
8, 9	Odd-shaped*	about 2,000 sq. ft.
10	Oval	about 2,700 sq. ft.
11	Hexagonal	about 3,400 sq. ft.
12	Octagonal	roll again and add result to 11 above (if another 12 repeat the process, doubling 11 above, and so on)

*draw what shape you desire or what will fit the map

Exits: Number, Location, and Direction (Passages in Chambers, Doors in Rooms)

Die	Room Area	Number of Exits
1	up to 600'	1
1	over 600'	2
2	up to 600'	2
2	over 600'	3
3	up to 600'	3
3	over 600'	4
4	up to 1200'	0 *
4	over 1200'	1
5	up to 1600'	0 *
5	over 1600'	1
6	any size	1-4, roll to determine

Die **	Location	Direction (If a Door use TABLE II instead)
1-5	opposite wall	straight ahead
6-8	left wall	straight ahead
9-11	right wall	straight ahead, 20' wide
12	same wall	45 deg. left/right

* A secret door might exist, and a search may be made if desired. For every 10' of wall space checked roll a 12-sided die -- a 1 indicates a secret door has been found, a 12 indicates a wandering monster has come in.

** If a passage or door is indicated in a wall where the space immediately beyond the wall has already been mapped then the exit is either a secret door (1,2) or a one-way door (3-6).

Chamber or Room Contents:

Die	Contents
1-12	empty
13,14	monster only (determine from D&D, Vol. III)
15-17	monster and treasure (see table below)
18	special* or empty
19	Trick/Trap (see TABLE VII.)
20	Treasure (see table below)

* insert a sealed envelope indicating room contents which can be prepared for you by any willing person, and open the envelope when indicated above.

Treasure:

Die	Without Monster	With Monster
01-25	1,000 copper pieces/level	According to the type indicated in D&D, Vol. III for "Outdoor Adventures" with pro rata adjustment for relative numbers.
26-50	1,000 silver pieces/level	
51-65	750 electrum pieces/level	
66-80	250 gold pieces/level	
81-90	100 platinum pieces/level	
91-94	1-4 gems/level	
95-97	1 piece jewelry/level	
98-00	Magic (roll on D&D table)	

TABLE VI. STAIRS:

Die	Result
1-5	Down 1 level*
6	Down 2 levels**
7	Down 3 levels***
8	Up dead end (1 in six is collapsing chute down 1 level)
9	Down dead end (1 in six to chute down 2 levels)
10	Chimney up 1 level, passage continues, check again in 30'
11	Chimney up 2 levels, passage continues, check again in 30'
13	Chimney down 2 levels, passage continues, check again in 30'
14-18	Trap door down 1 level, passage continues, check again in 30'
19,20	Trap door down 2 levels, passage continues, check again in 30'

* 1 in 12 has a door which closes egress for the day

** 1 in 10 has a door which closes egress for the day

*** 1 in 8 has a door which closes egress for the day

N.B. Check for such doors only after descending steps!

TABLE VII. TRICK/TRAP:

Die	Result
1-5	Secret Door <u>unless</u> unlocated: Non-elf locates 1 in 6, elf locates 2 in 6, magical device locates 5 in 6 (then see TABLE II.) Unlocated secret doors <u>go to die 6,7 below.</u>
6,7	Pit, 10' deep, 3 in 6 fall in.
8	Pit, 10' deep with spikes.
9	20' x 20' elevator room (party has entered door directly ahead and is in room), descends 1 level and will not ascend for 30 turns.
10	As 9 above, but room descends 2 levels.
11	As 9 above, but room descends 2-5 levels, 1 upon entering and 1 additional level each time an unsuccessful attempt at door opening is made, or until it descends as far as it can. This will not ascend for 60 turns.
12-14	Wall 10' behind slides across passage blocking it for from 10-60 turns.
15	Arrow trap, 1-6 arrows, roll for each to see if and score hits, 1 in 6 is poison.
16	Spear trap, 1-3 spears, 1 in 12 is poisoned
17,18	Gas, party has detected it, but must breath it to continue along corridor as it covers 60' ahead. Mark map accordingly regardless of turning back or not. (See Gas Sub-Table below.)
20	Use a trick/trap from a sealed envelope, make up one of your own, or roll again until a 1-19 turns up.

Gas Sub-Table:

Die	Result
1-5	Only effect is to obscure vision when passing thru.
6	Blinds for 1-6 turns after passing through.
7	Fear: run back 120' unless save vs. Magic is made.
8	Sleep: party sound asleep for 2-12 turns.
9,10	Strength: adds 1-6 points of strength to all fighters in party for 10-40 turns.
11	Sickness: return to surface immediately.
12	Poison: save vs. Poison or dead.

CAVES AND CAVERNS FOR LOWEST LEVELS: You may wish to have "rough-hewn" and natural tunnels in lower levels, and where chambers and rooms are indicated substitute Caves and Caverns. Exits are as above, and there is a 1 in 6 chance for monsters, 5 in 6 that the monster has treasure.

TABLE VIII. CAVES & CAVERNS

Die	Result
1-3	Cave about 40' x 60'
4	Cave about 50' x 75'
5	Double Cave: 20' x 30', 60' x 60'
6	Double Cave: 35' x 50', 80' x 90'
7-9	Cavern about 95' x 125'
10	Cavern about 120' x 150'
11	Cavern about 150' x 200'
12	Mammoth cavern about 250'-300' x 350'-400'

*Roll to see if pool therein

**Roll to see if lake therein

Pools:

Die	Result
1-5	No pool
6,7	Pool, no monster
8,9	Pool, monster
10,11	Pool, monster & treasure
12	Magical pool

Lakes:

Die	Result
1-5	No lake
6-8	Lake, no monsters
9-11	Lake, monsters*
12	Enchanted lake**

* 1-4 monsters, 4 in 5 chance of treasure

**enchanted lake leads any who manage to cross it to another dimension (if special map is available, otherwise treat as lake with monsters) -- lake will have from 2-5 monsters

Magic Pools: (In order to find out what they are characters must enter)

Die	Result
1-3	Turns gold to platinum (1-3) or lead (4-6), one time only.
4-6	Will on a one-time-only basis add (1-3) or subtract (4-6) from one characteristic of all who stand within it:
	1 = strength
	2 = intelligence
	3 = wisdom
	4 = dexterity
	5 = constitution
	6 = charisma
	(add or subtract from 1-3 points, checking for each character as to addition or subtraction, characteristic, and amount).
7-9	Talking pool which will grant 1 wish to characters of its alignment, damage others from 2-12 points; 1-2 lawful, 3-4 neutral, 5-6 chaotic. Wish can be withheld for up to 1 day.
10-12	Transporter pool: 1-2 back to surface, 3-4 one level down, 5-6 100 miles away for outdoor adventure.



The Strategic Review

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WHAT'S GOING ON HERE?

EDITORIAL

Donald Featherstone once said in WARGAMER'S NEWSLETTER that he believed Arnold Hendrick's chief talent and claim to fame lay in his "pinching" of Fletcher Pratt's Naval Wargame — alluding in all likelihood to similarities between Mr. Pratt's game and the set of rules for naval miniatures authored by Mr. Hendrick. I concurred with what was said in WARGAMER'S NEWSLETTER, and when the good Mr. Hendrick "reviewed" CHAINMAIL in a highly uncomplimentary manner I ignored what was written, for surely most hobbyists could be assumed to be able to read this "review" for what it was worth and in light of Mr. Hendrick's talents otherwise. As an example of the comments he made regarding CHAINMAIL, the most amusing was his assertion that heavy cavalry was rated too high, imagine! In a period where the armored horseman dominated the field of battle, heavy horse are too strong! Anyway, the learned Mr. Hendrick subsequently "reviewed" DUNGEONS & DRAGONS, again in a very uncomplimentary manner — after all, he had gone so far as to play a game of D&D as a Cleric, completely armed with such edged weapons as spear and arrows . . . Again, this so called "review" was so obviously inaccurate and biased that I ignored it completely, although numbers of letters and telephone calls from irate D&D fans who had read the comments and wished to let me know that the "review" outraged them assured me that Mr. Hendrick would not escape totally unscathed. Eventually the magazine which retains Mr. Hendrick as a "reviewer" did print a contrary opinion — how could they ignore a counter-article written by Mr. James Oden, President of Heritage Models, Inc.? This brings me to the point of this editorial. The axe that Mr. Hendrick has been grinding so loudly and long has been exposed.

Possibly in light of TSR's success in publishing miniatures rules and games, Mr. Hendrick has decided to begin peddling a line of his own creations. If these creations are as well-thought out as his "reviews", as learned and clever, they will be rare products indeed. However, being inclined towards fair play, I invite any readers who wish to submit reviews of any of these sets of rules, and as space permits we will publish as many as is possible. Note TSR is **not** having one of its writers or designers review the products of a competitor. If we receive several reviews for one set of rules we will publish that which is most thorough in our opinion, regardless of what its recommendation is, and as an editor's note include the conclusions of any other reviews of the same work so as to give all opinions expressed to us from **disinterested** reviewers. After all, could one expect honest and fair reviews from a source directly connected with a competitor of the product being reviewed? Certainly not. As an author of rules and games I have refrained in the past from reviewing the work of other writers and designers for just this reason. This policy will be continued in the pages of **SR**, despite less scrupulous methods employed in the magazine which carries Mr. Hendrick's "reviews". We will depend on you for product reviews, and when we plug our own staff it will be clearly labeled as an advertisement.

Gary Gyax

PUBLISHERS STATEMENT

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TSR NEWS

As we have said before, things keep happening so fast around here that we cannot keep you properly informed despite our best efforts! Item: TSR has formed a Hobbies Division, TSR HOBBIES, advertised herein. It will soon have a catalog with no less than 150 different miniatures for fantasy gaming — as well as other goodies. Brian is in charge of this operation. Item: TSR is forming yet another division, TSR GAMES, which will publish Mike Carr's classic FIGHT IN THE SKIES in a 5th edition, as well as a super-fun fantasy boardgame in the near future. Item: Due to the demands of running TSR, we have employed Gary Gyax full-time, and he is now responsible for all orders, billing, and accounting. Item: TSR has not less than ten titles — rules and games — nearing completion, and only available funds and publicity factors will tend to slow the pace of their release during the next year. Item: By the time you are reading this Professor M.A.R. Barker's incomparable fantasy campaign game EMPIRE OF THE PETAL THRONE will be nearing completion. It should be released around mid-July or perhaps a bit later, and it will be the ultimate in fantasy gaming. EPT has a full-color box cover (beautifully drawn by the author), three full-color maps of large size, and a huge rules booklet. Although it will have to sell in the \$25 price range complete, we will give **SR** readers a big discount next issue, and components of the game will be sold separately for those who wish only a small part immediately — or who can afford no more. The rules should be in the same price range as D&D. Meanwhile, we are getting ready to run some D&D tournament games at Origins I, and from what AH says the games will be filled to capacity (but wait until the players find out just how horrible a place they will be "dungeoneering" in!). We will have TSR booths only at CITEK-75 (15-17 August at the Midland Hotel in Chicago) and GenCon this year, but we hope that in 1976 we will be able to set up at about a half-dozen conventions so as to be able to see more of our friends (and sell a few more books and games, of course). Try to stop to see us at the cons we do make this year, or come to the shop at 330 Center St. in Lake Geneva if you're in the neighborhood.

After we finally get around to producing CLASSIC WARFARE — which has been put off until late summer — we will do BLACKMOOR, D.G.U.T.S (reprint with very minor changes), SHIPS OF THE LINE (campaign rules for sailing ships), NAVAL ORDERS OF BATTLE (Age of Sail), and probably a STAR PROBE addition and another fantasy-type booklet or two. We **are** heeding the results of the survey, and what you are most eager to get will be forthcoming soon.

SR #4 will probably bear an advertisement for TSR HOBBIES, offering a catalog for \$2.00, refundable with the first order for \$10.00 or more. We are selling figures now, but they haven't been photographed for the catalog yet. If you want fantasy figures of any sort just send us a list, and we will do our best, for we now stock most from the MiniFigs, Der Kriegsspielers, and Scruby lines. Stocks of figures from Heritage and McEwan are expected shortly. So right now we are able to fill most fantasy figure wants. Eventually we will add sci-fi and then the traditional models to provide really complete service.

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Editor — E. Gary Gyax

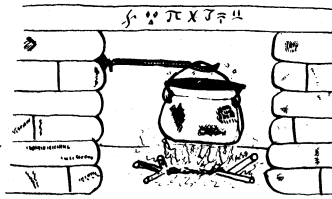
Associate Editor — Brian Blume

Advertising rates upon request.

Change of Address should be sent as soon as possible, and in any event not less than two weeks prior to the first day of April, July, October and January, as applicable.

In The Cauldron

— Tim Kask —



This column was formerly known as TSR News, but "In the Cauldron" says it just as well. Each issue, I'll stir our creative cauldron and tell you here what floats to the top. Anybody care to lick the spoon?

BLACKMOOR is finally done and in the hands of the printers, tho' there is no way of knowing when they will be done with it. As I write this, the printer is already a week late on proofs of the booklet pages. Hopefully, by the time you read this, it will be available. We know that it's late, but you wouldn't believe me if I listed all the problems we had with it. Suffice it to say that I have been blooded, as an editor, by BLACKMOOR. It was my first project for TSR, and all that neat stuff you learn in college is seldom applicable in a situation like ours. Trust us, it will have been worth the wait.

The mailing lists for SR are in such bad shape that, rather than gyp someone out of an issue, we did not pull any sub that was due to expire with #5. The main reason for the shape is that the company that printed our mailing labels was grossly incompetent. We would send them lists of names, and they would inevitably foul something up. We are in the process of going to a new system that will enable us to keep computer cards on file, and thereby cut our work in half on maintaining the lists. Please bear with us, we are doing our utmost to straighten things out. Quite frankly, the subscription list for SR is growing faster than we can keep up with it, under the present system. The new system will show a number on the label that will show you when your sub runs out, thereby allowing us to automatically update the lists.

We are in the process of filing for 2nd Class mailing privileges. Now that we have been around for a year, we have achieved patina of respectability, and envision no problems in securing it. What this means to you is far better, and faster, delivery, and lower cost to us, which keeps sub prices down.

It is with regret that we find ourselves forced to raise the rates for subscriptions to Canada and overseas. The new rates are reflected in the prices listed in the Publisher's Statement. We found ourselves losing money on Canadian subs, and asking overseas subscribers to wait for the proverbial 'slow boat'. To put out a newsletter the size of this one, on the quality of paper we use, leaves very little margin for the cost of postage to outside of the U.S. If ever we are able to attract enough advertising, perhaps that will change.

We are in the midst of a move out of our beloved crypts, and in the process of opening the DUNGEON Hobby Shop, on the corner of Williams and Marshal Sts., here in L.G. We aim to establish the finest shop in the Midwest devoted to war gaming. When our inventory is completed, you will be able to find more wargaming supplies in the DUNGEON than anywhere in the Midwest. We should be open for business around the 3rd week in Dec., so come and see us!

The catalog is finished, and we feel it is as professionally done as any you will find. The best thing about it is that you needn't keep buying them. It is so constructed as to allow you to put in all the new items as we print the pages; more than likely, we'll make a list of all who bought them, and send new pages to catalog owners as we print them. Is that a deal, or what??

A thousand thanks and a Bless from a 35th Level Patriarch to our good friend, Jim Hayes. Jim sent us a really nice oil painting the other day. We are going to hang it right inside the door of the new shop, making it into our greeting display. Come see it.

We are in desperate need of artwork suitable to print. This means it has to be in pen and ink, or a medium that will print well. Felt tips just don't have enough density to be photographed, and color is wasted with our monochrome printing. We also remunerate for art used. We would additionally like to invite all of the budding writers in our readership to write items for SR. If you go through all of your back issues, you'll find a number of names not connected with TSR. Quite frankly, anything you submit that gets printed saves one of us that much time and work that could be devoted to working on new games.

As much as we like it, it would be better NOT to send us money for something not yet out. We know that an awful lot of you that are reading this prepaid for BLACKMOOR, and have been forced to endure an interminable delay. We goofed in advertising it too soon. If you're in doubt, drop us a note and we'll usually answer it the same day.

Good news for EPT fans! Our crystal ball shows a board game to be played on the maps with counters ranging from strategic to tactical units. It also shows a

set of Miniature Rules for EPT. The EPT figure line is almost decided. There are two companies fiercely bidding, and both have shown us beautiful samples. Also glimpsed in the globe was an Order of Battle for EPT, as well as a painting guide with great illustrations. Sit tight, we'll keep you posted.

Also a little in the future is an EPT-based game on the order of DUNGEON!. However, the similarity is merely superficial. It is a really promising game in its own right, played on a beautiful board.

FIGHT IN THE SKIES, hereafter known as FITS, is well underway. I'm a fan of RW, but am looking forward to being able to play FITS regularly. If it lives up to its rep, I'm sure to forsake RW.

Brian is hard at work doing some development and redesign of the system of LITTLE BIG HORN (done by Gary). If you ever thought you could have done better than Custer, here's your chance. More on LBH later.

Rob is engrossed in doing LANKHMAR. LANKHMAR is the product of Fritz Leiber's and Harry Fischer's fertile imaginations, a la Fafrhd and the Mouser. By the time Rob is done with it, it should be a dandy, and not very similar to anything we've done previously.

Terry is finishing up the ROBIN HOOD rules that were tested at GenCon. They should provide for some escapist fantasy unlike anything extant.

Gary should have finished CLASSIC WARFARE by the time you're reading this, and TSR will be putting it into print as soon as possible.

Please, don't order items until we tell you they are ready. We won't goof it again. As for anything previously mentioned, none of it is due for quite some time. Sometime before GenCon, we are also going to publish GODS, DEMI-GODS & HEROES (and who knows what else . . .).

And now, by popular demand, here is a little data on the odd assortment of strange folks that make up TSR.

E. Gary Gygax

I was born in Chicago 37 years ago — 27 July 1938 for those of you who are astrology freaks — and nothing has gone right since then (witness, for example, WWII, Korea, 'Nam, and I am expecting worse momentarily). Despite these outrageous slings and arrows, I have somehow managed to carry on with a stiff upper lip, even going so far as to marry a beautiful redhead and beget five offspring (Ernie the Barbarian being the most infamous). I occasionally attended various educational institutions, but the end came when my wife insisted that she did not wish to spend the next few decades visiting places like the Matto Grasso, and my anthropology career was nipped in the bud. . . sort of, anyway. So I went to work for a different insurance company (I was working for another while attending college) thus selling out creativity and independence (at least) for a buck — who needs material dross like food and a place to live anyway?! However it was already too late and I didn't even know it. I began playing chess at age six, and history has fascinated me since high school; furthermore, I'd purchased an AH game (GETTYSBURG) in '58 or '59 and avidly sought more. My eventual downfall was thus assured. I began to get involved in organized wargaming in the mid-1960's. Soon writing articles, designing rules and games, and otherwise fooling around occupied all of my free time, as well as good chunks of time supposedly being paid for by my employer (there was never enough for me to do running that little underwriting unit in any event). My wife threatened divorce often: "It is either going to be me or those games!" Fortunately for me, she never actually forced a decision . . . My association with Guidon Games cemented my downfall, for I learned much about the business of wargaming during that time. Then, without really realizing what we were getting into, we started TSR in October 1973. You know all the rest. Help a lost man. Go and buy his ALEXANDER THE GREAT from AH, and get all the TSR products you can afford. That will make me rich, and then maybe, just maybe, I'll actually be able to play wargames again.

Brian J. Blume

I was born in Chicago 26 Years ago — 12 January 1950, for those of you who are astrology freaks — and nothing has gone right since then (witness, for example Korea, 'Nam and the Seven Days War, and I am expecting worse momentarily). Despite these outrageous slings and arrows, I have somehow managed to carry on with a stiff upper lip, even going so far as to marry a beautiful brunette, but even that didn't work right, and I am no longer married. I attended various educational institutions, but the end came when money-lust struck me. I went to work as a tool and die maker's apprentice and finally made \$20,000 in one year. I began playing chess at age seven, and history has fascinated me since junior high school; furthermore, I'd purchased an AH game (GETTYSBURG) in '59 and avidly sought

(Cont. on page 8)

Sturmgeshutz and Sorcery

OR

HOW EFFECTIVE IS A PANZERFAUST AGAINST A TROLL, HEINZ?

by Gary Gygax

D&D is a game of many facets, and occasionally we cook up a few little surprises for the boys planning to play a "straight" battle. In this case one team was carefully primed for an upcoming WWII miniatures game, while the other team was instructed regarding a fantasy battle to be fought on the table top. How could we mix moderns with swords & sorcery? The structure of D&D is such that it easily lends itself to such adaption, and brief rules will be given at the end of the article. The orders of battle, situation analyses, and objectives given to the opponents were:

GERMAN SS PATROL

- AC w/20 mm cannon
- Hftk w/ 2 Lt. MG
- Hftk w/ 1 Lt. MG
- VW Kubelwagen
 - 1 Hauptmann (SS equivalent), MP
 - 3 Feldwebels (SS equivalent), SMG
 - 3 drivers, MP
 - 1 driver, SMG
 - 3 crew, MP
 - 20 men
 - 40 hand grenades
 - 14 Rifles
 - 2 SMG
 - 2 Assault Rifles
 - 2 Pistols
 - 3 Pzfst.
 - 160 mm. mtr. w/ 20 rounds HE
 - 1 Flamethrower

SITUATION

There has been unusual resistance activity in this area, and in the last few days a squad of Security troops were wiped out in a battle with them. Only one old man, bearded, and with no weapons, was found at the scene of the battle. From his dress and general appearance it would seem that he was a Russian clergyman — probably there to incite the troops to greater bravery as the Communist commissars have failed in this respect.

OBJECTIVE

The hiding place of the guerrillas is probably in a remote and wild area which is accessible only by means of a very old and rough cart track. You must proceed to this area, surround their camp, and wipe them out to a man. The suspected camp site is undoubtedly well-camouflaged, for aerial recon has found only very occasional signs of movement there.

THE SERVANTS OF THE GATHERER

- 12th Level EHP with +2 Armor & Shield, Snake Staff
- 1 Hero, +1 A & Sh, + 3 Swd
- 1 Hero, +1 A & Sh, +1 Spear
- 1 Magician
- 2 Mummies
- 3 Ogres
- 3 Ghouls
- 4 Trolls
- 19 Orcs
 - 4 with axes
 - 6 with swords
 - 6 with spears
 - 3 with bows (51 regular & 9 magic arrows)
 - 1 Insectoid pet of the EHP (equal to Giant Scorpion)

SITUATION

Your able lieutenants Grustiven the Warlock and the Lama Gooz have failed to return from an exploration of an area of unusual nature — just west of your castle a thick fog sprang up and has been obscuring vision since then. Dispell Magic failed to affect the area, and your henchmen were ordered to investigate, for it is possible that some Lawful enemy is at work, using the mist to screen gathering troops. Unfortunately, your strongest fighters and 200 orcs are elsewhere warring with a Neutral Lord who insulted you, so you will have to make do with the forces on hand. An orc detailed to patrol the edge of the fog area has just reported that unusual sounds have been issuing from the area — he described them as: "low growls, the clanking of chains, and a deep humming," but who can trust a stupid orc?

OBJECTIVE

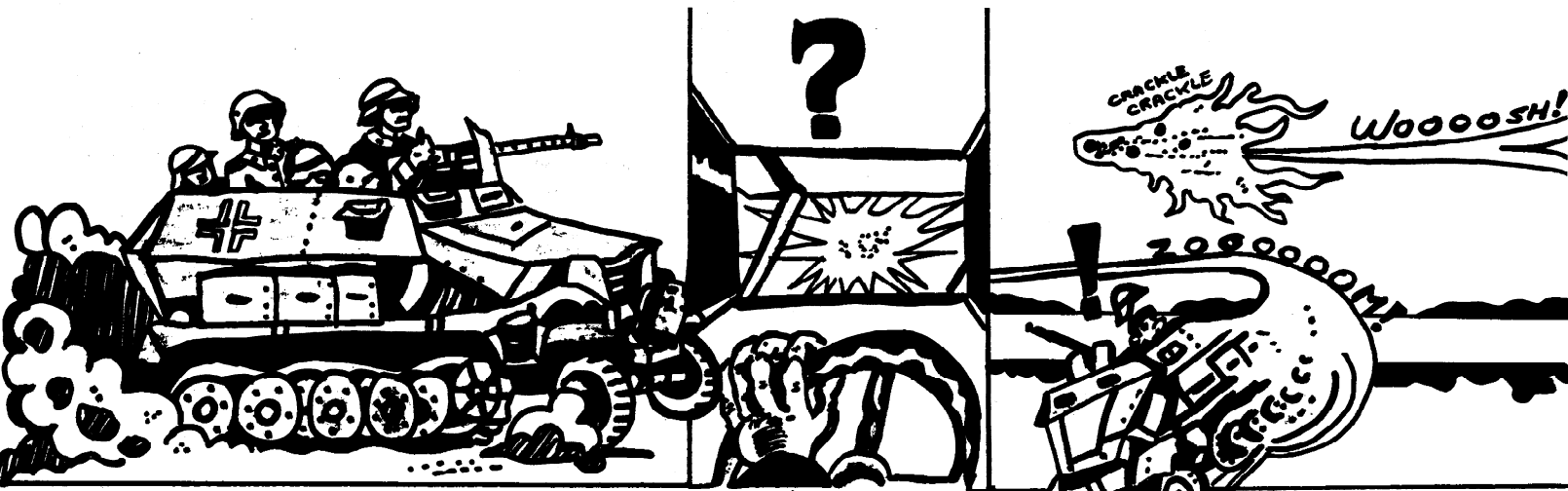
Considering the state your forces are currently in, it is up to you what the best course to follow is. You can attempt to ambush the enemy before they reach your stronghold, or you can hole up in your castle and prepare to withstand a siege, but if the attackers are strong and not molested until they reach the castle walls, your forces might not be able to prevent an escalade, and you cannot lose your castle!

Light played an important part in setting up this action. The first turn of movement was done on paper by both sides, for the referee stated it was still dark. Two ten minute moves during **false dawn** were likewise conducted. During this phase the Germans penetrated the screen of mist, and orc scouts were sent out by the Servants'. There were three maps used for preparation and preliminary moves, the players having incomplete ones, the referee having the correct one. The maps are shown below:

The SS patrol had moved westwards parallel to the woods (and misty area) at the south end of the area. There was one 'track and a few men near the road to radio information to the advancing body in case "partisans" should appear from the trees. As the main group passed through the mist radio communications were suddenly lost. Then they were through the fog, the stream was crossed, and careful observations were made on the two astounding features which shouldn't be there! The boulders weren't shown on the headquarters map of the area, nor was an intact castle! HALTE! came the command from the Hauptmann. The armored car, 'track, and VW formed a lager. Time to reassess plans — The glasses revealed yellowish faces of unusual ugliness peering at the patrol from the nearby patch of rocks, and in the other too! And what was that tall shape in the far distance striding into the mists. At this moment the orcs broke cover, hoping to continue their luck; after all they had not yet been fired upon. Six automatic weapons opened up and cut the lot to bits.

This was intolerable to the EHP, and he visited a swarm of insects upon the offending Germans. The insects nearly drove the soldiers mad, and in haste they tried their best to drive them away using smoke. That and the wind relieved the situation, but only momentarily. Before the patrol could move their vehicles a man in a pointed hat and long gown appeared amongst the boulders farthest from the Germans, pointed his finger, and a great explosion ripped the VW to shreds, also destroying several of the tires on the AC. Stunned, the troopers returned fire too late to do other than wound this new enemy. Men piled into the halftrack and made haste to go somewhere — anywhere. At this point an even closer approach to the castle seemed advisable. As the vehicle drew near the walls a rain of arrows seemed to pour upon the 'track, but the men plying the bows upon the walls were meat on the table for MG 34's, and both fell dead with a few bursts. The Germans made a complete circuit of the fortress, lobbing a few mortar shells into the place once they attained the dirt road to the east of it. More insects swarmed upon them from skies which had but moments before been clear. Time to move on again quickly, for the distraction had allowed their fellows with the AC to replace the damaged tires. They could be seen climbing back into the car and it was time to withdraw before taking worse losses.

As the halftrack roared down the road away from the castle the AC began to cross the intervening terrain to join them. Suddenly a bright flash of light (a phantasmal fireball) burst before the carrier, and the driver thought himself blinded. Luckily his co-driver slowed the vehicle sufficiently, so that it simply rolled off the road and came up against the clump of trees to the northeast of the bridge with a slight jar. The passengers were not dazed — they could see the great troll and three ghastly greenish ghouls rush forth upon them from the monsters' brushy lurking place. Near panic, the SS men blazed away with their weapons. Bullets smacked into the ghouls, and one dropped, but the other two clambered into the halftrack. The troll was also nearly into the vehicle when a desperate soldier fired point blank with his panzerfaust; the projectile took the creature full in the chest, exploded, and sent burning chunks of troll in all directions. While this was happening still another monster attacked — a giant insect-like creature which



somewhat resembled an impossibly large scorpion. It clambered up the front of the 'track, and from this position began attacking the men in the rear of the vehicle.

All was chaos there. The SS troopers were fighting a melee with the two ghouls, and had not one of them been particularly alert the scorpion-like monster would have wiped them out. A burst of fire from a machine pistol — the driver had finally recovered his vision — finished the thing. Only four Germans remained in the rear of the vehicle when the driver backed out of the trees and sent the halftrack back towards the safety of the everyday world of the Eastern Front. The armored car was awaiting them, its weapon trained down the path to cover their companions from any further attack of the nature just undergone. Nobody would believe it, had not the halftrack carried the remains of a ghoul as well as the insectoid creature draped over its hood!

Above flew an invisible magic-user, and he quickly put an end to the escape attempt of the halftrack. A **sleep** spell caused the driver to lose control of the vehicle, and it crashed. The occupants of the armored car knew something was wrong, but they did not know what — nor where to look. The magician was in clear view overhead, but no soldier looked up, and his next **sleep** spell told for the AC as well. The remaining 'track waited a short time and then hastened back to headquarters. What had happened? They could not say for certain, but what little they had observed was too fantastic for belief. The survivors of the foray were sent to rest camps, adjudged as suffering from battle fatigue.

Game Analysis: The transition from thinking in terms of WWII tactics to fantasy is difficult, while the modern enemies of the fantasy force were not all that different from any other opponents as far as tactics were concerned — that is to say they were not in the battle reported. However, if the SS were given a rematch it could be a far different story, for the long range potential and the rapid fire ability of the small arms would surely take a terrible toll. Magic and melee would generally weigh heavily against the Germans (or any similar soldiers from the modern period), but the match would be a near thing. While it would take something like radar to spot invisible opponents, the large caliber weapons would be irresistible most of the time. In this case there was no doubt that the Servants of the Gatherer won handily.

If any readers care to report their own attempts at such mixed games we would appreciate receiving them!

RULES FOR WWII/FANTASY BATTLES:

Regular D&D rules were used for the fantasy side, and the following special notes were used for the WWII types:

Movement: Use TRACTICS movement rates, but no fatigue is considered. Also, all horses and vehicles should get a 20% movement bonus.

Range of Weapons: As in TRACTICS.

Rate of Fire: As in TRACTICS.

Magic Weapons: All AP rounds above 20 mm are considered as magic, as are HE and other types above 50 mm.

Experience Levels:

Green	= M a n
Regular	= 1st level
Veteran	= 2nd level
Elite	= +1 level
NCO	= +1 level
Officer (JG)	= +2 levels

For example the SS soldiers in the battle reported above were veteran elite troops, so their base level was 3rd. The NCO's were 4th level and the officer was 5th.

OPTIONAL: After becoming familiar with fantastic opponents allow NCO's and officers to accrue experience as fighting men. Also chaplains to function with regard to turning away undead.

Weapon Type, Damage, and Effect Area:

WEAPON TYPE	DAMAGE	EFFECT AREA
Pistol	1-6	1-2 targets
Machine Pistol	1-6	type I
S/Mg.	1-6	type II
Carbine	1-6	1-2 targets
Rifle	1-6	1 target
S/A Rifle	1-6	1-2 targets
Assault Rifle	1-6	type II
Lt. Mg.	1-6	type III
Med. Mg.	1-6	type IV
Hv. Mg.	2-8	type III
20 mm	3-12	type II
37 mm	4-16	1-2 targetsA
50 mm	5-30	1 targetB
75 mm	6-48	1 targetC
90 mm	7-70	1 targetD
105 mm	8-80	1 targetE
120 mm	9- 108	1 targetF
150 mm	10- 120	1 targetG
Flamethrower*	6-30**	1 target III
Hand Gren.	5-20	1 targetA
Rifle Gren.	5-20	1 targetA
60 mm Mtr.	5-30	1 targetB
81 mm Mtr.	6-60	1 targetC
Pzfst.	8-80	1 targetA
Bazooka	6-48	1 targetA

*3 ignitions maximum

**burns 3 turns

NOTE: **White Phosphorus** 2-8 points damage until extinguished

Smoke obscures vision in Effect Area

AP of 37 mm or larger kills target hit

Ammunition Use and Resupply

	To Empty	To Reload	Max. Rounds Carried
Pistols & Rifles	8/4	1 turn	40
MP	2 bursts	1 turn	6 bursts
S/Mg.	3 bursts	1 turn	12 bursts
Carbines	8 shots	1 turn	48
Auto Rifles	2 bursts	1 turn	20 bursts
Lt. Mg.	6 bursts	1 turn	18 bursts
Med. Mg.	9 bursts	1 turn	27 bursts
Hv. Mg.	9 bursts	2 turns	18 bursts
20 mm	3 bursts	2 turns	30 bursts
Rifle Gren.	1 shot	1 turn	6 rounds
Bazooka	1 shot	2 turns	3 rounds
Hand Grenades	-	-	2 grenades
60 mm mortar	-	-	30 rounds
81 mm mortar	-	-	18 rounds

Adjustment of Hits due to Armor:

Range	Small Arms and Lt. MG/Med. MG Effect on Armor Class only if Number(s) Shown is Rolled						
	5 & 4	3 & 2	1 & 0	-1&-2	-3&-4	-5&-6	-7&-8
Short	1-6	1-6	1-6	1-6	1-6	2-6	3-6
Medium	1-6	1-6	1-6	2-6	3-6	4-6	5-6
Long	1-6	2-6	3-6	4-6	5-6	6	—
Extreme	2-6	3-6	4-6	5-6	6	—	—

EFFECT AREA DIAMETER OF EFFECT EFFECT AREA DIAMETER

A	1"	I	2" x 1/2"
B	1-1/2"	II	3" x 1"
C	2"	III	4" x 1"
D	2-1/2"	IV	6" x 1"
E	3"		
F	4"		
G	5-1/2"		

To Hit Procedure (Modern Weapons Only):

BASE +8

Range	Movement	Cover/Concealment	
Short	+3 None	+2 None	+2
Medium	0 Normal	0 Slight	0
Long	-2 Evasive	-3 About 50%	-2
Extreme	-4	Near total	-4
		Complete	-8

Attacker Status

Tripod or vehicle mtd. weapon (Med. MG)	+2
Weapon at rest on firm support	+1
Crawling or walking	-1
Evading, running, or on moving vehicle	-4
Being charged by nearby attacker	-2*

*This lessening of penalty is applicable only after troops have become relatively familiar with opponents, i.e., fought one round against them and killed something. If otherwise this penalty should be -6!

Number of Hits for Automatic Weapons:

Type	Possible Hits
I	1-4
II	2-5
III	1-6
IV	1-6

Melee: Treat Melee as in D&D except as follows:

Weapons Conversion

Rifle & bayonet	=	spear
Bayonet	=	dagger
Entrenching tool	=	axe
Rifle, clubbed	=	hammer, dagger for damage
Pistol, clubbed	=	dagger, half damage
Unarmed	=	SPECIAL, see below

Unarmed Combat Special*

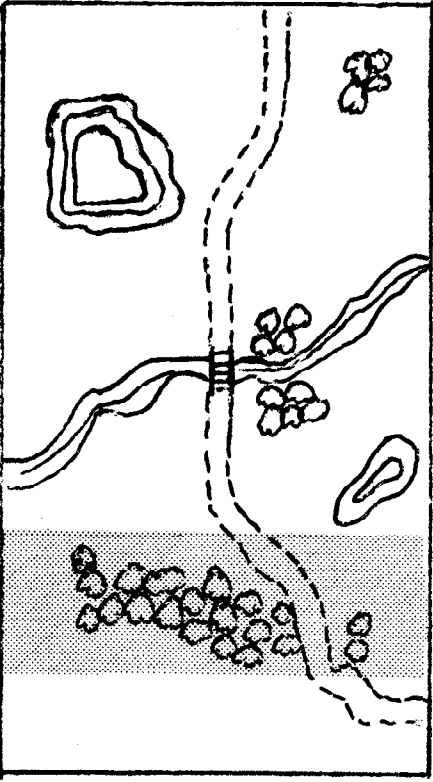
Score	Effect
1-5	None
6-10	Stun opponent, attack first next round
11-15	Disarm opponent and attack first next turn — if no weapon in opponent's grasp do 1-6 points damage
16-19	As above plus 1-6 points damage inflicted
20	Opponent knocked senseless if not AC 2 or less and above 7th level (adjust upwards for higher AC's, i.e., AC 3 and above 8th level, AC 4 and above 9th, etc.) — takes 1-8 points damage in any event

*Roll for each soldier, regulars have 1 in 6 who can engage in this form of combat, veterans have 3 in 6, elite adds 1 in 6.

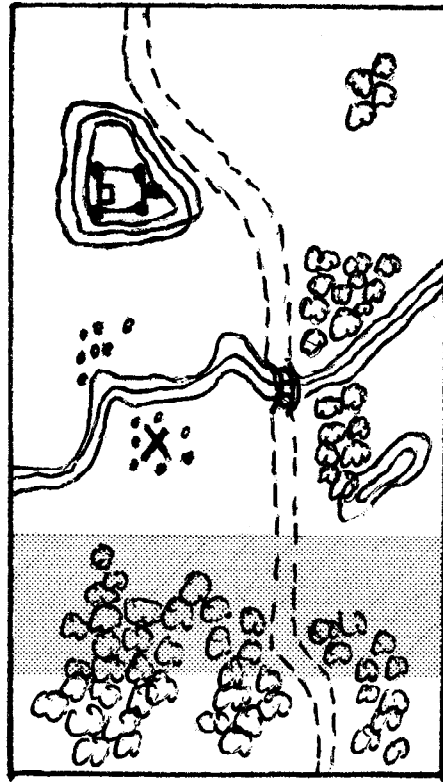
Morale: Standard TRACTICS Morale should be used, except where reference to enemy vehicle or AFV is made; read huge monster or strange monster.

The Dragon Approaches!!

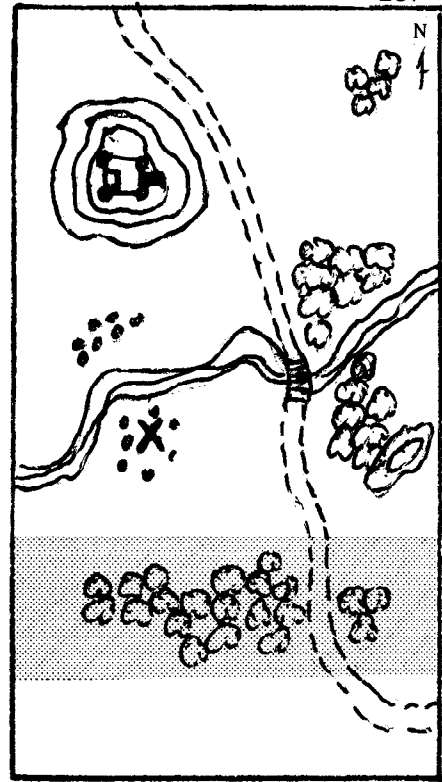




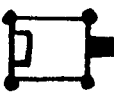








GERMAN MAP

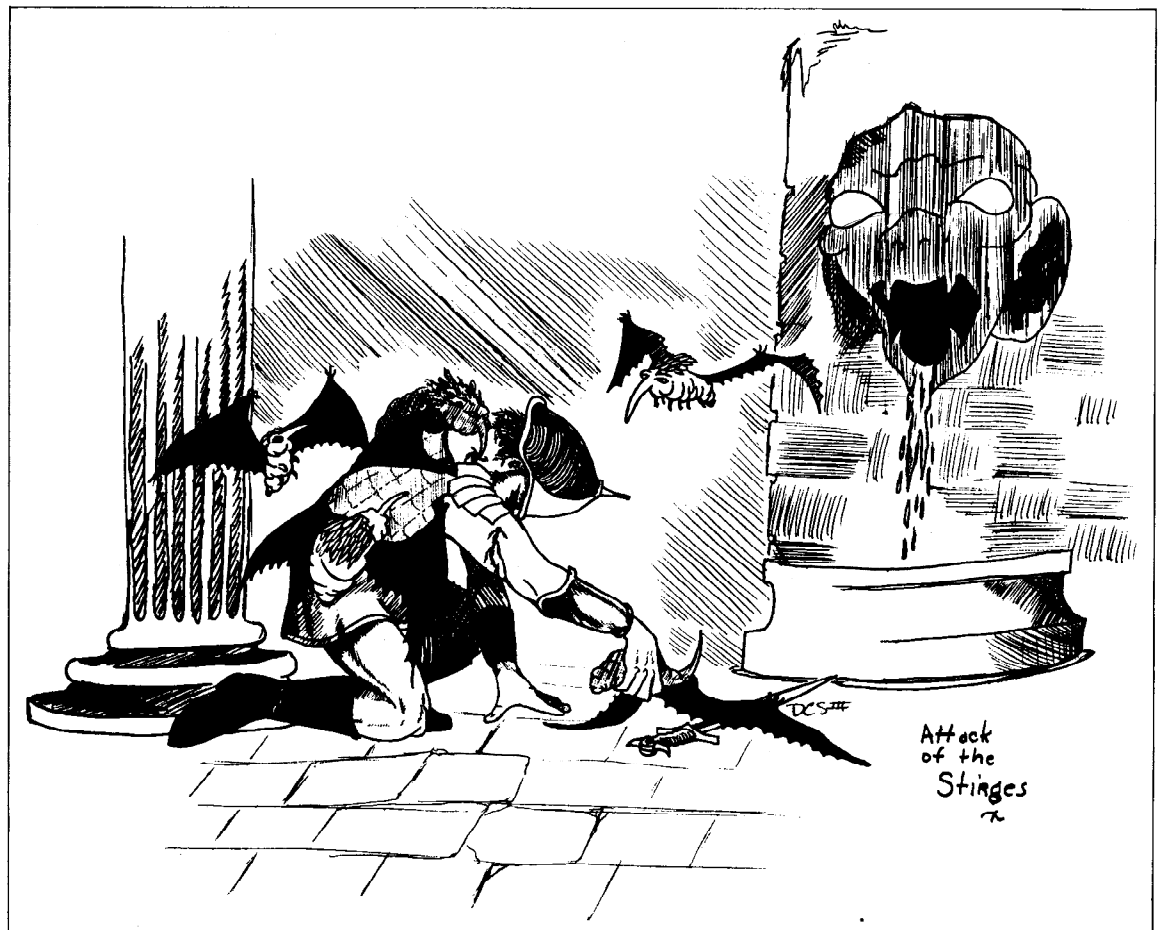


SERVANTS' MAP



Germans
REFEREE'S MAP

-  CASTLE + DRAWBRIDGE
-  UNDERGROUND ENTRANCE/EXIT TO/FROM CASTLE
-  DIRT TRACK
-  STREAM
-  WOODS
-  HILL
-  BRIDGE
-  BRIDGE
-  MISTED AREA



Attack of the Stinges

THE MEANING OF LAW AND CHAOS IN DUNGEONS & DRAGONS AND THEIR RELATIONSHIPS TO GOOD AND EVIL

by Gary Gygax

Many questions continue to arise regarding what constitutes a "lawful" act, what sort of behavior is "chaotic", what constituted an "evil" deed, and how certain behavior is "good". There is considerable confusion in that most dungeon-masters construe the terms "chaotic" and "evil" to mean the same thing, just as they define "lawful" and "good" to mean the same. This is scarcely surprising considering the wording of the three original volumes of DUNGEONS & DRAGONS. When that was written they meant just about the same thing in my mind — notice I do **not** say they were synonymous in my thinking at, that time. The wording in the GREYHAWK supplement added a bit more confusion, for by the time that booklet was written some substantial differences had been determined. In fact, had I the opportunity to do D&D over I would have made the whole business very much clearer by differentiating the four categories, and many chaotic creatures would be good, while many lawful creatures would be evil. Before going into the definitions of these four terms, a graphic representation of their relative positions will help the reader to follow the further discourse. (See #1)

Notice first that the area of neutrality lies squarely athwart the intersection of the lines which divide the four behavioral distinctions, and it is a very small area when compared with the rest of the graph. This refers to true neutrality, not to neutrality regarding certain interactions at specific times, i.e., a war which will tend to weaken a stronger player or game element regardless of the "neutral" party's actions can hardly be used as a measure of neutrality if it will benefit the party's interest to have the weakening come about.

Also note that movement upon this graph is quite possible with regard to campaign participants, and the dungeonmaster should, in fact, make this a standard consideration in play. This will be discussed hereafter.

Now consider the term "Law" as opposed to "Chaos". While they are nothing if not opposites, they are neither good nor evil in their definitions. A highly regimented society is typically governed by strict law, i.e., a dictatorship, while societies which allow more individual freedom tend to be more chaotic. The following lists of words describing the two terms point this out. I have listed the

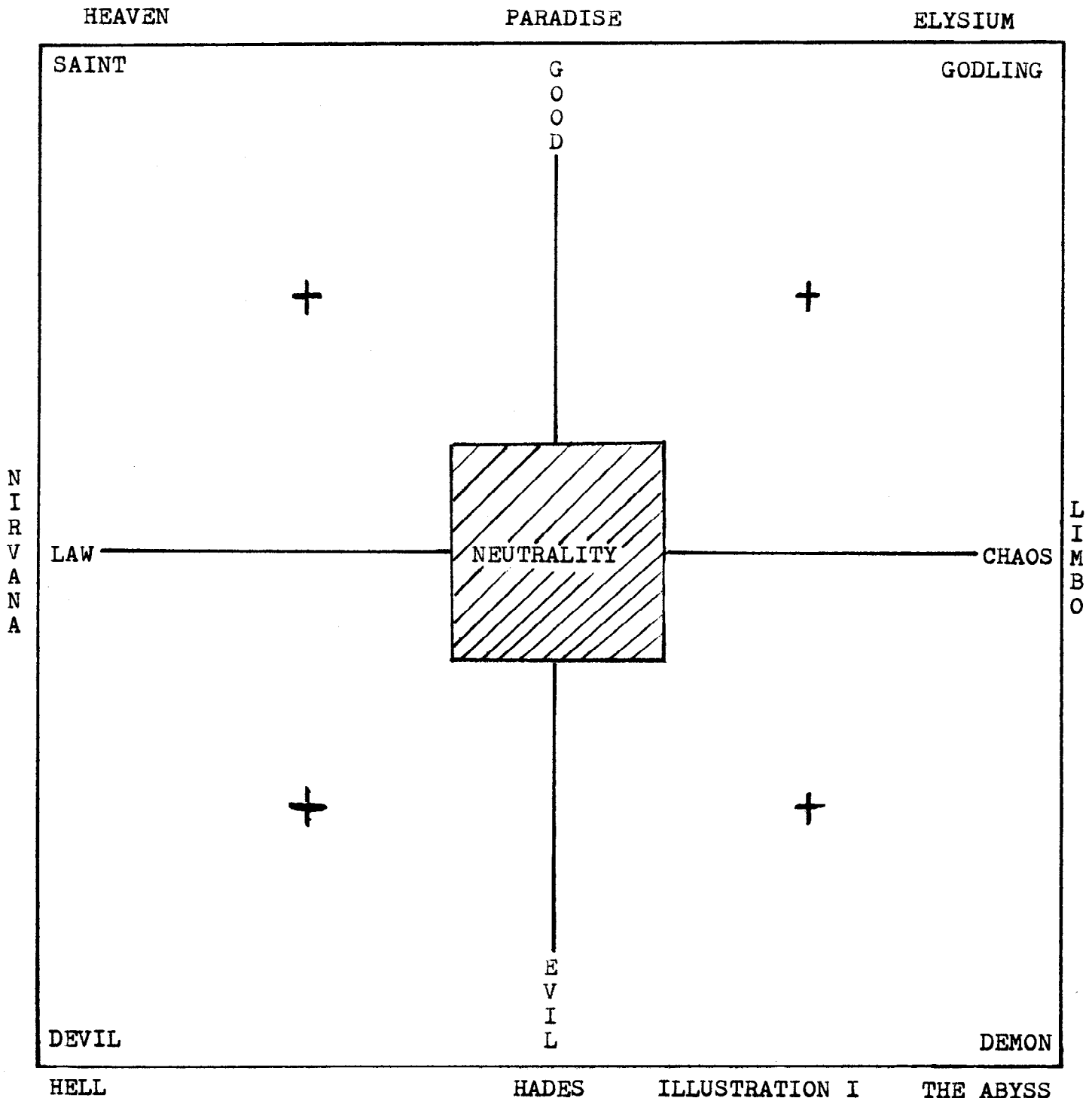


ILLUSTRATION I

words describing the concepts in increasing order of magnitude (more or less) as far as the comparison with the meanings of the two terms in D&D is concerned:

LAW
Reliability
Propriety
Principled
Righteous
Regularity
Regulation
Methodical
Uniform
Predictable
Prescribed Rules
Order

CHAOS
Unruly
Confusion
Turmoil
Unrestrained
Random
Irregular
Unmethodical
Unpredictable
Disordered
Lawless
Anarchy

GOOD (cont.)
Honest
Sincere
Helpful
Beneficial
Pure

EVIL (cont.)
Dishonest
Bad
Injurious
Wicked
Corrupt

The terms "Law" and "Evil" are by no means mutually exclusive. There is no reason that there cannot be prescribed and strictly enforced rules which are unpleasant, injurious or even corrupt. Likewise "Chaos" and "Good" do not form a dichotomy. Chaos can be harmless, friendly, honest, sincere, beneficial, or pure, for that matter. This all indicates that there are actually five, rather than three, alignments, namely:

LAWFUL/GOOD
CHAOTIC/GOOD

LAWFUL/EVIL
CHAOTIC/EVIL

NEUTRAL

Basically, then, "Law" is strict order and "Chaos" is complete anarchy, but of course they grade towards each other along the scale from left to right on the graph. Now consider the terms "Good" and "Evil" expressed in the same manner:

GOOD
Harmless
Friendly
Kind

EVIL
Unfit
Mischievous
Unpleasant

The lawful/good classification is typified by the **paladin**, the chaotic/good alignment is typified by the **elves**, lawful/evil is typified by the **vampire**, and the **demon** is the epitome of chaotic/evil. **Elementals** are neutral. The general reclassification of various creatures is shown on Illustration II.

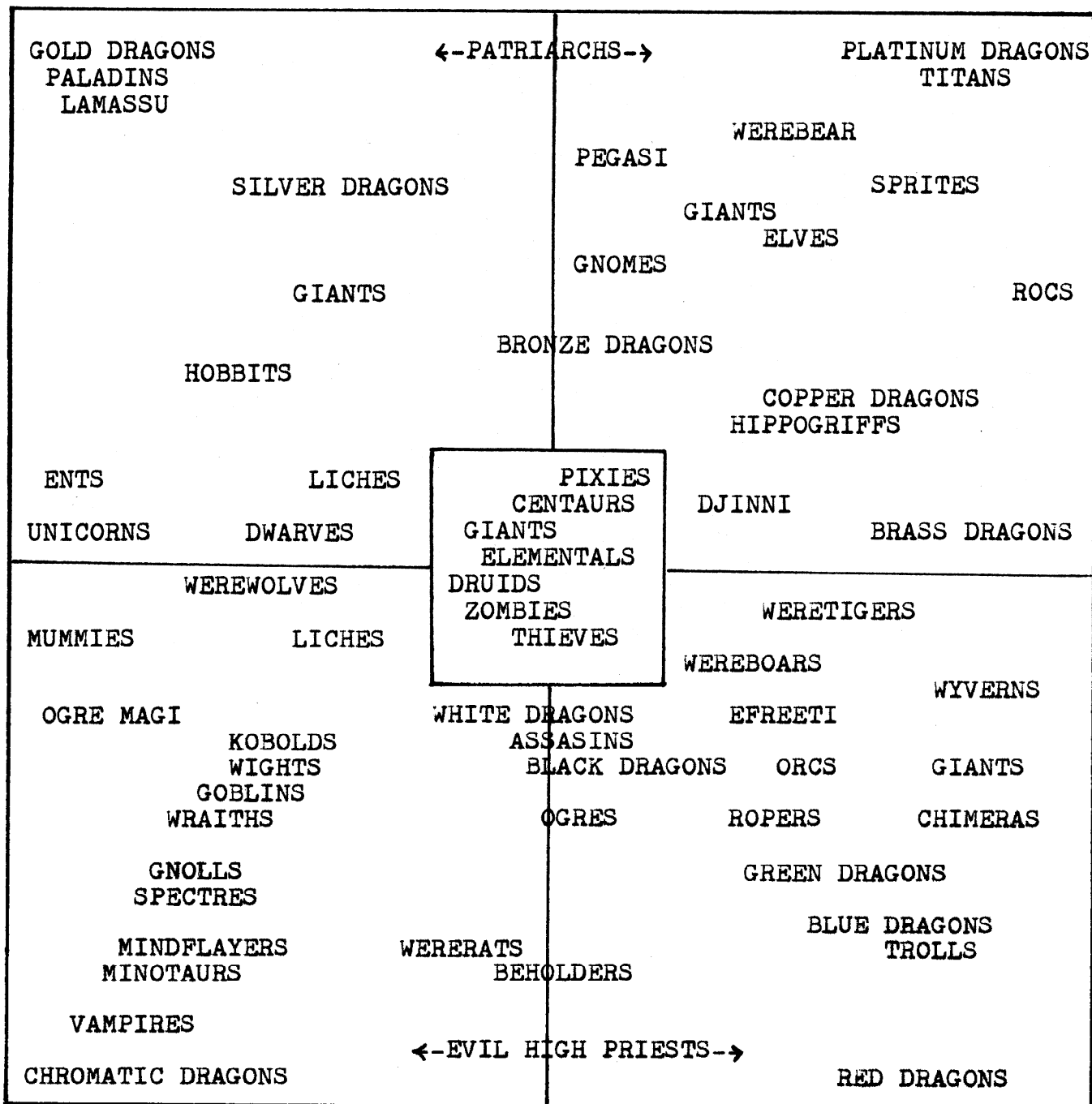


ILLUSTRATION II

Placement of characters upon a graph similar to that in Illustration I is necessary if the dungeonmaster is to maintain a record of player-character alignment. Initially, each character should be placed squarely on the center point of his alignment, i.e., lawful/good, lawful/evil, etc. The actions of each game week will then be taken into account when determining the current position of each character. Adjustment is perforce often subjective, but as a guide the referee can consider the actions of a given player in light of those characteristics which typify his alignment, and opposed actions can further be weighed with regard to **intensity**. For example, reliability does not reflect as intense a lawfulness as does principled, as does righteous. Unruly does not indicate as chaotic a state as does disordered, as does lawless. Similarly, harmless, friendly, and beneficial all reflect increasing degrees of good; while unpleasant, injurious, and wicked convey progressively greater evil. Alignment does not preclude actions which typify a different alignment, but such actions will necessarily affect the position of the character performing them, and the class or the alignment of the character in question can change due to such actions, unless counter-deeds are performed to balance things. The player-character who continually follows any alignment (save neutrality) to the absolute letter of its definition must eventually move off the chart (Illustration I) and into another plane of existence as indicated. Note that self-seeking is neither lawful nor chaotic, good nor evil, except in relation to other sapient creatures. Also, law and chaos are not subject to interpretation in their ultimate meanings of order and disorder respectively, but good and evil are not absolutes but must be judged from a frame of reference, some ethos. The placement of creatures on the chart of Illustration II. reflects the ethos of this writer to some extent.

Considering mythical and mythos gods in light of this system, most of the benign ones will tend towards the chaotic/good, and chaotic/evil will typify those gods which were inimical towards humanity. Some few would be completely chaotic, having no predisposition towards either good or evil — REH's **Crom** perhaps falls into this category.

What then about interaction between different alignments? This question is tricky and must be given careful consideration. Diametric opposition exists between lawful/good and chaotic/evil and between chaotic/good and lawful/evil in this ethos. Both good and evil can serve lawful ends, and conversely they may both serve chaotic ends. If we presuppose that the universal contest is between law and chaos we must assume that in any final struggle the minions of each division would be represented by both good and evil beings. This may seem strange at first, but if the major premise is accepted it is quite rational. Barring such a showdown, however, it is far more plausible that those creatures predisposed to good actions will tend to ally themselves against any threat of evil, while creatures of evil will likewise make (uneasy) alliance in order to gain some mutually beneficial end — whether at the actual expense of the enemy or simply to prevent extinction by the enemy. Evil creatures can be bound to service by masters predisposed towards good actions, but a lawful/good character would fain make use of some chaotic/evil creature without severely affecting his **lawful** (not necessarily **good**) standing.

This brings us to the subject of those character roles which are not subject to as much latitude of action as the others. The neutral alignment is self-explanatory, and the area of true neutrality is shown on Illustration I. Note that paladins, Patriarchs, and Evil High Priests, however, have positive boundaries. The area in which a paladin may move without loss of his status is shown in Illustration III. Should he cause his character to move from this area he must immediately seek a divine quest upon which to set forth in order to gain his status once again, or be granted divine intervention; in those cases where this is not complied with the status is forever lost. Clerics of either good or evil predisposition **must** likewise remain completely good or totally evil, although lateral movement might be allowed by the dungeonmaster, with or without divine retribution. Those top-level clerics who fail to maintain their goodness or evilness must make some form of immediate atonement. If they fail to do so they simply drop back to seventh level. The atonement, as well as how immediate it must be, is subject to interpretation by the referee. Druids serve only themselves and nature, they occasionally make human sacrifice, but on the other hand they aid the folk in agriculture and animal husbandry. Druids are, therefore, neutral — although slightly predisposed towards evil actions.

As a final note, most of humanity falls into the lawful category, and most of lawful humanity lies near the line between good and evil. With proper leadership the majority will be prone towards lawful/good. Few humans are chaotic, and very few are chaotic and evil.

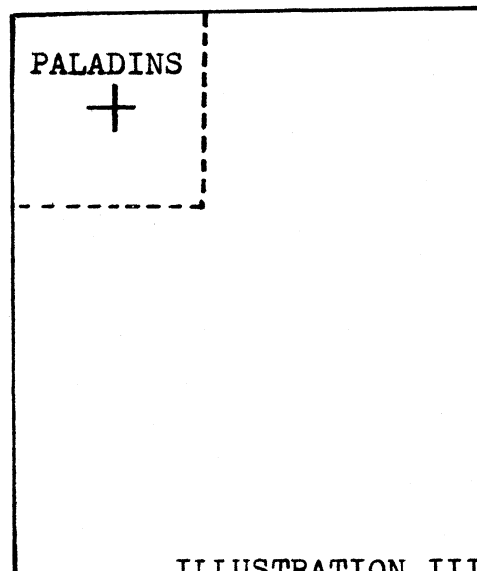


ILLUSTRATION III

Triumphs & Tragedies

This column, to be known as TRIUMPHS & TRAGEDIES, will appear on a semi-regular basis. The subject matter is subject to change as the purpose is to provide reviews of various items; 'zines, games or whatever.

The rating system is relatively simple. There are seven possible ratings, given on an overall basis. In descending order they are: MAJOR TRIUMPH, TRIUMPH, MINOR TRIUMPH, UNDECIDED, MINOR TRAGEDY, TRAGEDY and MAJOR TRAGEDY.

Triumph refers to the Roman practice of recognizing great exploits, while tragedy should be self-explanatory.

This issue's topic is 'zines.

FIRE THE ARQUEBUSIERS! is, "... a fanzine of D & D, variants thereof, and any and all other... fantasy wargames." It is a new publication by Greg Costikyan, 1675 York Av., NY, NY 10028. Price is six issues for \$2.50 or 50¢ each. It is printed on 8½ x 11 stock, rather poorly. The copy we received was barely legible in spots. #1 contained a rather demented article on "Sex in D & D", new character types, a long article on spices and magic, and some other interesting items. It seems to show potential, and could well improve its rating of MINOR TRIUMPH.

JAGDPANTHER doesn't really belong with the rest of these 'zines, but more people should find out about it. This quarterly is available from Jagdpantner Publ., POB 3565, Amarillo, TX 79106 for \$9.00 per year. It is the equal in professional quality to WARGAMERS DIGEST and CAMPAIGN (formerly PANZERFAUST), both of which are far better known. (Neither CAMPAIGN nor WARGAMERS DIGEST will be reviewed here, as that would be both foolish and pretentious. We might as well review S & T or THE GENERAL.)

It is excellently printed on 8½ x 11 stock, with slick covers. It is a veritable goldmine of information on boardgames. Each issue contains dozens of items: variants, reviews, suggested rules changes, etc. It also contains an entire game in each issue. They will be hard to improve on a MAJOR TRIUMPH.

From England comes OWL & WEASEL, a "monthly newsletter from Games Workshop. For those of you that might not recognize them, they are our UK distributor. They print on a rather small 4 x 5 size, though the printing is good. It is a newsy item, with LOTS of games plugged, mentioned, advertised, etc. We have no idea of the rates, but you can find out by writing Games Workshop, 15 Bolingbroke Rd., London W. 14. Rate this a TRIUMPH in its field.

FANTASIA TODAY is a "magazine of postal fantasy gaming." It seems to be based on a massive game, using revised "Midgard" rules. The price varies with the size, so get in touch with Jim Lawson, Rm. 550 Henday Hall, Lister Hall, 116th St.

D&D IS ONLY AS GOOD AS THE DM

by Gary Gyax

Successful play of *D & D* is a blend of desire, skill and luck. Desire is often initiated by actually participating in a game. It is absolutely a reflection of the referee's ability to maintain an interesting and challenging game. Skill is a blend of knowledge of the rules and game background as applied to the particular game circumstances favored by the referee. Memory or recall is often a skill function. Luck is the least important of the three, but it is a factor in successful play nonetheless. Using the above criteria it would seem that players who have attained a score or more of levels in their respective campaigns are successful indeed. This is generally quite untrue. Usually such meteoric rise simply reflects an incompetent Dungeonmaster.

While adventurers in a *D & D* campaign must grade their play to their referee, it is also incumbent upon the Dungeonmaster to suit his campaign to the participants. This interaction is absolutely necessary if the campaign is to continue to be of interest to all parties. It is often a temptation to the referee to turn his dungeons into a veritable gift shoppe of magical goodies, ripe for plucking by his players. Similarly, by a bit of fudging, outdoor expeditions become trips to the welfare department for heaps of loot. Monsters exist for the slaying of the adventurers — whether of the sort who "guard" treasure, or of the wandering variety. Experience points are heaped upon the undeserving heads of players, levels accumulate like dead leaves in autumn, and if players with standings in the 20's, 30's and 40's of levels do not become bored, they typically become filled with an entirely false sense of accomplishment, they are puffed up with hubris. As they have not really earned their standings, and their actual ability has no reflection on their campaign level, they are easily deflated (killed) in a game which demands competence in proportionate measure to players' levels.

It is, therefore, time that referees reconsider their judging. First, is magic actually quite scarce in your dungeons? It should be! Likewise, treasures should be proportionate both to the levels of the dungeon and the monsters guarding them. Second, absolute disinterest *must* be exercised by the Dungeonmaster, and if a favorite player stupidly puts himself into a situation where he is about to be killed, let the dice tell the story and KILL him. This is not to say that you should never temper chance with a bit of "Divine Intervention," but helping players should be a rare act on the referee's part, and the action should only be taken when fate seems to have unjustly condemned an otherwise good player, and then not in every circumstance should the referee intervene. Third, create personas for the inhabitants of your dungeon — if they are intelligent they would act cleverly to preserve themselves and slay intruding expeditions out to do them in and steal their treasures. The same is true for wandering monsters. Fourth, there should be some high-level, very tricky and clever chaps in the nearest inhabitation to the dungeon, folks who skin adventures out of their wealth just as prospectors were generally fleeced for their gold in the Old West. When the campaign turkies flock to town trying to buy magical weapons, potions, scrolls, various other items of magical nature, get a chum turned back to flesh, have a corpse resurrected, or whatever, make them pay through their proverbial noses. For example, what would a player charge for like items or services? Find out, add a good bit, and that is the cost you as referee will make your personas charge. This will certainly be entertaining to you, and laying little traps in addition will keep the players on their collective toes. After all,



Priest of
Vimúhla
Lord of Fine
41 (1)

MARR
1976

"... Know ye, O Zephyr of Divine Victory, that a report of strange nature comes from your city of Penom: to wit, one Priest of Dlamelish did meet with the Governor of Penom and some of the latter's colleagues at a celebration. This priest stated that he was then drugged and awoke in a chamber beneath the palace, where he shortly found a stairway leading down to a vast underground river. Upon that river was a barge containing a mighty and terrible Hlyss! My Lord, this being came to slay your priest but was at length defeated, whereupon your priest discovered several chests of Zu'ur, the deadly narcotic which has begun to plague your Empire. This greenish powder has been found in almost every city of the land, and once inhaled it deadens the senses and destroys the will with infallible surety. If indeed this narcotic is being brought into the Empire from or by the Hlyss, it is a matter of urgency indeed! The priest then set out upon the barge and after some adventures came out upon the seacoast, where he claims to have seen a mighty ship of the Hlyss hidden in a cove. He would surely have perished, had not a company of the city troops come upon him. Shortly thereafter he requested transfer to the district near unto Fasilum, where he now serves the local administrator of District Ferinara [hexes 3422 and 3423: Translator]. Action upon this event is earnestly prayed." [This passage is followed by the glyph for "investigate and act as deemed beneficial": Translator]



Dungeonmasters are entitled to a little fun too! Another point to remember is that you should keep a strict account of time. The wizard who spends six months writing scrolls and enchanting items is OUT of the campaign for six months, he cannot play during these six game months, and if the time system is anywhere reflective of the proper scale that means a period of actual time in the neighborhood of three months. That will pretty well eliminate all that sort of foolishness. Ingredients for scroll writing and potion making should also be stipulated (we will treat this in an upcoming issue of SR or in a D & D supplement as it should be dealt with at length) so that it is no easy task to prepare scrolls or duplicate potions.

When players no longer have reams of goodies at their fingertips they must use **their** abilities instead, and as you will have made your dungeons and wildernesses far more difficult and demanding, it will require considerable skill, imagination, and intellectual exercise to actually gain from the course of an adventure. Furthermore, when magic is rare it is valuable, and only if it is scarce will there be real interest in seeking it. When it is difficult to survive, a long process to gain levels, when there are many desired items of magical nature to seek for, then a campaign is interesting and challenging. Think about how much fun it is to have something handed to you on a silver platter — nice once in a while but unappreciated when it becomes common occurrence. This analogy applies to experience and treasure in the D & D campaign.

It requires no careful study to determine that D & D is aimed at progression which is geared to the approach noted above. There are no monsters to challenge the capabilities of 30th level lords, 40th level patriarchs, and so on. Now I know of the games played at CalTech where the rules have been expanded and changed to reflect incredibly high levels, comic book characters and spells, and so on. Okay. Different strokes for different folks, but that is not D & D. While D & D is pretty flexible, that sort of thing stretches it too far, and the boys out there are playing something entirely different — perhaps their own name "Dungeons & Beavers," tells it best. It is reasonable to calculate that if a fair player takes part in 50 to 75 games in the course of a year he should acquire sufficient experience points to make him about 9th to 11th level, assuming that he manages to survive all that play. The acquisition of successively higher levels will be proportionate to enhanced power and the number of experience points necessary to attain them, so another year of play will by no means mean a doubling of levels but rather the addition of perhaps two or three levels. Using this gauge, it should take four or five years to see 20th level. As BLACKMOOR is the only campaign with a life of five years, and GREYHAWK with a life of four is the second longest running campaign, the most able adventurers should not yet have attained 20th level except in the two named campaigns. To my certain knowledge no player in either BLACKMOOR or GREYHAWK has risen above 14th level.

By requiring players to work for experience, to *earn* their treasure, means that the opportunity to retain interest will remain. It will also mean that the rules will fit the existing situation, a dragon, balrog, or whatever will be a fearsome challenge rather than a pushover. It is still up to the Dungeonmaster to make the campaign really interesting to his players by adding imaginative touches, through exertion to develop background and detailed data regarding the campaign, and to make certain that there is always something new and exciting to learn about or acquire. It will, however, be an easier task. So if a 33rd level wizard reflects a poorly managed campaign, a continuing mortality rate of 50% per expedition generally reflects over-reaction and likewise a poorly managed campaign. It is unreasonable to place three blue dragons on the first dungeon level, just as unreasonable as it is to allow a 10th level fighter to rampage through the upper levels of a dungeon rousting kobolds and giant rats to gain easy loot and experience. When you tighten up your refereeing be careful not to go too far the other way.

ORIGINS II

WARGAMING/MINIATURES NATIONAL CONVENTION

DATE: JULY 23, 24, and 25, 1976

Johns Hopkins Univ., Baltimore, Maryland



DIPLOMACY WORLD is a quarterly magazine on Diplomacy (R)*, which is edited by Walter W. Buchanan, R.R. #3, Lebanon, Indiana 46052, telephone (317) 482-2824. It is owned by Games Research, Inc. Its purpose is to present a broad overview of the postal Diplomacy hobby by printing articles on the Diplomacy scene and on good play, carrying the Hoosier Archives Demonstration Game with expert analysis, listing rating systems, publishing letters to the editor, and listing game openings and zine news. In short, anything of a general interest to the Diplomacy community is fair game for DIPLOMACY WORLD.

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OUT ON A LIMB will be our letter column in *THE DRAGON*, but we thought we would preview it here. We present this column as a soapbox forum from our hobby, as well as a *D & D* DM idea exchange. Failing that, it will be for any interesting letters received. Selection of letters to be printed is reserved by the Editor, as is the right to edit or reject.

10 Feb.

The editorial on national game conventions ("What is the National Wargame Convention," *Strategic Review* #5) drew a rather stiff response from Don Greenwood of Avalon Hill. Don't misunderstand, Don was polite and reasonably calm. He is a long-time compatriot of mine and a gentlemen in any event, so it could not be otherwise. Several letters were thereafter exchanged, and some interesting things came to light during the course of this exchange.

TSR was taken to task for the manner in which we counted conventioners, for only about 900 of those we reported as attending were actually paid, while at Origins all 1500 supposedly paid. Therefore, GenCon had nearly 600 fewer paying persons, and we were also informed that bad/curious passers-through been included in the Origins total they would have had well over the 1500 figure they mentioned for attendance. Seeing as how GenCon **did** count such people. **TSR** hereby states that Origins had a larger attendance than GenCon — several hundred at least. Sheer numbers do not make a good convention, a national convention, **the** convention. If GenCon IX happens to draw more paid attendees than Origins II I am certain Avalon Hill will hasten to agree . . .

It is the attitude of Avalon Hill that wargaming and boardgaming are synonymous. I was informed that because neither AH nor SPI were exhibitors at GenCon VIII it was not a national convention. No matter that it was advertised and attended nationally, no matter that we had large miniatures firms from Texas, Ohio, and New York exhibiting, no matter that Lou Zocchi from Biloxi and other exhibitors from all over the country were there, according to AH it was a regional event, and that is that. No reply to my mention of Origins lack of miniatures firms was made, nor was any comment made when I mentioned the fact that SPI has reserved space at GenCon IX.

GenCon has always been slanted towards miniatures gaming, for it lends itself to group participation, and many of the gamers who come want to get into large, multi-player games, for most other times that are not able to do so, being in locales where there are few if any other players. Furthermore, miniature gaming is a far more interesting spectacle. Regardless, GenCon has never ignored boardgames; at least one boardgame tournament (almost always AH) has been held at every GenCon (and this will continue to be true) and a large section of space has been reserved for "open" boardgaming so that those conventioners who wish to play new opponents at their favorite boardgames may freely enjoy doing so. Now fantasy is very popular, and GenCon is featuring this aspect of our hobby at the IXth annual event. We do so not to slight AH or SPI but simply because it is what so many of those who attend **demand**. If nothing else, GenCon is **your** con, after all, and we try to do what you want us to do there!

Despite having labeled GenCon as the nation's oldest and premier wargaming event, AH now asserts in their propoganda for Origins that their show is the only national wargame convention, **THE** wargaming event. AH further informs us that they, along with SPI, are the arbiters of the hobby. A convention is national only if **they** say it is. The rest of the wargame firms — as well as the wargamers — can go whistle for all the good it will do if AH says otherwise, right? **Wrong!** Just because AH and SPI ignore (if not absolutely attempt to hide) the miniatures aspect of wargaming, it is there and a **BIG** factor despite all claims and efforts to the contrary. Furthermore, it is a viable, rapidly growing aspect of the hobby, and one which will not be able to be successfully ignored. **TSR** and the other miniatures-oriented firms will see to it, as will all the individuals who enjoy their hobby so much. Miniature wargaming is too big to be ignored much longer, too enthusiastically supported to be silenced. Avalon Hill may say that a convention is nothing because they do not recognize it as such, and SPI can continue to write about wargaming "history" which makes no mention of miniatures, but neither action alters the reality of the fact that we are here and form a large portion of the hobby. **TSR** is planning to write a truly accurate account of the history of the hobby, so look for it in an upcoming issue.

Somewhat similarly, fantasy gaming is being ignored and concealed by the folks at AH and SPI (and that isn't too surprising, for who wishes to plug a competitive game which is sweeping through the hobby?!), save that SPI recently released a fantasy boardgame, *SORCERER*, in order to claim a share of the market. **TSR** is justly proud that it pioneered this new aspect of wargaming — the paper and pencil "adventure" game — with *DUNGEONS & DRAGONS*. It is as innovative a gaming concept as the first AH game or *DIPLOMACY*, and the gaming public has certainly let us know how happy that are that we are "crazy" enough to publish *D & D*. We don't think any other company would have had the foresight or originality to do so, and what we hope now is that we will be able to remain as creative and farsighted in the future so that if another new game concept comes our way we will hasten to break yet new trails. To return to the point, the fact that GenCon will feature the fantasy games which are the rage of the hobby, along with fantasy author Fritz Leiber as special guest, has no effect on the situation either. Origins is **THE NATIONAL** convention, and we can like it or lump it, so saith AH. To this GenCon says: "Brack!" We think our claims are better founded than theirs, and we'll continue to advertise and make every effort to sponsor a great, national con which offers all sorts of gaming to fellows (and now maybe ladies too!) from all over the North American continent. The final judge of GenCon is not AH but the wargamers who attend. What Say?

Before closing, however, I give credit where it is due. AH enabled our whole hobby to grow, and as I have often said we all owe them a vote of thanks for that. AH has always mentioned GenCon in its "Infiltrator's Report" and helped also by donating prizes and lining up referees for AH tournaments at GenCon. **THAT** is appreciated, and in return we have run Origins ads, given a true report on how good a show Origins I was, and we will certainly continue to deal like for like. **TSR** will be at Origins II to run two or three game tournies, including *D & D*, *EPT* and perhaps *FIGHT IN THE SKIES* also. SPI has really popularized and expanded wargaming with its tremendous game output and extensive advertising. I must also point out that SPI has not actually claimed to be the co-arbiter of our hobby. Both AH and SPI are invited to reply to what I have said herein — of course, either of these giants could take me, and **TSR** to task in the pages of their own organs and thoroughly mince us. We shall see. While SPI might well make some mention of all this, I doubt if AH will, for competitors are not mentioned in the hallowed pages of **GENERAL** (ain't it hell, Don?).

Here comes Tom Shaw with his two-man crossbuck, and I shall hurriedly clamber off until next time.

— Gary Gygax

14 Feb.

It seems that that is where I often find myself — or at least quite a few of the hobby's "big guns" have thought so — out on a limb. I have touted miniature wargaming when most of the hobby in the U.S. thought that wargaming meant boardgaming. I have talked about fantasy gaming and been referred to as all sorts of an idiot, up a creek, and so on. Well, things are changing these days, and if I am out on a limb it is quite a bit thicker — it has to be to support all of you who are out there with me one way or another. Miniature wargaming is growing in popularity by leaps and bounds. Think about the number of figures offered by Custom-Cast, MiniFigs, Heritage/Hinchliffe, McEwan, CinC, GHQ, Scruby, Old Guard, and not a few other firms. These continuing new releases which add to already large figure lines indicates a very substantial market — large numbers of wargamers spending considerable sums to acquire miniatures. **TSR** began as nothing more than a firm producing rule booklets for miniature wargaming, and our sales volume continues to see growth in the rule booklets portion. Furthermore, there are three or four other companies now active in this same field. There are many devoted miniaturists in the hobby, and they are beginning to expand their ranks and to be felt. What they lack is a real voice and a vehicle to let the rest of the hobby know they are around.

To some extent **WARGAMER'S DIGEST** magazine has helped miniature wargaming. However, it does not provide the sort of vehicle miniature enthusiasts need to exchange information or talk about their ideas. Something more like the British publication, **WARGAMER'S NEWSLETTER** is still needed. Perhaps the former magazine can convince that trying miniature wargaming could be fun, but once the gamer is into miniatures **WARGAMER'S DIGEST** fails to give him the scope of gaming in the various periods, hard data, and such information typically packed into the latter. I am pushing the fellows here at **TSR** for such a publication, one that will have sufficient appeal to attract new people to miniature wargaming without boring the veterans to death. The hobby is large and if it can support both the **GENERAL** and **S & T**, it should be able to support a third magazine devoted to miniatures. If things go as hoped **TSR** will release a large, slick miniatures-oriented wargame journal soon! This brings me to fantasy.

Rather than being up a creek with fantasy/swords & sorcery wargaming, it seems that the absolute opposite has come true. Interest in this form of gaming is running at floodtide. **TSR** has developed and produced a whole new aspect of gaming, and as of this writing the crest of this flood is nowhere near its peak!

The success of *DUNGEONS & DRAGONS* and *EMPIRE OF THE PETAL THRONE* has astounded many of the more stodgy minds of the industry and hobby — as well as prompting the release of large numbers of rules and games of fantastic nature by competitors. The **STRATEGIC REVIEW** was originally con-

ceived as a magazine dealing with all sorts of wargame subjects, but popular demand has made it into an almost wholly fantasy-oriented publication (and the name is thus quite inappropriate!). We had originally thought to switch most of the fantastic material into a new publication to be entitled **THE DRAGON** and make the content of **SR** of a more historical nature. This would be a disservice to our **SR** readers as it now stands, for the magazine has grown to its current size due to its reputation as **the** fantasy 'zine. Therefore, we are changing the name of **SR** to **THE DRAGON**, a name more indicative of its content; and there will continue to be more and better articles therein, all of primarily fantasy-oriented nature, although some science fiction or other type of wargaming may slip in occasionally. Your eager subscription to our publication has given us the message loud and clear. You want a 'zine dealing with fantasy wargaming, and that is what you shall have. Tim Kask is hard at work now to make certain that **THE DRAGON** will deliver fantasy, swords & sorcery, science fiction, and related material to you in spades.

What I am asking of you is this: If you are interested in historical wargaming, miniature or board, support **TSR's** effort to give you what you want there. This can be done by subscribing to our new 'zine, **LITTLE WARS** (or by purchasing it from your local hobby shop if the proprietor is wise enough to carry it), tell your friends about it, and after you have it in hand write to us. **LITTLE WARS** wishes to establish a regular letter column with interesting letters which tell about local wargames and wargaming or have some form of information which will be of interest to fellow hobbyists. We are also interested in receiving good miniatures articles, battle reports, game strategies, and so forth. We are depending on you in more ways than one. Similarly, **THE DRAGON** is still interested in all sorts of fantasy related material from its readers, so keep it coming in! The schedule of payments for published material found elsewhere in this issue applies to both **LITTLE WARS** and **THE DRAGON**. The money isn't great, but it is about all we can afford, and it is another way for us to thank you for your past support and future help.

Now, put down your saws . . . I'll shut up until next issue.

— Gary Gygax

[Editor's Note: More information on these magazines is in **IN THE CAULDRON**, p. 2.]



Creature Features

The Denebian Slime Devil

Number Appearing—	1-4
Armor Class —	not applicable
Move —	12"
Hit Dice —	not applicable
Lair	—
Treasure	—
Magic resistance —	90%

This creature takes the form of whatever its victim finds most repulsive, or at the referee's option, a large, shambling, smelly, oozing, hunk of anthropomorphic swamp gunk. It will fall in love with the first human type (including Dwarves, elves and hobbits) it sees, and will follow the unfortunate soul until death, either its own, or its victim's. (If its victim dies, it will attach itself to the next human type it sees)

DSD'S are tireless trackers, and can seep through small cracks, pinholes, and all porous materials, but not through metal, glazed pottery or well fitted masonry.

A DSD will never voluntarily do anything that will separate it from its victim. One struck by a weapon (magical or normal) will split into 1-4 replicas of itself, each then attaching itself to the nearest free human type.

DSD's have a negative charisma, and will cause any non-player character or creature to flee in sickened repulsion (50% chance) or attack the victim in anger for having such a repulsive creature brought into its proximity.

DSDs may be killed/dispelled by any means the referee finds entertaining. A few examples:

- Telling it that its mother wants it.
- Calling it a cute, lovable little devil, and smothering it with kisses.
- Sealing it into a specially constructed tower (by means of a passwall) along with its victim (by means of phantasmal forces)
- Having a wino (non-player hireling) breathe upon it.

NOTE: Each of these methods worked only once. Effects of spells, etc., are up to the referee.

A final word: DSD's do nothing to aid a character. If their victim is attacked, they will stand aside, wringing their hands (or whatever) and moaning, in their distinctive, high pitched, nasal whine, "Oh my! Oh dear! This is terrible! Oh, I can't look! Oh dear!"

New Monster

Catoblepas

Semi-Intelligent Beast
Very Rare

Number Appearing	1-3
Armor Class	7
Move	6"
Hit Dice	6 + 2

Tail = 1-6 pts. + base 75%
Chance of stunning (if hit)
Modified by -5% per level of victim
Gaze = Death Spell
no saving throw

This totally loathesome creature has absolutely no redeeming features. It is larger than a full grown water buffalo, with a head uglier than that of a wart hog, possessed of a long, snakelike tail capable of amazingly swift attacks. Further, it lumbers on legs like those of a hippopotamus, while its horrid head is perched on the end of a long, thin and very weak neck. It is assumed that these bizarre characteristics are a result of genetic modification necessitated by its choice of habitat: swamps & marshes. The gaze of the hideous face of this beast is the equivalent of a Death Spell, with no saving throw. Complete surprise means you automatically met the gaze; anything else is at the discretion of the DM. The weak neck has only a 25% chance of raising the head high enough on the first turn, with an additional 15% each additional turn, provided both parties stand still. If trying to follow quick movements, or shambling in pursuit, it has only a 10% chance of fixing its gaze.

The Dungeons & Dragons Magic System

by Gary Gygax

Because there are many legendary and authored systems of magic, many questions about the system of magic used in *D & D* are continually raised. Magic in *CHAINMAIL* was fairly brief, and because it was limited to the concept of table top miniatures battles, there was no problem in devising and handling this new and very potent factor in the game. The same cannot be said of *D & D*. While miniatures battles on the table top were conceived as a part of the overall game system, the major factor was always envisioned as the underworld adventure, while the wilderness trek assumed a secondary role, various other aspects took a third place, and only then were miniatures battles considered. So a somewhat different concept of magic had to be devised to employ with the *D & D* campaign in order to make it all work.

The four cardinal types of magic are those systems which require long conjuration with much paraphernalia as an adjunct (as used by Shakespeare in *MACBETH* or as typically written about by Robert E. Howard in his "Conan" yarns), the relatively short spoken spell (as in Finnish mythology or as found in the superb fantasy of Jack Vance), ultra-powerful (if not always correct) magic (typical of deCamp & Pratt in their classic "Harold Shea" stories), and the generally weak and relatively ineffectual magic (as found in J.R.R. Tolkien's work). Now the use of magic in the game was one of the most appealing aspects, and given the game system it was fairly obvious that its employment could not be on the complicated and time consuming plane, any more than it could be made as a rather weak and ineffectual adjunct to swordplay if magic-users were to become a class of player-character.

The basic assumption, then, was that *D & D* magic worked on a "Vancian" system and if used correctly would be a highly powerful and effective force. There are also four basic parts to magic: The verbal or uttered spell, the somatic or physical movement required for the conjuration, the psychic or mental attitude necessary to cast the spell, and the material adjuncts by which the spell, can be completed (to cite an obvious example, water to raise a water elemental). It was assumed that the *D & D* spell would be primarily verbal, although in some instances the spell would require some somatic component also (a fire ball being an outstanding example). The psychic *per se* would play little part in the basic magic system, but a corollary, mnemonics, would. The least part of magic would be the material aids required, and most of those considered stored or aided magic, so as to enable its more immediate employment, rather than serving to prolong spell casting time or encumber the player using these aids. Before exploring the whys and wherefores of these decisions, a further word regarding magical results must be said.

Spells do various things, and just what they do is an important consideration, for some order of effect in regard to the game would have to be determined. Magic purports to have these sorts of effects: 1) the alteration of existing substance (including its transposition or dissolution); 2) the creation of new substance; 3) the changing of normal functions of mind and/or body; 4) the addition of new functions to mind and/or body; 5) summon and/or command existing entities; and 6) create new entities. In considering these functions, comparatively weak and strong spells could be devised from any one of the six. Knowing the parameters within which the work was to be done then enabled the creation of the system.

Because the magic-using *D & D* player would have to be able to operate competitively with fellow players who relied on other forms of attack during the course of adventures, the already mentioned "Vancian" system was used as a basis, and spells of various sorts were carefully selected. Note, however, that they were selected within the framework of *D & D* competition primarily, and some relatively powerful spells were apportioned to lower levels of magic use. Charm Person and Sleep at 1st level are outstanding examples. The effect of some spells was set to reflect the level of the magic-user employing them. Many of the spells were developed for specific use in dungeon expeditions or during wilderness adventures. A few — mostly drawn from *CHAINMAIL* — were included with the table top battle in mind. All such spells were assumed to be of such a nature so that no less than three of the four basic components of magic were required in their use. All spells were assumed to have a verbal component. Each and every spell (not found on a scroll or otherwise contained in, or on, some magical device) would be absolutely mnemonic, magic-users would have to memorize the spells they wished to have available, and when a particular spell was recalled and its other parts enacted, then the memory would be gone and the spell no longer available until it was re-memorized (thus the magic-users' spell books!). Most spells were also envisioned as containing a slight somatic and/or material component, whether in the preparation of a small packet of magical or ordinary compounds to be used when the spell was spoken or as various gestures to be made when the enchantment was uttered.

Magic-use was thereby to be powerful enough to enable its followers to compete with any other type of player-character, and yet the use of magic would not be so great as to make those using it overshadow all others.

This was the conception, but in practice it did not work out as planned. Primarily at fault is the game itself which does not carefully explain the reasoning behind the magic system. Also, the various magic items for employment by magic-users tend to make them too powerful in relation to other classes (although the *GREYHAWK* supplement took steps to correct this somewhat). The problem is



further compounded by the original misconceptions of how magic worked in *D & D* — misconceptions held by many players. The principal error here is that the one 1st level spell allowable to a 1st level magic-user could be used endlessly (or perhaps at frequent intervals) without the magic-user having to spend time and effort re-memorizing and preparing again after the single usage. Many players also originally thought scrolls containing spells could be reused as often as desired. Finally, many dungeonmasters geared their campaigns to the level of TV giveaway shows, with gold pouring into players' purses like water and magical rewards strapped to the backs of lowly rats. This latter allowed their players to progress far too rapidly and go far beyond the bounds of *D & D*'s competition scope — magic-users, fighters, clerics and all.

To further compound the difficulties, many dungeon-masters and players, upon learning of the more restrictive intent of the rules, balked. They enjoyed the comic book characters, incredible spells, and stratospheric levels of their way of playing. Well and good. *D & D* is, if nothing else, a free-form game system, and it was designed with great variation between campaigns to be allowed for — nay, encouraged! Of course, there are some variations which are so far removed from the original framework as to be totally irreconcilable with *D & D*; these have become games of other sorts and not a concern of this article. On the other hand there are many campaigns which were scrapped and begun afresh after their dungeon-masters consulted us or after they read other articles pertaining to the play of *D & D* as conceived by its authors — just as there will probably be some dungeon-masters ready to try again after reading this far. It is for all of these referees and their players, as well as those who have played the game pretty much as was desired but were never quite positive that you were actually doing so, that the foregoing was written.

The logic behind it all was drawn from game balance as much as from anything else. Fighters have their strength, weapons, and armor to aid them in their competition. Magic-users must rely upon their spells, as they have virtually no weaponry or armor to protect them. Clerics combine some of the advantages of

the other two classes. The new class, thieves, have the basic advantage of stealthful actions with some additions in order for them to successfully operate on a plane with other character types. If magic is unrestrained in the campaign, *D & D* quickly degenerates into a weird wizard show where players get bored quickly, or the referee is forced to change the game into a new framework which will accommodate what he has created by way of player-characters. It is the opinion of this writer that the most desirable game is one in which the various character types are able to compete with each other as relative equals, for that will maintain freshness in the campaign (providing that advancement is slow and there is always some new goal to strive for).

This brings up the subject of new spells. The basic system allows for the players to create new spells for themselves at the option of the referee. It is certain that new spells will be added to the game system as the need arises, particularly with regard to new classes or sub-classes of characters or simply to fill in some needed gap. The creation of an endless number of more powerful spells is not desirable in the existing game system, and there is no intention of publishing 10th or higher level spells. As was said in a previous article, if character level progression is geared to the game system, it should take years for any magic-user to attain a level where the use of 9th level spells is possible!

As a last word regarding this subject, this *D & D* magic system explanation also serves another purpose. There should now be no doubt in dungeonmasters' minds with regard to the effect of a silence spell on a magic-user, or what will happen to the poor wizard caught in a mess of webs. They will know that a magic mouth is basically useless as a spell caster — with the exception of those spells which are based only on the verbal component of the spell. When an enterprising player tries a wizard lock on somebody's or something's mouth he will not be prone to stretch the guidelines and allow it. Magic is great. Magic is powerful. But it should be kept great and powerful in relation to its game environment. That means all the magic-users who have been coasting along with special dispensations from the dungeonmaster may soon have to get out there and root with the rest of the players or lie down and die.

GenCon Update

Plans are proceeding apace for the Premier Wargaming Event of '76. We are currently lining up all the judges that we'll need for all the tournaments. We will have complete listings of that in the next issue. In the meantime, a peek at a couple of new items.

Bob Blake, Rt. 1 Box 47, Valparaiso, IN 46383, needs DM's to help run a mammoth *D & D* tournament, that will span all three days of the con. The end result, after three days of dungeoneering, with the same characters, will be a champion Mage, Fighter, Cleric, Elf and Dwarf. Each participant will run a pre-determined character, and all participants will be judged on performance, with eliminations. Sounds really interesting to hear Bob tell it. Get the full lowdown from him if you are interested in being a DM.

We have another *D & D* variation we will try: TEAM *D & D*! What will happen is this; Teams of players will be formed. They can all be from one club or group, which is what we encourage, or they can just be a bunch of friends, or, if all else fails, they can be pick-up teams composed on the spot, by draw, or whatever. When the team enters the tourney, they will be paired at random against another team. One team will be designated as the Intruder, the other as the Thwarter. It is the job of the Intruder to enter the area in question, and fulfill some mission, or retrieve some object, or carry off some treasure, or some such task. It is incumbent upon the Thwarter to foil the Intruder. The referees will determine the relative effectiveness of each group, and the team that did the best will move on to the next round of eliminations. Eventually, only two teams will be left, and in the end, one.

We're expecting more dealers than last year. So far. Custom-Cast, MiniFig, Heritage, McEwan, CinC, SPI, Lou Zocchi, Ral-Partha & Taurus, LTD. have all said they are coming. AH says maybe. Hippocrene might be there, and a number of others are still unconfirmed but probable.

For people that pre-register, we are preparing a guide for motels, food, transportation and the like. It has been decided that we will not pre-register for tournaments, as last year saw a number of mixups and upset gamers. We will register for all the tournaments one hour before they are to be conducted. That will undoubtedly eliminate the high number of "no-shows" that we had last year. This year's tournaments will be timed better, due in part to the fact that we will be better equipped to handle all the necessary coordination that entails.

Movies! Jeff Perren has three new (for GenCon) flicks which he might bring. They are *THE THREE MUSKETEERS* (new version), *ROBIN HOOD* (Errol Flynn!) and *HENRY V*. These are excellent films, and, better still, Jeff says that he may acquire one or more others before August. How would you like to see *THE VIKINGS*??

Len Lakofka has planned an interesting fantasy miniatures event. Players will be assigned to opposing sides (rather like teams), and in this fashion about 64 participants will be involved in the first eight matches. The winning sides will then compete Saturday, these four teams coming down to a two-team final on Sunday. Len plans to use his adaptation of *CHAINMAIL/D & D*, so the complete rules will appear in the first issue of *THE DRAGON*.

Next issue will contain the complete information package, so stay tuned . . .

Editorial

Our editorial in **SR** #5 seems to have stirred up a veritable hornet's nest, and also caused the true colors of a few in this business to shine out. We believe it is time to take the matter to the only arbitration that counts: that of the gaming public.

Avalon Hill, in the person of Donald Greenwood, New Products Manager, has replied. In replying, AH has made more than a few rather curious statements and assertions. We feel that our reply is best given to the public, so that we might go on record. Let us proceed apace.

Mr. Greenwood says, "While I can see why your people might be angered at a newcomer con claiming first national status — the fact remains that it was just that. Never before has a con received complete (sic) hobby and manufacturer support. Including GenCon — because most years AH & SPI weren't there to name just a few."

In another letter, he continues: "You can say what you want about the unfairness of AH and/or SPI calling the tunes, but the plain facts of the matter are that these two companies control the lion's share of the market, and any 'national' con without their support is simply kidding itself or national by right of forfeit only."

Well, what we'd like to say is this: Since when does the mere presence of either of these two companies' representatives bestow legitimacy? Are we to believe them to be from Olympus? Is their stationery bordered in Imperial Purple? Do they think they reside at 1600 Pennsylvania Ave? Really, gentlefolk, do your pens write on stone tablets? Wargaming is no longer the exclusive domain of one or two companies that it once was.

SPI came to an earlier GenCon; does that mean that THAT GenCon was a national con, but not the ones when they didn't grace us with their august presence?

Mr. Greenwood goes on in another letter . . . "A quick note to keep you informed of the convention picture-national-as we see it. I've talked to Howard Barasch and SPI/AH have agreed to recognize ORIGINS as the national con. Next year it will be held in NYC under SPI's auspices."

Hallelujah! Another decree from on high! And this for a con that nearly excluded miniatures! Like it or not, miniatures hold a large place in this market. AH's *TOBRUK* shows that they know this, they just didn't get it quite right. SPI's *TANK* is further proof that miniatures have a strong influence on the field, as further evidenced by the proliferation of tactical and one-to-one scale games.

We have been accused of excluding, or not featuring heavily enough, boardgaming at past GenCons. The truth of it is that GenCon supplied what the con-goer wanted. Recent GenCons have featured more and more boardgaming, as the desire grew. AH was invited early on to come to the early GenCons, and have their shot at seeing that the overbalance never occurred, but didn't deign to bother. Their loss. . .

AH and SPI maintain that it is in the interests of the hobby to have only one con, that will be supported by all. Funny that they should think so while they have ORIGINS under their thumb.

We have been accused of being a regional con. This simply isn't so. GenCon has always been advertised nationally, and entertained gamers from all over the country. It has stayed in Geneva for a number of valid reasons. For one thing, it was started by a bunch of gamers in the area, and took off in popularity. Another is that it is centrally located in respect to the rest of the country. It is equally accessible from both east and west. To claim that a con that has as yet only been held in the east, and is scheduled yet again for 77 in the east, truly serves the national gaming public is preposterous. The West Coast is completely ignored in assessing accessibility.

It is a well known fact that a lack of competition breeds stagnation. A gamer shouldn't go to a con because it's the ONLY con, but because it's the best con. Competition improves the breed, as evidenced by the marked improvement in gaming in the past 4 or 5 years. The game player can now pick and choose amongst many titles.

Only one con is not enough exposure if we wish the hobby to reach its full potential. The more interest we are capable of generating, the better our chances for growth.

We find it curious that the Eastern Establishment should all of a sudden take such an interest in cons. For years they studiously ignored them, brushing them off as the province of clubs or miniatures players. For a number of years, GenCon was the only advertised con of any size, anywhere, for the hobbyist. Now AH and SPI want to step in and dictate how the hobby will behave. There was a GenCon long before TSR. Could it be that the Eastern Establishment saw the possible profit, and so usurped ORIGINS? And now wishes to dictate to the rest?

We are most pleased that ORIGINS was created, regardless of the reasons, whatever they may be. It is GOOD for the hobby, in our opinion. What is bad for the hobby is the idea, that two companies decide to dictate to the rest.

The sun may rise in the East, but it travels across the Midwest, and sets in The West. NOBODY can change that, or gull many into thinking it . . .

The ranger so tracking must have observed the monster no more than six turns previously when in dungeon situations. On the outdoor he has a basic 90% chance of following a trail, with a 10% reduction for every day old the signs are.

Because of their ability to track Rangers also are difficult to surprise, requiring a roll of 1 instead of 1 or 2.

All Rangers gain a special advantage when fighting against monsters of the Giant Class (Kobolds - Giants). For each level they have gained they add +1 to their damage die against these creatures, so a 1st Level Ranger adds +1, a 2nd Level +2, and so on.

Upon reaching the 8th and higher levels, Rangers begin to accrue a number of advantages besides the use of spells already indicated.

+From 2-24 followers will join the character as soon as 9th level is attained by him. These followers are detailed later.

+Ranger-Knights are able to employ magic items which heal or cure disease, including scrolls.

+Ranger-Lords are able to employ all devices which deal with Clairvoyance, Clairaudience, ESP, Telepathy, Telekenesis, and Teleportation, including scrolls.

Drawbacks which apply to the 8th and higher levels are:

-The 4 experience points for every 3 earned bonus is lost.

- Followers who are killed cannot be replaced, although regular mercenaries can be.

-As already mentioned, if a Ranger turns Neutral or Chaotic he loses all benefits of the class, becoming an ordinary Fighting Man.

Special Followers: For each of the 2-24 followers the Ranger gains a dice roll must be made to determine what the follower is. Further dice rolls to determine type, class, and/or level will also be necessary.

Type	Class (Men Only)
01 - 60 Man	01 - 50 Fighter
61 - 75 Elf or Half-Elf	51 - 75 Cleric
76 - 90 Dwarf	75 - 95 Magic-User
91 - 99 2 Hobbits	95 - 00 Thief
00 Extraordinary (see below)	

Multi-Class (Elves Only)	Level of Ability (Roll for each)
01 - 50 Fighter	01 - 50 2nd Level
51 - 75 Fighter/Magic-User	51 - 65 3rd Level
76 - 90 Magic-User	66 - 80 4th Level
91 - 00 Fighter/Magic-User/Thief	81 - 90 5th Level
	91 - 99 6th Level
	00 7th Level

Extraordinary Followers

- 01 - 20 Ranger, 3rd - 7th Level
- 21 - 40 Lawful Werebear
- 41 - 55 2 Unicorns
- 65 - 70 Pegasus
- 71 - 80 Hill Giant
- 81 - 90 Stone Giant
- 91 - 99 Golden Dragon
- 00 Take two rolls ignoring any 00's which might come up

Where not otherwise specified Rangers perform as Fighting Men. They may build strongholds. In all cases the Ranger will prefer Lawful to Neutral types.



MEDIEVAL POLE ARMS

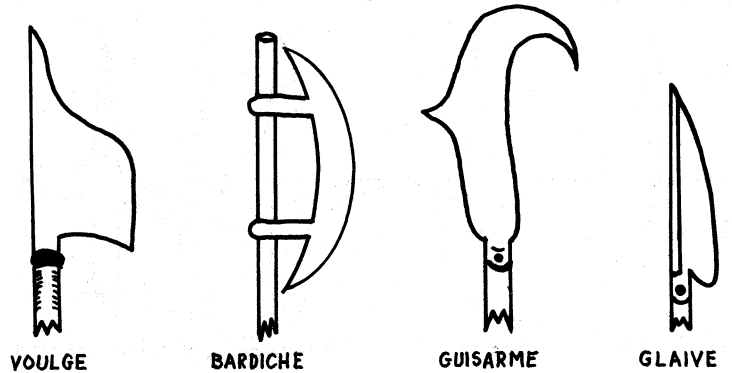
A SPECIAL FEATURE THIS ISSUE WHICH COMBINES THE REGULAR COLUMNS THE ARMORY AND CASTLE & CRUSADE

By Gary Gygax

Medieval infantry employed a variety of weapons, most of which were simple and inexpensive to manufacture, and most with long shafts to do either or both of the following:

- Provide sufficient force to cleave through armor;
- Keep mounted enemies at a distance and inflict wounds upon them if possible.

As was discussed in the last issue, the spear, unless lengthened to pike length, was generally unsuitable for either of these purposes, and the pike was found too difficult to handle in large formations in most cases. So a variety of pole arms gradually developed; and the common infantry, levies, and peasants were typically armed with mixtures of such weapons. A sketch and short description of some of the more common types of Medieval pole arms is given below. Thereafter, a table giving the scores required for each of these pole arms as an addition to the CHAINMAIL "Man-To-Man" Melee Table is shown.

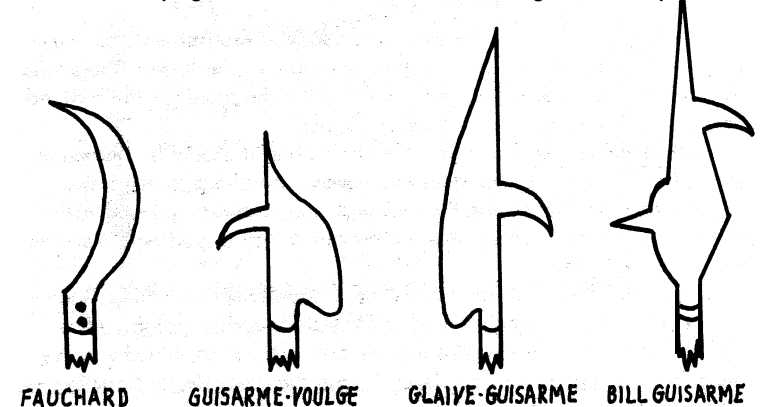


The Vouрге was one of the earliest developments in pole arms. It combined a cleaver-like blade of some considerable weight with a short spear-like projection for thrusting. The relatively narrow cleaver, when swung with force on its long shaft, was quite capable of splitting open even heavy plate armor. Length: 8' and upwards.

The Bardiche was similar to the Vouрге, but the blade was both longer and heavier. It included no thrusting ability, but it was sometimes backed by a spiked hammer head. Because of its weight and length it was very effective against footmen in less than the best armor, but the weapon was very cumbersome and took great strength to employ. It was a favorite of the Russians. Length: 4' to 5'.

The GUISARME in its basic form also lacked any thrusting threat. It did, however combine a cutting edge with a piercing spike and a hook for pulling mounted opponents from their saddles, and it was improved upon rather quickly. The basic form of this weapon is drawn from the bill used for pruning trees. Length: 8' and upwards.

The Glaive was basically a single-edged sword, rather like a cutlass, on a pole. As the blade was fairly heavy, it did provide some striking threat, but it was primarily designed as a thrusting weapon and useful in keeping mounted men at a distance. Length: 8' and upwards.

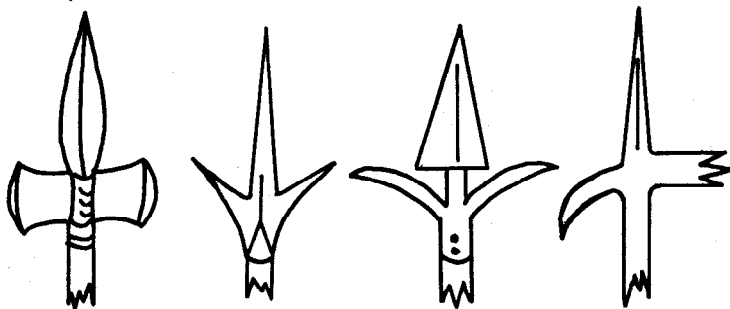


The Fauchard was similar to the Glaive, but its origins are certainly from the lowly peasant of the Middle Ages, as the weapon is quite simply a sickle on a long shaft. As the basic form of the Fauchard developed it became more and more like the Glaive; and the two are often indistinguishable. Length: 8' and upwards.

The Guisarme-voulge combined the major features of the two weapons from which it draws its name. It had the cutting edge and hook of the Guisarme as well as the heavy cleaver-like blade and point of the Voulge. Length: 8' and upwards.

The Glaive-guisarme was another combination weapon. Herein the sword-like blade of the Glaive was thickened somewhat to resemble the bill-type weapon, and to this thickened blade was added a hook. The Glaive-guisarme closely resembles the Guisarme-voulge, but the basic form of the first is the sword while that of the latter is the cleaver. Length: 8' and upwards.

The Bill-guisarme is the third of the combination-type weapons which closely resemble one another. Its two most distinguishing features are the spike and the placement of its cutting edge on its concave (or sometimes vertical) edge; while the others have their cutting edges on their convex edges. Some forms of the Bill-guisarme were quite heavy in the blade in order to lend force to any blow delivered. Length: 8' and upwards.



PARTISAN

SPETUM

RANSEUR

LUCERN HAMMER

The Partisan was a combination of the spear with the axe, as is indicated by smallish axe heads on either side of the spear blade. With the Partisan the wielder could either strike or thrust, although the small size of its striking surface tended to make that a secondary usage. It exists in many forms, and the axe blades were nearly non-existent in many. Length: 10' to 12' and more.

The Spetum is simply a Partisan where the spear head has been considerably lengthened and thinned and the axe head give, way to secondary spear points with which to catch enemy weapons or armored enemies who have avoided the thrust of the major point. Length: about 10'.

The Ranseur is another form of Partisan, again altered similarly to the Spetum. The Ranseur, however, had a broad point, and the two secondary points were formed so as to both catch enemy weapons and allow its user to use them as hooks with which to pull mounted men from their horses. Length: about 10'.

The Lucern Hammer was quite similar to the Halberd in that it had a striking surface on one side, a hook on the other, and the whole was topped by a thrusting point. However, the striking surface, unlike the Halberd, was a heavy hammer-like head with three points to pierce armor. In addition, the spear point at the tip was generally longer than that of a Halberd. Length: 5' to 6'.

The Pole Axe is basically covered already in the Halberd, although the effectiveness of the former was not as great as the latter. Those who so desire can include the weapon by adjusting the score for the Halberd upwards by one in the top five armor classes.

The Lochaber Axe is a type of Halberd, and it should be treated as such. As many forms of the Halberd, however, had a piercing spike rather than a hook opposing the cutting blade, figures equipped with this kind of weapon can be allowed the capability of pulling a mounted man from his horse.

Because of the great length of some of the shafts with which Godendags were equipped with, as well as for their spearlike points, some authorities class these weapons as pole arms also. It combined a heavy head for crushing, spikes for piercing, and the spear tip for thrusting -- a mace/morningstar/spear. These basic considerations were used in

constructing the scores for the basic category of Morning Star, so a separate Godendag will not be listed.

When consulting the table of varieties of pole arms please note that the various types now have different classes as regards first strike. If the varieties are used the old catch-all rating of 9. must be waived in favor of the new rating given for each.

MEDIEVAL POLE ARMS ADDITION TO THE CHAINMAIL MAN-TO-MAN COMBAT TABLE

TYPE OF POLE ARM	DEFENDER'S ARMOR PROTECTION TYPE									
	No Armor	Leather or Padded Armor	Shield Only	Leather Armor + Shield	Chain, Banded, Studed, or Splint Mail	Chain Mail + Shield Chain +	Plate Armor Chain + Shield	Plate Armor + Shield	Horse No Barred	Horse Barred
10. Voulge	8	8	8	7	7	7	8	9	6	8
10. Bardiche	5	5	6	6	7	8	9	10	8	10
10. Guisarme (bill book)	8	8	9	9	9	10	10**	11**	8	10
9. Glaive	7	7	8	8	7	8	9	10	5	7
9. Fauchard	6	6	7	7	7	8	8	9	6	8
10. Glaive-guisarme	7	7	8	8	7	8	9**	10**	7	9
10. Guisarme Voulge	5	5	6	6	6	7	8**	9**	7	9
10. Bill-guisarme	6	6	7	7	8	9	9**	10**	6	8
9. Partisan	8	8	8	8	8	8	9	10	7	9
9. Spetum	7	7	7	7	8	9	9	10	6	8
9. Ranseur	8	8	8	8	8	9	9**	10**	7	9
9. Lucern-Hammer	8	8	8	8	7	8	8**	9**	7	9

** - 1 if used to dismount horseman

TSR NEWS

Things are happening around here so quickly it is difficult to keep pace. We like to keep you informed of developments, but at the same time this column must be written a number of days prior to taking the whole of the newsletter to the printer, and there is a delay of perhaps three weeks between that time and the time when you receive this in the mail. A lot can happen in a month, and it has been turning out that way. You will note that we are offering discounts on three titles -- CHAINMAIL, PANZER WARFARE, and "GREYHAWK" (D&D Supplement I). We had an unexpected surge of income which allowed us to rush ahead with production of those booklets, and we hate to keep you waiting! Now we are lining up our sights on our rules for the "Wild West" and a set of ancient wargame rules. BOOT HILL will cover both single games and campaigns for 1:1 play. We have tested and reworked them for over a year, and they are at the stage (pardon!) where little more can be done to improve them, i.e. ready to publish. Play isn't too serious, generally speaking, but it is loads of fun and moves quickly. Brian Blume co-author them, and Brian will be doing a regular feature from SR #3 onwards. It will be entitled "Gallery of Gunfighters" and will include both specific and general information regarding the art of gunfighting and the gunfighters themselves. CLASSIC WARFARE is the overall title for the ancients set which will be comprised of four booklets. Each booklet will cover a successively later period of time, and each will include a complete set of rules. Having complete rules in each booklet serves two purposes: it makes each volume complete in itself, so if you are interested only in ancient Egypt, for example, you need buy only the first booklet. Even if you have the entire set four complete sets of rules are not superfluous, for it enables us to four players to have copies of the rules handy, and if your games are anything like ours, that is a real necessity! Each booklet will be sub-

The Strategic Review

MILITARY MINIATURES * GAMES * SWORDS & SORCERY

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SR GOES BI-MONTHLY NEXT ISSUE!

TSR NEWS & EDITORIAL

Once upon a time we thought that the ideal job would be running a wargame firm, for then we would be able to spend so much time enjoying our hobby (space for snickering by those who run wargame companies). Well, we certainly spend lots of time, but it isn't wargaming! We love it, but there is just too much to do each day. Neither Brian nor I have any time for normal correspondence, and those who have written letters have our apologies (see MAPPING THE DUNGEONS if you have submitted D&D material). The fact of the matter is that we are not even keeping up with the work that should be done. This, issue if **SR** is a bit late. **BLACKMOOR** is late, **CLASSIC WARFARE** is late, and some design projects are not as far along as we had hoped. Thanks to you good people TSR is growing and expanding at an astounding rate, and certain delays are thereby unavoidable, but steps are being taken to build TSR into a more efficient organization. Brian and I are limiting our activities somewhat, and by the time you are reading this we will have added no less than two, and possibly three, persons to our staff.

TIM KASK has joined TSR as periodicals Editor, so expect to see some improvements and changes in **SR** next issue. Of course, Tim will also do some design work, shipping, floor sweeping, etc. just as the rest of us must do. To let you know how well Tim fits in with our organization, he even waits for half time during football games to call with various business matters — thus assuring that he'll get through to us!

TERRY KUNTZ, currently hard at work on the final draft of the "Robin Hood" rules (which some readers viewed at GenCon), has assumed the position of Service Manager, and he will get stuck with just about everything which otherwise interferes with the work flow supposedly issuing from the rest of us. Terry will be the one responsible for all the rules interpretations requested, so get mad at him from now on.

DAVE ARNESON will be coming down from St. Paul soon to join our regular design staff. His function will be to help us co-ordinate our efforts with free-lance designers, handle various research projects, and produce material like a grist mill (Crack! Snap! Work faster there, Dave!).

With Tim's first issue may be the introductory paragraphs about each of us which many readers have requested, but that's now up to your New Kindly Editor, so I'll shut up. To give Tim a warm welcome it would be nice to send in lots of material for **SR** . . .

There are also many other plots afoot hearabouts (and if you have been to hereabouts you'll know just how hard it is to get anything afoot in the small space and confused atmosphere at 330 Center St.). There isn't much point in naming off the titles, for release dates are still up in the air, but we have some goodies, including an abstract game by one of the best-known swords & sorcery authors.

PUBLISHERS STATEMENT

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Change of Address should be sent as soon as possible and in any event not less than two weeks prior to the first day of April, July, October and January, as applicable.

There will soon be miniatures produced for EMPIRE OF THE PETAL THRONE, but which manufacturer will produce them has not yet been decided. We will announce it next issue. Also, Professor Barker and Dave Arneson are finalizing a booklet containing miniatures rules and TOE's to use with these figures, so be prepared! EMPIRE' is enjoying a huge popularity, and there is much more to come.

Finally, there has been no submission of any reviews of Arnold Hendrick's rules, so we can publish nothing this issue. Now, I think that's a break for all you lucky folks, but then I am not known for my sweet disposition and disinterested viewpoint. Greater frequency will give plenty of opportunity for reviews if any of you care to submit them.

Gary Gygax

MAPPING THE DUNGEONS

MiniFigs "Swords & Sorcery" range is perfect for those who wish to recreate a "Conan" atmosphere in their D&D campaigns. The range contains a thief, tavernkeeper, merchant, and so forth. In addition, the following "nationalities" correspond nicely to the listed "Hyborian" types:

Nordscand = Vanaheim, Asgard, Hyperborea
 Southland Grasslands Kingdom = Shem (and possibly Koth)
 Bleaklands = Cimmeria
 Caravan Crossroads = Zamora
 Corsair Freebooters = Argos (also pirates)
 Black Kingdoms = Kush, Darfar, Punt, Zembabwei
 Gloom Kingdom = Stygia
 Western Kingdoms (Provincial) = Gunderland
 Western Kingdoms = Aquilonia/Pointan
 Western Midlands Kingdoms = Nemedra (and possibly Brythunia, Ophir, and Corinthia)
 Wild Black Tribes = Black Kingdoms
 Woodlands Savage = Pict
 Eastern Steppes Nomad = Hyrkanian
 Eastern Free City State = Khoraja and Khauran
 Kingdom of the Hinds = Vehdhya
 Eastern Empire = Turan

Any figure not mentioned above can easily be placed in the picture if you are familiar with R.E. Howard's epic series . . . Contact MiniFigs, Box P, Pine Plains, NY 12567.

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Editor — E. Gary Gygax
 Associate Editor — Brian Blume
 AFV Editor — Mike Reese

Advertising rates upon request.

Any readers try our D&D goodies at Origins I, CITEK, or GenCon? If so, we'd like to know how we could improve such tournaments, as another convention season will soon roll around. We noticed at all three of the above named events that not less than a quarter of the conventioners were there to get in some D&D gaming — made us feel good.

Heaps of material have been received, and we do plan to publish most of it. Here's how: Some will eventually be aired here in **SR**. We are also seriously considering the production of a D&D supplement authored by "DUNGEONS & DRAGONS ENTHUSIASTS EVERYWHERE", edited by Gygax, Arneson, and possible Kuntz also, for that will be a big job. Each contribution would be credited to the appropriate author, and contributors would receive several free copies of the booklet. Bear with us, and meanwhile keep on sending in all that excellent work! Even though there isn't any way we can acknowledge it, it is greatly appreciated.

An announcement of "The First Annual Convention for DUNGEONS & DRAGONS Enthusiasts" has been received. DunDraConI is slated for 27-29 February. For details write to 386 Alcatraz, Oakland, CA 94618.

D&D oriented magazines:

ALARUMS & EXCURSIONS, 714 S. Serrano, L.A., CA 90005. \$1.00 should get you a sample issue by 3rd class mail.

KRANOR-RILL, 1545 Breton Rd. SE, E. Grand Rapids, MI 49506. 50 cents should get you a sample

Greg Costikyan, 1675 York Ave., NY 10028, publisher of GIG0 (scifigenzine) and URF DURFAL (dippy variant zine) is planning a D&D fanzine. Write Greg for details. TSR appreciates his checking with us first for permission, and we hope you'll support him.

Scott Rosenberg, 182-31 Radnor Rd., Jamaica, NY 11432, publishes the Dippy fanzine THE POCKET ARMENIAN. Scott says that he'll be publishing an irregular D&D fanzine. Drop him a line for more information.

As an aside we must mention that GREAT PLAINS GAME PLAYERS NEWSLETTER, Box 137, Vermillion, SD 57069, generally carries a fair amount of D&D related material, and Len Lakofka has been sneaking in some interesting items in his Dippy 'zine LIAISONS DANGEREUSES (644 W. Briar Pl., Chicago, IL 60657). #61 contained about 6 pages on spells for table top battles, GPGPN goes for \$3/12 issues; LD \$2/10 issues.

Speaking of Dippy, Lew Pulsipher has a "Dying Earth" variant which looks fun (and evidently had the help of the staunch D&D master Scott Rich in working out the spells used in the game. I'm not sure how Lew is distributing the rules, or if he'll be running games of the variant, but Scott Rich will handle both ends, I think.

And speaking of Scott Rich, his KAM-PAIN game and connected 'zine RUMOR are most interesting — trouble is that Scott is too busy to take in more players (or so he claims, so you'll have to pressure him . . .). The writing in RUMOR is surprisingly good, and I'd like to see whoever is doing it put pen to paper and whip up a fantasy novel. Send Scott a shiny new 50 cent piece for a sample of the goods he offers if you are interested.

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If you wish to be listed as a Dungeonmaster, taken off the list, or we have somehow screwed up just drop a post card letting us know. Be sure that the card contains only that information pertinent to the above, for otherwise it might go into some other file (or on top of Gygax's desk which is the same as consigning something to the lowest floor of the nethermost hell).

CASTLE & CRUSADE

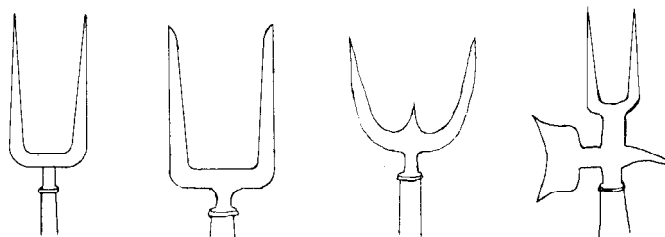
A FEW MORE WORDS ON MEDIEVAL POLE ARMS

by Gary Gygax

There was such a wide variety of pole arms used during the Middle Ages, and a wide variation within each specific class, that a really exhaustive treatment is just not possible here. However, to answer a few questions asked, and to touch on a few points which the article on pole arms in **SR #2** omitted, I offer the following additional information:

Couteaux de Breches should be treated as Glaives, a **Scorpion** is a form of Bill-Guisarme, a **Bohemian Ear-Spoon** is a form of Partisan, treat a **Korseke** as a Spetum, and a **Chauves Souris** is a Ranseur. The **Bec-de-Corbin**, by the way, corresponds to a Lucern Hammer only with regard to its effect on plate armor, with or without shield, for its thrust and hook sections were not as well developed. Its general usage was by two plate-armored knights "having it out" afoot on the field of honor. For this reason it can be generally ignored as unlikely in other combat situations. Finally, **Ranson**, **Rhonca**, **Roncic**, and **Runka** are all variations of the name Ranseur.

The **Military Fork** was ignored purposely, for it did not fit into the general category of pole arms as well as the others. It was basically a double spear which effectively held the opponent (typically horsed) at a distance if either of the tines failed to wound or kill him, and this (of course) either dismounted him or at least prevented him from delivering a blow in return. I do not consider weapons with a fork end to necessarily be Military Forks. There are examples of Halberds with fork ends, but they are just that, Halberds. To claim otherwise is to fly in the face of common sense. One would not very logically call every pole that ended with a long sharp point a spear, and the same must apply to the nomenclature of Military Forks. Examples of this weapon are given below.



Holy Water Sprinklers are Morning Stars, and they seldom were over three or four feet in length. A notable exception is that found in Japan where this was actually a pole arm. I have seen several pictures and one figure which show these weapons as being of unusual length by European standards. While one was about five feet overall, the other two were at least six feet. The one shown being wielded by the figure in the statue grouping had a haft of about four feet and a head of some two and one-half-feet in length. The latter is sketched below.



CHAINMAIL WEAPONS ADDITIONS

Steve Marsh sent in an interesting discussion of the Japanese **Jo** stick (about the size of a cane or walking stick), its larger cousin, the **Bo** stick (slightly smaller and lighter than a quarter staff) as compared to the quarter staff.

Simple sticks were commonly utilized as weapons by the Medieval peasants in all lands, and with training often used to great effect. I have modified Steve's matrix a bit, and I do not agree that the **Jo** stick would operate at any greater efficiency against a sword as compared to a battle axe, but I hope that subsequent discussion from readers will allow further details to be given here.

Weapon	Factor*	Armor Class							
Jo Stick	4/2	9	8	7	6	5	4	3	2
Bo Stick	5/5	5	8	6	9	10	12	-	-
Quarterstaff	8/4	6	7	5	8	9	11	12	-
		7	7	6	8	8	10	12	-

*length/speed as compared to weapon factor of CHAINMAIL

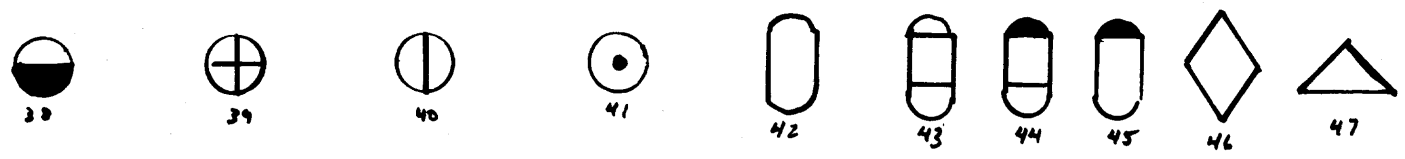
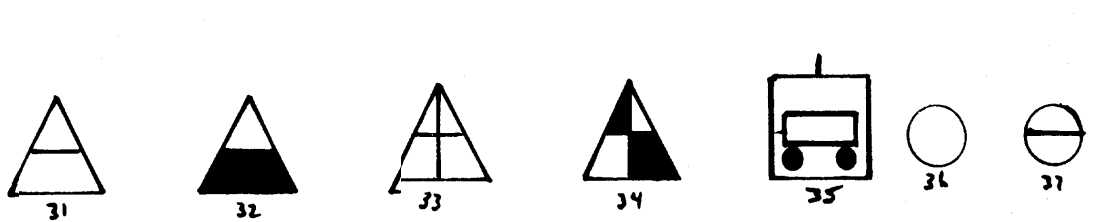
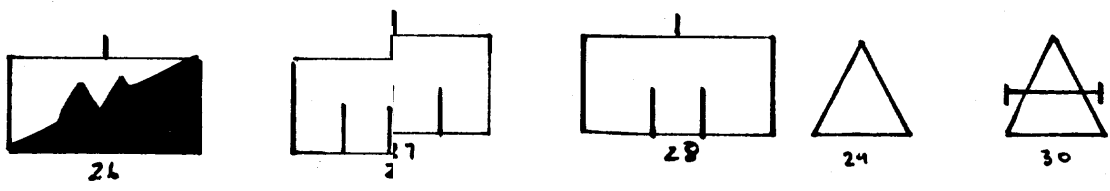
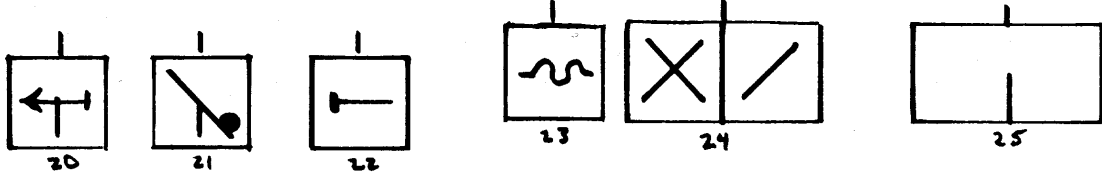
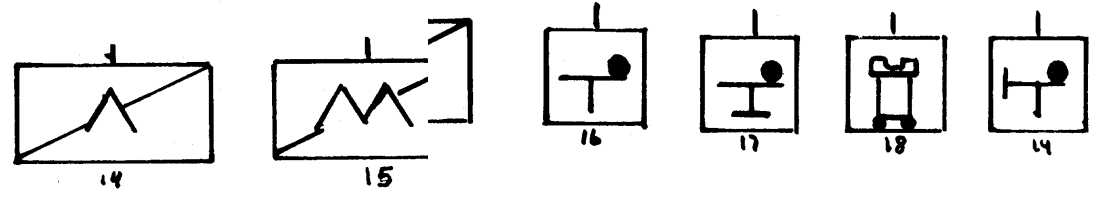
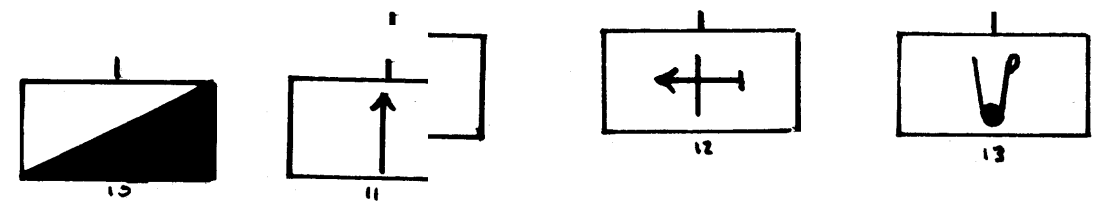
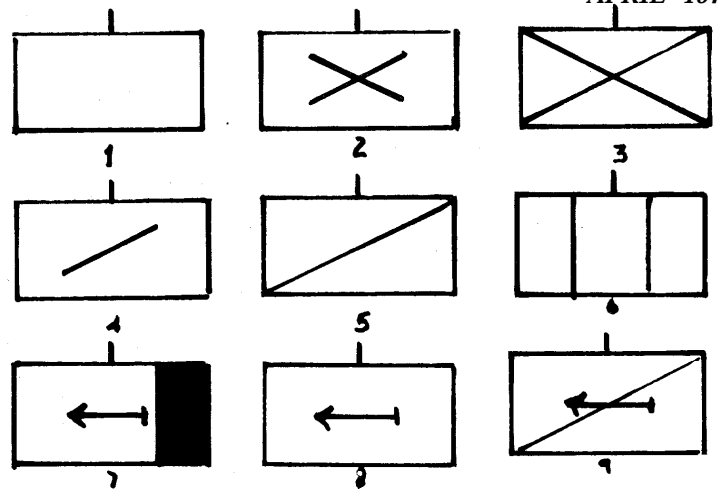
ANCIENT AND MEDIEVAL STANDARD MILITARY SYMBOLS

by Gary Gyax

Standard symbols are available for use in depicting map positions and dispositions of troops from the Napoleonic Era to date. These symbols clearly indicate to the reader the type of unit, its strength, and location. Because of this convenience I thought it might prove useful to develop a set of symbols for standard usage when depicting ancient or medieval troop formations. It is also suggested that these symbols be used in conjunction with CLASSIC WARFARE; particularly in referee's maps or with written orders. The following, then, are tentatively suggested as the standard forms.

Readers are invited to comment. In future articles reporting battles or miniatures battle reports these symbols will appear if comment is favorable.

1. Light Infantry
2. Medium Infantry
3. Heavy Infantry
4. Light Cavalry
5. Medium Cavalry
6. Phalanx or Pike Armed Infantry
7. Armored Archers
8. Archers
9. Horse Archers
10. Heavy Cavalry
11. Javelinmen
12. Crossbow Troops
13. Slingers
14. Dromedary Camelry
15. Bactrian Camelry
16. Catapult (Torsion)
17. Heavy Catapult (Torsion)
18. Siege Tower
19. Catapult, Tensions Fired
20. Dart Thrower (Ballista)
21. Trebuchet
22. Ram
23. Bore or Pick
24. Mixed Unit or Hobilars
25. Light Infantry, Pole Arms or Spears
26. Bactrian Camelry, Heavy
27. Heavy Infantry, Pole Arms or Spears
28. Medium Infantry, Pole Arms or Spears
29. Light Chariots
30. Scythe Chariots
31. Medium Chariots
32. Heavy Chariots
33. Medium Transport Chariots
34. Heavy Transport Chariots
35. Cart or Wagon
36. Light Infantry, Skirmishing
37. Archers, Skirmishing
38. Armored Archers, Skirmishing
39. Crossbow Troops, Skirmishing
40. Javelineers, Skirmishing
41. Slingers, Skirmishing
42. Elephants
43. Elephants, Houdahs Mounted
44. Armored Elephants, Howdahs Mtd.
45. Armored Elephants
46. Loxodont
47. Roofed



THE MISSILE WEAPON IN CLASSIC WARFARE

by Gary Gygax

When visions of mighty bowmen are conjured up, one typically pictures the stout English yeoman plying his longbow of yew or perhaps the Mongol horseman with his short but powerful composite bow of horn. These weapons are even considered the ultimate development of their class by some persons. Is this repute deserved? What of the predecessors of these medieval archers, the bowmen of ancient times? The question of the effectiveness of missile weapons in ancient times is of interest to the wargame enthusiast as well as to the military historian. In devising a set of rules for the recreation of ancient battles the question became of paramount importance, for the armies of Africa and particularly of Asia placed extreme emphasis on missile power, and most ancient armies fielded large numbers of troops armed with missile weapons other than the bow. So not only was it necessary to determine if the medieval bow was some outgrowth of lesser weapons which predated it, but it became very important to determine the overall effect of missiles upon ancient battle arrays. When the effectiveness of archery upon the plate armor of the French knights at Agincourt and Crécy was considered, the first conclusion regarding ancient archery is that the bows must have been weak indeed to do so little damage to the Grecian hoplites or Roman legionnaires with their comparatively less-effective and less well-made armor. First impressions can be misleading.

The missile weapons of ancient times were more varied than those generally employed in the Middle Ages. Classed by range they can be listed as heavy hand-hurled weapons such as the spear and the heavy pilum; lighter hand-hurled javelins, and light pilums (*pilia*); simple and short bows; heavy simple bows and large composite and composite reflex bows; and slings (other than the staff sling which was used in siege warfare only in any event). The inclusion of the sling at the end of the list, i.e. as the weapon with the longest range, will probably draw some readers to immediately question the scholarship of this article. While I make no claims to authority as an historian, consider the following basic characteristics of the missile weapons previously listed.

The spear and heavy pilum were obviously short range missile weapons due to their weight. The shaft of the throwing spear was thick and with the head attached the weapon was from five to six, or more, feet in length. The pilum also had a heavy shaft with a massive iron point. Effective ranges for both would be in the neighborhood of 50 feet or so. Javelins were specifically designed for maximum hand-hurled range and were often thonged in order to provide both greater range

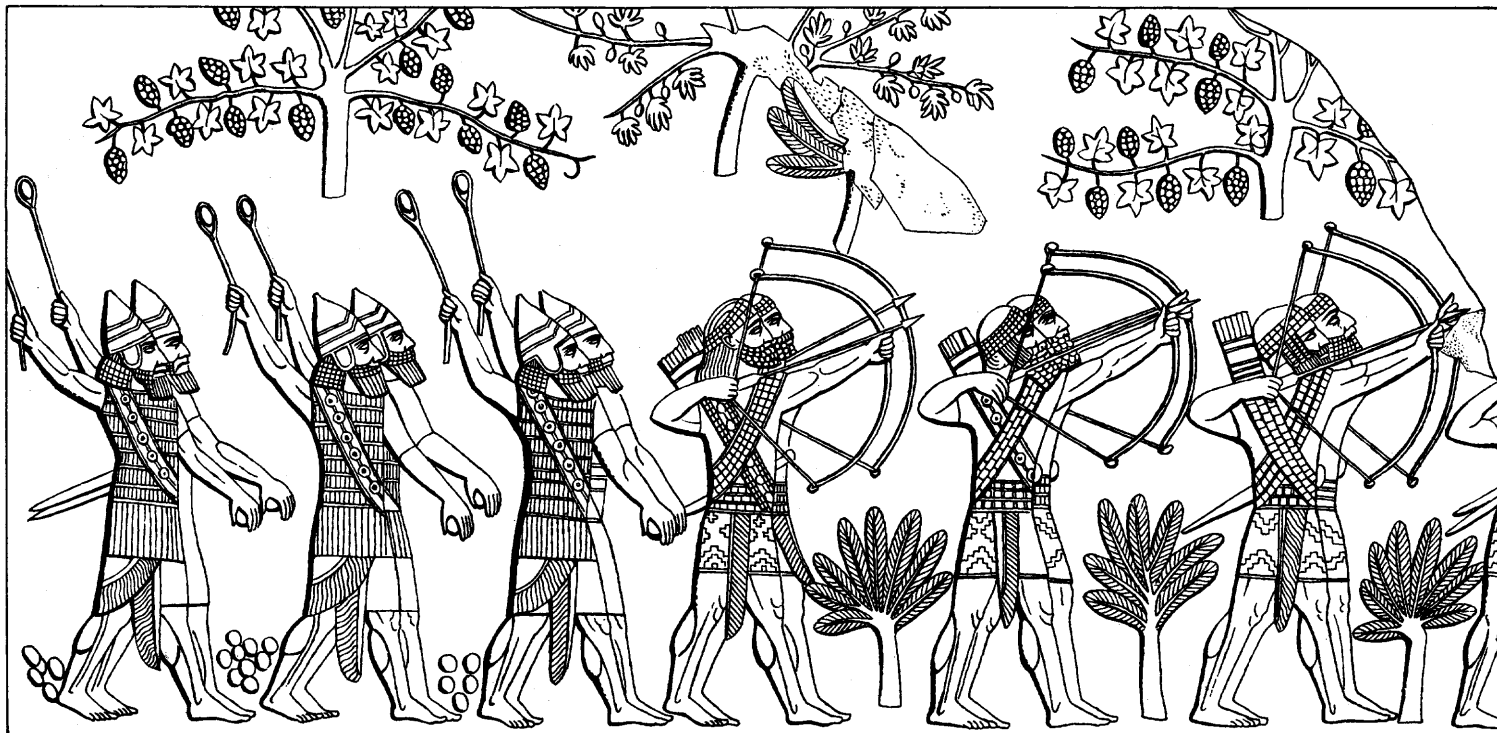
and spin for accuracy in flight. The range of these weapons would vary, but the maximum would be about 100 yards. Light *pilia* and similar weapons would fall between these two ranges.

The bow took many forms and was manufactured in many different ways. The **self** bow was simply a single piece of material wood, cane, etc.). the **built** bow was a weapon which consisted of several pieces of material fastened together, usually pieces of wood, horn or even bone. The **compound** built bow consisted of layers of different woods. Self or built bows could be **backed** or **reinforced** with a layer of sinew or tendon in order to increase the power of the weapon. Finally, there was the **composite** bow, a combination of wood, horn, sinew and tendon which gave the ultimate in archery power. In addition, bows take several different shapes. There are **triangular** bows, **convex** bows, **double-convex** bows, and **double-concave** bows. Backed and composite bows of any shape are usually reflex, i.e. when unstrung their shape is opposite (or nearly so) that then strung. All this merely means that the range and penetrating powers of bows varied greatly, but at the greater end of the scale they were certainly as effective as the famed medieval longbow and Mongol bow! For wargame purposes these variations could be structures to represent four basic types, and CLASSIC WARFARE lumps bows into short and long, simple and composite categories, with the maximum ranges shown below:

Bow	Short Range	Long Range
Simple short	60 yards	180 yards
Simple long	72 yards	216 yards
Composite short	48 yards	192 yards
Composite long	72 yards	288 yards

Exceptions in type are then easily reclassified as a weaker or more powerful weapon, thus avoiding an unnecessarily long listing of bows. Note that some bows very probably ranged beyond the maximum distance shown for long range, but the **effective** distance that is shown.

This brings us to the sling. Certainly the sling could not during ancient times, any more than it can today, propel a missile beyond the farthest bow shot. A stone can be slung about 200 yards, and a well-made bullet of clay or lead can be thrown over 400 yards. These are highly respectable figures, but not as great as the record arrow distances. There is however, the question of effectiveness. While the arrow is a *piercing* missile, the sling stone or bullet is a *shock* missile, i.e. it transforms its energy to impact upon the target rather than using it to penetrate it. This is not to say that slung missiles cannot penetrate, but to do damage they need only to impact upon the body. This, the effective range of the sling stone is about that of weaker bows, and that of the heavy sling bullet is at least as great as that of the best bows!



ASSYRIAN SLINGERS, swinging their slings parallel to their bodies, stand behind the archers in this drawing based on a relief from Nineveh showing one of the campaigns of Sennacherib (704-681 B.C.) Their place in battle suggests that they outranged archers.

Sling missiles varied in weight from under an ounce to a purported excess of one pound used by the Balaerics. Until late in the ancient period the discharge of the sling missile was typically after three complete revolutions of the sling, whether made above the head or parallel to the body on the right side (or left). The Romans trained slingers to release after only one revolution in order to increase the rate of fire. At the former momentum the sling missile would leave the sling at a speed of more than 60 miles per hour, and this speed would not decrease; the velocity of the missile slung at only one revolution would perforce be less. Missiles impacting upon a body — human or animal — at that velocity, missiles weighing perhaps three or more ounces on the average, would be deadly indeed. It would require spaced armor, either shield or body armor which did not touch the body, to effectively negate the effect of such missiles.

Now ancient armor was basically very good. It ranged from padded cloth, including stiffened cloth, through scale mail and chain mail, to plate armor. All but

the last named were probably as fine as any used in the Middle Ages. The individual pieces of plate were also quite probably as good as much medieval plate, considering that bronze can be tempered to as high a tensile strength as steel. However, the art of forming suits of plate was not developed in the ancient period, so in this respect protection was decidedly inferior.

With great practice the slinger could achieve respectable accuracy — perhaps as excellent as that performed by a well-trained Bowman. So on the counts of range and effectiveness the sling was at least the equal to the ancient bow (and just as equal to the medieval bow too), but it was somewhat slower in its rate of fire. Perhaps the telling factor regarding the sling was usage. While it was known by most peoples, few really specialized in its use. Because, like the bow, it required constant training and practice to use effectively, certain peoples constantly supplied most of the slingers to ancient armies — notably the Rhodians and Balaerics. As so many more peoples used the bow, it is natural that the latter would be more commonly found. Also, while it is possible to train troops to the use of the bow so as to make them at least passable archers within a reasonable period of time, the sling (as do the longbow and composite horsebow) requires familiarity and training from youth. Perhaps the disadvantages of slower rate of fire, fewer users, and long training for accuracy eventually caused the sling to be completely displaced by the bow in the Middle Ages, but it certainly wasn't due to that weapon's ineffectiveness against the armor of that period. Had slingers been available during the medieval period their ability to employ the shield, their ability to function in wet weather, and the relative ease of procuring or manufacturing missiles (as opposed to arrows or quarrels) would have made them popular contingents until plate armor came into fashion again in the Fourteenth Century. It is worth noting that the Spaniards who encountered the sling in America found this Incan weapon but little inferior to their own arquebuses, that it could hurl a missile which would kill a horse with a single blow, and these slung stones could shatter a sword at 30 yards.

Missile weapons, then, were not inferior in ancient times any more than armor was. Why is it then that the hordes of Asiatic bowmen did not sweep over their European enemies? As stated, armor was a factor, but another important facet was that the majority of the bows in common use were not as powerful as the best weapons made during the same period. A composite bow takes a very long time to make if it is done properly. Then again, the arrow shot from the bow is a factor, for it must be of the proper size and weight to gain the optimum range and velocity, and it must be properly tipped to penetrate heavy armor. It is likely that the use of armor-piercing tips was not common amongst Asiatic archers as most of their opponents were not as heavily armored as their European enemies were. Certainly the piercing head was known in ancient times, but the question of how widely it was known is paramount.

Consult CLASSIC WARFARE for a general bibliography.



TRIANGULAR BOW



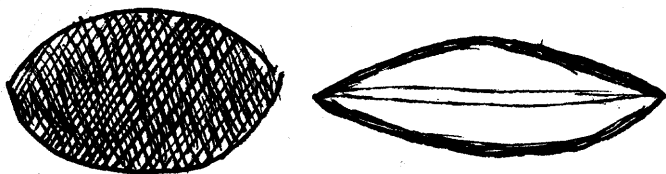
CONVEX BOW



DOUBLE-CONVEX BOW



DOUBLE-CONCAVE



LEAD MISSILES

Thief Bonuses for Dexterity

by David Klempa

Dexterity Score	Open locks/ Remove traps	Climb Sheer Walls (base 13% falling)	Pickpocket Move Silent Hide in Shadow
3-4	- 10 %	+12%	- 5 %
5-6	- 5 %	+ 6 %	normal
7-9	normal	normal	normal
10- 12	normal	normal	normal
13- 15	+10%	- 1 %	normal
16	+10%	- 1 %	+ 5 %
17	+15%	- 2 %	+10%
18*	+20%	- 3 %	+15%

Extraordinary (Roll if natural 18)

% Roll			
01-50	+20%	- 3 %	+15%
51-75	+25%	- 4 %	+15%
76-90	+25%	- 4 %	+20%
91-99	+25%	- 4 %	+25%
00	+30%	- 5 %	+30%

The Nomenclature of Pole Arms

Gary Gygax

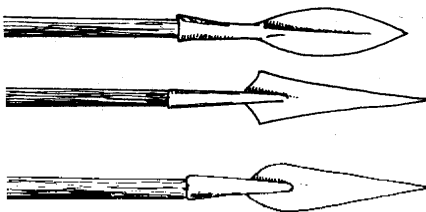
An astonishing number of different types of weapons was employed during the medieval period. What is nearly as surprising is the lack of uniformity of names by which these weapons are called. Seemingly, authors who should be authorities in this regard carelessly brand one sort of weapon under an entirely mistaken classification, thus confusing the uninformed reader and generally making identification difficult and uncertain. An outstanding example of this misnaming of weapons appears in *WARRIORS AND WEAPONS OF EARLY TIMES* by Niels M. Saxtorph, where an obvious morning star is identified as a mace. While the general use of both weapon types is the same, they differed sufficiently to make it rather important to distinguish between the two, viz. a mace is usually a short-hafted weapon with a flanged head, the whole cast in one piece; a morning star is a longer weapon, typically employed by infantry, with a wooden shaft and head, the latter set with radiating spikes. If, aside from swords, there are numbers of such errors in terminology to be found in works which deal with such easily identifiable and classifiable weapons as maces and morning stars and similar hand weapons, readers are cast into a veritable morass of disagreement — possibly out-and-out error — when it comes to studies which treat the scores of pole arms common during the Middle Ages.

Such confusion must be anathema to the serious student of the medieval period, be he historian or historical game enthusiast. Having spent some time doing research on the subject for various reasons, I arrived at a system of classification and nomenclature which seems both reasonable and easy to use. Before going into the details of this nomenclature, let us consider just what medieval weapons were. Most weapons employed during the Middle Ages were either developments of hunting weapons or adaptations of agricultural implements. Arms developed from simple, basic forms into more sophisticated ones as the art of warfare developed during the centuries. Weapons from the late medieval period were either far more specialized than the models from which they sprang or else were combination weapons trying to combine the strengths of the more specialized arms into a single weapon. In fact, it is the classification of the highly specialized weapons and the multi-formed ones which cause so much confusion amongst writers. The differences are important, and they must be made clear in order for the serious student to understand the warfare of the period.

To begin with, a definition of a pole arm should be set. A pole arm is, in simplest terms, a weapon on the end of a stick. Pole arms are infantry weapons. The additional reach the

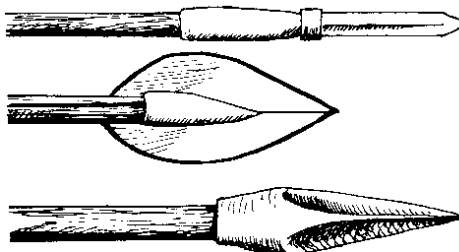
pole gives affords the wielder of the weapon the advantage of striking the enemy — or holding the enemy at a distance — before he himself can be struck. The ultimate pole arm was the 18-21 foot pike, but an axe blade attached to a 5 foot long haft is just as much a pole arm, so it is already evident to the reader just how wide a number of weapons is encompassed by the term. The system presupposes that any weapon considered has a haft or shaft length of not less than 5 feet. The simple and combination forms of each pole arm will be discussed in order, with special forms noted.

Spear



The spear is a dagger set atop a pole. It is so ancient a pole arm that it is not generally mentioned in the class, but the spear is such a weapon. It is principally a thrusting weapon, but if a broad blade is used (such as that often referred to as an ox tongue) it can also have a secondary cutting function, especially when the blade is lengthened considerably. Spears of 12 feet or so are often referred to as *ash spears* in English writings, and when they reach such length, they are often confused with pikes (q.v.).

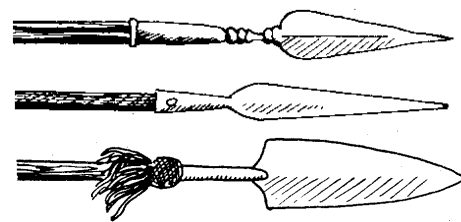
Lance



A lance is a long spear carried by a mounted man. Norman lances were about 12 foot in length, some less, but later in the Middle Ages the weapon grew to an average length of about 14' — thus effectively giving the horseman about 10' of reach beyond the horse's head when charging. Just as with the spear and pike, all sorts of different heads were attached to the end of the lance shaft in order to meet the requirements of varying opponent armor. Austrian knights and men-at-arms used these weapons to considerable ef-

fect against the Swiss, when the Austrians dismounted and fought a Swiss force which did not have the high percentage of pikes which was common to Swiss armies in later years (cf. Battle of Sempach, 1386). For this reason, the lance should be mentioned in a description of pole arms. Generally it was a horseman's weapon and not a true footman's.

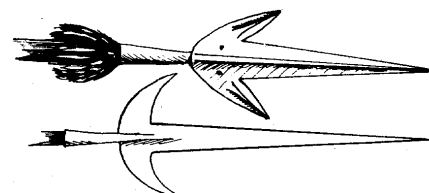
Pike



Although there is no set rule, any spear with a shaft of 15' or longer is considered to be a pike. The pike is designed to deliver a thrusting attack at an opponent at long range, and its great length was used to keep him there, as the weapon was always used in mass. One of the most common forms of pike is the *awl pike*, a strictly piercing weapon, although there are many other forms of blades which were used. Swiss and German pikes were fashioned so that metal protected the wooden shaft up to 2 feet from the head, so that enemies could not easily lop the blade off and make the weapons useless.

We now come to the many specialized and combination forms of the dagger on a stick. This is not to say that all pole arms equipped with a spear head (dagger) should be considered as spears or variations thereof. To the contrary, this is an error all too common amongst writers treating pole arms, identifying the weapon by a secondary rather than a primary function, and losing all sense of what the weapon was for as will be demonstrated later. The primary function of a spear is thrusting, thus the specialized and combination pole arms belonging in the spear family should be primarily used as thrusting weapons.

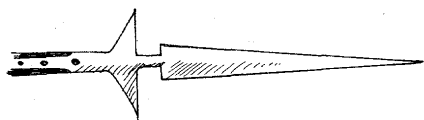
Spetum



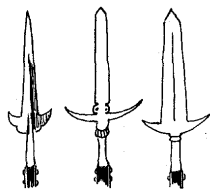
February, 1979

The spetum was probably designed to increase both the offensive and defensive capabilities of a normal spear. To a sharp, tapering point two blades which point forwards at about 45° are added to provide secondary attack modes, deflect opponent weapons, and catch and hold opponents at a distance if penetration with one of the blades is not achieved. Weapons in this same class are the various *corseques* or *korsekes*.

Ranseur



At first glance, a ranseur appears to be a form of spetum, or vice versa, but the purpose of the design of the former weapon is more complex than the latter. A ranseur's secondary blades are backward hooking projection set well below the large central blade. The spearing function of the weapon is apparent, and the deflection includes the trapping of opponent weapons in the space below the main blade, where a twist of the shaft would apply pressure from it or the secondary projections to either break the caught weapon or disarm its wielder. Additionally, the side projections provide both a means of holding an opponent at long range or pulling mounted opponents off their horse. Similar weapons (or synonymous names) are *chauves souris*, *ransom*, *rhonca*, *roncie*, and *runka*.

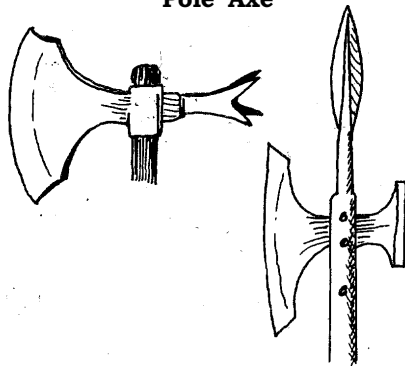


This form of pole arm is basically a spear — often with an ox tongue blade — to which a pair of small axe heads were added below the dagger blade. To the thrusting stab of the spear was added the defensive use of the side axe blades and their cutting/penetrating potential. Later versions of the partisan brought a gradual change in the axe blades so as to become almost unrecognizable as such. Typical of this is the *Bohemian ear spoon*, a form of partisan where the axes have been changed to function as piercing spikes [primarily to be used against plate armor] with a ranseur-like function. It is very common to see confusion between spetums, ranseurs, and partisans. This especially holds true of late period partisans where there are additions to the side blades of spetum-like projections and ranseur-like gaps for trapping opponent weapons.

Thus, the spear family is composed of the spear proper, the long spear, or pike, the spetum, ranseur, and partisan. All weapons in this class are basically daggers atop a sturdy pole, with trimmings added to make the weapon more efficient in one way or another.

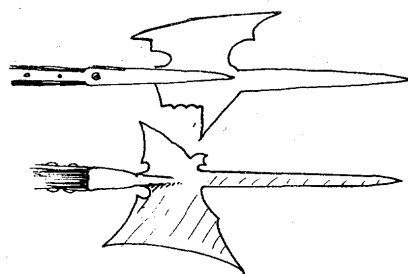
The axe took many forms and was combined with many other basic forms of weapon to make a prolific family, but some of the pole arms bearing the name do not really belong to the genre. The axe has two basic head forms, broad and narrow, the latter form usually being thicker in order to give it the necessary weight. A related form of the axe is the cleaver, a butchering tool which was adapted for military use also. Many polearms in the axe and cleaver families also had spear points to provide some secondary thrusting capability, but again the primary use of the weapons of these families was chopping at one's opponent rather than thrusting toward him.

Pole Axe



Strictly speaking a pole axe is nothing more than an axe head of any sort set upon a long haft in order to deliver an earlier and more forceful blow. It can be double bitted, backed by a spike, and/or topped off with a dagger (spear) point, but it is still recognizable as an axe.

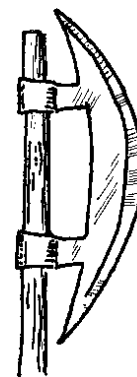
Halberd



This form of a pole axe is seen as a convex headed broad axe in early examples, but the head is set at a convenient angle considering the point it is most likely to impact upon an enemy, so this alone makes it quite distinct from an ordinary long-hafted axe. The whole weapon often reached 8 feet in length. It was also always topped with a fairly long spear point and backed by a spike — often angled or hooked slightly downward. The spear point is, of course, designed to keep opponents at bay and deliver a thrusting attack. This proved quite useless when opposing mounted knights armed with lances (cf. Battle of Arbedo, 1422); the opposing spike for penetration of heavy plate armor, with the secondary function of a hook for dismounting opponents. The halberd was used extensively — particularly by the Swiss and Germans — and considerably modified and developed

over the course of two centuries. Concave blades, some very pronounced, were not uncommon, and some halberd heads were made smaller (as the *piercing axe*) in order to better penetrate armor. Many of these weapons pictured in texts on arms are not battle arms but rather fanciful parade arms. There are examples of *bills* and *voulges* which are called halberds, but the discerning reader will easily note the differences in form, especially when keeping in mind the weapon's possible use. According to C.W.C. Oman, the English *brown bill* was a halberd in all respects save the back spike.

Bardiche



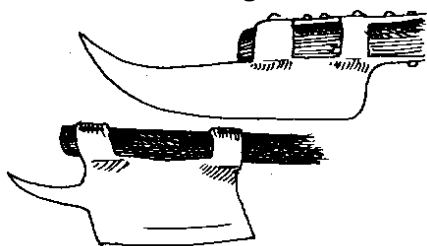
This very broad and heavy axe links the pole axes to the pole cleavers as a sort of transitional step between the two forms, although its only obvious use is as a military arm. A bardiche head ranged from about 2 feet to over 3 feet in length, and it was attached to its haft with two rings or a single one in those examples where the blade is shorter and backed with a hammer head or spike. The bardiche in all of its forms was very heavy and cumbersome — more so by far than a halberd — and was used principally in Eastern Europe.

As stated, the family of axes set on poles for use in war overlaps into many other weapon forms, but its only true members are the pole axe, halberd, (possibly the brown bill) and bardiche. The related cleaver-type weapons are so similar in function, however, that they can almost be treated as pole axes.

It seems quite likely that some outraged peasant fastened his meat cleaver to the end of a stave in order to protect himself and his family, and thereby created a weapon form which was to be widely used in both Europe and the British Isles for several centuries. The same holds true for the majority of the other pole arms which will be discussed; they are simple agricultural tools converted to a war-like use, and their form is easily distinguishable and identifiable until they become so combined and sophisticated as to prove some difficulty in easy classification. Even this latter transition is not too difficult, however, if the reader is well versed in the basic forms of each basic peasant tool cum weapon.

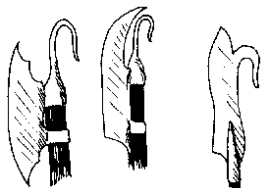
The Dragon

Voulge



Place a hefty cleaver at the end of a long, stout shaft, and the leverage which the pole gives the wielder will enable him to cleave through armor. The voulge has no provision to keep the enemy at a distance in its simple form, but if the top front or back edge is ground down so as to provide a pointed or dagger-like tip, the weapon assumes a more complete form. The voulge was sometimes backed with a spike or hooked spike to make a crude *guisarme-voulge*, a combination form weapon which will be depicted later.

Lochaber axe



In an earlier article I once mistakenly recommended that readers consider this type of weapon as a halberd. It is quite obviously a voulge-type weapon. In its early crude forms it is exactly the same as a voulge. Development of the lochaber axe added a hook to the weapon — as a tip or blade backing, and in this form it is nearly identical to the *guisarme-voulge*. To all intents and purposes the two forms are so nearly the same as the types of voulges they resemble that there can be no real differentiation between them as far as function and form are concerned.

Continental Europe developed the pole cleaver as the voulge, while the Scots in the British Isles developed the same thing and called it the Lochaber axe. Both types of pole arm were developed to deliver a powerful cleaving blow, just as the pole axe family were designed to do. Both forms had secondary functions which were aimed at keeping the enemy at a distance and/or dismounting them.

Fauchard



This weapon is a development of the scythe or sickle. Set upon a long pole, the curving blade of a fauchard could be used for both cut and thrust, although it is to be strongly suspected that it did neither too well. Furthermore, the weapon offered little in the way of

parrying or catching-holding and had no provision for dismounting opponents in its early and more common form. Later models include a back hook to dismount horsemen, but the weapon was still not efficient, and it passed out rather quickly, although its combination form, the *fauchard-fork* remained.

Having employed just about everything else, there was no reason not to add the single edged knife at the end of a staff also. This family of arms is as small as the *fauchards* and about as efficient.

Glaive



The glaive is a knife-bladed spear. It has the thrusting function of the spear and the secondary cutting function of the convex blade of the knife. The weapon was rapidly enlarged in the blade in order to give it a greater cutting function as well as a cleaving attack. As with a spear or *fauchard*, however, it was not overly effective at holding opponents back, nor did it have any piercing or dismounting capabilities, so modifications produced the *glaive-guisarme* which is discussed in the combination-arms section. The increase in the size of the blade of these weapons brought some to a point where they nearly merged with cleaver-type weapons.

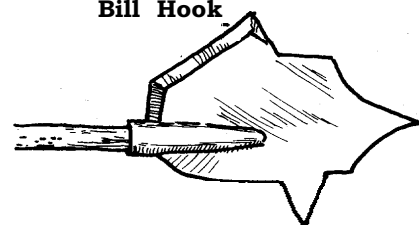
Rather than mankind beating their spears into pruning hooks, medieval peasants discovered that their pruning hooks made reasonably effective pole arms. The provocation which necessitated such development was undoubtedly considerable, but the upshot was likely to have been as unsatisfactory as having no weapons. Pole arms of this sort were soon modified into highly efficient combination weapons. This class includes most *couteaux de breche*, although some identified as such are *glaive-guisarmes* (q.v.).

Guisarme



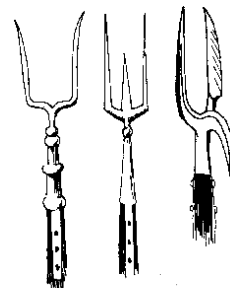
This wide-bladed instrument was furnished with a sharp cutting edge along its convex side, probably from reverse spike to hook. The spike, of course, could be used to penetrate armor when the weapon was swung, and the curved hook provided an ample means of pulling horsemen to the ground. Deficiencies in this form of pole arm are apparent — no spear point for thrusting and only one penetrating projection. The *guisarme* was soon combined with other forms of peasant weapons to make a second generation of highly effective, all-purpose pole arms.

Bill Hook



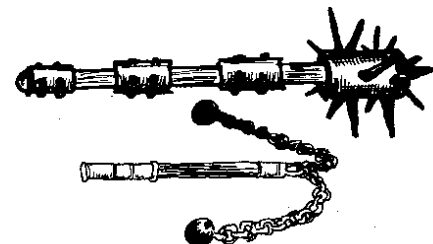
The English bill hook was almost exactly the same as the French *guisarme*, but its concave (hook) edge was the sharp one, and rather than a straight back spike it typically had an L-shaped tine projecting forward. This arrangement was slightly more effective than the European *guisarme* for obvious reasons.

Military Fork



The lowly hay fork was straightened and strengthened to provide a very potent weapon, the military fork. This pole arm had two efficient piercing points, means of holding off an enemy, and sometimes a shorter third tine in the crotch of the fork, so that opponents were channeled into a third attack. The major drawback to this pole arm was its lack of effective penetrating power with respect to heavily armored targets. The fork principle was soon combined with other pole arms to form very efficient tools of war.

In summation, the basic forms of pole arms of the medieval period were dagger (spear/lance/pike/spetum/ranseur/partisan), axe (pole axe/halberd/bardiche), cleaver (*voulge*/Lochaber axe), scythe (*fauchard*), heavy knife (*glaive*), pruning hook (*guisarme*/bill hook), and hay fork (military fork). A few special cases can also be mentioned here, more or less in passing, as they pertain to weapons which are not true pole arms, but their size is such that they are sometimes considered in the general class. The threshing flail — a wooden handle with another billet of wood attached to it by a swivel or several links of chain was easily adapted and modified to become a ghastly weapon. Horsemen commonly employed a short handled flail with one or more chains ending in smooth or spiked iron balls. The peasant's tool made a



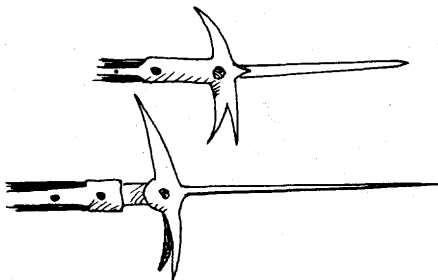
February, 1979

far more effective weapon when swung by a strong man. From a heavy shaft of about 3 to 4 feet in length was hung one or two rods of metal shod and spiked wood or iron. The whole being over 5 feet long and having tremendous penetration and crushing power.

The other weapon which is a borderline case is the morning star. This club adaptation was typically a heavy wooden haft from 3' to 5' or more in length; atop which was set a cylinder, barrel, or truncated cone, also of wood, metal bound, and set with vicious metal spikes. Also called the holy water sprinkler (or *godentag* in the Low countries), it was a favorite of the peasants, for it was easy to make and could lay low the best armored opponent at a blow. For some time it was used extensively by the Swiss, although the halberd eventually replaced it. The weapon was often tipped with a spear point in its longer form, so that some models were long enough to be pole arms. Some military picks were also pole mounted, having shafts of 5 feet or greater length.

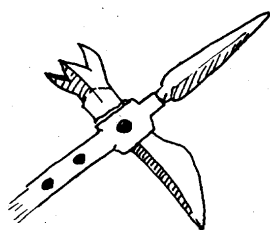
There are also two pole arms which were certainly developed purely as weapons. There is a resemblance between the two, but they are separate and distinct.

Lucern Hammer



This weapon is very similar to the halberd, but the spike on its end was generally longer than that of a halberd, and instead of an axe head the Lucern hammer featured a smaller, hammer-like head with three prongs. Evidently this function was not as efficient against armor as the axe blade, for it was replaced by the halberd amongst the ranks of the Swiss after the 14th Century.

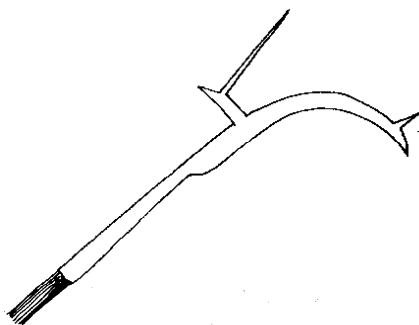
Bec de Corbin



At first glance a bec de corbin might be mistaken for a Lucern hammer, but important functional differences can be noted. The bec de corbin was used late in the Middle Ages and into the Renaissance by knights and nobles, NOT commoners. Its heavy, crow beak was designed to puncture the heavy plate armor common to the upper class warriors. In this weapon the beak is the major feature. This is backed by a flat hammer bead, or by a clawed head somewhat similar to a Lucern hammer's, and the end spike is more blade like and far shorter than the awl spike of the Lucern hammer; for the latter weapon was not so specialized. There are engravings and paintings of men in plate armor fighting at the lists with the bec de corbin.

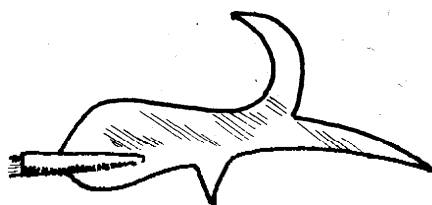
Combination weapons were soon developed to compensate for weakness of simpler weapons or enhance an already powerful one. Technically all pole arms with a secondary spear tip for thrusting can be considered combination weapons. However this was done so often and could be done so easily to most weapons that it is necessary to ignore secondary spear tips when classifying polearms. By the same token a partisan could be considered a combination weapon but since it was primarily used as a thrusting weapon I believe it should be classified as part of the spear family.

Fauchard-Fork



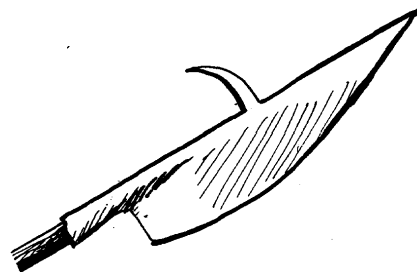
There were two general forms of this combination weapon. The first followed the typical fauchard form, with a single spike set to project from the back of scythe blade. The second reversed the scythe blade so as to have its concave cutting edge face towards the opponent, the blade being more curved and sickle-like, and a spike tipping the pole end (or projecting from the scythe blade).

Fauchard-Guisarme



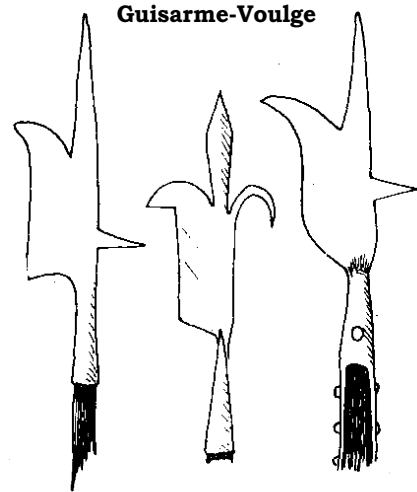
This weapon is nothing more than a scythe blade backed by a heavy hook for dismounting opponents.

Glaive-Guisarme



To the heavier and longer glaive heads was added a guisarme hook so as to enable the wielder to jerk horsemen from their seats.

Guisarme-Voulge



This pole arm is similar to the Lochaber axe, but the hook is formed from the blade of the voulge itself, not added separately. Guisarme-voulges featured the pointed tip or spike so as to make the weapon as all-purpose as possible.

Bill-Guisarme



There are quite a number of designs of the bill-guisarme. Each type has the following features: 1) a sharp spear or awl point, 2) a large hook formed from the body of the weapon, 3) a back spike for armor penetration, and 4) several sharpened edges. Some forms of the bill-guisarme have a sufficiently heavy blade and-cutting edges placed so that they are actually voulge-like. This form of pole arm persisted the longest of all save the pike and the halberd, for it was certainly efficient in all functions — piercing, holding off, cutting, penetrating, dismounting, and cleaving. The *scorpion* is a typical form of bill-guisarme.

One final thing needs comment. Sometimes a weapon with an added feature is identified as the added arm rather than as the major weapon. For example, an axe head attached to the end of what is basically a spear, i.e., the partisan, is not called a pole axe, for the length of the shaft and the predominate employment of the point make it rather obviously a thrusting weapon with added secondary functions. A glaring example of misidentification is found in Stone's A GLOSSARY OF THE CONSTRUCTION DECORATION AND USE OF ARMS AND ARMOR. Therein, the author shows a halberd with a fork tip rather than the usual dagger/spear point and identifies it as a military fork. Now, were the shaft of the weapon 8 feet or more in length, this might be proper, but it is a halberd-sized pole, and the weapon is a halberd with an incidental fork atop of it. Confusion regarding certain combination weapons of the fauchard-glaive voulge-guisarme-bill type is certainly understandable, and care must be taken in identifying such weapons. Careful examination of the length of the shaft and the shape of the head will give clues as to its primary uses in combat and hence its identity.

The pole arm was developed in order to put infantry on even terms with cavalry. This it did admirably in the hands of well-trained, disciplined formations such as the Swiss (who mixed pike, halberd/Lucern hammer/morningstar, and crossbow/arquebus in almost equal proportions — 40-40-20 as an average) who could hold the best of European cavalry at bay with laughable ease in pike square. The Germans emulated the Swiss with close to the same success, and most other European armies fielded large bodies of pole armed infantry (with something less than great success in most cases). The reason for the proliferation of the pike was that it proved the most useful for keeping horsemen at a distance. (Swiss pikemen did NOT ground pike butt to accept a cavalry charge, but rather held the rear part of the shaft higher than the front, so the points which glanced off armor would not go uselessly into the air but be forced downward into rider or mount — or at worst into the ground to form a barrier.) Other pole arms gave way to pike and halberd for one or two reasons. Those with massive heads were not as efficient as the pike, and when their shafts were lengthened past a certain point they were too cumbersome to wield. (Spear-type pole arms were lengthened to pikes and were then called just that — there are ox tongued and spetum-like heads, but the pike shaft is too long for useful employment of ranseur or partisan heads.) Those which were shortened for use as cleaving weapons were not as efficient as the halberd — or were changed so that they eventually became almost indistinguishable from the halberd (typically guisarme-voulge forms).

The evolution of the pole arm is of great interest as it reflects the trends in armor and tactics in medieval warfare. It also is of great help in understanding why battles were fought as they were and can help to explain the outcome. My system of nomenclature is derived from early reading of the ENCYCLOPEDIA BRITANNICA and Ffoulks book on armor. Further study and careful observation of weapons has brought it to its current state — by no means positively final, complete or unimpeachable, but nonetheless useful and logical for accurate identification and naming of medieval pole arms.

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Cont'd from page 4

The next TD will contain another tale of Niall of the Far Travels, by Gardner Fox, created especially for this magazine. I think it is the best one yet.

Letters To The Editor

Starting with the next issue (*really*) will be our letters page(s), *Out on a Limb*. Before it begins, though, I want to lay down some ground rules. Commentary on anything published in our magazine is welcome, with the following qualifications: 1) It must be typed; 2) It must be of a non-personal nature, i.e., no character assassinations. It must be well founded — no wild and unfounded criticisms will be considered. Any well-argued point of view will be considered, as will be rebuttals and refutations. The operative word is knowledgeable. You don't have to have a degree in Northern European Mythology, for example, to take issue with an article dealing with some aspect of that. You do, however, have to back up your arguments with conflicting sources, etc. By the same token, you don't have to be a game designer to rebut someone's review or analysis of a given game, but you must put forth a well thought out objection, and at least give the impression that you know what it is you're talking about. We also welcome criticisms of ourselves, as well as nice comments. The letters page will not become the scene of longplaying, longwinded bickering back and forth, beating on dead horses. We reserve the right to select and edit all letters submitted, and when we feel a given topic has been exhausted, we will go on to new ground . . . ED.

The classes once again;

MICRO-SCALE (1:200 and smaller)

Micro-Scale Unit

Micro-Scale Diorama

REGULAR (15,20,25, and 30 mm)

Historical

Historical Unit

Historical Diorama

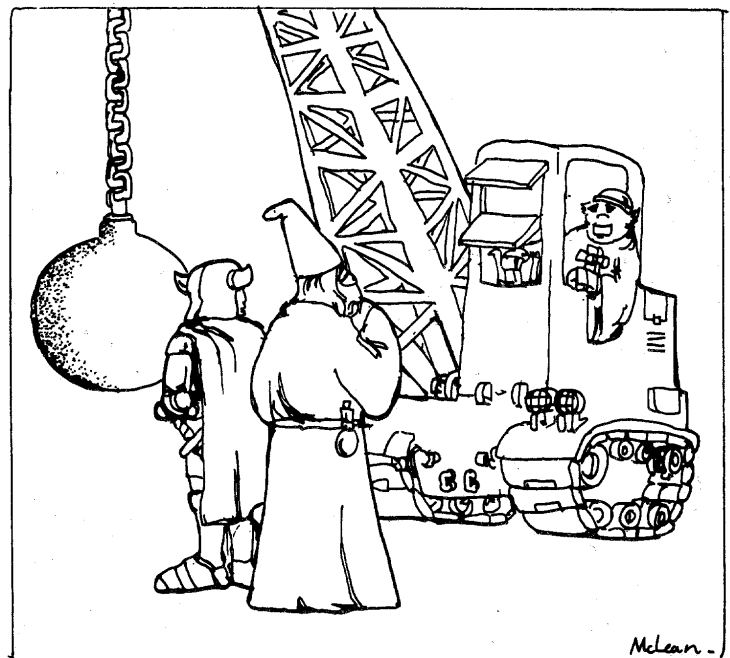
Fantasy & Science Fiction

Fantasy & SF Unit


Fantasy and SF Diorama

Fantasy & SF Monster

Stay posted in *TD* or *LW* for further developments. As the schedule is locked into place, we'll update you. — ED.



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Pulsipher on pelins

Dear editor:

In a letter in DRAGON #54 (p. 4), Edwin Hendricks complained that my monster, the pelin (DRAGON #52) was useless: "What do they do to help a campaign? Zilch." This is probably an example of the least useful attitude to take toward a monster—that it should be something one can plug into a room, without regard for its nature, to chock the players with one more mysterious killer opponent.

While there is nothing actually wrong with this, DMs who go only this far are missing half the fun, and so are their players. Even the most peaceful or lawful good monster should stimulate the DM's imagination, if the monster is well made.

To take the pelin as an example, the DM could wonder what kinds of creatures live on, or in symbiosis with, the pelin. Might there be a race of cloud- or air-dwelling people who travel about on pelins, or domesticate them for some other use? Could an evil or neutral group enslave pelins to use them in nefarious schemes?

If unwary players have read that issue of DRAGON Magazine, their characters will merely yawn when they see approaching pelins, or perhaps, if they're evilly inclined, the characters will take off on a pelin hunt. Imagine their surprise when they encounter people trying to protect their "cattle and horses," so to speak, or when they are attacked by a group which has enslaved the creatures.

Or, if players haven't read DRAGON Magazine, pelins could have considerable scare value. A good DM could also evoke the players' "sense of wonder" with this peaceful but enormous monster. In another case, player characters might meet, befriend, and cooperate with pelins in some endeavor. Not every monster needs to attack to play a role in the game.

Or, to take another tack, if the pelins described in the magazine article are peaceful, might there be similar creatures, perhaps rather smaller, which are predators? Think of sperm whales and killer whales, for example. I can even imagine a short adventure taking place inside a pelin — who knows what might live there? Maybe there are gas cells inside mutant pelins, with air (and bones) between them, just as in a German zeppelin.

Think about the possibilities behind a monster; don't look at it solely as an aggressive killer. How could it be used to surprise players by misdirection? How might it associate with other creatures (including humanoids)? What variations might exist? How could separate

adventures be created around the monster? Ask yourself these questions and your game will be more interesting as well as less repetitive.

Lewis Pulsipher
Durham, N.C.

Lew sent this to us as a manuscript, not as a letter to the editor, intending for it to be used as an appendix to his article, "Make monsters, not monstrosities," in issue #59 of DRAGON™ Magazine. Time and space limitations prevented its publication with the article, but Lew gave his permission for it to be used in "Out on a Limb," saying that the point deserved to be made. And we couldn't agree more. Anyone interested in composing a good candidate for inclusion in Dragon's Bestiary could do worse than to read — and reread — this "letter" and last month's article. — KM

Gygax on archery

Dear editor:

There are a couple of problems with Robert Barrow's article, "Aiming for Realism in Archery," in issue #58 of DRAGON™ Magazine. From my standpoint, it seems that the good author spends too much time with modern archery and has read nothing of medieval history dealing with the subject. English longbowmen were set to practicing their aim at 200 to 220 paces. Let's call that 180 yards. According to eyewitness accounts, these archers could hit a butt of two feet width more often than not at that range. In a similar vein, Genoese crossbowmen were desirable troops because (when their strings weren't wet) their weapons outranged the longbow.

The most important issue, however, is complication. For all of the work and time the author suggests is necessary to add "realism" to archery in D&D® gaming, is the game more fun because of it? I, for one, don't think so; and when all is said and done the course of play is not materially affected for the better by the inclusion of complicated archery rules.

E. Gary Gygax
Lake Geneva, Wis.

Moore on Moore

Dear editor:

Just a quick note on two mistakes (apparently typesetting errors) in issue #57 of DRAGON™ Magazine. In Giants in the Earth, the charisma score for Rifkind should have

been 16, not 6. And in "Dungeons Aren't Supposed to be For Men Only," part of a sentence was left out. The female character charmed by the beholder was made to go around and pick up all our magical items we'd dropped in our hurry to escape. One of the magical items negated the effects of the charm and made her highly magic resistant. *That's* when she greased it.

Thanks for making these corrections!

Roger E. Moore
Louisville, Ky.

Our pleasure, Roger. (Sigh.) We do it all the time. And while we're at it, let's set the record straight about "Magenta's Cat" (Dragon's Bestiary, #58). The feline was created by Roger and his wife Georgia, not by Roger alone (as the credit line indicated). Now will you let him back in the house, Georgia? — KM

Which is which?

Dear editor:

I am an avid reader of DRAGON Magazine, and for the most part I find it a very interesting and valuable addition to the present AD&D compilation. There is, however, one thing that I find very disturbing about the magazine. I would term it a bad case of one hand not knowing what the other is doing.

In the DEITIES & DEMIGODS™ Cyclopaedia there is mention of Circe, a chaotic evil black sorceress of multi-magical profession listed in the Greek mythos. Well, this is easy to understand, but then along comes "Circe No. 2" in DRAGON Magazine (#52, page 37). Since she is an 18th-level magic-user of chaotic neutral alignment who "likes to style herself a daughter of the sun god, Apollo" of Greek mythos, naturally, she is not Circe No. 1. Still this can make for quite a bit of confusion at times.

Another example is the lawful evil, 1/2-hit-die Poltergeist appearing in the Fiend Folio at about the same time as DRAGON Magazine issue #52 was published. Yet in issue #55, page 62, comes another poltergeist, this time chaotic neutral and with six hit dice.

This can certainly lead to much confusion when your DM tells you that you meet a poltergeist. What do you do? And you answer, "Well, is it type A or type B?" All I would like to ask is that in the future, would you mind giving your monsters different names than those already listed in past works — it would sure make things easier. Anyhow, I would like to leave on a bit of a happier note by assuring
(Turn to page 77)

weapon used by the dragon they came from. In the case of green dragon armor, a magical field is activated that deflects molecules of poisonous gas from the wearer; it makes no difference if the face, mouth, and nose of the wearer are exposed or not. Obviously, this resistance is not as powerful as the protection provided by a *Necklace of Adaptation* (it will not prevent the wearer from drowning or from vacuum exposure) but it is very helpful nonetheless.

A minor correction: Finn MacCumhal has a +21 damage bonus vs. giant-type humanoids; this looked like a typesetting error. (Wrong, Rog: I changed it because +21 looked like an author's error. — KM)

The section on assassins was very well prepared; "The Assassins' Guild" was clear and well organized, and "The Assassins' Run" was equally enjoyable. The artwork added immeasurably to the articles; if I recognize the style, it was the same artist who did the picture for Tom Armstrong's and my "Bandits" article in #63. (Right, Rog: His name is Steve Peregrine, and he's a good one.)

I don't always read the fiction in DRAGON but "The Next-to-Last Mistake" was an exception, and a superb one at that: one of the most satisfying stories I've read in a long while.

Roger ("The Learned Author") Moore
Louisville, Ky.

Gary on gunpowder

Dear Editor:

With regard to gun powder in the D&D® or AD&D™ game systems, I wish to point out the following: The rules contain no provision for

the use of such materials. In general, gun powder will not work. That is because it functions on a scientific principle, and as every adventurer knows, the fables of science and technology are sometimes found in strange areas, but the laws of magic are such that no one can possibly believe in these arcane pursuits. They never produce results.

E. Gary Gygax
Lake Geneva, Wis.

Hold that answer!

Dear Editor:

In DRAGON #62, Sage Advice, you said, "Any character or creature under the influence of a Hold person, animal, or monster spell, literally can't move a muscle. . . ." If you can't move a muscle for a minimum of 6 rounds, you would die because you could not breathe, and your heart would not beat.

I suggest you revise it [the answer]. Maybe say "he cannot talk understandably because his facial muscles don't move, but otherwise the spell does not affect interior muscles." Or, move the spell up to higher levels because it is, as you interpret it, a lethal spell.

Alexander Powers
Niantic, Conn.

Speaking for the Sage, I can suggest this: The AD&D world is a place where magic works, a world not bound by the rules of physical and natural sciences. Nothing says the victim of a "Hold" spell has to be able to breathe — or needs to — while under the influence of the spell. It's pointless to try to refute magic by citing scientific "fact." — KM

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Greyhawk: The shape of the world

Gary Gygax©

When you read this the release of the *World of Greyhawk* will be an accomplished fact. (I write this with not a little nervousness, having previously stated it would be ready several times in the past, only to find that it had to be shelved for one reason or another. Having seen the whole of the work in finished form, and knowing it has been sent on to the printer, I have a small sense of security, fearing only some natural catastrophe . . .) It is my sincere hope that you find the worth to have been worthy of the wait—or at least that the price of the product is equitable.

The map of the Greyhawk Campaign came first, many years ago. The information came from a few original notes, many ideas, and the activity of the players. Just as the map was drawn from many earlier campaign maps I'd done for one game or another, so too were the states and features of the "World" drawn from many an earlier creation. When all of these odds and ends were put into play, considerable reshaping and change took place. When they were ordered and readied for formal publication, far greater mutation occurred. The *World of Greyhawk* reflects the results of much early gaming and endless hours of intense play, yet it is incomplete in many respects.

The maps show only a portion of the world. It is a very large and significant portion, but it is nevertheless a part of the whole, and during the course of the campaign, players have certainly adventured over more than it depicts. The *Gazetteer* is basically a survey of the states and geographical features. Some details were omitted so as to allow development by individual DMs, some because they are still "unknown," and a few because they will be revealed elsewhere as the need arises.

Steve Carpenter of Miniature Figurines Ltd. is currently designing a set of miniatures rules for warfare on the *World of Greyhawk*. These rules will set forth the orders of battle of the states of the Flanaess and add to the information pertaining to the "World." At the same time, miniature figurines of the various troops are being assembled, so that details of what various units look like will also be known—say the Overking's Guards or the Knights of the Hart.

In addition to having adventures, campaign participants will

soon be able to fight major battles which will affect the course of things. The figure line could eventually number in the hundreds of sets, with possibly a thousand different figures. The initial release will be in the 50-set range, according to Steve. Of course, I'll be contributing to the miniatures rules, and I'm helping to select figure types. The rules and figures will be significant contributions towards developing the "World," but more is needed.

Much of the original activity in the Greyhawk Campaign came in the huge City of Greyhawk. My initial map was only an 8½" x 11" sheet of graph paper, but this was soon enlarged to a four-times size. Even that was too small, so extra, large-scale sections were done up to supplement the main map. I have now gone to what amounts to about four-game-maps size to show the whole of the place in fair detail. The mapping isn't complete, and only a few of the most outstanding places are noted, as there is yet many months of work left before the design will be in shape to submit to TSR's Product Development Department. Sometime in 1981 or 1982, though, you should see a giant map and gazetteer for the *City of Greyhawk* being offered for sale. The gazetteer will detail the deities of the place not otherwise dealt with in modules or the like, by the way, and readers will learn more about "Old Iuz," the current menace from the state of that name, as well as know who Ralishaz is, why Hextor is bad news in combat, and so on.

While that project is yet a ways off, modules of the World of Greyhawk are currently in the works. Skip Williams is working on my original outline for *Shadowland*, and from what I've seen so far, we should be able to have a final product out this year. The module will be an adventure on the Plane of Shadow—perhaps that should be Quasi-plane of Shadow. Other such modules are also in the hopper.

As I'd mentioned in a previous column, Steve Marsh sent me a wealth of material on various planes, just as I was getting my own creative processes going. At first I envisioned a long-distance exchange with manuscripts eventually going back and forth between us. Now Steve will be coming to work for TSR this summer for a couple of months or so, and I have hope that he and I can work up general outlines and hammer out details, so that only one exchange of materials will be needed for each piece.

Because of this, there might be as many as ten World of Greyhawk modules based on the planes by the end of 1981 or mid-82. Much depends on Steve and me, but the needs of the Kindly Publisher must also be considered. If you are really hot to see these scenarios, start asking for them. Customer pressure does get back to us via retailers and wholesalers. In fact, sometimes it is hard to tell them from the fans, for their inquiries soon become demands after a missed deadline or two. I'll get back to demands a bit later.

One whole piece of the "World" remains to be covered, and from what input I receive, it is perhaps the most important sector. It is the dungeons under Greyhawk Castle. It might seem that that would be the easiest of all to put into production. Not so! About the time *Dungeons & Dragons* was published, the dungeons under the ruined castle consisted of only 13 levels down and a couple of extra on the sides. As the group of players increased, and the level of experience for each climbed, upper levels of the dungeon were sacked, word got around on what to avoid, etc. That series was pretty much sacrificed.

Rob Kuntz joined me as co-DM of the Greyhawk Campaign, and he took over doing new levels after I'd done about two dozen. Greyhawk then had about 50 various levels. As my involvement with TSR grew more demanding of my time, Rob assumed the major role as DM, and naturally the campaign altered in thrust and shape. Soon he was actually the sole DM, as I had the *Temple of Elemental Evil* campaign going. Eventually, Rob decided that he couldn't shape the "World" beyond the City of Greyhawk area and turned the whole back to me.

The Temple campaign was far more detailed in all respects, for it dealt with not only a dungeon, but had the village nearby, several towns and states involved in the scheme of events. Likewise, its inhabitants were drawn from AD&D. It was not too difficult to put the *Village of Hommlet* into shape for publication. The *Temple of Elemental Evil* is a slightly different case, however, for I used some

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random dungeon generation methods as a test of the systems when I put the design together. I am, therefore, doing a major rework on it, and so you now know why the *Temple* is so late in coming.

In light of that, consider what will have to be done to Greyhawk Castle to put it into shape for general publication. Both Rob and I liked to "wing it" as much as possible, so as to have flexibility and to tie in past events. Think of over four dozen level maps with partial matrices, skimpy notes, cryptic symbols and areas erased or penciled over due to destructive actions! The whole 50 levels or thereabouts form a cohesive dungeon, of course, so that means to undertake the project, I must sit down and handle it all together, with as few breaks as possible, in order to reflect the general oneness. This will eventually be done, yes indeed! But I don't dare begin at this time. . . .

Before the dungeons of Castle Greyhawk are dusted off and construction begins anew, the rough manuscript for T2, *Temple of Elemental Evil*, must be finalized. With the very good words I've heard about the *Village of Hommlet* offering, I'm under considerable pressure to get T2 out—but in a form comparable to T1, so there will be much agonizing and rewriting. Then, Rob Kuntz has the reworked *Lost Caverns* module which must be finalized also. It was used for a MDG tournament a few years ago at WinterCon, and the scenario is very good. We want to get it into print as soon as possible. As with the *Temple*, we have general demands for more modules of superior quality. TSR's design staff is looking for and working on modules of introductory and intermediate level for all of our role-playing games. Without the Greyhawk dungeons, players will soon have a whole spectrum of adventures to select from. The pressure is to get out what has been begun, not to begin new projects of awesome scope.

To sum it all up, the World of Greyhawk project will go on for several years, with the initial maps and *Gazetteer* complemented by rules for miniature figure recreation of the warfare of the place, plus a line of figurines from MiniFigs in the near future. Next will come a series of special modules—one this year, and then many more through the next couple of years. The *City of Greyhawk* might make a 1981 publication date, certainly 1982, and about the same time the series which will eventually represent the whole of the *Dungeons of Castle Greyhawk* will begin. If all goes well, there might be an add-on map or two, and there might also be additional dungeon/campaign sets similar to the T-Series. Because there are so many demands on my time, much of this depends on the co-operation of fellows such as Skip Williams, Steve Marsh, and maybe even Rob Kuntz and Ernie Gygax (neither of whom are known for their rapid work, shall we say?).

* * *

On other fronts, it seems likely now that TSR and Games Workshop have reached a final agreement regarding the publication of the *Fiend Folio*, the second volume of monsters for *Advanced D&D*. I had hoped for a release in late May, but it might be June (or even July) before the book sees print. Watch for it in any case. Jim Ward and Rob Kuntz have all but finished *Deities & Demigods*, the volume of *AD&D* which will round out the divine aspects of the game. . . . The information in the book includes very detailed stats of the deities and others covered, details of where their power is, whom they will accept as worshippers, and a fair amount of information regarding their priests and ceremonies. *Deities & Demigods* is slated for release in August. Your dealer should have it sometime around the 15th of the month, and TSR will have it as a premiere release at GenCon. You will, I believe, find the work equal to the rest of *AD&D*, and a highly valuable addition to any campaign.

Jim Ward will have finished *Deities & Demigods* just in time in another respect. Late this spring, he will be leaving the teaching profession to join TSR's Sales Department. Hopefully, this will not mean that Jim's creative efforts will all be directed towards selling. After all, there are evenings and weekends to write new material and design modules. With Jim nearby, perhaps he and I can manage to get some of our proposed co-operative designs into work. He and I

have been discussing several RP/FRP ideas, and my son, Luke, recently developed an exceptionally good *Gamma World* module idea which he and I have worked into a fairly complete outline. Who can tell what will come out of all this? Stay tuned, as they say, for further developments.

Jeff Perren will be moving to a location much nearer to (if not actually in) Lake Geneva soon. Besides the possibilities of doing a major revision and expansion of *Chainmail*, Jeff also mentioned some very interesting ideas he has for miniatures rules and board-games. With a bit of luck, the old team of Perren & Gygax might come out with something new in the not too distant future.

Finally, as a bonus for reading through all of this, you will find some Order of Battle information for certain renowned figures in the World of Greyhawk. They will possibly appear in the general army lists, but then again they might not make it. Either way, you will have the information first.

Bigby (MU of 18th level): Fortress location unknown but rumored to be somewhere north of the Nyr Dyv, possibly between the Shield Lands and the Bandit Kingdoms. (Bigby has been seen in the City of Greyhawk). Forces are:

Heavy Cavalry: 50 (Elite)
 Medium Cavalry: 100 (Regulars)
 Light Cavalry: 100 (Regulars)
 Light Horse Archers: 100 (Levied)
 Armored Infantry: 50 (Elite)
 Heavy Infantry: 180 (Regulars)
 Light Crossbowmen: 100 (Regulars)
 Heavy Crossbowmen: 50 (Regulars)
 Pikemen: 100 (Elite)

This force is officered by several: higher-level fighters. It is supported by clerics and lower-level magic-users as well. About 200 eleven warriors have been known to be with the band when it fought, and at another time about 150 dwarves from the Kron Hills were serving with Bigby; but additional information cannot be gained. (Bigby was the original; apprentice of Mordenkainen, and when the latter opted to explore the West, Bigby remained behind to uphold and protect their territorial rights.) Alignment of this force is Neutral, with some good deeds rumored.

Mordenkainen: (MU of 20th level): Several years ago, the Neutral arch-mage took his rather vast cavalry force and rode into the west, supposedly on a mission to succor an (Evil) associate who called for his aid. He has never returned. His force consisted of:

Medium Cavalry: 500 (Regulars)
 Light Cavalry: 500 (Regulars)
 Light Horse Archers: 1,000 (Regulars), 2,000 (Levied)

This force was Chaotic, possibly Neutral, although any Evil cleric encountered could count on a swift and sure death.

Robilar (Fighter of 19th level): Sometime over one year ago, Robilar freed a demon, and in the ensuing difficulties, forces aligned with Good sacked and destroyed his stronghold west of the City of Greyhawk. It is reported that the following force escaped and is now somewhere in the Pomarj region:

Heavy Cavalry: 50 (Regulars)
 Medium Cavalry: 100 (Regulars)
 Light Cavalry: 50 (Regulars)
 Light Horse Crossbowmen: 50 (Regulars)
 Heavy Infantry: 100 (Elite Orcish)
 Light Infantry: 100 (Levied)
 Heavy Archers: 50 (Elite Orcish)
 Light Crossbowmen: 50 (Regulars)
 Pole Armed Infantry: 100 (Regular Orcish)

Many of the higher-level figures were slain during the intaking of the castle, but Robilar has Otto, a high-level magic-user, and Quij, an Orcish hero of high ability but low intelligence, as well as some relatively low-level cohorts. This force is Lawful Evil but suspect by the minions of Hell due to chaotic actions.

Tenser (MU of 19th level): Hidden somewhere along the southern shores of the Nyr Dyv is the fortress of Tenser. It is likely that the identity of the master of the place is kept secret. Reported troops are:

(Turn to page 30)

		only for a character with a magically extended life, often one who deals intimately with the gods.
17-20	30-39	The maximum an exceptional character would usually obtain in a single lifetime.
13-16	20-29	Average for a character of heroic proportions.
9-12	10-19	The normal minimum for any hero. The range usually referred to as "mid-level."



1-4	1-4	Cannon fodder in most high-level campaigns. The range usually referred to as "low-level."
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Possible Suggestions for Future *Giants in the Earth*

D'Artagnan & The Three Muskateers (Alexandre Dumas)
 Jirel of Joiry (C. L. Moore)
 Kickaha & Anana (Philip Jose Farmer)
 Modesty Blaise & Willie Garvin (Peter O'Donnell)
 Kardios (Manly Wade Wellman)
 Vazkor (Tanith Lee)
 Oscar Gordon (Robert A. Heinlein)
 Jorian (L. Sprague de Camp)
 Ryre (J. Ramsey Campbell)
 Taran (Lloyd Alexander)
 Lessingham (E.R. Eddison)
 Vanye and Morgaine (C.J. Cheryh)
 Corum, etc. (Michael Moorcock)
 Valeria, etc. (Robert E. Howard)
 Elak (Henry Kuttner)
 Skafloc (Poul Anderson)
 Prince Valiant (Hal Foster)
 Tiger (Ron L. Hubbard)
 Sir Geros Lahvoheetos (Robert Adams)
 Dracula (Bram Stoker)
 Abdul Alhazred (H.P. Lovecraft)
 Prospero (John Bellairs)

The above list is in no way exhaustive, representing suggestions "off the top of our heads." A little research (such as sitting down and taking a close look at our paperback libraries) would undoubtedly reveal dozens of more possibilities.

Sorcerer's Scroll

(From page 11)

Heavy Cavalry: 50 (Guards)
 Medium Cavalry: 100 (Elite)
 Light Cavalry: 50 (Regulars)
 Medium Horse Archers: 100 (Regulars)

Armored Infantry: 50 (Guards)
 Heavy Infantry: 100 (Regulars)
 Light Infantry: 100 (Levied)
 Heavy Archers: 50 (Regulars)
 Light Archers: 50 (Levied)

Tenser is accompanied by a high-level cleric and various other figures of relatively high level, some reported to be demi-human. Some say that the ranger, Otis, is with him. The force is Good in alignment, but its exact disposition is unknown. It is suspected that troops from the surrounding area will join with Tenser in time of need.

The Unnamed (Known as "Erac's Cousin"; MU of at least 16th level): This very malign individual was once a servant of Good, but in being captured by a demon and subsequently escaping, he bitterly turned from his former deity for failing him in need, and he now serves Hell with will and enthusiasm. "Erac's Cousin" is seldom seen without a red-eyed rat upon his shoulder. It is also stated that this mage is able to wield a sword with great proficiency (6th level fighting ability!). Reputed forces are:

Medium Cavalry: 50 (Guards)
 Light Cavalry: 50 (Regulars)
 Light Horse Archers: 50 (Regulars)
 Heavy Infantry: 100 (Regulars)
 Heavy Archers: 100 (Regulars)
 Pole Armed Infantry: 100 (Regulars)

Whether or not any of the troops serving "Erac's Cousin" are humanoid is open to debate. Certainly, humanoid levies will join his forces in some strength if they are called.

General Note: These personalities will seldom take the field on one side or another, for they fear to begin a process of escalation which will draw other powerful figures into the contest opposite them, thus risking a final confrontation.

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This convention season, TSR Periodicals will be sponsoring tournaments at three major conventions across the country:

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Three views of Greyhawk

*The wait
was worth it*

by Jeff Seiken

If, as the saying goes, a good thing is worth waiting for, then *THE WORLD OF GREYHAWK*, a fantasy world setting for *Advanced Dungeons & Dragons™*, should be one of the finest products to come from TSR™ in a long time. Often promised, but often delayed, *THE WORLD OF GREYHAWK* sometimes appeared destined to never see the light of publication. In the meantime, the gaming public had to be satisfied with occasional tantalizing references in the *Dungeon Masters Guide* and reading the background information of the various dungeon modules from TSR. Then just as Gary Gygax himself (in *Dragon™* magazine #37) assured us that, barring any catastrophe, *THE WORLD OF GREYHAWK* was ready for official release, a catastrophe did indeed strike and once more, gamers were left staring at the empty shelves in their local hobby shops and scratching their heads in puzzlement. Soon the summer was fast disappearing, along with most of our expectations, but on a fateful day in early August, the cherished cry was finally raised. *THE WORLD OF GREYHAWK* had arrived!

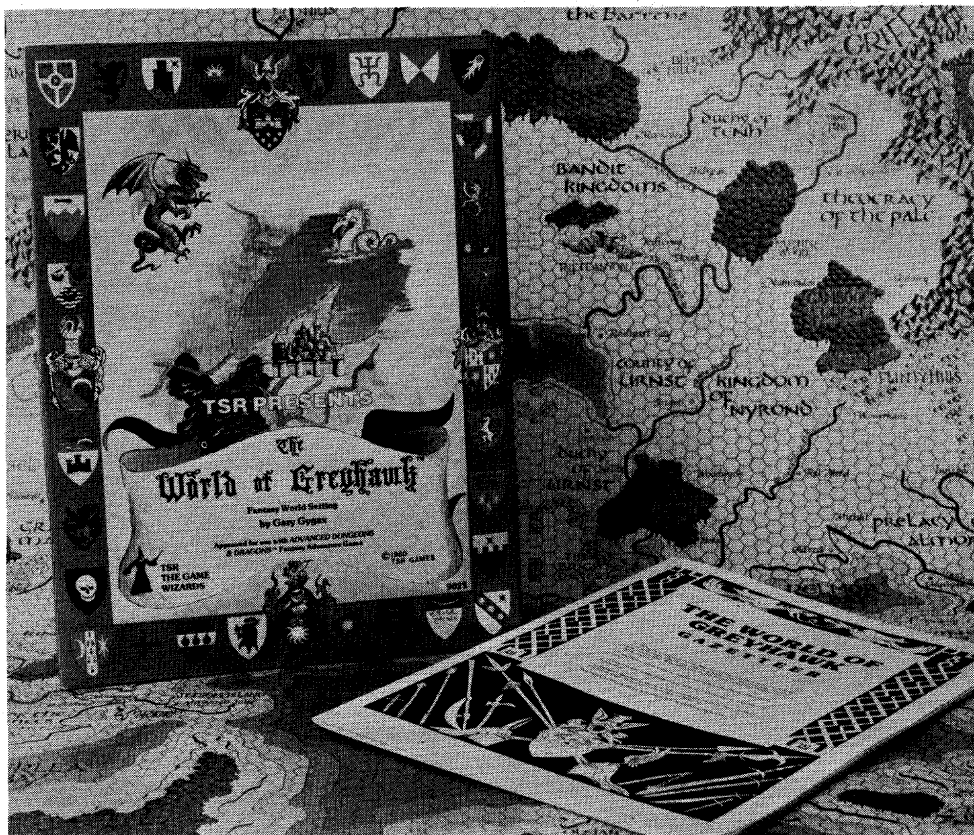


Of course, all of the above is past history and what is of importance now is the finished product. *THE WORLD OF GREYHAWK* sells for \$10 and comes handsomely packaged in a colorful folder. Included are two multi-colored maps and a 32-page gazetteer. The outside covers of the folder are adorned with the numerous coats-of-arms of the various states, cities and factions chronicled within the gazetteer, and on the inside covers is a key to their correct identification.

The two maps are easily the highlight of the product, and I know of some people who

would have been willing to pay \$10 for the maps alone. Designed to be fitted together in the center, they form a huge 34x44-inch playing surface. The small hexagons, about 3/8 of an inch in diameter, add to the appearance of the maps' great size and scope. There are more than twenty-five different terrain types, including walled and unwallled cities and towns, mountains, volcanos, tropical jungle, coniferous forests and black ice. Even the water is color-coded according to depth. Overall, the mapsheets cover an area approximately twelve million square miles in size and offer plenty of space for characters to adventure over. Both maps were drawn by Darlene, and she and the TSR art department deserve to be congratulated for their quality. Unfortunately, the one major drawback to the maps is that they seem to be of dubious accuracy in several places. For example, the town of Willip and the cities of Radigast and Leukish are all mentioned in the gazetteer as being ports on the Nyr Dyv. However, when looking at the maps, one sees that each of the three are located in complete land hexes with the shore of the lake reaching only into the adjacent hexes. In each case, there appears to have been enough room to have drawn the city or town symbol in the same hex as the shoreline, but as the maps stand now, with each hex representing 30 miles, these places look to be about 15 miles inland. Although the gazetteer corrects any misconceptions in this instance, what about the many other areas on the maps where a city or town is in a hex adjacent to a river or coastline? Is it actually there, so is it supposed to be a port?

While the maps are the main attention grabber, the gazetteer is the meat of *THE WORLD OF GREYHAWK*, without which it would be impossible to tell the difference between a tiger nomad and a member of



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the Scarlet Brotherhood. The gazetteer is in the form of a chronicle written by a historian native to the world. The first few pages of the gazetteer include a table of contents, a foreword written by Allen Hammack (dated February 6, 1979, more than 18 months before the product's release) and a map legend and key. Reading onward, one discovers that the maps cover only the eastern portion of the Oerik Continent, one of four such continents on the Planet Oerth.

There follows a brief discussion on the days and months of the year plus the climate and seasons of the Flanaess, as this portion of the continent is called. The introduction to the Flanaess concludes with a brief history of the region, a series of helpful maps and a short section on the ancient and current languages of the land. The next 8% pages are devoted to a survey of the 59 states within the Flanaess. For each state is listed its name; the title of its ruler along with his/her class and level; its capital; its human population, demi-human population (meaning elves, dwarves, etc.), and humanoid population (orcs, goblins, etc.); its basic resources; and finally a number of paragraphs describing the state in greater detail. The written portion delves into the state's military and political history, the basic make-up of its standing army and any other pertinent facts.

A survey of the geographical features of the land occupies the next major part of the gazetteer. Bodies of water, hills and highlands, marshes and swamps, mountain ranges, rivers and forests are all covered in varying amounts of detail. Also included are the general locations of most of the TSR dungeon modules which are located within the land. A half page each on precedence and the orders of knighthood, plus a four-page glossary of portentous runes and glyphs, round out the gazetteer.

Reading through the entire 32 pages should give one a pretty good understanding of the world depicted on the map, but there are places where a little more information would have been useful. One rather surprising omission is the lack of virtually any reference to the various religions predominant in the land. Religion played a crucial role in the shaping of the history of our own Middle Ages and was the direct cause behind much of the conflict of that era. However, in the gazetteer, the only religious confrontations mentioned are those of the basic good vs. evil variety, despite the fact that a number of states have high-level Clerics as rulers.

Also needed, but not included, is a chapter on the famous personalities of the world. In the foreword, Mr. Hammack asks the reader, "Do the names Tenser and Mordenkainen ring a bell?" For most of us, the answer is yes, but with the exception of a single sentence relating to their birthplace, neither character is ever mentioned again in the gazetteer. At the very least, the information included in *Dragon* #37 should have been incorporated into the gazetteer.

Both of the aforementioned complaints are relatively minor, but there is a deeper problem with *THE WORLD OF GREYHAWK*. Across the cover of each TSR dungeon module are the words "Advanced Dungeons & Dragons" emblazoned in bold lettering, but this is not the case with *THE WORLD OF GREYHAWK*. Instead, we have the phrase "Approved for use with Advanced Dungeons & Dragons" in small writing near the bottom of the cover. On the front page of the gazetteer, it reads "Suitable for use with *Advanced Dungeons & Dragons*" in equally small letters. Therein lies the real problem. Suitable, yes, but designed specifically for AD&D I am not so sure. AD&D, with its basically simple combat and magic systems, is unlike other role-

playing games in its emphasis on the sense of the fantastic. Who wants to worry about fatigue, endurance and critical hits, or spend six months learning a simple spell while there are lost cities to explore, magical castles to conquer and vast labyrinths populated with all manners of horrid creatures to loot? It is this same sense of the fantastic, however—the source of AD&D's incredible popularity—that sadly enough seems to be lacking from *THE WORLD OF GREYHAWK*. There are no thrilling revelations in the gazetteer or maps, nor is anything astounding disclosed. The world presented is very complete, logical and interesting, but the burden is on the DM to transform *THE WORLD OF GREYHAWK* into *The Fantastic WORLD OF GREYHAWK*.

‘A universal constant’

by Kenneth W. Burke

Since the introduction of *Advanced Dungeons & Dragons™*, there has been something lacking in the game: a suitable area to conduct the campaign in. True, the majority of adventures take place underground and do not require such an area, and true, AD&D adventuring is mainly an indoor-type activity that involves the exploration of old castles, towers, and the like, but many players wanted more. They wanted something that would tell them where the adventures were taking place—an environment that would act as a starting point from which all adventures would originate. Ideas were exchanged, lands were created, but there was always something lacking—a universal constant which would be used and accepted by all AD&D players and DMs. Finally, after years of waiting, the universal, official constant has arrived. It is **THE WORLD OF GREYHAWK**.

The gazetteer goes into great detail concerning Eastern Oerik—we are told its history, introduced to its time scales, calendars and festivals, even given a small map showing all of Oerik. Minor flaws can be found—the gazetteer mentions movement over roads and through tracks, yet no symbol is given to show us what they look like. I see no roads on the mapboard, only dot-like paths through certain mountain ranges which I assume to be either roads or, more than likely, tracks. The gazetteer also does not tell us the symbols for thors or dorfs, hamlets, villages or wychs, towns, and cities; they must be determined from looking at the map key on the cardboard folder, or through guesswork.

The major part of the gazetteer deals with the numerous kingdoms of Eastern Oerik. There is a thorough, detailed description of each kingdom. There are things about some of the provinces that annoy me—one, the Scarlet Brotherhood, is ruled by the Master of Autumn (a fourteenth-level monk, lawful good alignment mandatory). Despite his alignment, he

leads an organization also composed of thieves and assassins, something lawful good types are not allowed to do. Two other provinces I find annoying are the Amedio Jungle and Hepmonaland, also a jungle province. The map says that both are inhabited by "savages"; the gazetteer describes one, the Amedio Jungle, as "inhabited by tribes of cannibal savages." This talk of "savages" reminds me of the Tarzan movies that depicted black Africans as stupid "yasa, Bwana" types or animal-like monsters that would kill everyone they came across, usually via some barbaric method reminiscent of Josef Mengele. To use such terms in the product is an indirect insult to the black man, and should not have been done. The "cannibal" charge is just as preposterous—contrary to what one believes, there has never been a case of cannibalism carried out on a large-sized, organized scale over a long period of time by any tribe or nation in Africa, as well as the rest of the world (Sawney Bean and his family were a simple local affair, and no excuses about Eastern Oerik being located on the planet Oerth, not Earth). The "official" reports of cannibalism carried out on a large scale were little more than lies that natives of opposing African tribes would tell white explorers and settlers to gain their allegiance (and their firearms). The whole thing is an aspect the game could have done without. All in all, though, the manual is quite accurate; anything it does not cover is allegedly due to "lack of certain knowledge about the area," or so the gazetteer claims. You be the judge.

On a scale of one to ten, *THE WORLD OF GREYHAWK* deserves a rating of nine. It has its problems, but these are due mainly to its size and scope. *THE WORLD OF GREYHAWK* is the largest AD&D campaign map produced to date, and as such is almost certain to be less than perfect. If anything, it is a sign of the continuing popularity of the D&D® and AD&D game systems, a popularity that is apparently destined to keep increasing.

The official word

'Grey' areas were made that way

by Lawrence Schick
Vice President, Product Development
TSR Hobbies, Inc.

The editors of *Dragon* magazine have allotted some space for us to provide some answers and clarifications to the points raised in Mr. Seiken's and Mr. Burke's reviews of *The World of Greyhawk*. We always appreciate an opportunity to explain what we do and why we do it.

I guess the full intent of WoG is not completely clear from the information presented in the Gazetteer. The idea was to provide a setting for a fantasy campaign, a coherent place where fantastic things could happen. As Mr. Seiken points out, the burden of creating the fantasy itself rests squarely on the shoulders of the Dungeon Master. Though *The World of Greyhawk* is based on Gary Gygax's own campaign, it was made deliberately vague in many areas so that individual DMs could impress their own ideas and personalities upon it.

For example, there are no specific trails and roads marked on the map. Who knows exactly where a DM may wish to place his or her trade routes? There are also no specific

leaders given for the individual states, enabling DMs to use whatever personalities they feel are most appropriate. There are certainly no religions given, as this is an area that almost all DMs handle differently and individually. (However, for those interested, the Deities of Greyhawk will appear somewhere, sometime in the next five years.) (Gary—is that vague enough?)

World-building is very important, but creating a coherent world is not easy. We wanted to give DMs a push in the right direction without doing everything for them. We certainly don't want to have everybody playing on carbon-copy worlds, doing the same things in every campaign. This imposes too many restrictions on the DM's imagination. Our intent instead is to spur that imagination to its own creations.

To address a couple of minor, specific points from the reviews: Yes, monks have to be lawful, but they can be lawful good, lawful neutral, or lawful evil, like the monks who rule the Scarlet Brotherhood. It's the discipline of lawfulness that makes a monk, not the ethical values of good or evil. As regards the savages, nowhere in the text of the Gazetteer is there any indication of

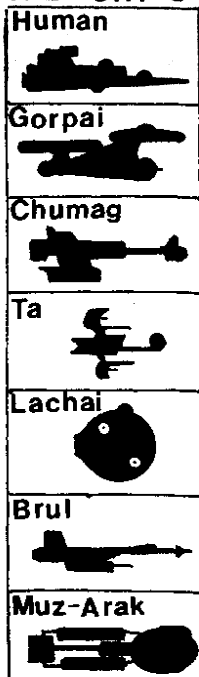
anybody's skin color. Nobody here ever gave it any thought, because it doesn't matter. On the subject of cannibalism: Anthropology has as little to do with fantasy as any of the other sciences. We're dealing with legends and archetypes. In fantasy literature, cannibalism is a typical attribute of nasty people who live in distant areas, and no one should be surprised to find references to it in a description of a fantasy world. Only actual cannibals have cause to be insulted for being referred to as savages.

We did make some mistakes. The settlement symbols got left out of the book on part of the first run. (This is typical of the bad luck that surrounded the production of this product.) In an error in the direction of esthetics over accuracy, some of the port and river settlement symbols got displaced a bit. Rule of thumb: If it's within a hex of the shore, it's a port. The same goes for river towns. By the way, the dotted lines through the mountains indicate passes.

The World of Greyhawk had a long and painful gestation period, but it turned into a child we're all proud of. Yes, there will be more Greyhawk-linked products in the future. When? Oh, no, you don't

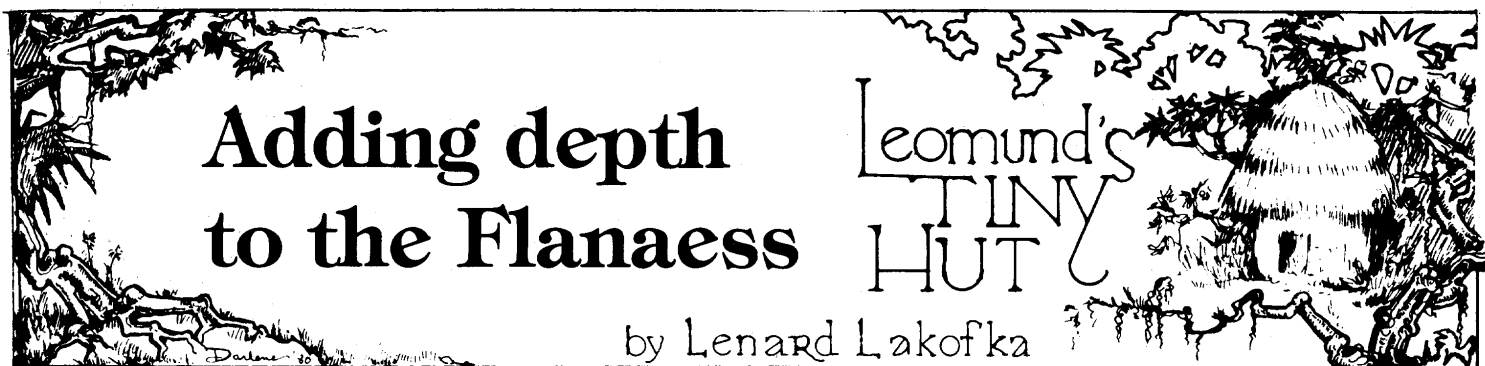
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Adding depth to the Flanaess

by Lenard Lakofka

INTRODUCTION

Len Lakofka has been playing *DUNGEONS & DRAGONS*® and *ADVANCED DUNGEONS & DRAGONS*® games since there were such things, and this particular contribution to the game system of the *WORLD OF GREYHAWK*™ fantasy world setting is exceptionally useful for those who have not established a detailed campaign in a specific area of the *WORLD OF GREYHAWK*. It is also nearly as useful for those who have such an established campaign, but who allow "outsiders" to come in from other parts of the world.

This system allows not only for determination of the birthplace and alignment of a character, but it also provides an interesting mix of languages known for both humans and demihumans. With these developments comes a greater understanding of the *WORLD OF GREYHAWK* and its language forms; and the more highly developed the background for a campaign, the more easily such a campaign is managed. For these reasons I am particularly enthusiastic about the treatment Len has provided. I have checked it over for "accuracy," and a few minor changes have been made in order to more closely conform with the actual area. I have also appended a brief description of the racial types common in the Flanaess. With these additions, we believe that your campaign on the *WORLD OF GREYHAWK* will be greatly enhanced. Experience will, I am sure, prove this statement to be true.

E. Gary Gygax

Author's introduction

This article is designed as a supplement to the *WORLD OF GREYHAWK* Gazetteer, though some parts of it can stand alone.

Creating new characters is always fun. The more a player can identify with a character, the better the play of the character tends to be. By adding "meat" to a character, the DM increases interest in that figure.

A character's place of birth and the language(s) he/she can use have long been vital aspects of a character's life history. As I add scenarios to Lendore Isle (see *WORLD OF GREYHAWK*, Spindrift Isles), I am careful to use languages and birthplaces from the "known world" (as defined in *WoG*).

A human character's place of birth

The chart which follows, used to determine the birthplace of human characters, favors those locations (provinces/countries) where the "most common alignment(s)" is non-evil. Bands of adventurers who are evil can be put together, of course, but since most modules and campaigns are designed for non-evils, only those locations will be given here.

A birthplace chart will give the name of a general location. Either the DM or the player (if the DM prefers) can then select an exact site from the province/country or from the bordering forests or hills.

Place of birth may be important in determining the alignment of a character, but it will not always absolutely define that alignment. In cases of apparent conflict, the DM can simply rule that the family of the character did not practice the predominant

alignment of the area, or perhaps that the family moved to a locale of suitable alignment soon after the birth of the character.

Characters who are of a class or a race which makes a particular alignment mandatory should not be inhibited by the results of the chart. It is entirely possible for a character born in Ull, for instance, to grow up to become a paladin. All that is necessary is for the DM to create a reason why the character is lawful good in a land of chaotics and neutrals.

On the other hand, if the alignments listed for an area are just as "good" for the character as any others, one of the given alignments can be considered a good "random" choice.

Birthplaces for human characters

d% roll	Place of birth	Likely alignments
01-05	The Great Kingdom	Any
06	The Sea Barons	CN
07-08	Lordship of the Isles	LN
09-10	Sunnudi	LN, CG, N
11	Idee	N, CN
12	Irongate	LN
13-14	Onnwal	LN
15-17	Almor	LN, LG
18-28	Nyronnd	LN, LG, NG, CG
29	Ratik	N, CE, CN
30	Cold Barbarian state	CN
31	Rovers of the Barrens	CN, N
32	Duchy of Tenh	LN, N
33-34	Theocracy of the Pale	LN, LG
35-36	Shield Lands	LG, NG, N
37-41	County/Duchy of Urnst	N, NG
42-44	Greyhawk	Any
45-54	Kingdom of Furyondy	LG, NG, LN
55	Tiger/Wolf Nomads	N, CN
56-57	Ekbir	LN, N
58	Tusmit	N
59-62	Zeif	LN, N
63-64	Paynims	CN, N
65	Ull	CN, N, CE
66	Ket	CN, N
67-69	Perrenland	LN, N, LG
70	Highfolk	CG, N, CN
71-82	Velluna	LG, NG
83-84	March of Bissel	NG, N, LG, LN
85	Gran March	LN
86-87	Duchy of Geoff	CG, CN, NG
88-89	Sterich	CG, CN, N
90-91	The Yeomanry	LG, LN
92-94	Kingdom of Keoland	LN, LG, NG, CG, CN, N
95	Tri-States of Ulek	LN, LG, CG, N, CN
96-99	Wild Coast	Any
00	Character's choice	Any

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Naturally, neither the DM nor players should feel bound by every birthplace or alignment tendency indicated by the chart. Some places of birth might not seem logical for a certain class of character; for instance, if a character rolls the land of the Frost Barbarians as his place of birth, it is somewhat of a conflict if the character happens to be a magic-user. (The barbarian races would produce fighters, if not berserkers, as their major class.) If a birthplace seems incongruous with the class or other characteristics of a figure, simply re-roll or make a logical selection from the available choices.

A demi-human character's place of birth

If a character is of one of the demi-human races, use the table below to determine birthplace. Half-elves are treated as elves; half-orcs appear where humans and humanoids (specifically orcs) reside.

Birthplaces for demi-humans, Main table

Place of birth	Elf	Dwarf	Gnome	Halfling
Use subtable at top of next column	01-05	01-05	01-05	01-05
Sunndi	06-10	06-12	06-08	--
Irongate	11	13-14	09	06-16
Onnwal	--	15-18	--	--
County of Urnst	--	--	--	17-29
Ratik	--	19-36	10-13	--
Duchy of Urnst	--	37-43	14-17	30-58
Spindrift Isles	12	--	--	--
Highfolk	13-15	--	--	--
Veluna	16-23	--	18-26	--
Duchy of Geoff	24-28	--	--	--
Sterich	--	44-52	--	--
Sea Princes	29	--	--	--
Ulek (all)	30-40	53-72	27-33	59-82
Celene	41-52	--	34-38	--
Wild Coast	53	73-74	39-41	83-88
Dreadwood	54-69	--	42	--
Gnarley Forest	70-74	--	43-46	--
Verbobonc	75-76	--	47-52	--
Grandwood Forest	77-81	--	--	--
Flinty Hills	--	--	53-54	89-95
Gamboge Forest	82-90	--	55-58	--
Stark Mounds	--	--	59-60	--
Kron Hills	--	--	61-89	--
Glorioles	--	75-97	--	--
Menowood	91	--	--	--
Silverwood	92	--	--	--
Vesve Forest	93-99	--	90-98	--
Welkwood	00	98-00	99-00	96-00

Birthplaces for demi-humans, Subtable

Given below are places where "few" or "some" demi-humans live, according to the WORLD OF GREYHAWK.

Place of birth	Elf	Dwarf	Gnome	Halfling
The Great Kingdom	01-03	01-03	01-03	01-03
The Sea Barons	04	04	04	04
Lordship of the Isles	05	05	05	05
Idee	06-08	06-08	06-08	06-08
Almor	09	--	09	09
Frost Barbarians	10	09	10	10
Snow Barbarians	11-13	10-12	11-13	11-13
Ice Barbarians	14	13	14	14
Rovers of the Barrens	15	14	15	15
Duchy of Tenh	16-18	15-17	16-18	16-18
Theocracy of the Pale	19-21	18-20	19-21	19-21
Shield Lands	22	21	22	22
County of Urnst	23	22-23	23-24	--
Greyhawk	24-26	24-27	25-28	23-24
Kingdom of Furyondy	27-29	28-30	29-31	25-28
Wolf Nomads	30	31	32	29
Tiger Nomads	31	32	33	30
Tusmit	32	33	34	31
Spindrift Isles	--	34-36	35-37	32-34
Ket	33	37	38	35
Perrenland	34-36	38-40	39-41	36-38
Highfolk	--	41-43	42-44	39-41
Veluna	--	44-50	--	42-48
March of Bissel	37-39	51-53	45-47	49-51
Gran March	40-42	54-56	48-50	52-54
The Mage	43-49	--	51-58	--
Duchy of Geoff	--	57-59	59-61	55-57
Sterich	--	--	62-68	58-64
Sea Princes	--	60	--	65
Kingdom of Keoland	50-56	--	69-75	66-72
Celene	--	--	--	73-79
Dyvers	57-59	61-63	76-78	80-82
Grandwood	--	64-66	79-81	83-85
Lorridges	--	67-73	82-89	--
Gamboge Forest	--	--	--	86-92
Stark Mounds	--	74-80	--	--
Barrier Peaks	--	81-87	--	--
Axewood	60-67	--	--	--
Fellreev Forest	68-74	--	--	--
Hornwood	75-88	--	--	--
Rieuwood	89-95	--	--	--
Vesve Forest	--	--	--	93-97
Choice of any available, either table	96-00	88-00	90-00	98-00

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Breaking language barriers

Once a character's place of birth and alignment are fixed, it is time to determine the language(s) the character speaks. Following hereafter is a list of all possible languages and their basic characteristics, followed by lists to determine the language spoken by the human occupant of a given region.

Common sense and logic must be used when the lists are employed. Suloise, for example, is a language of learned men that is all but forgotten as a primary tongue. It would be silly to have a fighter of low intelligence speak it as a primary language just because that was the result produced.

WORLD OF GREYHAWK Languages

Language	Primary or Secondary	Usual speaker
Suloise	Secondary	Scholars, sages, magic-users, illusionists, bards
Flan	Primary	Peasant to king
Baklunish	Primary	Peasant to king
Oeridian	Primary	Peasant to king
Common ¹	Primary*	Peasant to king
Ferral ²	Secondary	Learned and ranked characters only
Nyrontese ³	Primary	Peasants and those of little education
Nyrontese ³	Secondary	Educated characters
Cold Tongue (Fruz) ⁴	Primary	Barbarian races
Velondi ⁵	Primary	Rural folk, peasants
Velondi ⁵	Secondary	Educated characters
Keolandish ⁶	Primary	Peasant to king
Lendorian	Secondary	Educated characters

*— Common is known by all adventurers, though they might not be fluent in it.

¹— A mixture of Suloise and Oeridian tongues with some Baklunish admixture.

²— Oeridian tribal language.

³— High Oeridian dialect of Common.

⁴— Suloise with Flan admixture.

⁵— Oeridian tribal language.

⁶— Old High Oeridian with admixtures.

Languages spoken by human occupants

The following list presents the general locations within the WORLD OF GREYHAWK, the most common alignment(s) found therein, and a list of the languages spoken by occupants of the area. Roll d% to see which language is used by a particular character. In the "Special" category will be listed a particular tongue, if at least a 1% probability exists that the language will be spoken by a character. For regions where a "Special" language is not mentioned, the chance of such an obscure dialect being used by a character is negligible.

The Great Kingdom (Kingdom of Aerdy): chaotic evil, lawful evil; Oeridian 01-20, Common 21-99, Suloise 00.

Sea Barons: chaotic evil, chaotic neutral; Common 01-94, Oeridian 95-00.

Lordship of the Isles: neutral, chaotic neutral; Oeridian 01-03, Common 04-98, Suloise 99, Special 00 (Ferral).

County of Sunndi: lawful neutral, chaotic good; Oeridian 01-07, Common 08-99, Special 00 (Ferral).

County of Idee: lawful neutral; Oeridian 01-05, Common 06-98, Suloise 99, Special 00 (Ferral).

Free City of Irongate: lawful neutral; Oeridian 01-05, Common 06-98, Suloise 99, Special 00 (Ferral).

Free State of Onnwal: lawful neutral; Oeridian 01-06, Common 07-99, Special 00 (Ferral).

Prelacy of Almor: lawful neutral, lawful good; Oeridian 01-07, Common 08-00.

Kingdom of Nyronde: lawful neutral, lawful good; Oeridian 01-03, Common 04-85, Suloise 86, Special 87-00 (Nyrontese).

Bone March: chaotic evil; Common 01-00.

Barony of Ratik: neutral; Common 01-00.

Frost Barbarians: chaotic neutral, chaotic evil; Suloise 01-06, Common 07-60, Special 61-00 (Cold Tongue).

Snow Barbarians: chaotic neutral, chaotic evil; Suloise 01-05, Common 06-62, Special 63-00 (Cold Tongue).

Ice Barbarians: chaotic neutral, chaotic evil; Suloise 01-04, Common 05-63, Special 64-00 (Cold Tongue).

Hold of Stonefist: chaotic evil; Flan 01-02, Suloise 03, Common 04-99, Special 00 (Cold Tongue).

Rovers of the Barrens: chaotic neutral, neutral; Flan 01-20, Baklunish 21-36, Oeridian 37-46, Common 47-99, Suloise 00.

Duchy of Tenh: lawful neutral, neutral; Flan 01-88, Oeridian 89-90, Common 91-00.

Theocracy of the Pale: lawful neutral; Flan 01, Oeridian 02-05, Common 06-00.

Bandit Kingdoms: chaotic neutral, chaotic evil; Flan 01-13, Baklunish 14, Oeridian 15-24, Common 25-00.

Shield Lands: neutral good; Flan 01-02, Baklunish 03, Oeridian 04-18, Common 19-00.

County of Urnst: neutral, neutral good; Flan 01, Oeridian 02-07, Common 08-00.

Duchy of Urnst: neutral; Flan 01, Oeridian 02-03, Common 04-00.

Greyhawk: any; Flan 01, Baklunish 02, Suloise 03, Oeridian 04, Common 05-99, Special 00 (Velondi).

Kingdom of Furyondy: lawful good; Flan 01, Baklunish 02, Suloise 03, Oeridian 04-20, Common 21-85, Special 86-00 (Velondi).

Horned Society: lawful evil; Flan 01, Baklunish 02-04, Oeridian 05-09, Common 10-00.

Land of Iuz: chaotic evil; Flan 01, Baklunish 02-06, Oeridian 07, Common 08-00.

Wolf Nomads: neutral, chaotic neutral; Baklunish 01-35, Oeridian 36-80, Common 81-00.

Tiger Nomads: neutral, chaotic neutral; Baklunish 01-40, Oeridian 41-85, Common 86-00.

Caliphate of Ekbir: lawful neutral; Baklunish 01-47, Oeridian 48-53, Common 54-00.

Tusmit: neutral; Baklunish 01-12, Oeridian 13-27, Common 28-00.

Sultanate of Zeif: lawful neutral; Baklunish 01-79, Oeridian 80-94, Common 95-00.

Plains of the Paynims: chaotic neutral; Baklunish 01-92, Oeridian 93-97, Common 98-00.

Ull: chaotic neutral; Baklunish 01-30, Oeridian 31-51, Common 52-00.

Ket: chaotic neutral; Baklunish 01-49, Oeridian 50-61, Common 62-00.

Perrenland: lawful neutral, neutral; Flan 01-49, Baklunish 50-57, Oeridian 58-65, Common 66-00.

Independent Town of Highfolk: neutral, chaotic good; Oeridian 01-07, Common 08-00.

Archclericy of Veluna: lawful good; Suloise 01, Oeridian 02-24, Common 25-88, Special 89-00 (Velondi).

March of Bissel: neutral good; Flan 01, Oeridian 02-19, Common 20-00.

Gran March: lawful neutral; Flan 01, Oeridian 02-17, Suloise 18, Common 19-98, Special 99-00 (Keolandish).

Valley of the Mage: lawful neutral; Flan 01-02, Oeridian 03-04, Common 05-00.

Duchy of Geoff: chaotic good; Flan 01-50, Oeridian 51-57, Common 58-00.

Earldom of Sterich: chaotic good; Flan 01-12, Oeridian 13-60, Common 61-90, Special 91-00 (Keolandish).

Yeomanry: lawful good; Flan 01, Suloise 02-04, Common 05-00.

Hold of the Sea Princes: chaotic neutral, chaotic evil; Flan 01, Oeridian 02-17, Suloise 18, Common 19-00.

Kingdom of Keoland: chaotic good, neutral good; Flan 01-02,

Dragon

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Oeridian 03-12, Suloise 13, Common 14-80, Special 81-00 (Keolandish).

Tri-States of Ulek: neutral good, neutral; Flan 01, Oeridian 02-11, Suloise 12, Common 13-90, Special 91-00 (Keolandish).

Kingdom of Celene: chaotic good; Oeridian 01-02, Common 03-00.

Wild Coast: any; Flan 01, Oeridian 02-09, Suloise 10, Common 11-00.

The Pomarj: chaotic evil, lawful evil; Oeridian 01-06, Suloise 07, Common 08-00.

The Scarlet Brotherhood: lawful evil; Suloise 01-05, Common 06-00.

Spindrift Isles: lawful neutral; Suloise 01-02, Common 03-75, Special 76-00 (Lendorian).

Notes on Special languages

In most cases, a "special" language generated from the list above is simply a dialect of one of the more popular languages. However, those who speak a dialect will not always automatically understand someone who speaks the native tongue or another dialect of the native tongue.

Intelligence is the factor which determines whether a character can understand someone else who is speaking a related language. The chance of a character's understanding is equal to that character's intelligence times 6% (note exception below under The Cold Tongue). Missing the desired percentage by 1-20 will yield partial, incomplete understanding, and missing the desired percentage by 21 or more means that the character cannot understand a word the other character is saying. Note that this "chance to understand" roll only applies to characters whose languages are related.

Example: A party member with an intelligence of 14 speaks fluent Common. He comes upon a figure who speaks only Nyrondese, a dialect of Common. There is a chance of $14 \times 6\% = 84\%$ that the party member will understand the other member. If an 85 or higher is rolled, it means the party member will be able to communicate somewhat, but will not fully perceive the other speaker's thoughts and intentions through speech alone. In this case, since the party member's intelligence was sufficiently high, there is no chance of him being totally in the dark. Note that under normal circumstances, it is impossible for a character of 17 or higher to fail to understand someone speaking a related language ($17 \times 6\% = 102\%$).

If the Nyronder in the above example has an intelligence of 11, there is a 66% chance he will understand the party member. There will be incomplete understanding on a roll of 67-86, and no verbal understanding will be possible if the roll is 87 or higher. This roll should only be made once for each particular pair of characters.

Following are descriptions of each of the special languages, including an indication of which languages they have no rela-

tion to, as well as related languages which might allow for understanding between speakers.

Ferral: Originally of Oeridian derivation, this is now a secret language spoken only by officials of the Iron League. These officials include high-ranking fighters, clerics, and other persons in a position of authority. Ferral is used only for command and identification purposes, and is never a primary language. It can be understood by those speaking Oeridian.

Nyrondese: This is little more than a dialect of Common which is spoken by residents in some locales of Nyrond. It is a primary language particularly for peasants, shopkeepers and the like. Learned persons almost always speak Common as well. It can be understood by those who speak Common or Oeridian.

The Cold Tongue: Also called "Fruz," this language is a dialect of Suloise. It is commonly spoken as a primary language among the Ice, Snow and Frost Barbarians. It has no relation to Common, and even those speaking Suloise find it difficult to understand (use intelligence $\times 4\%$ instead of 6% in this case only). It can only be understood by those who speak Suloise or Flan.

Velondi: This is a dialect of Old Oeridian spoken primarily in Veluna and Furyondy. It is the primary language of rural folk on the common border between the two countries. Those who speak Common cannot comprehend it at all, but it can be understood by those who speak Oeridian.

Keolandish: This is a widespread dialect of Old High Oeridian which is a primary language for those of the area in which it is spoken (Keoland and the surrounding lands). It is old (400+ years) and established; however, learned persons will usually speak Common and/or Old Oeridian as well. It can be understood by those who speak Common or Oeridian.

Lendorian: This is an obscure dialect of Suloise. It has no relation whatsoever to Fruz (The Cold Tongue). It is, in all cases, a second language for those who speak Common. Only characters with an intelligence of 9 or higher can learn Lendorian, and it can only be understood by those who speak Suloise or Common.

Number of languages known

Generally, whether a character can know one or more languages depends on the character's intelligence. There is one universal rule: Every character knows at least a bit of the Common tongue, even if it is not that character's primary language. A character who rolls a language other than Common as a primary language will still have the ability to communicate in Common to some degree, and Common will be treated as an "additional language" even if the character's intelligence would not normally allow for the knowledge of an additional language. The degree of fluency in Common does vary according to intelligence, however; a character with intelligence of 7 or less would have at

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best a rudimentary knowledge of Common as a secondary language.

Characters with intelligence of 3-6 are able to speak a given language. They might know how to read and write very simple words in their primary language only. The chance to be able to read and write a primary language is equal to intelligence x 12% (roll separately for reading and writing), so that a character with intelligence of 9 or higher will automatically have the ability to read and write. The chance of being able to read and write a secondary language is equal to intelligence x 3% (again, roll separately for each ability).

Characters with intelligence of 7 or less will speak no other language besides Common, if that is their primary tongue.

Characters with intelligence of 8 or more can speak one additional language, over and above the primary tongue. Up to seven additional languages are permitted (for a figure of 18 intelligence; see AD&D Players Handbook, page 10). These additional languages can be determined by using the table on page 102 of the Dungeon Masters Guide, with the lists given herein aiding in the selection of a "Human foreign or other" language. Common is considered an "additional language" for all who do not use it as a primary tongue.

To determine whether an additional language is known by a character at this point in time, multiply 13% times the number of "possible additional languages" of the character (PH, page 10) as indicated by the character's intelligence. If the desired number or less is generated, a character can have a secondary language at the present time. Make a new roll for each attempt to know a secondary language, until a roll fails or until a character has used his maximum number of possibilities. Optional: Add 2% to the chance to know a secondary language for each level of experience after first level, up to a maximum bonus of 20%.

Example: A character with an intelligence of 15 may be able to speak as many as four languages in addition to the primary

language. For this example, the character's place of birth is Urnst and his primary language is Common. His chance to know any secondary language at this time is equal to $13\% \times 4$, or 52%. If a result of 01-52 is obtained on a dice roll, the figure will speak one additional language and then may roll again, seeking to again roll 01-52 and obtain a second additional language. The process is repeated until a result of 53-00 is rolled (which could be on the first attempt), or until the character has obtained as many additional languages as possible.

Those characters who don't know as many additional languages as they possibly could will have the opportunity to learn them at a later point in the character's adventuring career. Learning a language amounts to quite a bit more than simply sitting around the campfire and memorizing a few more words each night. Learning requires continual, almost constant use of the new language, which is best accomplished in the company of others who speak and write the language fluently, or through the employment of an instructor.

A learning process like this will take a minimum of two months of solid work on the character's part, during which time NO adventuring may be undertaken by the character. At the end of two months, roll once to see if fluency has been attained (using the same percentage as was originally applicable; i.e., 52% in the above example). Failure means that one more month of study must be undertaken before another try for fluency can be made.

(Optional: Additional study, if needed, must be undertaken immediately, with no lapse between the first two months and the next one, in order to test for fluency without penalty. For every lapse in learning of one week, the chance for fluency is reduced by 5% the next time such a check is made. For example, if the character described above failed on his initial roll to know an additional language after taking two months of training, he could train for another month right away and check again at the same percentage chance (52%). However, if he takes a week off

The sun hangs low on the horizon illuminating the ruins of civilization with a bloody light. Is it the sunset of the earth or the sunrise of a brave new world? You can decide as you boldly stride the rubble-strewn streets of the

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between the first two months and the next month of training, the next check for fluency would be made at 47%. Note that the 5% penalty applies only to the chance to know the particular language for which training was taken. If a character wishes to begin instruction in a different language, checks for fluency after the training period would be at 52% as usual.)

Languages for demi-humans and humanoids

The AD&D Players Handbook lists basic languages for demi-humans and humanoids, and more language information for humanoids is found in the Monster Manual. As with humans, the intelligence of a demi-human or humanoid character has a bearing on which languages he can know—and, as with humans, all adventurer demi-humans will have at least a rudimentary knowledge of Common.

To more closely conform with the rest of this system, the strictures given in the Players Handbook on which languages (and how many) a demi-human can know should be altered according to the following specifications and restrictions. Notes which follow the listing of the demi-human races will give reasons for the differences which are outlined.

Dwarves will always speak dwarven and Common. It is possible for a dwarf to know gnome, goblin, kobold and orcish as additional languages, with a percentage chance of knowing each one equal to intelligence x 5%, or intelligence x 8% if proximity is a factor. A dwarf may know up to two additional languages regardless of intelligence.

Elves will always know elvish and Common. Possible additional languages include gnome, halfling, goblin, hobgoblin, orcish and gnoll, with the chance of knowing any one equal to intelligence x 5% (or x 8% for proximity). Elves with intelligence of 16-18 may roll for additional languages on the table on page 102 of the DMG, ignoring a roll if it produces a language already known but counting it if it produces a language which has been attempted and failed. The chance of knowing any language generated from that chart would be 80% for an elf of intelligence 16, 85% for intelligence 17 and 90% for intelligence 18.

Gnomes will always know gnome and Common, and have the ability to communicate with burrowing animals as described in the Players Handbook. A gnome has a chance of intelligence x 5% to know dwarven, halfling, goblin, kobold, or 1-2 languages from the table on page 102 of the DMG, with the same 8% provision for proximity. The proximity rule would also apply to local human tongues. (Note that a gnome is not necessarily limited to two additional languages, as per the PH.)

Half-elves will always know Common, and will know elvish if raised by one or more elves. Additional languages possible — only for a character raised by one or more elves — (intelligence x 5%, or 8% for proximity) include gnome, halfling, goblin, hobgoblin, orcish and gnoll. Half-elves of intelligence 17 have an 85% chance to know 1 language from page 102 of, the DMG, and those of intelligence 18 have a 90% chance to know up to two languages from that table.

Halflings will always know halfling and Common. Possible additional languages include dwarven, gnome, goblin, orcish, and 1-2 additional languages (page 102, DMG) for those of intelligence 17 or higher. The proximity rule of intelligence x 8% applies in all cases except proximity to gnomes, which uses a figure of intelligence x 10% instead.

Half-orcs will always know Common, and will know orcish if raised by one or more orcs. Possible additional languages include hobgoblin, goblin, gnoll and kobold, at a chance of intelligence x 5%. The bonus for proximity does not apply to half-orcs. Those of intelligence 16 or 17 may learn 1-2 additional languages (page 102, DMG) at chances of 80% and 85% respectively.

The changes in this procedure from that outlined in the Players Handbook are designed primarily to account for an individual character's background and intelligence. Instead of auto-

matically knowing certain languages in addition to Common and the racial tongue, characters must check against their intelligence to see if they know any additional ones. Also, it is not automatic for a half-elf or half-orc to know elvish or orcish, respectively. Only characters who were raised in a group/family with at least one member of the non-human race can possibly know that racial language in addition to Common.

The basic chance to know any of the other racial languages is enhanced for characters who were brought up by members of one race in proximity to a group of another race. This proximity bonus applies between races that are non-hostile toward each other (elves vs. gnomes, for example), but no proximity bonus is used between races that oppose each other (elves vs. orcs).

It is entirely possible that a demi-human who was brought up by humans only would not be able to learn all of the racial tongues listed as possible for that demi-human type. Also, characters raised in towns will have a smaller chance of being able to know the various racial languages than characters raised in a rural area or the wilderness.

Using the base chance of intelligence x 5% (or more for proximity), a roll should be made for each character for each racial language listed. Even if one or more of the dice rolls results in failure, it is still possible to succeed in knowing another racial language. This is different from the system used for humans, where failure on a roll for a secondary language means that no further attempts may be made without undergoing a learning process.

APPENDIX by E. Gary Gygax

Racial types of the WORLD OF GREYHAWK fantasy setting

Baklunish: The Baklunish people have golden-hued skin tones. Their eyes run from gray to green, although brown is most common. Their hair color runs from brown to black. Variance is by tribe and nation.

Flannae: The Flannae have bronze-colored skin. Although some are more coppery, numbers of them are very dark bronze (deep brown). Eye color tends to brown or black, although some have a pale amber eye coloration. Hair tends to be dark brown or black.

Oeridians: The Oeridians are tan- to olive-skinned. Some tribes are on the fairer side, while others are rather dark. Their eye color tends to vary to any shade. Hair color runs from dark blonde to black, but the most common hair color is brown or reddish brown.

Suloise: The Suloise are very fair-skinned people. Although some are less fair than others, many are nearly albino. These people have pale blue eyes, very blonde or platinum-colored hair. The less fair have normal white skin, blonde or light red hair, and gray or blue eyes.

The inner mixture of Oeridians with Suloise tends toward a typical European-mix looking population. However, the original Flannae stock shows up fairly commonly in just about any society, so that there will be light-bronze to deep-bronze folk intermingled in most populations.

The mix of Oeridian and Baklunish brings a fairly light skin — a real yellowish cast, rather than the vague yellow of the oriental human.

A cross of Baklunish and Flannae yields a golden-copper skin color.

In general, the skin color of an individual makes no difference in many places, although the nobles of the Great Kingdom are very jealous of being light-skinned, just as the rulers of the Duchy of Tenh are conscious of the supposed superiority of their bronze color. In the central south region, from Greyhawk to the Duchy of Geoff, there is little heed paid to skin color, just as there is little heed paid to absolute racial type, i.e. human or demi-human, except perhaps by demi-humans who sometimes feel superior to humans.

More "meat" for Greyhawk

by Gary Gygax

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Not much magical ink has flowed from cockatrice quill to parchment for this column for a year now. Truth be known, a combination of other demands, a bout of illness, and sheer procrastination are responsible for the hiatus. At GenCon XIV, however, I had the opportunity to talk with many of you good folks again, and a message came out loud and clear. It is high time that I got busy and finished the TEMPLE OF ELEMENTAL EVIL module and started producing regular information regarding the WORLD OF GREYHAWK™ Fantasy World Setting.

Those readers who attended my two seminars at GenCon XIV, or otherwise spoke with me about developments on Oerth, know that the revised and expanded edition of WORLD OF GREYHAWK Fantasy World Setting will contain a score or so of the deities popular in the Flanaess. Len Lakofka has done those of the Suel people, while I detailed those generally served in the area from the Grand Duchy of Geoff to the Great Kingdom. There is the first bit of good news for those who are chaffing for more information. I am also hopeful that the Kindly Publisher and his Esteemed Editor will see fit to publish the data on those deities herein, so as to obviate the need for all who own original editions of the campaign setting to purchase the new. (If they seem recalcitrant, Good Readers, a bit of pressure will surely smooth the way...)

Because TSR needed a competition level module (originally planned for release this fall, but now to be held until early 1982), the effort needed to finish the second hundred or so pages of ELEMENTAL EVIL went into preparation of THE LOST CAVERNS OF TSOJCANTH. The scenario was initially done for a convention tournament, but the new product has an extensive outdoor adventure and a completely new series of encounters, so the effort wasn't wasted, I believe, and I hope you will agree.

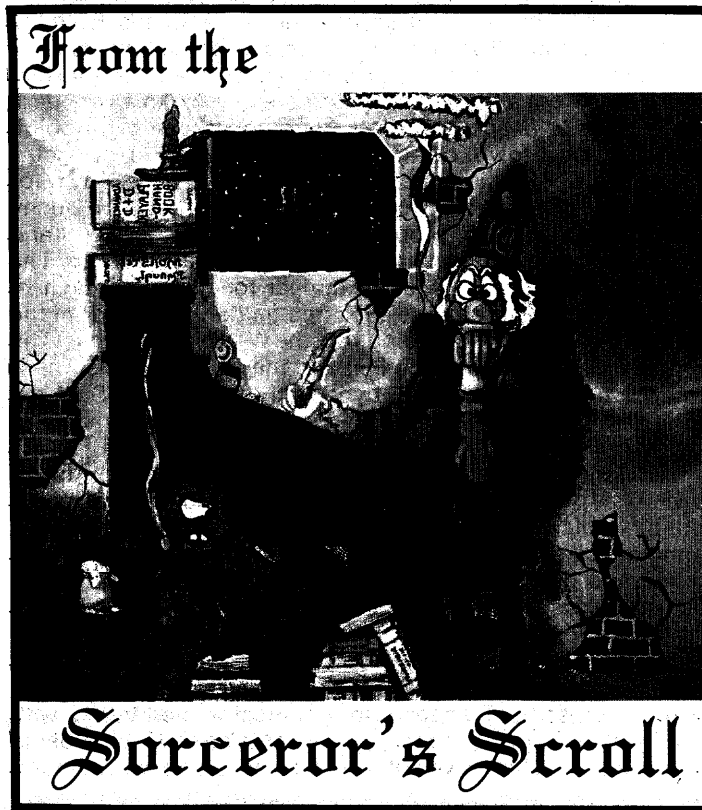
Then, in clearing the decks to take on the TEMPLE, other chores popped up: The last-minute refining of the deities, and the development of a couple of dozen creatures, frittered away another month's worth of designing time. This effort steals from ELEMENTAL EVIL too, but because what follows over the next few issues will be quite helpful to those utilizing the GREYHAWK world setting, it is hoped that the few extra weeks added to the eventual release time for TEMPLE will be forgiven. (Yes, Virginia, I *am* working on it, and T2 will be out no later than GenCon XVI!)

Finally, I had heartening news recently. Rob Kuntz, after a long stint away from AD&D™ gaming (reputedly due to a case of reveling in royalty income) has again returned to the creative fold. Being first one of the original participants in my Greyhawk campaign, and eventually its co-DM, Rob is eminently qualified to assist in the production of the storehouse of material and information which you are asking for. Rob and I have sat down several times over the past few weeks to discuss how we should go about this production in order to assure an orderly and useful flow of new things. Here is the tentative list we are now aiming at:

A. Regular WORLD OF GREYHAWK game information via the "Sorcerer's Scroll" column — you have the first here!

B. Completion of the CITY OF GREYHAWK map and gazetteer. Rob, Terry Kuntz, and Eric Shook are now at work on the project.

C. Detailed, smaller-scale maps of important areas of the Flanaess, complete with important residents and some encounters. The same team has ruled off the world map,



and as soon as CITY OF GREYHAWK is finished, I expect this project to move ahead with force.

D. Miniatures rules for large-scale battles between the states of Oerth — in limbo now, although Steve Carpenter of Minifigs has mentioned that he is working on possible rules for this use.

E. GREYHAWK CASTLE & DUNGEONS production — at this point, this is only in a very general discussion stage, because of the other projects and the fact that the existing is only suitable for use by Rob and I. (As with most extensive dungeon complexes, much is developed and kept in the head due to actual play, and some areas are so difficult as to be impossible for those not used to our DM style.) So, initial work is unlikely to begin on this effort until sometime late in 1982.

This column will keep you up to date in the meantime. It should also give a fair amount of information not otherwise detailed in commercial releases, so if you have a campaign taking place in the Flanaess, be sure and stay tuned here.

For openers, I offer the following regarding racial types and dress. Future columns will deal with regional and national events, as well as smatterings of information on reported political plots and the like.

RACIAL TYPES OF THE FLANAESS

There are few "pure" racial groups extant on the Flanaess, save perhaps at the fringe areas of the continent. Of course, the races of demi-humans are relatively unmixed, but humankind, as is its wont, has industriously intermixed in the central regions to form a hybrid type which has actually become the norm.

Baklunish: The Baklunish people have golden-hued skin tones. Eye color is commonly gray-green or green, with gray uncommon and hazel rare. Hair color ranges from blue-black to dark brown. Ekbir, the Tiger Nomads, Ull, and Zeif typify the

Dragon

straight Baklunish strain. The Wolf Nomads are intermarried with the Rovers of the Barrens, so they show the darker Flan blood. Ket is so mixed with Suel and Oeridian blood as to be the least typical of the Baklunish race, for the people of Ket are pale yellow or golden-brown or tan in skin color, with virtually any hair color possible save the lightest yellows and reds. Both the Paynim tribes and Tusmit show occasional admixture also.

Flannae: The Flan race have bronze-colored complexion. This varies from a lighter, almost copper shade to a very dark tone which is deepest brown. Eye color is commonly dark brown, black, brown, or amber (in declining order of occurrence). Hair coloration is black, brown-black, dark brown, or brown. Also, Flannae tend to have wavy or curly hair. The Duchy of Tenh are pure Flan, proud of their bronze color. Geoff and Sterich, despite mixture, show strong Flan racial influence. The Rovers of the Barrens are of the copper-toned sort of Flannae, although the western tribes show the golden skin color of the Baklunish due to interbreeding with the Wolf Nomad tribes. The people of the Hold of Stone Fist and the citizens of the Theocracy of the Pale are primarily hybrids, the former Flan/Suel, the latter Flan/Oeridian. The inhabitants of the Pale are particularly handsome.

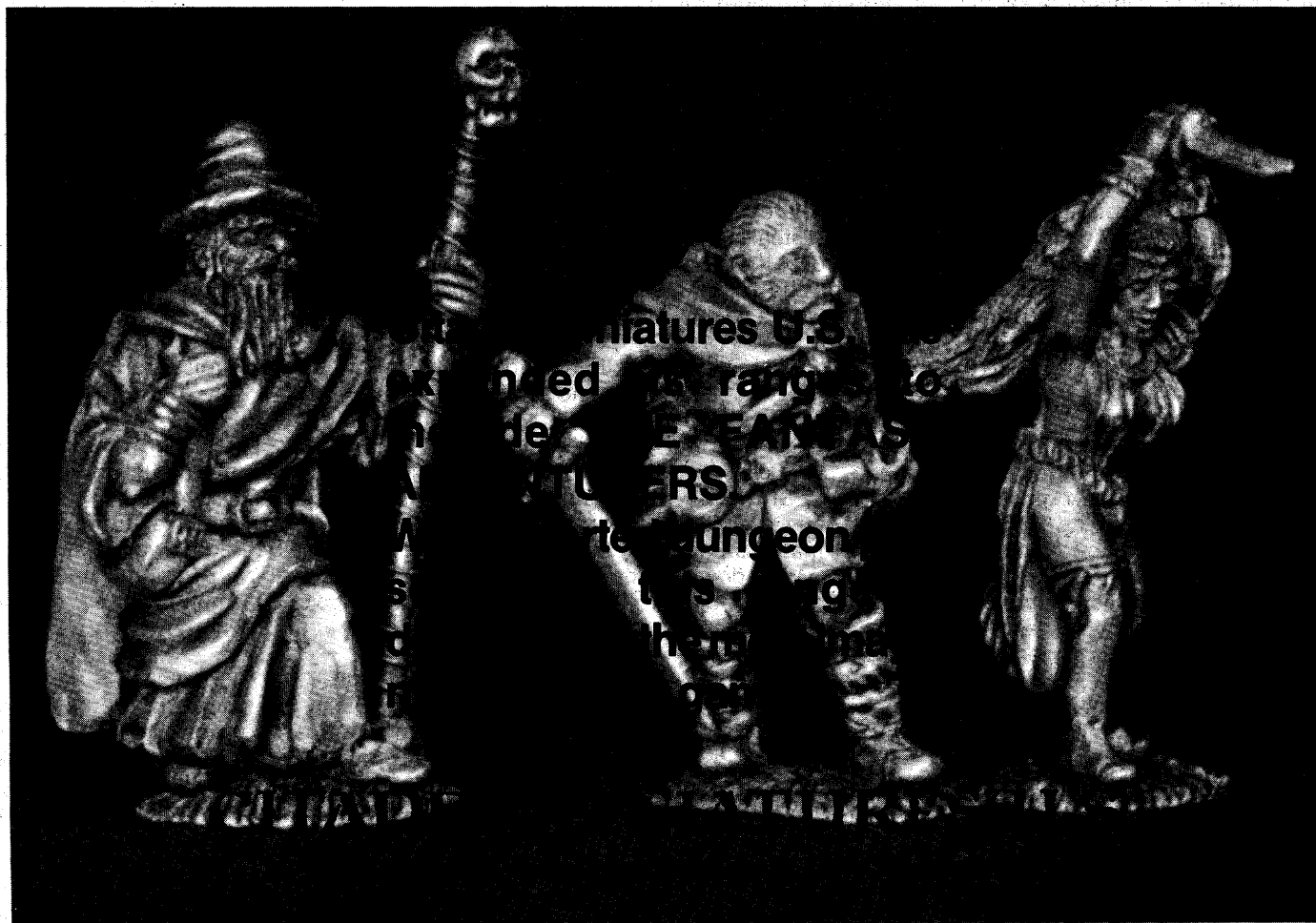
Oeridians: The Oeridians have skin tones ranging from tan to olive. They have hair which runs the gamut of color from honey-blond to black, although brown and reddish brown are most common. Likewise, eye coloration is highly variable, although brown and gray are frequently seen in individuals: Unmixed Oeridians, despite claims of the Great Kingdom, are most common in Furyondy, Perrenland, the Shield Lands, and in the east and south in North Province, Medegia, and Onnwal and Sunndi.

Suloise: The fleeing Suel folk were scattered in a broadcast fashion across the Flanaess, so that most tended to mix with other groups. The Suel race is very fair-skinned, some being almost albino. They have light red, yellow, blond, or platinum-

blond hair. Eye color varies from pale blue or violet through deep blue, with gray occasionally occurring. Curly to kinky hair is common. The inhabitants of the Duchy of Ernst are nearly of pure Suel race. The Frost, Ice, and Snow Barbarians are perfect specimens of unmixed Suloise blood; the nearly albinoid Snow Barbarians are the best example. The Suel folk are quite predominant in the island groups off the eastern coast of the Flanaess as well as in Tilvanot Peninsula (Scarlet Brotherhood region). Those bands that migrated into the vast Amedio Jungle and Hepmonaland are so altered as to be no longer typical of the race; they are tan to brown with heavy freckling.

The predominant racial strain and particular admixtures of each of the major states of the Flanaess is given in the list which follows. The first letter is the predominant strain. Thus, "OSf" would mean an admixture of Oeridian with a strong Suel strain and a weak Flan mix, as the "f" is uncapitalized. Had it been "OSF" (with a capital "F"), the indication would be that the Flan influence was only scarcely less than that of the Suel.

Almor: OS	Rel Astra: Os
Bandit Kingdoms: OFSb	Sea Barons: So
Bissel: OSB	Sea Princes: SOF
Bone March: (SO)	South Province: Os
Dyvers: OSfb	Spindrift Isles: So
Gran March: SOF	Sterich: OFS
Great Kingdom: OS	Ulek, County: OFS
Greyhawk: OSfb	Ulek, Duchy: (Sfo)
Highfolk: Os	Ulek, Principality: (SO)
Idee: OS	Urnst, County: SO
Irongate: Os	Valley of the Mage: OBF
Keoland: SOF	Veluna: OSf
Lordship of the Isles: So	Verbobonc: OFs
Nyrod: Os	Wild Coast: Sof
Pomarj: (SO)	Yeomanry: SOF
Ratik: Sof	



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The inmixture of Oeridian and Suel (expressed as "(SO)" in the above list) tends to develop a skin coloration similar to that of Earth's European. The original Flannae stock shows up with either Oeridian or Suloise or both as a coppery or bronze overtone. Oeridian and Baklunish develops a fairly light complexion, but the skin coloration is true yellow, as opposed to the vague yellow-brown of Earth's oriental race. A hybrid of Baklunish and Flannae gives a golden-copper or golden-bronze color which is possibly the most attractive complexion of any of the admixtures of the basic races.

In general, the skin color of an individual is of no particular importance. The dark Flan complexion shows up quite often in most nations. By contrast, the nobles of the Great Kingdom are proud of being light-skinned, just as the rulers of Tenh are overly conscious of the supposed superiority of their deep bronze color. In the central region of the Flanaess, from western Urnst Duchy to Geoff, there is little heed paid to either skin color or racial type, whether human or demi-human (or even humanoid in some places. The main exception to this is the demi-human kingdoms where humankind is judged inferior, especially in Celene.

Racial/national dress

Oeridians typically favor checks and plaids. Aerdi and Nyrondel houses tend to wear plaids, while the southern and western Oeridians favor checks, often of a diamond pattern or similar variation from the standard square. Clothing tends towards tight-legged trousers, close-fitting upper garments, and capes or cloaks.

Suloise folk have long used solid colors. Aristocratic houses have two or more such colors in their dress, so parti-colored garments are not uncommon. Similarly, the Suel people tend to favor display of emblems or tokens on their garments, typically of a contrasting color to their basic one. Dress was originally loose pantaloons topped by a baggy blouse. This form of dress has been changed to meet the needs of the varying climates, so the northern Suloise barbarians wear furs and skin garments, while those in the southernmost area have replaced the blouse with vest-like upper wear.

Flannae once wore brightly hued body paints, with yellow ochre and vermilion being the favorites. While the Rovers of the Barrens still use considerable body painting (where their high boots, loincloth and chest and arm leather don't cover them),

the more civilized Flan dress in the mode currently fashionable in their portion of the continent. Garments, however, tend to be of solid primary colors, with very bright hues predominant.

Baklunish peoples are of two sort. The northern branch favors bright patterns and gaudy colors. They wear gowns and robes, or else short breeks and flowing coats. The poorer folk even wear gaudy prints, although their garments are typically a one-piece coverall with whatever additional garb they can add. The southern branch likes parti-colors of a more pastel hue. Their dress is complex and full of many puffs and slashes when adorned for special events. They commonly wear rough hide and cloth when traveling or at war, with shields and banners showing clan colors.

Dwarven folk love shades of brown, red, and gray contrasted with a bright splash of color and picked out with as much precious metal as they can possibly wear. Leather is a favorite material, with wool being popular also. Dwarves wear clothing similar to that of the Oeridians.

Elves of the Sylvan ilk dress similar to Suloise, except their colors are pale tints of green, fawn, ecru, and dove gray. High elves are similar in mode of apparel, but they add blues, lilacs, and purples to the more natural forest hues of their woodland kin. Hunting and war garments are brown, russet, or tan. Gray elves wear very complex and flowing garb of pure white, sun yellow, silver and gold lame' set off by polished leather of contrasting colors and highlighted by jewels. All elvenkind wear cloaks, especially when traveling. These garments are neutral gray or gray-green.

Gnomes and halflings dress in a similar fashion, often replacing their trousers with knee-length britches. The gnomes favor more stolid colors — brown breeks, a tan blouse, green boots and belt, with a dark brown jacket or coat. A halfling in the same garb might have a yellow shirt and top off with a cap of green with a bright yellow feather in it. Both races will often wear striped clothing. When hunting or at war, they likewise favor garb of a curiously mottled sort, with greens and browns intermixed.

Next issue we will deal with events in the north central steppes and the areas below — the Horned Society, Bandit Kingdoms, and the Duchy of Tenh. Until then, avoid staredowns with medusae.

Convention calendar

ALPHA CON III, Nov. 14-15 — A science-fiction and gaming convention to be held at the Ramada Inn, Ithaca, N.Y., Alphacon will feature a film program, displays, computers, and tournament competition in the D&D® game, Diplomacy, and other games. Convention membership is \$9 at the door. For more information: Alphacon III, c/o Bill Freebairn, 310 N. Sunset Drive, Ithaca NY 14850.

RICON '81, Nov. 14-15 — Rhode Island's first fantasy role-playing convention will be held at the Howard Johnson's motel in Warwick. Further information is available from RICON '81, P.O. Box 171, Lincoln RI 02865.

CONTRADICTION, Nov. 20-22 — A science-fiction convention to be held at the Buffalo Marriott Inn, Amherst, N.Y. For more information, contact Linda Michaels, 27 Argosy Street, Amherst NY 14226.

WINTER GAMEFEST, Nov. 20-22 — The annual event sponsored by the Metro Detroit Gamers which was formerly known as WinterCon. It will be held in Cobo Hall in Detroit for the first time. More information can be obtained by writing to Metro Detroit Gamers, P.O. Box 787, Troy MI 48099.

WINTER FANTASY, Jan. 9-10, 1982 — Role-playing games, miniatures battles, mah jongg, an auction, hot dogs and a fun time with the TSR Hobbies gang. Held at the American Legion Hall, 735 Henry St., Lake Geneva, Wis. Admission \$2 daily, \$3 weekend. Write to Winter Fantasy, P.O. Box 756, Lake Geneva WI 53147.

GEN CON® SOUTH, Feb. 5-7, 1982 — The Cowford Dragoons and TSR Hobbies, Inc., again sponsor this wintertime retreat at the Jacksonville Beach (Fla.) Convention Center. For more information write GEN CON® SOUTH, P.O. Box 16371, Jacksonville FL 32216.

MANNHEIMERCON, Feb. 19-22, 1982 — Sponsored by the Grenadierstrasse Kriegspiel Society, the second Mannheimercon will be held at a site in Mannheim, West Germany. Tournament games to be held are: AD&D, Traveller, Civil War miniatures, Napoleonic miniatures, modern and WWII micro armor, naval miniatures, Battle of the Bulge, Dallas, Magic Realm, Panzer Leader, Wizard's Quest, Russian Campaign, Victory in the Pacific and Squad Leader. For more information, contact Grenadierstrasse Kriegspiel Society, c/o Raymond Norton, 181st Trans. Bn. APO New York 09166 or call Mannheim Civilian 731-575 or Mannheim Military 8281.

Protection circles and the like, plus news of the north central Flanaess

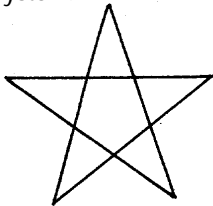
by Gary Gygax

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As promised last time, this column will detail the current happenings in the north central Flanaess. Before that, however, are a few words regarding a different aspect of ADVANCED DUNGEONS & DRAGONS™ game play.

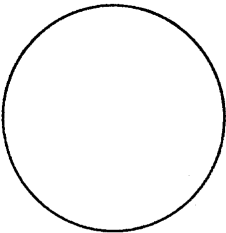
You will recall that the *Lost Caverns of Tsojcanth* module was mentioned in the previous issue. In this module are quite a few new spells detailing the conjuration and servitude of powerful creatures from other planes. TSR's Product Development Department was worried about a seeming conflict between the new spell *ensnarement* (and its various protective devices) and the information found in the *Monster Manual* regarding protective devices versus devils.

Actually, both are correct, being facets of the whole. Here are the six protective devices and their uses in the official AD&D™ game system:



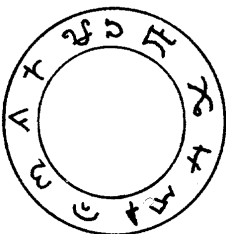
Pentacle

This device is a magical sealing figure to contain any creature magically trapped and contained so as to seal the container against escape.



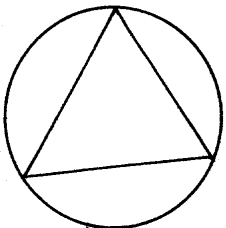
Magic (protection) circle

This inscription is effective against lesser devils and lesser hostile sendings.



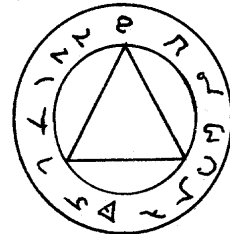
Magic Circle

This inscription wards against all devils and creatures from the upper Outer and Astral Planes.



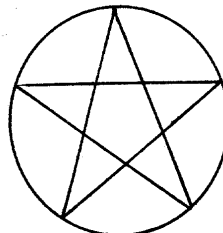
Thaumaturgic Triangle

This inscription is effective versus creatures from the Concordant Opposition, Elemental, and Ethereal Planes.



Thaumaturgic Circle

This device wards against demons of power not greater than Type V, as well as those warded by a plain Thaumaturgic Triangle.



Pentagram

This inscription protects against all creatures from the lower Outer Planes, except devils, but including all forms of demons.

IUZ BEFORE AND AFTER

The events in the north central Flanaess revolve around two groups of states. In the west the action surrounds the Wolf Nomads, the Rovers of the Barrens, luz, and the Horned Society. Eastward, interesting developments allowed the Duchy of Tenh to make a strong foray into the Bandit Kingdoms. The events in the west will be dealt with first.

Wolf Nomads: Following the rise in power of the humanoid hordes of the cambion, luz, the Wegwuir avoided the eare east of the Black Water, spending their aggressive energies upon the Tiger Nomads to the west and even moving south along the Sepia-Uplands to raid Perrenland. In the spring of 578, luz actually-sent an army into the north to take the poor town of Eru-Tovar, the only real city of the Wolf people, the pride of their Tarkhan. As fate would have it, the Chakyiks were themselves interested in a venture against Ekbir, so they were quite happy to conclude a treaty. This freed a horde of 20,000 Wolf Nomads to face the invaders. Tarkhan Bargru himself commanded the force, which consisted of some 2,000 armored

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lancers (medium cavalry), 10,000 light horsemen, 7,000 light horse-archers, and 1,000 armored crossbowmen on horseback.

This force arrived outside Eru-Tovar late in the summer, just in time to raise the siege. The army of luz retreated eastward, and then fell back along the Black Water, hoping to withdraw safely to the nearer arm of the Howling Hills where humanoid reinforcements could be picked up in considerable numbers.

The Tarkhan's force caught the retiring army of luz along the great north bend of the Black Water. After a close pursuit lasting several days, during which the majority of the light humanoid infantry and goblin cavalry was shot to pieces by the Wegwiur horse-archers, a pitched battle was fought. As usual, the powerful figures in the opposing forces basically neutralized each other, while the troops engaged in combat of the more basic sort. Fortunately for the Wolf Nomads, luz himself was engaged elsewhere and could not intervene. The horsemen once again proved superior to the ill-disciplined masses of invading infantry, and only a few thousand survivors of luz's ruined army made it to the relative safety of the Howling Hills. Losses by the Wegwiur totalled some 2,000 killed and about twice that number wounded. Of the invading army, some 2,000 humans and 6,000 humanoids were slain, with no prisoners taken. It is assumed that desertion accounts for the balance of the total army initially encamped before Eru-Tovar. (This action is known as the Battle of Black Water Bend and was fought in the Dozenmonth of the Squirrel on the 22nd day, CY 578, or BH 3237.)

Following this success, Bargru returned to his capital, where the garrison of some 2,000 men was busily repairing the badly damaged defenses — mainly brickwork and earth and timber which had been nearly destroyed at the time of relief. Satisfied that all was in order, the Tarkhan then sent strong parties of riders to patrol the area south of the Cold Marshes between the Black Water and the Dulsi River. One of these groups continued on as emissaries to the Rovers of the Barrens, its leader being Lekkol Noyon, the Tarkhan's seventh son (the first child of Bargru's third and favorite wife, the Yepita woman, Golden Dove). Lekkol's troop of 1,000 cavalry made contact with the Yepita tribe about one month after the defeat of luz's expedition. Lekkol subsequently took part in the raid conducted by the Red Horse and Black Horse clans of the Rovers.

Meanwhile, Bargru went with his personal guard to the lands of the Guchek, the Wild Dog people, whose territory borders the eastern portion of Lake Quag and the uppermost reaches of the Sepias. Jicta, Khan of the Guchek, had failed to appear when summoned for the stroke against the invaders at Eru-Tovar. The Tarkhan underestimated the degree of revolt by Jicta Khan, for Perrenland had subverted the Guchek by bribes and the promise of aid if the Wild Dog Nomads would declare independence from the Tarkhan of the Wegwiur. This move by Perrenland should have been no surprise, considering the earlier incursions by the Wolf Nomads. In any event, Bargru managed to escape the trap after an ambush, but at the spring of CY 579, the Guchek remained independent and defiant.

luz: After a period of rebuilding and strengthening his domain, the Lord of Evil set his mind upon the lands to the south. Various pacts and treaties were concluded with the none-too-loved Horned Society, thus assuring no immediate trouble from the east. Groups of humanoids — gnolls and flinds, orgrillons, bugbears, and even ogres — under human leadership were sent across the Dulsi River to first occupy the nearer portion of the Vesve Forest, and then work south to harass the border of Furyondy. luz caused a fleet of 40 galleys to be built at Dorakaa in 577. With this force he hoped to wrest control of Whyestil Lake from King Belvor, thus exposing all of the northern portion of Furyondy, from the Vesve along the Crystal River to the Veng and then to the Whyestil, to easy invasion. To facilitate this move, luz joined forces with the resurgent followers of Elemental Evil, believing that such a threat on the Kingdom's southern border would distract the Furyondians from his much

more ambitious plans in the north. While his forces were being readied, luz ordered his northern contingents to capture Eru-Tovar and thus stop any possible move by the Wolf Nomads upon the upper portion of his realm while his invasion of the south was in progress. Leaving the execution of his will to trusted underlings, luz himself went far to the south to stir up trouble.

The host of luz's northern marches came under the dual command of Lord Choldraf (14th-level cleric) and Mellard-Plict (12th-level magic-user). Between them they brought 2,000 heavy cavalry, 1,000 light horse, and about 4,000 infantry, evenly divided between heavy foot and crossbowmen. Humanoid contingents included some 3,000 goblins and xvarts, serving as scouts and raiders, 6,000 orcs and 4,000 hobgoblins as shock troops, and a vast, mixed company of norkers, knolls, flinds, orgrillons, bugbears, and ogres totalling some 5,000 to 8,000 depending upon the whims of its component members. This force gathered in the arm of the Howling Hills between the Dulsi and Blackwater, and at the beginning of summer (the Dozenmonth of Flocktime in the north country) in CY 578 marched westward. There was much quarreling during the course of the move; Lord Choldraf berated Mellard-Plict for his lack of control of the masses of humanoids which the wizard levied and commanded, while the latter scoffed at both Lord Choldraf's own powers and at his well trained, but relatively weak, troops. When siege was laid to Eru-Tovar the following month, each commander strove to outdo the other, each wishing credit for taking the Wegwiur stronghold. This lack of co-operation enabled the defenders, numbering only about 3,400 effective troops, to withstand almost ten weeks of siege by a force totalling well over 25,000. The losses by the attackers were compounded by the rival factions often slaying their wounded cohorts if they held loyalty to the opposite commander.

When Tarkhan arrived to raise the siege, Lord Choldraf was forced to screen the withdrawal of the luzites, since the humanoids under the wizard Mellard-Plict were too undisciplined and unreliable to handle the assignment. In fact, most of the wizard's troops had deserted, or merely decided to wander off on a raid of their own, by the time the Battle of Black Water Bend was fought. The high priest is in disgrace now, but it is likely that Choldraf will find some way to redeem himself with luz. It is reported that the wizard fled immediately upon the loss of the battle, going far south and now raising companies of bullywugs in the Vast Swamp, supposedly at the behest of Wastri, the Hopping Prophet.

The intelligence network of Furyondy discovered the plan to wrest control of Whyestil Lake from their navy, and before the luzite army stood before Eru-Tovar, King Belvor's fleet staged a daring raid upon Dorakaa. The majority of the galleys being built were burned in the stocks, and seven of those which had been completed and outfitted were captured, while another five were sunk. Only in the Vesve Forest and along the western shore of Whyestil did the invasion plans bear any fruit. The inrush of many thousands of humanoids pushed back the companies of men, elves, and gnomes who had been slowly but surely regaining the place from the evil denizens holding it. South of the Deepstil River, save for the Sepia Uplands and the western verge, all of the Vesve fell into the hands of luz's minions. The forces of Highfolk and Velunese contingents quickly regained the southwestern corner, but as of the year 579, most of the great forest, as well as the shore of Whyestil Lake, remained under control of humanoids and evil humans now fortifying it.

luz, Lord of Evil, hastened home to try to salvage the situation, and it was his direct intervention which enabled his forces to hold their southern gains against a valiant counteroffensive staged by the Furyondians. The walled town of Crockport now stands near the frontier, and the opponents are readying their respective forces for more fighting soon.

Horned Society: Pressure by the nobles holding the Shield Lands prevented the all-out move which the Hierarchs have long wished to make down the Ritensa River to the northern shore of the Nyr Dyv. The diabolical leaders of the Horned Society would gladly have allowed luz his hoped-for gains to their west, in order that they themselves might take Willip and overrun the Shield Lands. Instead, the Hierarchs, ignorant of luz's plans, spent themselves in dribblets, first against Furyondy and the Shield Lands and then in defending against mounting incursions of war parties from the north. Just as their forces were about to turn southward again, reacting to the contest between luz and Furyondy, a major raid struck into the Society's north, and the Hierarchs' army had to turn around and move with all speed northward. Some 5,000 cavalry moved to block the further penetration of the raiders, while a formidable army of 5,000 humans, 2,000 goblins, 4,000 orcs and 7,000 hobgoblins followed. This strong show of force was assembled because several reports from survivors of raided settlements claimed that the attackers numbered 10,000 horse and included several thousand Wegwiur. Allied bandits and brigands were called upon to rendezvous with the Hierarchs' thousands of troops at Dingaverge, a small town on the edge of the Fellreev (A4-54 on the WORLD OF GREYHAWK™ map). The cavalry arrived at Dingaverge, led by Plar Rostal, a renowned fighter (11th level) and his leman, Seenia, a renegade (sylvan) elf (fighter/m-u/thief, 6th/6th/6th). Within a sennight, several thousand bandit horsemen had gathered, and with a force of over 7,500 cavalry, Rostal began aggressive probes north and northwest to locate the enemy. Bands of kobolds and unmounted bandit troops similarly prowled the nearer reaches of the Fellreev, for Rover wardog footmen, as well as elves had also been reported.

During the Dozenmonth of Reaping, CY 578, the remainder of the Hierarchs' army arrived at Dingaverge, spent a few days

resting and regrouping, and followed after Rostal, trying to make contact by means of the 2,000 or so horsemen who had joined them at the rendezvous.

The cavalry under Plar Rostal was far away, however — in hot pursuit of an enemy, or so they supposed. Rostal's pursuing force was drawn out on the steppes and then assaulted by a nomad horde of about equal numbers, nearly 1,000 of whom were centaurs lately joined with the Rovers nation against the enemies to the south. The Hierarchs' cavalry were severely handled and forced to break off the action, retiring to the northwest and allowing the Rovers and their allies to slip southwards to harass the approaching infantry force. This move was screened by no more than 1,000 horsemen and a few score of centaurs, enough of a force to make Rostal believe that the entire horde he had faced was following him. This ruse worked for several days, but as soon as it was discovered, the Plar's cavalry scattered the meager band of opponents and rode at all speed back toward where Rostal knew the following army of foot should be.

The commander of the Host of the Hierarchs was Hierarch Blontug, a much-feared half-orc of great power (cleric/fighter/assassin, 4th/9th/9th). He was wise enough not to march his footsoldier force into the vastness of the rolling plains, but instead used the western edge of the Fellreev Forest to cover the right flank of the northward-moving army. A screen of light cavalry scouts alerted the Hierarch that the enemy was approaching, and Blontug arrayed his troops along the edge of the woods so as to prevent cavalry maneuvers against it.

On that first day of contact there was only light skirmishing, as the Rovers and their allies probed for weaknesses, and the Hierarch in turn attempted to discover just how powerful an enemy he faced. On the next day, kobold and bandit scouts prevented an attack from the forest coming as a complete surprise. The attacking footmen and elves were easily repulsed,

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while the well-trained humanoid infantry, supported by missile troops and light horse, withstood several determined charges by the other contingent of the invaders. A stand-off of several days' duration ensued, with Blontug growing progressively more certain that his enemy was not numerous enough to be a real threat, but unable to bring them to battle because his force lacked sufficient mobility.

Then Rostal's cavalry rejoined the main body of the Host of the Hierarchs, and on Goodmonth 26, CY 578, the force rolled forward. The whole of the cavalry swung in an arc from the left flank. Its aim was to act as the hammer to the infantry's anvil. The movement was met by fierce rushes by the centaurs and the light horse of the Rovers, while the remainder of the nomads escaped to the northeast. A major victory was narrowly missed by the Hierarch, but his aim was accomplished. The allied force was beaten and driven off, although cavalry losses on the part of the Society were excessive, and the enemy had established itself firmly in the northern portion of the Fellreev. Before action could be commenced to remove this minor irritation, news came from Rookroost that the Zumker had been crossed in force by Duke Ehyeh, and the Tenhese were sweeping through the Bluff Hills to clear them of resistance before turning south toward the open country beyond. The normally independent and warring leaders of the Bandit Kingdoms had rapidly declared common cause against Tenh, and all the units with the Hierarchs' army rode off, despite the threats and imprecations of Blontug.

There was great wrath in Molag when the Unnameable Hierarch learned of all that had transpired. Blontug and Rostal were sent across the Ritensa to punish the bandits for deserting the Hierarchs' Host, and their force of about 10,000 horse and foot easily captured the lands of "General" Hok and Baron Oltagg of Wornhall. This territory abuts the Shield Lands and runs northward into the Fellreev, so there is some question as to its actual value to the Horned Society. Nevertheless, the Hierarchs now reign over it. The associated bandit leaders have renounced all dealings with the Society on this account, and their agents are said to be recruiting mercenary troops in Urnst County and from the border territory between Nyron and the Pale. The Hierarchs, in turn, seem likely to continue eastward expansion in CY 579.

Bandit Kingdoms: The usual turmoil of competing states preying upon one another and any available neighbor outside the territory sums up activity within the area until CY 578. Bandit groups made forays into Tenh, the Pale, Nyron, County Urnst, and even the Shield Lands and portions of Furyondy. Most groups were mounted, but the usual number of river raiders and buccaneers from Redhand plied the waters. Prince Zeech's ships and galleys actually staged a major action against the Duchy of Urnst, managing to slip in through the easternmost portion of the Cairn Hills, loot and pillage, and then escape with their gains. The western bandit lords — General Hok, Guardian of Warfields (fighter, 11th level); Oltagg, Baron of Wormhall (fighter/thief, 4th/9th); Kor, Rhelt of Abbarra (assassin, 10th level); and the Master of Freehold, Eab Huldor (magic-user, 9th level) — actively co-operated with the Hierarchs of the Horned Society. However, when the banners of Tenh crossed the Zumker River, laying waste the Barony of Groskopf, and then entered Fellands, the Combination of Free Lords summoned all members to arms to defend the east. When even the western states responded, the Hierarchs were enraged, for they needed the bandit troops to eject the nomad and Rover invaders from the Fellreev Forest and the steppes of the Opicm. In a punitive invasion, the Hierarchs' forces seized and occupied both Warfields and Wormhall. A very tenacious defense by the Abbarish, reinforced by the survivors from the conquered territories, and scrapings from Tangles and the Freehold, caused the halt of the Society's penetration in the autumn of CY 578.

A truce was negotiated with the Duke of Tenh; Groskopf

ceded the land between the Griff Mountains and the Zumker to Tenh, and all of the Free Lords of the Combination swore to refrain from raiding Tenh. Thus freed of immediate warfare on their east, all of the leaders turned westward to confront the Horned Society, with the express aim of recovering the lost states and taking reprisals in addition. Recruiting of mercenaries and masterless men brought the forces under command of the Combination to the following totals in the spring of CY 579:

Warfields: Guardian General Hok (fighter, 11th level); Cavalry 300, infantry 500.

Wormhall: Baron Oltagg (fighter/thief, 4th/9th level); Cavalry 150, infantry 400, humanoids (gnolls) 100.

Freehold: Eab Huldor, Master of Freehold (magic-user, 9th level); Cavalry 350, infantry 800.

Kor: Rhelt Abbarra (assassin, 10th level); Cavalry 400, infantry 600.

Tangles: Earl Renyard (bard, 8th level — fighter/thief, 6th/7th level); Cavalry 200, infantry 550.

Rift: Plar Lintoff (thief, 13th level); Cavalry 150, infantry 350, humanoids (gnolls) 200, (bugbears) 50, (ogres) 10.

Reyhu: Tyrant Celdro (fighter, 10th level); Cavalry 300, infantry 700.

Redhand: Price Zeech (cleric/fighter, 5th/8th level); Cavalry 100, infantry 300.

Artonsamay: Duke Nebon Gellor (fighter, 9th level); Cavalry 250, infantry 250.

Stoink: Boss Dhaelhy (fighter/thief, 8th/5th level); Cavalry 200, infantry 650.

Dimre: Szek Winvid (cleric, 10th level); Cavalry 300, infantry 550.

Johrase: King Selnon (fighter, 11th level); Cavalry 350, infantry 550.

Midlands: Graf Venholtee (cleric/fighter, 3rd/7th level); Cavalry 200, infantry 450.

Greenkeep: Lord Yanboli (half-elf fighter/m-u/thief, 5th/5th/5th level); Cavalry 150, infantry 600.

Rookroost: Plar Teud Fent (illusionist, 9th level); Cavalry 250, infantry 450.

Fellands: Awaerd, Lord Despot (fighter, 10th level); Cavalry 300, infantry 850, humanoids (orc guards) 100.

Groskopf: Baron Skiven (fighter, 11th level); Cavalry 150, infantry 300, humanoids (ogryllons) 50.

Totals: Cavalry 4,100; infantry 8,900; humanoids 510.

The above estimates are likely to increase by 10% to 20% due to last-minute recruiting and enlistments. The force is most dangerous because of the unusual concentration of high-level characters and their lieutenants.

Duchy of Tenh: In CY 575, Duke Ehyeh II began an active campaign to clear the Troll fens and border area on the west bank of the Yol. Considerable numbers of fortifications were built, and this two-year effort was deemed a general success. The Theocrat of the Pale concentrated his attentions south and eastwards because of the strong show by the Tennesse.

In 577, the Duke began early actions to the north, working into the mountains and fortifying the southern end of Rockegg Pass, some 20 leagues above Catbut. The Duke was himself killed in fighting against the Holders, whose units of "fists" resisted with great ferocity the closing of the pass. Despite the death of their leader, the Tennesse (now under Marshal laba) finished what their liege had willed, thus effectively securing the Duchy on two sides. At a convocation in Nevond Nevend during Neefest, 578, Ehyeh III was crowned Duke, and the Tennesse celebrated greatly. The old Duke's son was more warlike than his doughty father, and his early training as a fighter on the frontiers made Ehyeh III particularly anxious to secure all avenues against invasion. In the spring, the young Duke organized a force of 2,500 horse and 6,000 foot, while leaving strong garrisons at all key points. He personally led the army across the Zumker River.

Duke Ehyeh's plan was to sweep west to the junction of the

Bluff Hills and the Rakers. He then would move north into the hills, clear them in a rapid westward push, and garrison any strongholds found there. He would then swing back southeast to overrun the land between the Bluff Hills and the Zumker. Any bandit forces caught by the move would be trapped and destroyed. With this accomplished, the next move would be to bring a second force across the Zumker, just above the Arton-samay. The two would then handle expected bandit lord reaction, take Rookroost, and secure all of the territory as far west as the Fellreev. Contemplated along with these actions was an even more ambitious plan to begin the next year, which would secure all the land west of the Artonsamayas far as the Tangles.

The plan worked with precision, but as soon as the Theocrat got wind of it — and his spy system is legendary — disturbing reports began to reach the young Duke. The Prelate's growing military strength was at Wintershriven, and the Faithful Bands were being called up. The Tennesse companies originally being readied for action elsewhere were sent from Redspan on a long march to reinforce the Yol. Woodsmen were ordered to keep a close watch in the Phostwood Forest. The Duke entrusted the army in action against the bandit states to the redoubtable Marshal laba so the new threat could be under his own command. When the Combination of Free Lords sued for peace near mid-summer, the suit was welcomed, for it ceded a considerable portion of land to the Duchy, guaranteed bandit neutrality, and allowed the Tennesse military forces to meet the threat now posed by the Pale. Duke Ehyeh brought a combined army of 4,000 horse and 11,000 foot across the Yol at the edge of Phostwood in Dozenmonth Ready'reat, 578 CY. This host struck east and is wintering in the Pale. The threat to Wintershriven is obvious, and events of the year 579 should prove interesting indeed. Ehyeh III (ranger, 11th level) will either be acclaimed as a military genius and savior of his nation, or else Tenh will fall under the heel of the Theocrat.

Rovers of the Barrens: The young tribesmen who matured into warriors during the last two generations avoided their old battling and hunting grounds along the Fellreev Forest and the plains of the Dulsi, for they feared the might of luz's hordes. Instead, these nomads and woodland hunters withdrew to the steppes and other sites to the north and east. Their numbers increased, and they practiced their fighting skills against the men of the Hold of Stonefist and the savages and humanoids they met on raids into the Cold Marshes. Despite the difficulties of communication, the western tribes of the Rovers of the Barrens actually made alliances with the Wegwiur. In 566 there were a few light raids into the northeastern edge of the Fellreev. In a few years, wardog parties were reported in the forest west of Cold Run. By CY 577, a conclave of all the clans staged a great beast hunt in the central portion of their territory, with many visiting Wolf Nomads taking part in the sport. The census sticks showed that clan warrior strength was as follows:

Great Stags	5,200	11 tribes; eastern area
Bear Paws	1,150,	4 tribes; southeastern area
Red Horses	2,700	6 tribes; northwestern area
Black Horses	3,350	8 tribes; northwestern area
Gray Lynx	1,450	5 tribes; northern woodlands area
Horn Bows	1,800	4 tribes; west central area
Sly Foxes	850,	4 tribes; southern woodlands area
Wardogs	3,100	fighting society; all tribes
White Wardogs	950	fighting society; north tribes only

Tribes not attending probably accounted for about 2,000 additional warriors, while allied northern peoples number almost 4,000 additional warriors.

At the great conference, the Rovers agreed to a plan to make war upon the Horned Society to attempt to regain their lost territory around the Opicm and in the Fellreev. The help of the Wolf Nomads was not promised, but the Rover tribes knew it would certainly come if possible. The Sly Fox Clan, always on

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good terms with the sylvan elves of the Fellreev Forest, were to harass the enemy from the woodlands, while the western clans, the Red Horse, Black Horse, and Horn Bows, rode south and made war upon the hated peoples of the Horned Society. Chada-Three-Lances (fighter, 8th level) was made War Sachem, and in the spring of 578, he led some 6,000 warriors on a campaign to accomplish the recovery of the lost lands. With the force went a party of about 900 centaur warriors. The latter had been displaced from their territory in and around the western end of the Fellreev, so they were more than eager to take part.

The warfare was at first easy; many of the enemy were slain and their villages sacked and burned. But as the Rovers moved further south, they met greater resistance. Then word of an approaching enemy body of cavalry caused the Rovers to pull back and go into council. The bulk of wardog soldiers were sent into the Fellreev to aid the Sly Foxes and their allies. Companies were also sent away with the loot and prisoners already captured, so that the remaining band would not be encumbered. With the Wolf Nomads who had recently joined, the warriors then numbered 7,000 plus some 900 centaurs. These troops savaged the cavalry from the Horned Society and sent it flying away. The Rovers feigned pursuit and instead sent about 6,000

raiders back south to finish their destruction, but before any real penetration of enemy territory could be made, a large army of footmen was located. These humans and humanoids were attacked, but they easily withstood the clan assaults despite some heavy losses. The whole attack was then called off when scouts detected enemy cavalry moving to encircle their encampment. In a nip-and-tuck retreat, the whole force managed to escape with losses considerably less than those of their enemy. The Sly Foxes and their elven allies had been quite successful in gaining the initiative in the Fellreev. Expected countermoves failed to materialize, and now many tribes of the Gray Lynx and Wolverine clans have moved into the woodlands. (The Wolverines are a Central Woodlands clan which was driven north and was not represented at the great conference. There are seven tribes in the clan, but each has only about 100 warriors.) Scattered and disaffected tribes are likewise returning due to the minor successes gained, and it is likely that the councils of 579 will see a larger number of warriors ready and willing to take up the lance and go against the enemy. If continued cooperation between the Rovers clans and the Wolf Nomads persists, even luz could be in trouble.

Stay tuned for more next issue!

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Developments from Stonefist to South Province

by Gary Gygax

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In my last column the events which spanned the north central portion of the Flanaess, from the steppes of the Wolf Nomads to the mountains of the duchy of Tenh, were reviewed through CY 578. This issue will cover the activity in Stonefist's Hold, what the northern barbarians are doing, the events in Ratic and Bone March, and then slip down all the way to Aerd's South Province to view what has happened there — particularly in relation to Sunndi, Idee, and Onnwal.

For those of you who wish to plan ahead, Rob Kuntz will cover the action surrounding the Sea Barons, Spindrift Isles, See of Medegia, Almor and the Kingdom of Nyrond. Meanwhile, I'll skip to the Lordship of the Isles, the Scarlet Brotherhood, Hepmonaland, the Olman Islands, and on into the Amedio Jungle. Next will be the Pomarj, Wild Coast, Celene, and the three Ulek states. Then comes Greyhawk, Urnst Duchy and County, Furyondy, Dyvers and the Nyr Dyv, Verbobonc, and the Temple of Elemental Evil. A discussion of Veluna, Highfolk, Bissel, Ket, Perrenland, and the Tiger Nomads will make a very mixed bag indeed for a future column. The Valley of the Mage, Geoff, Gran March, Sterich, Keoland, the Yeomanry, and the Sea Princes covers the southwest nicely. The last major portion discussed will be the Caliphate of Ekbir, Tusmit, Zeif, the Paynims, Ull, and the Dry Steppes.

When all that is done, it will be up to you readers as to whether we cover another swing around the continent, to deal with specific — and unusual — areas such as the Bright Desert, Sea of Dust, Burneal Forest and Blackmoor, etc., or treat the adjacent lands not covered on the map. It is up to you to let us know! Now to the inhospitable reaches of the Hold of Stonefist...

Stonefist: The harshness of the rule and the severe tests placed upon those desiring to do so have combined with the unfavorable climate of the Hold of Stonefist to keep it from becoming a serious threat to its neighbors.

The Coltens, despite generations of servitude to the invaders, have slowly emerged as a competing form of leadership, offering their method of election of the most popular warrior as an alternative to the Rite of Battle Fitness. So many aspiring leaders were slain in the often-useless raids of the latter method that its proponents have grown scarce. When Ratic and the Fruztii made peace, the subsequent battles for the Kelten Pass brought several telling defeats to "fists" led by the descendant warband leaders. The Hold was then divided between those who followed the laws laid down by Vlek Col Vlekzed, and those who claimed that Stonefist's methods are no longer appropriate and the Coltens Feodality should be restored. The nomads and settlers west and around the Frozen River championed the ways of Stonefist. The population around Kelten and the Hraak Forest wished to establish new forms of leadership.

Strong action by the Duchy of Tenh in the Rockegg Pass was successful due to the division amongst the peoples of the Hold. "Fist" units — warbands consisting of five "fingers" of some 25 fighters each, plus a "palm" of about 75 to 150 — counter-attacking the Tennese fought without quarter and did considerable harm. But their attacks were too disorganized and their numbers too few to

cause the Ducal army real concern. Of the two dozen warbands which responded to the Tennese action, over half were killed to a man. Only the arrival of over 2,000 light cavalry and about half that number of light infantry from northern tundra of the Hold prevented the Tennese from moving into the interior and taking Purmill. The Ducal troops under Marshal laba numbered 500 cavalry and 5,000 foot. While the Hold itself was relatively safe from invasion, the Master, Seuvord Redbeard, and his Atamen and chieftains were faced with a dilemma.

The Rovers of the Barrens were undoubtedly gaining in numbers once again, so no easy raiding prospects existed to the west. Likewise, both southern passes to the rich state of Tenh and the lands of the Fruztii were closed to all but a major effort. A major effort was impossible because of the near-revolt of the eastern (mainly Coltens-descendant) bands under Ataman Dyerg Keda (fighter, 12th level) and supported by over a dozen chieftains and subchiefs. Seuvord Redbeard, being both tough and intelligent, refused to be drawn into a civil war, for then the surrounding enemies of the Hold would surely take the opportunity offered and destroy the remnants of the state. As Seuvord also wished his own line to retain the Mastership of the Hold as a hereditary right, he called a great council at Purmill, with safe conduct for all who attended.

Many observers were surprised that all of the principal leaders of the Hold took part in the convocation, but those aware of the cleverness of Seuvord knew that



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he was certainly responsible for the showing. What was put forth at the council by Seuvord Redbeard was that the Hold must adapt to the changes taking place and the new alliances against its people. He asked the assembled leaders to grant him the hereditary title of Rhelt; he asked that Atamen also be made hereditary leaders, and also that the chief men of each area be given the right to elect the warband leaders. The Rite of Battle Fitness was not to be done away with, however. Instead, it would qualify warriors for service in the standing army to be formed immediately, with those of exceptional capabilities to be made leaders, companions of the Rhelt, or even war chiefs whose right it would be to expand the realm through conquest and occupation.

There was considerable dissension, particularly from the direct descendants of Stonefist, but enough of them, as well as of the nomadic chieftains, agreed to Seuvord's proposal to sway the entire assembly. In CY 578, shortly after Tenh had coronated its new Duke, the Master of the Hold became Rhelt Seuvord I of Stonehold. Several of his cousins took ill from a mysterious flux shortly after the coronation, and about a dozen others were reported fleeing into the Griff Mountains with a small band of loyal followers.

The former Hold of Stonefist is now divided into four Atamanships: Vlekstaad, Purmill, Kelten, and Bastro. Four Great Chieftains were also created: Reindeer, White Bear, Walrus, and Forest (Hraak) People. The word of these Great Chieftains is equal to that of an Ataman. Finally, war chiefs of the west, south, north, and east were appointed to raise bands of fists to keep the land safe until the Rhelt's own army could be formed. Only about 1,000 personal guards are in this standing force as of 579, but the war chiefs have been relatively successful, especially in the east. There, the frontier of the Stonehold has been pushed past Big Seal Bay (in column K2 on the WORLD OF GREYHAWK™ map, north of the Corusks) 80 or 90 leagues into territory claimed by the Cruski.

Ice Barbarians: The attention of the Cruski was directed wholly to the south, where choice plunder could be gained during the summer raiding season. After a particularly successful venture in 577, the Cruski and Schnai sat down together to bargain on a division of the spoils. In the end, the Schnai agreed to give up the land south of Glot along the east coast. The Snow Barbarians gained more gold and silver, while the Cruski regained their southern harbors. This made the raids into North Province and the Isles of the Sea Barons all the easier next year, and most of the able-bodied men were away on those journeys when the warbands of Stonefist (now Stonehold) rode

into the tundra which the King of Cruski claimed. The few wandering tribes of Coltens there welcomed the invaders, while surviving Cruskii headed east as quickly as possible. The returning warriors were enraged at the boldness of the invasion, and it is likely that the attention of the Cruskii will be trained on a war with the Stoneholders in 579. Some 50 ship captains are already pledged to sail, and more are expected.

Snow Barbarians: Events amongst the Schnai were quite similar to those of their cousins to the north, in that they generally raided southwards and carried heaps of goods back to towns of their realm. Unsettled conditions in the Great Kingdom made for rich loot; coupled with the payment made by the Cruski for the return of Ustula, the men of the region were pleased indeed with their wealth in currency, goods, and slaves (thralls). Mutual cooperation between the Schnai and Fruztii, and the Schnai and Cruskii as well, was at a high level, and the raids from the Hold of Stonefist at a very low level. CY 579 is likely to be particularly good for the Snow Barbarians, for with their northern neighbors looking elsewhere, and the Frost Barbarians busy with Ratik, the choicest areas for raiding will be left to the Schnai.

Frost Barbarians: The Fruztii sent raiding bands to sea with the Schnai, but due to careful urgings, numbers of mercenary troops also moved southward into Ratik and joined the Baron's troops there. These Fruztii returned with knowledge of organized warfare and good-quality arms and armor and formed the core of a new standing army organized by King Ralf II in 578. The four companies of foot and one troop of horse actively patrolled and brought most of the realm under order. Chief men and nobles not raiding were prevailed upon to contribute men to patrol their own territories, so that by the end of the year, the frequency of banditry and humanoid raiding bands had been reduced to an all-time low. Even the high country around the head of the Jenelrad River was peaceful, and its Jarl swore an oath of fealty to Ralf. Without actually declaring independence from Schnai overlordship, the King of Fruztii showed that he was again capable of fielding an army capable of either defending his territory or taking another's. The Schnai conveniently ignored the resurgence, probably hoping that the involvement in Ratik would again reduce the Frost Barbarians to vassal status.

CY 579 can be the year of the Fruztii if things go right. If an alliance to conquer Bone March is struck, the price to archbaron Lexnol will probably be the entire Timberway forest. If, instead, the Snow Barbarians choose to turn upon their allies, they might indeed take all of Ratik to

the Loftwood. A nucleus of about 2,000 infantry and 500 light cavalry, with noble and chief contingents of about five times that number of foot, makes King Ralf a power to be reckoned with in the Thillorian area. It is also rumored that certain mountain dwarves have been won over to the king by large gifts of gems and gold taken from actions in the eastern end of the Griff Mountains. If this is actually so, then it is quite possible that Ralf has greater plans than are now evident.

Ratik: The newly proclaimed Archbaron of Ratik frantically organized his forces after the joint Ratiker-Fruztii foray into the Bluefang-Kelten Pass. The humanoids so soundly defeated in the campaign of 575 were again raiding over the border, and the gnomes of the Lofthills (west of Loftwood) were being continually besieged. Losses from the campaigns in Bone March and with the Frost Barbarians could be replaced by mercenaries and volunteers from foreign lands only.

The manpower pool of the Archbarony was totally dry in 577. Because of the relatively good relations between the Fruztii and Ratik, the woodsmen and elven warders of the Timberway were moved south to the Loftwood, and new recruits were formed into units of light troops called the Volunteer Borderers. Most were likewise stationed along the southern edge of Ratik, from the Loftwood through the hills and mountains of the Rakers' eastern thumb. Fortunately, Archbaron Lexol had ample funds for these undertakings, as the treasure taken from the campaigns of the previous two years was more than sufficient to support the army and equip new units. The standing army of 2,225 foot and 500 horse was augmented by four companies of borderers (900 men) and the cadre for four more such units. Levies and militia totalling about 4,000 were also equipped and put into training. Lastly, some 600 sylvan elves were enlisted for the Loftwood.

Missions sent to the gnomes and mountain dwarves brought back confirmation that both groups were quite willing to aid Ratik, although the dwarvenfolk refused to leave their mountain strongholds due to continual warfare going on at the time, for large bands of gnolls and like humanoids were attempting to move northward into the central Rakers. Therefore, only about 3,000 gnomes could be counted on to join forces with the Archbaron's army against an invasion from the south.

The usefulness of the new Volunteer Borderers was proved in the summer of 578 when one of this formation's patrols discovered that the orc tribe of the Vile Rune was indeed moving northward. In addition to 5,000 tribe members, the force had 2,000 goblins, 1,000 norkers and xvarts, and 1,000 hobgoblins, orgrilons, gnolls, and ogres. With this detest-

able agglomeration were nearly 2,000 bandits and brigands serving as mercenaries. Its forerunners were worg-mounted goblins, a handful of whom were slain to obtain the intelligence.

Thus alerted, the Marshal of the Archbarony laid a trap which the unsuspecting invaders blundered into. The humanoid horde moved north along the fringe of the Loftwood where it butts against the hills. At the northern terminus of the trees there awaited the full army of Ratik, its numbers made to appear three times greater by magical means. The gnomes held the western (hillside) flank, while the light forester troops and elves formed the other arm of the "U," well concealed in the dense timber.

The Battle of the Loftwood saw considerable magical competitions in addition to the standard hand-to-hand combat between the strongest fighters on the opposing forces. The real fighting was between the masses of troops, however, and this was fierce in the extreme. At one point, a score of foreign volunteers saved the day because their leader, Queg, a Fruztii, had prepared an extensive ambush with rocks, tree trunks, pits, and trees to set fire to. This action turned back 250 or more hobgoblins, killing or wounding half of them, so that the flank of the Archbaron's army couldn't be turned. Simultaneously, the gnomes on the left flank were nearly broken by a rush of gnolls, bandits, and goblins, and were saved only by the superb slinging of a flanking group of the Hillrunners and the innate tenacity of the gnomes themselves.

Finally, the scale was tipped by an attack on the right (of the orc horde) by the elves and foresters. The humanoid invading force broke and fled, and in the rout there was a great slaughter. Only about 1,000 orcs died in the battle, but fatalities among the other sorts of humanoids ranged from 50% to 75%.

Most of the bandits and brigand mercenaries were killed or captured. About 1,000 were willing to join the Archbaron's army, so that effective losses to that force, after lightly wounded soldiers returned to action, were less than 5%. Furthermore, the loot gained from the invaders was considerable, and the renown gained from the victory brought a stream of new mercenaries to Ratik. Best of all, Archbaron Lexnol was able to prove that the free town of Dekspoint (Z-17), long suspected of aiding the enemies of Ratik, was supplying various forces in Bone March. This evidence of active support of an enemy gives the Archbaron just cause to add the town to his holdings — provided he can capture the place quickly enough.

The coming year is likely to be crucial to the survival of the new Archbarony, and much of the fate of the state hinges upon whether or not the alliance with the

Frost Barbarians remains firm. With a secure rear, Ratik can attack Bone March (probably the region around Johnsport) and greatly decrease the threat of further humanoid incursions into the realm. If that is accomplished, manpower will be less likely to be a concern, for volunteers will flock to a successful commander. Ratik most desperately needs an effective naval arm in the coming years, and the Fruztii alliance would facilitate this eventuation, providing the pact holds through the next two or three years.

Bone March: Three major groups vie for control of the whole of the Bone Mark. The most powerful group, until the Battle of the Loftwood, was the humanoid group under the orcs of the Vile Rune. Now paramount are the orcs of the Death Moon tribe. Both groups have considerable numbers of various sorts of humanoids serving them. Both are also led by half-orcs and assisted by evil humans. The third power group is a force of ogres and gnolls based in the hills at the head of the Teesar Torrent. This force is commanded by ogre magi. Many independent bands contest any attempt at overlordship, and evil men now control many areas on the march, hoping to displace and enslave the humanoids and rule the whole region. The ogres were badly beaten in 575, and the Vile Rune orcs in 578. The Death Moon orcs are now moving out of the Blemu Hills into the vacuum left by the losses experienced by their rival tribe.

The action in the Mark has caused a great influx of both humanoids and evil humans, many traveling through the Gamboge Forest and the upper end of the Flinty Hills to reach Bone March. Humanoids and giants in the Rakers are also pressing eastward to aid in taking and looting more territory for this new "promised land." Knurl, an independent town under the control of evil humans, is said to be recruiting hobgoblins and any other willing humanoid types for a campaign to capture all the land between the Kaye River (west fork of the Teesar), the Flinty Hills, and the Adri Forest. The Herzog's patrols from North Province do not venture within 10 leagues of the Blemu Hills.

South Province: Herzog Chelor, third of that name to rule the once-greatest fief of Aerdy, scion of the House of Naelax-Selor, spent two years securing his base of power. In 577, Chelor sent troops from the Thelwood (at the head of the Thelly River) along the east bank of the Thelly. At the junction of the Grayflood, these soldiers crossed the Thelly and swept along the south bank, securing all of the land between the river and the Glorioles and Hestmark Highlands to the point where the Flanmi is joined by the Thelly. Despite leaving garrisons

throughout the area, the force under General Reynard's command grew from 2,000 horse and 5,000 foot to 3,000 and 7,000 respectively. Vacillating petty nobles hastily bowed to the Herzog, abandoning the Censor and sending contingents with the Provincial army. Furthermore, recruiting, mercenaries, and irregulars (brigands and bandits) allowed the Herzog to place over 3,000 troops in garrisons and still field a growing and more effective force.

In CY 578, Chelor himself took the field, leading a host of 1,000 heavy cavalry, double that number of lighter horse, and some 4,000 mercenary infantry. This force massed around Zelradton, while the army under General Reynard moved westward once again, passed the Glorioles, and scoured the area between the Grayflood and Rieuwood.

The Iron League was now forced to guess which army would strike where. Would each move southward? Would one move across the northern Hollow Highlands to join the other? Could they aim at taking the Iron Hills and Hollow Highlands preparatory to a campaign against Idee next year?

Men of Sunndi harassed the flank of General Reynard's force from the safety of Rieuwood, but this was a mere annoyance, and late in the summer, the general led his force across the arm of the Hollow Highlands. The plan was to march the combined force south into Idee, not stopping until reaching the Azure Sea. This move would effectively sever half of Idee and all of Sunndi from Irongate, Onnwal, and aid from Nyron and Almor. Herzog Chelor strengthened his force with several thousand humanoids, but this did not suffice; an army of 6,000 men, 3,000 gnomes, and 10,000 dwarves drove the surprised Herzog's troops into a defensive position to the north, where their superior cavalry made it impossible for the League's forces to overwhelm them. Thus, Reynard's troops arrived only in time to let the Herzog to achieve a cautious advance, at best.

Chelor instead opted to winter at Zelradton and draw in yet more forces. As of the spring of 579, the following roster of troops is expected:

Heavy cavalry: 3,000
Medium cavalry: 3,000
Light cavalry: 5,000
Regular infantry: 3,000
Mercenary infantry: 6,000
Levies & noble contingents: 15,000
Humanoids (various): 5,000 +

This force may well be sufficient to accomplish what none of the Herzog's ancestors could ever manage to do — regain Idee and spell the end of the Iron League, for the defenders cannot gather a force so large to oppose Chelor.

Sunndi: Other than the usual border actions against the would-be humanoid

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invaders, CY 577 was a peaceful year for the County. When the Herzog began his campaign to bring the whole of South Province under his firm control, Count Hazendel alerted his liegemen in the Rieuwood and Glorioles-Hestmarks. When no attempt to invade Sunndi was made, it became obvious that Chelor was securing his own fief preparatory to some major undertaking. Thus, in 578 Count Hazendel was prepared for an invasion of his land, and a force of about 2,000 elves and woodsmen shadowed General Reynard's advance along the north edge of Rieuwood. Troubles with invasion from the Vast Swamp prevented the Sunndians from mounting a full-scale attack upon the Provincials, but plans were made to react to whatever moves the Herzog made, and these plans involved all members of the Iron League.

When the dwarven folk of the Iron Hills marched against Chelor, the Count of Sunndi dispatched a force to serve with his ally to the west. Some 1,000 light horse and 3,000 infantry joined the Ideesh above Naerie, with 3,000 gray elves reinforcing the unit. In addition, a regiment of dwarves, gnomes and halflings of the Hollow Highlands, over 3,000 strong, moved into the hills above Newkeep (a town of some 2,500 persons located at V2-149). These troops have effectively committed Count Hazendel to the defensive in his own realm, for only a small mobile force remains within Sunndi.

If the Censor of Medegia would choose this time to invade through the Hestmarks, the County would be hard pressed indeed to defend itself. No more than 500 cavalry and about 1,000 infantry remain. Sunndi militia numbering about 6,000 can be raised, and there are the foresters and several thousand elves of the Rieuwood. Likewise, the hillmen, gnomes, and dwarves dwelling in the Glorioles-Hestmarks constitute a formidable body of troops, but each force is needed to guard their respective border area.

Idee: Fedorik Eddri, Count of Idee, has developed the trade of his realm to a point where the populace, are prosperous and happy. Perhaps more revenues should have been expended in fortification, however, for the line of strongholds along the northern border of Idee are not fully manned and not in perfect repair.

The action to the east in 577 lulled Count Fedorik into a sense of safety, and it wasn't until the next year, when Herzog Chelor took the field, that Idee was called upon to ready itself for full-scale warfare. Veterans were recalled to bring the standing army up to full strength, and the militia was also called up — mostly to man and repair border posts. When the Provincials began to advance southward, it was the Dwarfking Holgi Hirsute who took to the field with his troops, for Fedorik was able to send only

6,000 men against the invaders. King Holgi chased the Provincials back, but a rift developed between the Count and the Dwarfking.

At the close of CY 578, the army of Count Fedorik was composed as follows:

- 1,000 heavy horse
- 2,000 medium horse
- 1,000 light horse (mercenary)
- 3,000 regular infantry
- 2,000 mercenary infantry
- 5,000 levied infantry (60% hillmen)

It is expected that only about 2,000 dwarves — and possibly half that number of gnomes — will join the Count, since King Holgi has refused to leave the Iron Hills. Fedorik refuses to retract his statement that the Dwarfking's long beard caused the dwarven contingent to move so slowly against Herzog Chelor, for the Count's own troops were mauled when the dwarves were late in arriving during the pursuit of the retreating Provincials. There is no question but what the defending army of the Iron League will be badly outnumbered due to the rupture, but the Iron Hills are still relatively secure against invasion even though Holgi Hirsute stands separately from the allies.

Irongate: For all intents and purposes, the Free City of Irongate is a confederate of Onnwal, with or without the considerations of the Iron League. Cobb Darg, Lord High Mayor, is an able and intelligent statesman. While his economic ties with agrarian Onnwal are as close as can be, the Mayor carefully nurtures Irongate's relationships with all members of the Iron League, the Dwarfking of the Iron Hills, and the courts of Chathold and Rel Mord.

Cobb Darg observed the events of the preceding two years with considerable interest and great concern. When Herzog Chelor took the field, Irongate called up its companies of (pole-armed) infantry and alerted the general militia of the city to be ready to stand to arms. The majority of Irongate's light infantry border guards were sent to discover what the Provincials' movements were, and 1,000 of these troops actually assisted Holgi's army when it defeated the Herzog's force in 578. When the Provincial armies joined, the 1,000 armored crossbowmen of Irongate were sent by ship to Idee. The Free City's forces now stand as follows:

- 200 light cavalry (scouts)
- 1,000 regular infantry (marines)
- 2,000 levied infantry (at ready)
- 2,000 light infantry (borderers and hillmen)

These troops can effectively defend Irongate, and some 5,000 are available to aid the demi-humans of the Iron Hills, should the need arise and no direct threat to the Free City is being posed. Although no more than 8,000 — 10,000 dwarves and 2,000 — 3,000 gnomes are

available to defend Holgi's realm, the addition of the Irongate contingent is hoped to make the prospect of contending with such a force in the rough hill country unpalatable to the Provincials. At the same time, Cobb Darg is using all of his efforts to heal the breach between Idee and Holgi Hirsute, for a united front will certainly be more able to withstand the expected onslaught.

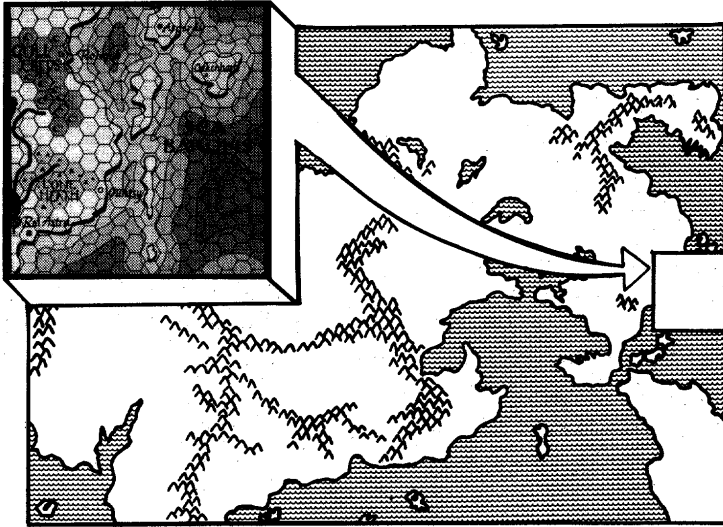
Onnwal: Several naval actions were fought in 577 between Onnwalish ships and Provincial ones. These battles took place in both Relmor Bay, where the Herzog wishes to close off trade between Nyronnd-Almor and the Iron League, and in the Sea of Gearnat. No decisive engagement occurred, however.

Coupled with the usual freebooting and piratical activities common to the waters around and the waters frequented by the shipping of Onnwal, Count Elverd (of the House of Destran) had no easy time. CY 578 was better, with victories over the Pirate Blidg Fanger fought near Blue (Pomarj) with a huge amount of loot captured, and then a squadron action off Norland Point when raiding ships from Ahlissa were caught in Dunhead Bay (between Onnwal and South Province) by four warships. The latter brought considerable irritation to Herzog Chelor, for Onnwalish vessels then began raiding in Relmor Bay and along the coast of Ahlissa from Prymp to Galdol below the Tusk (ES-159 and F3-160 respectively). This caused the Provincials to withhold several thousand troops from the army being mustered at Zelradton.

A council of men and demi-humans was held at Killdeer (H3-158) in the autumn of CY 578. It was decided there that the dwarves and gnomes of The Headlands would help in the defense of Irongate if need be, but otherwise they would not become involved in human affairs.

The Free City, however, was indeed grateful for the promise of such aid, for nearly 1,600 gnomes and over 2,000 dwarves of excellent fighting skills helped assure Irongate's ability to withstand attack.

Szek Elverd and his peers decided to reinforce the marine contingents about Onnwalish war vessels and to increase the size of both the regular army and the militia. From a strength of 1,600, the regular army was brought up to 2,400 men and 600 sergeants and officers. The militia now trains all able-bodied men between the ages of 15 and 45. There are about 4,000 now in training. One-third of the standing army, all light infantry, are to be sent eastward in the spring of 579, either stopping at Irongate, or moving on to aid Idee if the Free City is not being threatened.



GREYHAWK'S WORLD

NEWS, NOTES AND VIEWS
OF THE GREYHAWK CAMPAIGN

EVENTS OF THE EASTERN AND SOUTHERN FLANAESS

by Robert J. Kuntz

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Much has transpired concerning the Great Kingdom and its environs. Nyron'd's troops still are mustering. The gathering forces might well see action before year's end. Almor's position as a buffer between Nyron'd and the Great Kingdom is less palatable than ever for them. Although the fear and hatred of the Overking remains unabated, Almor does not wish to become the arena for a battle between the large powers on either hand. The current attempt to dismember the Iron League, with the counter-action in South Province, seems to place Almor in an unavoidable position where she can do little but call up all of her forces and hope to take the fighting to the Aerdi before they can march into Almor.

During the period of CY 577 to 578, the machinations of the See of Medegia seemed aimed at sapping the strength of the Malachite Throne as much as they chivvied the Great Kingdom's enemies south and east. Likewise, the prideful Sea Barons appeared bent only upon their own ends. The wheel turns...

THE SEA BARONS

As has been documented earlier, the Lord High Admiral reacted promptly to the summons of the Overking — this despite some severe raiding from the northern barbarians. Asperdi has recently dispatched a sizable contingent of ships and men to the North Province. In essence, this force represents a squadron of warships to control the sea, while a solid block of fighting men, most of them veterans of skirmishes with barbarian raiders, stiffens the forces of the Herzog.

Led by the Admiral's eldest son, Lord Captain Aldusc, known as a respectable commander and excellent strategist, the convoy reached Bellport about mid-year in CY 578. The warships are now reported to be operating along the coast. In-

cluded are no fewer than six large galleys and perhaps a score of other warships. The troops were divided after landing into main and reserve groups.

The main force, a contingent of 600 veteran heavy footmen, well armed and armored, and a similar-sized unit of veteran light infantry, with supporting light crossbowmen, javelineers, and elite light cavalry (120 in each contingent), has moved to join Herzog Grenell. In addition to providing a solid infantry block, the light units are reputed to be fine scouts and adept at raiding. This force is commanded directly by Lord Captain Aldusc, a doughty fighter (9th level). With the captain are his hand-picked bodyguards, a force of some 30 horsemen, all of them 1st-4th level fighters.

The reserve force has stayed in Bellport to assure that a secure base is maintained. This contingent is said to consist of 120 veteran heavy infantry, 120 regular crossbowmen, 240 light infantry (to patrol and do scouting in the north), and His Lordship's Own Company of Artillerists. This latter force is a body of some 120 artillerists and engineers who now man 4 heavy and 6 light catapults defending Bellport's landward approaches. This contingent is under the command of Sir Radolph Gerdio, Under-Admiral and current Second Captain of the Northern Fleet.

Traffic between the cruising squadrons and Bellport is continual, and information of any sort will be communicated rapidly. Should, for instance, the town be attacked from land, the fleet elements could not only supply it, but these ships could also land well over 1,000 marines and sailors to reinforce the garrison if need be. Likewise, if the ships are attacked, they can be assured of a safe port under the frowning parapets of the town.

NORTH PROVINCE

His forces battered, Herzog Grenell withdrew them to a position which masked both Edgefield and Eastfair — and no enemies pursued, they being

bent on other matters. This left His Grace with the opportunity to rest his battle-worn array and seek reinforcements. Both Eastfair and Edgefield were stripped of all available men, adding a stiffening of cavalry and missile troops to the levied footmen. This exhausted all of the available manpower in the whole of the North Province, for the east had already been called upon to the full.

The time granted to Herzog Grenell was indeed fortunate for him, as it allowed the integration of the new units into his army and enabled them to be trained to some degree. With the addition of the contingent of troops from the Sea Barons, the Herzog's array again approaches a strength of 10,000, and attaining that size would likely prompt the Herzog into initiating a campaign of his own. If the humanoid bands do not immediately force the issue, Grenell might well turn the tide of affairs. If there are major moves from the north, then even the presence of the troops from the Sea Barons may not suffice to stem the tide of invading humanoids bent on sacking the whole land.

Meanwhile, patrols from Edgefield have been probing the Blemu Hills and otherwise keeping a constant watch on the enemy. Obviously, there is considerable concern that a major thrust into the flank of the province is being readied from somewhere around the Blemus, or possibly the northern Adri Forest. With Knurl as a supply base and rallying point, the invaders will be hard to defeat decisively.

Because of this thorn in his side, Herzog Grenell might do well to reconsider his strategy. His battle-ready units might best be loosed on a westward thrust, while the right conducts a holding action with Bellport as a hinge. This switching of fronts will not be difficult because of the Herzog's positioning near Eastfair and the reliable garrison at Bellport.

In fact, rumor has it that a new commander for the Western Approaches has been appointed. The new provincial troop arrivals are said to be under com-

mand of one General Hooglish. Though untried in any major action, Hooglish boasts of calming Knurl and sending the remainder of the orc clans (remnants of the Vile Rune and the ever-strengthening hordes of the Death Moon orcs) fleeing back to the Rakers. It is known to Herzog Grenell that his new general is not in favor of having any of the troops from the Sea Barons with the main body of the North Provincial array. Hooglish detests and distrusts the eastern islanders. Friction, including insults, is rife between the General's command and that of Lord Aldusc. Hooglish, with a mercenary contingent of about 500, nearly 200 regular heavy cavalry, and over 2,000 levied troops, believes he can handle any enemy force that comes against him.

The Herzog is in a quandary, for he must not only regain complete control of his own territory but also be ready to furnish troops to Overking Ivid when the confrontation between his master and Nyronnd occurs soon. The forces of the Sea Barons were not only sent to him by the Overking, but they are excellent troops as well.

Dare he risk failure in a battle once again? Can he offend the Malachite Throne? Yet, if Hooglish alone can defeat the humanoids and win all, what glory for Grenell himself! What honor for North Province! Best of all, the Sea Barons contingent could be sent in lieu of provincial troops, thus allowing the Herzog to rebuild an effective force once again.

SOLNOR OCEAN

During the season of 577, much minor activity took place along the coast of North Province and off the northern end of the Island of Asperdi. Some raiders were met and actions were fought; some slipped through, some turned elsewhere. Reportedly a squadron of seven Schnai longships were set upon whilst sinking the hulks of two provincial merchants, the vessels *Marntig* and *Solos*. Guided by the smoke and flames, a flotilla of Baronial warships surprised the barbarians. Three of the Schnai were rammed and sunk. In hand-to-hand action, the flagship of the barbarians' fleet was captured, but the three remaining longships escaped after jettisoning all of their captured cargo.

The flagship was occupied with the help of prisoners who broke free during the confused fighting and set fire to the vessel's sail. Jarl Frozilth, leader of the Schnai, many of his men, and the captured ship were all taken to Asperdi. News of this success was said to have greatly heartened the Herzog.

This event notwithstanding, many of the vessels from the cold north did manage to avoid patrolling warships and successfully raid North Province and the Baronial Isles. Captured cargo and undesired weapons are said to find a ready

market at Dekspoint (at the easternmost tip of Loftwood Peninsula) or at Marnar in Ratik.

SEE OF MEDEGIA

After pursuing his own aims for most of 577, the Holy Censor decided obedience to the Malachite Throne would be a better course to follow. Severe losses in manpower due to the successes of his enemies, coupled with threats of a punitive invasion by the Overking's forces, brought about this change of attitude.

During the remainder of the year, and well into CY 578, the See has been a hive of frenzied activity. Spidensa, His Equitable Nemesis of Medegia, is now heavily into the councils of Ivid. Past transgressions evidently forgiven, the arch-cleric has been named Imperial Constable, with instructions to gather an army and send it deep into the heart of Sunndi. There are many tracks through the Hestmark Highlands, and at least one pass through the Glorioles, and by mid-year the following troops were said to be marching towards these heights:

heavy cavalry	1,000
light cavalry	1,500
regular infantry	1,200
levied infantry	2,400
mercenary cavalry	300
mercenary infantry	2,100
humanoids (orcs, etc.)	4,000 +

Speculation has it that the Overking does not believe this army will actually

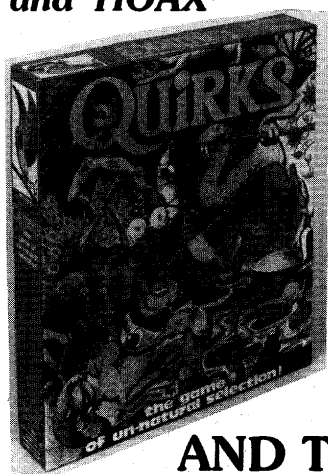
be able to accomplish the penetration of Sunndi. But the mere attempt, however costly to the Holy Censor, will serve to bleed Sunndi and her allies as well. The threat will also occupy troops that could otherwise be used to confront Herzog Chelor's array led by General Reynard.

The Overking intends that, one way or another, the Iron League will be fatally crippled through thrusts against Sunndi and Idee. Spidensa is a willing tool, for he apparently can't lose either way. If the war goes in favor of the Great Kingdom, Medegia will have contributed substantially to the victory. If it fails, the Holy Censor can't be blamed, as he will (ostensibly) have committed his every available unit to the plan.

In actuality, it is believed that the cream of Medegia's troops are remaining with the Holy Censor. There are no fewer than 6,000 "guards" of various sorts at the capital city (which is Mentrey; the WORLD OF GREYHAWK™ Gazetteer erroneously labels Rel Astra, a semi-independent city, as the capital) and about 1,000 more at Pontylver. These troops can follow up a victorious foray into Sunndi, cover a retreat, or see to the arch-cleric's personal safety.

The Holy Censor would likely have given the Overking more wholehearted cooperation, had Ivid allowed his new Imperial Constable to conscript troops from Rel Astra, command a contingent of the Overking's own soldiers, and as-

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sault Sunndi without interference from Herzog Chelor's forces. The Holy Censor disdains the Herzogal troops and wishes to conquer the south himself, to bring that area the "light" of his rule.

Chelor is reportedly not unaware of this double-dealing. He has, it is said, asked Ivid to send a Marshal (one of the strongest of the Demonic Knights of Doom) to inspect the See and report on its readiness to furnish more troops for the campaign, should the effort be protracted. Discovery in this manner would, of course, humiliate and possibly disgrace the Holy Censor. Already some of his eastern nobles have deserted, abandoning the arch-cleric for service with Reynard. Such an inspection would force Spidensa to yield up his reserves, and in all likelihood they would fall to the command of Herzog Chelor. Therefore, the Holy Censor is using all of his influence and wiles to avoid the Herzog's attempts to maneuver him into this highly vulnerable position.

Ivid, also reputedly aware of less than full cooperation on the Censor's part, does not wish a rebellious servant in yet another quarter, being pressed from three sides already. Therefore, it is most likely that the Holy Censor will be kept in line by the continued threat of an inspection and allowed to proceed in his own fashion, since the force he has volunteered is probably sufficient to meet the desired goals of the Overking.

The Holy Censor is himself troubled by news that the dwarves, gnomes, and hillmen of the Glorioles and Hestmarks are responding to his invasion in a most warlike manner and massing to smash any attempted movement through their territory.

And worse still is the news from the north. In Grandwood Forest, a raid by wood elves and foresters has dealt a severe blow to Medegian troops holding the west bank of the Mikar River. An estimated force of more than 3,000 sylvan elves and men lured a host of nearly 5,000 humanoids and somewhat fewer men (mostly levies but also some 300+ picked cavalry) away from their encampment and deep into the forest. Captain General Gahru, commander of the Censorial army, blundered into a carefully hidden trap laid about 4 leagues west of his camp. Thinking that he was pursuing marauding raiders who had come upon him unawares, the Captain General pushed ahead, engaging in light skirmishing against an enemy who was always just out of reach . . . until the trap was sprung.

The trap consisted of two elements: an area of nearly impassable terrain, and well-placed units of elves and men. When missiles from bow, sling, and crossbow began to rain upon Gahru's now closely bunched troops, it was too late. A panic ensued, and the army virtually disintegrated when it was attacked by a reserve

of some 2,000 forester infantry. No humanoid prisoners were taken. Captain General Gahru is missing and presumed slain. Early reports said that less than 20% of the army survived, but later that month (Wealsun 578) stragglers brought the total of survivors to slightly over 30%. Most casualties were humanoid, since these troops were most ardent in pursuit of the "fleeing" wood elves.

With the continued hostile activity in the Grandwood as a menace to the Censor's southern campaign plans, he has had to strike a pact with a fellow Constable, Drax, the Mayor of Rel Astra. In return for sworn support for Rel Astra's continued independence of direct control by the Malachite Throne, Drax has agreed to furnish support for the Censor's tattered forces guarding the forest's borders. The Rel Astran contingent is said to number some 2,000 men and 1,000 humanoids — although orcs and like troops are not currently eager to enter The Grandwood.

Overking Ivid is also reacting to the Captain General's defeat. Because the inhabitants of the forest have always hated the Malachite Throne and supported the Iron League, Ivid has decided to intrude upon the nest of rebels with an Imperial force led by General Banwald. This imperial intrusion into Grandwood Forest might indeed flush out the dissident inhabitants, but a new factor comes into play: Will the forces sent there jeopardize Ivid's main efforts against the Iron League and Nyronnd?

General Banwald (8th level fighter) commands the following force:

guard light cavalry	240
guard crossbowmen	120
Imperial orcish	
foot guards	240
mercenary cavalry	150
mercenary infantry	750
humanoid reg. infantry	3,500
humanoid light irregulars	6,000
Imperial woodsmen	600

This force is to drive eastward through the forest for a planned conjunction with the Medegians by late autumn. It has been told that General Banwald would most enjoy confronting his foes on the site of the Censor's debacle, now called "Gahru's Folly" or "Grandwood's Grandest" depending on which side is speaking. In any event, the "scourging action" is certain to produce a result decisive to the area for years to come. If the weather holds, and the two pincers of the attacking force can meet, the rebels are doomed. Yet there are many "ifs" in a scheme so ambitious and difficult to coordinate.

In the next installment of these notes will be included reports of some strange events supposed to have taken place on the distant Spindrift Isles and on the waters of the spindrift Sound, a great sea in its own right. Also covered will be events in Almor and Nyronnd — portentous happenings, indeed. . . .

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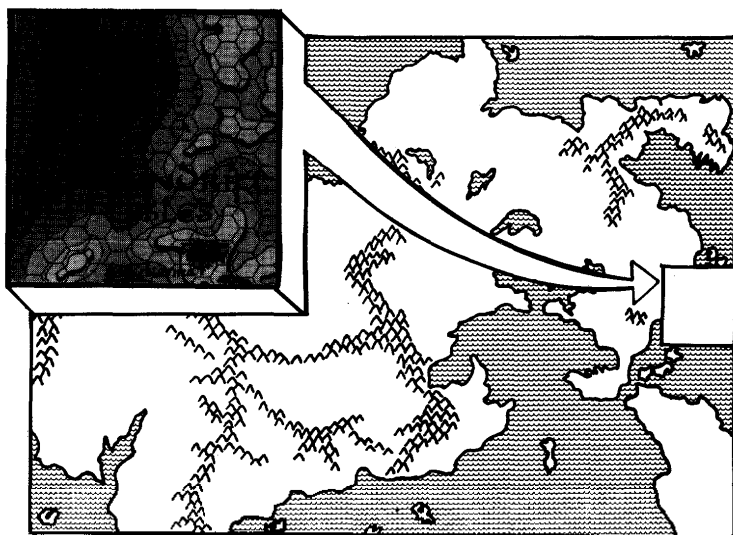
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GREYHAWK'S WORLD

NEWS, NOTES AND VIEWS
OF THE GREYHAWK CAMPAIGN

EVENTS OF THE EASTERN AND SOUTHERN FLANAESS

BY ROB KUNTZ

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A great sage of Keoland once said in connection with the many rival powers in the east: "Behold the sapping of strength, continuous and unabated, checked only by the ferocity of battle, and erstwhile victories. Be aware that these powers never cease turning over the old stone in search of the golden nugget placed there by those who didn't care. Be it known that such odious men as these that thwart men's survival, these are convinced that such nuggets are as plentiful as the languages of Oerth. Be still, people, lest by your movement you attract the attention of the "mad ones," for nuggets may remain buried beneath an old stone, or in combination with others be used to adorn a conqueror's breast as a necklace."

This passage, based upon the political and military upheavals which seemed an unavoidable and recurring theme of those eastern powers, and especially the Great Kingdom, came to light during a time of continued procrastination by many of the major powers, and as quickly as it was once assimilated and then dismissed as unportentious, it has now been re-enlivened by the many leaders of modern thought.

During CY 578 (late Needfest) a proclamation of war was issued against the Great Kingdom and her satellites by the Kingdom of Nyron, the Prelacy of Almor, and their allies. This, in conjunction with the various military activities already in motion, makes the southern and eastern portions of the Flanaess as busy as the marketplace at Rauxes, and the masterless men gather round as a pack of famished wolves clusters near weakened prey.

Elsewhere, mysterious happenings abound and the portents of war are increased. . . .

Spindrift Sound

A minor naval action was fought here during late summer as the merchants are abundant upon the sea lanes. A war ship

of undisclosed origin is said to have shadowed a group of three Duxchan merchant ships, the *Meles*, *Gloful*, and *Tigress*, which were bound from Ounty enroute to Sulward with a load of grain and spices. Fortunately, these three vessels carried, divided between them, a company of mercenary foot and an envoy of his Lordship, one Lieutenant Skould, their acting commander.

Before nightfall on that day the pirate ship fell upon the *Meles*, which had lagged behind, being laden with the majority of the grain. A terrific boarding action took place; the captain of the *Meles*, Sir Rawthers, was killed in the fighting. Before the ship could be claimed by the aggressors, the *Gloful* came alongside, and with Skould and many handpicked mercenaries retook the *Meles* while driving the pirates before them. The *Tigress*, which had been positioning herself for ramming, did so. The pirates, hammered and trapped, surrendered.

It was later found that this ship was a hired buccaneer, paid for by certain unnameable noblemen of Rel Astra, and that these nobles had been contributing heavily to the piratical raids which were frequent and so well planned that never previously had information concerning their nature been discovered.

It is known that Rel Astra has had many dealings with the Great Kingdom and its new Constable, the Lord of Mentrey, Spidasa. To have this information concerning Rel Astra makes the plot thicker than the Duxchans would like. A naval and land expedition will possibly be launched later next year, with the express purpose of putting down the raids along the Aerdi Sea and in Spindrift Sound. Until then, political pressure and threats are expected to keep buzzing between Sulward and Rel Astra. The Duxchans are demanding recompense, while Rel Astra turns a deaf ear to concentrate on its commitment to the See of Medegia.

Spindrift Isles

Though much removed from the mainland, these isles have been often viewed

and discussed, with mysterious notions continually coming to mind. It is true that some mariners who pass these shores never return, and that those who set out to look for these souls share a similar fate. Recently a story has arisen amongst certain merchants who ply the waters of Spindrift Sound and visit the Isles as well. The story, though received second-hand, is believed to be true:

A certain merchant of Medegia who, having been blown off course for many days while sailing in his schooner, was washed ashore with his most able bodyguard, on land which they claimed later to be Lendore Island. What this merchant and his companion claim to have witnessed and heard told to them is very strange indeed, as was their subsequent return to Pontylver via Sulward on a ship they said was made of glass and powered by the breath of gods not of Oerth.

In fact, they went through much. After having been washed ashore, they were immediately beset upon by a band of kobolds. These kobolds were said to differ from the usual, having grayish eyes and short, stub-like black fur reminiscent of cropped porcupine quills. Thinking that their death was nigh, the men entreated the sea god in repentance for their squandered lifetimes. As if in answer, a man appeared in a cloud of greenish smoke. His presence had an adverse affect upon the kobolds, and they dispersed. This man wasted no time in telling the travelers that he was an extension of the wizard Lendore, and that it was he who had drawn the merchants' ship to the island.

The wizard then led them to a cliffside and, pointing inland, laid bare to them a great spectacle. Off in the distance, near the middle span of the island and stretching some three miles further into the north, was a city — a city of glass. This might not have been overly peculiar to these men, for they had heard and seen many strange and wondrous things in their trafficking, except that this city was suspended in the air, hovering magically at least a half-mile off the ground and

GREYHAWK

shining with the same greenish, vapor-like hue which embroiled the wizard's demeanor.

The wizard then recounted a tale from ancient times which said that this city would be the last refuge of the inhabitants of this chain of islands once the calamity struck. The aspect of Lendore pointed out that this calamity was near, and was coming in the form of an invasion of these islands by the Lordship of the Isles and their allies, certain merchant clans from Medegia. Both, he said, hoped to exploit the Spindrifts for outward bases and possible wealth that was rumored to exist here.

The wizard then regained his composure, having been engrossed in the story. Looking out upon the Aerdi Sea, he spoke indecipherable words, and with this done summoned a ship of glass to the shores of the island. The two storytellers were then magically transported across the Aerdi back to Medegia via Sulward. With them went a message to the Duxchans and the See of Medegia, Spidasa, as well as to the Sea Barons and the free city of Rel Astra, who all have strong interests in the Spindrifts.

The message states that if any attempt is made to invade the islands, there would occur a most dreadful power struggle. Those "forces" involved would not be limited to the defense of the Spindrifts alone, and, as it was intimated, many of the attackers' homelands would come under a tremendous assault for this breaching of territory and honor.

When the two "messengers" returned to Pontylver they were detained by Spidasa's guards and questioned thoroughly. Though they had seen many wonders, they had seen no army. Everything seemed lifeless except for the kobolds and the apparition of the wizard. Were the Olven folk present? "No!" said these two, but those of grander station knew that the Lords of Lo Reltarma would bless any undertakings for the defense of their islands. The last piece of information regarding this subject is also strange, but not unexpected: The merchant and bodyguard were summoned to Mentrey under heavy guard, and to this day their names and families are not known, only this second-hand account.

Prelacy of Almor

The prelate Anarkin hopes to have his armies up to quality and number so as to be able to deal with the threats that the Great Kingdom and (especially) Herzog Chelor are posing at this time.

Subsequently, the levy pool, which stood at 7,000 months ago, has been steadily increasing so by next year (CY 579) at this time it should have reached a respectable 30,000+. As they stand on paper, Almor's armies are as follows:

Almor's Field Army: (-50% but rising)

Commander: Arch-Cleric Anarkin

Base: Chathort

heavy cavalry	400
medium cavalry	2,000
light cavalry	4,000
armored foot	1,500
pole arm infantry	6,500
light foot	8,000
levies	30,000
archers (mixed)	5,000

In addition to this force, the western nobility has raised sizable regiments based at and around Oldred. These forces are primarily volunteers, with many petty commanders and adventurer-types present. Still awaiting orders, these contingents are willing to be sent anywhere where the fighting is thick, though it is thought that their primary objective will be Scant along Relmor Bay.

Relmor Bay Fleet:

Joint Command: Admiral Auriel Lexis (Nyronidian), Count Stephen Bulhart

Base: Oldred

warships	13
large galleys	8
transports	57
marines	1,000
(Nyronidian)	
light cavalry	700
heavy foot	1,000
light foot	2,500
levies	3,700

Almor will await the coming of the Nyronidian field army near Mithat before it attempts operations on its own, with the hope that the Iron League (and especially Sunndi) can hold out during this interim. When the two armies come within operating distance of each other, the Almorian army's aim will likely be to move to Prymp and down the coast, driving a wedge in Herzog Chelor's back while Nyron'd's army moves up with the bulk of heavier forces to establish a smooth operating front, without supply and communication problems.

The Kingdom of Nyron'd

In the not-so-distant past, Nyron'd has had to take upon her back the monetary burden of her allies (the Iron League and Almor) to supply mercenaries, arms and armor, and foodstuffs to these areas. These supportive measures, which were aimed at creating and maintaining a buffer between Nyron'd and the degenerating Great Kingdom, were frowned upon by the nobility of Nyron'd, for taxes remained at an all-time high to continue to pay for this support. Now the same nobility which claimed "gouging" on Dunstan's part are convinced of Ivid's attempted takeover everywhere, just when they had assumed that Chelor was cornered and could not launch more than a punitive effort against the Iron League.

Nyron'd above all else has a flexible field army and fleet. Through its many sorties and missions adorning its glorious past, it has grown under the leadership of some of the best tacticians this side of Keoland. Now directed by very competent strategists, among them King Dunstan himself, the Nyron'dian force is formidable indeed. At the current time, Nyron'd's armies are divided into two camps — not counting garrison units and certain mercenary bands which are stationed along the northern and western borders, and those units currently at sea:

Nyron'd's armies

Main force:

Commander: King Dunstan

Sub-Commanders: Generals Garzenth and Bellord

Base: Rel Mord (enroute to Mithat)

light cavalry	2,000
medium cavalry	3,000
heavy cavalry	5,000
armored foot	8,000
pole arm infantry	3,000
light foot	1,500
mercenary foot	
(mixed)	1,000
levies	9,000
light archers	3,500

Secondary force:

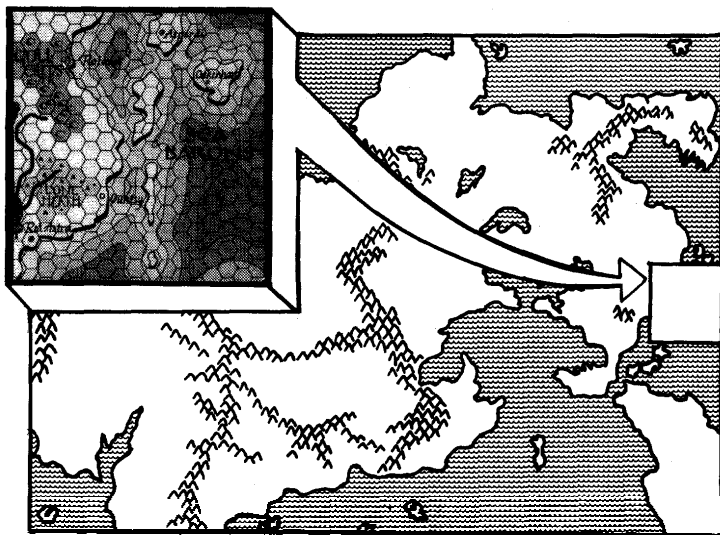
Commander: Earl Harhing

Base: Innspa (enroute south)

heavy cavalry	2,000
heavy foot	4,000
light foot	3,000
levies	4,500
fight archers	2,000

The primary aim of these two forces appears simple. Dunstan will move south along the coast of Relmor Bay and cross the Harp River, near Chathold, in support of the main Almorian army, which will have started south upon the arrival of Dunstan's advance guard at Mithat. The secondary force will proceed south along the eastern bank of the Harp and engage any force attempting to attack the king's flank or rear. With an Almorian army threatening from Relmor Bay, and another besetting Prymp, King Dunstan should have little or no opposition on his way toward taking the banks of the Greyflood River by next month. With this move comes the threat to Herzog Chelor's rear. Chelor will have to turn about to face Dunstan, thus alleviating the pressure on Sunndi, or be "run through the back."

And to insure complete victory in this undertaking, Dunstan has called upon the aid of both the County and Duchy of Urnst, thus securing a further allotment of well trained elite footmen — in excess of 10,000 — who will be at the Relmord/Woodwych area within three months.



by Gary Gygax

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The pantheon of deities in the Flanaess is very broad, and many humanoids and demi-humans serve deities which do not have an aspect that exactly matches the race in question, be it dwarven, elven, orcish or whatever. However, for communities of demi-humans or humanoids outside human areas of settlement, or for large enclaves therein, some racial deities are needed. For such, you should feel comfortable employing the "Nonhumans' Deities" section of the DEITIES & DEMIGODS™ Cyclopedia, but with the following changes:

Maglubiyet's plane is Gehenna; Kurtulmak's plane is Acheron; Gruumsh's plane is Gehenna.

Treat flinds as gnolls, ogrillons as either orcs or ogres, and norkers as goblins for the purpose of selection of a deity of this sort.

Shaman maximum levels are: Ogrillons, 3rd level; Flinds and norkers, 5th level; Xvart, 7th level.

Witch doctor maximum levels are: Norkers, 2nd level; Xvart, 4th level.

There is only one addition to the list of deities which I would recommend. That addition is the xvart deity, Raxivort. The statistics and details of this deity are provided below:

RAXIVORT Lesser God

ARMOR CLASS: -1
 MOVE: 12" (14" as mobat)
 HIT POINTS: 246
 NO. OF ATTACKS: 4
 DAMAGE/ATTACK: By weapon type (+6 strength bonus)
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: 40%
 SIZE: S (4' tall)
 ALIGNMENT: Chaotic evil
 WORSHIPERS' ALIGN: Chaotic evil (xvarts)
 SYMBOL: Hand of flames (blue)
 PLANE: Pandemonium
 CLERIC/DRUID: 8th level cleric
 FIGHTER: 12th level
 MAGIC-USER/ILLUSIONIST: 6th level magic-user
 THIEF/ASSASSIN: 10th level assassin
 MONK/BARD: Nil
 PSIONIC ABILITY: VI
 S: 18/00 I: 18 W: 18 D: 20 C: 18 CH: -4

GREYHAWK'S WORLD

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OF THE GREYHAWK CAMPAIGN

EVENTS OF THE EASTERN AND SOUTHERN FLANAESS

It is told that Raxivort began life centuries ago as a normal xvart. Due to his superior capabilities, he rose to leadership of all xvarts, and because of great service to a demon (some say Graz'zt), Raxivort was granted certain powers and appointed Master of Slaves of the demon. Raxivort feigned gratitude and bided his time. Eventually, the cunning xvart gained sufficient knowledge and power to loot the demon's strong-room, and with this new arsenal attempted to wrest control of the Abyssal Plane from its lord. The battle was titanic and lasted for months, neither side being able to better the other.

At last Raxivort sought a truce and departed for the wildly changing planes of Pandemonium, giving up the portion of the Abyssal Plane he had taken, but carrying off great spoils. Raxivort now reigns in luxury, while demons shun him, and one (at least) plots a black revenge.

Raxivort is Lord of Xvartkind, Packmaster of Rats, Night Flut-terer. He can take the form of a xvart, rat, or giant bat (mobat; see different movement rate indicated above) — or use magic to take other human, demihuman, or humanoid guise. Raxivort's normal form is xvart, of course, with bright blue skin and burning orange eyes. His features are gross and ugly in the extreme. Raxivort wears silken garments over blue mail, the whole shimmering as if aflame.

Raxivort favors small, bladed weapons such as knives, daggers, and short swords. He can hurl any such weapon with great accuracy (+4 "to hit"). He seldom has fewer than a dozen throwing knives and daggers, and when hurled by him they strike as +4 magic weapons. Raxivort also has a falchion of small size (equal to a short sword) but great magical power. In his hands it acts as a +5 weapon, with the power to paralyze one specific type of creature. Upon command, the power of the weapon is activated, and it remains active for 1-6 hours; then it is dormant for one day. The sword, "Azure Razor," can then be called upon to perform again.

In addition to his other powers, Raxivort has the ability to generate a *blue blaze* from his left hand. This flame combines the powers of both fire and acid. The *blue blaze* fans out from his hand to a distance of 2", with a maximum width of 2" at its terminus. Creatures caught in this magic acid-flame must save twice or take full damage—5-20 points of fire damage. Raxivort can use his *blue blaze* only once every four rounds and no more than six times per day. It takes but 1 segment to employ the power and reduces his attacks by only one-half, i.e. 2 per round rather than 4.

Raxivort has many companies of xvart fighters to serve and guard him. Likewise, he has packs of the largest giant rats and scores of mobats at his beck and call.

Shamans serving Raxivort always display the blue-flaming hand symbol of their deity. These shamans can attain as high as the 7th level of clerical ability. Magic-using witch doctors can attain 4th level. (Note that their spells are limited, but some have gained *burning hands* spell ability.)

The Deities & Demigods of the WORLD OF GREYHAWK

by E. Gary Gygax

The sketches accompanying this introduction detail some of the reputed attributes and powers of a small number of the deities commonly active and/or known to adventurers and those who travel the reaches of the Flanaess. In general, all deities have certain spell-like powers in common. Those familiar with the DEITIES & DEMIGODS™ Cyclopedica will note that these abilities are far more extensive than those listed for the deities treated by Messrs. Ward and Kuntz. At the risk of speaking for these esteemed authors, I venture to suggest that the powers and abilities of the deities of the Flanaess are, in fact, common to most other deities as well.

The "Standard Divine Abilities" of deities, given below, are divided into three groups according to the general power of the deity concerned; i.e., Demigod, Lesser God, and Greater God. The listing begins with those abilities and powers that all three types of deities have in common. Differences between the groups are described in the latter part of the listing; these differences can be actual spells usable by one group but not another, or merely a distinction in the number of times per day a given spell can be used by a member of a certain group.

STANDARD DIVINE ABILITIES

All deities have the following powers and abilities in common, each usable at will:

<i>Astral & ethereal travel</i>	<i>Geas</i>
<i>Comprehend languages</i>	<i>Infravision & ultravision</i>
<i>Continual darkness</i>	<i>Know alignment</i>
<i>Continual light</i>	<i>Levitate</i>
<i>Cure (blindness, deafness, disease, feeblemind, insanity)</i>	<i>Mirror image</i>
<i>Detect (charm, evil/good, illusion, invisibility, lie, magic, traps)</i>	<i>Polymorph self</i>
	<i>Read languages & magic</i>
	<i>Teleport (no error)</i>
	<i>Tongues</i>

In addition, each group of deities has other particular powers and abilities, as described below. A number in parentheses after a listing indicates the times per day the power can be used; lack of a number means the power is usable as often as the deity desires.

Greater Gods:

<i>Anti-magic shell (2)</i>	<i>Protection from evil/good, +3, 30' radius</i>
<i>Command, 4 rd. effect (2)</i>	<i>Quest (2)</i>
<i>Control environment¹</i>	<i>Remove curse</i>
<i>Cure critical wounds (3)</i>	<i>Remove fear</i>
<i>Death spell (2)</i>	<i>Regenerate</i>
<i>Dispel (evil/good, illusion, magic) (8 each)</i>	<i>Restoration (3)</i>
<i>Fly</i>	<i>Resurrection</i>
<i>Gate (3)</i>	<i>Shape change (3)</i>
<i>Globe of invulnerability (1)</i>	<i>Summon²</i>
<i>Heal (3)</i>	<i>Symbol (3)</i>
<i>Holy/unholy word (3)</i>	<i>Time stop (1)</i>
<i>Improved invisibility</i>	<i>Trap the soul (2)</i>
<i>Improved phantasmal force</i>	<i>True seeing (5)</i>
<i>Polymorph any object (1)</i>	<i>Vision (1)</i>
<i>Polymorph others (3)</i>	<i>Wish (2)</i>

Lesser Gods:

<i>Anti-magic shell (2)</i>	<i>Polymorph others (2)</i>
<i>Command, 3 rd. effect (1)</i>	<i>Protection from evil/good, +2, 20' radius</i>
<i>Control temperature, 10' r.</i>	<i>Quest (1)</i>
<i>Cure serious wounds (3)</i>	<i>Remove curse</i>
<i>Death spell (1)</i>	<i>Remove fear</i>
<i>Dispel (evil/good, illusion, magic) (4 each)</i>	<i>Restoration (1)</i>
<i>Gate (2)</i>	<i>Resurrection (3)</i>
<i>Heal (2)</i>	<i>Summon³</i>
<i>Holy/unholy word (2)</i>	<i>Symbol (2)</i>
<i>Improved invisibility</i>	<i>Trap the soul (1)</i>
<i>Improved phantasmal force</i>	<i>True seeing (3)</i>
<i>Minor globe of invulnerability (1)</i>	<i>Wish (1)</i>

Demigods:

<i>Anti-magic shell (1')</i>	<i>Phantasmal force</i>
<i>Command, 2 rd. effect (1)</i>	<i>Protection from evil/good, 10' radius</i>
<i>Cure light wounds (3)</i>	<i>Raise dead (3)</i>
<i>Dispel (evil/good, illusion, magic) (2 each)</i>	<i>Remove curse (3)</i>
<i>Finger of death</i>	<i>Remove fear</i>
<i>Gate (1)</i>	<i>Summon⁴</i>
<i>Heal (1)</i>	<i>Symbol (1)</i>
<i>Holy/unholy word (1)</i>	<i>True seeing (2)</i>
<i>Invisibility</i>	<i>Wall of force</i>
<i>Limited wish (1)</i>	

Notes:

- ¹ — *Control environment* subsumes both *control temperature* and *control weather*. It actually allows the greater god to adjust the surroundings of his or her immediate environment to suit his or her desire, even if the change is radical. The area of control extends from a 12" radius to a 72" radius depending on how radical the change required is.
- ² — A greater god can *summon* from one to six creatures of the same alignment as the god, and all of the same type, with the total hit dice of the creatures so summoned not to exceed 40.
- ³ — The *summon* power of a lesser god can bring from one to three creatures of the same alignment as the lesser deity. Each must be of the same sort as the others summoned. No more than 25 total hit dice of creatures can be so called.
- ⁴ — For demigods, the *summon* power is limited to one or two creatures of not more than 20 total hit dice. Again, creatures must be of the same alignment and (if more than one is summoned) of the same type.

Note that the psionic disciplines possessed by deities are not given. Each DM will decide personally what these are to be, keeping in mind the other powers and general bent of the deity in question.

Finally, brief information regarding the worshippers and clerics of each deity is given in each individual treatment. The data is general and should be expanded upon. This does include spell powers or other special abilities of clerics of deities where no special power or ability is given.

HEIRONEOUS

(The Invincible)

Lesser God

Chivalry, Honor, Justice, Valor, Daring

ARMOR CLASS: -4 (plus armor bonus, typically +5 for a -9 AC)

MOVE: 21"

HIT POINTS: 217

NO. OF ATTACKS: 4

DAMAGE/ATTACK: 1-8 +4 (magic weapon bonus) +8 (strength bonus)

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: 80%

SIZE: M (6%' tall)

ALIGNMENT: *Lawful good*

WORSHIPPERS' ALIGNMENT: *Lawful neutral, lawful good, or neutral good*

SYMBOL: *Silver lightning bolt*

PLANE: *Seven Heavens*

CLERIC/DRUID: *Nil*

FIGHTER: *17th level paladin/*

12th level ranger

MAGIC-USER/ILLUSIONIST: *Nil*

THIEF/ASSASSIN: *Nil*

MONK/BARD: *Nil*

PSIONIC ABILITY: *II*

Attack/Defense Modes: *All/all*

S:20 I:18 W:19 D:20

C:20 CH:19



Heironeous is the champion of rightful combat and chivalrous deeds. Likewise, he is the deity of those who fight for honor and strive for order and justice? Heironeous often leaves the Seven Heavens in order to move around the Prime Material Plane, aiding heroic causes and championing Lawful Good.

Heironeous is tall, with coppery skin, auburn hair, and amber eyes. However,

he has the power to create an illusion which makes him appear as a young boy, a mercenary soldier, or an old man. In the latter guises he will be garbed appropriately, but he always wears a suit of fine, magical chainmail with a bonus of +5. At his birth, Heironeous had his skin imbued with a secret solution. Weapons under +2 value cause him no harm, shattering upon contact (scoring a hit). Weapons of +2 quality score only 25% of their normal damage, while +3 weapons score 50%. Only +4 or greater weapons cause full damage. Note that weapons whose magic power would normally sever body parts will *not* do so to Heironeous, although they will inflict full damage.

His personal weapon is a great magical battle axe (+4) which shrinks to one-twentieth of its normal five-foot length, or back to full size, upon Heironeous' willing such. Thus, in another guise, his weapon is not noticeable.

In addition to his normal attacks, Heironeous can loose a *bolt of energy* drawn from the Positive Material Plane. He can draw and loose these lightning-like strokes as frequently as once every 7 rounds, but he can cast no more than seven such bolts in any given week. Creatures of the Prime Material Plane suffer 5-30 points of damage from a stroke, those of the Elemental Planes suffer only 5-20 points of damage, as do those of the lateral neutral planes (Lawful Neutral-Chaotic Neutral). The energy bolt does no harm to inhabitants of the Positive Material Plane or those of the Upper Planes. It causes 10-60 points of damage upon those native to the Lower Planes (Lawful Evil-Chaotic Evil), and to all undead creatures as well. Denizens of the Negative Material Plane suffer 15-90 (15d6) points of damage from a stroke. (A *wand of negation* or a *sphere of annihilation* can effectively discharge the stroke without harm.)

The bolt strikes but a single target. It is not magical in nature. It always hits its target. Range is 70'. Casting time is 1 segment. Duration is instantaneous.

Heironeous has all of the powers typical of a lesser deity.

There is great enmity between Heironeous and his brother, Hextor (*q.v.*), who chose a different course. Each seeks to destroy or thwart the other.

Worshippers of Heironeous are found everywhere, but are particularly likely to be found among those who follow military professions or do heroic deeds. Clerics of Heironeous are especially warlike, always wearing chainmail. Their robes are dark blue with silver trim indicating their station. At 11th level, clerics of Heironeous can, in addition to their normal spells, use a *bolt of energy* once per week. Places of worship of Heironeous are usually adorned with blue trappings, silver, and occasionally windows of colored glass depicting scenes of Heironeous triumphant. A copper statue of the deity, armed with a silver battle axe and covered in silver mail, with seven silver bolts radiating from behind his head, typically stands behind the altar.



HEXTOR

Lesser god

War, Discord, Conflict, Fitness

ARMOR CLASS: -5 (plus armor bonus, typically +3 for a -8 AC)

MOVE: 24"

HIT POINTS: 200

NO. OF ATTACKS: 2, 4, or 6 (see below) +6 (strength bonus)

DAMAGE/ATTACK: By weapon type (see below)

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: +3 or better

weapon to hit

MAGIC RESISTANCE: 90%

SIZE: M (6½' tall)

ALIGNMENT: *Lawful evil*

WORSHIPPERS' ALIGNMENT: *Lawful neutral, lawful evil, or neutral evil*

SYMBOL: *Six red arrows fanned to point outwards*

PLANE: *Acheron*

CLERIC/DRUID: *Nil*

FIGHTER: *16th level fighter*

MAGIC-USER/ILLUSIONIST: *Nil*

THIEF/ASSASSIN: *12th level assassin*

MONK/BARD: *Nil*

PSIONIC ABILITY: *II*

Attack/Defense Modes: *All/a//*

S:18/00 I:18 W:16 D:19

C:20 CH:18 (-2)

Hextor, Champion of Evil, Herald of Hell, Scourge of Battle, is the deity of many soldiers and fighters who deem lawful evil most fit to rule, admiring war and discord. Of course, others besides those of military calling follow him. Hextor dwells on the Planes of Acheron, but can wander to those of Hell or even Nirvana. Most frequently, though, Hextor treads the Prime Material Plane in search of warfare, aiding lawful evil, opposing good. Especially does Hextor seek to overthrow those serving Heironeous (*q.v.*). The latter is his half-brother and chief enemy. When Heironeous chose lawful good, Hextor opted to serve lawful evil. Since Hextor was always inferior to his half-brother, the Lords of Evil granted Hextor six arms, instead of only a pair, so as to be able to best Heironeous and all other opponents.

Hextor appears as a normal, handsome man when in disguise, for he can cause four of his arms to meld with his torso whenever he so desires. His complexion is fair and his hair jet black, as are his eyes. He is well spoken and charming, a hale fellow and a man's man, yet irresistible to women. He can converse with sages, reason with philosophers, argue with clergy, discuss arcane secrets with dweomercreafters. When in his true form, however, Hextor is gray of skin, lank-haired, with red-rimmed eyes bulging from a visage horrible to look upon. Then he cares only to fight and slay.

In battle, Hextor draws two great bows (24" range) which fire iron-barbed shafts of +3 quality and inflict 10-15 points of damage (d6+9) per hit. At close range he employs two spiked bucklers and four weapons. The bucklers can be employed as weapons if his opponents have eight or fewer levels or hit dice; otherwise, Hextor attacks four times per round. His typical weapons are:

- Two bucklers, 7-10 (d4+6) each
- One +2 fork, 9-16 (d8+8)
- One +3 scimitar, 10-17 (d8+9)
- One +2 flail, 10-15 (d6+9)
- One +3 morning star, 11-17 (2d4+9)

Hextor wears armor consisting of iron scales' with strips of metal at shoulder and cuff. A corselet of iron guards his waist and groin. His legs are greaved. This armor is +3 and everywhere decorated with skulls. Around his neck is the *Symbol of Hate and Discord*, the six red arrows of Hextor, hanging from a chain of crudely wrought iron links.

In addition to the powers normal to his station, his fighting ability, and his assassin's skill, Hextor is able to *arouse discord* in a radius of 60'. Friends will argue with friends, irksome things will become hatreds, and petty jealousy will grow to seething rage. Victims with 7 or more levels or hit dice are given a saving throw versus magic. The effect lasts six rounds. Without his *Symbol of Hate and Discord*, Hextor does not have such

power, although he is also able to use a *symbol* spell (discord) as if he were a magic-user, but only once per day. He lays the dweomer by merely tracing the *symbol* with his finger.

Hextor also is prone to carry a magic device, the *Trumpet of Acheron*, with him. This instrument can be winded once every six days. When sounded, it calls forth from 6-60 skeletons which obey Hextor's command. Once every six years, the *Trumpet of Acheron* can summon a horde of 60-600 skeletons and 30-300 zombies.

Hextor otherwise has the powers typical of a lesser god.

Places of worship of Hextor are grim, dark, and bloody. Major shrines and temples are usually built on some field of slaughter. His clerics wear black robes, adorned with white skulls or gray visages embroidered thereon. Only the higher-level clerics have arrows of hate and discord in red, lower-level clerics being permitted gray ones. Much chanting accompanies all ceremonies honoring Hextor. Wind instruments sound discordant tones, shouts and screams are voiced, and iron weapons are struck during such an offery. Priests of Hextor are trained in assassination, so that at the gaining of sixth level of clerical ability, one level of assassin ability is also gained. Thereafter, every two levels of advancement in clerical skill means one level of gain in assassin ability. The maximum level attainable in assassin ability is sixth, which is reached by a cleric upon attaining 16th level in that class.

Hextor is much honored in the Great Kingdom.

IUZ

(the Old) Demigod

Oppression, Deceit, Wickedness, Pain
ARMOR CLASS: -4 (-8 with cape)
MOVE: 18"

HIT POINTS: 165

NO. OF ATTACKS: 1 or 2

DAMAGE/ATTACKS: *By weapon type*
or 2-5/2-5 (+9 strength bonus)

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: +1 or better
weapon to hit

MAGIC RESISTANCE: 45%
(65% with cape)

SIZE: M

ALIGNMENT: *Chaotic evil*
WORSHIPPERS' ALIGNMENT: *Evil (any)*

SYMBOL: *Grinning human skull*

PLANE: *Prime Material (Oerth)*

CLERIC/DRUID: *16th level cleric*

FIGHTER: *Nil*

MAGIC-USER ILLUSIONIST: *Nil/Nil*

THIEF/ASSASSIN: *16th level assassin*

MONK/BARD: *Nil/Nil*

PSIONIC ABILITY: *III*

Attack/Defense Modes: *All/all*

S:21 I:18 W:20 D:18

C: 18 CH:18 (-4)

Whether luz is a human who has become demon-like through the centuries, or whether he is a semi-demon (as some suggest, a by-blow of Orcus), no mortal knows. He is, however, the first known godling of Chaotic Evil; his wickedness and treachery are infamous throughout the Flanaess. (See the WORLD OF GREYHAWK™ Gazetteer, under the political heading *luz*.)

This cruel being can appear as either a massive (7' tall), fat man with demoniac features, reddish skin, pointed ears, and long, steely fingers, or as an old and wrinkled mannikin of scarcely 5' height. Either or both might be luz' true form.

luz rules a portion of Oerth, a horrid territory which bears its master's name, from the cursed city of Molag. Few creatures beyond the boundaries of this domain will speak his name, let alone adore him.

In his demoniac form, luz prefers to wield a great, magical +3 two-handed sword, although he can use other weapons. In any guise, luz can use his exceptionally long and sinewy digits to claw and strike and strangle. If he strikes thus twice, a strangling grasp is indicated, and the victim will die in 2-5 rounds unless freed. In his mannikin-like form, luz has the ability to generate a disgusting spittle which he can expectorate once per round. This substance ages the victim struck by 1-6 years (no saving throw) and withers the area struck, numbing a member and making it useless for 2-5 rounds. His wrinkled visage has a negative charisma of -4. This causes awe (revulsion) of -55% and affects creatures with up to 6 hit dice.

luz is rumored to have a *soul object* secreted on the Abyssal Plane dominated by the demoness Zuggtnoy, with whom he is known to consort. He is thus free to roam outside his domain without fear of permanent harm. He is also said to wear an old, short cape. This covering conveys an additional 20% magic resistance and serves as +4 protection as well. In addition to his various abilities listed here, luz also has all powers typical of a demigod.



There is great enmity between luz and St. Cuthbert (*q.v.*). This is carried on by the servants of luz and St. Cuthbert's followers as well.

Clerics of luz dress in rusty black (their master's favorite color) or white streaked with rust-red blood stains. At third level they gain the ability to *change self* once per day. Their ceremonies include the burning of foul-smelling substances, the beating of great drums and the clangor of bronze bells, and blood sacrifice whenever possible. Places of service to luz must be old, filthy, and dark. Altar services are typically of bone and include many skulls.

ST. CUTHBERT

(. . . of the Cudgel)

Lesser god

Wisdom, Common Sense, Truth, Forthrightness, Dedication, Zeal

ARMOR CLASS: -3 (-8 if in his plate mail)

MOVE: 21"

HIT POINTS: 224

NO. OF ATTACKS: 2

DAMAGE/ATTACK: *By weapon type, +8 (strength bonus)*

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *+3 or better weapon to hit*

MAGIC RESISTANCE: 80%

SIZE: M

ALIGNMENT: *Lawful good (neutral)*

WORSHIPPERS' ALIGNMENT: *Lawful good — lawful neutral*

SYMBOL: *Wooden billet, starburst, crumpled hat*

PLANE: *Arcadia*

CLERIC/DRUID: *22nd level cleric/ 8th level druid*

FIGHTER: *Nil*

MAGIC-USER/ILLUSIONIST: *Nil/Nil*

THIEF/ASSASSIN: *Nil/Nil*

MONK/BARD: *7th level monk*

PSIONIC ABILITY: *V1*

Attack/Defense Modes: *All/all*

S:20 I:10 W:23 D:19

C:25 CH:19

St. Cuthbert appears as a stout, red-faced man, with a drooping white moustache and flowing white hair. He wears simple plate mail of +5 magic value. Atop his helmet is a crumpled hat, and a starburst of rubies set in platinum hangs on his chest.

In his left hand he carries a billet of wood. This bronzed wood cudgel is actually a +3 weapon equal to a morningstar in St. Cuthbert's grasp. Any human touched by this weapon must save versus magic or be *beguiled* for 5-20 turns. In his right hand is the fabled *Mace of St. Cuthbert*. This weapon is +5, *disrupting* (as a *mace of disruption*), and any "to hit" score of a natural 20 permanently reduces by 1 point the intelligence of the creature struck (magic resistance check withstanding). This mace also has the following powers: *bless* (by tapping



touch); *know 'alignment* (once/day); *tongues*; *exorcise* (once/month); and *remove curse* (7 times/week).

St. Cuthbert hates evil, but his major interest is in law and order and the dual work of conversion and prevention of back-sliding by "true believers." He seldom leaves his plane, unless some great duty brings him forth. When on the Prime Material Plane he will sometimes appear as a manure-covered yokel, a brown-and-green-robed wanderer, or a slight and elderly tinker. In these guises he tests the doctrine of the faithful or seeks new converts. He can gate to or from Arcadia or the Prime Material Plane at will. He otherwise has the powers of a lesser god.

There are three orders of the priesthood of St. Cuthbert:

Members of the order of the *Chapeaux* dress in varying garb, but all wear crumpled hats. They seek to convert people to the faith. When they attain third level, clerics of the *Chapeaux* order gain the ability to cast one *shillelagh* spell per day.

Members of the order of the *Stars* wear dark green robes with a starburst holy symbol of copper, gold, or platinum (depending on their status). They seek to retain doctrinal purity amongst the faithful. Clerics of the order of the *Stars* gain the ability to cast one *ESP* spell per day upon attaining fourth level.

Members of the order of the *Billets* are the most numerous, serving as ministers and protectors of the faithful. Clerics of this order, upon attaining second level, gain the ability to cast one *friends* spell per day. They dress in simple brown and russet garments, and wear a holy symbol of an oaken or bronzed wood billet.

While St. Cuthbert has many large

places of worship, wayside shrines and small, crude chapels are usual. His followers are found mainly in the Central Flanaess, around Greyhawk, the Wild Coast, Urnst, and Verbobonc. (See *The Village of Hommler*, Dungeon Module T1.) A great rivalry exists between those who follow St. Cuthbert and the followers of Pholtus (of the Blinding Light).

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The Deities & Demigods of the WORLD OF GREYHAWK

by E. Gary Gygax

CELESTIAN

(The Far Wanderer)

Stars, Space, Wandering

Lesser god

ARMOR CLASS: -5

MOVE: 18"

HIT POINTS: 242

NO. OF ATTACKS: 3

DAMAGE/ATTACK: *By weapon type +6*
(*strength bonus*)

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: 90%

SIZE: M

ALIGNMENT: *Neutral good*

WORSHIPPERS' ALIGNMENT: *Good*

SYMBOL: *Black circle with seven stars*

PLANE: *Astral*

CLERIC/DRUID: *4th level cleric*

FIGHTER: *15th level ranger*

MAGIC-USER/ILLUSIONIST: *14th level/*
magic-user

THIEF/ASSASSIN: *Nil/nil*

MONK/BARD: *Nil/nil*

PSIONIC ABILITY: *II*

Attack/Defense Modes: All/all

S: 18/00 I: 20 W:18

D: 20 C: 20 CH: 19

It is said that Celestian and Fharlanghn (q.v.) are brothers who followed similar but different paths. While the latter chose the distances of the world, Celestian was drawn to the endless reaches of the stars and the Astral Plane.

The Far Wanderer appears as a tall, lean man of middle years. His skin is of ebony hue and smooth. His eyes are of the same color as his skin. He is quick and absolutely silent in his movement. He speaks but seldom. His garments are of deep black, but somewhere he will always wear his symbol: seven "stars" (diamond, amethyst, sapphire, emerald,

topaz, jacinth, ruby) blazing with the colors of far suns.

Celestian has no personal weapon which is always with him. He will typically carry one or more of the following:

a +3 *long bow* with 20 +3 *arrows*

a +4 *spear* which appears to be but 5' in length but darts out to 10' length

a +5 *short sword*

a +3 *battle axe* that can be hurled 40'

a +6 *dagger* of unbreakable metal

Often he will go unarmed, for Celestian has, in addition to magic spells usual to a 14th level wizard, the following singular powers:

Aurora Borealis: A spell-like power which causes a sheet of dancing, shifting light to encircle Celestian, or as many creatures as will fit within its 1' to 7' radius. The *aurora borealis* can be cast up to 7" distance. It lasts for 7 full turns (or until Celestian chooses to dispel it). The 7' high sheet of fiery light will cause 3-24 points of damage to any creature touching it — except its caster, who is immune to its force.

Comet: This power brings a flaming missile which will strike one individual target, up to 7" distant from Celestian, igniting all combustible substances on the subject and inflicting 5-30 points of damage from flaming, poisonous gases.

Heat Lightning: A bolt of lightning is called down instantly by this power. It will strike an individual target up to 7" distant from Celestian, causing all non-magical metal to fuse and inflicting 5-50 points of damage.

Meteors: By use of this power, Celestian causes 2-5 (1d4+1) stone spheres of about one-half foot diameter to shoot from his hand up to a distance of 7". From 2-5 targets will be struck (at Celestian's option) for 5-8 points of damage per meteor.

Space Chill: A spell-like power which enables Celestian to bring a wave of



cold, 4" wide, roiling from him out to a maximum distance of 7". Its cold and vacuum kills all vegetation in the affected area. Other living things will take 2-8 points of damage from the vacuum condition and 2-8 additional points of damage from the chill, if applicable.

Star Shine: When this is cast, a blazing white sheet of light issues from Celestian's eyes, enveloping up to 4 creatures as far away as 7". This sheen blinds the subjects for up to 1 turn. (See *power word, blind* for the process usable to cure the blindness prior to expiration of the effect.)

Thunder: This power causes a great, rolling thunderclap to sound directly over Celestian's head. All creatures, save the deity himself, within a 3" radius are stunned for 1 round and deafened for 2-5 rounds, *no saving throw*. Those at a distance of from 3" to 7" will be deafened only (saving throw applicable).

All of these powers take but 1 segment to employ. Each is usable once per day. Celestian must be under the open sky to use any of these powers, however. Magic resistance checks are applicable. Saving throws versus magic also apply (except for the *thunder* power, as noted), but they are made at -3.

In addition to his seven special powers, and magic spells applicable to a 14th level magic-user, Celestian can employ any magic spell of movement/travel on an unlimited basis. These spells include: *dimension door, levitate, feather fall, spider climb, fly, teleport, and jump*.

Celestian can travel astrally. He can *gate* in 2-5 astral devas (*q.v.*) under the starry sky, otherwise only 1-3. He has all the powers typical of a lesser god.

Celestian's habits and disposition usually keep him from close association and involvement with other gods. He has but a small following amongst mankind. Those who involve themselves with the cosmos or the sky — scholars, astronomers, astrologers, dreamers, navigators — make up the bulk of the Celestian faithful. His priests wander the land, emulating their deity whenever possible by traveling the reaches of space.

There are seven orders of the priesthood of Celestian. These orders are differentiated in four ways, as given below. The experience level range applicable to a certain order is given first, followed by the color of robe worn by members of that order, the main gem in the symbol for that order (the one in the center of the symbol, surrounded by the six others), and the *special spell* which is gained by a cleric upon attaining membership in that order.

1st Order: Cleric of levels 1-2 who wear light blue robes, have a ruby as the main gem in the symbol, and have *feather fall* as a special spell.

2nd Order: Levels 3-4, light gray robes, jacinth, *jump*.

3rd Order: Levels 5-6, violet robes, topaz, *levitate*.

4th Order: Levels 7-8, blue-gray robes, emerald, *spider climb*.

5th Order: Levels 9-10, dark blue robes, sapphire, *fly*.

6th Order: Levels 11-15, deep purple robes, amethyst, *dimension door*.

7th Order: Levels 16 and up, black robes, diamond, *teleport*.

Each special spell is gained immediately upon entering a different order, is in addition to all other normal cleric spells, and cannot be used more than once per day. Thus, a priest of the 1st Order has one special spell, one of the 7th Order has seven different special spells.

Service and worship are always conducted in the open, during the night, preferably when the sky is clear and many stars are visible.



FHARLANGHN

(Dweller on the Horizon)

Horizons, Distances, Roads, Travel

Lesser god

ARMOR CLASS: -6

MOVE: Any

HIT POINTS: 262

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 5-20+2
(strength bonus)

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: 80%

SIZE: M

ALIGNMENT: Neutral

WORSHIPPERS' ALIGNMENT: Any
(neutral preferred)

SYMBOL: Disc with a curved line
across it (the horizon)

PLANE: Oerth (Prime Material Plane)

CLERIC/DRUID: 9th level cleric/
9th level druid

FIGHTER: Nil

MAGIC-USER/ILLUSIONIST: 9th level
magic-user/9th level illusionist

THIEF/ASSASSIN: 20th level thief

MONK/BARD: Nil

PSIONIC ABILITY: I

Attack/Defense Modes: All/all

S:18 I:18 W:20

D: 20 C: 20 CH: 19

As Celestian (*q.v.*) wanders the starroads, his elder brother Fharlanghn roams the four corners of the world. He is, in fact, regarded as the god of travel and distance. Fharlanghn sometimes enters the Elemental Plane of Earth, but he seldom enters the Plane of Air and shuns those of Fire and Water. He can travel to any Inner Plane, however.

Fharlanghn, Dweller on the Horizon, appears to be a middle-sized man, with brown, leathery skin, creased by many wrinkles. His bright green eyes belie his seeming age. Fharlanghn's movements seem slow and measured, but he actually moves quickly — especially with regard to actual travel. He always moves as if he wore *boots of striding and springing*.

Fharlanghn will converse readily, although he is not loquacious. He favors clothing of plain stuff such as leather and unbleached linen. His symbol is a wooden disc, with a curving line representing the horizon across its upper part. It is said that the deity himself wears such a symbol, known as the *Oerth Disc*. This symbol is made of many sorts of wood, inlaid with jade and turquoise, with a bright golden sun set into it.

The *Oerth Disc* will depict any area of the surface of the world. Fharlanghn simply looks upon the *Disc*, concen-

trates, and the miniature image of the land desired appears in a 1/12,000 reproduction. It is then possible to teleport (without error) to any locale so pictured. The *Oerth Disc* will also shoot forth a burning, golden ray of varying intensity:

1. A beam of pale yellow light up to 660' long. This ray is equal in brightness to *continual light*. The beam has a diameter of 6'.

2. A ray of brilliant golden color up to 66' long. This intense beam is bright enough to cause any creature struck in the eyes to be permanently blinded (save vs. magic applies). The ray's diameter is just under eight inches. Even those who save when struck full in the eyes, as well as creatures within 3' of its shaft, will be dazzled from the brilliance and unable to see for 1-10 segments.

3. A coruscating rod of burning, fiery golden light up to 16½' long lances forth to slice through virtually anything. The ray will cut through 6 inches of stone or half an inch of steel in one blast. Creatures struck by this pencil-thin ray suffer 10-60 points of damage (save vs. magic negates all damage). The intense heat of this beam instantly sets aflame combustible objects it touches.

In addition to the spells commensurate to his level of expertise as a magic-user, illusionist, cleric, and druid, Fhar-

lanh also has the following spells available on an unlimited basis: *dig, dimension door, dispel magic, earthquake, find the path, fly, improved invisibility, move earth, pass plant, passwall, polymorph self, pass without trace, plant door, stone tell, stone to flesh, transmute rock to mud, transport via plants, wall of thorns, wind walk*.

He also has the following spells on a limited basis, as indicated: *duo-dimension* (1/day) and *phase door* (2/day).

He can read languages and *read magic*. He has the ability to *detect charm, evil, good, illusion, magic, and snares and pits*. He speaks all the tongues of Oerth and communicates with other creatures telepathically.

Fharlanh is most attentive to those on roads and paths or in long tunnels. He can strike with his iron-shod staff, inflicting damage unfailingly upon any creature he chooses. He can *curse* an enemy so that any travel which is greater than 1 league distance will take *twice* as long as normal. Fharlanh's *curse* lasts one month. It is removable only by a cleric of Fharlanh of 10th level or above, or by some godling or deity able to do so.

If desired, Fharlanh can *summon* any one of the following types of earth elementals:

Dust Elemental: A 16 hit dice earth elemental doing only 2-12 points of damage per attack but able to form a

choking, blinding cloud of dust which covers an area of 4,000 cubic feet. In the latter form, the elemental does not strike, but it obscures the vision of all within it to a 1-foot range and causes 1-4 points of suffocating damage each round. In the latter state, the elemental can be harmed only by magic, but it can stay in a cloud for only 3 rounds. It can be summoned only in dry, dusty areas such as deserts, prairies, etc.

Earth Elemental: A typical, 16 hit dice elemental.

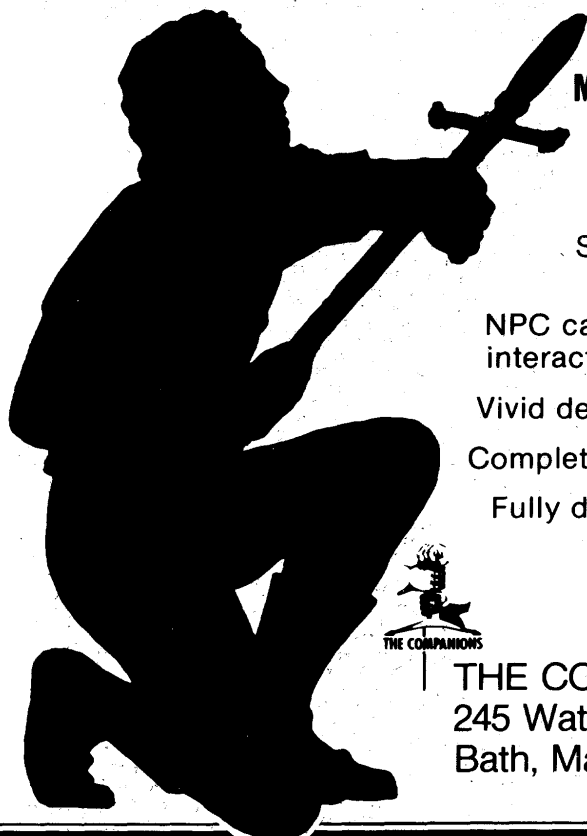
Magma Elemental: A 20 hit dice earth elemental doing 6-36 points of damage per attack. It can be summoned only in underground areas.

Mud Elemental: A 12 hit dice earth elemental doing only 3-18 points of damage per attack, but also able to spread itself over an area of up to 400 square feet and slow creatures to half normal movement in addition to its normal attack. It can be summoned only in wet areas where mud already exists.

Fharlanh uses all spells and powers at the 18th level of proficiency, even though he is actually 9th level. Special powers take but one segment of time to use, save for the *summoning* of an earth elemental which requires one round. The elemental comes willingly and serves without duress for up to one turn.

Fharlanh can be hit only by +3 or

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better weapons. He is never surprised on the Prime Material Plane. Spells of earth do not affect him. He regenerates 1 point of damage per round.

The priesthood of Fharlanghn is of two sorts, urban and pastoral. The former wear brown robes and generally are found in small chapels in communities. Urban clerics of Fharlanghn gain the ability of a *passwall* spell at 7th level. Those of the pastoral order wear green robes and minister by traveling the highways and byways, occasionally stopping at wayside shrines to Fharlanghn. Pastoral clerics of Fharlanghn gain the ability of a *pass plant* spell at 5th level.

Worshippers of Fharlanghn are most active in the Central and Southwest regions of the Flanaess. Followers of this deity are typically merchants, adventurers, itinerants, and the like. Services are often conducted outdoors, under the sunny sky.



EHLONNA

(of the Forests)

*Forest, Meadows, Animals,
Flowers, Fertility*

Lesser goddess

ARMOR CLASS: -6

MOVE: 32"

HIT POINTS: 180

NO. OF ATTACKS: 3

DAMAGE/ATTACK: *By weapon type +5
(strength bonus)*

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *+2 or better
weapon to hit*

MAGIC RESISTANCE: 75%

SIZE: *M*

ALIGNMENT: *Neutral good*

WORSHIPPERS' ALIGNMENT: *Neutral
good, any Good, neutral*

SYMBOL: *Unicorn horn*

PLANE: *Prime Material*

CLERIC/DRUID: *11th level druid*

FIGHTER: *12th level ranger*

MAGIC-USER/ILLUSIONIST: *10th level
magic-user*

THIEF/ASSASSIN: *Nil*

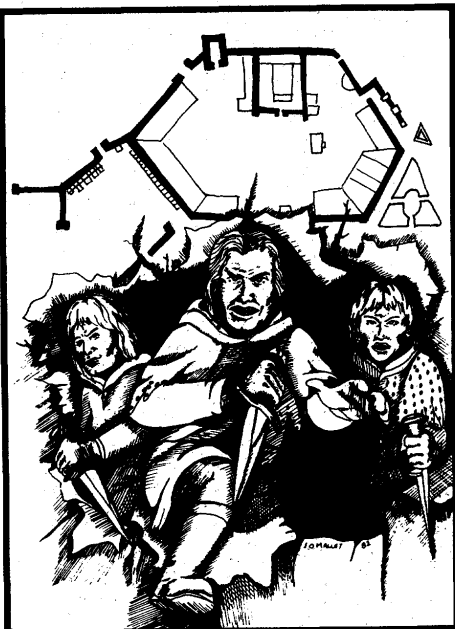
MONK/BARD: *Nil*

PSIONIC ABILITY: *111*

Attack/Defense Modes: *All/all*

S: 18/99 I: 19 W: 18

D: 21 C:18 CH: 21



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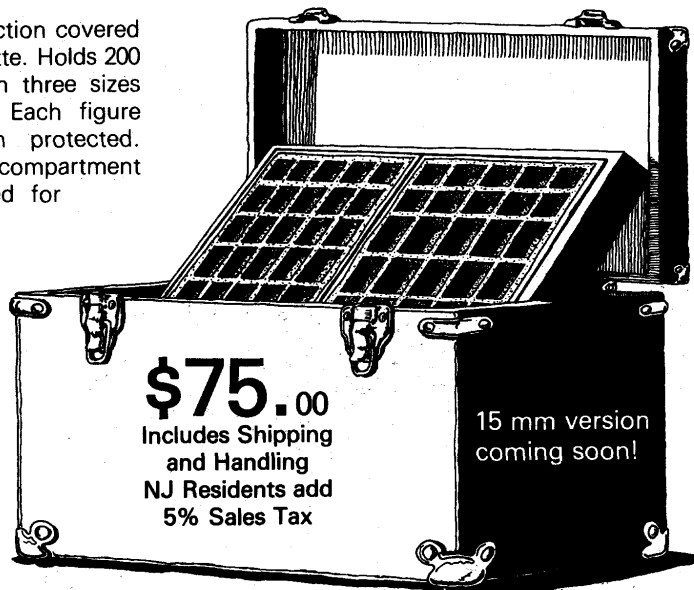


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Ehlonna of the Forests is said to be the patroness of all folk — elven, human or otherwise — who dwell in woodlands and love such surroundings. She is likewise the deity of those who hunt, fish, and otherwise gain their livelihood from the forests. She is thus worshipped by rangers, foresters, trappers, hunters, woodcutters, etc. More females than males serve Ehlonna.

It is possible for Ehlonna to take either of two forms, a human or an elven female. In human form, Ehlonna will have either chestnut or black hair, while in elven form her tresses will be pale golden or coppery gold. Her eyes are either startling blue or violet, and her complexion is most clear and fair. Her garments range from those of a huntsman or ranger to those of an elven princess.

Ehlonna has adamantite bracers which give her protection equal to armor class 0 and in addition bestow a bonus of +2 on all saving throws. She has a long bow which always causes its arrow to strike its target, even at its maximum range of 21". She has *arrows of slaying* for many woodland creatures — bears, stags, etc. Her quiver holds 40 arrows, the balance of which are +3. She has a long sword which is equal to a +6 *defender*, and a +4 *dagger*. Ehlonna fights with both of these blades, often defending with the sword and striking twice with the dagger.

In human form, Ehlonna has special

powers over horses; in elven form, she can command unicorns. Her high-pitched whistle can call either creature from as far away as a league. Either sort of creature will gladly serve as a mount for her.

She has the attributes and powers typical of a lesser deity. Ehlonna is personally served by a planetar.

Brownies, elves, gnomes, and halflings are especially attuned to this deity. If Ehlonna requests service, it is 90% likely that members of such races will aid her in any manner she asks. She often travels among these folk.

Clerics of Ehlonna are able to *track* as if they were rangers, at a level of ability equal to their level of experience; i.e., 1st level cleric equals 1st level ranger ability. At 5th level they gain a spell equal to the *animal friendship* spell of druids. This is in addition to their normal cleric spells, usable once per day, at a level of expertise equal to the cleric's experience level.

The worship of Ehlonna is centered in the area from the Wild Coast to the Ulek fiefs, from the Kron Hills to the sea. Her clerics wear pale green robes. Temples of Ehlonna are always in sylvan settings, although small shrines are occasionally located in villages. Services of worship involve wooden and horn vessels, various herbs, and the playing of pipes and flutes.

PHOLZUS

(of the Blinding Light)

Light, Resolution, Law, Order, Inflexibility, Sun, Moon

Lesser god

ARMOR CLASS: -5

MOVE: 21"

HIT POINTS: 286

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 3-12 +2
(*strength bonus*)

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: +3 or better
weapon to hit

MAGIC RESISTANCE: 85%

SIZE: M

ALIGNMENT: *Lawful good (neutral)*

WORSHIPPERS' ALIGNMENT: *Lawful, Lawful (evil), Lawful (good)*

SYMBOL: *The Silvery Sun*

PLANE: *Arcadia*

CLERIC/DRUID: *20th level cleric*

FIGHTER: *Nil*

MAGIC-USER/ILLUSIONIST: *12th level illusionist*

THIEF/ASSASSIN: *Nil*

MONK/BARD: *Nil*

PSIONIC ABILITY: *III*

Attack/Defense Modes: *All/all*

S: 18 I:17 W:23

D: 19 C: 23 CH: 20

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It is said the regularity of sunrise and sunset, the cycles of the moon, are as fixed as the resolve of Pholtus to show all creatures the One True Way, a strict path which allows no deviation but gives absolute assurance of rightness. Some followers of the Blinding Light actually claim it is their deity, Pholtus, who ordered the rigid progression of the sun and moon and maintains them in his regimen. Such claims are not regarded as doctrine.

Pholtus appears as a tall and slender man, pale of complexion, with flowing white hair and bright blue eyes from which the fire of devotion to the cause shines forth. He always wears a gown of white, silky material and a cassock trimmed with suns and moons embroidered in gold and silver. In his hand is an ivory staff shod in silver, topped by a disc of electrum that represents the Silvery Sun.

Pholtus' staff, *The Staff of the Silvery Sun*, strikes as a +6 weapon, although it only causes from 3-12 points of damage (plus wielder's strength bonus, if any). Its major powers, however, are in its magic. The staff can shoot forth various forms of lights as if it were a *wand of illumination*. The top, however, can

cause blindness or cure blindness by touch, or shoot forth a pulsing flash of radiation which plays from the infrared, into the visible, and through into the ultraviolet spectrum. This spectrum beam is 8' wide and 80' long. Any creature struck by it must save versus magic or be unable to remove its gaze from the Staff of the Silvery Sun and be subject to each and every command uttered by the holder of the device.

It can also release a globe of great brilliance, an expanding sphere of light which begins from the staff and spreads to a 40" diameter. All within the globe (except Pholtus himself) must save versus magic or become permanently blind. Curing this blindness is possible only by means of the staff, a wish spell, or by a deity able to cure blindness or fulfill another's wish. The spectrum power of the staff is usable 4 times per day, the globe but once per day.

In addition to the usual spells known to a cleric or illusionist of the same level, Pholtus has these spell-like powers:

Dispel darkness: By merely touching any area of magical darkness, Pholtus is able to cause it to instantly dissipate and be unable to return/reform for 8 turns. When this power is

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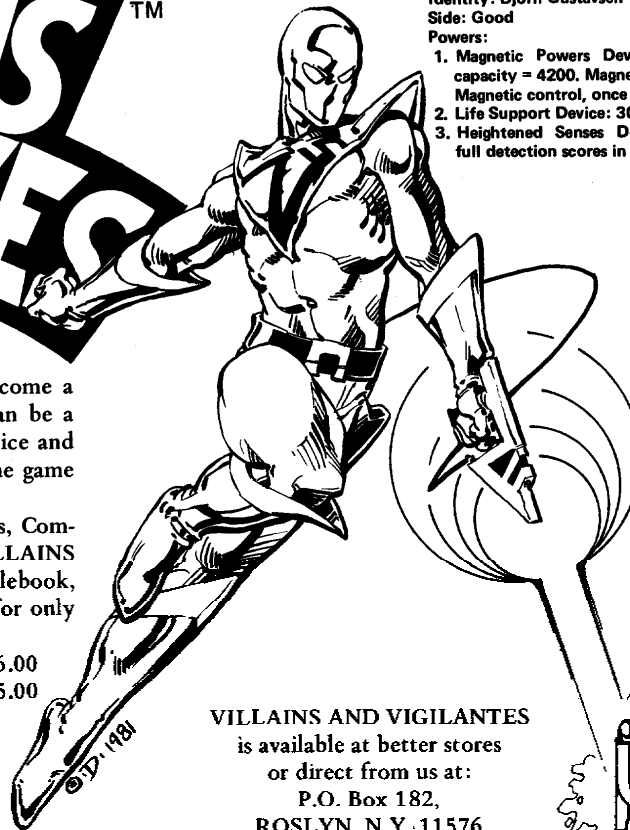
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MAGNETOR: A Swedish electronics researcher who built devices that he might become a champion of justice.

Identity: Bjorn Gustavsen Age: 20
Side: Good Level: 1

Powers:

1. Magnetic Powers Device: 10 charges. Magnetic capacity = 4200. Magnetic blast range = 21" Magnetic control, once achieved, lasts 12 turns.
2. Life Support Device: 30 charges; PR = 1 per hour.
3. Heightened Senses Device: Nightvision goggles, full detection scores in darkness.

Wt.: 160 lbs.
Str.: 14
End.: 13
Agil.: 12
Int.: 14
Char.: 11
Dam. Mod.: +1
Acc.: +1
Hit Pts.: 9
Heal: 1.2
Car. Cap.: 320
Basic HTH: 1d6
Power: 53
Movement: 39"
Det. Hidden: 10%
Det. Danger: 14%
Invent Pts.: 1.4
Inventing: 42%

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used as a cleric spell (see below), it is necessary to have Pholtus' holy symbol and speak his name when using the power. Duration is 4 rounds, +1 round per level of the cleric.

Glow: By pointing, any creature within an 8" distance from the caster will be caused to glow brightly, shedding radiance equal to *light* in a 10" radius, for 8 rounds, no saving throw. If the caster chooses, the glow can spring forth from his (or her) own body, with effects as follows: if the glow comes from the face, the caster has +2 to charisma for the duration of the glow; if it radiates from the eyes, the glow produces *light* beams 40" long with a 4" base diameter. When used as a cleric spell, Pholtus' holy symbol and a 1 segment prayer to the Blinding Light are required. Casting time is 2 segments, and duration is 1 round/level of the caster.

Reflect: By means of a mystic pass and reference to the Blinding Light, Pholtus can cause his body to reflect

all forms of radiation, thus becoming mirror-bright. Gaze weapons are reflected back upon their users, heat has no effect, and even creatures using infravision or ultravision will be struck sightless for 1-8 segments after looking upon Pholtus, unless they save versus magic. If light conditions are very bright, such as in full sunlight, sightlessness will last 2-16 segments. When used as a cleric spell, *reflect* has a duration of 1 round, requires 3 segments to cast, and requires a holy symbol of Pholtus plus the use of crystal prayer beads.

Pholtus can employ each of these powers four times per day. Pholtus otherwise has all of the abilities and powers typical of a lesser deity.

The Ethereal Plane, the Positive Material Plane, and the Prime Material Plane are open to Pholtus, although the deity typically remains on his own plane (Arcadia). He can *gate* in from 1-4 monadic devas to do his bidding.

Following the inflexible example of

their deity, the clerics of Pholtus continually seek to reveal the Light to unbelievers. They will brook no argument, of course, and resisters will be shown the way of the Blinding Light. There are three ranks of this priesthood:

Glimmering: Clerics of levels 1-4; white vestments, *dispel darkness* (as above) as a special spell.

Gleaming: Clerics of levels 5-8; white and silver vestments, glow (as above) as a special spell.

Shining: Clerics of levels 9 and above; white and gold vestments, *reflect* (as above) as a special spell.

Upon a cleric's attaining a certain rank, the ability to use the special spell is gained, and special spells of lower ranks are retained; i.e., a *shining* cleric can use each of the special spells once per day.

The priesthood of Pholtus is at its most active in urban districts. Consecrated buildings are white. Typical services feature many burning candles and long sermons. The anthem of the worshippers is "*O Blinding Light.*"

STANDARD DIVINE ABILITIES

All deities have the following powers and abilities in common, each usable at will:

<i>Astral & ethereal travel</i>	<i>Geas</i>
<i>Comprehend languages</i>	<i>Infravision & ultravision</i>
<i>Continual darkness</i>	<i>Know alignment</i>
<i>Continual light</i>	<i>Levitate</i>
<i>Cure (blindness, deafness, disease, feeblemind, insanity)</i>	<i>Mirror image</i>
<i>Detect (charm, evil/good, illusion, invisibility, lie, magic, traps)</i>	<i>Polymorph self</i>
	<i>Read languages & magic</i>
	<i>Teleport (no error)</i>
	<i>Tongues</i>

In addition, each group of deities has other particular powers and abilities, as described below. A number in parentheses after a listing indicates the times per day the power can be used; lack of a number means the power is usable as often as the deity desires.

Greater Gods:

<i>Anti-magic shell</i> (2)	<i>Protection from evil/good,</i> +3, 30' radius
<i>Command</i> , 4 rd. effect (2)	<i>Quest</i> (2)
<i>Control environment</i> ¹	<i>Remove curse</i>
<i>Cure critical wounds</i> (3)	<i>Remove fear</i>
<i>Death spell</i> (2)	<i>Regenerate</i>
<i>Dispel (evil/good, illusion, magic)</i> (8 each)	<i>Restoration</i> (3)
<i>Fly</i>	<i>Resurrection</i>
<i>Gate</i> (3)	<i>Shape change</i> (3)
<i>Globe of invulnerability</i> (1)	<i>Summon</i> ²
<i>Heal</i> (3)	<i>Symbol</i> (3)
<i>Holy/unholy word</i> (3)	<i>Time stop</i> (1)
<i>Improved invisibility</i>	<i>Trap the soul</i> (2)
<i>Improved phantasmal force</i>	<i>True seeing</i> (5)
<i>Polymorph any object</i> (1)	<i>Vision</i> (1)
<i>Polymorph others</i> (3)	<i>Wish</i> (2)

Lesser Gods:

<i>Anti-magic shell</i> (2)	<i>Polymorph others</i> (2)
<i>Command</i> , 3 rd. effect (1)	<i>Protection from evil/good,</i> +2, 20' radius
<i>Control temperature, 10' r,</i>	<i>Quest</i> (1)
<i>Cure serious wounds</i> (3)	

<i>Death spell</i> (1)	<i>Remove curse</i>
<i>Dispel (evil/good, illusion, magic)</i> (4 each)	<i>Remove fear</i>
<i>Gate</i> (2)	<i>Restoration</i> (1)
<i>Heal</i> (2)	<i>Resurrection</i> (3)
<i>Holy/unholy word</i> (2)	<i>Summon</i> ³
<i>Improved invisibility</i>	<i>Symbol</i> (2)
<i>Improved phantasmal force</i>	<i>Trap the soul</i> (1)
<i>Minor globe of invulnerability</i> (1)	<i>True seeing</i> (3)
	<i>Wish</i> (1)

Demigods:

<i>Anti-magic shell</i> (1)	<i>Phantasmal force</i>
<i>Command</i> , 2 rd. effect (1)	<i>Protection from evil/good,</i> 10' radius
<i>Cure light wounds</i> (3)	<i>Raise dead</i> (3)
<i>Dispel (evil/good, illusion, magic)</i> (2 each)	<i>Remove curse</i> (3)
<i>Finger of death</i>	<i>Remove fear</i>
<i>Gate</i> (1)	<i>Summon</i> ⁴
<i>Heal</i> (1)	<i>Symbol</i> (1)
<i>Holy/unholy word</i> (1)	<i>True seeing</i> (2)
<i>Invisibility</i>	<i>Wall of force</i>
<i>Limited wish</i> (1)	

Notes:

¹ — *Control environment* subsumes both *control temperature* and *control weather*. It actually allows the greater god to adjust the surroundings of his or her immediate environment to suit his or her desire, even if the change is radical. The area of control extends from a 12" radius to a 72" radius depending on how radical the change required is.

² — A greater god can *summon* from one to six creatures of the same alignment as the god, and all of the same type, with the total hit dice of the creatures so summoned not to exceed 40.

³ — The *summon* power of a lesser god can bring from one to three creatures of the same alignment as the lesser deity. Each must be of the same sort as the others summoned. No more than 25 total hit dice of creatures can be so called.

⁴ — For demigods, the *summon* power is limited to one or two creatures of not more than 20 total hit dice. Again, creatures must be of the same alignment and (if more than one is summoned) of the same type.

TRITHERON

(The Summoner)

*Individuality, Self-Protection,
Liberty, Retribution*

Lesser god

ARMOR CLASS: -4

MOVE: 24"

HIT POINTS: 163

NO. OF ATTACKS: 2

DAMAGE/ATTACK: *By weapon type +7
(strength bonus)*

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *+3 or better
weapon to hit*

MAGIC RESISTANCE: 80%

SIZE: M

ALIGNMENT: *Chaotic good*

WORSHIPPERS' ALIGNMENT: *Chaotic
neutral-Chaotic good*

SYMBOL: *Rune of pursuit*

PLANE: *Gladshiem*

CLERIC/DRUID: *9th level cleric*

FIGHTER: *11th level fighter*

MAGIC-USER ILLUSIONIST: *10th level
illusionist*

THIEF/ASSASSIN: *Nil*

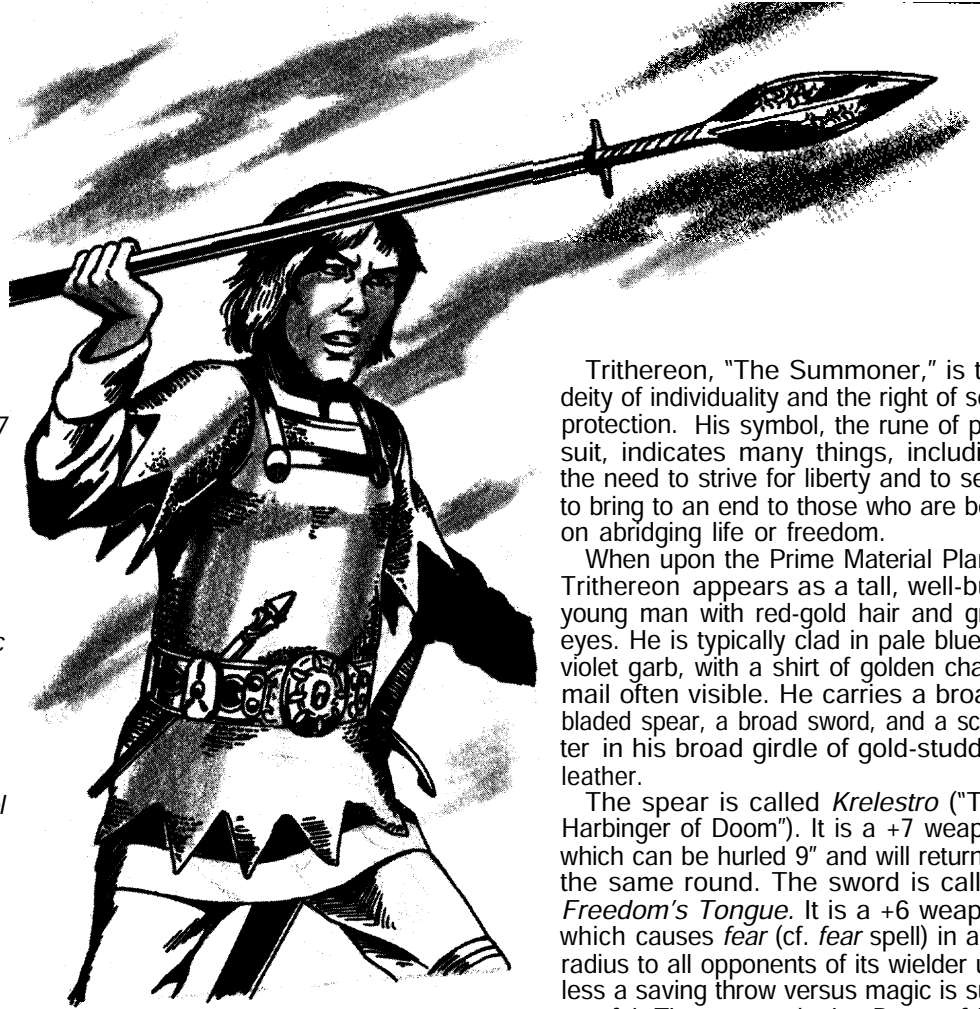
MONK/BARD: *Nil*

PSIONIC ABILITY: *1*

Attack/Defense Modes: *All/all*

S:19 I:19 W:19

D:20 C:19 CH:19



Tritheron, "The Summoner," is the deity of individuality and the right of self-protection. His symbol, the rune of pursuit, indicates many things, including the need to strive for liberty and to seek to bring to an end to those who are bent on abridging life or freedom.

When upon the Prime Material Plane, Tritheron appears as a tall, well-built young man with red-gold hair and gray eyes. He is typically clad in pale blue or violet garb, with a shirt of golden chain-mail often visible. He carries a broad-bladed spear, a broad sword, and a scepter in his broad girdle of gold-studded leather.

The spear is called *Krelestro* ("The Harbinger of Doom"). It is a +7 weapon which can be hurled 9" and will return in the same round. The sword is called *Freedom's Tongue*. It is a +6 weapon which causes *fear* (cf. *fear* spell) in a 3" radius to all opponents of its wielder unless a saving throw versus magic is successful. The scepter is the *Baton of Retribution*. It can locate any enemy, no matter where, unless some extra-powerful magical protection against location exists. The scepter also permits its wielder to summon certain creatures as detailed later. Merely possessing the *Baton of Retribution* allows the possessor to travel to any place on any plane of existence not protected by some magic to prevent such entrance.

When held and wielded, the *Baton* will, upon desire, cause the surrounding area to become a strange place, unfamiliar to those opposing the wielder of the device. Thus, it could be a barren desert of purple rock and green skies, a swamp of milk-colored water with red plants, a featureless plain of gray and black whose ground glows as if it were translucent fire and whose heavens are black and opaque. At each such place, Tritheron must be answered one question truthfully, or else the creature in question will be consigned to the strange world for 100 years, barring some means of escape. This transferral and questioning can occur three times with respect to any individual or associated group.

As "The Summoner," Tritheron is able to call up three creatures, one at a time, to pursue and combat those guilty of enslavement, abridgement of liberty, and similar crimes. Summoning requires but a single round. The three creatures are:

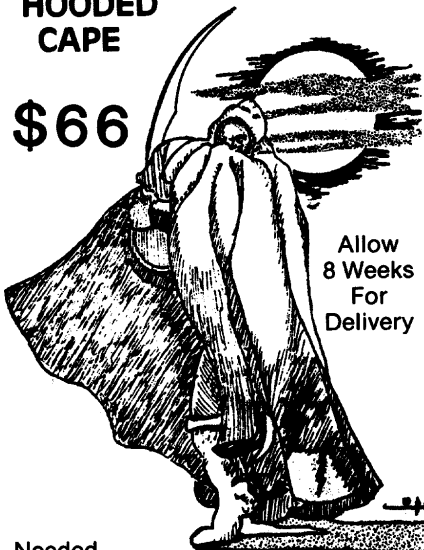
Nemoud the Hound: AC 0; MV 21"; HD 8; HP 64; #AT 1; D 4-16; SA fastens

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bite until destroyed; SD struck only by magic weapons; MR 30%; Int 5; Sz M. Nemoud is an iron-jawed creature that tracks prey as if it were a 20th level ranger. When it attacks successfully, the hound locks its jaws and automatically causes 16 points of damage to its victim each round thereafter. This creature is 80% likely to be undetected. It is never surprised.

Harrus the Falcon: AC 2; MV 3"/30"; HD 9; HP 72; #AT 2 or 1; D 5-8/5-8 or 3-12; SD struck only by magic weapons; MR 40%; Int 6; Sz L. Harrus is a huge bird-like creature with vision better than that of an eagle. It can plummet at twice flying speed, and such attacks add +4 to hit probability and talon damage. After an initial talon attack, the creature uses its beak (1 attack doing 3d4 damage).

Ca'roik the Sea Lizard: AC 1; MV 3"/127"; HD 10; HP 80; #AT 1 or 1; D 3-30 or 2-16; SA overturns small crafts; SD struck only by magic weapons; MR 20%; Int 4; Sz L. Ca'roik is a crocodile-like reptile of some 40' in length. Normal attack is by tail smash, although biting is quite dangerous and often done. The creature is able to upset vessels up to its own length 25% of the time it so attempts, 30' vessels 50% of the time, 20' vessels 75% of the time, and 10' or smaller vessels 100% of the time.

Each of these creatures can be summoned by Trithereon once per day. The summoned creature will follow orders to the best of its ability. If slain in the course of doing so, it will take 1 week to reform on its own plane and so cannot be summoned during that period.

Trithereon is also able to *gate* in one of each type of deva (astral, monadic, and movanic), one per round. This deva-summoning requires one round to effect. It can be performed once per day. He will do so only to combat great evil, of course. He otherwise has powers commensurate with his status as a lesser deity.

Priests of Trithereon wear dark blue or purple robes, silver or gold trimmed. During special ceremonies they wear cassocks of golden red emblazoned with the rune of pursuit. Each has tracking ability as a ranger of one level below his or her cleric level, to a maximum of 8th level tracking ability (for a 9th or higher level cleric). Those of 4th and higher level are permitted the use of spears, and at 8th and higher level clerics of Trithereon can employ broad swords.

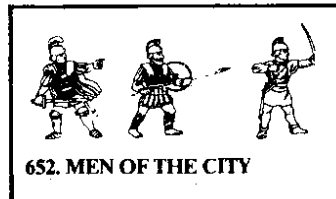
The followers of this deity are common in large towns and cities and in certain states in the Flanaess, notably the Yeomanry and the Shield Lands. Typical services feature ceremonial flames, bells, and iron vessels and symbols of various types.

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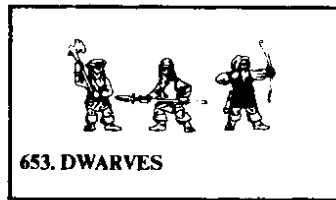
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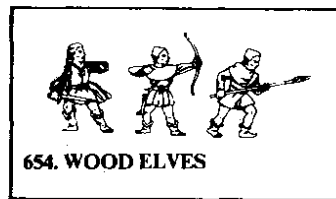
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652. MEN OF THE CITY



653. DWARVES



654. WOOD ELVES



655. ORCS



656. TROLL AND GOBLINS.

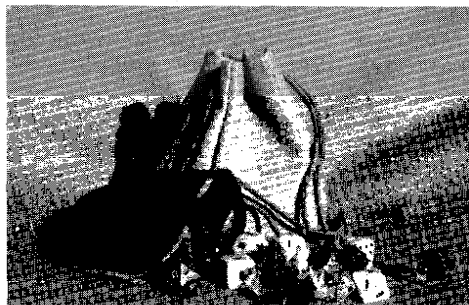
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The Deities & Demigods of the WORLD OF GREYHAWK

by E. Gary Gygax

ISTUS

(Lady Of Our Fate)

Major goddess

Fate, Destiny, Predestination, Future

ARMOR CLASS: -8

MOVE: 12"

HIT POINTS: 377

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 3-12

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: 100%

SIZE: M

ALIGNMENT: *Neutral*

WORSHIPPERS' ALIGNMENT: *Any*

(*Neutral preferred*)

SYMBOL: *Golden spindle with
three strands*

PLANE: *Uncertain*

CLERIC/DRUID: *14th level in each*

FIGHTER: *Nil*

MAGIC-USER/ILLUSIONIST: *24th level
(savant)/14th level illusionist*

THIEF/ASSASSIN: *Nil*

MONK/BARD: *Nil*

PSIONIC ABILITY: *1*

Attack/Defense Modes: *All/all*

S: 15 I: 23 W: 25

D: 21 C: 17 CH: 19

Istus, The Colorless and All-colored, Lady of Our Fate, is honored and feared as the controller of foreordination. While she has relatively few faithful devotees, many persons will call upon Istus in time of want or need. She may or may not heed this call; no one knows. Because fate is so often cruel or unkind, only very cynical or unfeeling persons tend toward service of Istus.

No one knows where (or when) Istus makes her abode. Some savants postulate that there is a nexus linking the other planes of existence to a pocket universe which only she, and her webs of fate, can enter or exit. Istus does certainly make appearances on other planes, including the Prime Material. Sometimes she is an old crone, other times she appears as a noble dame, then again as a lovely lady or even as a shepherd girl. In whatever



form, Istus never bears an obvious weapon, for she is able to employ any object to cause damage. With any such item she will always hit any creature, even another deity, since she controls fate. The damage so inflicted is, however, variable due to the immediacy of such an encounter.

Istus can create and cast strands and webs. This she does one of a kind, at will, once per melee round. Each strand or web has its own powers and effects. Each type has a limited number of usages per day. These strands and webs are:

Strand of Binding: Any creature failing to save versus magic will be as if wrapped in iron chains. This effect lasts for a number of rounds equal to 100 minus the level or hit dice of the creature affected, strength notwithstanding. This power is usable three times per day.

Strand of Cancellation: This strand causes the object struck to become as if it never existed. Only non-living things are affected. Magic items are entitled to a

save at 5% per +1 or equivalent. Artifacts and relics have a 50% and 75% chance to save, respectively, exclusive of the basic percentage chance indicated above; i.e., a +4 artifact sword would have at least a 70% chance to save. This power is usable twice per day.

Strand of Death: The creature (or even a deity) struck by this strand is turned to dust and forever gone, unless a successful saving throw versus magic is made. Magic resistance is, of course, also applicable. This power is usable once per day.

Strand of Hostility: This strand affects any creature failing its saving throw versus magic. The affected creature becomes immediately hostile to all who oppose Istus, because destiny would have it so. Any and all possible actions in defense of Istus will be used by the creature affected, immediately, against former friends or associates, without direction from Istus. This power is usable twice per day.

Strand of Passage: This glowing strand

is unlike the others in that it instantly connects the plane it is on with any other plane Istus desires. It lasts for 3 rounds, and any creature touching it is transported instantly to the connecting plane. The power is usable twice per day.

Strand of Sending: Any character or creature touched must save versus magic or be sent to the time and place in the near future which poses the greatest threat to its freedom of existence. Willing creatures need not save, and Istus can send them to a place of future opportunity. The power is usable three times per day.

Web of Enmeshment: This 30' square net causes all creatures within to become lost in a maze-like space, their vision clouded by mist, and causing them to be filled with apprehension so as to be 50% likely to attack another creature, friend or foe, upon sight. Effective distance within the web is boundless. Sighting distance is 10'. Initial movement is disoriented, and determination of direction is impossible. A victim making a successful saving throw versus magic will be free of the web on the following round. This applies to magic resistance as well, but the latter is checked only initially; if a magic resistance check succeeds, the victim is freed on the following round. Saving throws can be attempted in every round a victim continues to be *enmeshed*. All creatures, even those making a successful saving throw or magic resistance roll immediately, will be *enmeshed* for at least one round. This power can be employed once per day.

Web of Entropy: This invisible web is 30' square and affects all magical energy which is within it or enters it. Each round all magic items so exposed must save as if struck by a *strand of cancellation* or become non-magical. Spells attempted from outside or inside the web have all power drained in the area of the web. This web can be cast once per day.

Web of Stars: When this web is cast, Istus and all within a 15' radius of her are immediately transported to a time-space of unknown type and of boundless proportions. All affected see an infinity of starry space draped with endless nets of silken strands. Distances are distorted, and each step taken moves the individual a vast distance — or so it seems. Any creature more than two "steps" away appears as a glowing star of red, orange, yellow, green, blue, violet, or white. This web is an ultra-dimensional pathway to virtually anywhere or anywhen, provided the way is known. (Istus, naturally, knows the way.) Creatures of supra-genius intelligence can return to their point of origination. Those with greater than supra-genius intelligence can determine the actual location of other points along the web, on a 10% chance per point of intelligence above 20. The web lasts for 1 hour of actual time or 600 "steps" of traveling time. When the web

fades, all creatures return instantly to a random location on their respective home planes, unless they have found and entered some other plane. The "stars" are entryways into other times and planes, but unless the nature of the time/plane is known, these portals are impassable. There is a 1% chance per point of intelligence that any creature with genius intelligence will be able to discover the nature of the time/plane, but it will require 1 turn (100 steps of movement time) to study the portal. Only one attempt per individual is possible for any portal. Istus is able to cast this web once per day.

Istus, and only Istus, can employ a spindle-like instrument to cast strands and webs. Strands can be cast up to a range of 6", webs up to 3", except with regard to the *Web of Stars*. These strands and webs, as well as all spell-like powers of Istus, are cast at the 24th level of ability.

All times and places and planes are known to Istus, and she may move freely from one to another so long as she has her spindle. If it is lost, she will immediately and instantly return to her own plane. The lost spindle will then crumble into powder, and Istus will not control fate, *et al*, for from 30-300 days while she remakes her magical spindle.

Istus can be hit only by +4 or better

TIME ELEMENTAL

FREQUENCY: *Very rare*
 NO. APPEARING: 1; see below
 ARMOR CLASS: 2
 MOVE: 1"
 HIT DICE: 12 or 16 (20)
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 3-12 or 4-16 (5-20)
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: +3 or better
weapon to hit
 MAGIC RESISTANCE: See below
 INTELLIGENCE: *Very — Exceptional*
(Genius — Supra-genius)
 ALIGNMENT: *Neutral*
 SIZE: S
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil
 LEVEL/X.P. VALUE: VIII/3,000 + 20/hp

Time elementals are basically of two sorts, common and noble. Information given in parentheses in the statistics above pertains to noble specimens. Time elementals exist in multiple times, so they are always perceived as small creatures resembling a cloud of fire, dust, or vapor. They usually attack by spraying a fine, powdery substance at opponents. Those hit suffer damage due to cell death (aging).

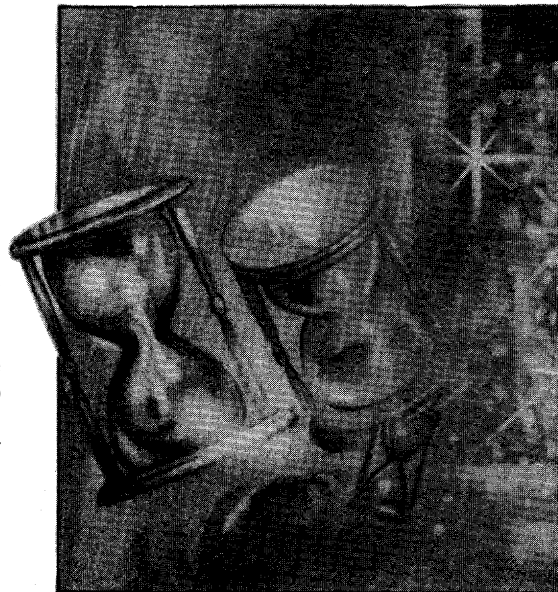
Common time elementals can bring in

weapons. She can never be surprised. Istus can move into the future and back, instantly, once per day. Such movement will restore 30-300 lost hit points. All time-related spells (such as *divination*, *augury*, and *time stop*) are useless when applied to Istus in any manner. She has all the attributes and powers typical of a greater deity. Istus is said to be served by a strange companion, a creature of time similar to an elemental prince (see *Time Elemental*).

Clerics of Istus wear gray robes, or black ones on occasion. Leading clerics have web-patterned formal vestments. Most (80%) of the clerics of Istus are female. Those of 3rd or higher level have the ability to cast one *augury* spell per day without actually "taking" the spell; i.e., it is known in addition to all other spells. Clerics of 7th or higher level gain the ability to cast a *strand of binding* once per day with a 1" range, with aduration of 1 round per level of the cleric. The *binding* can be broken only as a function of strength, with a chance equal to that to *bend bars*. In addition to the holy symbol of Istus, the cleric must possess a hair of at six inches in length.

Centers of worship of Istus are in Dyvers, Greyhawk, Rauxes, Rel Mord, and Stoink. Services include gauze hangings, clouds of incense, woodwind music, chanting, and meditation.

parts of themselves from other times so as to effectively add 1-4 additional creatures, but a hit on any one damages each and every manifestation of the time elemental. Therefore, under attack a time elemental will typically bring its other manifestations to its time locale, gain multiple attacks in that round, and then vanish completely into the time stream in the next round. Since a time elemental



has the power to move forward, backward, or sideways in time (one round worth of such "movement" for each hit die), a time elemental can usually avoid contact or break off contact at will. Unless the avoided party has the ability to likewise travel in time, the time elemental is then absolutely untraceable. (Those able to follow will see a faint trail of haze in the direction of the time elemental's movement.) Similarly, a time elemental can pursue by time movement, 1" additional for each hit die, thus equalling up to a 13" or 17" movement rate. This could put the elemental in front of a fleeing opponent.

All time-related spells are useless within 3" physical distance of a time elemental, and no such spell will affect or reveal anything about a time elemental or its actions. In addition, since these creatures exist across a multiplicity of times, there is only a 10% chance that any spell cast or magic employed against or upon a time elemental will actually function. (To determine this, roll d10 to find the elemental's current center of vulnerability, then a second d10 to see if it matches the first number rolled. If so, the spell or magic works.) Any opponent able to move through time can automatically determine where the time elemental is most vulnerable, so magic or spells used by such an opponent will function properly, although the time elemental is still allowed a saving throw.

Noble time elementals have all the powers of common ones. In addition, each has the power to cast a time stop spell which will affect even time elementals of common sort, age a creature by 1-20 years, make a creature younger by 1-20 years, age non-living vegetable matter by 10-200 years, age mineral material by 100-2,000 years, or move up to 4 other creatures in time (forward, backward, or sideways) randomly, or to a desired locale, singly or jointly, providing the creatures are willing or otherwise

fail to save versus magic. Each of these time stop powers is usable once per round, at will, once per day.

Time elementals seldom appear on any plane but that of Time, because on such planes they feel discomfort and the weight of the forward (or other) motion of time in relation to the plane part of them is manifest upon. Similarly, time elementals can never be conjured, summoned, or otherwise brought into being by any standard means or known spell.

On the Plane of Time there are other creatures dissimilar to the elemental sort. There are also said to be certain royal time elementals of greater power than the noble sort. These creatures rule their fellows and serve certain deities. Royal time elementals have 24 or 28 hit dice, cause like hit points of attack damage (6-24 or 7-28), and have double the number of powers of noble ones. In addition, royal time elementals can *summon* 1-4 common (70%) or 1-2 noble elementals (30%) once per day.

OBAD-HAI

(The Shalm)

Lesser god

Nature, Wildlands, Freedom, Hunting, Wild Beasts

ARMOR CLASS: -2

MOVE: 21"

HIT POINTS: 140 (see below)

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 3-12 +5

(+3, +2 strength bonus)

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: 100%

SIZE: M

ALIGNMENT: *Neutral*

WORSHIPPERS' ALIGN: *Neutral*

SYMBOL: *Oak leaf and acorn*

PLANE: *Prime Material*

CLERIC/DRUID: *9th level cleric/*

15th level druid

FIGHTER: *Nil*

MAGIC-USER/ILLUSIONIST: *Nil*

THIEF/ASSASSIN: *Nil*

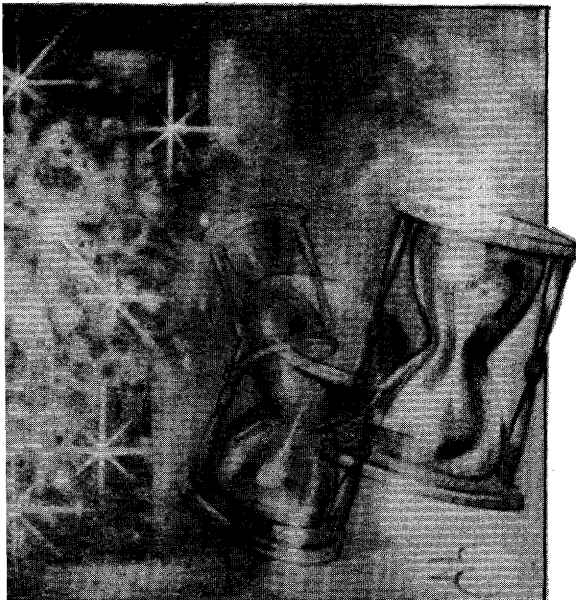
MONK/BARD: *Nil*

PSIONIC ABILITY: *1*

Attack/Defense Modes: *All/All*

S: 18 I: 17 W: 20 D: 18 C: 21

CH: 19 (24 as regards forest creatures)



Obad-hai, "The Shalm," is an archaic deity of nature and wildlands, one of the most ancient known having been worshipped by the Flan prior to the arrival of invading Aerdi.

Obad-hai can appear in human form as a lean, weathered man of indeterminate but considerable age. He is usually clad in brown or russet, carrying a hornwood staff, looking as if he were a pilgrim, hermit, or merely a rustic. At other times he will appear as a dwarf, gnome, or halfling.

The Shalm is also able to assume the form and characteristics of any of the creatures listed below. He can take any allowable new form instantaneously, and can use each form once per week. When he leaves that creature form, the hit points of the creature type accrue to Obad-hai if he is at fewer than 140 hit points, but such transferral never exceeds his maximum 140-point total. The allowable creature forms are: centaur, leprechaun, pixie, satyr, sprite, treant, badger, brown bear, boar, giant eagle, giant goat, giant lynx, giant otter, giant owl, giant pike, giant porcupine, giant stag, and wolf. It is not uncommon for The Shalm to roam about in the guise of any of these creatures.

The *Shalmstaff* is a weapon which delivers a blow as if it were a +3 magic weapon. When it is discarded by Obad-hai it instantaneously flies to the nearest

hornwood tree, where it remains until summoned by Obad-hai (cf. *Drawmij's instant Summons* spell). This staff also allows its bearer to walk tirelessly without food or water for as long as desired. Animals will never harm the bearer. For the bearer of the staff, vegetation will part to allow easy passage.

In any form Obad-hai can be harmed only by +3 or better magic weapons. As is usual for lesser gods, The Shalm can become *invisible*, *polymorph self*, use *detect* and *dispel* abilities, and communicate. He regenerates 2-8 lost hit points per round.

The Shalm loves nature and wilderness. He is a patron of druids and a friend to those who dwell in harmony with their natural surroundings. Characters or creatures who despoil or wantonly harm either animal or vegetable life are his foes. Because of Obad-hai's particular neutrality, and his favoritism toward certain creatures, notably satyrs and centaurs, a rivalry and antipathy exists between this deity and Ehlonna of the Forests. Thus, the majority of Obad-hai's followers are male, and those of Ehlonna are female. (*Editor's note: Ehlonna was described in issue #68 of DRAGON™ Magazine.*)

Clerics who follow Obad-hai are usually druids. A few others are of the normal sort, although they wander as pilgrims in most cases. Such clerics wear

russet garments and carry staves. At third level they may substitute one first-level druid spell for a cleric spell, at sixth level one second-level druid spell for a like level cleric spell, and at ninth level, the same is true of third-level spells. Thus, at ninth level, a cleric of The Shalm can have one each of first, second, and third level druid spells in place of like levels of cleric spells. At twelfth level, such clerics gain the ability to take the form of any small woodland animal or bird. They may use druidical as well as clerical weapons. Druidical clerics likewise get cleric spells/weapons.


Churches or chapels of Obad-hai are always in rustic settings and made of rough timber. Services are brief and not particularly ritualized. Living flowers, earth, water, and fire are typical service adornments.

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The Deities & Demigods of the WORLD OF GREYHAWK

by E. Gary Gygax

BOCCOB

(The Uncaring)

*Neutrality, Magic, Arcane
Knowledge, Foreknowledge,
Foresight*

Major god

ARMOR CLASS: -8
MOVE: 18"
HIT POINTS: 354
NO. OF ATTACKS: 2
DAMAGE/ATTACK: *By weapon type
+2 (strength bonus)*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *+5 or better
weapon to hit*
MAGIC RESISTANCE: 125%
SIZE: *M*
ALIGNMENT: *Neutral*
WORSHIPPERS' ALIGNMENT: *Any
(clerics, neutrals)*
SYMBOL: *Eye in a pentagram*
PLANE: *Concordant Opposition*
CLERIC/DRUID: *Nil*
FIGHTER: *Nil*
MAGIC-USER/ILLUSIONIST: *24th level
in each*
THIEF/ASSASSIN: *Nil*
MONK/BARD: *Nil*
PSIONIC ABILITY: *1*
Attack/Defense Modes: *All/all*
S:18 I:26 W:20
D:22 C:20 CH:20

Boccob, called The Uncaring, is the Lord of all Magics and Archimage of the Deities. Whether or not any worship or serve him seems of no importance to him. Naturally, he is entreated for omens by seers and diviners. Likewise, those seeking new magics are prone to ask his aid. Sages also revere him.

Boccob rarely leaves his own hall, preferring to send his servant, the mad archmage Zagyg (*q.v.*), in his stead. Boccob is always arrayed in garments of purple upon which shimmering runes of gold move and change. He has many amulets and protective devices. It is said that in his palace there is at least one of every magic item (except for artifacts and rel-

ics) ever devised by magic-user or illusionist. The favorite weapon of Boccob is his *staff of the archmage*, combining a *staff of the magi* with a *wand of conjuration*. This device can always absorb 24 spell levels, regardless of its charge.

All planes and times are open to Boccob. He is able to draw either positive power or negative force from the appro-

priate plane so as to strike *fear* into undead creatures or actually deliver a rolling cloud of energy like unto a double strength *wall of fire* as to its area and effects upon them. He can likewise use a net of negative power to affect creatures drawing on the Positive Material Plane.

Boccob neither seeks nor avoids confrontations; he desires balance above alignment, knowledge above all. In combination, these two forces can rend demon or devil, deva or elemental. Once per round the Archimage can cast a *disc of concordant opposition*, a plane of mixed forces which will blast into nothingness any creature under 13 hit dice or less than 50% magic resistance. Those with fewer than 13 levels or hit dice (96 or less hit points if dice are not used) or having less than a 50% magic resistance are destroyed by the 1"-square force web. Those of more than 12 hit dice take 100 points of damage, less magic resistance doubled. Those above 12 levels of experience take 50 hit points of damage, less their magic resistance, less each +1 of protection expressed as 10. Creatures with at least 50% magic resistance are unharmed.

Boccob can be hit only by +5 or better weapons. He has vision of double normal range into all spectrums. He can regenerate 1-4 points of damage per round. No spells of mental control or possession will affect Boccob, nor will *feblemind* or similar magics. He otherwise has the attributes typical of greater deities.

The worshippers of Boccob are spread throughout the Flanaess. His clerics wear purple robes with gold trim; those attaining the 9th level or higher are actually able to handle simple magic items normally usable only by magic-users (*wand of illusion, crystal ball, robe of useful items*, and any similar devices).

Services to honor Boccob involve complex rituals, incense, recital of formulas, and readings from special works honoring knowledge.



ZAGYG

*Humor, Occult Studies,
Unpredictability, Eccentricity*

Demi-god

ARMOR CLASS: -2

MOVE: 18"

HIT POINTS: 121

NO. OF ATTACKS: 2

DAMAGE/ATTACK: *By weapon type
+6 (strength bonus)*

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *+2 or better
weapon to hit*

MAGIC RESISTANCE: 100%

SIZE: M

ALIGNMENT: *Chaotic neutral (good)*

WORSHIPPERS' ALIGNMENT: *Any
(none known)*

SYMBOL: *Rune of madness (insanity)*

PLANE: *Prime Material-Concordant
Opposition*

CLERIC/DRUID: *Nil*

FIGHTER: *8th level fighter*

MAGIC-USER/ILLUSIONIST: *18th level
magic-user / 10th level illusionist*

THIEF/ASSASSIN: *Nil*

MONK/BARD: *Nil*

PSIONIC ABILITY: *III*

Attack/Defense Modes: *All/all*

S:18/00 I:23 W:17

D:22 C:19 CH:18



Zagy, the Mad Arch-Mage and punster, is the sole known servant of Boccob, for the latter recognizes no others except on special occasions. Zagy is mad only in that none but his master seem to be able to fathom his reasoning and sense of humor; few, if any, hold him as their deity.

Zagy will appear in nearly any guise when upon the Prime Material Plane. His actual appearance is said to be unremarkable in a wizardly sort of way. Likewise, his garb is varied to suit the situation, usually dark blue and silver in color.

Being able to employ weapons and devices common to both fighters and magic-users, Zagy is likely to appear with a *vorpil blade* in one hand and a *wand of wonder* in the other. (Note:

Harmful effects of items employed by this being tend to affect not him but his opponents instead. Thus, if Zagy put on a ring of *weakness*, all others within a 1" radius might be affected instead.) He has been known to strike with a padded club, or cast a *haste* spell upon an opponent, however. Somehow, despite his seeming madness, Zagy survives, carries out his assignments, and moves on.

Zagy can likewise travel all planes and is the bane of many. He serves Boccob most carefully, but apparently because of his own will and a desire to retain enlightened neutrality and uncertain humor everywhere.

He otherwise has the attributes and abilities of a demi-god. He can be hit only by +2 or better weapons.

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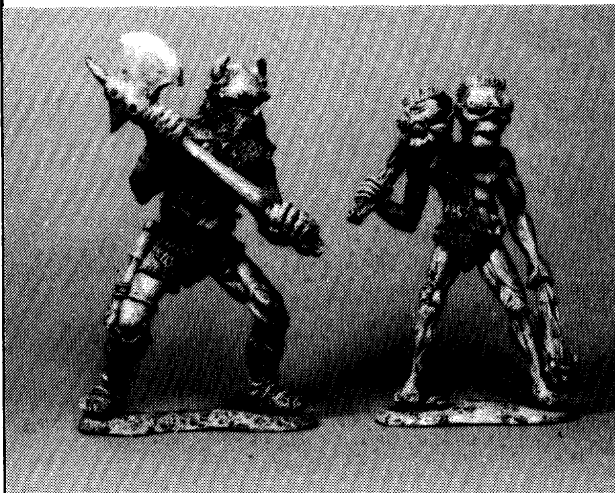
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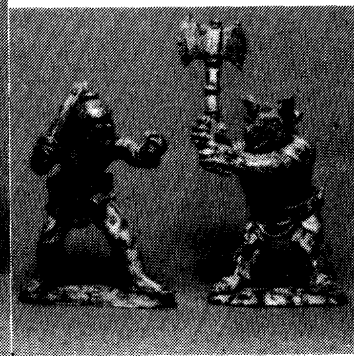
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FF-16



FF-14

FF-17



FF-18

FF-8

FF-1 The Fiend
FF-2 The Lord of Darkness
FF-3 Wraith Rider on Undead Mount
FF-4 Wraith Rider on Winged Mount
FF-5 Winged Demon with Sword & Whip
FF-6 Ghost
FF-7 Ghoul
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OLIDAMMARA

*Music, Revelry, Roguery,
Tricks & Jokes, Wine & Spirits*

Lesser god

ARMOR CLASS: -9

MOVE: 18 (+ special, see below)

HIT POINTS: 199

NO. OF ATTACKS: 3

DAMAGE/ATTACK: By weapon type
+4 (strength bonus)

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: +2 or better
weapon to hit

MAGIC RESISTANCE: 65%

SIZE: M (5½' tall)

ALIGNMENT: Neutral (chaotic)

WORSHIPPERS' ALIGNMENT: Neutral,
chaotic neutral, chaotic good,
neutral good

SYMBOL: A laughing mask

PLANE: Prime Material Plane

CLERIC/DRUID: Nil

FIGHTER: 8th level fighter

MAGIC-USER/ILLUSIONIST: Nil

THIEF/ASSASSIN: 12th level thief

MONK/BARD: 24th level bard

PSIONIC ABILITY: III

Attack/Defense Modes: All/all

S:18/W:17

D:23 C:20 CH:19

Olidammara, the Laughing Rogue, minstrel and miscreant, is the favorite deity of many thieves. Worshipers include bards, jesters, vagabonds, beggars, and common folk as well. He wanders the Prime Material Plane in many guises, stealing from the rich, the haughty, or the evil. Olidammara gives wealth to those without means — often distributing his pilfered gains through high revels. His favorite haunts are city slums or their exact opposite, rural glens and woodlands. Although he always appears young, Olidammara will sometimes disguise himself as a tinker or peddler, sometimes as a foppish wastrel, and frequently as a fledgling sell-sword. He can alter his appearance to suit the situation at hand — short or tall, slender or muscular, plain or handsome. His actual appearance is said to be as follows: middling height, slender build, chestnut hair and beard worn rakishly, complexion with an olive tint, merry eyes of sparkling emerald, much given to laughter and petty tricks. Olidammara wears green and gold as his favorite colors.

Although he wears only a leather vest and high leather buskins, Olidammara has excellent protection due to the enchantments on these garments and a special +6 protection ring he possesses.

Olidammara also possesses a musical stringed instrument of great power. This device, the *Kanteel of the Eldest*, is usable only by bards of the highest level or

by certain other deities. The *Kanteel* has the following magical powers which are usable once per day:

1. Adds 30% to *charm* ability (85% for Olidammara)
2. Allows *charm monster* ability of 25%
3. Cast a *fog cloud* spell
4. Cast a *dispel illusion* spell
5. Cast an *emotion* spell
6. Cast a *major creation* spell
7. Cast a *programmed illusion* spell
8. Cast a *vision* spell (only for the deity)

Olidammara also possesses a mask which allows him to change *self* for as long a duration or as often as he wishes. The mask is not discernible when it is worn.

In addition to the spells normal to his level as a bard, Olidammara can cast the following spells as if he were a 14th level magic-user:

passwall thrice per day
transmute rock to mud twice per

day
telekinesis once per day

When Olidammara was once trapped by Zagyg, the Mad Archmage forced him into a carapaced animal shape as punishment for attempting to steal Zagyg's trove. Even though Olidammara escaped this fate, he retains the ability to create a horny shell on his back. Beneath this cover, the "Laughing Rogue" can use his spells to escape, leaving the shell to cover his getaway. (It is said that he returned to loot Zagyg's treasury, em-

ploying the magical carapace to frustrate the Mad Archmage's capture.) The discarded carapace remains as a hemispherical shell, about 2' wide and 3' long, armor class 3. It welds itself to stone and must be smashed or otherwise destroyed (50 hit points). *Passwall* spells cast under the carapace shell are 2½' x 2' x 40'.

There are few chapels dedicated to Olidammara. They are always located in large towns or cities. Shrines are not uncommon in urban centers and rural areas. There are supposedly two rustic hostels located in the central Flanaess area — one in the Wild Coast, another in the Kron Hills region. Clerics of Olidammara are not uncommon either.

Clerics of this deity are trained to have the ability of *hiding in shadows* so as to be equal to a thief one level lower than their clerical level. They are taught musical skills equal to those of the first level bard when at third level, second level bard at fourth level, and third level bard at sixth and higher cleric level. Finally, clerics of Olidammara gain the ability to *change self* at 8th and higher level, the duration being as if the caster were an illusionist of the same level. They dress in garments of brown, green, green and brown, and green and black. Services include much singing, chanting, feasting, and libations of fermented berry beverage.

Olidammara can be hit only by +3 or better weapons. He *communicates*, *detects*, *dispels*, and becomes *invisible* as typical of a lesser god. ■■■



The Deities & Demigods of the WORLD OF GREYHAWK

by E. Gary Gygax

ERYTHNUL

(The Many)

Lesser god

*Ugliness, Hate, Envy, Malice, Panic,
Slaughter*

ARMOR CLASS: -3
MOVE: 18"
HIT POINTS: 320
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-12 +10 (strength
bonus)
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: +3 or better
weapon to hit
MAGIC RESISTANCE: 75%
SIZE: M (7' tall)
ALIGNMENT: *Chaotic evil*
WORSHIPPERS' ALIGNMENT: *Chaotic
evil*
SYMBOL: *Red blood drop*
PLANE: *Pandemonium*
CLERIC/DRUID: *5th level cleric*
FIGHTER: *15th level fighter*
MAGIC-USER/ILLUSIONIST: *Nil*
THIEF/ASSASSIN: *Nil*
MONK/BARD: *Nil*
PSIONIC ABILITY: *III*
Attack/Defense Modes: *All/all*
S:22 I:16 W:16
D:19 C:22 CH:-4



Erythnul, known as "The Many," is the deity of capricious malice, hate, envy, and panic. His followers include humans and humanoids as well, for Erythnul is said to greatly reward his faithful servants for their fickleness and wickedness. Erythnul stalks battlefields in order to strike fear and rout whenever possible.

This deity appears as a seven-foot-tall, brutal-looking male human. He is rufous of complexion, hirsute, and muscular. Erythnul has mad, darting eyes of dull green color which are horrible to behold. He is typically clad in red fur garments and russet-dyed leather. He carries a huge stone-headed mace. The head of this weapon is pierced so that when Erythnul swings it, the mace gives off a shrieking whistle.

The mace is not a magical weapon *per se*, but any creature hearing its ghastly keening must save versus paralyzation or drop whatever he holds, turn, and run screaming from the area. The area of effect is a 10-foot radius, wisdom bonuses apply to saving throws, and creatures above 12 hit dice or 12th experience level are not affected. Panicked creatures will flee until exhaustion causes them to fall senseless. If they fail to make a roll with 3d6 which is equal to or less than their constitution score, they die of fatigue and shock. (Where constitution is unknown, there is a 1 in 4 chance of death.)

When Erythnul engages in combat, his visage mutates from segment to segment, flowing in form from human to gnoll to bugbear to ogre to troll. This

indicates his special quality of being able to generate servitors from his blood. If Erythnul is stabbed or cut in battle, the blood spilled will immediately generate the creatures listed below. In all cases, these magical creatures never check morale, and they will fight until slain.

1st wound: 5-20 1st level human fighters, with 10 hit points each, armored in red metal (AC 5) and wielding footmen's maces.

2nd wound: 4-16 gnolls, with 16 hit points each, clad in red-lacquered armor (AC 4) and wielding morning stars.

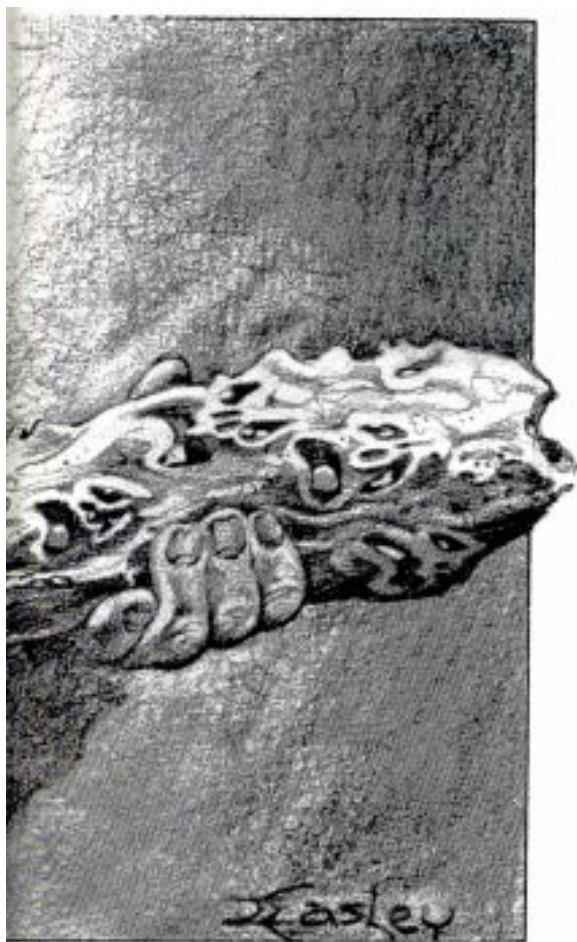
3rd wound: 3-12 bugbears, with 25 hit points each, adorned in plates of red enameled iron (AC 3) and wielding flails.

4th wound: 2-8 ogres, with 33 hit points each, wearing pelts and hides of red fur and hair (AC2) and wielding huge clubs (2-8 hit points of damage +6 points strength bonus).

5th wound: 1-4 trolls, with 48 hit points each, whose coppery skin indicates unusually high armor class (AC 1).

The above occurs only once in a given combat and never more than once per day.

In addition to normal cleric spells, Erythnul can cast a *fear* spell exactly as if he were a 12th level magic-user, except that the spell-like power issues from Erythnul's eyes. The spell can be cast



once per round. If it is used, he cannot otherwise attack, although the spell-like power can be interrupted. He is also able to take the form of a human, gnom, bugbear, ogre, or troll at will, changing form in 1 segment. Erythnul otherwise has all of the powers typical for a lesser god.

Clerics of Erythnul dress in rust-colored garments. Their ceremonial robes are most often white spattered with blood. Masks include stylized visages for each of Erythnul's five aspects. Each cleric above 3rd level is also able to cast a *scare* spell just as if he or she were a magic-user. The spell is in addition to normal cleric spells.

Most places of worship of Erythnul are hidden. Towns and cities will usually have a small cult of his followers amongst

the denizens of the local thieves' quarter. Many gnolls, bugbears, ogres, and trolls worship this deity. Services include shrill reed instruments played in discordant tones, gongs, and drums. Major rites involve fire and a sacrifice.

INCABULOS

Major god

Evil, Plague, Sickness, Famine, Drought, Disasters, Nightmares

ARMOR CLASS: -9
 MOVE: 15"/45"
 HIT POINTS: 383
 NO. OF ATTACKS: 2
 DAMAGE/ATTACK: *By weapon type +2 (strength bonus)*
 SPECIAL ATTACKS: *See below*
 SPECIAL DEFENSES: *See below*
 MAGIC RESISTANCE: 95%
 SIZE: M
 ALIGNMENT: *Neutral evil*
 WORSHIPPERS' ALIGNMENT: *Evil*
 SYMBOL: *Eye of possession*
 PLANE: *Hades*
 CLERIC/DRUID: *18th level cleric*
 FIGHTER: *Nil*
 MAGIC-USER/ILLUSIONIST: *18th level illusionist*
 THIEF/ASSASSIN: *13th level thief*
 MONK/BARD: *Nil*
 PSIONIC ABILITY: *II*
 Attack/Defense Modes: *All/all*
 S:18 I:20 W:20
 D: 25 C: 21 CH: -3 (24 on Hades)

Incabulos is the deity of evil sendings — plagues, sickness, droughts, nightmares, and the like. His major delights are woe and wickedness. Thus, he is feared by even the princes of Hades and dukes of Hell.

Incabulos is so horrible-looking as to make anyone shudder, with his nightmarish visage, deformed body, and skeletal hands. Clad in robes of dead black lined with cloth of sickly orange hue and nauseating moss green, he roams the Astral Plane, Ethereal Plane, and Prime Material Plane, the latter during darkness only. Often he rides a huge nightmare, accompanied by six of the strongest night hags likewise mounted.

In addition to his other abilities and spell powers, Incabulos has a *permanent sleep* spell that takes one segment and which can be removed only by exorcism. He also has a *double strength sleep* spell that requires 2 segments to cast. Either spell is usable once a day.

His normal weapon is a *staff of wounding* (the reverse of *curing*) and *withering*, both of these functions affecting even demons, devils, vegetation, and so forth. The device has no fewer than 60 charges. Incabulos also employs a *sword of venom* (bastard sword) at times.

In time of need Incabulos will summon

aid by *gating* in 4 night hags or else 8 hoardlings. Either arrives at a rate of 1 per round starting on the round the *gate* is opened. Hoardlings willingly serve Incabulos. This summoning of aid can be done once per day for either sort, night hags or hoardlings. (*Editor's note: The hoardling is a new creature type to be described in Monster Manual II. It may be previewed for DRAGON™ readers in a later issue, before Monster Manual II is published.*)

Incabulos can be hit only by +4 or better weapons. He has all the attributes typical of greater deities. He regenerates 2 points of damage per round.

Those who worship and serve Incabulos are most secretive, fearing the wrath of those (even others of evil ilk) who detest what Incabulos stands for. Yet many do call upon this deity, and hidden temples exist in subterranean places and forsaken lands. His priesthood dresses in black, of course, with the *eye of possession* symbol in verdigrised bronze, repeated in dull orange on the robes of higher clerics.

Faithful clerics of 5th and higher level have the ability to cast *hypnotism* as if they were 3rd level illusionists. At 8th level they can cast a *sleep-like* spell by touching the (single) intended victim.

Services to honor Incabulos have weird humming and droning chants as background. Multiple evils are celebrated by the faithful, while flickering black candles dimly light the altar areas. All vessels are of old bronze, carnelian, or bloodstone.



NERULL

(The Reaper)

Major god

Death, *Darkness, Underworld,*
Covert activity

ARMOR CLASS: -6

MOVE: 15"/45"

HIT POINTS: 400

NO. OF ATTACKS: 1 (10'swath)

DAMAGE/ATTACK: 5-30 (save vs.
death magic)

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: 100%

SIZE: M (7' tall)

ALIGNMENT: *Neutral evil*

WORSHIPPERS' ALIGNMENT: *Any evil*

SYMBOL: *Skull and scythe*

PLANE: *Tarterus*

CLERIC/DRUID: *76th level cleric*

FIGHTER: *Nil*

MAGIC-USER/ILLUSIONIST: *16th level
magic-user*

THIEF/ASSASSIN: *16th level assassin*

MONK/BARD: *Nil*

PSIONIC ABILITY: *VI*

Attack/Defense Modes: *Nil/nil*

S:14 I:21 W:21

D:21 C:21 CH:-7

The dreaded Nerull is the Foe of all Good, Hater of Life, Bringer of Darkness, King of All Gloom, Reaper of Flesh. He is the deity of all those who seek greatest evil for their enjoyment and gain.

Nerull appears as a skeletal figure. His body is a dull, rusty-red color. His skull-like head is adorned with thick strands of blackish-green "hair." Nerull's eyes are of lambent green the color of verdigris, as are his teeth and taloned nails. With cowed cloak of rusty black and staff of red-veined sablewood, Nerull stalks the many planes — particularly the Prime Material when it is shrouded by night. This horror will cut down any living creature encountered, and send an undead monster howling off to its doom should it be of lawful bent.

The staff Nerull bears is a magical scythe which only he can employ. At his whim a huge blade of reddish-hued force appears at the tip of the shaft. Equal to a +5 weapon in hit probability, the "Life Cutter" causes instant death unless the victim struck saves versus death magic. Even so, the weapon still inflicts 5-30 points of damage, which cannot be magically cured save by a *heal* spell or similar high-level curative. Double damage is done to victims that draw energy from or are of the Positive Material Plane, magic resistance (if applicable) withstanding.

The scythe sweeps a path 10' long and 2' broad in an arc of about 180° before Nerull. All creatures therein, including

those in astral, ethereal, or even gaseous form, are subject to death or damage. Undead struck by the scythe blade have their negative energy drained unless they likewise save versus death magic. Damage is inflicted if a save is made. If the saving throw fails, the undead turns to powder and its force goes to Hades, Gehenna, Hell, etc., as appropriate. Nerull is also fond of carrying and using such evil magic items as a *necklace of strangulation, bag of devouring, rug of smothering*, etc. He employs them as would an assassin, silently, from behind.

In addition to the powers normal to a deity of major status, Nerull has the ability to *summon* 3 demodands of greatest strength. He will do so at any time their aid or services are perceived as useful to him. The *summons* takes but 1 segment, and the demodands will appear within 1-8 segments thereafter. The demodands

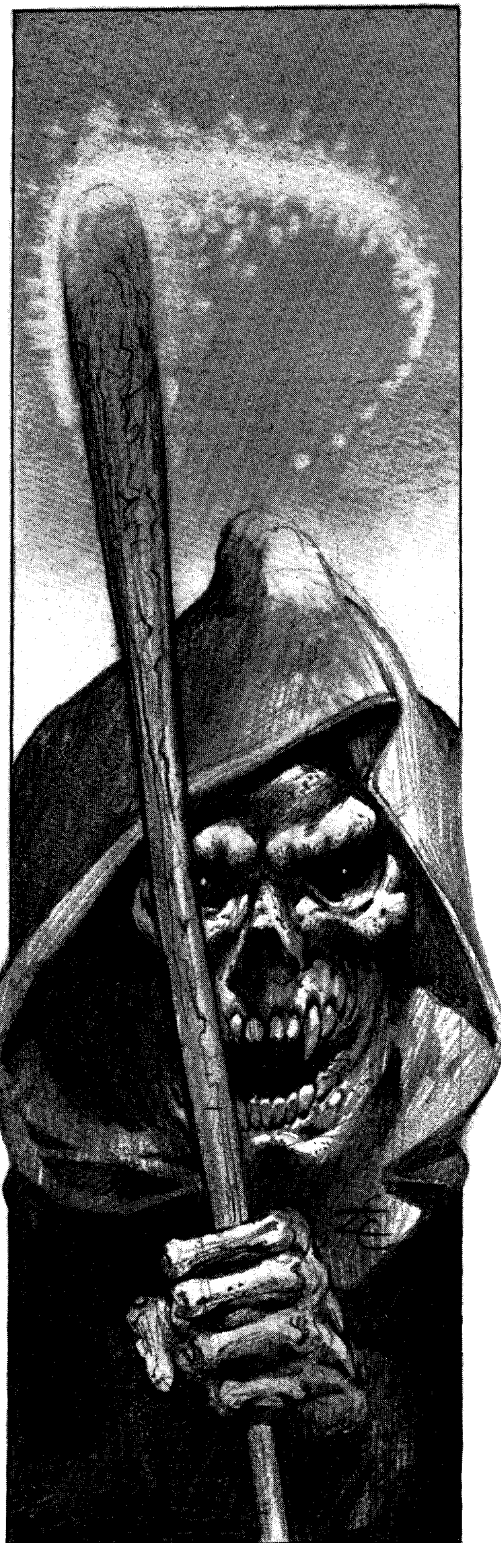
Many humans of evil nature pay homage to Nerull. . . . The litany is ghastly, being of death and suffering.

will instantly obey Nerull, or attack obvious foes, for although they hate Nerull, their fear of him outweighs all other considerations. (*Editor's note: The demodand is a new creature type that will be described in Monster Manual II. It may be previewed for DRAGON readers in a later issue prior to the release of that volume.*)

Nerull is also able to cast an *ebony tendrils* spell. This magic creates a 10' diameter clump of blackness within 2" of Nerull. From this shoot forth 4 tendrils which elongate 10' per round. Each covers a quadrant and will grasp any creature within range. Touch causes death unless a saving throw versus spells is successful. Magic resistance must fail first, of course, if applicable. Each surviving victim will still be grasped and entwined by a tendril. From 3-18 points of corrosive damage will be inflicted each round until the tendril is destroyed by *holy water*, a *bless* spell, or *dispel evil*. The *ebony tendrils* spell lasts 1 turn. Nerull is able to employ it once per day.

Nerull can travel any of the Lower Outer Planes, the Astral and Ethereal Planes, and the Elemental and Prime Material Planes as well. However, 90% of the time he does not venture from Tarterus save to wreak havoc on the Prime Material Plane. Nerull flies merely by so desiring, so he not only tends to travel alone but seldom uses any form of steed.

All of his senses, including infravision and ultravision, are of double human (or standard) norm, so Nerull cannot be



surprised except by some extraordinary means. Magical darkness or various clouds that obstruct vision do not do so with regard to Nerull. He can be struck only by +5 or better magic weapons.

Many humans of evil nature, and some humanoids as well, pay homage to Nerull. Assassins and thieves often regard this deity as a patron. In wicked lands, temples and cathedrals of Nerull are openly operated. In other places the rites of Nerull are conducted in subterranean shrines and sacred vaults. His clerics dress in rust-red or blackish-rust

garments, carry staves, and somewhere bear the unholy skull and scythe symbol. Clerics of 1st through 4th level are trained to use sickles as weapons (equal to a dagger in damage). Clerics of 5th and higher levels can employ scythe-like pole arms (treat as a hook-fauchard). All of Nerull's clerics are trained so that they can be surprised only one-half as frequently as other persons (roll d12; 1 or 2 equals surprise).

The worship of Nerull is done in full darkness. The litany is ghastly, being of death and suffering. Human sacrifice is common. Altars are of rusty-colored stone. Service pieces are usually of copper and malachite:

RALISHAZ

(The Unlooked For)

Lesser god

Chance, Randomness, Bad Luck, Misfortune, Madness

ARMOR CLASS: 0 to -6 (check each appearance)

MOVE: 15"-30" (check each appearance)

HIT POINTS: 140 + 5-50 (check each appearance)

NO. OF ATTACKS: 1-4 (varies each round)

DAMAGE/ATTACK: 1-20 +2 (strength bonus)

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: 71%-90% (check each time)

SIZE: M (5' tall)

ALIGNMENT: Chaotic (evil)

WORSHIPPERS' ALIGNMENT: Any, but usually chaotic

SYMBOL: Three bone sticks

PLANE: Limbo

CLERIC/DRUID: 18th level cleric

FIGHTER: Nil

MAGIC-USER/ILLUSIONIST: 9th level illusionist

THIEF/ASSASSIN: Nil

MONK/BARD: Nil

PSIONIC ABILITY: II

Attack/Defense Modes: All/a//

S: 18 I: 20 W: 20

D: 19 C:20 CH: 8 (-1)

Ralishaz is the deity of chance, ill luck, and misfortune. He is looked to as the one who causes unforeseen events which bring woe more often than weal. He is also the deity of chance and randomness and so is regarded as the patron of gamblers and those who take unusual risks (although his intercession is unlooked for).

Ralishaz most often appears on the Prime Material Plane as an ancient and oddly dressed mendicant — sometimes

male, sometimes female. Ralishaz will beg or gamble in this guise. At other times he will appear as a jester or idiot. In his (or her) true form, Ralishaz is quite awful to behold, for at one moment the face and body of the deity are handsome, the next wrinkled and ugly — first that of a scabby beggar, then that of a beautiful maid. During all these changes, an aura of unease pervades, for the randomness of Ralishaz is most disturbing to all.

The only weapon Ralishaz ever uses is of wood — sometimes a club, other times a staff; both are actually the same item. The weapon is the equivalent of a +3 weapon, but it does 1-20 points of damage when it hits.

In addition to the powers normal to an 18th level cleric and 9th level illusionist,



Ralishaz has the following powers, no saving throw applicable (but magic resistance withstanding):

Gaze: acts as a sleep spell for 1-20 rounds (1 creature/round, 10' range)

Touch: ages subject 1-100 months (1/day)

Curse: variable effect (1 creature, 1/day):

1. Always lose games of chance.
2. Miss next luck opportunity (save or similar chance).
3. Two abilities of unequal rating change places with each other.
4. Always surprised during the next (1-20) encounters.

Ralishaz can be hit only by magic weapons. The "plus" value of weapon

necessary varies from day to day, by chance, from a +1 weapon to a +4 weapon (roll d4). Also, Ralishaz can sometimes reverse the effects of attacks. There is a 1 in 20 chance that an attack affecting the deity will actually affect the attacker, and there is a 1 in 20 chance that both Ralishaz and the attacker will be affected equally. He otherwise has the powers typical of a lesser god.

Clerics of Ralishaz . . . never seem to suffer misfortune or ill luck — unless it is very, very bad indeed.

Few persons formally worship Ralishaz, although there are a handful of small shrines and temples in large cities and out-of-the-way places. Clerics of Ralishaz wear varicolored robes of differing materials. At 3rd-6th level (roll d4 for each individual), clerics of this deity gain the ability to *sleep* by gaze, 1 use per day, saving throw applicable. It is noteworthy that these clerics never seem to suffer misfortune or ill luck — unless it is very, very bad indeed. The ceremonies of worship of Ralishaz involve random notes on musical instruments, babbling paeans, the frequent casting of augury devices, and wildly varying conditions of light and darkness, noise and quiet, heat and chill.

WASTRI

(The Hopping Prophet)

Demi-god

Bigotry, Self-Deception, Amphibians

ARMOR CLASS: -3

MOVE: 18" (3" hop)

HIT POINTS: 129

NO. OF ATTACKS: 2

DAMAGE/ATTACK: *By weapon type +2 (strength bonus) or 2-12/2-12 (open hand)*

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *+1 or better weapon to hit*

MAGIC RESISTANCE: 50%

SIZE: *M*

ALIGNMENT: *Lawful neutral (evil)*

WORSHIPPERS' ALIGNMENT: *Lawful neutral-lawful evil*

SYMBOL: *Gray toad*

PLANE: *Prime Material*

CLERIC/DRUID: *15th level cleric*

FIGHTER: *Nil*

MAGIC-USER/ILLUSIONIST: *Nil*

THIEF/ASSASSIN: *7th level assassin*

MONK/BARD: *8th level monk*

PSIONIC ABILITY: *VI*

Attack/Defense Modes: *Nil/nil*

S: 18 I: 10 W:20 D: 22

C: 19 CH:2 (20 as respects amphibians)

Wastri, the Hopping Prophet, Hammer of Demi-humans, dwells on the Prime Material Plane (now in the region of the Vast Swamp). It is he who preaches the ultimate superiority of humankind. While humanoids can serve, demi-humans are fit only to be slain — especially dwarves, gnomes, and halflings. These, with the aid of his gray-clad "Servants," he hunts with his toad packs and exterminates whenever possible.

Wastri has somehow mutated to become both less and more than human. He is unmistakable due to his batrachian features and odd gait. Yet he can move quickly enough, and can hop for considerable distance with ease and accuracy. He wears no armor, relying on his speed and agility. Wastri dresses in parti-colored clothing of gray and dull yellow. Wastri is renowned for his great glaive-guisarme, a pole arm of +4 magical property with which he harries his prey, especially loving to catch small demi-

Wastri can cast a warts enchantment which will cover the victim with huge, knobby warts unless a save versus magic is made.

humans on its long end spike. (Damage is 2-8 +4 +2 vs. S/M, 2-12 +4 +2 vs. L.)

In addition to his normal attacks and cleric spells, Wastri can utter a *croak* which will *confuse* (as a *confusion* spell) all creatures within a 4" radius who hear the sound unless a save versus magic is made. Wastri can in 1 segment cast a *warts* enchantment which will cover the victim with huge, knobby warts unless a save versus magic is made. The *warts* make it difficult to grasp any weapon (50%/round probability of dropping), and the charisma of an affected victim drops to 3. The affected individual must also save versus poison or fall into a dejected state similar to paralysis for 2-12 rounds. Finally, Wastri can in 1 round cast a *dampness* spell over an area of a square mile. The dweomer reduces archery range by one-half, limits visibility to 6", extinguishes normal fires in 1 round, and reduces the effects of magical fires by one-half. The foggy *dampness* spell lasts for 5-60 rounds. Each spell-like power — *croak*, *warts*, *dampness* — can be used once per day. He otherwise has powers typical of a demi-god.

Wastri can speak with any amphibians, commanding them as he wishes. He is able to *summon* any or all of the following creatures, 1 group per turn, once each per week: 10-40 bullywugs, 5-20 giant toads, 2-8 poisonous toads, and 1-4 ice toads.

The creatures will appear 1 round after summoning. Each individual will be of largest size, have +1 hit probability and +1 damage.

Under usual circumstances Wastri is always accompanied by his "Immaculate Image" (a cleric/monk of 12th/6th level who hops as he does), three "Greater Servants" (clerics of 9th to 12th level), and a pair of huge toads (AC 5; HD 5; HP 40; D 4-16).

At the Sacred Polystery, the Hopping Prophet has scores of "Hopefuls" — those attempting to become his clerics. There are also dozens of "Lesser Servants" — clerics of 1st through 4th level. Hopefuls are dun clad. Lesser Servants are robed in gray. All help to breed and maintain superior toads. It is rumored that some of the monsters they breed appear remarkably human, just as some of Wastri's followers appear toad-like. Clerics of Wastri above 4th level are able to use a *jump* spell (*cf.* the magic-user spell) once per day, at a level of efficacy equal to that of a magic-user of the same level. All these clerics can speak with amphibians as well.

Worship of Wastri is not common, although it has supposedly spread to the Hool Marshes and possibly elsewhere. Ceremonies honoring Wastri involve sacrifices, strange musical instruments, and croaking chants. All places of worship are dim, dark, and chilly. The credo of human superiority and exaction of rights and duties are always stressed. ✕



GREYHAWK'S WORLD.

When our editors were going over the manuscript for *The Land Beyond The Magic Mirror* (module GC S8/X2), the question arose: Just who were Murlynd, Keoghtom, and Heward? I replied that they were "personages" — above the status of important characters, by and large, but not quite demi-gods and certainly not heroes. They are, in fact, *quasi-deities*, and I have named them such forevermore! In Greyhawk's World there are quite a number of such, but only Heward, Keoghtom, and Murlynd are currently placed so as to interact with player characters. The inactive list includes Daern, Johydee, Nolzur, Quaal, and Tuerny. Characters of personage status such as Bucknard (NPC), Mordenkainen (my own), Otiluke (NPC), and Tenser (PC), to name but a few, are not as powerful and broadly endowed as are the quasi-deities.

Because "retired" characters will occasionally come into play, and the action can lead to more experience and power, I am presenting the three active quasi-deities of Greyhawk's World for DM and player alike to inspect and assess. At least one was once actually a player character, by the way. Using these three as guidelines, it should not prove too difficult for the DM to act to bring very special "retired" player characters, and possibly some of your most successful NPCs too, into the realm of the quasi-deity. By means of dual-class work, special situations, successful questests, and the completion of defined tasks, the former PCs can be elevated to the new status.

It is very important that quasi-deities be kept in tight control by the DM. Even though they might have once been the characters of game participants, their exalted status now moves them to different realms. Until such time as the campaign has developed sufficiently to allow the free interaction of characters of such power, the DM must control quasi-deities, just as other deities and their ilk are the province of the DM.

All that said, here are Heward, Keoghtom, and Murlynd. Because the personages of Mordenkainen, Bucknard, *et al*, are actively used or played in my campaign, I cannot give details of their power

and possessions. Suffice it to say that their status is something less than that of the quasi-deities. As usual, if you have pertinent comments, please pass them on to me. I probably will not be able to reply, but all such information is noted and might well affect the course of the further development of the AD&D™ game system!

HEWARD

(Quasi-Deity)

ARMOR CLASS: -3
 MOVE: 15"
 HIT POINTS: 96
 NO. OF ATTACKS: 2
 DAMAGE/ATTACK: *By weapon type*
 SPECIAL ATTACKS: *See below*
 SPECIAL DEFENSES: *See below*
 MAGIC RESISTANCE: 50%
 SIZE: *M (6' tall)*
 ALIGNMENT: *Neutral (good)*
 WORSHIPPERS' ALIGNMENT: *n/a*
 SYMBOL: *n/a*
 PLANE: *Prime Material (principally)*
 CLERIC/DRUID: *Nil*
 FIGHTER/PALADIN/RANGER: *Nil*
 MAGIC-USER/ILLUSIONIST: *10th level*
in each
 THIEF/ASSASSIN: *Nil*
 MONK: *Nil*
 BARD: *20th level*
 PSIONIC ABILITY: *VI*
Attack/Defense Modes: Nil/nil
 S:18 I:20 W:8
 D:17 C:18 CH:11 CO:11

Heward is of indeterminate age, appearing both young and old at the same time. He is athletic and strong, quick and lively. Although his pate is bald, Heward has a luxurious moustache and small beard of sandy brown. His forehead is wrinkled, but his cheeks are rosy and fresh. Heward always wears shabby garb or finery which is old and out of fashion (thus actually creating a style all his own, and a quite remarkable one at that). Although distinctive, Heward has the

power to be quite unnoticeable when he so desires, simply by willing it; no magic aura betrays this anonymity.

Because of his non-aggressive philosophy, Heward seldom carries any major weapon. Usually he will have only a +3 *hornblade* knife and possibly a *magic quarterstaff* +6. He is able to use any weapon permitted to magic-users, bards,



or illusionists without non-proficiency penalty, but Heward dislikes so doing, for he favors passive defense unless severely threatened.

Similarly, Heward is uncomfortable with protective devices, although he does employ a special herbal mix which bestows an armor class of 0 to his body; this, coupled with his dexterity, gives him his usual AC -3 rating. In addition, Heward possesses a +3 "*luckstone*" which gives the usual benefits on dice rolls.

In addition to his magical powers, Heward is able to employ any standard musical instrument to enhance his bard skill. Obvious exceptions are single-note

BY
E. GARY GYGAN

horns and drums, but other instruments of brass, percussion, or woodwind classification are included with the typical stringed instruments of bardic nature.

Heward's magical resistance is of the uniform sort, applicable evenly to all sorts of spells. Heward understands the arcane art of technology, and is particularly adept with mechanical items. His domicile is reputed to have many devices of occult nature — engines, clockworks, and other sorts of incomprehensible things. These devices, as well as golem-machines, are said to serve in many ways in his strange stronghold.

The domicile of Heward is nondescript on the exterior. It extends into many extra-dimensional spaces, so its interior actually contains all manner of rooms and spaces — from cramped lofts to a grand auditorium with a great organum, including open gardens and spacious parks. This domicile is a nexus which touches parallel worlds, many planes, and the dimension of time.

Heward will always have various pitch pipes and tuning forks with him. The powers of these instruments are basically twofold: One will provide defensive magical effects, the other is for movement to other planes. By using any two or more in combination, he is able to create music of bardic sort which can charm and cast various druid-type spells.

Although Heward is most probably encountered alone, there is a 20% chance he will be in company with 1 (80%) or 2-3 of the following: Celestian (DRAGON #68), Fharlanghn (#68), Zagyg (#69), Keoghtom, Mordenkainen, and Murlynd.

KEOGHTOM

(Quasi-Deity)

ARMOR CLASS: -8

MOVE: 24"

HIT POINTS: 77

NO. OF ATTACKS: 4

DAMAGE/ATTACK: *By weapon type*

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: 77%

SIZE: *M (5½' tall)*

ALIGNMENT: *Neutral (good)*

WORSHIPPERS' ALIGNMENT: *n/a*

SYMBOL: *n/a*

PLANE: *See below*

CLERIC/DRUID: *14th level cleric*

FIGHTER: *Nil*

MAGIC-USER/ILLUSIONIST: *18th level/16th level*

THIEF/ASSASSIN: *Nil*

MONK: *10th level*

BARD: *20th level*

PSIONIC ABILITY: *VI*

Attack/Defense Modes: *Nil/nil*

S:12 I:19 W:18

D:20 C:15 CH:16 CO:13

Keoghtom appears as a young, slightly

built man, typically arrayed in green garb of elven sort or else resplendent in silken finery. Of course, he can use magic to alter his appearance, but he seldom does so.

Being quick of movement and deadly of aim, Keoghtom usually bears a short bow and a short sword. He is adept with both and has the following bonuses "to hit" and damage:

	Dexterity	Expertise	Total
Short bow ¹	+3/-	+2/+2	+5/+2 ¹
Short sword	—	+2/+4	+2/+4

¹ — Bonus applies at all ranges, and damage is doubled at point blank and short range.

Although Keoghtom does not use spells as a deity does, he is not subject to the usual restrictions of class, either. He is able to use weapons, spells, and various abilities of professional sort in complete freedom. Thus, Keoghtom combines the abilities of many classes, and he can employ whatever weapon suits him without incurring a non-proficiency penalty. Likewise, any sort of

armor can be worn, although Keoghtom typically wears magical bracers (AC 2), a cloak of *blending* and *displacement*, and a *ring of protection* +4. (This gives him AC -4 without dexterity bonus, AC -8 when dexterity is included.)

It need not be said that Keoghtom knows virtually all spells, and in addition he has several unique to himself.

One of the major powers of Keoghtom is his uniform magic resistance. That is, the 77% applies to all spells, whether cast by a 1st level individual, an archmage, or some deity.

Keoghtom seldom, if ever, sets foot on the Prime Material Plane, although he once dwelled there. He now roams the Astral and similar planes or visits those extra-dimensional planes which are the homes of certain of his associates, such as Murlynd. Keoghtom is also on good terms with such deities as Celestian and Zagyg, and will occasionally be found in their company.

The number of usual and special magic items and devices possessed by Keoghtom is vast. He will usually be equipped with the following items, in addition to those mentioned previously: +3 *arrows*, *arrows of slaying*, a +5 *sword*, a magic ring, a magic rod or staff, a device for planar travel, a device to warn of danger, a device to hold many spells, and a device to speak and read many tongues. Since Keoghtom is basically non-hostile, these items he carries are usually used for self-protection or beneficial reasons. Keoghtom does not initiate aggression, although he is not loath to answer in kind if attacked.

Those persons particularly interested in associations and relationships have noted the following interrelationships between Keoghtom and certain others: Zagyg and Keoghtom are great friends, as are Keoghtom and Murlynd. Zagyg is related to Heward by some distant kinship, and Heward and the arch-mage Mordenkainen are likewise kin. Heward often visits Mordenkainen, who, in turn, is known to be close to both Keoghtom and Murlynd. Celestian is an associate of Keoghtom and is on good terms with Zagyg.

This set of relationships yields the following possible groupings involving Keoghtom:

Zagyg & Keoghtom
Keoghtom & Murlynd
Zagyg, Keoghtom, & Murlynd
Keoghtom, Murlynd, & Mordenkainen
Zagyg, Keoghtom, & Mordenkainen
Keoghtom, Heward, & Mordenkainen
Zagyg, Keoghtom, & Heward
Celestian & Keoghtom
Celestian, Keoghtom, & Murlynd
Celestian, Zagyg, & Keoghtom

If one assumed that Keoghtom would be encountered alone half of the time, group encounters fill the balance, with accompanying deities being less likely than other associate groups.



MURLYND

(Quasi-Deity)

ARMOR CLASS: -2

MOVE: 12"

HIT POINTS: 135

NO. OF ATTACKS: 2 (both hands)

DAMAGE/ATTACK: By weapon type

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: 35%

SIZE: M (6' tall)

ALIGNMENT: Lawful (good)

WORSHIPPERS' ALIGNMENT: n/a

SYMBOL: n/a

PLANE: Special; see below

CLERIC/DRUID: Nil

FIGHTER: 12th level paladin

MAGIC-USER/ILLUSIONIST: 12th level
in each (see below)

THIEF/ASSASSIN: Nil

MONK: Nil

BARD: Nil

PSIONIC ABILITY: I or VI

Attack/Defense Modes: All/all

S:18/76 I:18 W:15

D:16 C:18 CH:14 CO:17

Murlynd is a true character. His face is bold and handsome, his eyes deep and penetrating. His nature is seemingly rugged, independent, taciturn. His broad, muscular frame is typically clad in garments of another time and world, that of the "Old West." His waist is girdled by a leather belt containing weapons of technology as well as a +6 dagger. Although appearing aloof and aggressive, Murlynd is actually quite gregarious, loquacious, and gentle . . . unless provoked.

As noted, Murlynd is prone to carry technological weapons (variously called "45s", "six shooters", and "hog legs") which he is able to employ in both his left and right hands. His special aura enables these devices to function even on Oerth, for instance. Each weapon sends forth three missiles per round, if he so desires. These projectiles will strike even the most powerful of magical creatures and inflict 2-8 points of damage when they hit. The range of these arcane weapons is the same as the range of a light crossbow. Murlynd has a +4 *dancing holy sword* (broadsword) which he usually carries on his warhorse or strapped on his back. He is able to use a weapon in either hand, so in combat Murlynd might use his arcane projectile weapons one round, then draw sword and dagger, and eventually cast a spell or use some other device while his broadsword "dances."

Murlynd's basic magic resistance is of the uniform sort which applies equally to spells or spell-like powers used by anyone from a 1st level character to a deity.

When casting spells, Murlynd is prone to intermix technological terminology with his incantations, sometimes with surprising results. Thus, in casting a



stinking cloud or *wall of fog* spell he might conjure into being a strange engine which gushes forth the desired result, but for far longer and over a greater area than desired. He is known to have cast *burning hands* in such a way that he made a device which spewed forth liquid fire — but at another time he conjured a *fireball* of paper which burst harmlessly. Because he is insensitive to differences in hue, Murlynd's spells which are color-based or color/employing in nature are often quite bizarre in effect, and are known to be linked with technological devices which send forth the hues. Because of this technological admixture, it is sometimes possible for Murlynd to cast more than one spell in a round, since the initial dweomer is provided, in part, by the art of science!

Because of his dabbling in science and technology, Murlynd is often unsure of his psionic abilities. Therefore, there is a 50% likelihood that he will be unable to use his abilities when he might want to call on them. But when in this condition, he is immune to psionic attacks from others. When he is able to employ them, Murlynd has the following psionic disciplines: *animal telepathy*, *clairvoyance*, *hypnosis*, *molecular agitation*, *object reading*, *precognition*, *sensitivity to psychic impressions*, *aura alteration*, *dimension walk*, *energy control* (fire), *ethe-*

realness, *probability travel*, *shape alteration*, and *telekinesis*. He uses minor powers at 12th level, major ones at 10th level.

Since he is rather unusual, and because he dabbles in questionable areas, Murlynd is generally unpopular with those of his sort. He is, in fact, shunned by most. His abode is divided between several special dwellings on various planes or extra-dimensional areas. He moves about from place to place on a whim, staying for days or years as suits his mood.

Murlynd is alone about 60% of the time. At other times, he will be in the company of 1 or more of the following: Heironeous (DRAGON #67), Heward, Keoghtom, Mordenkainen, and Zagyg.



The next example is that of a quasi-deity taken one step further along the road to greater power — demi-deityhood. This example, Kelanen, happens to be one which I devised (with assistance from Francois Marcela-Froideval). It demonstrates, however, the principle of advancement of power. The devotion and single-purpose nature of Kelanen is likewise a good model for player characters who desire to develop a "cause" and direct their power along a single path.

KELANEN

Hero-Deity —
"The Prince of Swords"

ARMOR CLASS: -5

MOVE: 18"

HIT POINTS: 159

NO. OF ATTACKS: 2

DAMAGE/ATTACK: *By sword type (and see below)*

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: 100%

SIZE: M (6' tall)

ALIGNMENT: *Neutral*

WORSHIPPERS' ALIGNMENT: *Any*

SYMBOL: *Nine swords in starburst*

PLANE: *See below*

CLERIC/DRUID: *Nil*

FIGHTER: *20th level fighter*

MAGIC-USER/ILLUSIONIST: *5th level in each*

THIEF/THIEF-ACROBAT: *10th level thief-acrobat*

MONK: *Nil*

BARD: *Nil*

ASSASSIN: *Nil*

PSIONIC ABILITY: *VI*

Attack/Defense Modes: *Nil/nil*

S:18/00 I:17 W:15

D:21 C:18 CH:19 CO:15

Kelanen, The Prince of Swords, is one of the very powerful individuals who might, or might not, be a true deity. Thus he is known as a *hero-deity*, and some who live by the sword pay him homage.

Although his true form is commanding, Kelanen usually takes the guise of a beggar, thief, mercenary, or rogue. In any of these disguises he will appear to be unremarkable, sometimes young, sometimes of middle years. He has the power to *alter self* at will, so Kelanen seldom appears in the same form twice, except when he chooses to show his true one. Each of his forms always bears a scar on face or neck — for a reason to be revealed later. In any form, Kelanen prefers garments of gray or blue-gray and ornaments of silver or platinum.

The true form of Kelanen is that of a youngish, quite handsome man, fair of complexion, with silvery-gray eyes and coal-black hair. It is said that he was once as comely as any deity, but in order to become the Prince of Swords, Kelanen had to undergo a series of challenges and tests which resulted in his disfigurement. His visage bears a long, silvery scar from eye to chin on the right side of his face. Those who know of the Sword Lord recognize Kelanen immediately when this mark is revealed. His form is slender and sinewy, his height just under six feet. He is unnaturally quick and fleet due to enchantments placed upon him.

Kelanen wears *elfin chain* and a +5 *ring of protection*. He employs few other protections.

The sword is Kelanen's only weapon. He is expert with any form of blade, from short to two-handed, cutlass to scimitar. His expertise is such that any sword he wields is equal to a +3 magic weapon. He is able to use a bastard sword to full effect (as used with both hands) in either hand while the other wields' another sword. Kelanen has two special swords which are never far from his person. These weapons are:

Swiftom: This is a +6 bastard sword of *glassteed* adamantite. Upon command, this weapon will become a *flaming brand* as well. When not aflame, *swiftom* is impossible to parry and always strikes first. It has a vampiric power which bestows 1 hit point lost by Kelanen



for every 6 points of damage it inflicts on his adversaries. The weapon is endowed with 17 intelligence and has an ego of 25, yet it never seeks to do aught but its master's will. It speaks eight languages and has the following powers: *read languages, read magic, telepathy, detect illusions, detect invisible objects, detect magic, and teleportation*. The *special purpose* of *swiftom* is to *preserve the Prince of Swords*, so the weapon adds +2 to Kelanen's saving throws and reduces damage sustained by -1 per die. *Swiftom* is of *absolute neutral* alignment.

Sureguard: This is a +6 broadsword of *glassteed* adamantite. This weapon is also a *frostbrand*-type sword. It will perform as a *defender* It will *dance* for 3 rounds if Kelanen wills it. *Sureguard* is impossible to parry, and its own defensive power is always available to Kelanen. The weapon is endowed with 17 intelligence and has an ego of 19. It speaks 6 languages and has the following powers: *read languages, read magic, telepathy,*

detect evil/good, detect secret doors, detect traps, duo-dimension (at 17th level). *Sureguard* has no special purpose, but it faithfully serves Kelanen in all respects.

It is reputed that Kelanen has no friends or confidants other than his two swords. It is known for certain that he is 90% likely to be able to *summon* either, one attempt per day being possible.

When armed with any sword, Kelanen has the following bonuses:

	"to hit"	damage
Expertise	+3	+3
Strength	+3	+6
Total	+6	+9

The special powers of Kelanen are these:

Charm sword: If the opponent bears a sword with an ego, the sword will recognize the Sword Lord and refuse to harm him.

Immunity to special powers: Although Kelanen can be harmed by swords, he is not affected by anything other than the normal damage of the blade; cold, flame, magical plusses, or magical powers of swords have no effect on Kelanen. A *vorpal blade*, for example, will not sever Kelanen's head under any conditions.

Multiplication: When Kelanen bears a non-intelligent, non-magic sword, he is able to cause it to duplicate itself. After 1 round of combat, a second sword, exactly like the one Kelanen wields, will materialize in the air and combat his enemies as if Kelanen himself were using the weapon. This duplication continues each round until as many as 9 such swords fight against Kelanen's foes. On the 11th round, and each round thereafter, one disappears until none remain. This power can be used but once per day.

Sword blessing: Kelanen can "bless" any sword so that it gains a magical +1 ("to hit" and damage) for 10 rounds. He can do so for as many as 20 blades per day. The effect adds to weapons which are already enchanted.

Sword control: Unless the wielder of a sword is successful in a saving throw versus *spell*, Kelanen can cause that individual's sword to turn against its wielder and strike that individual rather than Kelanen or his allies. This power is employable in addition to normal attacks by Kelanen. It can be used but once per turn, twice per day.

Sword summoning: In addition to the command of his two personal swords, Kelanen is able to *summon* any sword in sight if it is not in the possession of some individual, i.e. in hand or being worn. This he can do but once per day.

Kelanen has a stronghold in an extra-dimensional partial plane. He usually travels on the Prime Material Plane, however, be it on Oerth or another parallel world, seeking adventure and engaging in actions of warlike sort which promote the balance of Neutrality. ☒

Presenting the Suel pantheon

Adding to background for Greyhawk campaigns

by Lenard Lakofka

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EDITOR'S INTRODUCTION

In several installments beginning with this issue, DRAGON® Magazine will publish Len Lakofka's descriptions of the deities of the Suel pantheon — an expansion upon the material presented in the newly revised and updated WORLD OF GREYHAWK™ Fantasy Setting. The deities worshiped by the Suel peoples are as diverse and interesting as those chronicled in DRAGON issues #67-#71 under the heading "Deities & Demigods of The World of Greyhawk." Those personages were designed and described by E. Gary Gygax, author of the AD&D® game and

creator of the Greyhawk campaign, upon which the published WOG material is based. His descriptions are repeated in essentially the same form in the Glossography, one of the two bound volumes included in the boxed Greyhawk set.

The Guide (the other volume, intended for players' information) contains a listing of all the significant deities and demigods of the central Flanaess, but does not offer further detail on any except those that are also described in the companion volume.

It's not necessary but probably is advisable, to use this material in conjunction with the WORLD OF GREYHAWK Fantasy Setting. Everything a DM needs to incorporate these deities into a Greyhawk-based

campaign will be included here; or, the deities could be modified and perhaps re-named for use as the members of an individualized campaign's pantheon. But their intended use is as what they are: the gods — big and not so big, good and not so good — who by their existence shape the lives and the destinies of the Suloise peoples and others who worship them on the world of Oerth.

The list of Standard Divine Abilities given on the following page is reprinted as it appeared in issue #67 of DRAGON Magazine. These abilities apply to all Suel deities, just as they do to other deities of Oerth.

LENDOR

Greater God

The Prince of Time, Master of Tedium

ARMOR CLASS: -8

MOVE: 15"

HIT POINTS: 320

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 4-40 + 7, and
see below

SPECIAL ATTACKS: Time magic, and
see below

SPECIAL DEFENSES: Immune to
banishment and similar attacks

MAGIC RESISTANCE: 95%

SIZE: M (6'2", 260 lbs.)

ALIGNMENT: Lawful neutral

WORSHIPERS' ALIGN: Lawful figures,
also magic-users and astronomers

SYMBOL: Crescent moon crossing a full
moon surrounded by 14 stars

PLANE: Nirvana

CLERIC/DRUID: 12th level cleric

FIGHTER: 13th level fighter

M-U/ILLUSIONIST: 19th level magic-user

THIEF/ASSASSIN: Nil

MONK/BARD: Nil

PSIONIC ABILITY: VI

Attack/Defense modes: None/None

S: 19 (+3,+7) I: 23 W: 21 D: 19

C: 19 Ch: 20

Lendor appears as a husky older man with white hair and a long white beard. He wears a large diamond ring (worth 500,000 gp) that will act as a *ring of protection* +5 for anyone he may lend it to. He can recall the ring at any time with 100% certainty.

Lendor's sword, named *Afterglow*, is a *flame tongue* sword with an ego of 18 and intelligence of 18. It is aligned for absolute



lawful neutrality, and no character or creature of a different alignment can wield it. It is +3 to hit vs. any kind of creature, and does 4-40 points of damage (plus Lendor's strength bonus) on every hit. It does full damage even to those creatures that are resistant or immune to fire. If it hits a chaotic figure in melee, that figure will take damage and must also make a saving throw vs. paralyzation at -3 or be paralyzed for 4-16 rounds. (The victim's magic resistance is applied prior to the saving throw,

but at a penalty of -20%; also, take into account Lendor's high level as a magic-user.)

Lendor can cast *time stop* three times per day, over and above any 9th level spells that he can cast as a magic-user. This spell will negate up to 45% magic resistance in another creature or deity, and then the figure obtains no ordinary saving throw. Ordinary mortals have no escape from the spell.

He is also able to *reverse time* for a temporal distance of up to one hour in any area

as large as a cube 100 feet on a side. All creatures in the confines of this cubic area must be present when time is reversed in order for them to be affected; someone who enters the area on the round after the power is invoked will see things as they "will be" after the *reverse time* effect wears off. If the power is used to bring life back to dead creatures, their remains must be present in the area of effect when the power is invoked. The figures inside the cube will have full knowledge of what has occurred (during the hour, or less, that they have to live over) and thus can act to prevent something that previously took place.

Lendor will use his *reverse time* power sparingly, usually only employing it to serve his personal purpose or on behalf of the most faithful of followers, and in any event he can only use the power once per day. Every time it is used, there is a 20% chance that the fabric of time inside the area of effect will be torn asunder. If this occurs, each creature in the area will be thrown backward in time from 10 to 1,000 years (roll separately for each figure affected).

In addition to a greater god's normal ability to *summon*, Lendor can call 3-6 spectators (see *Monster Manual II*), and the monsters will come within 4-16 segments. This power can be used up to three times per day. If anyone makes an attempt to call upon Lendor or *gate* him into their presence, he is certain to send at least one spectator before himself to determine the need, if any, for Lendor to materialize himself.

Lendor is the father-mother of the gods and goddesses of the Suel pantheon, and as such he may *banish* any the other deities back to his or her plane of existence for one month. This power can be used once a week. In addition, he can undo any *wish* or *limited wish* cast by another member of the pantheon, if that act is performed within 24 hours of the first casting. Lendor cannot be sent back to Nirvana by any of the other deities of this pantheon, nor do they have any effect on a *wish* spell that he may use.

He is able to *shapechange* at will, with his favorite forms being a huge silver dragon and a female elf.

Lendor's clergy are not common on Oerth. The few that are present are unswervingly lawful and seldom interact with others. His clerics' vestments are always silver, and the garment is adorned with a black circle containing Lendor's symbol.

Clerics of Lendor acquire certain special abilities, as follows: Upon reaching 7th level, they can perform long, tedious tasks in half the time it would normally take another person, and at this point in their advancement they become able to cast all their first-level spells in one segment less time than other clerics (except for *command*, which already has a 1 segment casting time). Upon reaching 11th level, clerics of Lendor can steadily perform any task without needing food or rest for twice as long as other characters, and gain the ability to cast their second-level spells one segment faster than normal (except for slow

STANDARD DIVINE ABILITIES

All deities have the following abilities and powers in common, each usable at will:

<i>Astral & ethereal travel</i>	<i>Know alignment</i>
<i>Comprehend languages</i>	<i>Levitate</i>
<i>Continual darkness</i>	<i>Mirror image</i>
<i>Continual light</i>	<i>Polymorph self</i>
<i>Cure (blindness, deafness, disease, feeblemind, insanity)</i>	<i>Read languages & magic</i>
<i>Detect (charm, evil/good, illusion, invisibility, lie, magic, traps)</i>	<i>Teleport (no error)</i>
<i>Geas</i>	<i>Tongues</i>
<i>Infravision & ultra vision</i>	

In addition, each group of deities has other particular powers and abilities, as described below. A number in parentheses after a listing indicates the times per day the power can be used; lack of a number means the power is usable as often as the deity desires.

Greater Gods:

<i>Anti-magic shell (2)</i>	<i>Holy/unholy word (3)</i>	<i>Restoration (3)</i>
<i>Command, 4 rd. effect (2)</i>	<i>Improved invisibility</i>	<i>Resurrection</i>
<i>Control environment¹</i>	<i>Improved phantasmal force</i>	<i>Shapechange (3)</i>
<i>Cure critical wounds (3)</i>	<i>Polymorph any object (1)</i>	<i>Summon²</i>
<i>Death spell (2)</i>	<i>Polymorph others (3)</i>	<i>Symbol (3)</i>
<i>Dispel (evil/good, illusion, magic (8 each))</i>	<i>Protection from evil/good, +3, 30' radius</i>	<i>Time stop (1)</i>
<i>Fly</i>		<i>Trap the soul</i>
<i>Gate (3)</i>	<i>Remove curse</i>	<i>True seeing (5)</i>
<i>Globe of invulnerability (1)</i>	<i>Remove fear</i>	<i>Vision (1)</i>
<i>Heal (3)</i>	<i>Regenerate</i>	<i>Wish</i>

Lesser Gods:

<i>Anti-magic shell (2)</i>	<i>Holy/unholy word (2)</i>	<i>Remove curse</i>
<i>Command, 3 rd. effect (1)</i>	<i>Improved invisibility</i>	<i>Remove fear</i>
<i>Control temperature, 10' r.</i>	<i>Improved phantasmal force</i>	<i>Restoration</i>
<i>Cure serious wounds (3)</i>	<i>Minor globe of invulnerability (1)</i>	<i>Summon³</i>
<i>Death spell (1)</i>	<i>Polymorph others (2)</i>	<i>Symbol (2)</i>
<i>Dispel (evil/good, illusion, magic (4 each))</i>	<i>Protection from evil/good, +2, 20' radius</i>	<i>Trap the soul</i>
<i>Gate (2)</i>	<i>Quest (1)</i>	<i>True seeing (3)</i>
<i>Heal (2)</i>		<i>Wish (1)</i>

Demigods:

<i>Anti-magic shell (1)</i>	<i>Heal</i>	<i>Raise dead (3)</i>
<i>Command, 2 rd. effect (1)</i>	<i>Holy/unholy word (1)</i>	<i>Remove curse (3)</i>
<i>Cure light wounds (3)</i>	<i>Invisibility</i>	<i>Remove fear</i>
<i>Dispel (evil/good, illusion, magic (2 each))</i>	<i>Limited wish (1)</i>	<i>Summon⁴</i>
<i>Finger of death</i>	<i>Phantasmal force</i>	<i>Symbol (1)</i>
<i>Gate (1)</i>	<i>Protection from evil/good, 10' radius</i>	<i>True seeing (2)</i>
		<i>Wall of force</i>

Notes:

1 — *Control environment* subsumes both *control temperature* and *control weather*. It actually allows the greater god to adjust the surroundings of his or her immediate environment to suit his or her desire, even if the change is radical. The area of control extends from a 12" radius to a 72" radius depending on how radical the change required is.

2 — A greater god can *summon* from one to six creatures of the same alignment as the god, and all of the same type, with the total hit dice of the creatures so summoned not to exceed 40.

3 — The *summon* power of a lesser god can bring from one to three creatures of the same alignment as the lesser deity. Each must be of the same sort as the others summoned. No more than 25 total hit dice of creatures can be so called.

4 — For demigods, the *summon* power is limited to one or two creatures of not more than 20 total hit dice. Again, creatures must be of the same alignment and (if more than one is summoned) of the same type.

Clerics' experience penalties

In many cases, clerics who worship a deity of the Suel pantheon are rewarded with certain special powers. As compensation for this privilege, a cleric must "pay" experience points, in the form of a penalty that forces the character to earn more points to advance in level than are required for a normal cleric. The recommended way to administer this penalty is to deduct the required percentage of experience points whenever experience points are awarded. For instance, a cleric who must pay a 10% penalty throughout his level progression will have 10% of his earned experience continuously deducted prior to the awarding of experience (usually at the end of an adventure). A cleric who must pay a penalty to advance to one particular level will do so after every adventure during the time he is rising through the next lower level.

poison, which already has a 1 segment casting time). Upon attaining 16th level, clerics of Lendor become immune to the effects of *time stop* spells that are cast by anyone except Lendor. These special abilities are "paid for" by special experience point requirements that all clerics of Lendor must meet. They must earn 5% more points than usual to reach 7th level (so that points are deducted throughout their time at 6th level); 5% more to attain 11th level (deducted while they are at 10th level); and 5% more to reach 16th level (deducted while they are at 15th level).

Temples to Lendor exist only in large cities, notably Lo Reltarma and Iron Gate.

NOREBO

Lesser God

The God of Luck and Gambling

ARMOR CLASS: -7

MOVE: 18"/36"

HIT POINTS: 145

NO. OF ATTACKS: 5

DAMAGE/ATTACK: 1-8 +5 (sling bullets), 5-8 +8 (dagger)

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: 55%

SIZE: M (5'8", 175 lbs.)

ALIGNMENT: Chaotic neutral (evil tendencies)

WORSHIPERS' ALIGN: Thieves and assassins of any alignment; gamblers

SYMBOL: A pair of B-sided dice

PLANE: Pandemonium

CLERIC/DRUID: 3rd level in each

FIGHTER: Nil

M-U/ILLUSIONIST: 3rd level magic-user; also see below

THIEF/ASSASSIN: 25th level thief

MONK/BARD: 7th level monk

PSIONIC ABILITY: Nil

Attack/Defense modes: None/None

S: 20 (+4,+8) I: 19 W: 18 D: 25

C: 18 Ch: 11

Next to Kord, Norebo is likely the most popular god in the Suel pantheon. He appears as a man of average height, weight, and facial features. In any human form he, assumes, he can blend into a crowd easily. His tunic has the properties of a *displacer cloak*, when he wills it to act as such, and also serves as a *robe of eyes*. His boots allow him to *fly* at will.

Norebo can *polymorph* himself into any animal up to the size of a horse. He often chooses to assume the form of a mouse, a raven, or a cat so he can blend into his surroundings and escape rapidly if desired. In his humanoid form, he can alter his body proportions by as much as 20% and even change sex if it suits him. In this manner, he can assume the body structure and general appearance of any humanoid or demi-human larger than a gnome and smaller than an ogre.

He bears a sling that is +5 to hit and damage because of its magical properties.



He has a dagger that is +4 to hit and damage, and does an additional +8 to damage because of his strength. Norebo is so agile that he can attack five times per round with either of these weapons, or twice per round with each one if he chooses to change weapons during the round. He can use his sling five times per round even while flying. He can pick up any other sling and immediately cause it to become a +3 weapon to hit; that enchantment will remain with the weapon for as long as 24 hours after he puts it down, or it can be cancelled immediately.

Although Norebo generally only has 3rd level ability as a cleric, druid, and magic-user, he can cast three spells — *knock*, *dispel magic*, and *wizard lock* — at the 25th level of ability. A *wizard lock* cast by Norebo cannot be negated or removed by any method except physical breaking or by a successful casting of *dispel magic*.

Norebo enjoys visiting taverns and gambling houses in the guise of a cheerful, innocent stranger and setting up dice games against other patrons. He possesses a form of *telekinesis* that enables him to control the result of any roll of a single die, varying it by as much as +3 or -3 from what the result would have been — subject, of course, to the limits of the numbers on the die. (Imagine a die being thrown and almost coming to rest on a certain number, then making one or two more turns so that the final result is altered from what it otherwise would have been.) Norebo's skill with this power gives him a 95% success rate; when he fails, the die result will be the opposite of what he intended (-1 instead of +1, etc.). He will use this power to try to control die rolls whenever he gambles — but when he becomes intoxicated, his power goes sour and is only 50% accurate. The power is never good against more than one die at a time; if two or more dice are rolled at once, only one of them can be "fixed." It is impossible for a mortal to detect when this power is being used, just as it is impossible for someone to know Norebo's true identity unless the deity wills it.

Norebo is the patron of thieves and assassins. He does not care for overly lawful actions, but he believes in planning and is a staunch advocate of neutrality as opposed to good or evil. He is the lover of Wee Jas and is often in her company.

On very rare occasions, Norebo will utilize his ability to alter the dexterity of any mortal humanoid or demi-human. Such a change is permanent unless counteracted by some other form of magic or by Norebo himself. Norebo will almost never change a figure's dexterity by more than 1 point, and when he increases or decreases it by more than that amount, he will only allow the effect to last for a few days at best. He cannot lower a figure's dexterity below 3 or raise it more than 1 point above the normal racial maximum for that character. He will never reduce the dexterity of a thief or assassin below the minimum required for the class, as long as the character in question is one of his worshipers. Likewise, he will not lower the dexterity of one of his clerics below the minimum required for that character to remain as a follower — unless the cleric has committed a transgression that warrants his excommunication from Norebo's worship. It must be emphasized that he employs this power only very rarely.

Norebo enjoys minor magics, but he abhors multi-classed thieves and assassins who use spells to help harm or kill a target (for instance, casting *hold person*, then slitting the throat of the held victim). He finds such actions "unsporting" — and if he

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becomes aware of a multi-classed follower doing such a thing, Norebo will do everything in his power to prevent that follower from ever again using spells.

Clerics who worship Norebo dress in brown or dark green robes. Churches and temples dedicated to his worship are often located on the outskirts of a town or city, or even further isolated out in the country.

Norebo prefers natural settings for his places of worship, and services in his honor always involve drinking and gambling.

Norebo's clerics, including the occasional druid (10% likelihood that any cleric of Norebo will be a druid), must each have a dexterity of 9 or better. They must be either human, half-elven, or half-orc, and the demi-humans can be multi-classed. All of Norebo's clergy are non-lawful, and none can be of neutral evil alignment. They all have the ability to *hide in shadows*, *move silently*, *climb walls*, and *remove traps* with the same success as a thief of equal level. As compensation for their special abilities, clerics of Norebo must earn an additional 10% in experience points to be able to advance from one level to the next.

In the world of Oerth, shrines to Norebo are known as Churches of the Big Gamble, and they abound in the barbarian states. There are known to be isolated churches on Lendore Isle (see AD&D® Module L1, *The Secret of Bone Hill*), along the Wild Coast, in Greyhawk and in various cities of the Iron League. □

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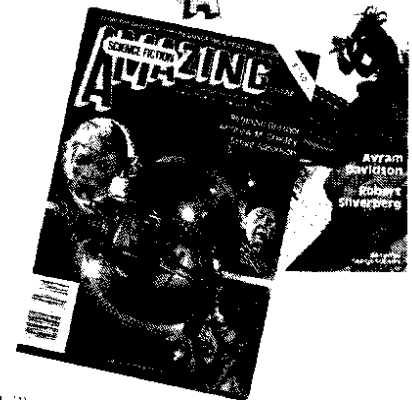
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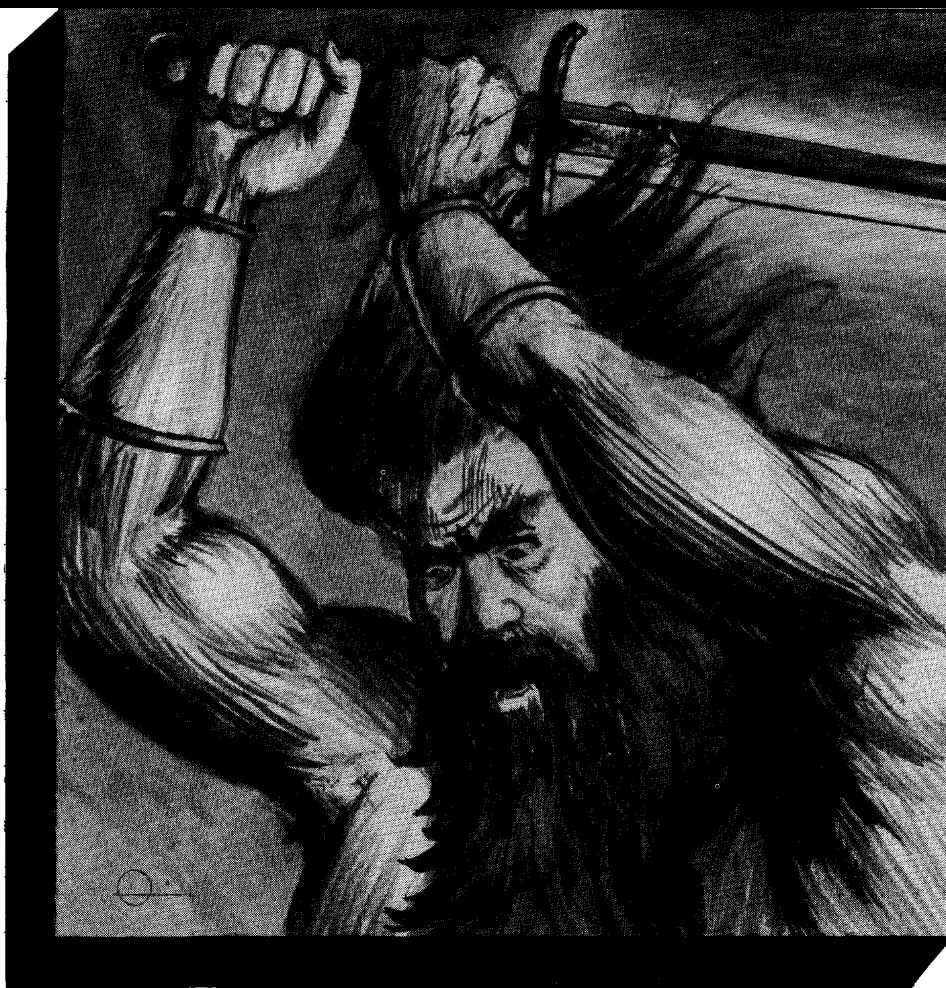
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Gods of the Suel pantheon

Kord the Brawler and Phaulkon, his father

by Lenard Lakofka

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KORD

The Brawler

Greater God

ARMOR CLASS: -7

MOVE: 24"

HIT POINTS: 330

NUMBER OF ATTACKS: 4

DAMAGE/ATTACK: 3-24 + 14

SPECIAL ATTACKS: *Can break any item he can grasp except for a few artifacts*

SPECIAL DEFENSES: +2 or better to be hit

MAGIC RESISTANCE: 75%

SIZE: L (9' tall)

ALIGNMENT: *Chaotic good*

WORSHIPERS' ALIGNMENT: *Fighters, berserkers, barbarians of all alignments*

SYMBOL: *White gauntlets, blue boots, and a red girdle*

PLANE: *Gladsheim*

CLERIC/DRUID: *3rd level cleric*

FIGHTER: *25th level fighter*

M-U/ILLUSIONIST: *3rd level magic-user*

THIEF/ASSASSIN: *Climb walls as 10th level thief*

MONK/BARD: *Fall as 10th level monk*

PSIONIC ABILITY: VI

S: 25 (+7, +14) I: 13 W: 13 D: 21

C: 22 CH: 13 (24 as titan; see below)

Kord is a colossus of muscle with a long red beard and red hair. He wears a simple girdle of dragon hide (will give *frost giant strength*), boots of blue dragon hide (*boots of speed*), and gauntlets of white dragon hide (*gauntlets of ogre power*); he is not diminished by the loss of these items, however. He will sometimes lend them to other fighters during battle. The saving throw of these items vs. all attack forms is 2.

Kord bears the sword *Kelmar*, an electrified +5 weapon that will dance upon Kord's command at its full +5 for six melee rounds, striking as a 25th level fighter (as if Kord were holding it). The sword deals out 3-24 points of damage when it scores a hit. When

Kord wields it, *Kelmar* is +7 to hit and +14 to damage because of Kord's great strength.

Kelmar has an ego of 18 and an intelligence of 18, and is aligned chaotic good; beings other than Kord can use the sword. It will *dance* within 60 feet of the wielder just as any *dancing sword*. When it dances, it strikes as many times per round as its present wielder would. *Kelmar* can *detect enemies* within 60 feet of Kord, and will use *telepathy* to convey this information, whether it is dancing or not.

Kelmar's special purpose is to slay dragons. It acts as a *vorpal weapon* on a roll of natural 20 against dragons and dragon-types (including chimeras, dragon turtles, dragonnes, and wyverns) — even against Tiamat. However, the sword is incapable of hitting Bahamut.

If *Kelmar* comes within 60 feet of a dragon or dragon-type, it will insist on moving closer to attack the monster. If its wielder does not advance toward the monster, *Kelmar* will leap out of the wielder's

hands or scabbard and **dance** into combat. Only a character with a strength of 22 or greater can hold onto Kelmar when it is trying to break free. If the sword is carried more than 60 feet away from the dragon, it will return to its normal "ready" state.

In addition to Kelmar, Kord also bears an ordinary two-handed **sword** +3 that he can use with one hand while Kelmar is dancing.

Once per day Kord can *polymorph* himself into a titan with a charisma of 24, maintaining his full strength. He will use the full **awe power** of his charisma in this form to aid friendly troops and to undermine the morale of hostiles.

Kord is the son of the lesser gods Phaulkon and Syrul. He has taken little from either of his parents, instead becoming greater than either of them — only Lendor can control Kord if he goes berserk.

Kord's **blood rage** occurs whenever he takes half his hit points or more in damage. In this state, he will try to kill anything — friend and foe alike — that stood within 60 feet of him when the **blood rage** began. He becomes even stronger, +8 to hit and +17 to damage, when he is enraged. Because of this **rage**, Kord is widely worshipped in the barbarian communities, even though Kord's alignment is oriented toward good.

Kord is quite the fool for a pretty face. He favors elven and human women, but has also consorted with other humanoid and even giants. The world is full of his sons and daughters, but few, if any, of them can claim demigod status (less than 1%). Any figures who can make that claim must have scores of 18 to 20 in two of these three ability areas: strength, constitution, and dexterity.

To determine whether an offspring of Kord is entitled to demigod status, roll 2d6+6 for each of the character's ability scores. Two of the results must be 18 (rolls of 12, modified), and the numbers must be assigned so that the character has scores of 18 in two of the three physical abilities: strength, constitution, and dexterity. If this criterion is met, roll d4 for each ability score of 18: a result of 1 or 2 means no adjustment, a result of 3 raises that ability score to 19, and a result of 4 raises it to 20.

Only those characters who pass all these tests and end up with two scores of 19 or higher among strength, constitution, and dexterity can dare to claim their birthright and openly profess Kord as their father. Kord will not deny such a claim; instead, on the child's 17th birthday Kord will come forth to give the young warrior a great task based almost entirely on fighting ability. Those who pass this test will acquire limited special powers (see the lists below).

Although passing this final test does qualify the character (in Kord's eyes) to call himself or herself a demigod, the overriding power of Lendor keeps Kord's offspring from dominating the Prime Material plane. Each "demigod" character gains from 2-4 special powers; roll d8 once for each of the following lists.

- List #1 :
1. Save vs. poison is 3
 2. Save vs. death is 4
 3. Save vs. all forms of **fear** is 3
 4. Immune to *quest* and *geas* spells
 5. *Mask alignment* at will
 6. Immune to normal missiles
 7. Immune to *sleep*, *hold*, and *slow*
 8. Roll twice, ignoring 8s and duplicates

- List #2:
1. *Heal* self once/week
 2. *Jump* or *levitate* at will
 3. *Enlarge* self at will, as 10th level M-U
 4. *Climb walls* as 7th level thief
 5. No non-proficiency penalties applied
 6. Can cast *silence* on self at will
 7. *Blood rage*: Will go berserk (+2 to strength) if damaged 50% or more in combat, fighting until slain or until everything within 60 feet is killed
 8. Roll twice, ignoring 8s and duplicates

Kord's children may never be lawful, nor may they be paladins, illusionists, monks, or druids. Any of his children who do not enter his clergy and who reject the fighting profession (by not becoming a fighter or ranger) and any of his offspring who display cowardice will be disowned, which might mean (30% chance) that Kord himself will come to the Prime Material plane to slay the offending character.

The clergy of Kord dress in bright red, white, and blue vestments, but none may duplicate the exact pattern that Kord wears on his girdle, gauntlets, and boots. Only his sons and daughters who join the clergy may dare to don dragon-hide armor as Kord does. Kord's clergy are either chaotic neutral (3 in 6), chaotic good (2 in 6), or chaotic evil (1 in 6).

Kord's clergy must show bravery and leadership in battle at all times. To foster their fulfillment of this role, Kord strengthens his clergy with a bonus on saving throws involving **fear** and special spells attainable at higher levels.

At levels 1-3, clerics of Kord can only wear white. They get a +1 bonus on saves **vs. fear** attacks.

At level 4, they can wear white and blue robes, the save bonus is +2, and they receive access to the **protection from lawful** spell.

At level 7, clerics can wear red, white, and blue garments. They get a +3 save bonus vs. fear and the new spell *detect lawful*.

At level 10, Kord's clerics wear a red girdle with blue and white trim, they get a +4 bonus to saves **vs. fear**, and the ability to cast *enlarge* (on self).

At level 16 and above, clerics wear white boots, a red girdle, and blue trim. Their save bonus is +5, and they can cast *strength* (on self).

Saving throws **vs. fear** apply to all forms of fear, including the auras of demons and devils, fright caused by undead, the effects

of very high or very low charisma, and so forth.

Bonus spells are granted cumulatively, so that a 7th level cleric of Kord would have access to both **protection from lawful** and **detect lawful**. These bonus spells are simply other choices, in addition to normal cleric spells, and do not increase the spell-carrying or spell-casting capacity of the cleric. They are prayed for the same way that regular cleric spells are received, counting *protection from lawful* and *detect lawful* as 1st level spells and *enlarge* and *strength* as 2nd level spells. All the bonus spells are cast at the level of experience of the cleric.

Protection from lawful works like *protection from evil*, except that it serves as proof against those of lawful alignment (while keeping out chaotics as well). The material component is holy water (sprinkled in a circle) or holy incense (burned in the air).

Detect lawful works like *detect evil*, except that it discovers emanations from those of lawful alignment.

Enlarge and *strength* work the same as the 1st level magic-user spells of the same names.

Kord is worshipped more than any other Suel deity. Thriving churches dedicated to him can be found in the Barbarian States, northern Ulek, Almor, the Great Kingdom, Hepmonaland, and on Lendore Isle. Small isolated churches may be found among peasants over the entire route of the Suloise migration (see the WORLD OF GREY-HAWK™ Fantasy Setting).

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PHALKON

God of the Open Air

Lesser God

ARMOR CLASS: -4

MOVE: 12"/48"

HIT POINTS: 265

NUMBER OF ATTACKS: 5 (3)

DAMAGE/ATTACK: 2-12 +5 from arrow;

2-11 + 11 from dagger

SPECIAL ATTACKS: Spells

SPECIAL DEFENSES: Immune to attacks from feathered creatures

MAGIC RESISTANCE: 65% (90% while flying or on Elemental Plane of Air)

SIZE: M (6'8" tall)

ALIGNMENT: Chaotic good

WORSHIPERS' ALIGNMENT: Good

SYMBOL: An outline of a man with large eagle wings

PLANE: Elemental Plane of Air

CLERIC/DRUID: 5th level cleric/7th level druid

FIGHTER: 22nd level ranger

M-U/ILLUSIONIST: Special (see below)

THIEF/ASSASSIN: 7th level thief

MONK/BARD: 22nd level bard

PSIONIC ABILITY: VI

S: 24 (+5, +11) I: 20 W: 19

D: 23 C: 19 CH: 19

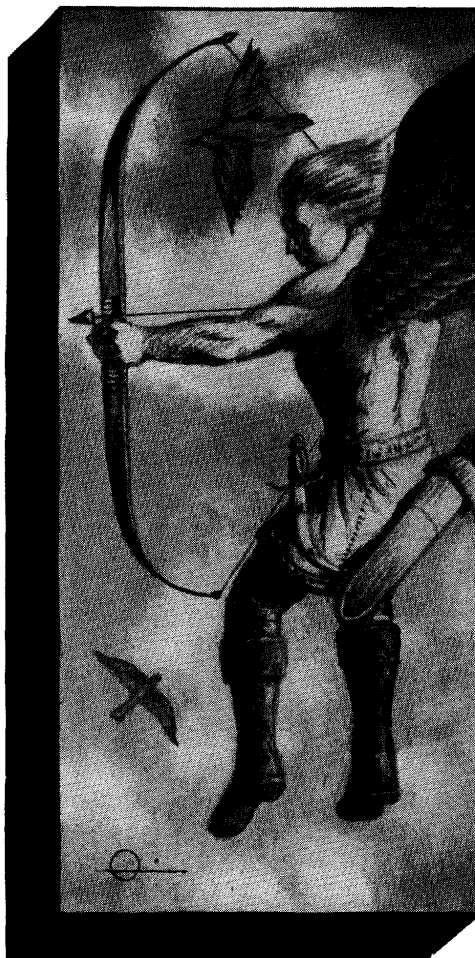
Phaulkon appears as a powerful, usually bare-chested man. He is clean shaven, and his hair is short and always tousled. He wears a simple girdle that gives him the power of flight with the speed and maneuverability of a djinni.

Phaulkon fights with a longbow and dagger only. He can fire up to five arrows in a round. His bow is +5 to hit with a maximum range of 600 yards. Arrows fired from the bow do not suffer from range reductions and are +2 for the purpose of magical "to hit" considerations. Each of his arrows will do 2-12 points of damage +5 for the magical enchantment. Once an arrow is used in combat, whether it hits or misses, it becomes an ordinary arrow again. Phaulkon can fire arrows with no penalty while flying.

His dagger is +3 to hit and to damage because of magic, dealing out 2-11 points of damage +3 for magic and +11 more for Phaulkon's strength. He can attack three times per round with the dagger. Both his bow and dagger can be used by no one but Phaulkon himself; they are -3 *cursed weapons* in the hands of anyone else.

Phaulkon can summon a djinni once per day, a noble djinni once per week, and a 20 HD air elemental once per month. Each summoned being will obey him to the death. If giant eagles or rocs are within 100 miles of him, he can summon all of them to him, but they must come at their normal flying speed.

Phaulkon is immune to any attack from a feathered creature, including such beasts as griffons, cockatrices, and pegasi. His magic resistance is 90% while he is in the air. Even without his *girdle of flight*, he can become airborne by using his innate *fly*



ability (as the spell, with no limit on duration). Phaulkon can speak with any bird or flying creature that uses wings for flight, including demons and devils.

By his touch, he can make any bow or arrow +1 to hit and to damage permanently (subject to possible destruction of the item). He will give this gift only to fighters of good alignment who perform some important task for him, enchanting either a single bow or one arrow for each level of the fighter/paladin/ranger being benefitted.

Phaulkon is a relatively active traveler, and enjoys the company of men and elves. He can *shape change* into any normal or giant bird at will, as well as into the form of an elf or sprite.

Phaulkon is second only to Kord in fighting ability among the deities of the Suel pantheon. As such, he has the power to raise a character's strength, dexterity, or constitution score by one full point (or any of those abilities to 15, if it is not already that high) for a period of one day. The maximum strength, dexterity, or constitution score he will bestow in this way is 19.

Phaulkon is highly resistant to the effects of artifacts and relics, and can temporarily negate the major power(s) of such a device for 6-36 hours (power usable once per month). He cannot destroy an artifact in any case, but is 75% likely to know a great deal about any artifact he sees — aside from how to destroy it.

Phaulkon's clergy often wear headdresses of feathers in services and rituals, one feather per level of the cleric. His clerics always wear at least one feather at all times.

As special benefits for their service, Phaulkon grants his clerics these powers as they progress in levels: At 5th level his clerics can *speak with birds* on an unlimited basis (this does not include giant birds of any type). At 8th level they can *fly* once per day as an 8th level magic-user. At 11th level they can *control winds* once per day as an 11th level druid. At 16th level they can summon an 8 HD air elemental (that will be totally friendly) once per week.

In addition to feathers, his clergy always wear white in ceremonies. During travel and everyday labors, they wear various shades of blue.

Phaulkon is worshiped as a major deity on Lendore Isle as well as in Keoland, Ulek, the Yeomanry, and Celene. It is very doubtful if his temples appear in the barbarian north or in Hepmonaland.

Look for Syrul, Goddess of False Promises and Deceit; Fortubo, God of Stone, Metals and Mountains; and Wee Jas, Goddess of Magic and Death, as detailed by Leonard Lakofka, in issue #88 of DRAGON® Magazine.

Gods of the Suel pantheon

A terribly diverse trio: Syrul, Fortubo, and Wee Jas

by Lenard Lakofka

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SYRUL

Goddess of False Promises and Deceit

Lesser goddess

ARMOR CLASS: -3

MOVE: 14"

HIT POINTS: 145

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 3-6 and 3-10

(see below)

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: Can see through any illusion or lie

MAGIC RESISTANCE: 60%

SIZE: M (5' 6" tall)

ALIGNMENT: Neutral evil (lawful)

WORSHIPERS' ALIGNMENT: Evil

figures, including many humanoids

SYMBOL: A forked tongue

PLANE: Gehenna or Hades

CLERIC/DRUID: 3rd level cleric

FIGHTER: Nil

M-U/ILLUSIONIST: 15th level illusionist

THIEF/ASSASSIN: 11th level assassin

MONK/BARD: 11th level monk

PSIONIC ABILITY: VI

S: 18 (+1, +2) I: 19 W: 20

D: 20 C: 18 Ch: 13

Syrul appears as a dirty, smelly old hag in tattered clothing. This is a *permanent illusion* which can be seen through, but at -5 on a normal saving throw. She wears a cloak that has the properties of a *displacer cloak* and a *robe of scintillating colors*. Either function is usable (but not both at once) immediately when she wills the cloak to operate, and she can change between the two functions in as little as one segment.

Her special *dagger of venom* is strongly aligned to neutral evil. It will poison, through the hilt, anyone of a different alignment who picks it up. It is otherwise like a standard *dagger of venom* except that it is +2 on damage (no plus to hit), and saving throws against its poison are made at a -3 penalty; this applies whether the dagger is picked up or it injects its poison on a "to hit" score of 20.

The other weapon she carries is a rod that can *wither* or *beguile* an opponent in addition to doing hit point damage. When Syrul uses it as a *rod of withering*, the attack affords no saving throw. The victim is aged 10 years, must make a system shock roll to survive, and suffers 3-10 (d8 +2) points of incidental damage. (See *staff of withering* for details of its effects.) The rod serves as a +3 weapon "to hit" for purposes of deter-

mining what creatures can be struck by it, but it has no actual bonus to hit or damage. Syrul can attack once with each of her weapons (dagger and rod) per round.

No one can lie to Syrul or place an illusion before her, because she has natural "eyes of true seeing" and "ears of true listening." She can instantly perceive a deception or illusion for what it is.

She can *polymorph self* at will into a creature as small as a fly or as large as a lion. She can *polymorph* into an object as

personally attend the level-advancement ceremony to wish the character "evil luck." Such a character is granted a *vision* spell with no strings attached — that is, the *vision* will be automatically granted, and only a token material component (not necessarily a sacrifice of something valuable) is required to bring the spell into effect. Syrul also bestows upon the "graduating" character a permanent +1 "to hit" on any weapon attack or open-hand attack (as applicable).

Syrul rides to the Prime Material plane



well, but it must be a basically undecorated object like a clay pot, a simple weapon, or a plain shield. A painted or engraved vase, a bejeweled dagger, or an embroidered gown would all be too complex for her to duplicate. She can assume the form of an annis, a greenhag, or a night hag, with all appropriate powers, whenever she desires.

Syrul can use an *alter reality* spell once per day, in the same manner that a devil or demon prince can fulfill another's *wish* or *limited wish*. She can also grant a deserving worshiper the use of a *vision* spell, at the normal chance for successful casting. When a member of the Scarlet Brotherhood who is an assassin, illusionist, thief, or monk attains the 9th level of experience, Syrul will

on her personal nightmare, Flamedevil. If Flamedevil is killed, he returns to Hades to be revived and can be called forth again 13 days later. Syrul will not come to the Prime Material plane without Flamedevil or some other ally; if Flamedevil is not available, she will seek 2-5 other neutral evil monsters to accompany her, such as night hags, other nightmares, wyverns, or black dragons (young or young adult) of neutral evil alignment. The following types of monsters will never attack her, and she can always command them to service if they are present (each is represented in the portion of Hades that is her home): black dragons, evil cloud giants, larvae, evil lichs, night hags, nightmares, giant octopi, greenhags,

annis, giant rats, winter wolves, worgs, giant wolverines, and wyverns. Note that she can *summon* these creatures in Hades, but not on the Prime Material plane.

Flamedevil: HD 10; MV 18"/42"; 3 attacks for 3-12/4-16/4-16 damage; SA flame breath, covers 90-degree arc in front of Flamedevil out to a distance of 20 feet, causing 4-16 damage (2-8 if a saving throw is made) and making victims -3 to hit because of obscured vision (those who make the saving throw are only -1 to hit); SD *blink* (as a blink dog) three times per day; MR 35%; HP 88. Flamedevil is telepathic

out to a range of 1200 feet and can communicate with any intelligent creature (its own intelligence is 19). When it is in combat in the air versus other winged horses (pegasi, griffons, hippogriffs, etc.), its breath does double damage. Any such steed that gets within 60 feet of Flamedevil must make a saving throw vs. spells or be affected by *fear*. The affected creature will flee and will try to buck off any rider the steed might be carrying. (Ki-rin and other creatures from the outer planes are immune to this *fear* effect.)

Members of Syrul's clergy wear golden-

yellow robes adorned with a red forked tongue. Beginning at third level, her clerics receive the power to *obscure alignment* once per day, at will, in addition to the other spells they are permitted. Beginning at seventh level, they also receive the extra ability to use *undetectable lie* once per day. The only other bonus that Syrul bestows is the "evil luck" benefits mentioned above.

Syrul is worshiped in the Barbarian States, on Lendore Isle, and by the Scarlet Brotherhood; also, in several large cities around the continent, worshipers of her may be found in the city's thieves' quarter.

FORTUBO

God of Stone, Metals, and Mountains

Lesser god

ARMOR CLASS: -6
 MOVE: 14" (16")
 HIT POINTS: 205
 NO. OF ATTACKS: 2
 DAMAGE/ATTACK: 7-16 +9
 SPECIAL ATTACKS: *Spells*
 SPECIAL DEFENSES: *Immune to metal or stone weapons; immune to petrification*
 MAGIC RESISTANCE: 65%
 SIZE: M (5 'tall)
 ALIGNMENT: *Lawful good (neutral tendencies)*
 WORSHIPERS' ALIGNMENT: *Lawful and neutral miners, including dwarves and gnomes*
 SYMBOL: *Hammer with a glowing head*
 PLANE: *Twin Paradises*
 CLERIC/DRUID: *16th level cleric*
 FIGHTER: *11th level fighter*
 M-U/ILLUSIONIST: *Nil, but see below*
 THIEF/ASSASSIN: *7th level thief*
 MONK/BARD: *Nil*
 PSIONIC ABILITY: VI
 S: 21 (+4, +9) I: 19 W: 20
 D: 19 C: 22 Ch: 13

Fortubo appears as a small, almost dwarvish-looking man. He wears leather armor and *bracers of defense* (AC 2). His hammer, Golbi, is +4 to hit and to damage, and automatically returns to his hand after being thrown. He can hit a target with it from as far away as 200 yards. The hammer will return to him even if he teleports to another plane after throwing it, and in order to return it will burst itself from the grasp of any other creature with a strength of less than 23.

The weapon has an ego of 18 and an intelligence of 18 and is aligned lawful good. In addition to its properties as a hammer, Golbi serves as a storehouse for certain types of magic that Fortubo can bring forth from it: *faerie fire*, *protection from normal missiles*, *protection from evil*

10' radius, detect magic, and *continual light*, which can be made to emanate from the hammer itself or from another object chosen by Fortubo. These powers are usable one at a time, at will, and each is evoked by the use of a different command word. The *protections* the hammer offers will stay in effect around Fortubo even if the hammer is thrown.

Fortubo is resistant or immune to many spells that involve rock or earth. He cannot be affected by *stone to flesh* or *statue*, and is

immune to *petrification* from any source. He cannot be harmed by any weapon of metal or stone, including rocks thrown by giants or a boulder "thrown" by an *animate rock* spell. *Move earth*, *dig*, and *transmute rock to mud* will fail if cast on ground within 2" of Fortubo.

He has 98% accuracy in the underground skills: *detect grade or slope*, *detect new construction*, *detect sliding or shifting walls*, *detect traps involving falling blocks*, and *determine depth underground*. Fortubo





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can impart this level of skill to a dwarf or gnome worshiper, if he desires, for a duration of up to 36 hours, but seldom will give the power twice to the same individual. He can identify any metal, alloy, stone, or gem and assess its value down to the exact copper piece.

Fortubo is said to have found little pleasure in men. He has allied himself with the dwarven gods Moradin (see DEITIES & DEMIGODS™ Cyclopeda) and Berronar (see DRAGON® Magazine #58 or Best of DRAGON Magazine, Vol. III) in their struggle against humanoids who harm the earth with mindless tunneling. Golbi is said to be a personal gift to Fortubo from Moradin himself.

While Fortubo has human clerics (20% of his clergy), the majority are dwarves (75%) with very few (5%) being lawful good gnomes. Males and females are welcome in his clergy; in fact, married couples are encouraged to enter the priesthood together. Fortubo demands absolute devotion from his priests; they cannot be multi-classed characters or characters with two classes. Clerics of Fortubo gain +1 to hit and damage with any stone or metal weapon, and upon attaining 5th level they receive a +1 bonus to their saving throw vs. petrification for each level of experience attained beyond the 4th. Fortubo's clergy are required to wear or carry no special gear. Any hammer will serve as a holy symbol. If a husband and wife are both members of Fortubo's

clergy, their offspring will all have wisdom of at least 13, constitution of at least 12, and a score of at least 11 in all other abilities.

Fortubo chooses one dwarven cleric to be his high priest; this will always be a character who has advanced through the 8th level of experience (the highest level that a dwarven NPC cleric can attain). The high priest has the ability to cast the *raise dead* spell, but can only perform the magic on dwarves and gnomes. Only one such high priest will exist at one time in the world; the current high priest is Dobfur, of the town of Dwarfhaven on Lendore Isle.

Fortubo is never kind to those who have fallen from good, though he tolerates those of the various neutral alignments. He is totally opposed to theft or murder, and thus no dwarven, gnome, or human thief or assassin would worship him. He is opposed to evil and to the subjugation of his followers. To this end, Fortubo offers indirect aid to those who would free his people or who would reestablish a temple to himself, Moradin, or Berronar. Fortubo can raise the constitution of one of his chosen "children" to as high as 19. Such a great boon is given only for deeds done in his name. He can also lower the constitution of any humanoid to as low as 3, but only does this to the worst of his enemies or desecrators of his name.

Temples to Fortubo are often (75%) set up in natural underground cave complexes or caverns, sometimes associated with a

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nearby mining operation. A temple dedicated to him is sometimes (25%) built above ground in an area heavily populated by dwarves and/or gnomes. Fortubo is known to have temples in various places in the Flanaess, especially in the Flinty Hills, around Irongate, and on Lendore Isle.

WEE JAS

Goddess of Magic and Death

Greater goddess

ARMOR CLASS: -5
 MOVE: 13"
 HIT POINTS: 205
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 5-8 +3
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: 90% plus *globe of invulnerability*
 SIZE: M (5' 9" tall)
 ALIGNMENT: *Lawful neutral (evil)*
 WORSHIPERS' ALIGNMENT: *Highly intelligent lawful figures*
 SYMBOL: *A skull lit from behind by a fireball*
 PLANE: *Acheron*
 CLERIC/DRUID: See below
 FIGHTER: Nil
 M-U/ILLUSIONIST: See below
 THIEF/ASSASSIN: Nil
 MONK/BARD: Nil
 PSIONIC ABILITY: VI
 S: 18 (+1, +3) I: 24 W: 17
 D: 17 C: 8 Ch: 20

Wee Jas is an attractive woman who never diminishes her awe ability when appearing to mortals. She wears beautiful and expensive gowns and delights in changing them often (instantly, by magic). If she gives a gown to a woman, it will act as a *cloak of protection* +3 for the next 72 hours. Wee Jas wears no armor; her excellent armor class comes from the powerful magic that surrounds her. She cannot be harmed by non-magical weapons or missiles.

In addition to her high magic resistance, she has a permanent *globe of invulnerability* around her which cannot be brought down, making her immune to magics of the 1st through 4th levels, even from devices. She can, at will, make the globe radiate as much light as she desires, up to the brightness of a *sunburst* from a *wand of illumination*.

Wee Jas is a master of magic. She knows every magic-user spell of any level, plus every cleric, druid, or illusionist spell of 5th level or lower. She can cast up to 9 spell levels worth of magic in a single round (maximum of three separate castings per round), mixing them as to type and level as she sees fit, and casting each at the 25th level of ability. She can use up to five magic-user spells per day of each spell level from 6th through 9th, and can use an unlimited number of 1st-5th level spells per day, taking them as desired from the spell lists of all the spell-casting classes.

As the goddess of death, Wee Jas can turn or command undead as a 25th level cleric. Intelligent undead creatures often try to flee from her to avoid the *sunburst* effect of her *globe of invulnerability* which she can maintain indefinitely. She is the guardian of the dead as well; her clergy are forbidden to use *raise dead* or *resurrection* magic on any character or creature before *communing* with her directly and gaining permission.



Wee Jas is loath to allow anyone to be *raised* or *resurrected* who is lower than 9th level or not lawful. It is 50% likely that she will not allow her clergy to raise a being who is neutral with respect to law and chaos, and there is only a 15% chance that she will allow the raising of a chaotic creature or character. A priest of Wee Jas who goes against her wishes or does not consult her in the matter of *raising dead* will be demoted

one experience level and forfeit three levels' worth of spell casting ability until he or she performs an *atonement*.

She can summon groups of lawful undead or lawful dragons (but not Tiamat or Bahamut or their attendants) to do her bidding, but the task she sets for them must not be in violation of their alignment. Summonable undead are wights, wraiths, spectres, mummies, or ghosts, as she chooses. Any dragons she summons will be of adult age or older and capable of speech and magic use; she can call blue, green, bronze, silver, or gold dragons, as she chooses. Summoned creatures will come to her in Acheron or on the Prime Material plane within 1-4 rounds, and from 2-5 of any creature will appear to answer a single call.

Wee Jas has the power of *ability alteration*. She can raise or lower the intelligence, wisdom, and/or charisma of any character, to a maximum of 4 points' worth of alteration on any single figure (one ability 4 points; two abilities 2 points each; one ability 2 points and the two others 1 point each, and so forth). Her *alteration* cannot raise a score above 18 or lower it below 3, and she cannot affect the same character more than once, even to reverse the effects of her own tampering. Since she is highly lawful, she will only perform this *alteration* on someone who has done her an extreme service or disservice.

She is not on good terms with any chaotic deity. She is favored by Phaulkon among the Suloise deities of good alignment and by Bralm among the evil Suel deities. She is on favorable terms with all lawful deities because she is known to uphold law above all else. Demons and all other chaotic figures loathe and despise her. Chaotic undead avoid her, but must obey her if she commands them into service.

Her clergy are always lawful, and within any particular church they will all be of the same alignment (50% lawful neutral, 30% lawful evil, and 20% lawful good). Members of her clergy wear black vestments if good, gray if neutral, and white if evil. All of her churches are huge, elaborate structures, and services to her are long and complex affairs lasting for hours.

Clerics of Wee Jas receive a special bonus — reduced casting time for their spells. Clerics of levels 1-5 can cast 1st and 2nd level spells in one less segment than normal; at levels 6-10, her clerics can cast their 1st and 2nd level spells in two less segments; at levels 11-15, they can also cast 3rd and 4th level spells one segment faster than normal. At level 16 and above, clerics of Wee Jas can cast 3rd and 4th level spells in two segments less time, and 5th level spells in one segment less. Any spell reduced to a casting time of zero or less by these bonuses is considered to have a casting time of ½ segment. In any case, the cleric can only cast one spell per round.

Wee Jas is worshiped in highly lawful and civilized communities including Lo Reltarma, the Scarlet Brotherhood, and the Theocracy of the Pale. Ω

Gods of the Suel pantheon

Fiery Pyremius, nasty Beltar, and bearlike Llerg

by Lenard Lakofka

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PYREMIUS

God of Fire, Poison, and Murder

Lesser God

ARMOR CLASS: -5

MOVE: 15"

HIT POINTS: 170

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 3-30 (sword), 1-8

(whip), plus strength bonus

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: Immune to

disease, fire, and poison; also see below

MAGIC RESISTANCE: 55% (90% vs.

lightning and electricity)

SIZE: M (6'6" tall)

ALIGNMENT: Neutral evil

WORSHIPER'S ALIGNMENT: Evil,

including many humanoids

SYMBOL: The face of a yagnodaemon

PLANE: Hades

CLERIC/DRUID: 7th level cleric

FIGHTER: 10th level fighter

M-U/ILLUSIONIST: 12th level magic-user

THIEF/ASSASSIN: 5th level assassin

MONK/BARD: 13th level monk

PSIONIC ABILITY: VI

Attack/Defense Modes: Nil

S: 21 (+4, +9) I: 19 W: 19 D: 17

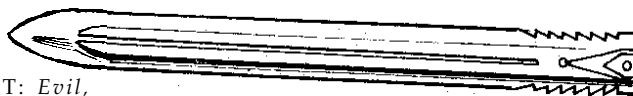
C: 18 Ch: 6 (21)

Pyremius appears as a grotesque man who facially resembles a jermlaine. He has many human worshipers as well as worshipers among the jermlaine, firenewts, and grimlocks (see the FIEND FOLIO® Tome). He can *mass charm* these non-humans at will, and has an effective charisma of 21 in dealings with them.

He wears special *bracers of defense* made of brass that give him his superior armor class. When he is not wearing them, his armor class drops by 10 places to 5. Pyremius will not remove his bracers voluntarily except to loan them to a neutral evil figure who is native to an outer plane. Anyone else who puts them on will see his hands *wither* and fall off (along with the bracers, which cannot then be donned again by the same figure) at the start of the following round. There is no saving throw against this effect, and *regeneration* will not restore the lost appendages. Only a figure with strength greater than that of Pyremius can force him to remove the bracers, and then usually only if that figure bests him in personal combat.

Pyremius bears a sword named *The Red*

Light of Hades that can be borne by no one else. It is a +5 weapon to hit and on damage and does 3-30 points of damage per strike, not counting the god's strength bonus. A paladin who is struck by the sword must make a saving throw of 14 (no adjustment allowed for any reason) or lose all his abilities as a paladin until both a *wish* and an *atonement* are cast upon him to bring those powers back. The sword casts a red light out to a radius of 20 feet that will outline an invisible object just as a *faerie fire* spell would. The light does no damage, but it will remain around a visible or invisible object it has touched until it is removed by a *dispel magic* spell successfully cast against



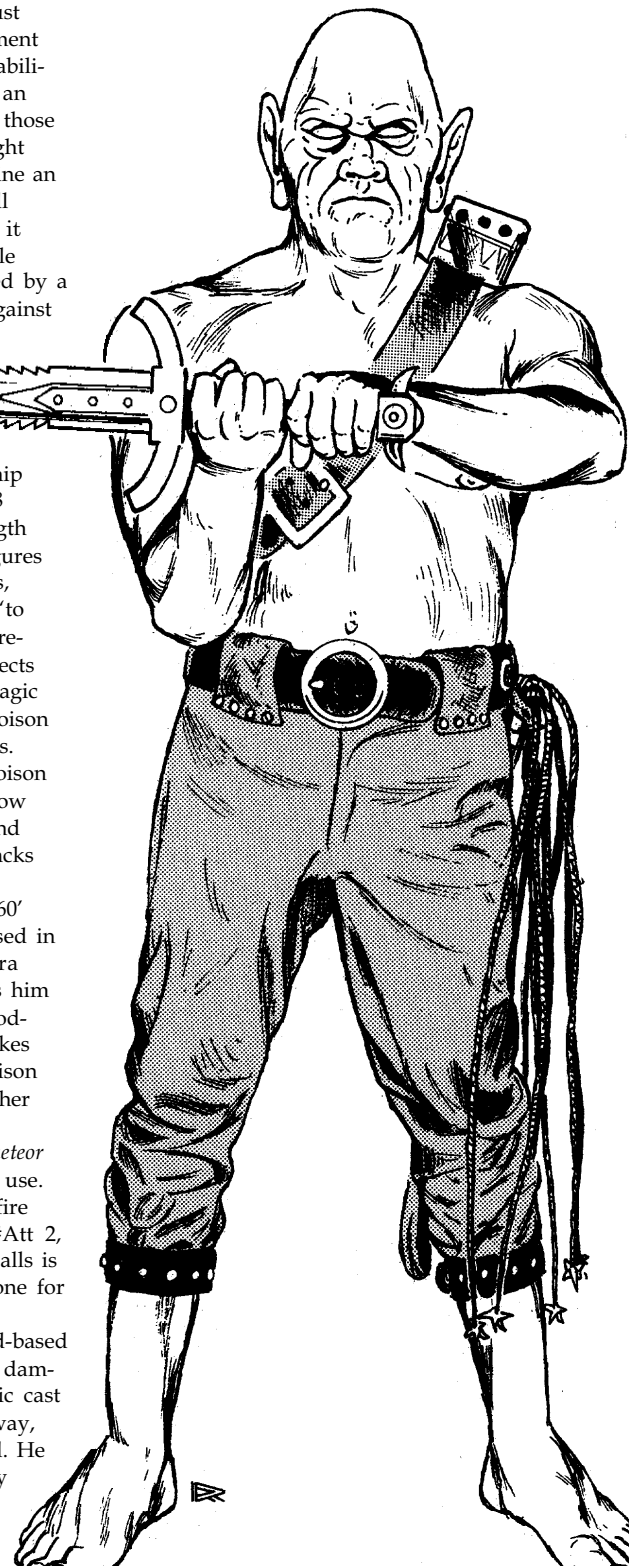
20th-level magic.

The other weapon he carries is a whip called *The Viper of Hades*. It does 1-8 points of damage (not including strength bonus) on a hit, and it will damage figures that can be hit only by magic weapons, even though it has no magical bonus "to hit." The whip's principal value to Pyremius comes from its poison, which affects any mortal *except* those hit only by magic weapons. Anyone susceptible to the poison who is struck by the whip must save vs. poison at -3 or die on the spot. The poison is so virulent that the usual saving-throw bonus allowed to dwarves, gnomes, and halflings does not apply on poison attacks from this weapon.

Pyremius can *detect good* out to a 60' radius around himself, and he is encased in a permanent *protection from good* aura (around his person only) that prevents him from being struck in melee by any good-aligned beings unless and until he strikes the first blow. He can identify any poison by taste and *neutralize poison* in another figure at will.

Once a day Pyremius can cast a *meteor swarm* spell at the 20th level of magic use. Once a week he can *summon* a huge fire elemental (HD 24, AC -2, MV 18", #Att 2, D/Att 4-3214-32). If an elemental he calls is killed, he cannot conjure up another one for a month.

His one significant weakness is cold-based attacks, from which he suffers double damage. A *resist cold* spell or similar magic cast on his behalf will not aid him in any way, and thus he will never carry that spell. He prefers to carry and cast fire spells over any other type.



Pyremius is on excellent terms with all the denizens of the gloom of Hades, and particularly so with daemons (see *Monster Manual II*). He can *summon*, with a 55% chance of success (100% in Hades), from 1-4 yagnodaemons to carry out his bidding. He can exercise this power once per turn in Hades; when on the Prime Material Plane, he can attempt this *summoning* once per round until it succeeds, but then must wait an hour before trying again.

Pyremius and Syrul (see *DRAGON® Magazine #88*) have collaborated on many endeavors on Oerth, most of them having to do with the Scarlet Brotherhood. Both deities, being part monk and part assassin, have been prayed to by the Brotherhood, and have aided the Brotherhood on many occasions — with the result that the Scarlet Brotherhood has begun to emerge as a power on Oerth. Any opponent engaged against that group might find these two deities intervening, directly or indirectly, on behalf of their worshipers. However,

they are very careful about when and how to use direct intervention, since that might involve other gods in the struggle — and almost nothing is worth risking a battle between the gods!

Clerics devoted to the service of Pyremius wear red vestments decorated with flame-shaped swatches of orange and yellow. Viewed from a distance, this garb makes the cleric seem to be on fire. Members of the clergy of Pyremius gain special abilities — not all of them beneficial — as they advance in level, but must pay for these abilities by earning an extra 5% of the experience-point total normally needed to rise from each level to the next. The abilities gained at each juncture in a cleric's career are cumulative with those gained at lower levels; for instance, a 5th-level cleric has a total saving-throw bonus of +2 against fire spells. The abilities are as follows:

Levels 1-4 — +1 on saving throws vs. fire spells; -1 on saving throws vs. cold spells.

Levels 5-8 — +1 on saving throws vs. fire

spells; -1 on saving throws vs. cold spells.

Levels 9-10 — Ability to use a *pyrotechnics* spell once per day (no material component needed for bonus spells, and they do not count against normal spell allotment).

Levels 11-15 — -1 on saving throws vs. cold spells (total penalty -3); must take 1 extra point of damage per die from cold spells (up to a maximum possible for type of die); ability to use the magic of a *fire shield* spell (hot-flame variety) once per day, as if wearing a *ring of fire resistance*.

Levels 16 and above — -1 on saving throws vs. cold spells (total penalty -4); one hit point of damage lost from any cold spell is permanent until regained by a *restoration* spell or *wish*; ability to use the magic of a *fireball* spell once per day, with damage equal to 1d6 per level of cleric.

Secret temples to Pyremius can be found in many large cities throughout the Flanaess. He has some worshipers among the barbarians, in the Amedio Jungle, and in Hepmonaland, but these are very few.

BELTAR

Goddess of Deep Caves, Pits, and Malice

Lesser Goddess

ARMOR CLASS: -1

MOVE: 15"

HIT POINTS: 180

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 2-12/2-12 *plus strength bonus, plus loss of 1 energy level per touch*

SPECIAL ATTACKS: *Bit causes vampirism*

SPECIAL DEFENSES: *Immune to attacks from undead*

MAGIC RESISTANCE: 50%

SIZE: M (5'4" tall)

ALIGNMENT: *Chaotic evil (neutral tendencies)*

WORSHIPERS' ALIGNMENT: *Non-lawful evil, including humanoid miners*

SYMBOL: *Great fangs about to bite*

PLANE: *Tarterus*

CLERIC/DRUID: *17th level cleric*

FIGHTER: *Nil*

M-U/ILLUSIONIST: *3rd level illusionist*

THIEF/ASSASSIN: *10th level assassin*

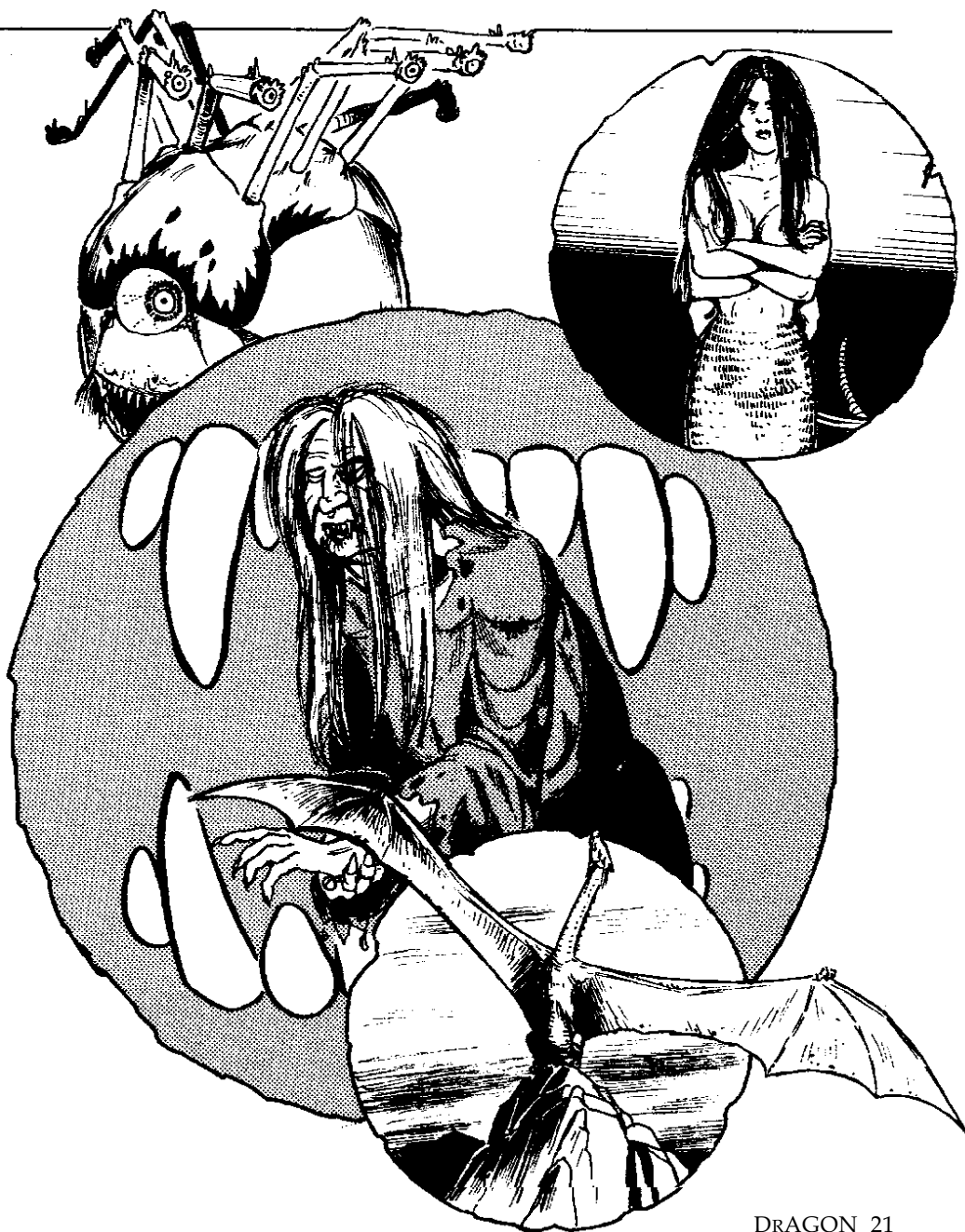
MONK/BARD: *Nil*

PSIONIC ABILITY: *VI*

Attack/Defense Modes: *Nil*

S: 18/45 (+1, +3) I: 19 W: 19 D: 17
C: 17 Ch: 0

Beltar appears as an ugly old hag in filthy clothing in her natural state. She can *shape-change* to any human or humanoid form at will. In addition, she can take the form of an ancient red dragon (11 HD), a beholder (75 hp), and a Type V demon. She can assume any one of these latter three forms in a given day and can maintain that form for as long as 6 hours. When in the shape of the demon or the beholder, she can use all



the magical powers available to those creatures; in dragon form, she can use illusionist spells as appropriate to the creature (limit one 2nd-level and two 1st-level spells).

She uses no weapon, but can strike with both of her hands in a single round: anyone hit by her hand suffers 5-15 points of damage (including her strength bonus) and the loss of one energy (experience) level. If she attacks with surprise or has *charmed* a victim before attacking, she can bite her target and inflict vampirism. A victim is allowed a saving throw vs. poison, at -5, to escape the effects of her first bite — but no

save is possible on the second bite.

She has a vampire's *charm power*, and can maintain this power in her *shape-changed* forms. (When in beholder form, she radiates the power from her central eye only.) She can command any undead creature in her presence into service, except a lich of greater than 20th level receives a saving throw vs. spells, at -3, to avoid this. She can *summon* one Negative Material Plane undead (wight, wraith, spectre, vampire or shadow) per round, once per day, until 10 random undead have arrived.

Clerics devoted to the service of Beltar all wear black or dark grey vestments. Cere-

monies of worship to her are carried out in deep caves or in dungeons far below ground level. The greatest honor to which a high priest of Beltar aspires is the right (always granted) to continue existence as a lich when the cleric advances through the 19th level of experience; thus, there are no living clergy of Beltar of 20th level or higher.

Beltar is worshiped by chaotic evil humanoids (orcs, gnolls, bugbears, and ogres) in the Corusk Mountains, the Vast Swamp, and the Rakers. Humans worship her in the barbarian states, the Amedio Jungle, Hepmonaland, the Pomarj, and even in the Great Kingdom.

LLERG

God of Beasts and Strength

Lesser God

ARMOR CLASS: -2

MOVE: 13"

HIT POINTS: 160

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 2-12, plus strength bonus

SPECIAL ATTACKS: Attacks as a cave bear, giant alligator, or giant snake

SPECIAL DEFENSES: Immune to animal venom and attacks from any normal animal

MAGIC RESISTANCE: 40%

SIZE: M (5'4" tall)

ALIGNMENT: Chaotic neutral

WORSHIPERS' ALIGNMENT: Barbarians, berserkers, chaotic neutrals, some druids

SYMBOL: The head of a bear, alligator, or giant snake

PLANE: Limbo

CLERIC/DRUID: 9th level druid

FIGHTER: 17th level ranger

M-U/ILLUSIONIST: 3rd level magic-user

THIEF/ASSASSIN: 5th level thief

MONK/BARD: 9th level bard

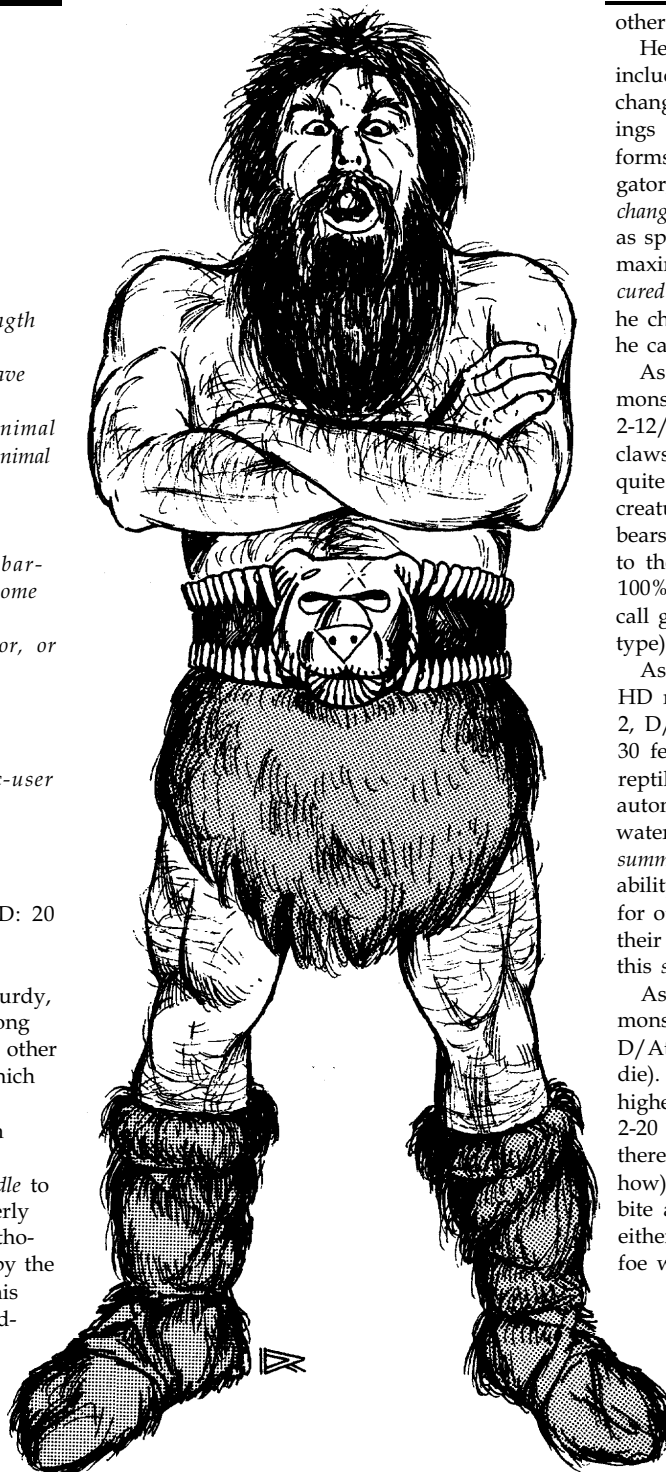
PSIONIC ABILITY: VI

Attack/Defense Modes: Nil

S: 19 (+3, +7) I: 17 W: 17 D: 20

C: 18 Ch: 13

Llerg's natural appearance is as a sturdy, well-built, shaggy-looking man with long hair. He prefers to wear no protection other than a *girdle of cave bear strength*, which bestows upon the wearer an effective strength of 20 and the ability to *hug* in combat for 2-20 points of damage per round. He may decide to loan the *girdle* to someone, but it will not operate properly unless he so commands it — an unauthorized wearer will be hugged to death by the *girdle* as soon as it is fastened on. In his human form, Llerg fights with a broadsword that is +2 "to hit" and does 2-12 points of damage (3-18 vs. size L opponents) plus his strength bonus. Whenever possible, though, Llerg prefers to fight in one of his



other forms.

He can *shapechange* into any carnivore, including dinosaurs (although he will not change into a dinosaur unless his surroundings contain other dinosaurs). His favorite forms are those of a cave bear, a giant alligator, and a giant snake. In any *shape-changed* form, he cannot cast spells (except as specified below) but has his standard maximum number of hit points. He is *cured* of 3-30 points of damage every time he changes from one form to another, and he can change as often as desired.

As a cave bear, Llerg attacks as a 9 HD monster with MV 15", AC -2, #Att 3, D/At 2-12/2-12/3-18 plus hug for 2-20 if both claws hit. The bear's body is 15 feet tall, a quite imposing figure to all other bearlike creatures; when he is in this form, all other bears, including werebears, will obey Llerg to the death. He can *summon* bears with 100% accuracy once per hour; when the call goes out, from 2-5 bears (all of the same type) will arrive in 1-10 rounds thereafter.

As a giant alligator, Llerg attacks as a 9 HD monster with MV 9"/20", AC -2, #Att 2, D/Att 4-24/3-30. The alligator's body is 30 feet long. Llerg can command other reptiles who swim to aid him, and can automatically *summon* any creatures in the water around him to a radius of 1 mile. All *summoned* creatures with any combat ability, or those which Llerg desires to use for other purposes, will head toward him at their normal movement rates. Llerg can use this *summons* power up to twice per day.

As a giant snake, Llerg attacks as a 9 HD monster with MV 15"/18", AC -2, #Att 1, D/Att bite for 3-24 plus poison (save or die). On any natural roll "to hit" of 18 or higher, Llerg can constrict an opponent for 2-20 points of additional damage per round thereafter until the victim dies or (somehow) escapes. He can also attempt further bite attacks while constricting an opponent, either against the one being held or another foe within reach. The snake's body is 30 feet

long. In this form, Llerg can use the magic of a *sticks to snakes* spell at the 12th level of effectiveness; all the snakes he creates in this way will be poisonous snakes with maximum hit points.

If Llerg *shapechanges* into another form

or moves farther than 100 feet away from the snakes, they will turn back into sticks.

Clerics and druids devoted to the service of Llerg adorn themselves in bear skins, alligator hides, and snake skins when conducting worship ceremonies. Every member of the clergy of Llerg, upon amassing enough experience points to qualify for 5th level, must seek out and defeat a bear in combat to the death (using a weapon of his choice). The penalty to fulfill this responsibility, or for running away from the fight, is the same for losing the battle — death.

A few druids worship Llerg, but these are druids who have little or no concern for plants and who will rarely, if ever, pray for spells involving plants or wood. These are druids who are concerned about the protection of carnivorous animals above all else — not protection from fair combat, but from slaughter for sport or for their hides.

No animal, even a conjured or summoned one, will attack a cleric or druid in the service of Llerg. This protection is personal, and does not extend to other members of the party. If the cleric or druid moves to initiate combat with such an animal, or purposely hunts the creature, then the protection is instantly cancelled with respect to that creature.

Llerg is a popular object of worship in the barbarian states, second only to Kord. He is also worshiped in the Amedio Jungle and in Hepmonaland, and in isolated forests where cavemen reside.

Clerics must pay for skills

Some of the Suel deities described in issues #87 and #88 require experience-point payments from their clerics in return for the special abilities those clerics receive. The following information was inadvertently omitted from the published text:

Clerics of Kord (#87) must earn an additional 5% in experience points to rise from one level to the next throughout their careers.

Clerics of Phaulkon (#87) must earn an extra 5% in experience points during the 5th level, 8th level, and 11th level, and at every level from 16th on up.

Clerics of Wee Jas (#88) must earn an extra 10% in experience points to rise from one level to the next throughout their careers.

As pointed out in the first article of this series (issue #86), a simple and equitable way for the DM to collect these "payments" is to deduct the appropriate percentage of experience points from earned experience before actually awarding experience at the end of an adventure. For instance, a cleric of Kord who earns 1,000 experience points for his performance during an adventure would actually receive an award of 950 points, after the 5% payment is deducted.

One *heal* to a demigod

A mistake also cropped up in the list of Standard Divine Abilities printed with the first two installments of this series (issues #86 and #87). Demigods are entitled to only one *heal* spell per day; that entry in the list should have read "*Heal* (1)" instead of being used without a number, which implied that the spell was usable by demigods as often as desired.

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Gods of the Suel pantheon

Phyton of the forest, Xerbo and Osprem of the sea

by Lenard Lakofka

PHYTON

God of Beauty and Nature

Lesser God

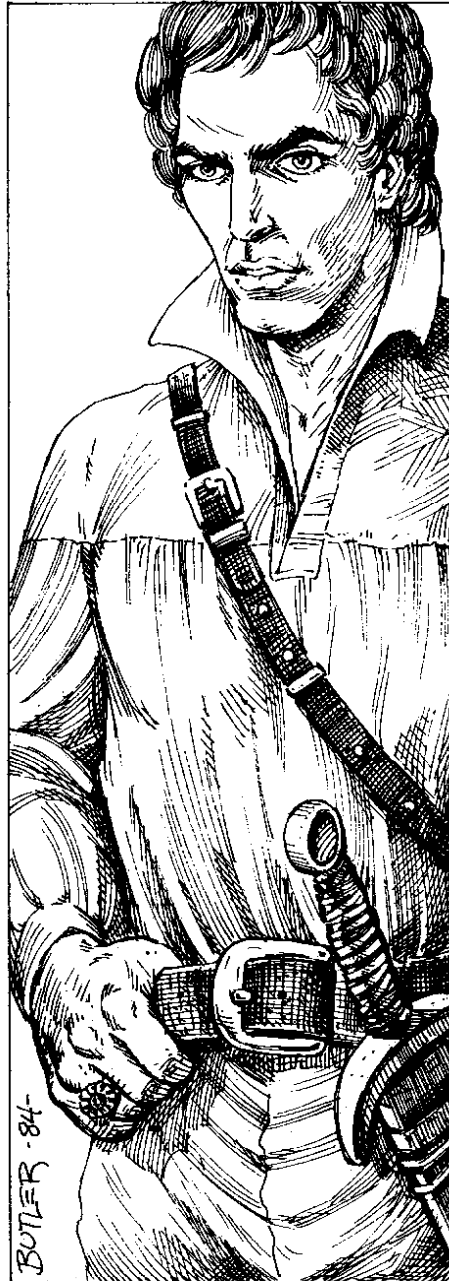
ARMOR CLASS: -1
 MOVE: 16"
 HIT POINTS: 160
 NO. OF ATTACKS: 2
 DAMAGE/ATTACK: 1-20 + 7 or 16 + d8
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: 35%, but 75% in woods
 SIZE: M (5'10" tall)
 ALIGNMENT: Chaotic good (neutral tendencies)
 WORSHIPERS' ALIGNMENT: Farmers, rangers, some druids, some elves
 SYMBOL: Scimitar crossing an oak tree
 PLANE: Gladsheim
 CLERIC/DRUID: 14th-level druid
 FIGHTER: 14th-level ranger
 M-U/ILLUSIONIST: Nil
 THIEF/ASSASSIN: Nil
 MONK/BARD: Nil
 PSIONIC ABILITY: VI
 Attack/Defense Modes: Nil
 S: 19 (+3, +7) I: 19 W: 19 D: 19
 C: 19 Ch: 24

Phyton is a tall, slender, youthful-looking man with a light complexion. He can *shape-change* into the form of any being that normally inhabits a forest environment, including that of a treant.

When in his natural form or another form that can bear the weapon, he carries a scimitar that is +3 to hit (a total of +6 including his strength bonus) and does 1-20 points of damage, +7 for his strength bonus. The scimitar can become *invisible* upon his command, even in melee, but only when he is wielding it.

On one finger of each hand Phyton wears a ring enchanted with the force of a permanent *shocking grasp* spell that does 17-24 (16 + d8) points of damage to anyone or anything he touches, as he desires. A successful roll "to hit" is required for each touch. The victim is allowed no saving throw if the touch succeeds. He sometimes fights using only the rings; in such a case, he is allowed one attempt to touch per hand in each round, and his strength bonuses do not apply.

If he claps his hands together so that the rings touch, he can create an explosion of *ball lightning* that will instantly spread out



in a 30-foot radius all around him. Anyone in the area of effect will take 34-48 (32 + 2d8) points of damage. Magic resistance can prevent the damage, and a successful saving throw vs. spells reduces the damage to half (16 + d8). Once the rings are touched together and Phyton wills the *ball lightning* attack to occur, the rings must recharge for 2 turns before they can be used again in either of their attack modes.

Phyton is immune to any poison that is even partially made of plant material and

can *neutralize poison* of that type, if it is present in another figure, out to a range of 30 feet.

When he is in a forest occupied by treants, he can summon them to fight for him. A group of 7-12 (6 + d6) will answer his call, each one arriving 1-6 turns thereafter. In a forest that does not contain treants, he can summon aid as per a double-strength *call woodland beings* spell; two types of creatures (excluding treants) will appear instead of just one. Phyton can use either of these summoning powers two times per day.

Phyton has power over beings and items made of wood. He cannot be touched by any non-living item made of wood unless he allows it. This includes such things as hammers, axes, and spears with metal heads but shafts and handles made of wood. In addition, he can cast a *warp wood* spell as often as desired (one per round maximum), out to a range as far as he can see and against any volume of wood up to the size of a small tree. Magic items made of wood are allowed a saving throw vs. crushing blow, at a penalty of -4, to avoid the effect. If the item does make its saving throw, Phyton can usually still achieve his desired end by simply casting another *warp wood*. The only time he might not be able to get off a second casting of the spell in time would be against a hurled weapon or an arrow in flight, which would reach its destination before he could use the spell again in the next round.

Because of his influence in the forest coupled with his tendency toward neutrality, Phyton is worshiped by many druids; chaotic good clerics also are found in his clergy in great numbers. The druids and clerics of Phyton usually wear simple robes of brown or green, but in the autumn his higher-level clergy are garbed differently, and gain special powers, as follows:

Clergy of 7th-9th level wear yellow robes in autumn. During that season, they may use a *warp wood* spell up to three times per day, over and above any spells they are already entitled to.

Clergy of 10th and 11th level wear orange robes in autumn. During that season, they get the extra benefit of up to three *tree* spells per day.

Clergy of 12th level and higher wear red robes in autumn. During that season, they get the extra benefit of three *plant door* spells per day.

These spell benefits are cumulative. As compensation for their special benefits, clergy of Phyton are not concentrated in

any particular geographic area; he is a commonly worshiped deity in rural settings and farming communities. Services to Phyton are always conducted in woodland settings. If a worshiper of Phyton of 9th level or higher directly saves a major wood-

land from destruction, Phyton will *bless* the farmlands of that figure's home countryside (in a circle of 1 mile radius) with abundance and immunity from normal fires and normal cold during the next growing season. Such a *blessing* will help to produce a bumper

crop that will be worth from 2-5 times the value of a normal crop. In addition, Phyton will make known to the residents of the countryside who the recipient of this benefit is, enabling that figure to gain from the proceeds collected from the bumper crop.

XERBO

God of the Sea, Money, and Business

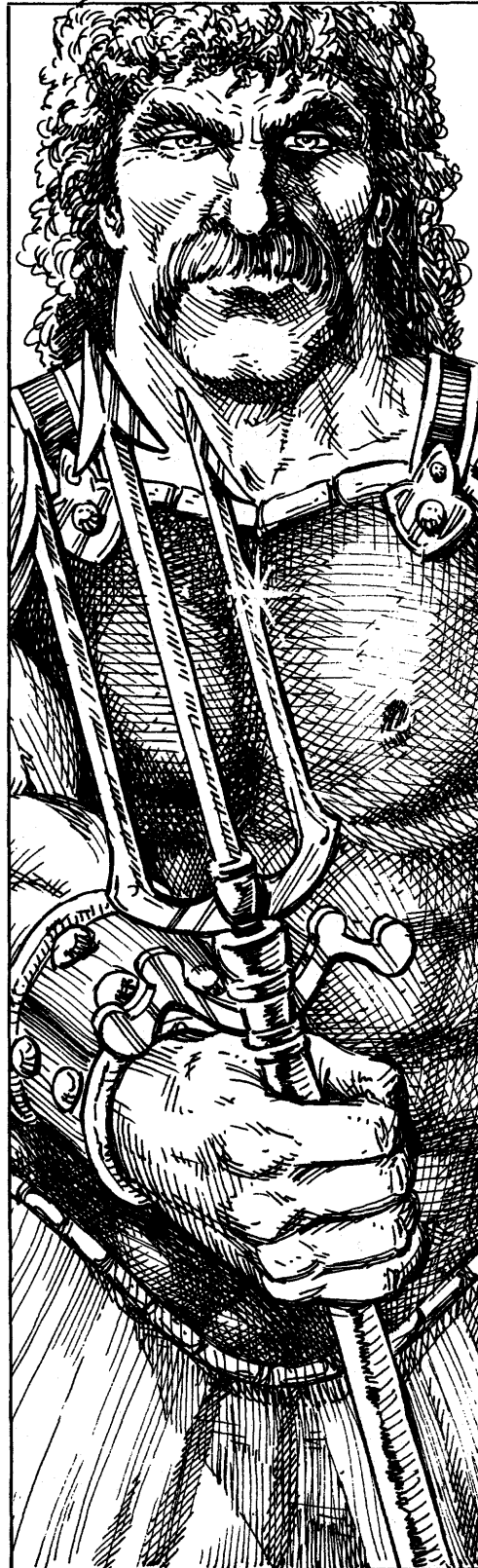
Lesser God

ARMOR CLASS: -3
 MOVE: 13"/36"
 HIT POINTS: 185
 NO. OF ATTACKS: 2
 DAMAGE/ATTACK: 5-50 + 8
 SPECIAL ATTACKS: *See below*
 SPECIAL DEFENSES: *See below*
 MAGIC RESISTANCE: 30%, but 95% while in water
 SIZE: M (7' tall)
 ALIGNMENT: *Neutral*
 WORSHIPERS' ALIGNMENT: *Fishermen and those living on sea coasts*
 SYMBOL: *A dragon turtle*
 PLANE: *Elemental plane of water*
 CLERIC/DRUID: *9th level in each*
 FIGHTER: *17th-level fighter*
 M-U/ILLUSIONIST: *Nil*
 THIEF/ASSASSIN: *Nil*
 MONK/BARD: *Nil*
 PSIONIC ABILITY: *VI*
 Attack/Defense Modes: *Nil*
 S: 20 (+3, +8) I: 19 W: 18 D: 14
 C: 18 Ch: 15

Xerbo appears as a large man with matted hair that looks like brown kelp. His armor is made of dragon turtle hide, as is his shield. He bears a trident that when used in water combines the powers of *submission* and *yearning* (saving throw vs. each allowed on each hit in melee), in addition to doing 5-50 points of damage, plus his +8 strength bonus, on each hit. The weapon has a +2 bonus "to hit," and with it Xerbo can *charm* any sea creature, or remove a *charm* on such a creature placed by another, by simply touching the target. When used out of the water, the trident is a +2 weapon for both "to hit" and damage purposes, does only 3-12 points of damage, and does not have the powers of *charm*, *submission*, or *yearning*.

Xerbo can use the following magical powers at will (maximum one casting per round): *detect magic*, *water breathing* (1 day duration), *speak with sea creatures*, *dispel magic*, *polymorph other* (always into a sea creature), *cure serious wounds*, *cure disease*, *neutralize poison*, *raise dead* (sea creatures only, and only if the creature's intelligence is 6 or higher), *raise water*, and *lower water*.

Also, he can use the following magical



powers up to three times per day each: *conjure water elemental*, *pass between fish* (as a druid does between plants); *teleport* without error, protection from *good* or *evil* (20' radius), and *globe of invulnerability* (on himself only).

These spells and spell-like powers are the only forms of magic that Xerbo has. All of his magical powers are used at the 9th level of ability for the purposes of range, duration, and area of effect unless otherwise indicated.

His knowledge of the seas and what they contain is 100% accurate unless magic masks his view. He believes in fair combat and the unwritten "law of the seas"; thus, he will not favor one sea creature over another. He believes that men and other land-based humanoids have no place in the water, and will not offer aid to such land-based creatures unless they are trying to help or protect sea creatures or the seas and oceans in general. If some creature or character is endangered or killed by a sea creature, Xerbo considers this to be fate, and he will not help or change the course of events. He will not allow members of his clergy to *reincarnate* anyone killed in the sea or while traveling across it unless a non-sea creature did the killing.

Druids who take up membership in the clergy of Xerbo are obviously special characters; they are devoted to the seas and oceans in the same way and to the same degree that other druids are involved with forests and other dry-land environments. Members of Xerbo's clergy are expected to care only for the seas, and the deity will not tolerate extended land adventures by them, especially "foolish" excursions into dungeons and ruins.

Members of the clergy of Xerbo (including neutral clerics, who can never be player characters) wear various shades of blue vestments, often decorated with green trim running from the edges of the garments into the torso and up to the neck, to simulate sea vegetation waving in the current. His clergy may never receive (nor pray for) spells involving fire, although they may receive spells such as *resist fire* and *protection from fire*; conversely, any spells involving water that they receive will always be of the highest quality, operating as if the caster were two levels higher for the purpose of range, duration, area of effect, and so forth.

Xerbo is worshiped along the east coast of the Flanaess and in the Hold of the Sea Princes and on Lendore Isle. He is the preferred deity of seafaring barbarians.

OSPREM

Goddess of Water Voyages

Lesser God

ARMOR CLASS: 5 (but -5 in water)
 MOVE: 12"/48"
 HIT POINTS: 120
 NO. OF ATTACKS: 1 (but see below)
 DAMAGE/ATTACK: 3-12 + 7
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: 30%, but 85% in water
 SIZE: M (5'10" tall)
 ALIGNMENT: Lawful neutral
 WORSHIPERS' ALIGNMENT: Lawful sailors and fishermen
 SYMBOL: A sperm whale or three barracuda
 PLANE: Nirvana
 CLERIC/DRUID: 11th level in each
 FIGHTER: Nil
 M-U/ILLUSIONIST: Nil (but see below)
 THIEF/ASSASSIN: Nil
 MONK/BARD: Nil
 PSIONIC ABILITY: VI
 Attack/Defense Modes: Nil
 S: 19 (+3, +7) I: 15 W: 20 D: 16
 C: 24 Ch: 19

Osprem appears as a beautiful woman dressed in flowing gowns that resemble blue-green seaweed. She wears no armor other than a *ring of protection* that confers upon her AC 5 out of the water and AC -5 in the water. This special ring, which only functions on her finger, also allows her to regenerate one hit point of damage per round while in the water. She is armed with a trident that is +3 to hit and does 3-12 points of damage, plus her strength bonus.

She never carries spells of fire, but she can use *resist fire* and *protection from fire*. Any spell involving water has maximum possible effect when cast by her (as if cast by a 14th-level druid or a 29th-level cleric). Osprem can *walk water* (like the cleric spell *wind walk*) at will, and can give this power to as many as five individuals at one time, by touch. She has the power to stop any disturbance in the water or on land under



the water; thus, she can quell an underwater earthquake or still a storm on the surface of the ocean.

Once per day she can produce an *ice storm* in an area 300 feet in diameter, causing a hailstorm of 10 rounds duration that will cause 3-30 points of damage per round to unprotected creatures within that area. This *ice storm* can be cast on dry land, but only if the area affected is within 1 mile of a major body of water (a large lake, large river, or the ocean). She uses this power primarily to punish people — perhaps even entire towns — who offend her.

Osprem is only on fair terms with Xerbo, but they do not battle over the oceans, and they will combine forces to do battle with any outside force that threatens safe travel

across the seas or the life within them.

She has the power to *shapechange* into the form of any water creature, retaining her hit points and armor class at all times. She will not change into a dragon turtle, so as to not offend Xerbo, and she almost always takes the form of either a dolphin, a barracuda, or a sperm whale.

As a dolphin or a barracuda, she attacks as an 11 HD creature, moves at 48", and does 3-12 points of damage with her bite.

As a sperm whale, she attacks as a 36 HD monster, moves at 48", and inflicts 15-60 (15d4) points of damage with her bite. On any successful roll "to hit" of 18 or greater, she engulfs her target and swallows it whole. This engulfing does not do any damage to the victim unless she wills it, and if she does then the victim suffers 3 points of damage per round while trapped inside her whale's body. (Her internal armor class is also -5, in case any victim tries to fight his way out.)

While in any *shapechanged* form, Osprem can *summon* normal creatures of the same type as often as three times per day. From 10-60 such creatures will answer her call, and will fight to the death on her behalf if she requests it.

Clergy of Osprem who have attained the 7th level or higher can *bless* a seagoing vessel so that its chance of suffering a calamity (capsizing, man overboard, broken rigging, torn sails, etc.), is half as likely as usual. Or, her clergy can *curse* a vessel so that the chance of such an occurrence is twice as great as usual. A *bless* or *curse* of this type affects one voyage of a vessel (from port to port) and must be put into effect before the vessel sets out from its point of embarkation. This power is a 4th level spell which members of her clergy can pray for as part of their normal allotment of spells.

Osprem's clergy often wear gold- or brass-colored armor that is finely decorated. Clerical vestments are blue, decorated with pictures or embroidery of ships, dolphins, whales, or barracudas. Her clergy can pray for spells of fire if they wish.

As they progress in levels, her clergy gain bonus spells over and above those normally allowed to them, as follows:

At 9th level, they receive *water breathing* (normally only available to druids and magic-users). At 11th level, they receive the spell ability of *water walk* (see above). And at 16th level, they may *summon* or *dismiss* a water elemental. The *summoned* elemental will always have 8 HD, but an elemental of any size can be *dismissed*. An elemental *summoned* in this way will never be hostile to the summoning cleric. As compensation for these abilities, clergy of Osprem must earn an extra 5% of the experience points normally needed to rise through the 9th and 11th levels, and all levels of 16th or higher.

Osprem is worshiped in many seaports touching the Azure Sea, and in the Lordship of the Isles and on Lendore Isle. She is rarely worshiped in the northern or western areas of the Flanaess. (For details, see TSR® module L2, *The Assassin's Knot*.)

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LYDIA

Goddess of Music, Light, and Daylight

Lesser Goddess

ARMOR CLASS: 5 (but see below)

MOVE: 12"

HIT POINTS: 120

NO. OF ATTACKS: 1

DAMAGE/ATTACK: Variable (see below)

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: 60% (but see below)

SIZE: M (5'8" tall)

ALIGNMENT: Neutral good

WORSHIPERS' ALIGNMENT: Good

musicians, sages, and scholars

SYMBOL: A spray of vivid colors

PLANE: Elysium

CLERIC/DRUID: Nil

FIGHTER: Nil

M-U/ILLUSIONIST: As if 20th level in each (see below)

THIEF/ASSASSIN: Nil

MONK/BARD: Sings as a 20th-level bard; also has sage abilities

PSIONIC ABILITY: VI

Attack/Defense Modes: Nil

S: 15 I: 23 W: 23

D: 15 C: 15 Ch: 21

Lydia appears as an old but dynamic human female with long, white hair and clear blue eyes. She wears a long white gown trimmed in gold and silver. Lydia uses no weapon, but can instantly cast a *color spray* or *prismatic spray* once per round as often as desired. She wears no armor, but is constantly surrounded by a spherical *wall of force* that allows her spells to pass through it, but cannot itself be affected by anything short of a *disintegrate* spell. If her *sphere of force* is brought down, it will re-form exactly 8 segments later. Even if her protection is broken through, she is immune to any spell of less than the 5th level of power, regardless of the level of the caster.

In addition to these special magical powers, Lydia can cast a limited number of magic-user or illusionist spells each day, each at the 20th level of effectiveness. She can use any 1st-level spell as often as desired, plus a total of 10 2nd-level spells and five 3rd-level spells per day, at the maximum rate of one spell per round.

Her singing ability overrides the effects of any other sound, even *drums of panic*,



acting as a triple-strength *chant* spell that will remain in effect for one hour after she stops singing, provided that she sings for at least one round to activate the power.

Despite all of the foregoing, Lydia's main attribute is her ability as a sage. She has three major fields of knowledge: *human-kind*, *demi-humankind*, and *supernatural & unusual*. Every category in each of those fields is treated as a category of specializa-

tion for her, and she is only 0-9% (d10-1) likely to *not* know the answer to an exacting question in any of those fields. All other fields of knowledge are considered as minor fields to her, and she has the usual chance to know the answer to a question (see DMG, pp. 31-33).

In recognition of a specific service done on her behalf, Lydia will allow a loyal and faithful follower to receive an answer to one question; however, she will only communicate in this manner with a follower (cleric or otherwise) who is neutral good. The answer she gives will generally be complete and exact, but she might withhold information that she deems it unwise for the questioner to know. Also, she does not appreciate greedy questioners whose requests for information are too broad. If she decides, upon hearing a question, that she cannot give a complete answer to it in two minutes of talking, she will offer no reply at all and will immediately break off contact with the questioner.

A *commune* spell cast by one of her clerics is special and powerful; only three questions are allowed, but if she is addressed directly, Lydia will answer all three questions fully and willingly, subject to the general restrictions described above; note that the questions are not limited to those that can be answered with a simple "yes" or "no," but (as described above) only a cleric of neutral good alignment can *commune* directly with the goddess. Lydia prefers to not be *communied* with by the same cleric more often than once per week; using the spell more frequently than this will cause her to give incomplete answers or (probably) no answer at all. If the *commune* privilege is abused to the extreme (such as asking repeated questions day after day about the same subject), Lydia may become so displeased that she reduces the offender to first level and expels the character from her clergy. Of course, the *commune* spell can also be used to contact a minion or agent of the goddess instead of communicating directly with Lydia. When used in this manner, the *commune* spell can be used by a cleric of any good alignment, and the magic acts normally: one question per level of the questioner, but only questions that can be answered with a simple "yes" or "no" will be responded to.

Lydia does not come to the Prime Material Plane, but gathers information about the happenings on that plane from her clergy. When her clerics pray to her (or her minions) for replenishment of spells, they

are required to give information as well as receive it; to serve this purpose, they must spend an extra 30 minutes in prayer each day, over and above the time they would normally take to acquire spells. Lydia is worshipped by many sages, and on occasion will answer their questions as well — but note again that any character who wants to receive answers or information directly from the goddess must be neutral good. Lydia will accept praise and worship from those of other good alignments, but she will not

BRALM

Goddess of Insects and Industriousness

Lesser Goddess

ARMOR CLASS: -2

MOVE: 14"/35"

HIT POINTS: 170

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 4-40 +10 strength bonus

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: 60%

SIZE: M (5'2" tall)

ALIGNMENT: Neutral (lawful and evil tendencies)

WORSHIPERS' ALIGNMENT: Lawful, but seldom lawful good

SYMBOL: Giant wasp in front of a swarm of insects

PLANE: Acheron

CLERIC/DRUID: 14th-level druid

FIGHTER: 16th-level ranger

M-U/ILLUSIONIST: Nil

THIEF/ASSASSIN: Nil

MONK/BARD: Nil

PSIONIC ABILITY: IV (200 str. pts.)

Attack/Defense Modes: All/All

S: 22 (+4,+10) I: 19 W: 19

D: 17 C: 18 Ch: 14

Bralm appears as an ordinary human female about 50 years old. She can sprout insectlike wings in one melee round and retract them at will. She only shows her wings if she wants to fly immediately, or if she senses danger nearby.

She fights with a special *staff of striking* that is +4 to hit due to magic and +4 more because of her strength bonus. It will deal out 4-40 points of damage per hit, +10 more because of her strength. Any wooden object she touches with the staff must make a saving throw vs. disintegration or crumble into nothingness. Only Bralm can safely wield this staff; all others will take 2-20 points of damage per round whenever they touch, grasp, or carry it.

As often as three times per day, Bralm can cast a special *insect plague* (over and above her normal spell allotment) that will always contain 4-24 giant insects of some type(s). No insects will ever harm her; thus, one of her favorite tactics is to engage in combat while in the middle of an *insect plague* of this sort. She can command all of

personally answer any questions posed to her by them.

Clerics devoted to the worship of Lydia are usually (80%) female. They wear white vestments trimmed in gold and silver. Even at the lowest of experience levels, clerics of Lydia are entitled to additional knowledge; she will permit them one or more "knowledge spells" over and above the spells they are normally allowed. These spells must be prayed for in the normal manner, and each of them can only be used once per day.



the giant insects in such a swarm to attack a specific target within the area of effect of the *plague*, or to just defend her body from attack. If the giant insects kill a specified target, they will disappear from the swarm, leaving only the normal-sized insects that normally make up the content of an *insect plague*.

Whenever she desires, Bralm can *shape-change* to the form of an ankhkeg of largest

At 1st, 2nd, and 3rd level a cleric of Lydia receives *detect magic* as a bonus spell; at 4th level, *augury* is added; at 6th level, *divination*; at 8th level, *locate object*; and at 12th level, *commune*. These bonus spells are cumulative so that a cleric of 12th level can gain all five spells in addition to her usual ones.

Lydia has few churches in the Flanaess, except for five that are notable. These are located in Lo Reltarma, Niole Dra, Gryrax, Nellix, and Pitchfield.

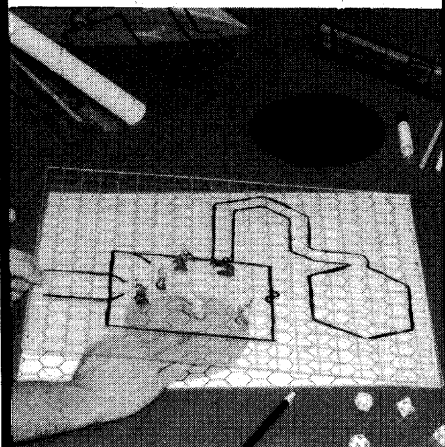
size, a giant wasp, or a giant scorpion. In any of these forms, she retains her normal hit points and armor class but otherwise has the full powers of the creature changed into. She is immune to all effects of wands, staves, and rods (even her own *staff of striking*, should it ever be used against her), and is not affected by any poison that is even partially derived from insects.

She possesses the psionic disciplines of *animal telepathy*, *precognition*, *suspend animation*, and *molecular rearrangement*, and uses each of them at the 20th level of mastery.

Bralm never uses any spell related to fire, but can freely select from all other druid spells. Some of her spells are more potent than others; the following magics operate as though she were 20th level for the purpose of duration, area of effect, and range: *summon insects*, *repel insects*, *dispel magic*, *wall of thorns*, and *creeping doom*.

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Members of Bralm's clergy dress in robes of dull brown or yellow speckled with numerous insect designs. Her clergy are never druids, but she can grant them druid spells instead of their cleric spells, up to as many substitutions per day as the level of the cleric. However, she cannot grant the use of any spell (cleric or druid) involving fire.

When they attain high levels, her clerics can employ a *limited shapechange* ability once per week for a maximum duration of one hour. As compensation for this benefit, clerics of Bralm must earn an extra 5% of the normal amount of experience points needed to rise to 9th level and each level higher than that. The *shapechange* powers

gained (cumulatively) are as follows: 9th level, giant warrior ant; 11th, giant wasp; 14th, giant scorpion; and 16th, anhkheg.

Bralm is worshiped mainly in hot regions, especially in Hepmonaland and the Vast Swamp; also, those who remain of the Suel peoples in the Sea of Dust hold her in high esteem.

JASCAR

God of the hills and mountains

Lesser God

ARMOR CLASS: -8

MOVE: 24"/48" (see below)

HIT POINTS: 240

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 3-30 +8 strength bonus

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: 100% while standing on the earth, 30% otherwise

SIZE: M (6'4" tall)

ALIGNMENT: Lawful good

WORSHIPERS' ALIGNMENT: Lawful good and neutral good

SYMBOL: A snow-capped mountain peak

PLANE: Seven Heavens

CLERIC/DRUID: 20th-level cleric; also see below

FIGHTER: Nil

M-U/ILLUSIONIST: See below

THIEF/ASSASSIN: Nil

MONK/BARD: Nil

PSIONIC ABILITY: VI

Attack/Defense Modes: Nil

S: 20 (+4,+8) I: 18 W: 24

D: 18 C: 18 Ch: 18

Jascar appears as a powerful man with a long, brown beard and long hair. He wears a magical breastplate made of silver that gives his entire body armor class -8. He wields a hammer that does 3-30 points of damage, plus his strength bonus, on each hit. In addition, it has the power of a *mace of disruption* when used against undead creatures — on a hit, they are automatically turned as if by a 12th-level cleric, and if not destroyed they suffer double damage from the strike. Jascar can throw the hammer up to 500 feet, with the same chance to hit a target as if he were holding the weapon. The hammer will not return to him automatically, but cannot be picked up by any other character or creature without harm.

Non-good characters who touch the hammer will suffer the effects of a *death spell* in each round that it is touched or held, with a saving throw allowed. If the save is made, the offender takes 3-18 points of damage, and this amount of damage is suffered automatically by any creature immune to the effects of a *death spell*. Creatures of any good alignment who touch the hammer will take 2-12 points of damage, save for half damage. Any creature willing and able to wield the hammer will find that it does its



usual damage of 3-30 points (plus strength bonus, if any) but does not exercise its *disruption* effect when used by anyone other than Jascar.

Jascar's body radiates a constant *protection from evil* aura in a 20-foot radius. He can dispel this aura at any time (to allow a foe to approach prior to combat) and reactivate it in 1 segment at will.

Jascar has the ability to move through the earth (including stone-formations but not lava) as if a *phase door* of unlimited length

and duration were operating. In addition to the spells he can use by virtue of his level as a cleric, he can cast *stone to flesh* or its reverse at will, and can also employ any magic-user spell or druid spell involving the earth at the 20th level of effectiveness. These spell powers can be called upon as often as once per round.

He can mold and re-form unworked earth (smoothing out or roughing up an area of terrain, making a mountain easier or more difficult to climb). However, he will not (and, in fact, cannot) employ this power against subterranean openings such as caves, caverns, or tunnels, either to collapse them or make them larger. Once he reforms an area of land, it cannot be changed by him again.

Jascar is immune to all *petrification* attacks and cannot be affected by attacks from stone giants, clay golems, stone golems, animated stone statues, or any creatures native to the elemental plane of earth. Any such creature with at least low intelligence will immediately realize that such attacks are pointless, and will not attempt to strike him. All creatures from the elemental plane of earth must obey him, except for the most powerful elemental bosses, who can be sent back to their home plane without a saving throw if he commands it.

Jascar can *shapechange* into any of three forms as he desires, attacking as a 20 HD monster in these forms while retaining his normal hit points and armor class. He can become a gigantic heavy warhorse (MV 24", D/Att 1-12/1-12/2-16), but in this form will seldom bear a rider. He can become a pegasus (MV 24"/48", D/Att 1-8/1-8/1-3). And, he can become a xorn (MV 9" (24"), D/Att 6-24/6-24/6-24).

Jascar is on friendly terms with Phaulkon (see DRAGON® issue #87), and the two often work in concert to foster the cause of good on Oerth.

Places of worship devoted to Jascar are always made of stone; the main chamber is often below ground, sometimes in a natural cave. Temples to Jascar are often shared with Phaulkon's clergy, and vice versa. However, a temple consecrated solely in the name of Jascar can obtain special protection. The head priest of such a temple, if of 9th level or higher, can pray for this protection. If Jascar grants the request, the temple is rendered immune to *earthquake* or *disintegration* magic — unless the temple's altar is defiled.

Members of Jascar's clergy dress in earth-tone garments, usually browns and

grays. During ceremonies, they wear head-dresses of white cloth or white-colored metal caps. Clerics of Jascar carry either a small hammer or a small pick (not usable as weapons) as a holy symbol. They are usually human, but some dwarven and gnome clerics devoted to Jascar do exist.

Beginning at the 5th level of experience, clerics of Jascar obtain special benefits. At this level, they begin receiving a cumulative +1 bonus to their saving throw vs. petrification until it reaches the point where only a roll of 1 will cause the save to fail. Thus, the save vs. petrification is 11 at 5th level; 10 at 6th level; 7 at 7th level; 6 at 8th level; 5 at 9th level; 3 at 10th level; and 2 at 11th level and higher.

Upon reaching 7th level, a cleric of Jascar gains the ability to *shapechange* into a heavy warhorse (MV 15", D/Att 1-8/1-8/1-3). The cleric retains his normal hit points and armor class, and in this form attacks as a monster of as many hit dice as the cleric has levels. The horse cannot speak or cast spells. Any gear worn or carried by the cleric that is affected by the *shapechange* is turned into tack, harness, saddle, saddlebags, etc. Magical items, except for armor, obtain a saving throw of 14 to see if they

resist the change; however, artifacts and relics will not be *shapechanged* in any event.

Upon reaching 11th level, a cleric of Jascar gains the additional ability to *shapechange* into a Pegasus that can fly at a 48" movement rate; all other particulars regarding combat are the same as for the heavy warhorse described above, and the cleric's gear changes in the same manner. The pegasus can speak in the language(s) known to the cleric, and can cast any spells known by the cleric of the 4th level of power or lower — as long as the spell has only the cleric's holy symbol as its material component, or has no material component at all.

The maximum duration for either *shapechange* is 1 hour per level of the cleric, and only one change of either sort can be made per day.

As compensation for these special benefits, clerics of Jascar must earn an extra 5% above and beyond the usual number of experience points needed to rise to 5th level and each level thereafter.

Jascar is worshiped in the mountains and hills of the Flanaess, especially in the Flinty Hills and the hills and mountains within the Iron League.

Thus ends our ongoing presentation of the gods of the Suel pantheon. For readers who are interested in obtaining all 16 deity descriptions, other installments of the series were published in issues #86-90 of DRAGON® Magazine. Also see issue #86 or #87 for a listing of standard abilities of all deities, in addition to the powers described in the text for each individual.

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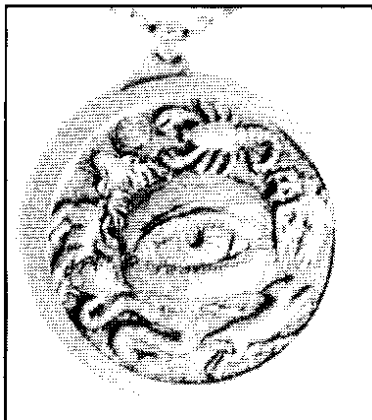
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KALI: An American super-villainess with a background in crime and mysticism. She is wanted and has a long criminal record.

Identity: Sheena Grey Age: 20
Side: Evil Level: 1

Powers:

- Heightened Expertise: Martial arts, +4 to hit
- Special Weapon: Power-chuks, HTH +3 to hit, +1d6 damage, carries a Power Blast
- Heightened Defense: -4 to be hit

Other Weaponry:

Katana, HTH +2 to hit, +1d6 damage
6 Shuriken, HTH +3 to hit, +1 damage, with a 13 inch throwing range.

Weight: 130 lbs.

Strength: 16

Endurance: 13

Agility: 13

Intelligence: 12

Charisma: 15

Dam. Mod.: +1

Accuracy: +1

Hit Points: 9

Heal: 5

Car. Cap.: 351

Basic HTH: 1d6

Power: 54

Movement: 42"

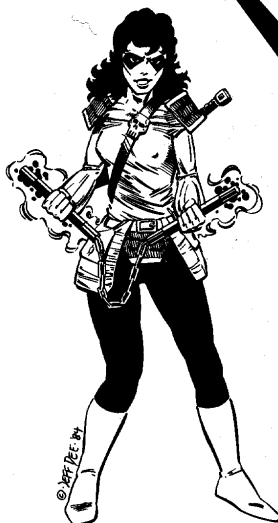
Det. Hidden: 10%

Det. Danger: 14%

Invent. Pts.: 1.2

Inventing: 36%

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The gods of the halflings



The halfling pantheon is a small one, having one greater deity (Yondalla) and several lesser deities and demigods. Most regions worship only a few of them, four or five at most, and as with all religions there may well be different gods worshipped in different areas.

Yondalla is the top authority among the halfling gods, though it is said her control over Brandobaris is minimal at times. Regardless of their orientation and spheres of influence, all the halfling deities work together against the enemies of the halfling people.

Most members of the halfling pantheon reside on one of the planes of the Seven Heavens, in an area generally known as the Green Fields. Sheela Peryroyl and one or two other deities make their homes on the plane of Concordant Opposition, and Brandobaris roams the Prime Material plane, but there are times when they too may be found in the Green Fields — just as the various Greek gods, come to Olympus to meet.

It is interesting that the more powerful halfling deities tend to be females. By contrast, dwarven gods tend to be males, and elven gods a combination of both genders. Halfling deities are not aggressive by and large, and are more taken up with home pursuits and protection than with fighting. Even the adventurous Brandobaris avoids combat if he can help it. Most halfling deities are concerned with spheres of security, sufficiency, the earth, youth, play and humor, good luck, law, peace, secrecy, love, and friendship; one deity may actually control two or more of these concerns, as is common in this pantheon. The halflings have no deities of evil nature, or ones representing war, suffering, fire and water, or death. Yondalla is usually invoked at funerals as a protector of the departed souls of halflings. There is a neutral-aligned masculine lesser deity, Urogalan, who sometimes acts as a judge of and protector of the dead, but he is primarily an earth god. Urogalan lives on

the plane of Concordant Opposition.

The four deities listed in this article are among the most commonly worshipped ones. Some halfling druids might worship deities from other pantheons (e.g., Sylvanus, Ki, Dagda, Lugh), but this is not common. Other deities may be developed as desired by individual Dungeon Masters, of course.

Despite the small physical size of the halfling deities, their innate powers are quite respectable, and many of them work closely with deities from other pantheons as well, just as mortal halflings tend to work closely with other humans and demihumans. Brandobaris is said to visit other thieves' deities, particularly Hermes; Sheela Peryroyl is on good terms with a number of Celtic divinities; Yondalla and the other lawful good deities help and are helped by other lawful good deities, and so forth. Thus, it may be safely asserted that the halfling pantheon should not, despite its size, be looked down upon.

Deity	Sphere of Control	Animal	Raiment		Colors	Holy Days	Sacrifice/Propitiation		Place of Worship
			Head	Body			Frequency	Form	
Sheela Peryroyl Arvoreen	agriculture, weather defense, warriors	butterfly war dog	bare	green robes	green silver	full moon	monthly	seeds	open field anywhere
			helmet	chainmail		before battle	varies	silvered weapons	
Cyrrollalee	trust, protection	squirrel	bare	brown robes	brown	first day of month	monthly	prayers	home
Brandobaris	thieves	mouse	feathered cap	leather armor	gray	new moon	monthly	stolen items	anywhere

Halfling clerics and druids may be male or female. They frequently lead their communities and influence its activities. Many arbitrate disputes to obtain justice and good (if lawful good) or fairness and impartiality (if neutral).

by ROGER MOORE



ARVOREEN
Lesser god

ARMOR CLASS: 1
MOVE: 12"
HIT POINTS: 298
NO. OF ATTACKS: 3/2
DAMAGE/ATTACK: 2-20 (+8)
SPECIAL ATTACKS: *Summon halfling heroes; invisibility*
SPECIAL DEFENSES: +2 or better weapon to hit; see below
MAGIC RESISTANCE: 65%
SIZE: M (4½' tall)
ALIGNMENT: *Lawful good*
WORSHIPER'S ALIGN: *All good and neutral warriors (halflings)*
SYMBOL: *Short sword and shield*
PLANE: *Seven Heavens*
CLERIC/DRUID: *8th level cleric*
FIGHTER: *12th level ranger*
MAGIC-USER/ILLUSIONIST: *Nil*
THIEF/ASSASSIN: *10th level thief*
MONK/BARD: *8th level monk*
PSIONIC ABILITY: *Nil*
S: 20 (+3, +8) I: 21 W: 23
D: 24 C: 23 CH: 21

The closest thing halflings have to a god of war is Arvoreen the Defender, the patron of halfling fighters. Arvoreen never attacks an opponent first, but the first attack upon the deity (if it hits) does only half damage, regardless of its power. The first magical attack upon him is automatically reflected back upon the cas-

ter; thereafter, spells are cast normally.

For his part, Arvoreen can *go invisible* at will and attack unseen for the first 4-16 rounds of combat against any mortal, non-divine being. He commands a +4 sword that can *shapechange* into any other type of hand-to-hand weapon for combat. Once a day, Arvoreen may summon 10-40 halfling fighters (4th-level Heroes), each armed with short swords and short bows; they are AC 4 with 25 hit points each, and obey him implicitly.

Arvoreen, though quite powerful, is not a particularly aggressive deity. He fights only if attacked, though he does seek out his enemies and actively confront them to get them to desist from their evil practices. He will not go very far out of his way to avoid combat if it occurs, however, and fights to the finish.

Fighters and fighter/thieves comprise most of his worshipers; these fighter/thieves are sometimes of neutral good alignment, and all prefer to use their fighting skills over their thieving ones. While Arvoreen does not hold thieving to be necessarily dishonorable, he discourages thievery unless against enemies to better the chances for physical combat later. (It's okay, for example, to steal your enemies' weapons, or break into their camp to free prisoners or make guerrilla raids, but not just to make yourself rich.) Arvoreen absolutely prohibits stealing from other halflings or allied beings.





SHEELA PERYROYL
Lesser goddess

ARMOR CLASS: 3
MOVE: 9" (24")
HIT POINTS: 306
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-16 (+6)
SPECIAL ATTACKS: *Unlimited use of entangle spell*
SPECIAL DEFENSES: *immune to all weapons with wood in them; x2 or better weapon to hit*
MAGIC RESISTANCE: 80%
SIZE: S (4' tall)
ALIGNMENT: *Neutral*
WORSHIPER'S ALIGN: *All alignments (halflings)*
SYMBOL: *Daisy*
PLANE: *Concordant Opposition*
CLERIC/DRUID: *14th level druid*
FIGHTER: *7th level ranger*
MAGIC-USER/ILLUSIONIST: *14th level magic-user*
THIEF/ASSASSIN: *Nil*
MONK/BARD: *10th level bard*
PSIONIC ABILITY: *Nil*
S: 18(00) (+3, +6) I: 22 W: 25
D: 22 C: 24 CH: 22

Sheela Peryroyl, known as Sheela the Wise, is the halfling deity of agriculture, nature, and weather. She appears as a halfling female dressed in wildflowers. It is said that when she sings she causes fields to grow, trees to bud, and seeds to sprout. Sheela brings good weather to her favored worshipers, but can easily send drought or floods to others.

Her followers often wear a small flower to honor her and strive to work in harmony with nature and the earth. They hold two major celebrations yearly, aside from regular monthly services: when the first crops of the year are planted (called

The Seeding, New Spring, and other titles, depending on the region), and at harvest time (High Harvest, The Reaping, etc.). Community-wide revelry is common at these celebrations, starting when the day's work is done and continuing late into the night. The length of these celebrations varies from region to region, but averages about 10 days.

There is a 1% chance a halfling making a great quest or sacrifice in the name of Sheela Peryroyl will be granted the power to cast an *entangle* spell once (at the 6th level of ability) at an enemy. This does not depend on the halfling's alignment or class, except that true neutral halflings can cast the *entangle* spell at 12th level of ability. The power may be granted several times in a halfling's lifetime, but the quests or sacrifices made to gain it will become harder and more costly with time. Only one such *entangle* spell may be had at any one time.

Sheela Peryroyl, if needed, can create a special type of staff (like a shillelagh) in one segment from a blade of grass or a twig. This weapon is +4 to hit and does 2-16 (plus strength bonuses) points of damage. She can also cast the spell *entangle* (her favorite method of attack and defense) once per round as often as she likes. The spell effects will be *cumulative* if cast several times over the same area; i.e., should she cast *entangle* twice at a troll and should it make its saving throw twice against it, the troll would be slowed to one-fourth normal speed. Additionally, each successive *entangle* cast after the first one will inflict 1-4 points of damage on all creatures trapped therein from constriction and abrasion. (There is no saving throw for this, and it makes no difference if victims can move or not.)

Her clerics are all druids and can achieve the 6th level of ability.



BRANDOBARIS Demigod

ARMOR CLASS: 0
MOVE: 12"
HIT POINTS: 185
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 3-12 (+7)
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: 60%
SIZE: S (3½' tall)
ALIGNMENT: *Neutral*
WORSHIPER'S ALIGN: *All thieves and those who go adventuring*
SYMBOL: *Halfling's footprint*
PLANE: *Prime Material*
CLERIC/DRUID: *6th level druid*
FIGHTER: *7th level ranger*
MAGIC-USER/ILLUSIONIST: *6th level in each*
THIEF/ASSASSIN: *19th level thief*
MONK/BARD: *6th level monk*
S: 19 (+3, +7) I: 24 W: 17
D: 25 C: 23 CH: 20

CYRROLLALEE Lesser goddess

ARMOR CLASS: 3
 MOVE: 12"
 HIT POINTS: 260
 NO. OF ATTACKS: 3/2
 DAMAGE/ATTACK: *By weapon type*
 SPECIAL ATTACKS: *Nil*
 SPECIAL DEFENSES: +2 or better
 weapon to hit
 MAGIC RESISTANCE: 75%
 SIZE: S (4' tall)
 ALIGNMENT: *Lawful good*
 WORSHIPER'S ALIGN: *All good*

Cyrrollalee is the deity of friendship and trust, as well as a protector like Yondalla. Cyrrollalee is thought of more as a goddess who protects the home but keeps the inhabitants from becoming too defensive and closed in. This deity appears as a normal female halfling with brown hair wearing simple peasant's clothing. Her worst enemies are those who betray a host's trust or who break into

alignments (halflings)
 SYMBOL: *Open door*
 PLANE: *Seven Heavens*
 CLERIC/DRUID: *10th level cleric*
 FIGHTER: *10th level paladin*
 MAGIC-USER/ILLUSIONIST: *8th level*
 in each
 THIEF/ASSASSIN: *Nil*
 MONK/BARD: *Nil*
 PSIONIC ABILITY: *Nil*
 S: 17 (x1, x1) I: 23 W: 24
 D: 24 C: 23 CH: 22

homes (of halflings) to steal. She is also the enemy of oathbreakers.

If she so wills, Cyrrollalee can cause all non-living objects within a radius of 6" of her to become *animated* as if by a 20th-level cleric (up to 20 cubic feet of material, for 20 rounds). These spell effects will continue even if Cyrrollalee leaves the area. She can perform this power up to three times a day.

There is a 2% chance that if an exceptionally faithful follower of hers should call upon her for help while the follower is in his or her own home, Cyrrollalee will one piece of furniture (not larger than 5 cubic feet in volume) to become *animated* for 5 rounds, attacking all enemies of that lucky halfling once per round during that time. Damage will vary according to the type of object animated.

Any halfling who receives this benefit must perform a service for Cyrrollalee; the nature of the task (or quest) is left up to the Dungeon Master, and should be challenging but not exceptionally difficult. This gift may be given to a halfling only twice in his or her lifetime.

Cyrrollalee's followers are largely regular halflings (zero-level) and some fighter types. Worship services for her are held on the first day of each month. No particular weapons are associated with Cyrrollalee, though it is said she can make use of any weapon, magical or non-magical, a regular fighter could use.



The adventures and misadventures of Brandobaris, Master of Stealth, are almost beyond counting. Most of these tales share a moral: It is better not to run off into the wilderness on foolish dares; nonetheless, Brandobaris is an appealing sort of rascal. He has much of the trickster in him; he is primarily a clever thief who fools his opponents into thinking him harmless, then steals them blind and escapes their wrath. No matter how awful a situation he finds himself in (and he's found some pretty awful ones), Brandobaris always manages to find his way out again — and make a profit.

Brandobaris is so skilled at moving silently he cannot be heard by any mortal being or god if he conceals his movements. He can hide so well as to be completely invisible (seeable only with a *True Seeing* spell or magic item of similar power). Brandobaris goes on adventures to find some item he believes will make life more comfortable for him, though

this does not always prove to work out as he'd planned.

Brandobaris carries a +3 long dagger he usually wields in combat (if he cannot avoid it). This dagger will magically point out the fastest and safest direction of escape from any trap or maze (making Brandobaris immune to *Maze* spells when holding it). He also uses a +4 sling that hurls a ball of dust whenever it is used; the dust ball has a maximum range of 48" (24" short range, 36" medium range) and does not harm its victim, who feels feel nothing, but must save vs. magic at -6 or fall deeply asleep for 6-36 turns.

The followers of Brandobaris are mostly thieves and fighter/thieves. The more ardent followers are usually also the ones who take the greatest risks.

An especially daring risk (one placing the halfling in considerable jeopardy) that pays off is looked upon favorably by Brandobaris. He might reward the perpetrator of such a daring act — but only

once in that halfling's lifetime, so as not to encourage the mortal to be *too* foolhardy. There is a 5% chance that Brandobaris' reward will be given to any halfling of 10th level or lower, raising the follower one level in ability. Halfling thieves of 11th level or higher cannot receive this particular reward, but might benefit in some other fashion from incurring the good favor of Brandobaris.

Because Brandobaris wanders the Prime Material plane, there is a 1% chance per level a halfling thief of 11th level or higher will actually meet Brandobaris, in the guise of another halfling thief, and be invited by the demigod to go on a thieving adventure. Other thieves may come along on the adventure, but if they do not worship Brandobaris they might find some of their valuables missing when the adventure is over. Brandobaris reveals his identity only after the adventure is over, and only to his followers.

THE GODS OF THE ELVES

by Roger and Georgia Moore

The elven pantheon is largely headquartered on one of the planes of Olympus, in an area known as Arvandor, "The High Forest." Here dwell a large number of elven deities, who collectively refer to themselves as the Seldarine, which roughly translates as "the fellowship of brothers and sisters of the wood." The title also implies a wide diversity in capabilities and areas of interests, linked together by a desire for cooperation. Though many of these beings' areas of influence overlap to some degree, there is no conflict between them. Of all the Seldarine, only Corellon Larethian is a greater god.

The Seldarine, almost without exception, are chaotic, neutral, and/or good in temperament. None are evil, and a very few (two or three at the most) are lawful. They act for the most part independently of each other, but they are drawn together by love, curiosity, friendship, to combine their strengths to accomplish a task, or by outside threats. Corellon Larethian, the most powerful of them, reinforces this freedom of action and compels none of them to perform any task. Instead, they seem to sense when something needs doing, and automatically a few of them (if more than one is needed) get together and do it.

There are a number of interesting similarities among the elven deities and their religions. All the religions practice tolerance for other religious followings within the Seldarine, and for a few religions of a closely allied nature (the cult of Skerrit the Forester being a prime example). Most of these religions also emphasize elven unity with life and nature, and tend to blur the distinction between elves and their environment. Rillifane Rallathil, the Leaflord, is at once a "giant ethereal oak tree" and a "green-skinned elf clad in bark armor." Deep Sashelas has sea-green skin that mirrors his habitat; Aerdrie Faenya is usually depicted as deep blue in color, like the sky she rules. The weapons and tools and armor used by these deities are often regarded as merely extensions of the divinities, sometimes as true physical parts of them. The themes of nature and magical power are also very plentiful in elven mythology and religion.

Elven deities, when appearing in elven form, are usually between 4' and 8' tall, with a few exceptions at either end of the scale. Many of these deities are also capable of assuming much

larger shape in non-elven, natural forms. Rillifane's form as an oak tree, Sashelas' shape as a giant, towering (vaguely humanoid) wave of sea water, Aerdrie's appearance as a white cloud, and Corellon's rare incarnation as an azure moon or star are examples of this.

Evil elvenkind have nothing to do with the gods of the Seldarine. They frequently find the demon princes, arch-devils, and other gods of the lower planes more to their liking. Evil elves tend most often to be of chaotic nature, so the lords of the Abyss gain the majority of their worship. Lolth, the demon queen of spiders and spiderkind, is an infamous example of a

lesser divinity who takes much of her power from the worship of evil elvenkind, particularly the Drow.

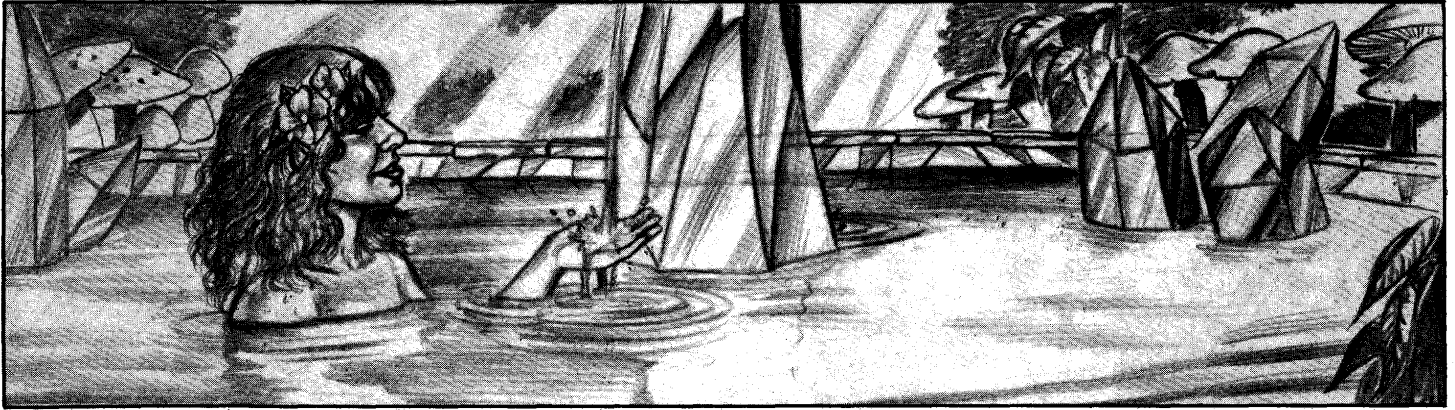
The smaller elf-like beings, like leprechauns, pixies, and so forth, have their own deities (of demigod level) that tend to their needs. Depending on the general alignment of their followers, these demigods may be found on several different planes, but all are generally allied with the Seldarine.

Half-elves are allowed to worship any god in the Seldarine. They, as player characters, may also be allowed to become clerics or druids of these gods, as applicable. A fair number of half-elves honor Hanali Celanil, the goddess of romance and beauty, in honor of the love between their parents that brought them into the world.

The numerous other members of the Seldarine are gifted with varying degrees of control over the spheres of elvenkind, nature, magic, dancing and play, love, beauty, time, celestial phenomena, running water, weapon skills, craftsmanship, secrecy, comedy and joy, chaos, and mischief, among others. Few if any represent law, underground phenomena, violence without cause, warfare, and non-mammalian or non-avian life forms. One or two are concerned with death and dying, but they are peaceful, good-aligned deities and not the dark and evil types that pervade human pantheons. Elven pantheons will vary widely from place to place, as different members of the Seldarine achieve local prominence.

Following are descriptions of five of the more powerful and widely accepted deities of the Seldarine. Since there are so many different elven gods, it is very possible that these might not be found in any particular DM's universe and other deities, as mentioned before, would be present instead.





HANALI CELANIL

(goddess of romantic love and beauty)

Lesser goddess

ARMOR CLASS: -4

MOVE: 12"

HIT POINTS: 312

NO. OF ATTACKS: Nil

DAMAGE/ATTACK: Nil

SPECIAL ATTACKS: Charm aura

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: 95%

SIZE: M (5½')

ALIGNMENT: Chaotic good

WORSHIPER'S ALIGN: Good and neutral alignments (elves) and those who enjoy beauty or are in love

SYMBOL: Heart of gold

PLANE: Olympus

CLERIC/DRUID: 14th level cleric/
10th level druid

FIGHTER: Nil

MAGIC-USER/ILLUSIONIST: 16th level
magic-user/15th level illusionist

THIEF/ASSASSIN: Nil

MONK/BARD: 12th level bard

PSIONIC ABILITY: VI

S: 15 I: 23 W: 23 D: 25

C: 20 CH: 25 (Special)

Hanali Celanil is predominantly depicted as feminine, though on rare occasions it is said she has appeared as 'a male. Hanali influences the spheres of love and beauty, and is widely revered by many of the elves.

She owns an immense crystal fountain and pool with which she keeps watch over her followers, as if using a crystal ball. When she bathes herself in the waters of the pool (called the "Evergold"), her charisma score is enhanced for one day; during that time she will receive a +75% reaction bonus and inspire awe in characters of up to 14th level. These bonuses, however, are only effective against elves or half-elves.

The goddess Aphrodite (as described in the DEITIES & DEMIGODS™ Cyclopedica) is the only other being who shares the waters of Evergold with Hanali, and she can gain the same bonuses mentioned above against humans. Oriented as they are toward different races, these two goddesses rarely find themselves at odds with one another. Their respective cults and followings, while rarely assisting one another, do not object to each other's presence.

Hanali has no physical attack mode as such, though she does possess a magical aura of 6" radius; any beings within this aura must save vs. magic at -4 each round or else be permanently charmed by her beauty. This goddess may only be attacked by those beings with a +2 or better weapon and a negative charisma (-1 to -7, as described in the DEITIES & DEMIGODS book.). All others will be so distracted by her presence as to miss her with every hit.

Elven worshipers of Hanali Celanil may, once during their lifetime, be granted an increase of two charisma points vs. the opposite sex. Thus, a female elf who receives this gift might have her normal charisma of (for example) 14 apply only to her dealings with other females; all males would see her as having a 16 charisma. This effect is permanent. There is a 5% chance of this benefit being granted following a great quest performed by that worshiper. This quest might involve the creation or preservation of a beautiful object, or mighty deeds done in the name of a loved one for the loved one's benefit.

Deity	Sphere of Control	CLERICAL QUICK REFERENCE CHART			Holy Days	Animal	Sacrifice/Propitiation	
		Head	Body	Color(s)			Frequency	Form
Aerdrie	air, weather, birds	one feather	sky-blue robes	sky blue	spring and fall equinoxes	birds	semi-annual	beautiful feathers
Erevan	mischievous, change, thieves	leather cap	leather armor	black	eclipses	n/a	varies	stolen treasures
Hanali	romance, beauty	bare	gold robes	gold	full moon	n/a	monthly	beautiful objects
Labelas	longevity, time	bare	gray robes	light gray	sunset	n/a	daily	prayers and knowledge
Solonor	archery, hunting	green hood	elfin chain	leaf green and silver	full moon	stag		

Clerics of any of these deities (and of any other elven gods as well) may be either male or female. Places of worship vary, with Aerdrie's services being conducted on open hilltops, Hanali's by a fountainside or spring, Labelas's in a small grove, and Solonor's in the deep forest. The only restriction on where Erevan can be worshiped is that one should never worship him in the same place twice.



EREVAN ILESERE
(god of mischief and change)

Lesser god
ARMOR CLASS: -1
MOVE: 18"
HIT POINTS: 290
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-24 (+7)
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: +2 or better to hit
MAGIC RESISTANCE: 85%
SIZE: S to M (see below)
ALIGNMENT: Chaotic neutral
WORSHIPER'S ALIGN: All chaotic
 and thieves (elves)
SYMBOL: Nova star with
 asymmetrical rays
PLANE: Olympus
CLERIC/DRUID: 8th level druid
FIGHTER: 7th level ranger
MAGIC-USER/ILLUSIONIST: 18th level
 illusionist
THIEF/ASSASSIN: 20th level thief
MONK/BARD: 10th level bard
PSIONIC ABILITY: III
S: 19 (+3, +7) **I:** 23 **W:** 16 **D:** 25
C: 20 **CH:** 24

While his following is not as large as those of the other elven deities, Erevan still commands his share of attention from the elves, particularly those engaged in thieving.

Erevan is fickle, an utterly unpredictable deity who can change his appear-

ance at will. He enjoys causing trouble for its own sake, but his pranks are rarely either helpful or deadly. His favorite tactic is to change his height to any size between one inch and six feet. Regardless of how he appears at any given time, Erevan will always wear green somewhere upon his person.

When he travels, he carries a +4 longsword that *knocks* open all barriers, doors, and locks with but a touch. When he so desires, he may also summon up to twenty leprechauns, sprites, pixies, or other small, mischievous elf-like beings, each with maximum hit points, to help out in a given situation.

Erevan Ilesere will rarely fight another being directly, preferring to escape and possibly catch his opponent off guard at a later time. He can, however, cast the spells *Chaos* and *Polymorph Any Object* once per round at will. Prior to entering combat, it is very likely he will make extensive use of these spells to his own advantage.

Followers of Erevan are usually quite unpredictable themselves, and very independent. Many of them are thieves or have thieving as one of their multiple classes. There have been known to be elven cleric/thieves and fighter/cleric/thieves among his worshippers, a set of class combinations not normally possible to elvenkind. These multiclassed characters are always non-player characters.

AERDRIE FAENYA
(goddess of air and weather)

Lesser goddess
ARMOR CLASS: -5
MOVE: 48" (flight only)
HIT POINTS: 322
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 5-20
SPECIAL ATTACKS: Negate flight
SPECIAL DEFENSES: Immune to
 missile weapons
MAGIC RESISTANCE: 80%
SIZE: M (6')
ALIGNMENT: Chaotic good (tends
 toward neutrality)
WORSHIPER'S ALIGN: See below
SYMBOL: Cloud with bird silhouette
PLANE: Olympus and Gladsheim
CLERIC/DRUID: 14th level druid
FIGHTER: 10th level fighter
M-U/ILLUSIONIST: Special/Nil
THIEF/ASSASSIN: Nil
MONK/BARD: 10th level bard
PSIONIC ABILITY: VI
S: 8 **I:** 24 **W:** 22 **D:** 24 **C:** 19 **CH:** 23

Aerdrie appears to be a tall elf-like woman with feathered hair and eyebrows; from her back spring a pair of large, bird-like wings. Her feathers are of constantly changing color. The lower half of her body from the hips down vanishes into a misty whirlwind, so that she appears to



never touch the ground. Aerdrie wanders the winds of the planes of Olympus and Gladsheim, in the company of a large number of winged creatures of many types.

If aroused for battle, Aerdrie is able to cast two great blasts of wind per round, causing 5-20 points of damage each against any opponent within 96" of her. She may also summon 2-12 air elementals (16 hit dice each) once per day, and may also summon 3-18 giant eagles or 1-2 rocs twice per day. These creatures will obey her unto death.

This goddess is able to use all magic-user spells involving air, weather, flight, electricity, and gas at the 25th level of ability, as often as desired, one spell per round. She has the power to negate at will the flying or levitating abilities of any creature within 12" of her.

Any elves of non-lawful and non-evil alignment may worship Aerdrie. Elves who desire certain weather conditions make the most frequent sacrifices to her, and her cult is also popular with elves who possess flying mounts (griffons, hippogriffs, pegasi, and so forth).

It has been known to happen that an elven character who has somehow fallen from a great height, should he or she call out Aerdrie's name aloud, has a small (2%) chance of receiving a *Feather Fall* spell just prior to striking the ground. However, those who receive this gracious benefit, coming directly from Aerdrie herself, will be both *quested* and *geased* (no saving throws allowed) within the next 2-7 days to perform a service for the goddess, fully commensurate with the character's general level of ability. Such tasks vary widely in nature, though all of them are said to be comparatively challenging and difficult. Elves receiving this benefit of a *Feather Fall* (and its consequences) need not be worshippers of Aerdrie, but should be of the same alignment as her worshippers.

LABELAS ENORETH*(god of longevity)***Lesser god**

ARMOR CLASS: -3

MOVE: 12"

HIT POINTS: 310

NO. OF ATTACKS: 1

DAMAGE/ATTACK: *See below*SPECIAL ATTACKS: *See below*SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: 93%

SIZE: M (6')

ALIGNMENT: *Chaotic good*WORSHIPER'S ALIGN: *Chaotic good*
*(elves)*SYMBOL: *Setting sun*PLANE: *Olympus*CLERIC/DRUID: *14th level cleric/
12th level druid*FIGHTER: *Nil*MAGIC-USER/ILLUSIONIST: *18th level
magic-user/16th level illusionist*THIEF/ASSASSIN: *Nil*MONK/BARD: *12th level bard*

PSIONIC ABILITY: VI

S: 12 I: 25 W: 25 D: 19 C: 18 CH: 24

Like Corellon Larethian, Labelas Enoreth variously appears as male or female (and sometimes both or neither). Regardless of gender, Labelas always has silvery hair and misty gray eyes. This deity wears pale-colored robes of green, blue, white, and gray.

At the creation of the elven races, Labelas blessed them with longevity, and pronounced that the passage of time

would do little to alter their appearances, as it did to the other races. Labelas knows the future and past of every elf and all elven-related creatures.

Labelas Enoreth is acknowledged to be the master of time and aging by the elves. Once per round, should he fix his gaze upon any being within 12" of him, he can place that being in *temporal stasis* (no saving throw) for as long as desired. At a touch, Labelas can restore youth to, or prematurely age, any being by up to 100 years in either direction (save vs. magic applicable). This power is used only once (one form or the other) on a creature during its lifetime. All mortals within 18" of Labelas who are his enemies will be *slowed* automatically, and all mortal beings in the same radius but who are allied to the god will be *hasted*, if he so chooses; there is no saving throw against this power, though magic resistance could help.

Labelas is immune to the effects of any spell or power that involves time or would inhibit his movement (*time stop*, *temporal stasis*, *slow*, *paralysis*, *hold*, etc.)

Elves who worship this being may appeal to him to undo the effects of age, but this is rarely (1%) granted, and only to those who have done an outstanding quest in his name. Such quests should be worked out by the DM, and usually involve the recovery of an artifact or relic lost for hundreds or thousands of years. Followers of Labelas are usually historians or other similar types.

**SOLOFOR THELANDIRA***(god of archery and hunting)***Lesser god**

ARMOR CLASS: -2

MOVE: 15"

HIT POINTS: 308

NO. OF ATTACKS: 4

DAMAGE/ATTACK: 2-16

SPECIAL ATTACKS: *Arrow of slaying*SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: 85%

SIZE: M (7' tall)

ALIGNMENT: *Chaotic good*WORSHIPER'S ALIGN: *All good and
neutral hunters and warriors (elves)*SYMBOL: *Silver arrow with
green fletching*PLANE: *Olympus*CLERIC/DRUID: *12th level druid*FIGHTER: *17th level ranger*MAGIC-USER/ILLUSIONIST: *10th level
magic-user*THIEF/ASSASSIN: *12th level thief*MONK/BARD: *8th level bard*

PSIONIC ABILITY: VI

S: 21 (+4, +9) I: 22 W: 21 D: 25

C: 21 CH: 23



search of game and to seek out and destroy evil. His only weapon is a +5 longbow that has a range as far as the horizon. Solonor will not close to do battle with an enemy, but will track and pursue instead, firing arrows from a never-empty quiver. He cannot be surprised by any being within 48" of him, due to the keenness of his senses.

The favorite tactic of this deity, should he anticipate battling a particularly dangerous foe, is to physically touch that

being and then retreat. Once by himself again, he can then manufacture a special *Arrow of Slaying* designed especially to kill that one opponent, should it strike home. This type of arrow can kill any intended target of up to (but not including) demigod status. Many demons, devils, and other monsters of the lower planes have felt the bite of these missiles; not even their magic resistance can protect them from certain death. It takes one day to make one of these arrows. They have a +3 to hit.

When traveling through forests, Solonor becomes automatically *invisible* (as in *Improved Invisibility*, the 4th-level illusionist spell) and completely silent. He taught the first elves the art of hiding in and moving through natural foliage so as not to be detected.

Elven hunters and fighters frequently worship Solonor Thelandira, and appeal to him for better catches of game. Worshipers who distinguish themselves in some very extraordinary fashion have a 2% chance of being given an *Arrow of Slaying* of the normal sort, designed to slay the type of creature that is the elf's greatest enemy at that particular time. This gift can be received only once in an elf's lifetime.



The Gods of the Gnomes

by Roger E. Moore

The demi-human pantheon with the fewest members is likely that of the gnomes. By most counts there are only six or seven deities governing the gnomish folk, though it is possible there are more in other universes. All gnomish gods, with the exception of Urdlen the Crawler, are ruled by Garl Glittergold (see the DEITIES & DEMIGODS™ Cyclopedica). All but one of them live on one of the planes of the Twin Paradises in the area called the Golden Hills, where the souls of faithful gnomes go at death. The exception is, as before, Urdlen, who lives in the Abyss.

Gnomish deities are fully concerned

with the fate of the gnomish race, and go adventuring quite often to support their causes and keep enemies from overwhelming the gnomes. Though all of the known gnomish gods are masculine, they are worshipped by male and female gnomes with equal reverence. They lack the "he-man" image one might imagine an all-male pantheon would possess, and are clever, sensible, and helpful. Urdlen is sexless (though still referred to as a "he") and shares none of these good qualities, but "his" few followers may still be male or female.

Gnomish gods nearly always have at least one companion, either a weapon, animal, or other deity, that accompanies them on their missions. Garl has Arumdina, his intelligent battle axe; Baervan

has his raccoon friend Chiktikka; Segojan is sometimes accompanied by an intelligent stone golem, and so forth. Urdlen, an exception again, has no friends. Because gnomes regard companions highly, it is inevitable that their pantheon reflects this trait. Gnomish deities usually only associate with other gnomish deities, though they maintain a loose contact with a few dwarven gods at times.

Pranks and practical jokes are a major response of gnomish gods to their enemies. They often act indirectly against their enemies, but if the situation is serious enough they are fully able to take the offensive and fight directly in battle. Compared to other non-human deities, the gnomish pantheon is one of the most active and involved with its worshipers.

CLERICAL QUICK REFERENCE CHART

Deity	Sphere of Control	Animal	Head	Raiment Body	Colors	Holy Days	Sacrifice/Propitiation Frequency	Form	Place of Worship
Baervan	adventure, thieves	raccoon	green cap	brown clothes	wood brown	full moon	monthly	treasure items	forest clearing
Urdlen	evil	white mole	bare	white cloak	white	winter solstice	annually	blood and jewels	underground cavern
Segojan	earth, nature	badger	fur cap	leather armor	gray and dk. brown	first day of each season	quarterly	gemstones	underground temple
Flandal	metalworking	n/a	steel helm	leather armor	red	midsummer's day	annually	forged weapons	underground forge

Gnomish clerics are never druidical, regardless of alignment. They tend to work through indirect channels to support the cause of gnomes, and will only rarely bring their business into the open. They are not often found as community leaders, mayors, or such, because of their supportive orientation. Gnomish clerics are all males, just as their deities are considered to be.

Baervan Wildwanderer

Lesser god

ARMOR CLASS: 1

MOVE: 15"

HIT POINTS: 295

NO. OF ATTACKS: 3/2

DAMAGE/ATTACK: 2-24 (+6)

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: +2 or better
weapon to hit

MAGIC RESISTANCE: 20%

SIZE: S (4' tail)

ALIGNMENT: *Neutral good*

WORSHIPER'S ALIGN: *All good
and neutral alignments (gnomes)*

SYMBOL: *Raccoon's face*

PLANE: *Twin Paradises or*

Prime Material plane

CLERIC/DRUID: *12th level druid*

FIGHTER: *8th level ranger*

MAGIC-USER/ILLUSIONIST: *13th level
illusionist*

THIEF/ASSASSIN: *20th level thief*

MONK/BARD: *Nil*

PSIONIC ABILITY: *III*

S: 18(00) (+3, +6) I: 21 W: 19 D: 25

C: 22 CH: 22

Garl Glittergold's closest rival in the field of good-natured mischief is Baervan Wildwanderer, the forest gnome. While he lacks Garl's finesse and dedication, Baervan is slightly better in the



practice of his thieving skills. He dresses in clothes of wood brown hues, and carries a spear (+3) made from an ancient oak tree on the Twin Paradises, called Whisperleaf. If this spear is destroyed, Baervan may make another from the wood of Whisperleaf in a single day. Only he may safely approach this tree; it will attack all others (treat as a treant of maximum size and hit points). Whisperleaf regenerates all wood loss within an hour. In battle Baervan may touch his special spear to any ordinary tree, automatically animating it as a 12-hit-dice treant for 5-20 turns. It obeys all of Baervan's orders and no one else's for that time. He may do this as often as he likes, animating one tree per round.

Baervan has a travelling partner, a giant raccoon named Chiktikka Fastpaws, who is highly intelligent but prone

to act before he thinks. Chiktikka is AC3, moves at 15", has 70 hit points, and has all the powers (including attacks) of a 12th-level thief with 18 dexterity. Chiktikka does 2-8 points of damage with each set of claws and bites for 2-12 points of damage. Many stories are told of the adventures this duo has shared, often started by Chiktikka's humorous ability to get into trouble "borrowing" something valuable, such as a minor artifact or some other item.

Though Baervan sometimes plays jokes on other creatures, it is hard not to like him. He tends to keep to himself, except for Chiktikka's company, and is said to sometimes roam the forests of the Prime Material plane. He is distinguished by his nut-brown skin and pale gray hair (and his raccoon friend). Should he chance to meet a worshiper of his who has performed some great deed in his name (DM's option, about a 1% chance of encounter), he will give that gnome a minor magical item. Such a worshiper will meet Baervan only once in his or her lifetime.

Gnomish fighters, fighter/thieves, and thieves of a non-evil nature are often the followers of this god, and prefer living in the outdoors rather than in a city all the time.

Segojan Earthcaller

Lesser god

ARMOR CLASS: 0

MOVE: 9" (36")

HIT POINTS: 285

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 3-30 (+3)

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: +2 or better
weapon to hit

MAGIC RESISTANCE: 20%

SIZE: M (4½' tall)

ALIGNMENT: *Neutral good*

WORSHIPER'S ALIGNMENT: *All good
and neutral alignments (gnomes)*

SYMBOL: *Large glowing gemstone*

PLANE: *Twin Paradises*

CLERIC/DRUID: *14th level druid*

FIGHTER: *6th level fighter*

MAGIC-USER/ILLUSIONIST: *16th level
in each*

THIEF/ASSASSIN: *Nil*

MONK/BARD: *4th level bard*

PSIONIC ABILITY: *VI*

S: 18(01) (+1, +3) I: 22 W: 23 D: 18

C: 24 CH: 20

Segojan is the gnomish deity of the earth and nature, a friend to all living animals that move above and below the earth and one who speaks with the very



rock itself.

He is known to his worshipers as a gray-skinned gnomo who wears armor made of grass and roots that acts as +4 leather. When he enters battle he carries a rod made of crystalline quartz that is +4 to hit and does 3-30 points of damage per hit. This rod will create a stone golem once a day that is of average intelligence and will obey Segojan's commands alone. The rod must be pressed against a mass of rock of sufficient size to form the golem. Segojan may also call up 2-8 earth elementals (16 hit dice each) once

a day to help him in combat.

Though his primary sphere of control is the earth and nature, Segojan is also seen in a lesser way as the gnomish god of magic. Many of his followers are illusionists who strive to improve their art for the betterment of gnomeland and for their art's sake as well. Gnomish miners and jewelers also revere this deity. The non-player clerics of Segojan frequently cast *Light* or *Continual Light* spells on large and well-cut gems for use as holy symbols, causing them to glow from within.

Urdlen

("The Crawler Below")

Lesser god

ARMOR CLASS: 2

MOVE: 12" (36")

HIT POINTS: 272

NO. OF ATTACKS: 2

DAMAGE/ATTACKS: 4-16 (+7)

SPECIAL ATTACKS: *Nil*

SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: 30%

SIZE: L (8½' long)

ALIGNMENT: *Chaotic evil*

WORSHIPER'S ALIGN: *All evil*

alignments (gnomes)

SYMBOL: *White mole*

PLANE: *Abyss*

CLERIC/DRUID: *8th level cleric*

FIGHTER: *10th level fighter*

MAGIC-USER/ILLUSIONIST: *13th level*

illusionist

THIEF/ASSASSIN: *12th level assassin*

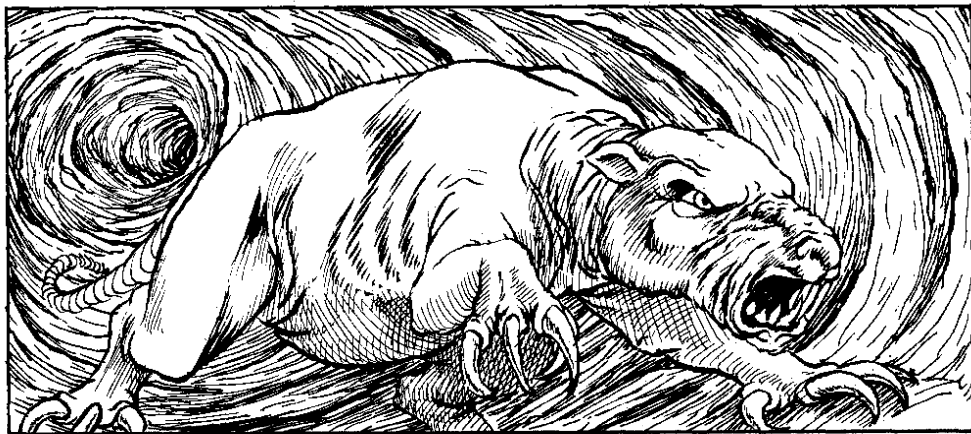
MONK/BARD: *Nil*

PSIONIC ABILITY: *VI*

S: 19 (+3, +7) I: 20 W: 14 D: 20

C: 24 CH: 3

Urdlen is the epitome of the evil impulse that rules some gnomes and is feared by the rest. He appears as a huge, dead-white, furless mole with claws of steel. It is said that Urdlen, a neuter and sexless being, lusts for precious metals, jewels, and the blood of any human, hu-



manoid, or demi-human. No one can predict where he will strike next, or what his plans are to further the cause of evil among gnomekind. Just as he can burrow into the earth of the Abyss, so he hopes evil will burrow into his followers' hearts and souls. He thrives on harmful trickery against the innocent and good.

Urdlen's form is distorted by a permanent *Blur* spell which cannot be dispelled while he lives. His clerics have a 5% chance of successfully calling upon Urdlen when in danger and having him cast a *Blur* spell on them for protection; however, if the gnome cleric is slain anyway while the spell is still in effect, Urdlen will eat the gnome's soul when it reaches the Abyss. Urdlen's clerics may

appease their deity by pouring the blood of a creature they've killed into the ground and burying it. Jewels and valuable metal goods are sacrificed to him by ruining them (breaking, tarnishing, melting) and then burying them. Clerics of this deity are continually at war with the rest of the gnomish deities and the clerics and followers thereof.

Gnomish assassins and evil thieves and fighters make up most of the worshipers of this awful deity. They generally share their lord's love for evil and deadly pranks directed against all creatures, even other gnomes. His followers often prefer to live underground, after the manner of Urdlen's chaotic tunnel home in the Abyss.

Flandal Steelskin

Demigod

ARMOR CLASS: 2

MOVE: 6"

HIT POINTS: 230

NO. OF ATTACKS: 3/2

DAMAGE/ATTACK: 3-24 (+10)

(and see below)

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *Takes half*

damage from heat and fire

MAGIC RESISTANCE: 10%

SIZE: S (4' tall)

ALIGNMENT: *Neutral good*

WORSHIPER'S ALIGNMENT: *All*

workers of metal (gnomes)

SYMBOL: *Flaming hammer*

PLANE: *Twin Paradises*

CLERIC/DRUID: *8th level in each*

FIGHTER: *10th level fighter*

MAGIC-USER/ILLUSIONIST: *15th level*

magic-user

THIEF/ASSASSIN: *Nil*

MONK/BARD: *Nil*

PSIONIC ABILITY: *VI*

S: 22(+4, +10) I: 18 W: 20 D: 17

C: 23 CH: 18

Flandal wears only a leather apron for armor and protection from fire, but it has been enchanted to reduce by half all



damage he receives from heat and fire. His skin is the color of mithril steel, and his eyes are flaming coals. Flandal's hair and beard are a brilliant blue-silver.

Flandal is one of the strongest of gnomish deities, perhaps the most so. He is often found traveling with one or two of the other gnomish deities in search of new ores and veins of metal to use in his forges. It was Flandal who helped forge and enchant Arumdina, Garl Glittergold's battle axe.

Flandal wields an axe-backed hammer made of yellow metal, named Rhondang. It is +5 to hit and can shoot a six-dice

fireball as frequently as once per round, up to a total of ten times per day. Rhondang is able to converse naturally with all beings who use fire or dwell in fiery places (red dragons, chimerae, fire elementals, etc.). This in no way means that Flandal is friendly toward those beings, however, though he will be prone to talk first before attacking. Rhondang does double damage to cold-using or cold-dwelling creatures.

Because he needs their services to help forge items, Flandal is likely (65% chance) to have 1-4 fire elementals (16 hit dice each) with him when he is encountered. The elementals are quite friendly toward him and obey him in all respects. When Flandal is not traveling, he will be found in his workshop on the Twin Paradises, planning or making a new magical weapon.

Flandal is obviously a popular god among gnomish smiths; a large number of fighter/clerics follow his worship in some areas. It is said that some of his clerics have developed or been granted a new spell that enables their war hammers to burst into flame for a short time, giving additional bonuses to hit and damage, as a *Flame tongue* longsword.

with another career, most commonly as a fighter or assassin. This is because half-orcs cannot advance very far in experience as clerics, and they will eventually require another set of skills to keep them on even terms with increasingly tougher adversaries. Half-orc cleric/assassin types are invariably death-worshippers, and strive to put themselves in better favor with their awful gods by personally bringing death to as many beings as possible, within their religion and outside it.

Orcs and half-orcs generally dislike and avoid beings larger than themselves, unless (as in the case of ogres) the orcs feel they can manipulate them sufficiently, with promises of shared treasure and food, to make them useful to the orcish community as guards and/or heavy infantry. Orcs and half-orcs dislike smaller humanoids because they are inevitably weaker, and these races are usually em-

ployed only as slaves. Goblins, who are only marginally weaker than orcs and can hold their own against them at least some of the time, are afforded more tolerance than other small humanoids.

But it is not other humanoids that orcs hate worst of all — it is other orcish tribes. The roots of hatred run deep between conflicting tribes; the original cause of friction, if there was one, has long since been lost to antiquity. Intertribal conflicts are maintained by religious bigotries; each tribe worships a particular orcish patron god with interests that (naturally!) conflict with those of other deities. Even so, all tribes usually pay some homage to Gruumsh, the king of the orcish gods.

Another question concerning orcish and half-orcish personality should be addressed: Why do orcs hate elves so much? Superficial examination of the question reveals little overt cause; orcs

and elves do not frequently compete for the same living space or for the same foods. But a slightly deeper examination shows that in terms of personality, probably no two races could be further apart. For example:

Elves are able to see many sides of a problem; orcs see but one.

Elves carefully examine the long-range consequences of an action, usually before undertaking it, while orcs could care less for anything but the present.

Elves are very long-lived, while orcs have one of the shortest lifespans among the humanoid races.

That list could be longer, contrasting many other aspects of the races' lifestyles, but a point has been developed. Orcs and elves are opposites in nearly every way, and orcs resent the advantages elves have, especially their long lifespan. While elves do not particularly like orcs, they think of them as a short-term problem

THE GODS OF

This is the tale the shamans tell, in the camps of the orcs when the night is deep on the world and dawn is far away:

In the beginning all the gods met and drew lots for the parts of the world in which their representative races would dwell. The human gods drew the lot that allowed humans to dwell where they pleased, in any environment. The elven gods drew the green forests, the dwarven gods drew the high mountains, the gnomish gods the rocky, sunlit hills, and the halfling gods picked the lot that gave

them the fields and meadows. Then the assembled gods turned to the orcish gods and laughed loud and long. "All the lots are taken!" they said tauntingly. "Where will your people dwell, One-Eye? There is no place left!"

There was silence upon the world then, as Gruumsh One-Eye lifted his great iron spear and stretched it forth over the world. The shaft blotted out the sun over a great part of the lands as he spoke: "No. You lie. You have rigged the drawing of the lots, hoping to cheat me and my followers. But One-Eye never sleeps; One-Eye sees all. There is a place for orcs to dwell . . . here!" With that, Gruumsh struck the forests with his spear, and a part of them withered with rot. "And here!" he bellowed, and his spear pierced the mountains, opening mighty rifts and chasms. "And here!" and the spearhead split the hills and made them shake and covered them in dust. "And here!" and the black spear gouged the meadows, and made them barren.

"There!" roared He-Who-Watches triumphantly, and his voice carried to the ends of the world. "There is where the orcs shall dwell! There they shall survive, and multiply, and grow stronger, and a day shall come when they cover the world, and shall slay all of your collected peoples! Orcs shall inherit the world you sought to cheat me of!"

In this way, say the shamans, did the orcs come into the world, and thus did Gruumsh predict the coming time when

orcs will rule alone. This is why orcs make war, ceaseless and endless: war for the wrath of Gruumsh.

The shamans tell other tales, too, that shed light on why things are as they are in the world. Shamans tell of the battle between Corellon Larethian (the chief elven god, whom the shamans call The Big Fairy) and Gruumsh, in which Corellon tried to shoot out Gruumsh's eye (sacrilege!) with his bow, but failed of course. It is not considered important that Gruumsh started the fight by trying to paralyze the elven god with his spear; the shamans say Corellon deserved it for not being properly deferential. Because of this battle, orcs of all sects and cults hate elves over all other non-orc races.

The shamans' tales of the battles between the dwarven gods and the orcish gods for ownership of the mountains would weary the most ardent listener. The orcs are drawn to the mountains by their brutal majesty and stark barrenness, while dwarves love mountains for their isolation and beauty, and for the ores that lie beneath them.

Many have also heard of the eternal battles on the plains of Hell between the goblins and orcs, each side led by their respective gods. No matter how much noise the orcs of this world make about joining their forces with the other humanoids, all orcs are aware that there will be room for one race in the end . . . and it will not be the goblins, the ogres, or any of the rest.

**The word
from above:
Make war,
not love**

by
**Roger
Moore**

not worthy of prolonged consideration. Orcs, on the other hand, are consumed with hatred for elves, and will slay them out of hand whenever the opportunity presents itself.

Orcish mythology has several tales of battles between elven and orcish deities. The most famous one occurs between Gruumsh and Corellon Larethian, the chief elven deity. The story goes like this, according to the orcs:

Gruumsh ambushes Corellon in hopes of slaying him and drinking his blood, so as to inherit his special powers; Gruumsh fails, of course, through his own short-sightedness, and Corellon shoots an arrow at Gruumsh's eye.

Though the arrow failed to blind Gruumsh, apparently it was not intended to. Elven stories of the same event (much briefer than the tedious orcish versions) say that Corellon meant the arrow as a warning to Gruumsh of his vulnerability

—a hint that it would only take the loss of his eye to break Gruumsh's power as a god, and that some being might be capable of bringing this about if he were not more careful. Though Gruumsh rails and curses the elven gods through many later stories, he never again tries to directly assault them, and spends his fury on mortal elves instead. Obviously, he took the hint.

In summary, half-orcs are often bound to take on some of the less desirable characteristics of their orcish parents, especially if they are raised in an orc tribe.

Half-orcs are generally tough, respectful of power, and seek to have power themselves. They tend to measure one another by the number and quality of their followers, and they work within a group setting rather than on their own.

Like orcs, half-orcs often act before

thinking about the results of their deeds, and appear somewhat stupid to other more foresighted individuals because of this. They dislike the weak, follow the strong, and quarrel with their equals. Again, this is not true of all half-orcs. But at least a vestige of these characteristics is present in nearly every one, regardless of their individual makeup.

Information for this article was taken from the AD&D rule books, the Players Handbook, the Monster Manual, and the Dungeon Masters Guide, as well as the DEITIES & DEMIGODS™ Cyclopedia. Some additional comments and insights were found in *Master of Middle-Earth*, by Paul H. Kocher. Though this latter book concerns the world of J. R. R. Tolkien, much of the information therein is quite usable in an AD&D setting, and the work is highly recommended to the serious student of role-playing.

THE ORCS



The division of orcs into separate tribes (Evil Eye, Death Moon, Broken Bone, etc.) is usually made along cult lines. The tribal symbol is the holy symbol of the orcish god the tribe holds as its patron. Each patron god seeks to make his followers more powerful than those of the others, since their own power derives from the relative power and might of their worshippers.

There are a large number of orcish gods, representing such spheres of

interests as strength, swordsmanship, military power, the night, death, fertility, hunting, and so forth. Each of them is part of a rigid chain of command with Gruumsh at the top. The relative positions of the gods in the hierarchy varies depending on the shaman doing the telling, as they all seek to emphasize the power and glory of their own deity, sometimes almost to the exclusion of mention of Gruumsh himself.

Warfare between tribes is actually

encouraged to some extent by the orcish gods, who believe that this is the best way of eliminating the unfit and weak, and promoting the survival and growth of the strong. No attention is paid to the thought that it might also waste the best fighters' talents, which might have been better directed against non-orc foes.

A minor cult has been noted, representing the only known orcish religion that doesn't emphasize violence or warfare. Probably less than a hundred orcs belong to this sect, and most sages doubt that the being they worship is even a true god. It appears to have been started when a orc discovered an ancient picture of a female orc, reputedly the most beautiful of her race ever known. This orc and his followers worship the picture and bring it sacrifices of flowers, jewels, and candies. Only time will tell whether they worship a true goddess or just a picture; whether they shall fade away with time, or whether the orcs will someday all follow the ways of the mysterious goddess known as "Mispigie."

Following are descriptions of five of the most powerful orcish gods besides Gruumsh, who is represented in the DEITIES & DEMIGODS™ Cyclopedia. Any use of the word "cleric" in these descriptions, when referring to those who use clerical spells granted by these gods, also includes shamans and witch doctors, as described in the AD&D™ Dungeon Masters Guide, unless otherwise stated.



Yurtrus

Lesser god

ARMOR CLASS: 0
 MOVE: 6"
 HIT POINTS: 303
 NO. OF ATTACKS: 2
 DAMAGE/ATTACK: *See below*
 SPECIAL ATTACKS: *Disease*
 SPECIAL DEFENSES: *See below*
 MAGIC RESISTANCE: 75%
 SIZE: L (12' tall)
 ALIGNMENT: *Neutral evil*
 (lawful tendencies)
 WORSHIPER'S ALIGN: *Assassins*
 and those who worship or profit
 from death (orcs and half-orcs)
 SYMBOL: *White hand on*
 dark background
 PLANE: *Hades*
 CLERIC/DRUID: *15th level cleric*
 (destructive spells only)
 FIGHTER: *As 13 HD monster*
 MAGIC-USER/ILLUSIONIST: *See*
 below/Nil
 THIEF/ASSASSIN: *15th level assassin*
 MONK/BARD: *Nil*
 PSIONIC ABILITY: *VI*
 S: 18 (+1, +2) I: 18 W: 11 D: 10
 C: 17 CH: -4

Yurtrus the White Handed is the terrifying orcish god of death and disease. He appears as a huge, vaguely orcish giant covered with peeling, rotting green flesh; his hands, however, appear com-

pletely normal except for being chalk-white in color. Yurtrus has no mouth and doesn't communicate; the orcs have a way of saying "when White-Hands speaks" when they mean "never."

Yurtrus is surrounded by a huge envelope of stinking gases out to 120'; any mortal beings within this radius are affected as follows: Those up to and including 4 HD/levels as if struck by *Dust of Sneezing and Choking*, those up to 8 HD/levels as if struck by a *Symbol of Pain*, and those of higher levels suffer a -2 "to hit" with no saving throw. All effects last while anyone stays within the cloud of gas.

Yurtrus, in addition to his clerical spells, uses all death-magic spells of 18th level magic-users. He may try to touch his victims instead of using his spells; any being he strikes loses 3-12 hit points and will catch 1-4 random diseases as well (use the listings in the *Dungeon Masters Guide*). The loss of hit points will be permanent unless recovered by a *Wish* spell, on a one-wish-per-hit-point basis.

The clerics of Yurtrus wear pale white gloves made from the skins of non-orcish humanoids, humans, or demihumans, during their ceremonies. They wear thin armor (equivalent to cloth) woven of the same materials. In combat they use maces with the weapon's head made in the shape of a white fist. When plague or disease strike the orcs, the clerics of Yurtrus appeal to him for an end to the illness with great sacrifices of prisoners and slaves.

Shargaas

Lesser god

ARMOR CLASS: 2
 MOVE: 18"
 HIT POINTS: 265
 NO. OF ATTACKS: 3/2
 DAMAGE/ATTACK: 3-30 (+8)
 SPECIAL ATTACKS: *Ambush*
 SPECIAL DEFENSES: *+2 or better*
 weapon to hit; hiding; blindness
 MAGIC RESISTANCE: 65%
 SIZE: L (8' tall)
 ALIGNMENT: *Neutral evil*
 WORSHIPER'S ALIGN: *Thieves,*
 assassins, and those who do evil
 by darkness (orcs and half-orcs)
 SYMBOL: *Red crescent moon with*
 red skull between the horns
 PLANE: *Gehenna*
 CLERIC/DRUID: *Nil*
 FIGHTER: *As 10 HD monster*
 MAGIC-USER/ILLUSIONIST: *7th level*
 illusionist
 THIEF/ASSASSIN: *16th level thief/*
 15th level assassin
 MONK/BARD: *10th level monk*
 PSIONIC ABILITY: *IV*
 S: 20 (+3, +8) I: 19 W: 15 D: 24
 C: 19 CH: 7 (24 to orcs)

Shargaas the Night Lord lives in a tremendous cavern system below the fiery plain of one of the levels of Gehenna. It is said that his caves extend infinitely, and are darker than the blackest night. There no creature has sight but Shargaas himself and his orcish spirit servants. Shargaas, though blinded completely by light from the sun, can see perfectly well in darkness out to a range of a mile or more. He can also climb any surface, even perfectly smooth ones, without slipping. In the days when he is said to have walked upon the earth, Shargaas could also hide himself and his followers so well that no mortal could detect his ambushes or lairs.

As might be expected, orcish bandits and half-orc thieves hold Shargaas as their patron, as do other regular orc tribes. Clerics of Shargaas are multi-classed (cleric/thieves or cleric/assassins) if they are half-orcs; it is rumored that even orcish shamans and witch doctors have some small degree of thieving or assassination skill (probably some 5-30% success at one or two abilities like hiding in shadows, picking pockets, or assassination from surprise). The major religious holidays in the worship of Shargaas are the times of the new moon, when the sky is dark and cloudy.



Bahgtru

Lesser god

ARMOR CLASS: 1
 MOVE: 9"
 HIT POINTS: 340
 NO. OF ATTACKS: 2
 DAMAGE/ATTACK: 10-60 (+15)
 SPECIAL ATTACKS: *Grapple*
 SPECIAL DEFENSES: +2 or better
weapon to hit; see below
 MAGIC RESISTANCE: 35%
 SIZE: L (16' tall)
 ALIGNMENT: *Lawful evil*
 WORSHIPER'S ALIGN: *Lawful evil*
warriors (orcs and half-orcs)
 SYMBOL: *Broken thigh bone*
 PLANE: *Nine Hells*
 CLERIC/DRUID: *Nil*
 FIGHTER: *As 16+ HD monster*
 MAGIC-USER/ILLUSIONIST: *Nil*
 THIEF/ASSASSIN: *6th level assassin*
 MONK/BARD: *Nil*
 PSIONIC ABILITY: *Nil*
 S: 25 (+7, +14) I: 6 W: 6 D: 18
 C: 25 CH: 5 (22 to orcs)

Bahgtru is the son of Gruumsh and Luthic the Cave Mother. Though scorned and derided for his stupidity and lack of self-will, no one says ill of his awesome might. Other orcish gods call upon him for assistance; he is obedient, though his incredible strength always exceeds the expectations of others, and he may



accidentally (?) cause harm to those who command his services, especially if they fail to give him some respect.

It is said that Bahgtru once fought a tremendous reptilian monster from another world, and slew it barehanded by breaking all of its legs. His symbol is derived from this epic battle. Since this, Bahgtru has never been known to use weapons or armor of any usual kind. He wears little other than a great pair of cesti, or gauntlets, studded with steel rivets, with which to beat his victims flat.

Bahgtru is a huge, incredibly muscular orc with dirty tan skin and dull green eyes; his tusks, protruding from either side of his mouth, are glistening white from gnawing on bones. If Bahgtru attacks and rolls a number 4 or more over what he needs to hit with both hands, he has grappled his opponent and will crush for 10-120 points of damage per round thereafter, without rolling again to hit. His skin is so thick and tough that blunt weapons do only one point of damage to him before they bounce off.

Clerics of Bahgtru must have a minimum strength of 16, and must keep themselves physically fit. They cannot wear armor, but may use weapons as they choose. Those clerics who lose their required strength lose their other powers as well, and will have their spirits crushed in Bahgtru's fists in the afterlife. Stronger clerics of this cult may help weaker clerics along to the next plane, usually without the latter's permission.



Ilneval

Lesser god

ARMOR CLASS: -1
 MOVE: 12"
 HIT POINTS: 331
 NO. OF ATTACKS: 2
 DAMAGE/ATTACK: 6-36 (+11)
 SPECIAL ATTACKS: *See below*
 SPECIAL DEFENSES: *Immune to missile weapons; +1 or better weapon to hit*
 MAGIC RESISTANCE: 55%
 SIZE: L (9' tall)
 ALIGNMENT: *Lawful evil*
 WORSHIPER'S ALIGN: *Lawful evil*
warriors (orcs and half-orcs)
 SYMBOL: *Bloodied broadsword*
 PLANE: *Nine Hells*
 CLERIC/DRUID: *8th level cleric*
 FIGHTER: *As 15 HD monster*
 MAGIC-USER/ILLUSIONIST: *Nil*
 THIEF/ASSASSIN: *14th level assassin*
 MONK/BARD: *Nil*
 PSIONIC ABILITY: *Nil*
 S: 23 (+5, +11) I: 17 W: 14 D: 20
 C: 23 CH: 8 (25 to orcs)

When Gruumsh does not have time to command his armies in Hell, he turns the job over to his chief lieutenant, Ilneval, master of command and strategy (next

to Gruumsh, of course). Ilneval is the symbol of the leader type, the one who plunges into battle with nothing but victory and destruction on his mind. It is hinted that Ilneval covets Gruumsh's position as the chief god of the orcs; he has been said to have deposed one or two other orcish gods, relegating them to lesser status, in his climb to power.

Ilneval is more of a "captain's god" than a god of the common orcish soldier; Gruumsh is preferred by chieftains and orcish kings, and Bahgtru by common warriors. Though Gruumsh does not trust Ilneval, He-Who-Never-Sleeps has Bahgtru on his side, and this relieves some of his concerns.

Ilneval wears a suit of red iron chain-mail, and wields a sword that slays all non-orcs it strikes (save vs. death at -6). He cannot be touched by missile weapons because of his armor's magical powers, and is immune to non-magical weapons as well. He appears to be a very war-wise and confident being; his face and arms are heavily scarred from the many battles he's fought, but the scars only increase his appeal to his orcish followers.

The clerics of Ilneval, if half-orcs, use broadswords as weapons and are multi-classed cleric/fighters. Clerics of all sorts (orcs and half-orcs) wear red metallic armor, and are expected to be good military leaders as well as good clerics.

Luthic

Lesser goddess

ARMOR CLASS: 3
MOVE: 15" (12")
HIT POINTS: 287
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 5-20 (+7)
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: Regeneration
MAGIC RESISTANCE: 80%
SIZE: L (8½' tall)
ALIGNMENT: Lawful evil
 (neutral tendencies)
WORSHIPER'S ALIGN: Females
 (orcs and half-orcs), and those
 who need healing or sanctuary
SYMBOL: Cave entrance rune
PLANE: Nine Hells
CLERIC/DRUID: 15th level cleric
FIGHTER: As 12 HD monster
MAGIC-USER/ILLUSIONIST: 12th level
 in each
THIEF/ASSASSIN: 6th level in each
MONK/BARD: Nil
PSIONIC ABILITY: Nil
S:19 (+3,+7) **I:** 18 **W:** 19 **D:** 14
C: 20 **CH:** 12 (25 to orcs)



is worshipped by males as well for her ferocity and her healing powers.

Luthic appears as a huge female orc who wears no armor, but has unbreakable black claws four feet long. Her hair and eyes are dull black and her skin is dark brown with a medium brown on the nose and ears. When in contact with the ground, she regenerates 3 hit points per round.

In addition to her normal attacks, Luthic may use magical spells to undo her opponents. And if she hears anyone abuse her name, orc or non-orc alike, she may (25% chance) choose to render that being susceptible to any disease, so that the next time the victim catches even the most minor of ailments, it will prove fatal within 2-7 days. Only the power of three *Wish* spells applied while

the victim is still alive can unwork this curse.

Orcs who follow her worship sometimes rub dirt on themselves to ensure they will have many children, and clerics use earth in casting curative spells (though this is purely a symbolic gesture and not a true material component of the spell). Luthic's worship is one of the few that allow male and female orcs to become clerics; nearly all of the other deities permit male clerics only. Orcs in her tribe (Vile Rune) generally dwell underground, and seem to commit fewer raids against other creatures, though they are especially fierce if their lair is threatened. Orcs guarding clerics of Luthic gain a +2 bonus "to hit" from their ferocity and madness, but this also causes a -2 penalty to their armor classes at the same time.

CLERICAL QUICK REFERENCE CHART

Deity	Sphere of Control	Animal	Raiment		Color(s)	Holy Days	Sacrifice/Propitiation		Place of Worship
			Head	Body			Frequency	Form	
Bahgtru	strength	ox	bare	loincloth	n/a	battle days	before battle	bones of enemies	battlefield
Shargaas	night, thieves	bat	leather cap	leather armor	red & black	new moon	monthly	stolen items	anywhere
Iineval	warriors	n/a	red metal helmet	red metal armor	red	battle days	before and after battle	blood and weapons	anywhere
Yurtrus	death, plague	skeleton	bare	skins	white	full moon	monthly	living sacrifices	underground crypts
Luthic	caves, healing, females	cave bear	fur cap	leather armor	brown & black	midwinter's day	yearly	treasures	cave halls

Clerics, shamans, and witch doctors occupy very important positions within their tribes, and are counted on to give advice to tribal chieftains on matters of warfare and inter-tribal relations. It is not uncommon for such clerics to inherit the position of chieftain themselves and govern the orcs directly. In either case, they should have a retinue of guards equal to that of a major orcish chieftain or king; see the Monster Manual for details.

... but not least: The humanoid

Goals and gods of the kobolds, goblins, hobgoblins, & gnolls

Last of a series

by
Roger Moore

The organized religions of the five major humanoid races in the AD&D™ game system are different from each other in ways that do not always come to light during a campaign. Each of these humanoid types — kobolds, goblins, hobgoblins, gnolls, and orcs — has a particular way of expressing that race's world-view and its relations with the others and the human/demi-human races they all compete against.

Even though most on-the-spot confrontations with shamans and witch doctors of humanoid deities will not involve role-playing so much as outright combat (unless for some reason the adventuring party and shaman's party agree to parley), a more detailed description of the humanoid religions and their deities might prove valuable for constructing detailed campaign backgrounds and in helping the Dungeon Master gain insight into the motives of humanoid clerics used as NPC's. Orcs were discussed in the previous issue (#62) of DRAGON™ Magazine; this article deals with the other four races.

DMs should keep in mind that player characters reincarnated as any of these races are not obligated to worship the deities of these races, and in no case should such characters be allowed to become shamans of these gods. Characters reincarnated as one of these humanoid types could be of great usefulness as spies or infiltrators into the humanoids' camp; in such instances they might uncover many of the details of humanoid cult worship and possibly capitalize on this knowledge, for the benefit of themselves and other adventurers.



Kobolds

The kobolds' major deity, Kurtulmak, is said to have given the kobold race life and taught them personally the important arts of living off other creatures (by theft, looting, pillaging, and the like).

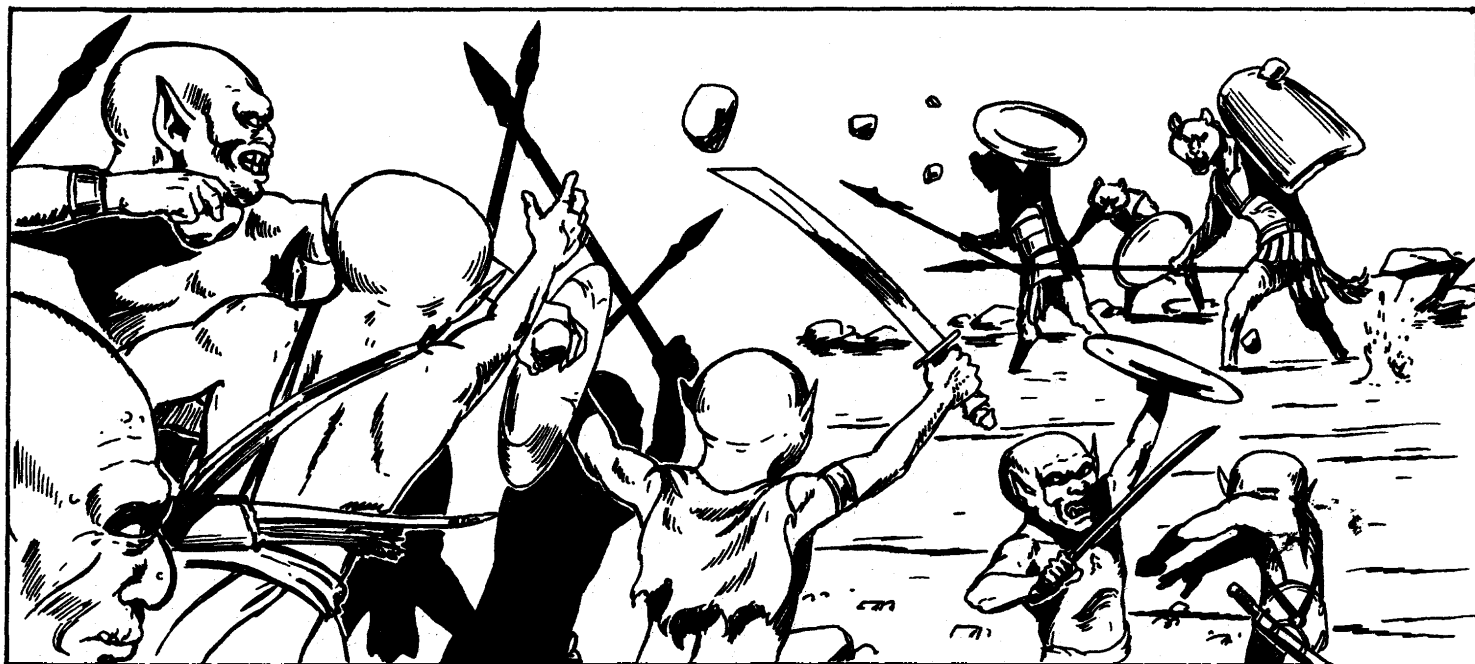
Kurtulmak intended his race to live in the deep reaches of unfriendly forests and shallow caves because of their value as hideouts and shelters, and was enraged when his subjects were forced to compete with the gnomes, who wanted the same living space. Militarily, gnomes are considerably stronger, more organized, and thereby better off than kobolds, and most battles between members of the two races result in defeat for the kobolds. Only their preference for hit-and-run assaults and their relatively

high rate of reproduction give kobolds even a reasonable chance to avoid eventual extinction.

As with the other humanoid races, kobolds are prone to pick on creatures smaller than themselves, and seem to take crude delight in inflicting pain and misery upon their captives. Though they generally are aware (and resentful) of their physical disadvantages when compared to the larger humanoids, humans, and demi-humans, they are also very respectful of authority and will do as they are ordered if ruled by an obviously more powerful (and lawful evil) creature or being. However, kobolds automatically dislike anyone much larger than themselves on the basis of size alone, and though they will carry out their leader's will in such cases, they will likely also seek to pervert the intent of their orders in some minor ways to show their resentment.

Kobold religion is centered around the tenets of survival, safety in numbers, destruction of all other (larger) races through attrition, and obedience. Kurtulmak is supposedly served by a variety of minor demigods, the deified heroes (chieftains or priests) of their race.

A kobold "hero" does not necessarily have the courage and fighting ability that one normally associates with the one so called; kobold "heroes" are renowned for their skill at "indirect combat" (such skills as attacking the defenseless, ambushing, trap-setting, and torturing). Though they try to disavow the image, a few kobold heroes appear more like master scavengers than fighters. Heroes usually avoid personal combat unless backed up (supported) by "regular" kobolds, and tend whenever possible to assume roles of leadership from the rear and command from afar:



Goblins

The goblins are the only humanoid race that seems to make any effort to get along with all the other humanoids. These beings emphasize the value of cooperation within their own race, avoiding the establishment of specialized tribal doctrines or cults, though they do maintain a firmly structured hierarchy in their government. Goblins regard humans and demi-humans as their worst enemies — dwarves and gnomes particularly so, because they tend to inhabit the same regions as goblins do — and are sometimes angered that the other humanoid races, who might better be aiding or abetting the goblins' cause by battling humans and demi-humans, are instead so occupied with inter-tribal squabbling and power struggles.

Goblins try not to portray themselves as a threat to other humanoids, so as to

avoid direct confrontations with them. They are, at the least, generally successful in winning the grudging good will of kobolds and bugbears, and are tolerated by other races.

Goblins, like kobolds, are respectful of authority figures. Though they may be more accepting of non-goblin leaders than kobolds are of non-kobolds, they also see less need to knuckle under to such rulers, too, and are more likely to draw a line defining what their leaders may expect of them.

For all their tendencies to shy away from the limelight, goblins do desire power over humans and demi-humans, and generally prefer them (over kobolds or other small humanoids) as slaves and servants. They see torture and other public diversions like it to be instructive to their slaves in pushing home the slave's proper place in the world.

Goblin chiefs and shamans are usually preoccupied with conquests of non-hu-

manoid territory, and often perform or advocate robbery and theft as a way of gaining those things that goblins (and other humanoids) should have. In some senses, goblins have a slight inclination toward lawful neutral alignment, though they nearly always retain the part of their evil nature that reflects in their desire to loot and to rule others.

Goblin shamans of Maglubiyet (described in the DEITIES & DEMIGODS™ Cyclopedica) often serve as intermediaries between hobgoblin and goblin folk, and try to ensure that the former group doesn't take extreme advantage of the latter. Shamans of the deities governing goblins more exclusively (like those of Khurgorbaeyag, described later in this text) devote their attention to the specific problems and needs of goblins in general, and reinforce the oppression of humans and demi-humans as the best course of action in the long run to ensure the well-being and security of goblinkind.

Hobgoblins

The hobgoblins, unlike their close kin the goblins, make little pretense of trying to get along well with other humanoids, even with other hobgoblin tribes. Intertribal rivalry is intense, only marginally less so than between orcish tribes. Hobgoblin tribal factions are strictly organized along political lines, however, as opposed to the orcish tribes' religious divisions.

Hobgoblins value status and power, and settle easily into a domineering role as warriors, conquerors, and rulers. Moreso than kobolds, orcs, or goblins, they resent being ruled by beings not of their own race, but they will still show a fair degree of obedience and organization in such situations.

Hobgoblins perceive life as a constant testing ground, one's personal worth being measured by the amount of pain one can tolerate and mete out to other creatures. Their deity Nomog-Geaya (see text following) is sometimes referred to as The Torturer, a master in the art of inflicting pain and a deity who never shows the slightest expression even when wounded himself. Hobgoblin chieftains and shamans must undergo ritual

torture to determine if they are worthy of their posts; trials by torture (to determine which party can withstand the most pain, thus proving the rightness of that one's case) are quite common in the hobgoblin judicial system.

Hobgoblin culture generally encourages a lifelong rejection of emotional displays, in keeping with the proper attitude of a warrior race. But on a personal level, the average non-leader hobgoblin will sometimes show his or her feelings, though usually only when alone or when it is believed no one else is looking. The only socially acceptable circumstances for a show of feelings are those times when two or more rival tribes of hobgoblins catch sight of each other and engage in jeering, insults, and catcalls in an attempt to provoke each other into a more violent confrontation. Encounters with non-hobgoblin races are also marked at times by hobgoblins' remarks and gestures of disgust, anger, or derision. However, hobgoblins are careful to show no other sort of emotion in the sight of humans and demi-humans — except for complete disdain, and a desire to kill or enslave the enemies as soon as possible.

Shamans and witch doctors of the hobgoblins only rarely use curative spells, preferring the harmful (reverse) versions of those incantations. Within

their communities these priests serve as judicial authorities, administering torture when required by their laws, and also work as advisors to colony chieftains. They are the enforcers of public ritual and ceremony, ensuring that their tribe maintains the proper degree of lawfulness and obedience to authority, and of course they conduct all the appropriate religious ceremonies. Shamans devoted to Maglubiyet help coordinate dealings with goblins, which hobgoblins dislike as weaklings but grudgingly recognize as allies, and also take charge of joint goblin-hobgoblin ceremonies.

It seems that much of the dislike hobgoblins have for elves comes from the latter's "heretical" emotional displays as well as the elves' diametrically opposed alignment. Hobgoblin shamans emphasize the revolting, un-warriorlike aspects of elven life as often as they can, and preach about what a shame it is that elves should be allowed to run loose like they do.

Dwarves and (to a lesser degree) gnomes, despised as they are because of their innate goodness, manage to retain at least a glimmer of the hobgoblins' version of respect: At least, they demonstrate the proper attitude of a warrior (thanks to their lawful nature), the dour dwarves especially so.

Gnolls

As a race, gnolls are quite hardy and can adapt to almost any climate (like humans), unless the climate is too hot or cold, or the gnolls have to work too hard to make themselves comfortable. Work is a four-letter word to gnolls; though they are strong, they consider it beneath their dignity to perform manual labor, which is better left up to their slaves and the females in the tribe.

Of all the humanoid races, gnolls and hobgoblins have the lowest opinions of the female sex. Goblins and kobolds tend to see their females as important, though not in leadership or military roles; their women help manufacture weapons and armor to support the military, and help maintain the cohesiveness of the tribes. Hobgoblins have no respect for their females because they don't make good warriors; the males keep them out of public sight and busy with those things they feel their women are good for — keeping house and having little hobgoblins. Gnolls regard their females as slaves, pure and simple, and dump as much work on them as possible (which usually means all of it).

Gnolls are individualists, acting only on personal initiative and tending to disregard or ignore the desires of other gnolls or creatures. Gnolls inherently resent and refuse to respect authority (spitting at and cursing a leader or ruler

is a common minor offense), though they are also innately bound to each other by a sense of racial identity and cooperativeness. They lack the intertribal rivalry of the other humanoid races, since they regard tribal identity as unimportant, and tribes may band together for short times to undertake raids or other profitable ventures.

Gnolls' governmental systems are very loose in structure, with various agreements between individuals being constantly made and broken, or conveniently forgotten; only the threat of violence (a standard and expected tactic) seems to have any lasting effect on keeping agreements in force.

Gnoll shamans worship only Yeenoghu (see the AD&D Monster Manual), the demon prince who gave them life. Because of the close relationship their deity has with the undead, ghouls are accepted into gnolls' society as guards for their shamans. (All other humanoid races hate and fear any sort of undead.) Other undead might also be found in gnoll communities, but only those which can be controlled by their shamans (in the way that evil clerics can command undead into service).

The gnoll's resemblance to the hyena is more than skin (fur?) deep. Gnolls are hunters and scavengers; they are able to digest rotting meat without discomfort,

though they prefer freshly killed food. They frequently use "hand-me-downs" from victims of other races to equip themselves with weapons and armor, choosing not to go to great lengths to make their slaves manufacture such equipment, since it is usually too much trouble to supervise the manufacturing process.

Gnolls' lairs are usually found in abandoned mines, caverns, and villages, because occupying such an area saves them the trouble of building any necessary facilities. Culturally, they see themselves as the masters of the world, ruled by no one, taking whatever they want without excessive sweat and labor, and commanding all lesser races (humans, demi-humans, and humanoids smaller than orcs) through fear. Each gnoll sees himself (whenever any gnoll talks about gnolls, he means only the male gnolls) as his own king, in short.

Gnolls do not mind working with those who are approximately as physically powerful as themselves, so long as they get adequate and satisfactory benefits from the cooperation. Though orcs are less powerful than hobgoblins, gnolls get along better with the former race because orcs are more easily dominated, and because hobgoblins resent the gnolls' hatred of authority and their lack of stoicism.

Dakarnok

Kobold Demigod

ARMOR CLASS: 4

MOVE: 9"

HIT POINTS: 65

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 3-9 (+2)

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: +1 or better

weapon to hit; 95% hide in shadows

MAGIC RESISTANCE: 15%

SIZE: S (3½' tall)

ALIGNMENT: Lawful evil

WORSHIPER'S ALIGN: Lawful evil
(kobolds), in particular raiders
and bandits

SYMBOL: Black spiked club over
broken skull

PLANE: Nine Hells

CLERIC/DRUID: 5th level cleric

FIGHTER: As 10 HD monster

MAGIC-USER/ILLUSIONIST: Nil

THIEF/ASSASSIN: 6th level assassin

MONK/BARD: Nil

PSIONIC ABILITY: Nil

S: 18 (+1, +2) I: 16 W: 10 D: 17

C: 18 CH: 8 (18 to kobolds)

The chief kobold deity is Kurtulmak (see the DEITIES & DEMIGODS Cyclo-pedia), who lives in the twisted spectral forests and caves of his home in the Nine Hells. His chief servants are the deified heroes of the kobold folk, who best demonstrated the most revered qualities of their people when they were alive. The heroes that become demigod helpers of Kurtulmak upon their deaths are those who also caused the greatest destruction and havoc among demi-humans and humans (especially gnomes), and increased the wealth and might of their home gens. There are a number of these minor deities, none of them of exceptional power compared to most deities, and it would appear that they are continually engaged in power conflicts with one another in their drive to become Kurtulmak's most favored aide. Typical of these lesser demi-godlings is the hero Dakarnok.

In life, Dakarnok was a shaman/chief-tain who conquered all the other kobold gens near his own tribe, and then moved against human and gnome settlements scattered along his frontier. He enjoyed considerable military success against the poorly organized opposition, and specialized in fast, light raids against the smaller villages, driving the populace toward the distant major cities.

It is said that Dakarnok gained god-hood through the use of certain magical devices; whatever the means, upon his death his people continued to revere him, and shamans found they were able to cast spells after prayer and ceremony dedicated to his memory. His worship has spread, though not evenly, to a number of other gens, since his people

scattered when his home gen-empire was conquered after his death by more powerful human, dwarven, and gnome armies.

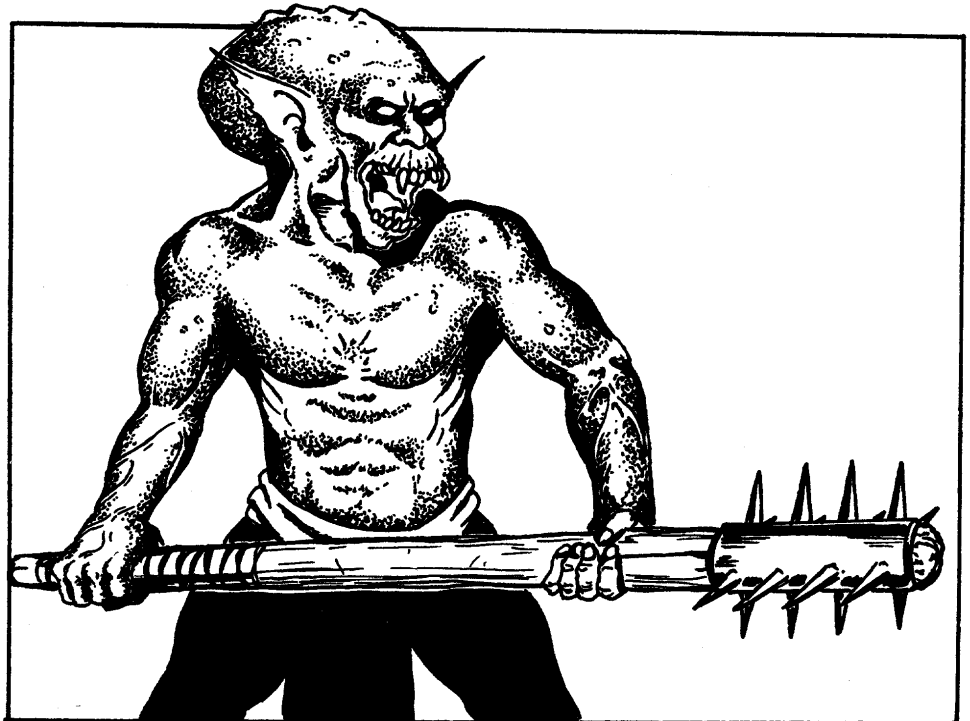
Shamans of Dakarnok may be found in kobold gens also having shamans or witch doctors devoted to Kurtulmak; the clerical level of Dakarnok's priests will never equal or exceed that of Kurtulmak's shamans, and the former are generally subservient to the latter.

Dakarnok's shamans frequently lead raiding parties, and gain respect and more followers after especially successful (or lucky) acts of thievery, looting, and destruction. These shamans are typically armed with a black, spiked club (2-7 points damage, treat otherwise as a normal club) that doubles as their holy symbol. These shamans are quite aggressive in the spread of their form of religion, and though they accept Kurtulmak's clerics as their superiors, they have been known to attack the shamans and witch doctors of other kobold demi-godlings on sight.

Dakarnok is usually depicted as an unusually muscular kobold with silver-black scales and tiny red eyes. He uses (two-handed) a +1 spiked club made of dark oak. His shamans cannot attain higher than 3rd level in clerical ability. The particulars of his worship are the same as for Kurtulmak, save that there is no holy animal and the holy color in his worship is black.

Kobold religion is centered around survival, safety in numbers, destruction of all other races, and obedience....

... Dakarnok's shamans frequently lead raiding parties, and gain respect and more followers after especially successful (or lucky) acts of thievery, looting, and destruction.



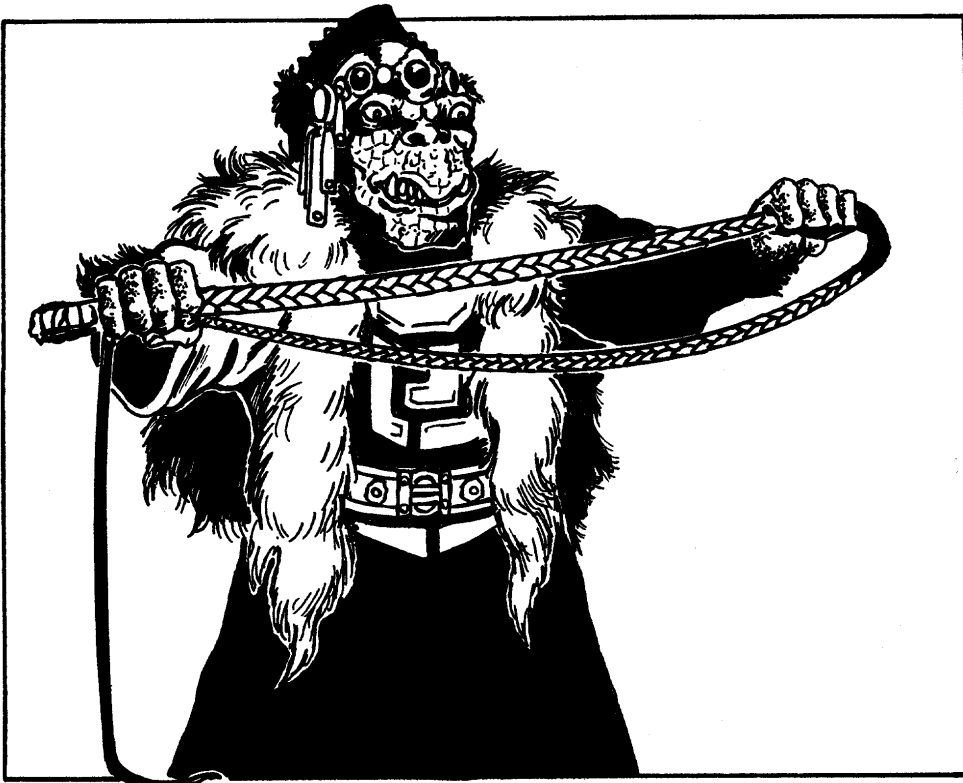
Khurgorbaeyag

Goblin Lesser God
 ARMOR CLASS: 2
 MOVE: 12"
 HIT POINTS: 255
 NO. OF ATTACKS: 2 or 1
 DAMAGE/ATTACK: 2-16 (+6) or special
 SPECIAL ATTACKS: *Entanglement*
 and *hopelessness*
 SPECIAL DEFENSES: +2 or better
 weapon to hit
 MAGIC RESISTANCE: 45%
 SIZE: L (9' tall)
 ALIGNMENT: *Lawful evil*
 WORSHIPER'S ALIGN: *Lawful evil*
 (goblins)
 SYMBOL: *Red and yellow striped whip*
 PLANE: *Nine Hells*
 CLERIC/DRUID: *8th level cleric*
 FIGHTER: *As 13 HD monster*
 MAGIC-USER/ILLUSIONIST: *8th level*
magic-user/7th level illusionist
 THIEF/ASSASSIN: *9th level assassin*
 MONK/BARD: *Nil*
 PSIONIC ABILITY: *VI*
 S: 18/00 (+3, +6) I: 16 W: 9 D: 19
 C: 19 CH: 2

(Goblins) see torture and other public diversions like it to be instructive to their slaves in pushing home the slave's proper place in the world....

The clerics of Khurgorbaeyag . . . encourage the taking of captives to be brought back to the tribal lair for slave labor or "instruction."

Khurgorbaeyag is one of the chief lieutenants of the deity Maglubiyet (see the DEITIES & DEMIGODS book) on the home plane of the goblinoid deities in the Nine Hells, and is the patron god of the goblins in particular. His chief rival for power is said to be Nomog-Geaya,



the hobgoblin patron deity (see this text), and there are stories told by goblin shamans of how Khurgorbaeyag deals with his rival's subtle treachery. The goblin spirits that Khurgorbaeyag commands are forced to fight all the harder against their enemies, the orc spirits, because they must take up the slack from the laziness of their clumsy hobgoblin-spirit allies.

The goblins' love for slave-taking and aggressive lawfulness is well represented in their deity's powers and personality. Khurgorbaeyag has flame-red skin, speckled with orange and yellow scales. His only weapon is a great whip, with which he drives his followers on to their duties and into war. He may either attack twice with the lash, injuring foes with its supersonic snap, or may make a single attack against more dangerous foes. This single attack is designed to render enemies immobile; the whip unerringly wraps around the opponent's feet or wings (out to the 30-foot range of the weapon) and acts as a *Rope of Entanglement* with three times normal hit points. In addition, anyone touched by the whip in either attack mode must save vs. magic at -4 or be affected as if by a *Symbol of Hopelessness*, immediately surrendering to the wielder. Victims of this effect of the whip will remain in despair for a number of weeks equal to 20 minus the victim's wisdom score.

Khurgorbaeyag's shamans appear to work in fair harmony with bugbear shamans, though no one has conclusively figured out why. Joint ceremonies involving the two races are not uncommon, and temples to the goblin deity frequently have bugbear guards. The clerics of Khurgorbaeyag participate in warfare with the rest of their tribe, though only in advisory positions and not as troop leaders. They tend to encourage the taking of live (not necessarily uninjured) captives to be brought back to the tribal lair for use as slave labor or for "instruction" (ritual public torture). The shamans have their assistants carry supplies of ropes and chains on military ventures to bind prisoners. Their favorite captives for slaves are humans; dwarves and gnomes are usually marked for death after capture. Goblin priests usually use maces or clubs to subdue prisoners and in actual combat. They carry a whip as a holy symbol, but it is only used against captives and not in combat.

Shamans of Khurgorbaeyag wear red scale mail and war helms, with vestments of gray wolf fur. Their holy animal is the wolf, and such pets are often found with the shamans or leaders of a goblin tribe. (These are not for use as mounts, like dire wolves and worgs are.) In all other respects their worship is like that of the shamans of Maglubiyet.

Nomog-Geaya

Hobgoblin Lesser God

ARMOR CLASS: 1

MOVE: 12"

HIT POINTS: 283

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 2-20 (+7) and 3-12 (+7)

SPECIAL ATTACKS: *Wounding, pain*

SPECIAL DEFENSES: +2 or better *weapon to hit*

MAGIC RESISTANCE: 35%

SIZE: L (10' tall)

ALIGNMENT: *Lawful evil*

WORSHIPER'S ALIGN: *Lawful evil (hobgoblins)*

SYMBOL: *Crossed broadsword and hand axe*

PLANE: *Nine Hells*

CLERIC/DRUID: *9th level cleric (destructive spells only)*

FIGHTER: *As 15 HD monster*

MAGIC-USER/ILLUSIONIST: *Nil*

THIEF/ASSASSIN: *6th level assassin*

MONK/BARD: *Nil*

PSIONIC ABILITY: *VI*

S: 19(+3,+7) I: 17 W: 12 D: 16

C: 20 CH: -1

Feared and respected as a great military commander and a merciless warrior, Nomog-Geaya is one of the toughest of the goblinoid deities, probably second only to Maglubiyet himself in terms of personal power. He is the major patron deity of the hobgoblins, and exemplifies their traits of brutality, courage, stoicism, and cold-bloodedness. Nomog-Geaya is said to have no other expression than a look of grim, tight-lipped, tyrannical authority.

He has ash-gray rough skin, cold orange eyes, and shark-like teeth. In battle he uses two weapons, one per hand: a broadsword which acts as a +3 *Sword of Wounding*, and a +2 axe which, upon a successful hit, immediately affects the victim as a *Symbol of Pain*.

Shamans of Nomog-Geaya tend to make thinly veiled references to the barely controlled disgust their deity has for his rival Khurgorbaeyag, the patron deity of goblins. Hobgoblin spirits in the Nine Hells must learn to exert themselves in their eternal war with orcish spirits, to cover for the weakness of their untrustworthy goblin-spirit allies.

Shamans and witch doctors who worship Nomog-Geaya also practice their deity's habit of eating the cooked flesh of their enemies after battle. They encourage slavery and torture, much as goblin shamans do, but are prone to use orcs, goblins, and kobolds victims as slaves, as well as human and demi-humans, to emphasize the worthlessness of these obviously inferior humanoid creatures. Humans and those demi-humans with souls make the best candidates for ritual torture; elves are usually killed without

ceremony or waste of time, since they are considered at best to be useless in the scheme of things (and, at worst, dangerous if allowed to run loose).

Nomog-Geaya's shamans are expected to display the personal qualities of their deity. (Some of them have been executed for laughing in public, even during the torture of captives.) This rigid discipline gives the shamans and deities of this god a +2 save vs. all enchantment or charm spells, and they may be considered immune to and unaffected by normal attempts at humor or displays of emotion.

Nomog-Geaya's shamans wear armor

of iron or steel, and use great helmets that cover their faces completely except for the eyes; banded mail is most commonly used. The carnivorous ape is their favored animal, since its personal habits appear to mirror their own to some extent; it is a compliment to be told that one fought like an ape, meaning with great savagery. The holy color in Nomog-Geaya's worship is a bright, glossy red, obviously representing blood. Worship ceremonies involving torture of non-hobgoblin creatures (humans, demi-humans, or other humanoids) *en masse* take place once per year, at mid-winter, in underground temples.



Nomog-Geaya's shamans are expected to display the personal qualities of their deity. (Some of them have been executed for laughing in public, even during the torture of captives.)

Shoosuva

Gnoll undead guardian

FREQUENCY: *Very rare*

NO. APPEARING: 1

ARMOR CLASS: 3

MOVE: 15"

HIT DICE: 6

% IN LAIR: *Nil*

TREASURE TYPE: *See below*

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 6-15 (+2)

SPECIAL ATTACKS: *Creeping paralysis*

SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: 30% (*see below*)

INTELLIGENCE: *Very*

ALIGNMENT: *Chaotic evil*

SIZE: L (6' high at shoulder)

PSIONIC ABILITY: *Nil*

The only deity that gnolls worship (save for a few renegades who follow other demon princes) is Yeenoghu, the demon prince of gnolls. Yeenoghu long ago developed a specialized form of demonic undead for use as an intermediary between him and his shaman and witch doctors, and as a guardian for himself and those followers of exceptional merit. The creatures are called shoosuvras; their name means "returners" in the gnoll tongue, a reference to the belief that shoosuvras are the incarnations of the spirits of the greatest of Yeenoghu's shamans. Shoosuvras are feared greatly (for good reason) by gnolls, who will obey their every command, even over the orders of other gnoll leaders or shamans.

A shoosuva is only encountered singly, and usually in only one of two ways on the Prime Material plane (they are less rare in frequency on Yeenoghu's home

plane in the Abyss). Exceptionally powerful gnoll shamans or witch doctors, those attaining the 5th level of clerical ability and having more than 20 hit points, are often given instructions for creating a special talisman that will summon a shoosuva when the talisman is cast to the ground and Yeenoghu's name is pronounced. Such a talisman is a miniature carving of a hyena's skull, made from the bones of a gnoll shaman or witch doctor. The shoosuva will be gated in by Yeenoghu after a one-round delay, and will immediately attack all enemies of the summoning gnoll priest. The shoosuva will remain until it is slain (whereupon its spirit is sent back to the Abyss) or after one hour, at which time it will fade away (to the Abyss).

During the time it is present on the Prime Material plane, the shoosuva is able to call upon any gnoll within hearing distance (120 feet), and such "summoned" gnolls will obey the shoosuva's every command to the death.

A shoosuva appears as a huge, emaciated hyenodon, glowing with a phosphorescent yellow light, similar in intensity to the clerical *Light* spell. It attacks by biting, and those bitten must save vs. paralyzation or else be inflicted with *creeping paralysis*. Victims so affected will suffer a -1 penalty "to hit" and a 1" reduction in movement rate per round — cumulative — as the result of a slow-acting paralysis. Only living creatures are affected by the paralysis, and not other undead, demons, and the like; however, these latter creatures can be damaged by the bite itself. A victim's base movement rate (from which the reduction is taken) is always considered to be that which applied when the character was bitten; in other words, a charac-

ter cannot increase mobility by divesting oneself of encumbrance and/or armor after the paralysis has set in.

When the movement rate of a paralyzed victim falls to 0", the character cannot hit anything, speak, cast spells, or perform any other physical activity. Only the most basic life functions (respiration and heartbeat, primarily) will continue. If the victim survives that long, the paralysis will wear off 3-6 turns after the victim is immobilized. Shoosuvras usually try to paralyze as many persons as they can in melee, and then kill their victims after they are unable to move.

Since a shoosuva must be fed carrion as a reward for its services (or else one will never return to help the summoning shaman again), Yeenoghu's priests who are able to summon a shoosuva will nearly always have the first-level cleric spell *Putrefy Food and Drink* on hand and will cast it on one of the shoosuva's dead victims, with predictable results.

Aside from encountering such specially summoned shoosuvras, any gnoll shaman or witch doctor may call upon Yeenoghu for assistance or advice, and thereby summon a shoosuva intermediary, at a base chance for success of 2% per level of clerical ability. The shoosuva will only remain for a short time (1 round per level of clerical ability of the shaman) and will require a "free lunch" the same as one summoned by a talisman. It will provide the caller with whatever advice Yeenoghu is able and willing to provide. If the summoning shaman is attacked while speaking with the shoosuva intermediary, the creature will immediately seek to attack and slay all of the summoner's opponents.

A shoosuva is immune to all psionic attacks or psionic-like effects, and likewise immune to all will-force magics (including enchantment and charm spells). The creatures have a specialized magic resistance, being 30% resistant to all cold, heat, electrical, and poison-gas spells. If they fail their resistance throws against such magical attacks, they will take only half damage if they fail the subsequent saving throw, and one-fourth damage if the saving throw against the particular attack mode is made. Death spells, of course, will not affect them at all, and they cannot be hit by any weapons except silvered or magical ones. Clerics may turn them (or command them into service) at the same chance for success as for special creatures like minor demons. Holy water damages these monsters for 2-8 points per vial used.



Shoosuvras are feared by gnolls, who obey their every command. . .



Flat taste didn't go away

by Ed Greenwood

Its cover was beautiful; I bought it eagerly, and retired from the din of the GEN CON® XIV dealer area to a dimly lit booth, to devour a pizza and my brand-new FIEND FOLIO™ Tome.

Four hours later, I set the book aside, hoping my views would change upon later reflection. Perhaps it had been the pizza.

Come later reflection, and much discussion with friends and other gamers at the convention: no change. The FIEND FOLIO was a disappointment. Not a crushing disappointment — a new collection of official AD&D monsters is not exactly a cause for sorrow — but irritating nonetheless. Perhaps it should have been a D&D® book, not one for the AD&D™ game.

The beauty of the AD&D rule system is its careful attention to detail, "serious" (i.e., treating monsters as creatures in a fantasy world, not as constructs in a fantasy game) tone, and consistency.

The FIEND FOLIO Tome mars this beauty. In its pages this DM finds too much lack of detail, too many shifts in

tone, and too many breaches of consistency. I do not know *why* the book has these failings—and I hasten to add that I do not know of Don Turnbull or British gaming beyond what one learns from a few contacts and magazines such as *White Dwarf* (which I've followed eagerly since its first issue) and *Trollcrusher*.

I suspect that most of the book's flaws have come from viewing the AD&D game as one in which monsters are sudden new challenges to a party rather than creatures who live out an existence before — and sometimes after — a party encounters them. But perhaps it would be better not to speculate. Here, then, is what I find wrong with the book.

First and foremost, contradictions of, or inattention to, existing (official) AD&D rules. Careful editing should have prevented these mistakes — such as the mention of *raise dead fully* in the description of the Pernicon, and "anti-paladin" in the listing for Githyanki.

Minor quibbles? Not if the careful "international tournament standard" consistency of the AD&D game is to be maintained. Gary Gygax speaks of this as one of the reasons for creating the

game in the first place, and an official AD&D book such as the FF Tome should contribute to that sought-after consistency. In many places throughout the work, one is reminded more of the free-wheeling, decide-it-yourself D&D rules than the more specific and detailed descriptions of the AD&D game.

There are many incomplete or inadequate monster entries. Monsters such as the Al-mi'raj and the Hook Horror have strange appearances and little else; there is no depth to their listings. Certainly not enough information is given to ensure that one DM will present them in a manner similar to another DM's handling. Similarly, one needs to know more of the real nature of the Dune Stalker, the Dire Corby, the Eye of Fear and Flame, and the race of Dark Creepers.

Why are the languages of the Dark Creeper and the Babbler incomprehensible? Many weird creatures in the Monster Manual have languages usable by other creatures through study and magic (i.e., a Tongues spell); DMs should be told why these two are special.

And phrases like "mysteries so far unexplained" (in the Berbalang listing) are

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not good enough — in an official rule-book, complete listings should be required. The origin of the Achaierai, for instance, would seem to be Acheron ("infernal regions") but the exact home plane would be nice for DMs to know. The Guardian Familiar's plane of origin is likewise a mystery. The identity of the Vision's "own plane" is unclear, as are its powers when on that unknown plane. Explanations should be given for the humanoid appearance of plant life such as the Cifal and the Needleman, or the believability of such creatures suffers.

Other monsters seem to have no ecological niche, being merely "gamey" party opponents — such as the Adherer (originally the Gluey of *White Dwarf* #7) and the Enveloper. In the pages of *White Dwarf*, no rationalizations are required for the appearance of such things as the Russian Doll Monster, the Dadhi, and the Nilbog. When (as in the case of the Nilbog) these creatures are adapted and/or rewritten for inclusion in official AD&D rules, the results are sometimes clumsy or worse.

Some of the monster's names grate on the mind's ear; one cannot envision sweating adventurers fleeing a cavern with one saying, "Warily, now! That Protein Polymorph almost slew us, friends!" Try inserting "Caryatid Column" or "Symbiotic Jelly" into that sentence, and the result is the same. One would expect adventurers, and not 20th-century North American scientists, to have named such beasts. (I suspect this is the root of my disaffection with the "Adherer.")

There are two other major problems with the book. First, a host of new undead (specifically described as such) or undead-like creatures see print. Many contributors to the expansion of the AD&D rules have felt that there is no more room for additions to the undead class save under the "Special" heading; there is little one can add that is not a simple variation on, or overlapping of the powers of, existing undead.

The Penanggalan, the Revenant, the Skeleton Warrior, and the Death Knight — although possessing some abilities of existing AD&D undead — are well-developed and therefore distinct. But other of the book's contributions appear to be no more than skeletons with special powers tacked on, such as the Huecuva, the Crypt Thing, and the Eye of Fear and Flame. (The latter creature probably isn't undead, but the entry doesn't say enough to determine this with certainty.) One must know more of the origin of all of these creatures and their powers. The Sheet Phantom, in particular, needs more information to link it with already-existing undead. Is it a wraith or an undead lurker above? The listing hints at both, and in the end gives no reason for the formation of this monster.

The origin of the creature needs be a

part of every new undead write-up. An undead lacking an origin has the air of a one-shot "DM's special" variant concocted for an interesting party encounter ("Well, *this* mummy is green, and it drains levels . . . heh-heh, surprise, surprise!"). The "statement of origin" is the anchor that lends an air of legitimacy to other new undead entries in the FF Tome such as the Coffin Corpse, the Apparition, and the Son of Kyuss.

In all, the FIEND FOLIO Tome adds several good low-level undead to AD&D play (although I had hoped to see the very playable Blink Skeleton also make the leap from *White Dwarfs* Fiend Factory to the Folio). All of these should see yeoman service in AD&D campaigns; the three skeleton variants mentioned above need more depth if this expected heavy use is not to put too many DMs in the position of having to invent justifications for the creatures' existence.

The second large problem found in the Folio has to do with races: too many of them, that is. Some new races such as the Firenewt, Flind, Forlarren, Norcker, Quaggoth and Skulk may assume a comfortable place in the AD&D bestiary rolls. Others, such as the Crabman, Booka, and Bullywug, leave one desirous of more information as to their social life and activities, but are adequate.

And then the problem is upon us. Too

many races are incomplete — is the Frost Man human (as in "Men, Berserker" et al from the *Monster Manual*)? Is the Qullan race humanoid? What are their interests and aims? Why do the Lava Children — "offspring of a union between spirits of earth and fire" — appear human, specifically resembling the famous visage of Alfred E. Neuman of *MAD* magazine fame?

Too many races must be fighting for elbow room in the caverns and deep places beneath the earth; in addition to the Jermlaine, Drow, Kuo-Toa and Svirfneblin (from TSR™ modules), found herein are the (deep breath) Gibberling, Grimlock, Hook Horror, Kenku, Killmoulis, Meazel, Meenlock, Mite, Snyad, and Xvart. All of these creatures have promise, but the Hook Horror and the Grimlock again seem incomplete.

The Xvart, a rewritten Svart from the Fiend Factory in *White Dwarf* #9, is redundant; the Factory original was a poor variant of Alan Garner's presentation (in the novel *Weirdstone of Brisingamen*) of the svart-alfar and lios-alfar of Scandinavian mythology. The svart-alfar are already in the AD&D rules; they were the model for Gyax's Drow. The Xvart, a 3-foot-tall beastie with no strikingly unique or colorful characteristics, is a prime example of needless overpopulation.

(Continued on 2nd page following)

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(Continued from page 7)

Including the other new races of small beings, the list (just of those who dwell in subterranean or related surroundings) is now comprised of goblins, kobolds, dwarves, halflings, gnomes, svirfneblin, meazels, mites, snyad, jermlaine, and kill moulis. The race of xuart need not have been added to the list.

Obviously, a DM need not use all of the above races in a campaign, but all now are now considered to officially exist in the AD&D multiverse. To their ranks the Folio adds yet another creature type not listed above: the mysterious Dark Creeper, about which too little is revealed to be certain of its nature. It is of dwarf height and wears clothing over its lower face in such a fashion as to cause one GEN CON attendee to disgustedly label it a "bedouin dwarf," and another to add, "No, it's a dwarf ninja."

Those descriptions are personal reactions, yes, but they are rooted in a real problem; either or both of them could be correct, given the vagueness of the FF description. Likewise, too many of the book's other entries offer too little information to play a creature without running into questions.

The Monster Manual has many truncated entries, but most of these cause no problems, since the creatures (for example, the dinosaurs, "Herd Animal,"

and "Cattle, Wild") need nothing more. The FF Tome has a few entries which can be taken care of with brief descriptions; the Rothe is one. But most of the book's creatures require longer, more carefully worded entries.

The only entries in the Monster Manual I have often heard criticized for incompleteness or lack of clarity are the beholder — Does the central eye produce the anti-magic ray? It would seem so, but there is room for argument — the rakshasa, the lich, and the vampire. (Speculation concerning the rakshasa usually centers on its place in the ranks of the demons vis-a-vis the demon princes and their orders, conjurations and the like.) Many DMs have filled in the details of these complicated monsters as they saw fit, or perhaps have followed the guidance of magazine writers. Similar salvage work is needed for many entries in the new book — more than there should need to be, given the advancement of the state of published AD&D rules between the release of the Monster Manual and the FIEND FOLIO Tome.

Other criticisms of the Folio fall into the category of personal disagreements over style. Every DM has these disagreements with many parts of the AD&D rules, but I have more with the FIEND FOLIO Tome than with any other of the official volumes. Here are a few:

If new dragons, why oriental dragons and not also the carefully composed neutral dragons published in DRAGON™ #37?

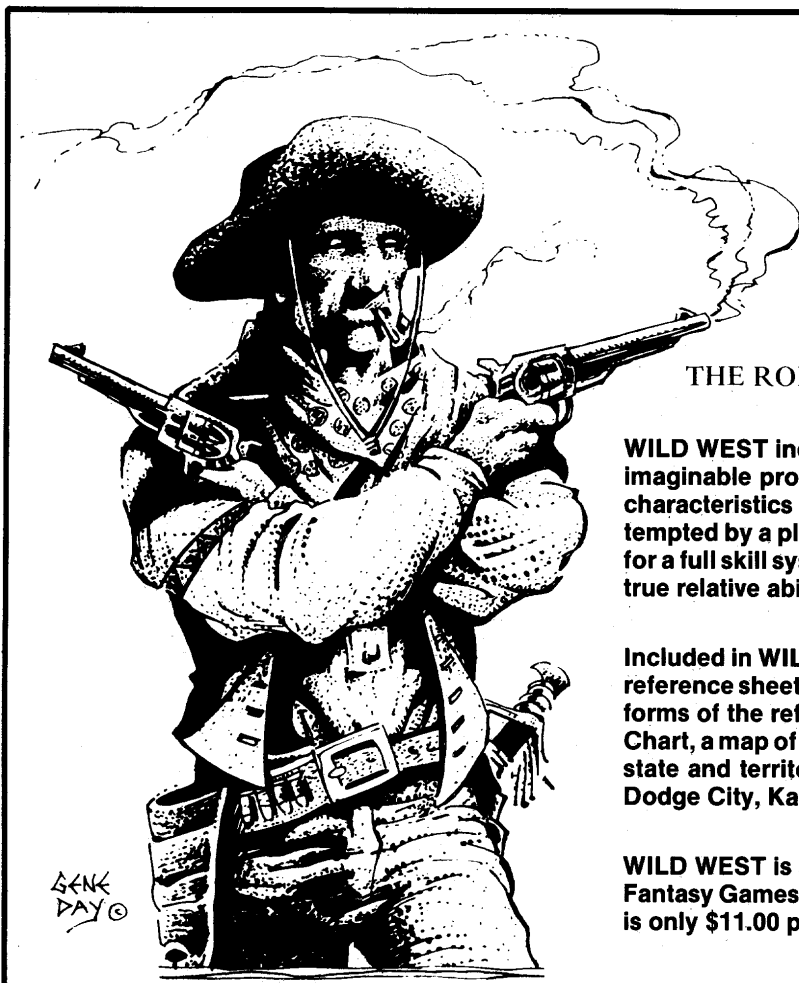
Why is a poltergeist lawful evil, when its behavior, both as described in the FF and as allegedly exhibited in the real world, suggests a chaotic evil, or at least chaotic, alignment?

Why are distinctly separate listings necessary for creatures which are essentially sub-races or variants of, or additions to, existing Monster Manual entries? Examples of these are the Lamia Noble, the Lizard King, and the Babblers. These could be sub-classified in the same manner as the Drow, the new Giant sub-races, and the new Demon and Devil are, so that the MM and FF are closely linked.

The Aleax entry is uneasily vague; it is of necessity not firmly tied to any deities, but I feel it should contain more directives for the DM as to what sorts of deities would and would not employ such a creature.

The Hell Hound from the Monster Manual is a familiar DM's friend, but adding the Death Dog and the Devil Dog to the canine community is perhaps too much of a good thing.

When some names such as "Screaming Devilkin" threaten to outstrip the monsters they describe, why must there



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Dragon

also be such unimaginative names as "Gorilla Bear" or odd-sounding names such as "Ogrillon" (for an orc/ogre cross-breed)? But enough of style grievances; others will find reason for praise in the same things I complain about.

The graphics and overall layout of the FIEND FOLIO Tome are both beautiful and clear, making for ease of finding and reading desired information. Some illustrations are particularly effective — the Revenant scene on page 76 comes immediately to mind.

But many illustrations are irritating, in that they do not closely resemble depictions of the monsters already published in the official AD&D modules. The Mez-

zodaemon is one such example; so is the related Nycadaemon. Some illustrations are not as visually striking or as complete as those published earlier in the Fiend Factory (such as the Sheet Phantom, Tween, and Sandman) and the modules (the Kuo-Toa, Jermlaine, and Kelpie). Why the change, if it was not markedly for the better? Other illustrations are noticeably crude, particularly those of the Mephits and the Enveloper (which at first sight earned the nickname "Pillsbury Doughboy" among gamers at GEN CON XIV). But all in all, the artwork and design of the book are excellent.

Also on the positive side, there are some very good monsters here. It is nice

to see the Volt and the Necrophidius made official; new arrivals such as the Slaad, the Elemental Prices of Evil and the Penanggalan are also worthy additions to any campaign. Monsters from the modules such as the Drow and Kuo-Toa are expected attractions, but good to see nonetheless.

The FIEND FOLIO Tome has much promise; a revised edition which disposes of most of the omissions and problems mentioned above would win my warm welcome. Many thousands of people consider the AD&D game to be the best thing going; a revised and polished edition of the FF Tome would help reinforce that opinion.

Apologies — and arguments

by Don Turnbull

Managing Director of TSR UK, Ltd.

and

Editor of the FIEND FOLIO™ Tome

I will be more careful in future when passing Kim Mohan's door on my visits to Lake Geneva. He pounces! On this occasion, politely but firmly, he asked me to reply to the comments by Alan and Ed on the FIEND FOLIO™ Tome and not to leave the country until the job was done.

An Aleax, cunningly disguised as Kim Mohan, has struck; I have somehow transgressed the unwritten law; retribution and penance are sought. (Who, me? Behaviour outside alignment??)

Very well — I'll try.

Perspectives change, don't they? There never was a time when I regarded the Tome as perfect; anyone thus making himself a hostage to fortune deserves what he gets. But my view of "my" work has changed perceptibly over the years, and the years themselves are responsible for that change.

The fact is that, for various contractual reasons with which I won't bore you, the book was in a sort of legal limbo — untouched and untouchable — for nearly two years after completion. A very great deal happened in the AD&D™ world during that time, didn't it? For instance, the DEITIES & DEMIGODS™ Cylopedia was born, raised to maturity, and published. For instance, DRAGON™ magazine advanced from issue 29 to the late 40s. (*Editor's note: DRAGON #52 was on sale when the FIEND FOLIO tome was released at the GEN CON® XIV Convention.*) For instance, a host of new modules made their debut.

These are the reasons why monsters from more recent modules were not included and why monsters from DRAGON™ magazine did not appear. It is also, at least in part, the reason for my *Raise Dead Fully* gaffe; for this I accept full responsibility and, red-faced, back off to the position of "I'm sure you know what I mean." (But not for "anti-paladin" — the full reference includes words which clearly deny any implications of official status.)

I suspect this information alone answers a number of questions in readers' minds. There has been some temporal distortion — enough to raise at least a flicker of curiosity but not enough (I sincerely hope) to detract.

Ed criticizes some entries on the grounds of incompleteness and inadequacy. This begs the questions — what is "complete"? What is "adequate"? I suspect these are, in the final analysis, matters of personal taste. For every person criticizing absence of information on these grounds, someone else will say that certain information actually presented is superfluous, and accusing me of padding. I have no god-like wisdom on this score (nor, I suspect, has anyone else) — only instinct about what

"feels" right within certain obvious boundaries. If my instinct differs from others, perhaps it's because we're only human.

Mind you, I don't accept what Ed says about certain languages being incomprehensible. If one admits to the existence of the *Tongues* spell, then surely it requires no further stretching of one's imagination to postulate a language which somehow has defied analysis. In like view, it would be a dull world (real or fantasy) if everything was explained and comprehensible.

A personal point of view, certainly, but one which I believe is shared by many. Once every problem is solved, every question has an answer, and every mystery has been explained, the imagination can turn up its toes and call an end to the matter, its work accomplished. A sad and boring death.

Names. Try inserting into Ed's quotation the Baluchitherium, Titanothera, or (this is a real beauty) the Ixitchitl. Or even the duck-billed platypus and many others from our real world. No, I did not name monsters with particular regard for the smooth flowing of the vocal chords. I imagine the word "man" might not flow too well off a Martian's tongue (or whatever organ is appropriate).

The Eye of Fear and Flame is **not** undead. If it were, it would be on the undead table (page 115). Nor is the Crypt Thing an undead monster. In neither case does the text leave any doubt — and even if it did, the undead table would resolve the matter.

No, the Frost Men are not human. The text makes it quite clear by saying they are "...in most respects very like normal humans..." and then going on to say in what respects they differ. The Qullan isn't human, either — it says in the text that they are humanoids. Ed, you are either not reading thoroughly or just trying to put words into my pen in order to criticize them. Tut — this is not worthy of you.

If Ed reads *White Dwarf* as carefully as seems to be the case, he knows the Xvart is far from redundant to some, since the monster features quite prominently in a "mini-module" in the magazine's pages, and furthermore, a mini-module which I am assured is very popular. Are the dinosaurs (5 pages) in the Monster Manual redundant? I doubt if one answer suits all.

As for the Elemental Princes of Good (or of Neutrality, or of any of the nine ways), the leaders of the oriental dragons (if they have any; they could simply be real democrats), the inhabitants of the other planes Alan would like to populate and literally hundreds of other new and not-so-new monsters which would have been included... well, perhaps next time.

There are three types of complaints. In one category I retire red-faced; in another I fear the critic is mistaken. But in the third — and largest — category I think we have conflicts or less major differences in personal opinion (and for this reason I haven't commented on every example cited). If my personal opinions don't align with yours, I'm sorry. What more can I say?

FEATURED CREATURES

OFFICIAL AD&D™ MONSTERS FOR YOUR CAMPAIGN



by Gary Gygax

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With one or two exceptions, new monsters published in DRAGON™ Magazine are not *official*. All that means is that they are not approved for use with either the AD&D™ game system or the D&D® game system. In fact, most will never see additional exposure—certainly not in the former game and unlikely in the latter. So such monsters are all right, but they are not as useful as official ones. For the past few years, the only new source of such monsters has been modules. The FIEND FOLIO™ Tome certainly expanded things when it was released, but thereafter there has again been a dearth of official new creatures. For a

time, at least, this column will alleviate the problem.

As many of you Good Readers are aware, I am at work on a second volume of the AD&D Monster Manual. Of course, some of the creatures therein will be of the rather unextraordinary sort, monsters and creatures needed in play but not noteworthy otherwise. These sorts of monsters will not appear herein; instead, these will be the most interesting or useful ones. The statistics and descriptions given will be essentially the same as they will appear in Monster Manual Volume II. Without further ado, I introduce to you the minions of Good, the Devas!

BUSHIDO

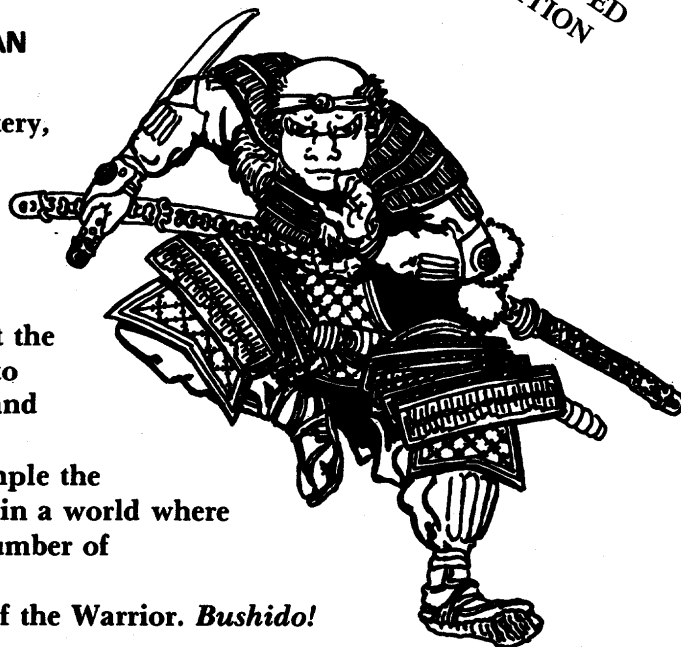
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DEVA

The race of devas inhabit the upper Outer Planes of Good. Devas are servants and messengers of the various deities of good alignment; i.e., some devas are lawful, some chaotic, some neutral, but all are good. Devas are by no means the most powerful creatures on the planes they inhabit, although there is no question that they are powerful minions of Good. (Cf. *Planatar*, *Solar*).

All devas are able to travel about the planes of good alignment, although those of lawful nature will be found doing so only when obeying some instruction from a deity, and even chaotic devas seldom journey from place to place except in service. All devas can become ethereal as well (although only one sort can travel astrally except when commanded by a deity). They generally operate equally well in any environment, including water.

When on the Prime Material plane or any Elemental plane, only the material body of a deva can be destroyed. The spirit of the deva is invulnerable and will return to its own plane instantly upon destruction of its fleshy form, there to remain for a decade, regaining the power necessary to again form a corporeal

body. Note, however, that when on any other plane, all devas are subject to actual death.

No deva will ever negotiate with beings or creatures of evil nature, although non-lawful devas might strike a bargain with non-evil neutrals. A deva can usually evaluate opponents so as to determine which are most powerful and pose the greatest threat, and attack accordingly. Attacks can be divided between opponents during a round if the deva so desires.

General Characteristics

All devas can perform the following spell-like powers, one at a time, one per round:

Cure disease (3/day)
Cure light wounds (7/day)
Cure serious wounds (3/day)
Detect evil
Detect illusion
Detect magic
Detect traps (7/day)
Dispel magic (7/day)
Etherealness
Heal (1/day)
Know alignment
Invisibility (individual or 10' radius)

Light (effect varies)
Polymorph self
Read magic
Remove curse
Remove fear
Teleport (no error)
Tongues
Ultravision

Devas are affected by the listed forms of attack as noted below:

Attack form	Max. damage
acid	full
cold	none
electricity	none
fire (normal)	none
fire (dragon, magical)	half*
gas (any)	none
iron weapon	none†
magic missile	none
petrification	none
poison	none
silver weapon	none†

*Exception: Monadic devas are not affected by fire of any sort.

†Unless the weapon is also magical, in which case damage will be full.



Astral deva

FREQUENCY: *Very rare*
 NO. APPEARING: 1-3
 ARMOR CLASS: -6
 MOVE: 18"/42"/15"
 HIT DICE: 9 + 36
 % IN LAIR: *Nil*
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 2
 DAMAGE/ATTACK: 4-15/4-15
 (+6 strength bonus)
 SPECIAL ATTACKS: *See below*
 SPECIAL DEFENSES: *See below*
 MAGIC RESISTANCE: 65%
 INTELLIGENCE: *Genius; Wisdom 20*
 ALIGNMENT: Good
 SIZE: *M (7' tall)*
 PSIONIC ABILITY: 210
 Attack/Defense Modes: *ABCE/FGH*
 LEVEL/X.P. VALUE: *IX | 10,100+25/h.p.*

Astral devas are principally employed in the Astral Plane or on any of the outer Lower Planes. Alone or in groups, they move about in service to their sovereigns. They are very quick, whether afoot or using their mighty pinions in flight.

An astral deva normally carries a huge, mace-like weapon which it can wield nimbly. This weapon is of +3 value when employed by an astral deva. Any creature struck twice in the same melee round and suffering damage in excess of

20 hit points must save vs. magic or be knocked senseless for 1-4 rounds. The weapon also acts as a *Mace of Disruption* (q.v.) wielded by a 9th level cleric.

An astral deva can use all the spell-like powers given in the general description at will, one per round, to the applicable maximums. *Light* shed by an astral deva can extend as far as a 40-foot radius, or be limited to as small as a 4-foot radius, as the creature desires. The *protection from evil* is manifested in a 10-foot-radius sphere of +2 power. An astral deva can also *dispel illusion* or *invisibility* of any sort, *polymorph self*, or *remove curse*, all also one per round. Once per day an astral deva can create a *blade barrier* which will last for up to 7 turns.

Astral devas can never be surprised. It requires a +1 or better magic weapon to harm them. Total vacuum does no harm to astral devas. They are immune to life level loss from undead or magic. Their souls can not be trapped or imprisoned, and they are immune to death spells.

Description: Astral devas are tall, slender, and graceful. They have golden skin and hair, amber eyes, and large white wings tinted with gold. They otherwise resemble humans. Charisma effect is 20.

Movanic deva

FREQUENCY: *Uncommon*
 NO. APPEARING: 1-6
 ARMOR CLASS: -5
 MOVE: 12"/30"/21"
 HIT DICE: 7 + 28
 % IN LAIR: *Nil*
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK: *By weapon type*
(+5 strength bonus)
 SPECIAL ATTACKS: *See below*
 SPECIAL DEFENSES: *See below*
 MAGIC RESISTANCE: 55%
 INTELLIGENCE: *Exceptional;*
Wisdom 18
 ALIGNMENT: *Good*
 SIZE: *M (6½' tall)*
 PSIONIC ABILITY: *Nil*
Attack/Defense Modes: Nil
 LEVEL/X.P. VALUE: *IX / 7,850 + 18/h.p.*

Movanic devas serve primarily on the Material Planes — Negative, Positive, and Prime. The negative energy or positive power is one to them.

A movanic deva typically is armed with a long, slender sword with which it strikes with great rapidity and skill. The weapon generally conforms to the characteris-

tics of a +1 *Flame Tongue* sword with respect to efforts and special bonuses to hit and damage.

A movanic deva can use the race's spell-like powers at will, one per round, to the applicable maximums. *Light* shed by a movanic deva varies from 2 feet to 20 feet in radius, as desired. The *protection from evil* sphere is one of 10-foot radius and +1 power. A movanic deva can also, at will, one per round, *cause* (or *cure*) *blindness*, *detect traps*, and *neutralize poison* (3/day).

Movanic devas can be harmed only by weapons of +1 or better. Plant life of any sort will not (and cannot) harm them. Similarly, normal animals will not willingly attack them. (Reptiles and similar creatures, as well as "monsters," will do so). They are immune to death magic, life level loss, energy drain, and other energy effects of the Negative or Positive Material Planes.

Description: Movanic devas have skin of pale rose color. Their hair is coppery red and their eyes of a metallic coppery hue. Their wings are rosy white. They otherwise resemble humans of the most superior sort. Charisma effect is 18.



FREQUENCY: *Rare*
 NO. APPEARING: 1-4
 ARMOR CLASS: -4
 MOVE: 15"/36"/18"
 HIT DICE: 8 + 32
 % IN LAIR: *Nil*
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 2
 DAMAGE/ATTACK: 3-12/3-12
(+4 strength bonus)
 SPECIAL ATTACKS: *See below*
 SPECIAL DEFENSES: *See below*
 MAGIC RESISTANCE: 60%
 INTELLIGENCE: *Genius; Wisdom 19*
 ALIGNMENT: *Good*
 SIZE: *M (6' tall)*
 PSIONIC ABILITY: *Nil*
Attack/Defense Modes: Nil
 LEVEL/X.P. VALUE: *IX / 8,100 + 20/h.p.*

Monadic deva

Monadic devas are usually employed in the Ethereal Plane and the Elemental Planes. Any environment is home to these creatures.

A monadic deva normally carries a metal rod equal to a +2 weapon which can be used either to pierce or smite at up to a 10-foot distance. Any very dense creature so struck, such as one of solid rock, or an armored opponent, will take double damage on any second hit during a single round of combat.

A monadic deva can use the race's spell-like powers at will, one per round, to the applicable maximums. *Light* shed by a monadic deva can extend from

a 3-foot radius to a 30-foot radius, as desired. The *protection from evil* sphere is a +1 barrier of 15-foot radius. A monadic deva can, at will, one per round, *hold monster* (elementals only, 1 creature, 8 rounds, 3/day) or *project image* (1/day).

Monadic devas can be hit only by +1 or better weapons. They are immune to life level loss from magic or undead, or death magic from any source.

Description: Monadic devas are milky white, with silvery hair and colorless eyes. Their wings are white with a silvery sheen. They otherwise resemble very strong humans, with broad shoulders and heroic build. Charisma effect is 19.



FEATURED CREATURES

OFFICIAL AD&D™ MONSTERS FOR YOUR CAMPAIGN



by Gary Gygax

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Last issue this column introduced itself with Devas, the proverbial right hand of the forces of Good. Following the same vein, here are two even stronger powers who faithfully serve the deities of the Upper Outer Planes, Planetars and Solars. Tremble, ye hordes of Darkness, at the mere mention of these shining examples of the Hosts of Justice and Freedom, the Great Servants of Good!



Planetar

FREQUENCY: *Very rare*
 NO. APPEARING: 1
 ARMOR CLASS: -7
 MOVE: 15"/48"/24"
 HIT DICE: 144 hit points
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK: *By weapon type*
 (+7 (strength bonus))
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: 75%
 INTELLIGENCE: *Supra-genius;*
wisdom 21
 ALIGNMENT: *Good*
 SIZE: L (8½' tall)
 PSIONIC ABILITY: 288
 Attack/Defense Modes: All/a//
 LEVEL/X.P. VALUE: X/60,000 + 35/h.p.

A Planetar is one of a powerful spirit group numbering not fewer than 100 which serve the deities of Good alignment. One or more will typically serve as the right hand of a minor deity, while numbers of planetars will attend a major deity. These creatures inhabit the Upper Outer Planes of Good but can actually travel to any plane except the lowest (the Hells, Gehenna, Hades, Tarterus, the Abyss). If commanded by their deity, they can, in fact, enter even the lowest planes of evil. Only a *Solar* (see following page) is more powerful in the cause of good.

Planetars can be of any Good alignment, either lawful, neutral, or chaotic. Their specific alignment is determined by the master they serve.

Each planetar has three attacks per round, typically with a bastard sword (of a type usable only by planetars) equal to a +4 weapon with both *Defender* (q.v.) and *Wounding* (q.v.) qualities, the latter effective only against creatures of Evil. For purpose of attack determination, consider each planetar to have a dexterity of 21 and 17th-level fighter ability.

All planetars have spell-like abilities equal to those of a 7th-level cleric and 7th-level druid. In addition, they each have the following spell-like powers which can be used one at a time, one per round, at will:

Animate object (1/day)
Blade barrier (3/day)
Continual light (up to 10" rad.)
Control weather (1/day)
Dispel evil (3/day)
Dispel illusion (7/day)
Dispel magic (3/day)
Earthquake (1/day)
Etherealness
Feeblemind (1/day)
Fire storm (1/day)
Flame strike (3/day)
Heal (3/day)
Holy word (1/day)
Improved invisibility (up to 10' rad.)
Insect plague (1/day)
Limited wish (1/day)
Polymorph self

Raise dead (3/day)
Read magic
Remove curse
Remove fear
Resist cold (double effect)
Resist fire (double effect)
Restoration (1/day)
Shape change (1/day)
Speak with dead
Symbol (any) (1/day)
Teleport (no error)
True seeing (3/day)
Weather summoning (1/day)
Wind walk (7/day)

Each planetar casts a globe of *protection from evil* +2 of from individual to a full 40' radius, as desired. The maintenance of the area is automatic. A planetar can *commune* at need. Each can always *cure* (blindness, deafness, disease or light wounds) by touch. They automatically *detect* (evil, illusion, invisibility, lie, magic or traps). Each can automatically *know alignment*. A planetar can communicate by *ESP* or *tongues* as well as read any language. Each has infravision to 12" and ultravision of double normal range. Once a day a planetar can *gate* in the indicated number (1-3,1-4, or 1-6) of the appropriate sort of deva (q.v.)—astral, monadic, or movanic. They can *summon* the following creatures once per day: lawful good, 1-4 couatl; neutral good, 1-2 baku; chaotic good, 1-2 androsphinx. (Editor's note: The baku will be described in an upcoming column.)

Planetars are affected by the attack

forms indicated for devas (*q.v.*). Only +4 or better weapons affect them. They are never surprised. They are immune to life level loss, from undead or magic. They can not be *beguiled*, *charmed*, *confused*, *dominated*, or *feebleminded*. Their souls can not be imprisoned or trapped. They are immune to death spells.

Planetars regenerate at a rate of 4 points per round. Unless they are on the

Solar

FREQUENCY: *Very rare*

NO. APPEARING: 1

ARMOR CLASS: -9

MOVE: 18"/40"/18"

HIT DICE: 177 hit points

% IN LAIR: *Nil*

TREASURE TYPE: *Nil*

NO. OF ATTACKS: 4

DAMAGE/ATTACK: *By weapon type (+12 strength bonus)*

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: 85%

INTELLIGENCE: *Supra-genius; wisdom 24*

ALIGNMENT: *Good*

SIZE: *L (10' tall)*

PSIONIC ABILITY: 354

Attack/Defense Modes: *All/all*

LEVEL/X.P. VALUE: *X/95,000 + 35/h.p.*

A Solar is the most powerful of spirits, usually directly serving a greater deity of Good alignment, typically as his or her marshal, steward, or like office. On rare occasions, a solar will be found attending a lesser deity. There are at least 24 solars. They can go to any plane, but do so only in service to their deity.

As with devas (*q.v.*) and planetars (*q.v.*), solars can be of any Good alignment, either lawful, neutral, or chaotic. They are totally faithful and unswerving in their alignment and loyalty.

Each solar has four attacks per melee round. Each has a huge composite bow (36" range) and various *Arrows of Slaying*. Each also has a sword equal to a two-handed weapon (of a type usable only by solars) equal to +5 with qualities of *Dancing (q.v.)* and *Sharpness (q.v.)*. The former function operates sans severing. For purposes of attack determination, consider each solar to have a dexterity of 24 and fighter ability of 17th+ level.

All solars have spell-like abilities equal to those of a 12th-level cleric, druid, magic-user, and illusionist. In addition, they each have the following spell-like powers which can be used one at a time, one per round, at will:

Animate object (3/day)

Antipathy/Sympathy (3/day)

Astral Spell (1/day)

Confusion (3/day)

Upper Outer Planes, only the material body of these creatures can be harmed. The planetar's spirit will then return to its own plane to reform and become corporeal again. This process requires four decades.

Psionic abilities of a planetar are as follows: *Animal Telepathy (14th level); Aura Alteration; Body Control; Body Equilibrium; Body Weaponry (9th level);*



Control Weather

Creeping Doom (1/day)

Drawmij's Instant Summons

(double effect)

Earthquake (3/day)

Finger of Death (1/day)

Fire Storm (1/day)

Holy Word (3/day)

Imprisonment (1/day)

Improved Invisibility

Mass Charm (3/day)

Permanency (3/day)

Polymorph Any Object (1/day)

Polymorph Self

Power Word (1each/day)

Prismatic Spray (1/day)

Read Magic

Regenerate (1/day)

Restoration (1/day)

Resurrection (3/day)

Shape Change (3/day)

Symbol (any) (3/day)

Teleport (no error)

Vanish (3/day)

Vision (1/day)

Wind Walk (7/day)

Wish (1/day)

Each solar casts a globe of *protection from evil* +3 from individual to a full 70' radius, the size being willed but the protection otherwise maintained automatically. This sphere also serves as *protection from normal missiles* and a *minor*

Mass Domination (17th level); Mind Bar (17th level); Molecular Agitation; Precognition; Reduction; Telekinesis (17th level); Telepathic Projection.

Description: A planetar appears as a tall and powerful humanoid. In material form the skin is opaline, the head hairless, and the eyes glowing blue. The wings are double and likewise opaline. Charisma effect is 21.

globe of invulnerability as well. A solar can *commune* as needed. Each can always *cure* (any sort) by touch, *detect* (any sort, automatically), and *dispel* (any) by gaze. When laying hands upon a creature, a solar can bestow perfect adaptation to any environment for up to as long as a century. Each solar can automatically *know alignment*. Each can communicate via *ESP* or *tongues*, as well as having the ability to read and comprehend any sort of languages. Solar infravision extends to 24" and ultravision to triple normal range. Hearing and normal vision is double human norm.

A lawful good solar can *summon* 1-2 ki-rin; neutral good, 1-2 phoenix; and chaotic good, 1-2 greater titans. (*Editor's note: The phoenix will be described in an upcoming column.*) Such *summons* can be made once every hour. Once per day a solar can *gate* in either a planetar or double the indicated number of the appropriate sort of devas, the option resting with the solar.

Solars are affected by the attack forms indicated for devas (*q.v.*), except that acid does not harm them. Only +5 or better weapons affect them. They are never surprised and always strike first against opponents with less than 22 dexterity. They are immune to life level loss due to undead or magic. They can not be *beguiled*, *charmed*, *held*, *confused*, *dominated*, *feebleminded*, *paralyzed*, or *petrified*. Their souls can not be imprisoned or trapped. They are immune to death spells or death magic. They regenerate at a rate of 7 points per round. Unless on their own plane of service, only the material form of a solar can be destroyed. The solar's spirit returns instantly to its own plane to reform a corporeal body. This requires a full seven decades.

Psionic abilities of a solar are as follows: *Animal Telepathy (14th level); Aura Alteration; Body Equilibrium; Body Weaponry (12th level); Mass Domination (24th level); Mind Bar (24th level); Molecular Rearrangement (16th level); Object Reading; Precognition; Reduction; Telekinesis (24th level); Telepathic Projection (24th level).*

Description: A solar's skin is the color of molten copper, hair color is bronze, and eyes are glowing topaz. The form is beautiful and muscular, and the deep, resonant voice of a solar is commanding. The wings are double and of a coppery-gold color. Charisma effect is 24.

FEATURED CREATURES

OFFICIAL AD&D™ MONSTERS FOR YOUR CAMPAIGN



by Gary Gygax

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We're on a roll now, Gentle Readers. Although the new creatures featured here are not as powerful as the Planetars and Solars of last issue, the Baku and Phoenix are no mean protagonists for Good. Taken as a group, these champions of weal and right will certainly balance any possible tendency towards Evil

brought about by the inclusion of so many monsters from the Lower Outer Planes without inclusion of their opposite numbers from above. Next time we'll deal with some of the more mundane monsters, of the sort usually encountered by adventurers in the dank passageways of a foreboding dungeon.

Baku

FREQUENCY: *Rare (Very rare)*
 NO. APPEARING: 1 (2-5)
 ARMOR CLASS: -2
 MOVE: 21"
 HIT DICE: 12 + 12
 % IN LAIR: *Nil*
 TREASURE TYPE: *Nil (see below)*
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK: 3-18/2-12/2-12
 SPECIAL ATTACKS: *See below*
 SPECIAL DEFENSES: *See below*
 MAGIC RESISTANCE: 20%
 INTELLIGENCE: *Exceptional - Genius*
 ALIGNMENT: *Neutral good*
 SIZE: L (9' tall at shoulder)
 PSIONIC ABILITY: 180 + 2-24
 Attack/Defense Modes: *BE/FGI*
 LEVEL/X.P. VALUE: *IX | 4,900 + 18 | h.p.*

A baku is seldom seen in the wild, for most move invisibly in the communities of man. On the Prime Material plane, Baku prefer dwelling in semi-tropical forests, and there groups will sometimes be encountered. Baku hate evil and will subordinate their usual timid and peace-loving nature to combat malicious monsters. In this aspect, they secretly dwell amongst and serve the interests of humankind. Their true home is the Upper Outer Planes of Neutral Good.

Despite its size and bulk, a baku can move rapidly. It attacks by means of a goring butt and two stomping attacks with the forelegs, the latter possible only

against opponents of man-size or under 6 feet in height (if four-legged, etc.). A baku can use simple devices, such as weapons or wands, in its short, prehensile trunk, so one will often have some magic weapon or device when attacking.

Baku have the power to become *invisible* at will and to remain thus until some action breaks the *dweomer*. Baku can become ethereal and travel in this mode. They can also travel astrally.

Baku possess the following psionic powers: *Animal Telepathy* (12th level of mastery), *Body Control* (6th), *Body Equilibrium*, *Cell Adjustment* (12th; as fighter), *Detection of Good/Evil* (12th), *Reduction* (12th), and *Shape Alteration*.

The trumpeting roar of a baku causes all evil-natured creatures within a 4" radius to take 1-8 points of damage and make a saving throw *vs. paralyzation* or flee in panic as if affected by a *fear* spell from a 12th level magic-user. Baku can roar thus but once every four melee rounds.

Description: Baku have elephant-like heads with a trunk of only 4' or so in length. A pair of upward-thrusting tusks jut from the nearer portion of the lower jaw, curving slightly backward. The forelegs are stout and rhinoceros-like, while the rear legs are rather leonine. The body is draconian, terminating in a short tail. The back is scaled in horny platelets.



Phoenix

FREQUENCY: *Very rare*

NO. APPEARING: 1 (1-4)

ARMOR CLASS: -3

MOVE: 6"/39"

HIT DICE: 20

% IN LAIR: *Nil*

TREASURE TYPE: *See below*

NO. OF ATTACKS: 1 or 2

DAMAGE/ATTACK: 2-12 or 1-8/1-8

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: 50%

INTELLIGENCE: *Genius*

ALIGNMENT: *Neutral good*

SIZE: *M*

PSIONIC ABILITY: *See below*

Attack/Defense Modes: *See below*
LEVEL/X.P. VALUE: *X/ 12,800+ 30/ h.p.*

The phoenix, so rarely seen on the Prime Material plane, is native to the Upper Outer Planes of Elysium. Of course, the phoenix is quite capable of dwelling in nearly any climate or even the void, since cold, heat, and like conditions do not harm the creature. However, a phoenix prefers beauty and sylvan peace, so it will typically be found only in such places on the Prime Material Plane. Unfortunately, the feathers of the phoenix command an average of 50 g.p. each; its gem-like beak, talons, and eyes will go for a hundred times that, and its body is prized by alchemists seeking to make certain potions. Thus, an already rare creature is rarer still.

A phoenix in flight attacks with both of its diamond-hard talons. When on the ground it has but a single attack with its long, sharp beak. However, being both intelligent and magical, a phoenix usual-

ly opts for more effective measures of attack and defense.

The piercing whistle of a phoenix enables it to act first in melee, since opponents within a 30' radius are so affected by the sound as to give the phoenix a +3 advantage on its initiative die. With this advantage, the creature can use any of the following spell-like powers, one at a time, one per melee round, at 20th level:

Affect normal fires, Audible glamer, Blink, Blindness, Blur, Call woodland beings (1/day), Control temperature, 10' r., Continual light, Color spray (3/day), Dancing lights, Duo-dimension (1/day), Find the path (1/day), Find traps, Fire charm, Fire quench (1/day), Fire seeds (1/day; see paragraph below regarding defense), Fire shield, Fire storm (1/day; see below), Heat metal (3/day), improved invisibility, Incendiary cloud (1/week; see below), Misdirection, Neutralize poison (1/day), Polymorph self (3/day), Produce fire, Pyrotechnics, Reincarnate (1/day), Remove curse, Remove fear (10' r.), Snake charm, Veil (1/day), and Wall of fire (1/day).

Additionally, the dance of a phoenix acts as a double-strength *exorcise* (40th level) spell and is effective against all but the greatest of evil magics—such as that of an artifact or relic. The phoenix needs only to spread its wings and voice a call to *dispel illusion* or *dispel magic*.

A phoenix automatically *detects evil, detects charms, and detects magic*. It radiates a 10' radius *protection from evil*. The creature can become *ethereal* and travel astrally or ethereally. It can be hit only by +3 or better weapons.

The phoenix can never be surprised. it

has infravision to 120' and double normal ultravision. A touch of its wing is equal to a *cure light wounds* spell, with two touches possible for any given individual per day from the same phoenix. Similarly, a touch of the bird's comb gives an effect equal to *cure disease*.

When hard pressed, the phoenix is able to cause spilled droplets of its own blood to act as *fire seeds* of the holly berry type, one being created for every five points of damage taken by the creature. In extremis, the phoenix creates a combination *fire storm* (of 2" high x 5" wide x 8" deep) and *incendiary cloud*, even if it has already used these powers previously. The result is a twice normal strength (40th level) effect with respect to both spell-like powers—which terminates the adult phoenix and leaves a gem-like egg behind. From this egg a new phoenix bird will arise in 20 days.

In addition to their own language, phoenix can speak with all avians. They otherwise communicate by limited telepathy or by means of empathy and tele-empathy of a limited sort.

The phoenix can neither attack nor be attacked by psionic means. The creatures possess the following disciplines:

Cell Adjustment (as cleric; 1/day, 20th level of mastery), *Energy Control* (3/day), *Molecular Agitation* (3/day, 20th level), *Probability Travel* (1/week, 10th level).

Description: A phoenix appears similar to a peacock, although it is far larger and its beak is longer in proportion. The plumage includes bright violet, scarlet, crimson and flame orange areas. Beak and claws are of blue violet. Eyes are a deep, glowing ruby color.



The feathers of the phoenix command an average of 50 g.p. each; its gem-like beak, talons, and eyes will go for a hundred times that, and its body is prized by alchemists seeking to make certain potions. Thus, an already rare creature is rarer still. . . .

FEATURED CREATURES

OFFICIAL AD&D™ MONSTERS FOR YOUR CAMPAIGN



by Gary Gygax

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All of you Scholarly Readers are familiar with Djinni and Efreeti, the best known of Geniekind. Now you will know all about the rest of the group — Dao, Jannee, and Marids. The Dao and Marids are included in the *Lost Caverns of Tsojcanth* module, along with quite a few other new monsters, but repetition does no harm, and many of you will not have seen the module. Enjoy rounding out your *1001 Nights* scenarios! Next issue we'll cover some additional types of elves and their canine companions.

Jann

FREQUENCY: *Very rare*
 NO. APPEARING: 1-2 (10% 1-8)
 ARMOR CLASS: 3 (plus possible armor)
 MOVE: 12"/30"
 HIT DICE: 6 + 2
 % IN LAIR: *Nil*
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: *by weapon, plus strength bonus*
 SPECIAL ATTACKS: *See below*
 SPECIAL DEFENSES: *Nil*
 MAGIC RESISTANCE: 20%
 INTELLIGENCE: *Very-exceptional*
 ALIGNMENT: *Neutral (good tendencies)*
 SIZE: *M (6'-7' tall)*
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*
 LEVEL/X.P. VALUE: VI / 975 + 8 / h.p.

The race of the Jannee is the weakest of the elemental humanoids (cf. *Dao, Djinni, Efreeti, Marid*) collectively known as Genies. This is because a jann is formed out of all four of the elements and must therefore spend most of his or her time in the Prime Material Plane.

Jannee often (60%) wear chainmail armor, which gives an effective armor class of 2. They typically use large scimitars (equal to bastard swords) and com-



posite longbows. Males have strength ranging from 18/01 to 18/00, females from 17 (roll of 01-50) to 18/50 (roll of 51-00).

In addition to their ability to fly, jannee have the following spell-like powers which they can employ at will, one at a time, one per melee round: *growth/reduction* (twice/day), *invisibility* (three times/day), *create food and water* (once/day, as a 7th-level cleric), and *ethereality* (once/day, 1 hour maximum duration). Jannee perform at 12th level of ability for spells, except as noted.

Jannee are able to dwell in air, earth, fire, or water environments for up to 2 days (48 hours). This includes the Elemental Planes, to which any jann can travel — even taking up to six individuals along, if those persons form a hand-holding circle with the jann. Failure to return to the Prime Material Plane within 2 days inflicts 1 point of damage per hour on the jann, until death occurs or a return to the said plane occurs. Travel to other Elemental Planes is possible, sans damage, providing at least 2 days were previously spent on the Prime Material immediately prior to the travel.

Jannee tend to be suspicious of humans. They do not like demi-humans,

and they detest humanoids. Jannee will accept djinn, but shun dao, efreet, and marids. They favor dwelling in forlorn desert areas, at hidden oases, where they have privacy and safety. They will sometimes befriend humans or work with them for some desired reward (typically potent magic items).

The society of jannee is very open, with males and females regarded as equals. A group of 11-30 individuals typically makes up a tribe ruled by a Sheik, with 1-2 Viziers. Exceptionally powerful Sheiks are given the title of Amir, and in time of need can gather and command large forces of jannee (and allied humans, at times).

Jannee leader types have genius intelligence and greater hit dice (up to 8+4 for Sheiks, 9+5 for Amirs) and strength (19 possible 10% of the time). Viziers have genius to supra-genius intelligence and the following additional spell-like powers, usable three times per day each at the 12th level of ability: *augury*, *detect magic*, and *divination*.

In addition to knowing the Common Tongue and the various languages of Geniekind, jannee are able to speak with animals.

Dao

FREQUENCY: *Rare*
 NO. APPEARING: 1 (10%, 2-5)
 ARMOR CLASS: 3
 MOVE: 9"/15" (6")
 HIT DICE: 8 + 3
 % IN LAIR: *Nil*
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 3-18
 SPECIAL ATTACKS: *See below*
 SPECIAL DEFENSES: *See below*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Low-very*
 ALIGNMENT: *Neutral evil*
 SIZE: L (8'-11' tall)
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*
 LEVEL/X.P. VALUE: VII / 1300 + 12 / h.p.

A dao (this form is also the plural) is a creature from the Elemental Plane of Earth, related to *efreet*, *djinn*, *jannee*, and *marids* (qq.v.). While they are generally found on that plane (where they are uncommon), the dao love to come to the Prime Material Plane to work evil.

Their magical properties enable them to perform any of the following spell-like powers, one at a time, once each per day: *change self*, *detect good*, *detect magic*, *assume gaseous form*, *become invisible*,



fulfill another's *limited wish* (in a perverse way), use *misdirection*, *passwall*, create a *spectral force*, and create a *wall of stone*. In addition, dao can *transmute rock to mud* three times per day and use *dig* as often as six times per day. Dao perform these abilities at the 18th level of spell use:

Marid

FREQUENCY: *Very rare*
 NO. APPEARING: 1
 ARMOR CLASS: 0
 MOVE: 9"/15"/24"
 HIT DICE: 13
 % IN LAIR: *Nil*
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 8-32
 SPECIAL ATTACKS: *See below*
 SPECIAL DEFENSES: *See below*
 MAGIC RESISTANCE: 25%
 INTELLIGENCE: *High-genius*
 ALIGNMENT: *Chaotic*
 SIZE: L (18'tall)
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*
 LEVEL/X.P. VALUE: VIII/5,000+18/h.p.

Marids are the most powerful of all Geniekind. (See *Dao*, *Djinni*, *Efreeti*, *Jann*.) They are formed of material from the Elemental Plane of Water. On their own plane they are rare; marids seldom come to the Prime Material Plane.

Their magical properties allow them to use any of the following spell-like powers, one at a time, twice each per day: *detect evil/good*, *detect invisible*, *detect magic*, *become invisible*, *assume liquid form*, *polymorph self*, *purify water*. Marids can do the following up to seven



times per day: *assume a gaseous form*, *lower water*, *part water*, create a *wall of fog*, bestow *water breathing* upon others for up to one full day. Marids can always *create water* (which they can direct in a powerful jet up to 6" long, causing both a blinding effect on the individual struck and from 1-6 points damage) and *water walk*. Once per year a marid can use an *alter reality*. Marids perform at a level of spell use equal to 26th.

It is possible for a marid to carry 10,000

g.p. weight without tiring. Carrying double this weight will cause tiring in three turns. For every 1,000 g.p. of weight under 10,000, add one turn to the length of carrying ability; i.e., a 6,000 g.p. weight allows seven turns of either walking or flying. After tiring, dao must rest for seven turns. Note that dao can move through earth (not worked stone) as if at a burrowing speed of 6". They cannot take living beings on such excursions.

Dao are not harmed by earth-based or earth-affecting spells. Holy water has *double* the normal (adverse) effect upon these monsters.

Only the *efreet* are friendly towards dao. Dao hate *djinn*, *jann*, and *marids*. The dao dwell in the great Dismal Delve on their own plane, and in deep caves, caverns, or cysts on the Prime Material Plane. Their ruler is said to be a khan served by *hetmen* and *atamen*.

Dao regard servitude as do *efreet*, and are even more prone to malice and revenge.

Dao speak all geniekind languages, as well as Common and the languages of Earth Elementalkind.

Dao can travel in the Prime Material, Elemental, and Astral planes.

g.p. weight without tiring. Carrying double this weight causes tiring in but three turns. For every 2,000 g.p. weight being carried under 20,000, add one turn to length of carrying ability; i.e., a 12,000 g.p. weight can be carried for seven turns before tiring occurs. Tired marids must rest for six turns. Note that marids swim very fast. Of course they can breathe water and are at home at any depth, having both ultravision and infravision.

Marids are not harmed by water-based spells. Cold-based spells allow them +2 on saving throws and -2 on each die of damage. Fire does +1 per die of damage, with saving throws at -1. Note that steam does not harm them.

Marids tolerate *djinni* but do not particularly like them. The same is true of *jannee*. Dao and *efreeti* are disliked. Marids are loosely ruled by a *Padisha*, for all claim to be *shahs*, *atabegs*, *beglerbegs*, or *mufti* at the very least. The race of marids is very independent and egoistic.

Forcing a marid to serve is a most difficult task. Bribery and flattery may be slightly more successful, but marids can never be relied upon.

Marids speak all languages through a form of ESP. They can travel the Astral, Elemental, Ethereal, and Prime Material planes.

FEATURED CREATURES

OFFICIAL AD&D™ MONSTERS FOR YOUR CAMPAIGN

by Gary Gygax

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Once upon a time elves were more often encountered in outdoor adventures as groups, rather than running into them just about everywhere as adventurers and NPCs. Well, that is again possible:

Grugach

FREQUENCY: *Very rare*
 NO. APPEARING: *20-80*
 ARMOR CLASS: *6*
 MOVE: *15"*
 HIT DICE: *1 + 1*
 % IN LAIR: *50%*
 TREASURE TYPE: *Individuals N, Q;*
 B in lair
 NO. OF ATTACKS: *1*
 DAMAGE/ATTACK: *By weapon type*
 SPECIAL ATTACKS: *+1 with bow or*
 spear
 SPECIAL DEFENSES: *Traps*
 MAGIC RESISTANCE: *90%, vs. charm*
 and sleep only
 INTELLIGENCE: *Average and up*
 ALIGNMENT: *Neutral (chaotic)*
 SIZE: *S (4½ tall)*
 PSIONIC ABILITY: *Nil**
 *Attack/Defense Modes: Nil**
 LEVEL/X.P. VALUE: *II and up / variable*
 * possible to exist in unusual characters

The grugach are "wild" elves akin to sylvan elves, but smaller, thinner, and very fair. They are completely xenophobic, distrusting even other types of elves. Thus they are seldom, if ever, encountered outside their tribal lands.

Except as noted, grugach conform to the specifics of wood elves and elfkind in general. Despite their small stature, grugach have broad shoulders and great strength (add +2 on strength dice roll, treating 19 or 20 as 18).

All adult grugach are able to set traps. These consist principally of pits and snares in and around their home territory (lair). As such traps are well concealed, there is a 90% chance that creatures passing near one will be caught in it. This chance drops to 30% if careful examination is done by characters passing through a trapped area. Pits are normally 10 feet deep and spiked, so damage is 1-4 (fall onto earth-floored pit) plus 1-6 per spike, plus poison (50% chance). Snares are usually set to encircle and jerk victims off their feet and suspend them 5' or more above the ground. Some snares are *deadfalls* — a heavy log crashes down for 5-8 d6 of damage and pins the victim fast as well.

Two new non-good elf types, Valley Elves and Grugach, are now members of the roster of AD&D™ game creatures.

Offered along with these two new types of elves, appropriately enough, is

the Cooshee, or elven dog. Some of our Perceptive Readers will recognize the latter from a recent module, *The Lost Caverns of Tsojcanth*. The rest of you will just have to get bitten. . . .



Grugach are not magic-users, but dual-classed ones will be fighter/druids. They are on good terms with all animals of the forest, save those of evil nature. They will often (70%) have stags four mounts.

About 20% of contacts with wood elves will actually be with grugach.

Valley Elf

FREQUENCY: *Very rare*
 NO. APPEARING: 10-40 (20-240)
 ARMOR CLASS: 4
 MOVE: 12"
 HIT DICE: 1 + 2
 % IN LAIR: 10%
 TREASURE TYPE: *Individuals M, N; G, S, T, in lair*
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: *By weapon type or 1-10*
 SPECIAL ATTACKS: *+1 with bow or sword*
 SPECIAL DEFENSES: *See below*
 MAGIC RESISTANCE: 90%, vs. *charm and sleep only*
 INTELLIGENCE: *High and up*
 ALIGNMENT: *Chaotic neutral*
 SIZE: *M (5½' + tall)*
 PSIONIC ABILITY: *Nil**
 Attack/Defense Modes: *Nil**
 LEVEL/X.P. VALUE: *III / 65 + 2/h.p.*
(average individuals only)
**possible to exist in unusual characters*

Whether they are a separate race of elvenkind, or simply an offshoot of gray elves, the elves of the Valley of the Mage (valley elves) have distinctive features and characteristics. As tall as most humans, they are thin and have sharp, pointed features. They are reclusive and resent intrusion. If anything, valley elves are *neutral* in alignment, with respect to good and evil. Otherwise, they tend to have the same characteristics as gray elves, although they do not use steeds other than horses as far as is known. All other sorts of elves, including the dark elves (drow), shun valley elves. The latter, in turn, dislike association with any races, save perhaps for gnomes, whom they tolerate.

With respect to type of habitat, composition of a group, weaponing, and special abilities, valley elves follow the statistics found in the *Monster Manual* under *Elf*.

Valley elves use cooshee as guard animals, and 75% of the time there will be 1-4 elven dogs with a wandering band of these elves, while in the elves' lair there is a 90% probability that there will be 2-8 cooshee.

In the *WORLD OF GREYHAWK™* Fantasy World Setting, valley elves are found only in the immediate vicinity of the Valley of the Mage. Bands of these elves have raided into Bissel, Gran March, Ket, and the Grand Duchy of Geoff — probably at the behest of their liege. Their tolerance of gnomes probably stems from the fact that these latter demi-humans also serve the Mage of the Valley.

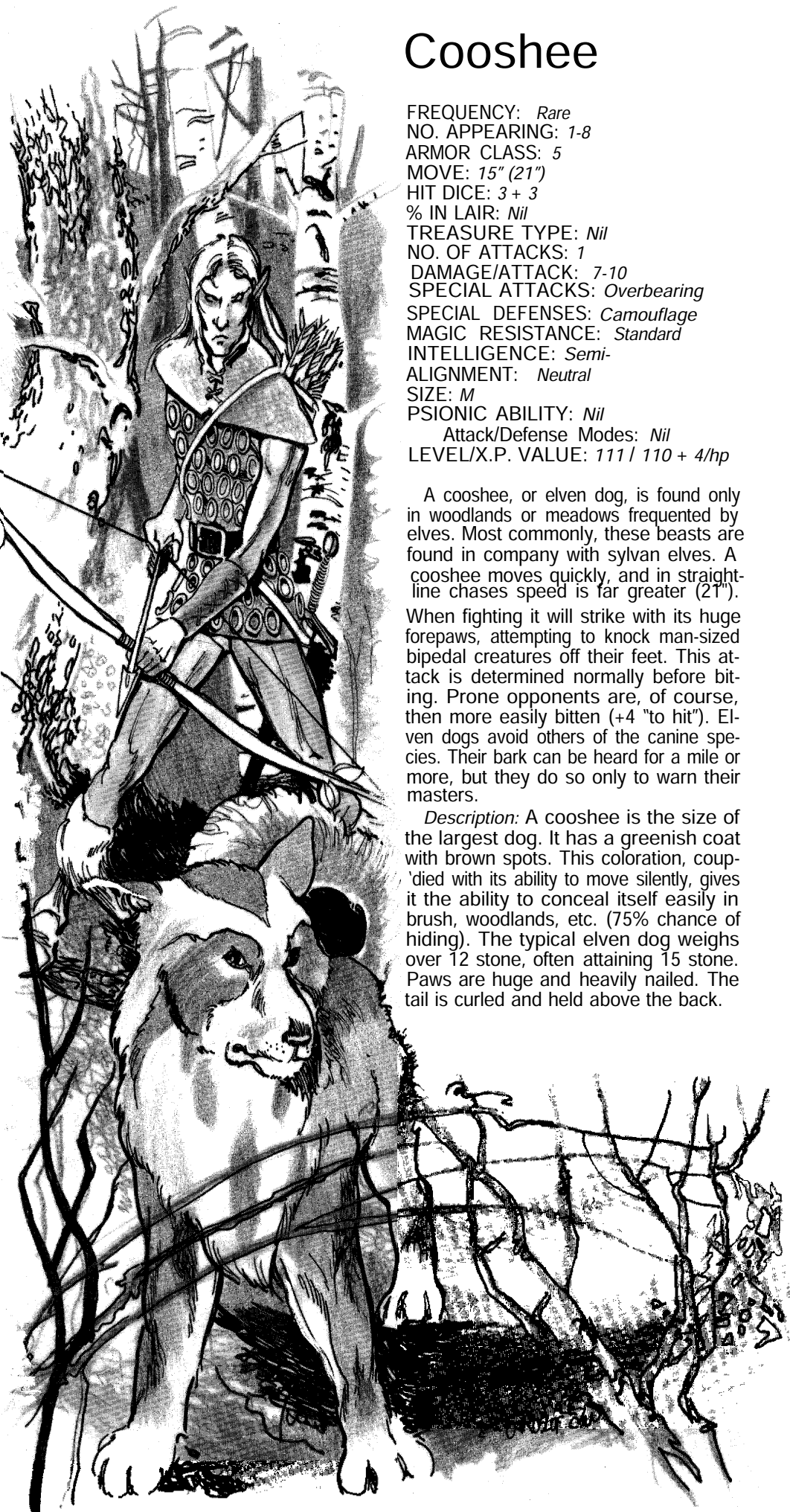
Cooshee

FREQUENCY: *Rare*
 NO. APPEARING: 1-8
 ARMOR CLASS: 5
 MOVE: 15" (21")
 HIT DICE: 3 + 3
 % IN LAIR: *Nil*
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 7-10
 SPECIAL ATTACKS: *Overbearing*
 SPECIAL DEFENSES: *Camouflage*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Semi-*
 ALIGNMENT: *Neutral*
 SIZE: *M*
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*
 LEVEL/X.P. VALUE: 111 / 110 + 4/hp

A cooshee, or elven dog, is found only in woodlands or meadows frequented by elves. Most commonly, these beasts are found in company with sylvan elves. A cooshee moves quickly, and in straight-line chases speed is far greater (21").

When fighting it will strike with its huge forepaws, attempting to knock man-sized bipedal creatures off their feet. This attack is determined normally before biting. Prone opponents are, of course, then more easily bitten (+4 "to hit"). Elven dogs avoid others of the canine species. Their bark can be heard for a mile or more, but they do so only to warn their masters.

Description: A cooshee is the size of the largest dog. It has a greenish coat with brown spots. This coloration, coupled with its ability to move silently, gives it the ability to conceal itself easily in brush, woodlands, etc. (75% chance of hiding). The typical elven dog weighs over 12 stone, often attaining 15 stone. Paws are huge and heavily nailed. The tail is curled and held above the back.





by Gary Gygax

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Some of you will be encountering the nasty fungoid monsters which are begun here and will be completed next issue. I have them included in a module, but nothing else needs be said.

Unlike the Myconids of module A4 (*In*

the Dungeons of the Slave Lords), these creatures are evil and not fun to encounter: all attack and no talk. Because they are quite different from most sorts of monsters, I hope you find them amusing and entertaining.

Ascomoid

FREQUENCY: *Very rare*

NO. APPEARING: 1

ARMOR CLASS: 3

MOVE: 12" (See below)

HIT DICE: 6 + 6

% IN LAIR: 40%

TREASURE TYPE: *Incidental*

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1 h.p./1' cloud

SPECIAL ATTACKS: *Spore jet*

SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: *See below*

INTELLIGENCE: *Unratable*

ALIGNMENT: *Neutral (evil)*

SIZE: L (5'-10' cloud)

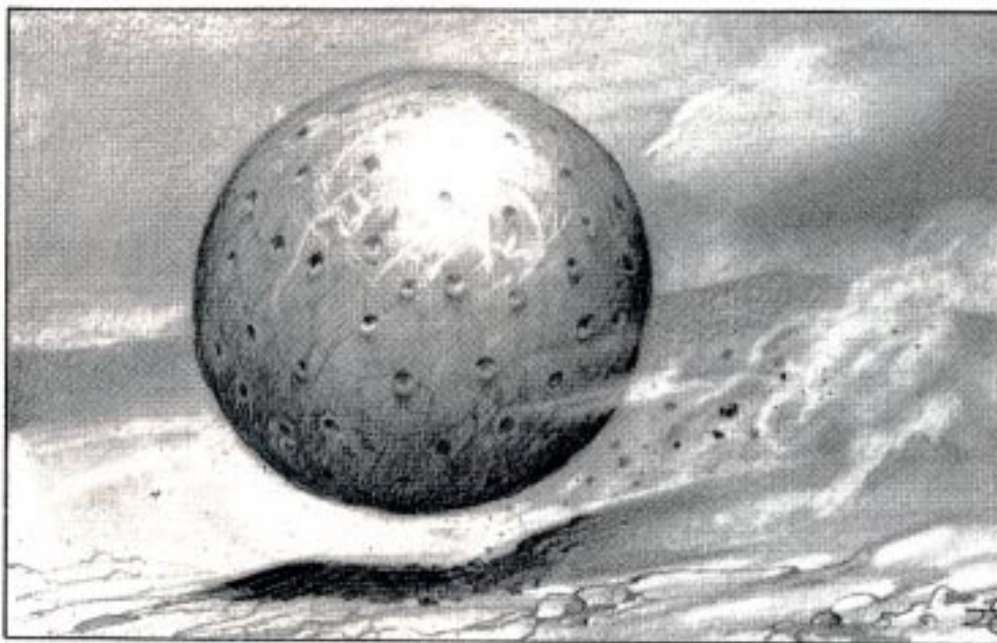
PSIONIC ABILITY: *Nil*

Attack/Defense Modes: *Nil*

LEVEL/X.P. VALUE: VII / 775 + 8/hp

Ascomoids are huge, puffball-like fungi with very thick, leathery skin. They move by rolling, and at first this is slow: 3" for the first round (after being stationary), 6" the next, then 9", then 12" — but the creature can maintain this 12" rate, once it is attained, for hours without tiring. The surface of an ascomoid is covered with numerous pocks which serve as sensory organs. Each creature can also emit a jet of spores.

Ascomoids attack by rolling into/over their opponents, but they can likewise use their spore jets to attack dangerous enemies. Large opponents, or those who have inflicted damage upon ascomoids, will always be attacked by spore jets. The stream of spores is about 1 foot in diameter and 30 feet long. Upon striking, the spore jet puffs into a cloud of about 6-foot diameter. The subject creature(s) must save versus poison or die from infection of its (their) internal systems. Even those victims who make saving throws are blinded and choked to such



an extent that it will require 1-4 rounds to recover and rejoin melee. Meanwhile, such victims are helpless, and all attacks made upon them are at +4 with no shield or dexterity bonuses allowed to the defender.

Ascomoids are able to heal themselves unless pierced deeply. Piercing weapons over 6 feet long (such as spears) score double damage. Shorter stabbing weapons do damage as if against a small-sized opponent. Smashing weapons do not harm ascomoids; slashes and cuts from edged weapons cause only 1 point of damage. Magical attack forms such as *magic missiles*, *fireballs*, *lightning bolts*, etc.. are saved against at +4, and damage is only 50% of normal. (Cold-based attacks are at normal probabilities.) Since these fungi have no minds by discernible standards, all spells affecting the brain

(*charm*, *ESP*, etc.), unless usable versus plants, are ineffective.

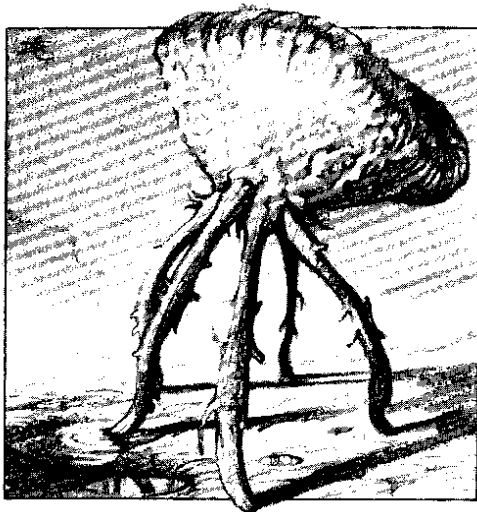
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Basidiron

FREQUENCY: *Rare*
 NO. APPEARING: 1-2
 ARMOR CLASS: 4
 MOVE: 6"
 HIT DICE: 5 + 5
 % IN LAIR: 60%
 TREASURE TYPE: *Incidental*
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 2-8 (+ *smothering*)
 SPECIAL ATTACKS: *Hallucinatory spores* (see below)
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: See below
 INTELLIGENCE: *Unratable*
 ALIGNMENT: *Neutral (evil)*
 SIZE: *M (6'-7' tall)*
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*
 LEVEL/X.P. VALUE: *VI / 475 + 6/hp*

Basidirons are multi-stemmed fungoid monsters with woody, leathery bodies of orange color and upper portions looking much as if they were reversed umbrellas whose interior is sooty black. In combat the fungoid monsters lash forward with their cone-shaped caps. A



successful hit inflicts 2-8 points of damage and requires the victim to save versus poison or else have spores clogging its respiratory tract. A victim will smother from these growths in 2-5 rounds unless a *cure disease* (or its equivalent) is cast upon the individual. Basidirons can otherwise use their *hallucinatory spores*, which they emit only when they are standing quietly. These spores form an invisible cloud in a radius of 20" to 35" from each fungus. The spores cause each creature within a cloud to save vs.

poison or begin hallucinating. Hallucination lasts as long as the individual is within the cloud area and for 1-4 rounds after the victim leaves it. Typical hallucinatory perceptions and their effects on victims are:

1. Individual in a swamp; strips off armor to keep from sinking.
2. Spiders attacking; individual strikes/attacks floor area to kill them.
3. Individual has shrunk; shouts for help to return to normal size.
4. An item being held turns into a viper; individual drops it and leaps back to avoid strike.
5. Individual is suffocating; runs gasping in random directions to breathe.
6. Associates are diseased; individual avoids 50' proximity of them.
7. Individual feels as though body melting; stands howling and "holding self together."
8. Leech on back; individual tears off anything worn on back and attacks it.

Basidirons have no minds as humans define/discern them, so all forms of mental attacks, including *charm monster*, *hold monster*, and spells, have no effect. Cold-based attacks do not damage basidirons, but they slow the monsters to 50% normal movement and prevent both types of spore attacks.

Phycomid

FREQUENCY: *Rare*
 NO. APPEARING: 1-4
 ARMOR CLASS: 5
 MOVE: 3"
 HIT DICE: 4
 % IN LAIR: 80%
 TREASURE TYPE: *Incidental*
 NO. OF ATTACKS: 2
 DAMAGE/ATTACK: 3-6/3-6
 SPECIAL ATTACKS: *Infection*
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: See below
 INTELLIGENCE: *Unratable*
 ALIGNMENT: *Neutral (evil)*
 SIZE: *S (2'd. maximum)*
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*
 LEVEL/X.P. VALUE: *V / 280 + 5/hp*

Alga-like phycomids appear to be fibrous blobs of decomposing, milky-colored matter with capped fungi growing out of them. They have a highly alkaline substance which they exude when attacking. Attack by phycomids involves an extrusion of a tube and discharge of the alkaline fluid — small globules which have a range of 7-12 feet. These fungoid monsters have sensory organs for heat, sound, and vibrations located in several clusters.

In addition to alkaline damage, the globs which these creatures discharge might also cause victims to serve as hosts for the growth of new phycomids.




If a victim fails to save versus poison, the individual will begin to show mushroom-like growth in the infected area. This will occur in 5-8 rounds and inflict 5-8 points of damage. The growths will then begin to spread throughout the host body, killing it in 5-8 turns, and turning it into a new phycomid.

Phycomids are immune to all forms of mental attacks, including *charms*, *holds*, etc. Fire-based attacks are saved against at +4, and damage inflicted is either half normal or none.

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Last issue three nasty new fungoid monsters — the Ascomoid, Basidironid, and Phycomid — were offered. The Ustilagor and Zygom, described herein, complete the offering. Now, would you enjoy meeting the creature who has them for playmates? In case anyone is wondering if these creatures were the result of requests from readers, the answer is no. In order to make certain our Kindly Editor had a sufficient supply

of monsters, I went ahead with the fungi. Months have a way of rolling past without notice, and Yours Truly too often gets caught with nothing in print in any of the columns promised. I hope there will be sufficient feedback from you Gentle Readers for a column devoted to requests.

At some point there must be an end to monsters. I employ only a certain few in my general campaigning and load the

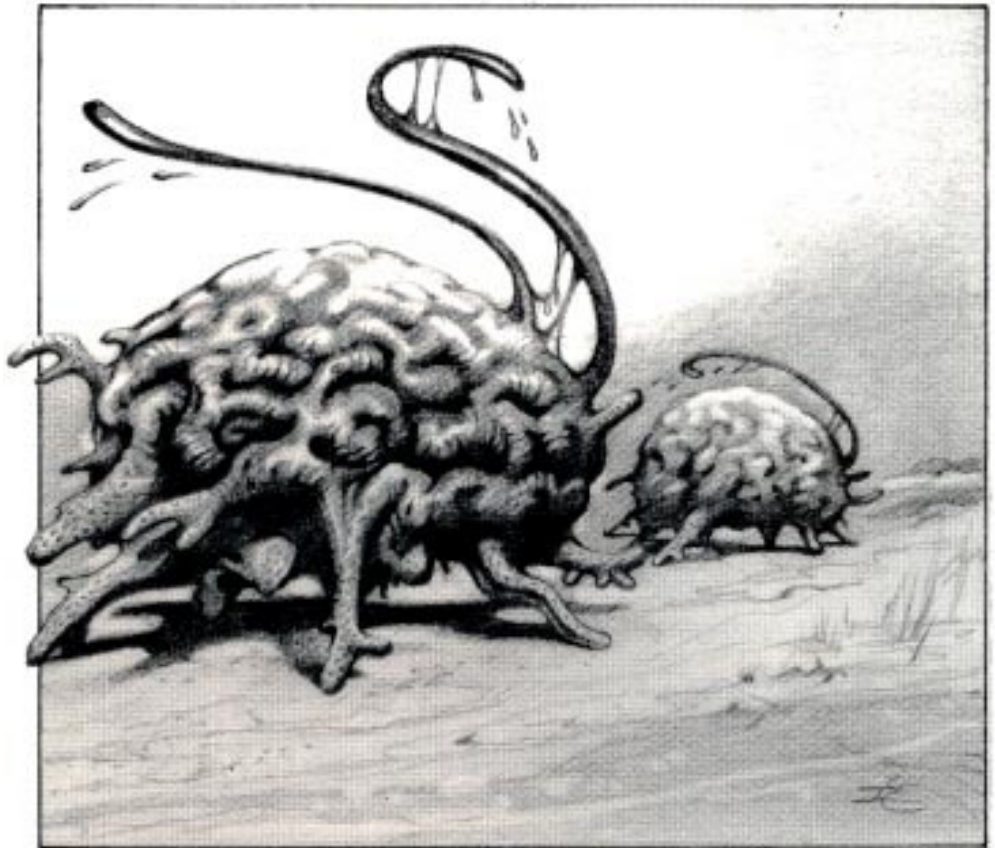
unusual critters into weird settings or deep dungeons. While we present many new and different creatures, the world of monsters has finite limits — or does it? If the various planes of existence are detailed, then there is room for many hundreds of new creations. Do you Thoughtful Gamers desire an enumeration of the inhabitants of the uncounted planes? If so, this column will eventually turn to that area. What say?

Ustilagor

FREQUENCY: *Rare*
 NO. APPEARING: 1-3
 ARMOR CLASS: 5
 MOVE: 9"
 HIT DICE: 3 + 3
 % IN LAIR: 90%
 TREASURE TYPE: Q (x1-20)
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 2-5 (+ *poisoning*)
 SPECIAL ATTACKS: *Psionics*
 SPECIAL DEFENSES: *Psionics*
 MAGIC RESISTANCE: *See below*
 INTELLIGENCE: *Unratable*
 ALIGNMENT: *Neutral (evil)*
 SIZE: S (1'-1½' diam.)
 PSIONIC ABILITY: 150 + 5-30
 Attack/Defense Modes: D/F
 LEVEL / X.P. VALUE: V / 215 + 4/hp

Ustilagor fungi appear to be brain-like growths with coral-like appendages. Although soft and not fast in normal movement terms, they can scuttle and dart, and this accounts for their relatively high armor class. Their attack form consists of flicking out ribbon-like tendrils about 3' long. A hit inflicts damage due to alkaline fluids and causes the victim to save versus poison or suffer additional like damage (2-5 hp) next round as the caustic substance affects its body.

Ustilagors have no intelligence or mind as defined by human standards, so mental attacks do not affect them. (See AD&D™ Players Handbook, p. 11, *Wisdom Table*, asterisked paragraph regarding Magical Attack Adjustment.) These monsters do, however, have some form of brain, for they have psionic powers.



Ustilagors can employ *telempathic projection* to project the following emotions at an individual during a round: *hate* (of associate), *distrust* (of associate), *fear* (of fungi), *loathing* (of area), or *uncertainty*. These projected emotions cause attack, bickering, desertion, or

dithering, accordingly. Ustilagors also use *energy control* to protect themselves from spell attacks and the like. They attack psionic individuals only by *id insinuation* (as related to the strongest basic emotions). Only a *psionic blast* will affect them in turn.

Zygom



FREQUENCY: *Rare*
 NO. APPEARING: 1-3
 ARMOR CLASS: 8
 MOVE: 1" (or as host; see below)
 HIT DICE: 3 (+ host's; see below)
 % IN LAIR: 50%
 TREASURE TYPE: *By host type
 and/or incidental*
 NO. OF ATTACKS: *By host type*
 DAMAGE/ATTACK: *By host*
 SPECIAL ATTACKS: *Milky glue*
 SPECIAL DEFENSES: *See below*
 MAGIC RESISTANCE: *See below*
 INTELLIGENCE: *Unratable*
 ALIGNMENT: *Neutral (evil)*
 SIZE: *By host size (1/6' - 1/4' per growth)*
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*
 LEVEL / X.P. VALUE: *III / 65 + 3/hp*

Zygom is individually small fungoid growths which consist of a short, thin stem with an ovoid cap. One or two dozen such growths are conjoined by a rhizome structure to make up a singular community creature, a zygom. Although able to exist in earth, zygomis prefer to infest living creatures, nourishing themselves on the host's blood and flesh. This infestation controls the host creature by

brain and nerve connections. It leads to death of the host in 1 to 8 weeks, depending on the size and constitution of the host creature. The zygom remains until the whole of the dead body is consumed and then moves on.

As host creatures are controlled, they move, attack, and defend according to the dictates of the possessing zygomis. Infestation is typically on the head, neck, and back (spinal) areas. Typical host creatures are: ants (giant), rats (giant), osquips (see FIEND FOLIO® Tome), and occasionally small humanoids.

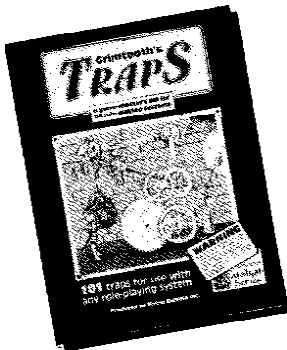
Whenever a colony of zygomis comes into rough contact with any creature, there is a 1 in 6 chance that the pale blue "milk" of a broken cap will stick fast to the creature. This "milk" is extremely sticky, and it has the power to glue materials together for 2-5 days before the substance dries and crumbles. If glued to flesh, a colony of zygom spores will infect the creature and begin growth by the time the glue powders, i.e. infest and control the host. Only a *cure disease* will remove this infestation. Zygom glue can be otherwise embarrassing, for it will stick weapons to targets, creatures to creatures, etc.

As zygomis have fungoid intelligence which is totally alien to humans, no magic affecting the mind — *beguiling, charming, dominating, holding, hypnotizing*, etc. will affect them.

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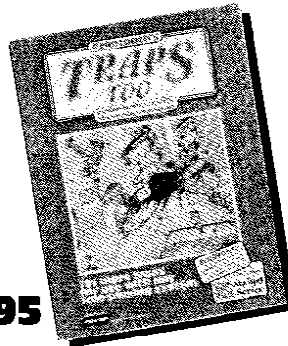
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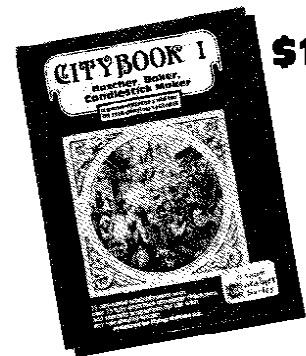
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Dragon's Bestiary

(formerly Featured Creature)

BARGHEST

FREQUENCY: *Very rare*
NO. APPEARING: 1-2 (1)
ARMOR CLASS: 2 to -4
MOVE: 15"
HIT DICE: 6 +6 to 12 +12
% IN LAIR: *Nil*
TREASURE TYPE: *See below*
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 2-8 + *no. of HD as h.p.*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: 5%/HD (*ignore plusses*)
INTELLIGENCE: *High to genius*
ALIGNMENT: *Evil (lawful)*
SIZE: *M to L*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*
LEVEL/X.P. VALUE: *See below*

Of the various members of the *deodands* inhabiting the rifts of the Planes of Gehenna, the barghest is certainly the most common and one of the worst. These beings tend to live in isolation from one another, each having its own stronghold and force of servitors, ruling a smoking rift despotically. At times, however, a barghest will spawn, and its litter of six will be sent to the Prime Material Plane to feed and grow. Those which survive will eventually return to Gehenna, but while they are yet young they must needs feed upon the lives of men. Barghest whelps will be found singly or in pairs on the Prime Material Plane, generally living near isolated communities of humans or with bands of goblins.

Barghests are able to assume the form of a large (war or wild) dog at will (thus they are at times known as devil-dogs, a misnomer). Their natural shape is very much the same as that of a large goblin, and when barghests dwell amongst goblins, they will retain their normal form. While goblins recognize and worship barghests, other races find them to be virtually indistinguishable from these humanoid. Their hosts fear and serve these monsters when they dwell in a goblin community, going to great lengths to bring human sacrifices to the barghests. The barghests, in turn, slay the powerful enemies of the goblins and generally enrich the treasure possessed by their hosts.

When barghest whelps first come to the Prime Material Plane they are relatively weak, having but 6 (d8) + 6 hit dice. For each energy level of human life they slay and devour, they gain 1 hit point; 8 such levels effectively giving them another hit die and additional hit point per die. (0 level humans gain them only one-half an energy level, so they are less desirable prey than are exceptional persons.) Likewise, as hit dice are gained, the barghest also becomes more powerful, armor class increasing by one place with each additional hit die, and strength growing from an initial 18/00 to eventually become equal to that of a storm giant — and damage increasing accordingly also. In like manner, so too does the magic resistance and intelligence of these monsters increase by the unholy vampirism attendant upon the slaughter of humanity. When a barghest eventually attains full growth and power, it is able to *shift* itself

to the Planes of Gehenna, where it will search out its own reeking valley rift.

What treasure barghests gather into their own strongholds upon the Planes of Gehenna is not known, although it is rumored to be great. Whilst dwelling here, however, they possess none personally.

Barghests are able to perform the following spell-like magic, one operation per round, at will: *shapechange* to canine/goblin-like form, *change self*, *levitation*, *mis-direction*, *projected image*. Once per day the following spell like powers can be employed: *charm*, (*person or monster*), *dimension door*, *emotion*.

When in its canine form, a barghest is able to move at double its normal movement rate (30" maximum), *pass without trace*, and can become 75% likely to be unnoticed when motionless, so that it can surprise opponents 50% of the time (3 in 6).

These creatures are hit only by +1 or better magic weapons. Barghests are not particularly vulnerable to any attack form, but if in their canine shape they do take the risk of failing to save versus a magical fire attack such as a *fireball*, *flame strike*, or *meteor* swarm. Fire does absolutely no damage to barghests, but if they fail to save against such an attack while in canine form they are hurled back to their own plane. Weaker barghests returning thus are most likely to be slain or enslaved by their more powerful fellows. Even if they are not so treated, they cannot return to the Prime Material Plane without some form of outside assistance.

Description: As already noted, the barghest in its whelp stages appears much the same as a goblin of large size, although as they grow larger and stronger, there is a darkening of skin from yellow towards a bluish red, eventually terminating in a deep blue skin color in adult form. The eyes of the barghest are glowing orange when excited, otherwise indistinguishable from those of a goblin. The canine form can be of any typical large dog, and in this form it is almost (95%) impossible to tell from a normal dog, except that other dogs will fear and hate it, attacking at every opportunity.

Level and Experience Points: Each stage of a barghest is shown below:

Hit Dice	Level	Experience Point Value
6 + 6	VII	1,275 + 10/h.p.
7 + 7	VII	2,000 + 12/h.p.
8 + 8	VIII	3,450 + 14/h.p.
9 + 9	VIII	3,600 + 14/h.p.
10 + 10	IX	6,100 + 16/h.p.
11 + 11	IX	6,250 + 16/h.p.
12 + 12	IX	7,300 + 18/h.p.

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Dragon's Bestiary

(formerly Featured Creature)

The Horast

Created by Mary Lynn Skirvin

FREQUENCY: *Very rare*

NUMBER APPEARING: 1-2

ARMOR CLASS: 6

MOVE: 6"

HIT DICE: 5+1

% IN LAIR: *Nil*

TREASURE TYPE: *Nil*

NUMBER OF ATTACKS: 3

DAMAGE/ATTACK: 1-4/1-4/4-32

SPECIAL ATTACKS: *20% chance of double stroke with tail*

SPECIAL DEFENSES: *Excellent senses, and near total camouflage*

MAGIC DEFENSES: *Standard*

INTELLIGENCE: *See below*

ALIGNMENT: *Neutral/chaotic*

SIZE: *6 to 9 feet from nose to rump with 5-11 foot tail*

PSIONIC ABILITY: *Nil*

Attack/Defense Modes: *Nil*

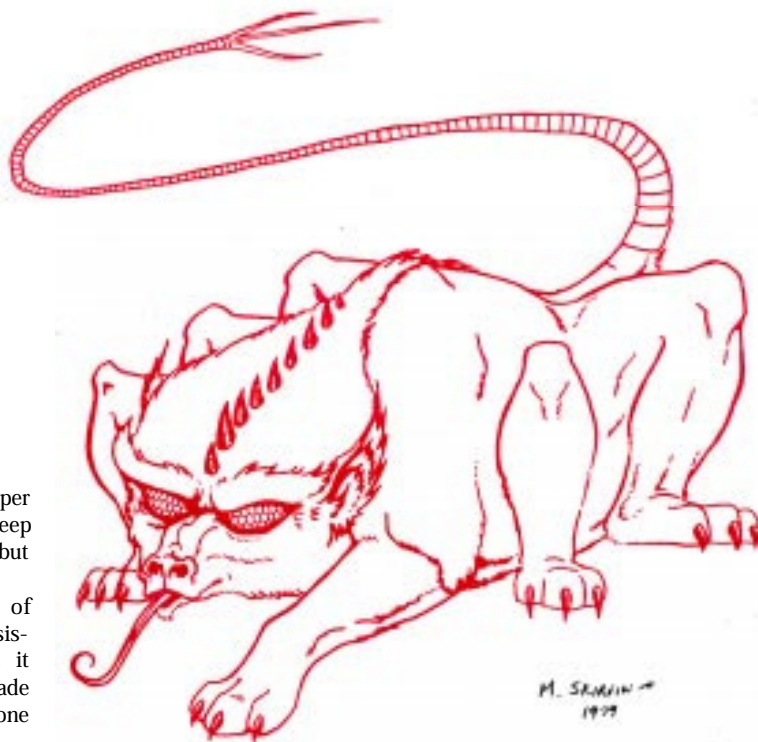
This beast is commonly known as a "whipper beast." The whipper beast is found in most subterranean dungeons or caves, as well as deep forested areas where very little light filters in. It seems to prefer dark, but will not hesitate to enter light in pursuit of prey.

Being somewhat mammalian creed, the whipper is possessed of many self-preserving features. Its fur is stiff and thick, having a consistency like that of a mountain bear. Generally steel-grey in color, it blends very well with the colors common in the average stone-made dungeon. Its pelt is valueless, since it never comes away or stays in one piece.

The Horast's round flat body is muscular and compact for a maximum maneuverability. The six thick legs permit devastating slashes with its claws, and speed in the manipulation of its deadly tail. And, speaking of that feature, the tail is about 5 to 11 feet in length, and is composed of horny segments that move together like a living bullwhip. When thrown forward, this tail can cut through plate armor or thin stone walls. The three barbs at the end are sharp and daggerlike and are treated like slashing claws or stabbing knives. To utilize its tail, the Horast has only to tilt its body forward and whip the daylights out of its opponent.

The whipper's head is low to the ground for maximum safety; the nostrils flared and accented for greater sense of smell. Large, ribbed ears provided excellent hearing, and it also has keen, many-faceted eyes that glow a little in darkness.

A whipper beast has marvelous dexterity: a natural, inborn trait because of its tail. Its mouth and tongue indicate a primarily liquid diet . . . quite probably blood that it would suck up through the funnel-like lower lip. A whipper beast can be befriended, though it generally requires a very high charisma, and a certain element of madness to travel with one.



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Dragon's Bestiary

(formerly Featured Creature)

SLINGER

Created by Jake Jaquet

FREQUENCY: *Rare*

NUMBER APPEARING: *6-20*

ARMOR CLASS: *3*

MOVE: *50"*

HIT DICE: *3*

% IN LAIR: *100%*

TREASURE TYPE: *Nil*

NO. OF ATTACKS: *1*

MAGE/ATTACK: *1-4/spine, save vs. poison*

SPECIAL ATTACKS: *Can throw spines with tail*

SPECIAL DEFENSES: *Nil*

MAGIC RESISTANCE: *Standard*

INTELLIGENCE: *Low*

ALIGNMENT: *Neutral*

SIZE: *16" long*

PSIONIC ABILITY: *Nil*

TACK/DEFENSE MODES: *Nil*

The slinger is a reptilian creature somewhat like an iguana lizard. It is a small creature, about 16 inches long (about 10 inches of which is a long whip-like tail) and weighs only about five pounds. The slinger is extremely dangerous, though, for several reasons.

- 1) The slinger is covered by hard, overlapping scales like that of an armadillo. The scales cover even the belly, and only the tiny (but sharp) eyes are vulnerable. No weapon short of a crossbow can penetrate the scales (i.e. swords, arrows, thrown daggers, and the like).
- 2) The slinger has a row of barbed spines (about 15 or 20) growing out of its backbone and another tuft of spines at the tip of its long tail (5 or 6). At the base of each spine is a gland which secretes a lethal poison. The spines are hollow and the poison is drawn into the spine by a capillary action. The spines are loose at their base and any touch will cause them to be pulled out (like a porcupine). The spines are barbed and also very brittle, and once pushed into something soft (like a body) are impossible to remove without breaking-leaving the barb (with its poison) still imbedded. In addition, the slinger can throw the barbs on its tail by flicking it sharply towards the target. (Once the spines have been cast from its tail, it takes several months to grow back new ones, however.) The slinger is very accurate with this cast, if the target is within 20 feet.
- 3) In addition, slingers are always in colonies of at least six (but no more than 20).

Slingers feed on various fungi, but especially prefer the varieties that grow in the lower levels of the dungeons. Also, since their diet is mainly soft and mushy, they have no teeth, only a bony ridge inside the mouth (no need to worry about slinger bites!).

Slingers are extremely territorial and will move to attack anything that comes within 50 feet. If one slinger is roused to attack, it emits a musk-like scent that will cause the other slingers in the colony to attack. Slingers can see equally well in dim or bright light (although not at all in total darkness—thus relying on feel—hence their fungi diet).

Defense against the slinger:

- 1) Don't touch! (But if you're close enough to touch a live one, it will be attacking anyway.)
- 2) Upon encountering a colony of slingers and being armed only with conventional (non-magical) weapons, remain at least 50 feet away and try to pick them off with something like a cross bow.
- 3) A live captive creature (or disliked expedition member) could be thrown into the midst of a slinger colony and while they are in their attacking frenzy, there is a chance to circle around, retreat, etc.

- 4) Slingers are very susceptible to fire. Tossing a few glass vials of oil into their midst followed by a lit torch is very effective.
- 5) Any magical spell producing heat or fire is effective.
- 6) A fully armored character with a protective facemask (conventional or fashioned from C ration cans or whatever) *can* wade in among them with a mace and try his luck—a sound blow from a mack will not crack the slinger's scales, but will do enough internal damage to kill the slinger.
- 7) Eyes are vulnerable, but the chances of hitting such a tiny spot is only 10% of that of hitting a normal target.
- 8) Possibility of acquiring slinger musk—exposing to slinger colony would create an attack frenzy and slingers would attack each other.

Slinger attacks:

- 1) Slingers are extremely quick and agile. They also have clawed feet which allow them to cling to walls, ceilings, people, etc. They can move, when aroused, 50 feet per turn, and thus will always have the advantage in hand-to-hand combat unless a haste spell has been used.
- 2) A slinger that has gotten close enough to leap (max. 10 feet) upon a character will always press his back and tail against the character hard enough to leave its spine unless the character is fully armored (chain mail has enough gaps for the spines to pass through).
- 3) A slinger will cast its spines whenever it comes within 15 or 20 feet of a target, and there is a 50% possibility it will cast at over that range. A cast within 20 feet will have a 90% chance of hitting a man-size figure at that range, and a 50% chance of hitting the facial area. At a range of over 20 feet, the chance of hitting a man-sized figure is only 50% and the chance of hitting the facial area is only 20%.
- 4) If a character is hit by a slinger spine, he must make a saving throw for poison within the next two turns.

Other aspects of slingers:

- 1) Live slingers bring a great price in the outside world, about 200 g.p., as they can be milked for their poison (there is no antidote for slinger poison, thus making it *very* effective for tipping arrows, etc.).
- 2) Dead slingers bring a somewhat less price, about 50 g.p., but can be sold for their scales which can be made into armor nearly as strong as iron and much more flexible and lighter.

Other aspects to consider:

If slinger scale armor is allowed in a game, the protection is the same as plate armour, but is 50% lighter, i.e., it will weigh only 375 units as opposed to the 750 units of regular plate armor. It will take 20-25 slingers to use their scales to make a dwarf-sized hauberk.

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Dragon's Bestiary

(formerly Featured Creature)



Whiz-bang Beetles

(*Coleoptera Conflagratio Amotensia*)

Created by John Hageman

FREQUENCY: *Rare*

NO. APPEARING: 5-50

ARMOR CLASS: 2

MOVE: 60"

HIT DICE: 1 hp

% IN LAIR: 50%

TREASURE TYPE: (see below)

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1 hit point

SPECIAL ATTACKS/DEFENSES: *Nil* (see below)

MAGIC RESISTANCE: (see below)

INTELLIGENCE: *Very low*

ALIGNMENT: *Neutral*

SIZE: 1" to 2" (beetle size)

PSIONIC ABILITY: *Nil*

Attack/Defense Modes: *Nil*

His shield held in front of him with one hand, a torch raised aloft in his other, Murphy proceeded cautiously around the corner. "This stretch of corridor seems too quiet," he thought to himself, however he could think of nothing else to do but push forward.

A faint whining sound came up the corridor and an instant later something whizzed by his head, followed by another and another. Suddenly the air was full of speeding projectiles. Two or three hit his torch and tore it from his fingers. One struck his arm a stinging blow, numbing his hand. Then they were hitting him all over. Protecting his face he reeled back around the corner.

"What the hell," he muttered under his breath, "was that?"

* * *

Murphy has just encountered the dreaded *Coleoptera Conflagratio Amotensia*, colloquially known as the whiz-bang for the noise of its airborne attack.

Unusually speedy dungeon creatures, whiz-bang beetles love fire and smoke. It's this attraction that makes them dangerous to run into, as they will be compelled to throw themselves at the source of a flame. Whiz-bang beetles will attack fire sources at a range from their hive that is determined by the size of the fire source. Some of these ranges are given below:

SIZE OF FIRE	RANGE FROM HIVE
5' diameter pool of oil	200'
Torch or lantern	70'
Candle	30'
Pipe or cigarette	10'

The larger the fire, the more beetles it is likely to attract. When beetles are drawn, a roll is made to determine the number appearing. Each beetle then rolls to hit. All successful hits automatically do 1 point of damage. Most beetles will hit near the area of the fire but some will be as far as 5' off course randomly striking surrounding objects.

Burrowing into dungeon walls by repeatedly throwing themselves at it, whiz-bang beetles form hives, usually at the end of a corridor stretch (so they can get a run at it), although they have been known to dig into pillars with an entrance on either side. The entrance hole is usually 3" to 4" in diameter.

Inside the hive there is a 75% chance of finding 1 to 6 ounces of whiz-bang "honey". This honey has some very unusual properties. Roll percentile dice to determine its effect.

01 to 25	No effect
26 to 75	1 oz. will give one person double speed for 1 turn.
76 to 90	1 oz. will give one person double speed for 1 turn plus 1 side effect for the next turn*
91 to 100	1 oz. will give one person 1 side effect for 1 turn with no increase in speed.

*side effects can include such things as half-speed, alignment change, explosive indigestion, food poisoning, etc.

Whiz-bang beetles can usually (75%) be subdued if found in their hive and kept from seeing light. In order to keep them alive outside the hive they must be fed 1 oz. of Whiz-bang honey per 50 beetles per day. In this manner they can be kept for up to two weeks. Queens cannot be removed from the hive without killing them.

MAGIC

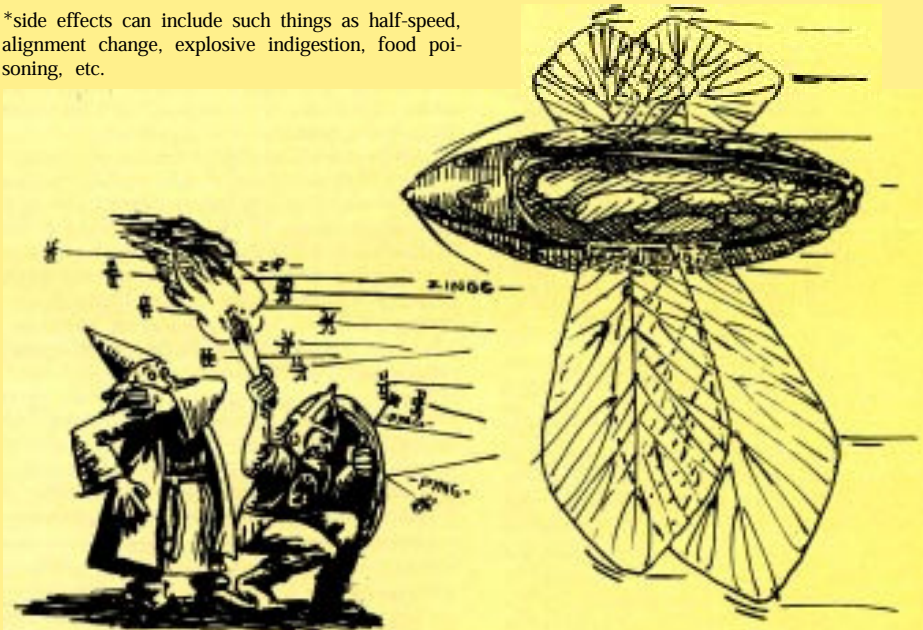
Whiz-bang beetles will attack magic fire sources only 25% of the time. Magic attacks upon them will also be successful only 25% of the time, plus 5% per level of magic user.

DESCRIPTION

Whiz-bang beetles are 1" to 2" in length with two transparent wings on either side of their bony, bullet-shaped body. Their dark color (grey to black) makes them hard to spot in a dimly lit dungeon. Queen beetles are twice that size and light grey or white in color.

EXPERIENCE POINTS

Being fairly low level creatures, Whiz-bang beetles are worth 1 point of experience each for all avoided or captured beetles. Whiz-bang honey is worth up to 100 G.P. per oz. to Alchemists if it is to be sold.



Dragon's Bestiary

(formerly *Featured Creature*)

CURST

Created by Ed Greenwood

FREQUENCY: Uncommon
 NO. APPEARING: 2-11
 ARMOUR CLASS: As clothed (usually 7)
 MOVE: 12"
 HIT DICE 1-10+ (As prior to curse)
 % IN LAIR: Nil
 TREASURE TYPE: All possible, usually nil
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: See below
 SPECIAL ATTACKS: Nil
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: 85%
 INTELLIGENCE: See below
 SIZE: M (rarely, L or S)
 PSIONIC ABILITY: Nil
 ATTACK DEFENSE MODES: Nil

Curst are unfortunate creatures who have been placed under a curse that will not let them die. They are of humanoid race, almost invariably (98%) of pure human stock. In the process of becoming Curst they lose any magical or psionic abilities they may have possessed, although other abilities (such as strength bonuses or thieving skills) are unimpaired. Alignment becomes Chaotic Neutral, and their skin becomes very white; their eyes glitter. They gain the power of superior infravision (90') and prefer darkness to light, although the latter has no adverse affect upon them. Thus they frequent subterranean regions. They apparently retain no sense of smell, and (although they retain prior linguistic knowledge) tend not to speak.

The horrible existence of these beings usually destroys their minds (if not their cunning). Curst retain their original intelligence only 11% of the time, and there is an 05% chance every turn (*not* cumulative) that any Curst will act irrationally — i.e. breaking off a fight to caper, sing, draw with a finger on a nearby wall, or merely stare at something.

Curst can only be destroyed by removing the curse that binds them to their hateful existence (cf. Remove Curse). They are immune to psionic attack and mind-related spells (such as Charm, Sleep, Hold, and ESP) and are similarly unaffected by cold- and fire-based attacks and the life-energy draining effects of various creatures. They can be struck by all weapons, and (save for weapons which do additional damage due to heat or cold) these have normal effect. When Curst are reduced to zero HP, they fall to the ground, paralyzed, and lie there until their wounds have healed (at the rate of 1 HP per day, unless magically healed, i.e. by a kindly/foolish cleric). If Curst are dismembered or mutilated, they will regenerate new limbs, organs, etc. with no additional loss of time — so that when they reach full HP, they will be whole once again. Curst are not, strictly speaking, Undead, and thus cannot be turned. Holy water does them no damage. Curst do not age.

Curst fight with normal weapons, and in battle will often snatch up weapons from the fallen if these are superior to their



own. However, they never make use of missile or thrown weapons (save as crude clubs), fire, or magical rods, staves, rings, or artifacts. Often (46%) they will be armed with magical Swords of Cold, faintly glowing blades which do 1D6+3 damage and radiate a 5' radius chill that inhibits fire, prevents oil from igniting, etc. If weaponless, Curst can bite, kick and claw savagely, doing 1-2 HP of damage per attack.

Curst tend to favour leather armor, and usually wear cloaks and boots. Their garb is always of a dark color. Occasionally (15%) the bodies of Curst are infested with Rot Grubs (q.v.) and when so afflicted they will have 1D6 fewer HP, although fighting skills will be unaffected. Note that the grubs will be seeking a better meal.

Creation of a Curst is accomplished (by an evil magic user or cleric of sufficient power) by means of a Bestow Curse spell and a full Wish spell. The spell caster must physically touch the victim, successfully casting the Bestow Curse as he or she does so, and within four rounds commence casting the Wish spell. The DM must determine the necessary wording, which may well be learned only through costly research. Curst are in no way under the control of their creator, nor will they serve that person unless it will enable them to find the mercy of death through removal of the curse. Often, coming to know their cruel doom, they will attack their creator, hoping that he or she will be forced to destroy them in self-defense. In rare cases they may cooperate with party members to this end. Once destroyed, Curst cannot be resurrected or animated to become Undead. Their bodies crumble rapidly into dust, which may be of value to magic users or alchemists.

Dragon's Bestiary

Ukuyatangi The Jungle Hydra

FREQUENCY: *rare*
 NUMBER APPEARING: 1
 ARMOR CLASS: 5
 MOVE: ¼"
 HIT DICE 7-9
 % IN LAIR: 100%
 TREASURE TYPE: *special*
 NUMBER OF ATTACKS: 2 tentacles per target, up to 4 per turn
 DAMAGE/ATTACK: 2-8 (constriction)
 SPECIAL ATTACKS: *bite*
 MAGICAL DEFENSES: *standard*
 INTELLIGENCE: *animal*
 ALIGNMENT: *neutral*
 SIZE: L (6-10 feet tall; with eight 20'-40' tentacles)
 PSIONIC ABILITY: *nil*
 Attack/Defense modes: *nil*



The ukuyatangi inhabits hot, wet, forests such as the tropical rain forests of Africa and South America. The creature usually situates itself in a large, flat area of the forest, its main trunk in a small clearing, with its eight tentacles spread out through the trees and undergrowth of the surrounding forest.

The ukuyatangi bears some resemblance to its microscopic cousin, the hydra. It has a tough, leathery hide of mottled green and brown coloration. The central trunk stands erect, about six to ten feet high, and is topped with an extendable tube-like mouth two or three feet in diameter. The tentacles extend from the edges of the mouth in all directions, blending into the trees and undergrowth of the forest. Two long eyestalks permit the ukuyatangi 360° vision within the confines of the clearing; however, it is somewhat nearsighted and cannot see well into the forested areas.

The ukuyatangi is capable of limited movement, which is accomplished by dint of pure strength—the creature hoists itself up on its tentacles and slides its trunk along, a yard or two at a time. Generally, a ukuyatangi moves only if it needs to find a new feeding location. The creature does not hunt *per se*; instead it waits until a victim brushes up against one of its tentacles. The tentacles, which are enormously strong, seize the victim and drag him to the clearing. Even large creatures can be devoured, as the ukuyatangi constricts the body of the victim for several minutes until it is sufficiently pulpy to permit the ukuyatangi to squeeze it into its mouth tube to be devoured. (The tentacles of the creature can be imagined as long, constrictor-type snakes).

Once the ukuyatangi has devoured the equivalent of two man-sized creatures it will not immediately try to consume others, although it will certainly kill off any other available creatures for later consumption. A ukuyatangi will normally consume only one man-sized creature each day, or an equivalent number of smaller creatures.

Due to the creature's excellent camouflage, there is a 90% chance for each person in a party to accidentally touch a tentacle. The touched

tentacle will immediately try to grasp the person who touched it, and other nearby tentacles will move in to assist. If these tentacles are touched, they too will try to grab those they touch. The tentacles are sensitive only to warmblooded creatures, and will not attempt to grasp if poked at with branches, etc. If seriously damaged, tentacles will retract toward the central trunk. If no tentacles are touched, an exploring party may move close enough to see the clearing and the creature's central trunk.

The ukuyatangi regurgitates any undigestible material, and the clearing will be littered with bones, weapons, armor, etc. of any former victims. Remember, the creature has eyestalks that can see in the clearing, and any of the party venturing into the clearing will be detected and the ukuyatangi will pull in its tentacles and attempt to snare whatever it can see.

While a ukuyatangi will normally consume only one man-sized creature each day, or an equivalent number of smaller creatures, if the food supply is plentiful it will consume up to two man-sized creatures per day. Any other creatures venturing into its reach will be snared by the tentacles and constricted to death, but not consumed.

The ukuyatangi is reptilian in nature, and is therefore susceptible to cold. If the temperature of the air should drop below 10° C, the creature will coil its tentacles about its trunk and will remain dormant until the temperature rises again. All forms of cold attack do double damage to a ukuyatangi. The ukuyatangi's dexterity is to be considered to be 16 at 20° C or higher, with a decrease of one dexterity point for each degree drop in temperature.

Dragon's Bestiary

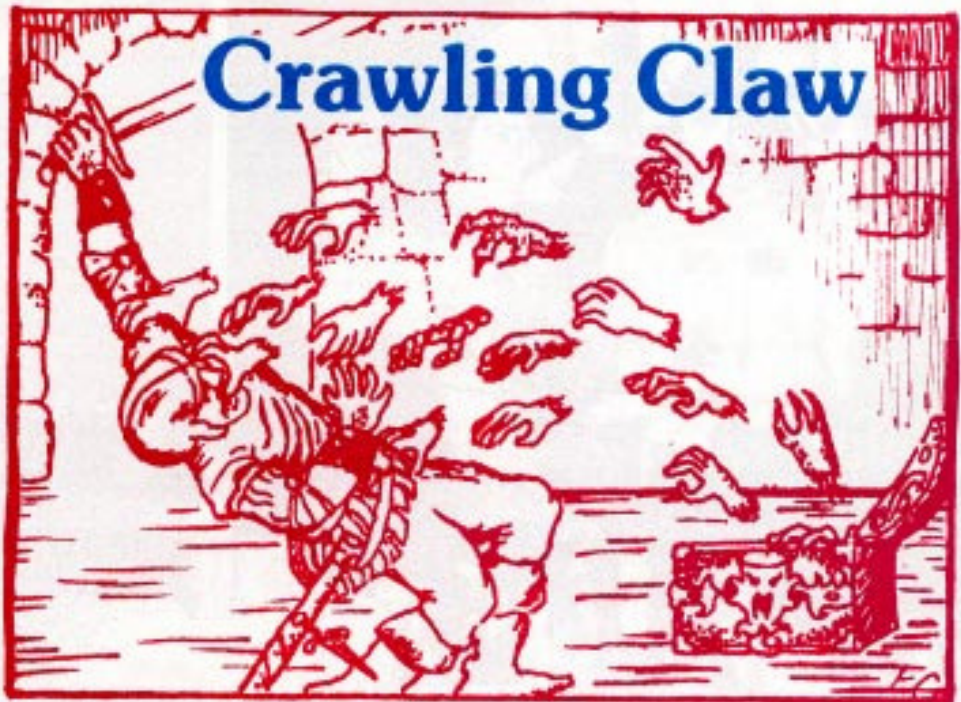
Created by Ed Greenwood

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.

Dragon's Bestiary

Created by Roger Moore

FREQUENCY: *Rare*
 NUMBER APPEARING: 1-6
 ARMOR CLASS: 5
 MOVE: 6"/24"
 HITDICE: ½
 % IN LAIR: 15%
 TREASURE TYPE: Q
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-3
 SPECIAL ATTACKS: *Spells*
 SPECIAL DEFENSES: *Invisibility; immune to cold*
 MAGIC RESISTANCE: 30%
 INTELLIGENCE: *High*
 ALIGNMENT: *Neutral (good)*
 SIZE: S (1' tall)
 PSIONIC ABILITY: *Nil*
 ATTACK/DEFENSE MODES: *Nil*

Often called "snow fairies" or "snow pixies," these small, mischievous beings inhabit forests and fields during the winter, migrating northward in the spring to the far ice and snow. They may go *invisible* at will, but cannot attack invisibly.

Frosts may use a *Cone of Cold* of 3d8 value once per day (same dimensions as Cold Wand), *Control Temperature* within a 10' radius (12th-level ability) as desired. When invisible, they may use *Frost Fingers* twice per day (as *Burning Hands* in all respects except it causes frostbite, freezes liquids; 12th-level ability), and one creature in six may use *Otiluke's Freezing Sphere* once per day, at 18th-level ability.

Frosts rarely attack any being except patently evil beings like trolls and orcs, and gain much enjoyment from playing tricks of a harmless nature on wanderers in the woods (dropping snow from above, creating patches of ice, changing the temperature abruptly, etc.)

If carefully approached, they may render help to passers-by and give directions. If encountered and only one is present, it will be of the most powerful sort and have maximum (4) hit points.

Frosts appear as diminutive elven-like creatures with whirring, bee-like wings. They have white or silvery hair and eyes, pale skin, and dress in green or silver garments. They speak their own language, Common, Pixie, Sprite, and Sylvan Elven, as well as their alignment tongue.



Dragon's Bestiary

Vilkonnar

Created by Charles Carson

FREQUENCY: *Rare*

NUMBER APPEARING: *2-12*

ARMOR CLASS: *5*

MOVE: *12"*

HIT DICE: *4*

% IN LAIR: *40%*

TREASURE TYPE: *B, Y*

DAMAGE/ATTACK *1-6/1-6*

SPECIAL ATTACKS: *Energy Absorption,*

Energy Blast (see below)

SPECIAL DEFENSES: *Nil*

MAGIC RESISTANCE: *Standard*

INTELLIGENCE: *High*

ALIGNMENT: *Neutral Evil (Neutral)*

SIZE: *M*

PSIONIC ABILITY: *Nil*

Attack/Defense Modes: *Nil*

The Vilkonnar are bizarre, humanoid creatures who dwell in caverns and dungeons. True Vilkonnar are Neutral Evil in alignment and are usually found in temperate or colder climes. In these areas they may also be encountered outside in hills, forests, etc., during the hours of darkness only, as they dislike daylight or very bright light of any sort. They will fight at -1 to hit in the presence of a Continual Light spell or comparable illumination. Vilkonnar have 60' infravision.

The Vilkonnar have broad hands with three spatulate fingers on each. Their palms and fingers are covered with tiny, sucker-like discs and, in combat, they strike with each hand, trying to hit with these discs. Each hit by a hand drains 1-6 h.p. from the adversary, and these points are immediately absorbed by the Vilkonnar and added to the monster's hit point total; in effect, h.p. are sucked from the victim into the Vilkonnar. Also, in any round where the Vilkonnar hits with both hands, it has attached itself to its victim and will automatically drain 2-12 h.p. per round into itself without having to roll dice to hit. (This assumes, of course, that both hands are attached to the same victim.) The monster will continue draining hit points in this fashion until the victim is dead, the Vilkonnar is satiated, or the monster is killed or forcibly removed from its victim.

The Vilkonnar will use the hit points it drains to replace any h.p. it has itself lost in combat: using an opponent's own strength against him, so to speak. In addition, these creatures are able to store within themselves excess energy above their normal h.p. total for limited periods of time, up to a maximum of twice their normal h.p. total. (A Vilkonnar with 20 h.p. normally could raise itself to a total of 40 h.p. by draining them from its victims.) This is called "supercharging," and a Vilkonnar who achieves its maximum possible total is said to be "fully supercharged." Note that no h.p. in excess of a "full charge" can be drained from a victim. (In the above example, a Vilkonnar with 37 h.p. that scored a hit could drain only 3 hit points from its victim even if the die roll called for 4 or more, since 40 would be its maximum. The victim of the attack would only lose the 3 points that the monster could absorb.)

Supercharged Vilkonnar are highly dangerous, as any hits they take will be deducted from their excess or extra h.p. before they can be reduced below their normal h.p. total. Also, any supercharged Vilkonnar becomes more powerful as a fighter, and will get +1 to hit on each attack, although damage remains the same.

A Vilkonnar that becomes fully supercharged is more deadly still; it will enter a state of berserk ecstasy that causes it to attack as an 8 HD monster. Any hit made by a fully supercharged Vilkonnar will enable the monster to release some of its excess energy into the body of its opponent as an energy blast, half the excess energy being released by each hand that strikes successfully. (Thus, all the excess energy would be released if both attacks are successful.) The victim of this attack will suffer the appropriate damage in h.p. lost. (Using the example again, the Vilkonnar with 20 h.p. normally and 40 h.p. supercharged would cause 10 hits damage with each hand if it hit an opponent while supercharged.) After the attack, the monster will no longer be supercharged and will again begin draining energy from adversaries. No hit points are drained from the victim of an energy blast; victims take only the damage from the blast. Energy blast attacks may only be made by a Vilkonnar that is supercharged



when it is its turn to attack; if it is hit and loses h.p. at the beginning of a round, it must absorb energy again before he can attempt a blast.

A Vilkonnar can retain a full charge for only 3 melee rounds. If it does not score a hit within that time to release its excess energy, the energy automatically dissipates at the end of the third round, reducing the monster to its normal h.p. total. This dissipation is in the nature of an implosion, and the shock to the creature's system is such that the Vilkonnar will be stunned for 1-3 rounds afterward. Vilkonnar that survive a combat and finish with excess h.p. but are not fully supercharged will begin losing the excess h.p. at a rate of 1 per round until the normal total is reached. They cannot maintain themselves at a higher than normal h.p. total unless they are in combat or have helpless victims to use as an energy source.

Although they cannot maintain the state for long, Vilkonnar relish the sensation of being supercharged, and being fully supercharged is, to them, the ultimate state of rapture. They constantly seek the victims necessary to the achievement of this ecstasy, and they will attack any party that they feel they have a reasonable chance of defect

They have no great desire for treasure per se, but they can use it to purchase slaves or captives from other creatures to use as energy sources. As a result, Vilkonnar will keep on hand whatever treasure they obtain. They will also hire their services out to other creatures or even men of evil alignment in return for a supply of victims, and so can be found as guards or servants of other monsters or men on occasion. If encountered in their lair, there is a 20% chance that Vilkonnar will have 1-3 captives to be drained of their life energy. These monsters are able to drain energy from any creature, but they seem to prefer humans and other humanoids

The Kailiff

The Kailiff is a cousin of the Vilkonnar, differing from it slightly. It is generally found in hot, arid regions and is not averse to light; it does not suffer a penalty for fighting in daylight or the equivalent. Kailiffs also differ from true Vilkonnar in that Kailiffs are strict Neutrals in alignment. They travel in small bands and will generally bargain or negotiate with any party they encounter unless they are confident of being able to decimate the party with almost no risk to themselves. They

will serve to hire any who care to hire them, but they are concerned solely with their own best interests and will turn on their employers as soon as it benefits them to do so, which tends to make them rather treacherous and untrustworthy as followers or companions. Unlike true Vilkonnar, Kailiffs are also cannibalistic and different bands will prey on each other if an opportunity presents itself. In all other respects, Kailiffs are identical to Vilkonnar.

Description

Vilkonnar have muddy-brown hides and a thatch of moss-like, greenish hair on top of their heads. They are otherwise hairless and almost never wear any sort of clothing or ornamentation. Their eyes are yellow, set deep within large, concave sockets, and their ears are merely slits in the sides of the head. Their mouths are fanged but small, and they never use their fangs for fighting. Feet, like the hands, are broad with three spatulate toes.

Kailiffs are identical in form, but their hide is tan in color and their eyes are green or greenish-yellow. The Vilkonnar and Kailiff share a common language, and they are 75% likely to also speak Common Tongue.

Dragon's Augury

(From page 47)

carefully to create the "terror" element of the novel. He likewise personifies these beasts so that the reader can, at times, relate to their desires, but then he quickly wipes away all traces of sympathy with brutal strokes. Thus, as the plot develops and the characters take on life, the horror mounts, ebbs, then climbs again to a higher peak. The climax is late in the book, the anticlimax satisfying—perhaps.

THE WOLFEN does require a suspension of disbelief, for despite the author's excellent efforts to create plausible predators, and regardless of his efforts to explain how they have managed to remain undetected for many decades (werewolf legends explain mankind's former knowledge of the wolfen, and Strieber handles this well indeed), the creatures must be super-powerful indeed to retain this anonymity. Having seen film of an old man fending off, then slaying a man-eating jaguar with a six-foot spear and the aid of a small dog, it is rather difficult for me to accept the reactions attributed to these canine murderers by the author. However, as there are at best only a handful of fantasy novels which do not have such a ring to them somewhere, it does not detract from the overall enjoyment of the work.

I read the 275 pages of *THE WOLFEN* in only a few hours, broken by the need to get some sleep. It is a good, very exciting book. After you have read it, I'm sure that you'll be pleased. I'm also sure that you will spend a bit of time thinking about how you would have handled the situation in terms of D&D and in terms of real life.

Perhaps the most interesting reflection of all is how the aftermath would be reflected in human and wolfen life styles. I certainly urge you to read this novel, for it is enjoyable and worthwhile. And if you happen to be out walking in the twilight and see a stray dog nearby, don't worry! After all, wolfen are just the creation of Mr. Strieber's imagination. Unsolved disappearances are probably work of flying saucers. —E. Gary Gyax

Book review

Spacefarers Guide to Alien Monsters

Published by: Phoenix Games

Retail price:

This 64-page softbound book is a collection of monsters which are, according to the blurb on the cover, "usable with SF role playing games such as Traveller, Space Patrol (and) Space Quest." It contains 350 monsters and an introduction and explanation.

The introduction starts out well, giving a sketchy background for an SFRP galaxy in which many monsters are duplicated from world to world. It is interesting and mostly quite imaginative, but the reasoning falls down here and there, mostly when explaining or justifying the mechanics of using the monsters in a game. The system used to denote relative speed of the monsters is particularly lame—a scale of from 1 to 100 is used, 50 being normal human speed. Minimum, maximum, and the distance between points on the scale are not defined; a measurement with only one reference point measures nothing.

The system for determining on what types of planets the various creatures can be found is also extremely limited, and its use is apparently random. Worst of all, it makes no sense. A creature such as "Cawthorn's Deer" (which is basically just a deer) can be found on Earth-type worlds; low-grav, low-atmosphere cool worlds (such as Mars); and gas giants! Some creatures, such as the "Parass," a type of squirrel, appear on every type of planet!

The Encounter Tables provided with the book (which do not key into the planetary types where monsters may be found, and in fact often contradict them) contain a good idea in that the typical

initial attack form accompanies each creature listing, such as attack by herd, sneak attack, etc. This should be useful to the GM in determining the immediate form of a hostile encounter

Beyond the introductory material we come to the meat of the book, the 350 alien monsters. Here is where the book really falls flat on its face. The majority of the monsters are merely blown up or slightly altered common earth creatures that you can see in any zoo. Other types are dinosaurs or normal animals with a psionic power or two. Truly "alien" creatures are rare. Occasional original monsters contain a germ of an interesting idea, but often the same idea is repeated in other monsters.

Most descriptions are three to five sentences. A typical description is that of the "Otexi": "Much like a crocodile, but with eight legs and colored brown. It has twelve eyes, along its spine on stalks. Its jaws are capable of cutting steel."

The latter ability is not at all uncommon to the creatures in this book, most of whom could have been made up by randomizer. There is a heavy reliance on poison; fully 15% of the monsters are poisonous, venomous or toxic, and that's not even counting acid-users. The drawings of the monsters (about one per six creatures) don't always match the descriptions. Highlighting the lack of originality is the inclusion of a monster most readers of *The Dragon* will surely recognize, the "Purple Worm," a huge, 50-ft. worm with a venomous stinger in its tail.

To top this all off, the creatures suffer from a serious case of Dumb Name Syndrome. Having a series of people attempt to pronounce them while keeping a straight face would make a pretty good party game. It's also a bad idea to have monsters with names as similar as "Covaln" and "Covalen," thereby inviting endless confusion.

THE SPACEFARERS GUIDE TO ALIEN MONSTERS is a shoddy and carelessly-produced product that has no place in any intelligent science fiction role playing campaign. No price is listed anywhere on the book, but whatever they're asking, it's too much. —Lawrence Schick

Dragon's Bestiary

KROLLI

Created by Todd Lockwood

FREQUENCY: *Rare*

NO. APPEARING: 1-20

ARMOR CLASS: 3

MOVE: 10"/18"

HIT DICE: 2-6 + 2/die

% IN LAIR: 10%

TREASURE TYPE: *A in lair, Q individual*

NO. ATTACKS: 3 (4)

DAMAGE/ATTACK: *Bite: 2-7, rear claw 2-9, hand 1-8 or by weapon (+4 damage w/weapon)*

SPECIAL ATTACKS: *High dexterity, multiple attacks*

SPECIAL DEFENSES: *Acute senses: surprised only on a 1*

MAGIC RESISTANCE: 25%

INTELLIGENCE: *Average to very*

ALIGNMENT: *See below*

SIZE: *Average; (7-8' tall, 17-20' wingspan)*

PSIONIC ATTACK/DEFENSE MODES: *Nil*

Remote, less traveled parts of the world, away from humans, are inhabited by Krolli, a strong race of warm-blooded flying reptilians. They form solitary communities, or eyries, (3-60 in lair, 25% women and young, with 2-3 and ½ hit die each, respectively, and 1-8 7 + 2-hit-die chieftains) which are greatly self-supportive. Krolli live to about 125 years of age.

The Krolli, however, are seldom met at home. While they don't relish the company of humans (and their cousins), they appreciate the wealth to be had in dealing with men, and venture forward to ply their trades.

Krolli encountered among men are generally mercenaries or slavers, when the price is right, though they have been seen as bodyguards or even military officers. Some Neutral and Evil clans use slaves to work fields and mine gems for profit. In short, if profit is to be had among men, Krolli are not averse to investigating the possibilities—but they never intentionally build their eyries within the general sphere of human influence.

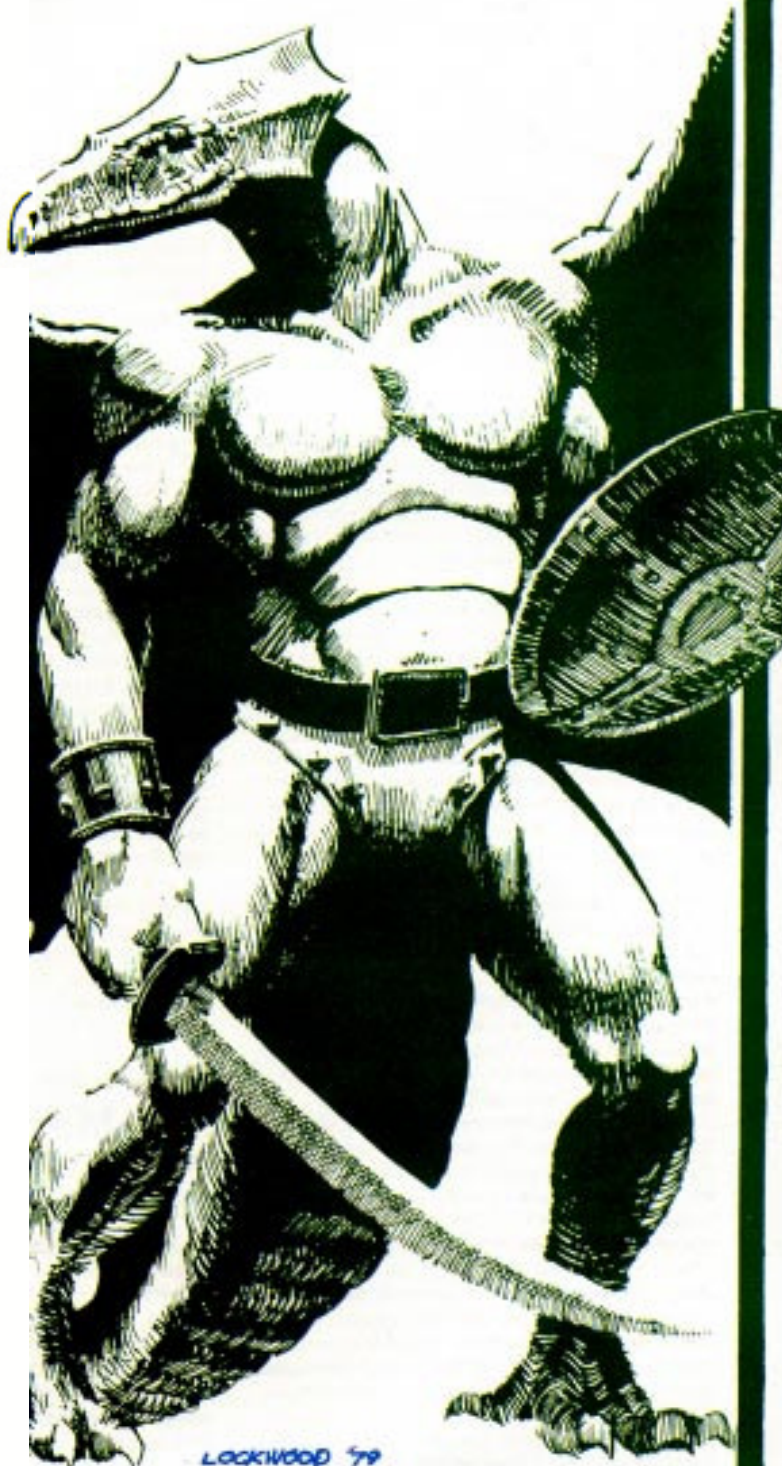
Krolli have a high natural dexterity (18/00), 18/89 strength, and extremely acute senses. Rigorous training from youth enhances these qualities, enabling them to attack with a vicious 3/1 (hand, hand, bite) ratio when standing, or a 4/1 (combo of hand, claw, bite) when airborne. They fight at 3/1 in the air when employing weapons, and there is a 70% chance that no weapon will be used. Krolli can melee with a standing opponent from the air. Note that with a shield, their armor class becomes 2.

Krolli cannot fly for long periods of time, but are easily capable of overtaking a fast horse and rider.

Krolli may be of almost any class, though 95% will be Fighters. Of the remaining 5%, 70% will be Clerics. They can wear no armor, though they often (50%) carry shields. Krolli are almost never Thieves or Assassins.

Krolli are aligned as follows: 60% Neutral, 20% Lawful, and 20% Chaotic (each with 20% chance good, 10% evil).

Krolli eggs have no value on the open market



Dragon's Bestiary

Vulturehounds

Created by Chris Chalmers and Dan Pollak

FREQUENCY: *Rare*
 NO. APPEARING: 4-24
 ARMOR CLASS: 5
 MOVE: 18"/10"
 HIT DICE: 2
 % IN LAIR: 40%
 TREASURE TYPE: *J(x10)*
K(x10), L(x5), M,N
 NO. OF ATTACKS: 1(3)
 DAMAGE/ATTACK: (1-3/1 -3)/1 -6
 SPECIAL ATTACKS: *Nil*
 SPECIAL DEFENSES: *Nil*
 INTELLIGENCE: *Animal*
 ALIGNMENT: *Neutral*
 SIZE: *S (4' Long)*
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*

Vulturehounds are a bizarre combination of vulture and wild dog. They have long, grayish, shaggy hair, and dog-like legs ending in sharp, curved talons. Protruding from their sides are a pair of small wings, and they have a sharp beak in place of a muzzle.

These voracious carnivores foray out from their dens in hunting packs in search of food, which they drag back to their lair to devour. The scant treasure found there will be from their previous victims.

In battle, Vulturehounds will rear up on their hind legs by flapping their wings, thus being able to attack with the two front talons and the beak. If unable to rear up in this fashion, they can only employ their beaks. These creatures gain their high Armor Class rating because of their speed and dexterity.

If Vulturehounds are found in their lair, there is a 50% chance of there being 3-12 pups. Pups have 1-4 hit points, cannot fly, and bite for 1-2 or 1-3 depending on size. Pups bring 500-1,000 g.p. on the open market; they can be trained for war, or hunting, because these animals have a keen sense of smell.

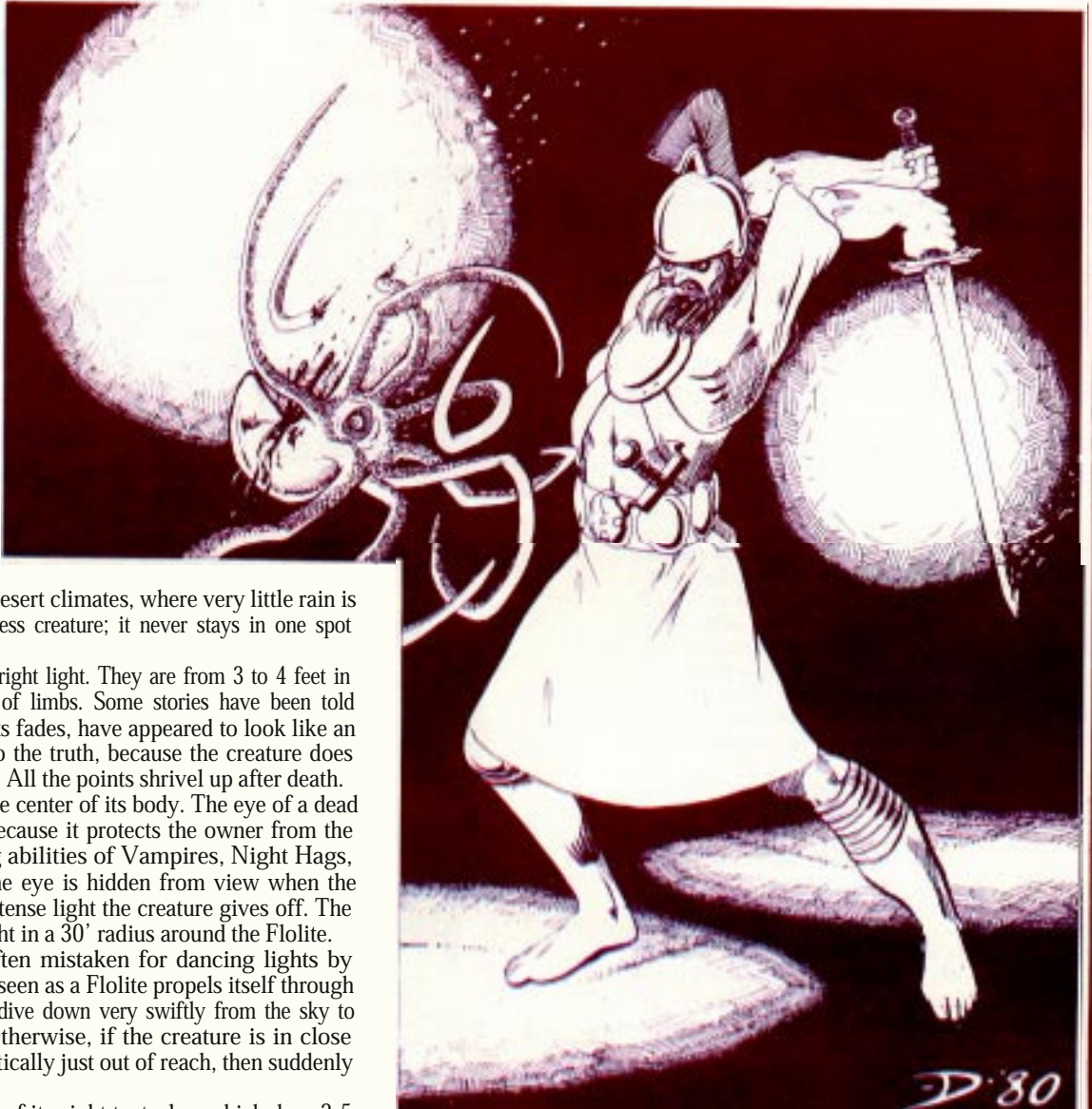


Dragon's Bestiary

The Flolite

Created by Kevin Readman

FREQUENCY: *Very rare*
 NO. APPEARING: 1-3
 ARMOR CLASS: 5
 MOVE: 12" (*Flying*)
 HIT DICE: 5 + 1
 % IN LAIR: *Nil*
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 2-5
 SPECIAL ATTACKS: 1 *Point of strength drained*
 SPECIAL DEFENSES: *Excellent sight and hearing*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *High*
 ALIGNMENT: *Neutral*
 SIZE: 3 to 4 feet diameter, 6" long
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*



The Flolite is found solely in desert climates, where very little rain is received. The Flolite is a very restless creature; it never stays in one spot for very long.

All Flolites look like a ball of bright light. They are from 3 to 4 feet in diameter, with no visible evidence of limbs. Some stories have been told where dying Flolites, as their lights fades, have appeared to look like an eight-pronged star; that is close to the truth, because the creature does have eight long and thin tentacles. All the points shrivel up after death.

A Flolite has a single eye in the center of its body. The eye of a dead Flolite is prized by adventurers because it protects the owner from the level or prime requisite draining abilities of Vampires, Night Hags, Wights, and similar creatures. The eye is hidden from view when the creature is alive because of the intense light the creature gives off. The intensity of the light equals daylight in a 30' radius around the Flolite.

In a dungeon Flolites are often mistaken for dancing lights by adventurers. A tail of light can be seen as a Flolite propels itself through the air. When it can, a Flolite will dive down very swiftly from the sky to attempt to surprise its victim. Otherwise, if the creature is in close confines, it will dance around erratically just out of reach, then suddenly strike.

This creature attacks with one of its eight tentacles, which does 2-5 points damage. Every time the Flolite does 5 points damage in a single round, it drains 1 strength point from its victim. With every strength point it drains the Flolite gains 1-8 hit points. At 3 strength, when the opponent is totally defenseless, the Flolite will simply fly away to find better game. Any opponent able to survive an encounter with a Flolite needs one day of complete rest to regain each strength point lost.

All Flolites go into a frenzy when attacking flying creatures. In

combat in the air, Flolites gain +1 on hit probability and +3 to the damage they cause.

The Flolite has a keen eye which can pick out anything moving on the ground, even from a high altitude. It has no sense of smell, but has excellent hearing (surprised on a 1). Flolites are immune to stinking clouds but otherwise have standard magical resistance. Flolites take double damage from all magical cold and ice attacks.

Dragon's Bestiary

GROUNDSQUID

Created by Larry DiTillio

FREQUENCY: Uncommon
 NO. APPEARING: 1-10
 ARMOR CLASS: Tentacles 3,
 Maw 10
 MOVE: 6"
 HIT DICE: 5-10 (Plus 4 h.p. per
 tentacle over 4; see below)
 NO. OF ATTACKS: 5-10
 DAMAGE PER ATTACK: 1-2
 per tentacle/4-32 maw
 SPECIAL ATTACKS: Surprise
 on 1-5, jells ground.
 SPECIAL DEFENSES: Regen-
 erates tentacles, 2 h.p. per
 round, Only vulnerable spot
 buried below earth.
 MAGIC RESISTANCE:
 Standard
 INTELLIGENCE: Low
 ALIGNMENT: Neutral
 SIZE: Body 5-10 feet diameter,
 tentacles 10-20 feet long.
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil

Groundsquids are a horrid form of mutation, akin to seasquids but developed by a mad wizard to be used on land. They are generally found in the most isolated and dire wilderlands, however, they are sometimes encountered in dirt-floored rooms, usually "seeded" there to protect some vulnerable area.

The Groundsquid has a soft, squishy, mottled green body in which its sucking maw is located, and 5-10 tentacles which are greenish-brown and rubbery. At the tip of each tentacle there is a green, blade-shaped and in which a tiny eye is set. These tentacle ends protrude slightly above the ground and look almost exactly like blades of grass. The number of tentacles is a function of the Groundsquid's size and maturity, and the progression is in one-foot increments; i.e. a 6-die squid has 6 tentacles and a body 6 feet in diameter, a 7-die squid has 7 tentacles and a 3 seven-foot-diameter body, and so on.

Groundsquids attack with tentacles only, each single tentacle hitting as a monster with the same hit dice as the overall squid, i.e. the tentacles of a 5-die squid EACH hit as a 5-die monster. Tentacles take a full 8 h.p. each; if damage in excess of this is done, they are severed. Blunt weapons do one-half damage to tentacles; fire does not harm them.

The maw itself has 4 h.p., for each tentacle over 4; i.e. the maw of a 5-tentacle squid has 4 h.p., that of a 10-die squid has 24 h.p. Severing tentacles does not harm the squid; only a hit directly in the maw will kill it.

Any severed tentacle will be pulled back beneath the earth, where it regenerates at a rate of 2 h.p. per round. If the maw of a Groundsquid is exposed, it is easily aimed at since its location is obvious. However, players should state when they are directing attacks against the maw, since the entire body itself is just casing for the vulnerable maw and hitting it has no effect.

Groundsquids attack in this fashion: The eyes in the tentacle tips spot a likely-looking meal for the maw (which is buried anywhere from 6 to 10 feet below the ground). The Groundsquid will then wait until its intended victim is in the center of its tentacles, which are arranged in a circular fashion to form an area as large as its body proportion. The tentacles will then rise out of the ground with alarming swiftness and try to fasten onto the victim. At the same time, the buried maw secretes a strange fluid which turns the ground above it into a green, jelly-like substance that has the effect of quicksand. The radius of this jell from the maw is the same as that of the squid's body, 2.5 feet for a 5 ft diameter



squid etc. The jelling takes 3 rounds for a 5-6 die squid, 2 for 7-8 die varieties, and but 1 melee round for a 9-10 die Groundsquid.

Once the ground becomes jelly, the tentacles drag the victim down into it at a rate of 3 feet per melee round, while other characters within the jell sink at a rate of 1 foot a round (faster for heavily-loaded or armored characters, or mounts). Once a victim is in over his or her head, suffocation follows in 1-3 rounds (a magic device such as a *Helm of Underwater Action* or *Necklace of Adaptation* will prevent this).

The character snared by tentacles also takes 1-2 pts. crushing damage per round from their grip. Strength of at least 18 is required to break the grip of a tentacle, at the same percentage chance as bending bars. Roll randomly for where characters are grabbed by tentacles (arm, leg, neck, etc.); however, any natural 20 will mean the tentacle wraps around arms and torso, making weapon or spell use impossible, and

more than 3 tentacles hitting will also definitely indicate such helplessness. Once the tentacles have a victim, they will drag him down to the maw, which will engulf him whole, then secrete a powerful acid doing 4-32 pts. of damage per round until the victim is digested.

If a chosen victim does not enter the jellied area, the Groundsquid will still strike at it when it is in range of the tentacles (approximately 4 feet for smaller squids, 6 feet for medium squids, and 10 feet for large squids). Groundsquids generally hide amidst patches of grass, and the earth covering them has a greenish, grassy look so as to cause them to surprise on a 1-5. This surprise factor would probably be modified if the squids were in a dungeon rather than a wilderness.

Groundsquids will gladly devour anything living and are quite immune to all poisons; however, their appetites are a direct function of their size. The 5 or 6-die squid can eat only a halfling, dwarf or gnome and will not attack larger creatures. If the halfling in question is mounted, the squid will drag him off his mount. Likewise, 7-8 die Groundsquids are satisfied with two small characters, or one 6-foot man or elf, or a single horse. In the case of a mounted character, the squid will probably opt to drag him from the horse, though it may entangle both. The large Groundsquid will gladly munch on horse and rider, or two to three large men, or up to 6 smaller humanoids. The Groundsquid's attention is always on its chosen meal or meals, and it will ignore anything else. However, once a meal is secured, it will then attack other characters simply to hold them until the meal is eaten. Once a squid is sated, it will release all held characters and not be hungry again for 2-8 turns.

The jellied ground around a Groundsquid does suck people into it; however, a character can "swim" out if not held by a tentacle so long as he/she has at least average strength. This ground slows movement by 50%, or by 75% if a character is waist deep in it, and the victim will continue to sink at 1 foot per round or more while in it. If oil is poured on the jelly and lit, it will dry out about a 1-foot radius to a muddy consistency; magical fire will dry out more, though naturally any character ensnared will suffer damage if in the midst of such. Normal fire will be extinguished by the jell. The jelly may be frozen by appropriate spells, turned to rock (by a reverse *Transmute Rock to Mud*), or excavated by a *Dig* spell (the best bet, since this will

expose the vulnerable maw). Weapons thrust through the jell are -5 to hit, and in any case a weapon would have to be at least a 10-foot pole arm to reach the maw.

Should the maw be exposed to direct sunlight, the creature will go dormant in 1-6 rounds, and thereafter die in 1-3 turns. However, there is a 50% chance such exposure will cause it to flee. A Groundsquid flees by flopping its body over sideways and burrowing through the earth by secreting the jellifying fluid at its normal movement rate. If all the tentacles are severed from a groundsquid, there is a 35% chance it will do this.

The Groundsquid maw is susceptible to any spell damage, i.e. cold, fire, electricity, which can reach it through its protective sheath of jellied earth. A Magic Missile will not do so, nor will normal missiles, unless sufficient earth has been removed. Naturally, if a squid has a victim in its grasp when earth is moved, it will simply pop it into its maw immediately and try to digest it. There is a chance, however, that quick action will destroy the squid before this happens.

Groundsquid eyes are tiny black balls set into a slit in the blade-like tentacle tips. They are extremely valuable to Magic-Users, alchemists and the like for manufacture of certain potions (DM discretion). The eyes are easily popped out of the slits, though difficult to find unless a close examination is made. However, they quickly become brown, dry and useless once a tentacle tip is severed, unless they are packed in the green, jellied earth in a fairly well-sealed container (like a potion vial). Their value is from 1,000 to 5,000 g.p. per eye.

The jellied earth becomes firm again after the squid has digested its meal or been thwarted, in 2-8 rounds, and it is while it is still jelled that the eyes must be packed in it, though once so packed the firming will still preserve them nevertheless.

Even more valuable is a live groundsquid, which would net from 50,000 to 80,000 g.p. from a collector of exotic beasts or a mage. To keep one alive in sunlight, a thin layer (about 6 inches) of dirt must be shoveled over the body and maw. This will keep it dormant but alive. A layer of dirt over a foot deep will make a squid dangerous once more, especially at night, though its chief goal will be to return deeper into the ground which sustains it



Dragon's Bestiary



Fire-eye Lizard

Created by Josh Susser

FREQUENCY: *Rare*

NO. APPEARING: 7-18

ARMOR CLASS: 4

MOVE: 3"/48"/12"

HIT DICE: 1 + 2 (females 1+3)

% IN LAIR: 95%

TREASURE TYPE: *Nil*

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-4

(females 2-5)

SPECIAL ATTACKS: *Blinding light*

SPECIAL DEFENSES: *Prismatic sphere*

MAGIC RESISTANCE: *Standard*

INTELLIGENCE: *Semi-*

ALIGNMENT: *Neutral*

Size: *S*

PSIONIC ABILITY: *Nil*

Attack/Defense Modes: *Nil*

X.P. VALUE: 36 + 2/hp



The most striking characteristic of the fire-eye lizard is that for which it was named. The eyes of each creature glow with a luminescence that will illuminate a 10-foot radius around the monster.

Fire-eye lizards appear in all colors of the visible spectrum. Color and sex of each one is determined by rolling percentile dice twice and consulting the table below. The eyes of each lizard glow in the same color as its skin.

01-19—Red (01-65 male, 66-00 female)

20-37—Orange (01-60 male, 61-00 female)

38-54—Yellow (01-55 male, 56-00 female)

55-67—Green (01-50 male, 51-00 female)

68-79—Blue (01-45 male, 46-00 female)

80-90—Indigo (01-40 male, 41-00 female)

91-00—Violet (01-35 male, 36-00 female)

Once per hour (6 turns), each lizard may produce a brilliant flash of its eye-light which will blind all creatures (except other fire-eye lizards) within a 1" radius for 2-5 (d6: 1=3, 6=4) rounds. If two or more lizards attack simultaneously in this way, the victim(s) will be blinded for the greatest number of rounds rolled for a particular lizard. If an already blinded victim is attacked in this way again, the duration is rolled for again, and the victim is blinded for this many rounds, but not less than the original number which was rolled for the first attack. The blindness may be countered by any of the clerical healing spells except for the various *Cure . . . wounds* spells.

Each lizard can create a *Prismatic sphere* of its particular color, with a duration of 3 turns. If two or more lizards cooperate in this defensive maneuver (which is likely), they can create a larger sphere which will multiply the power of duplicated colors, or add another color (or colors) to the effect of the sphere.

Male lizards are 16" long, and females are 4" longer. Each lizard has wings which enable it to hover, fly, or swim. Male lizards may carry up to 20 gp extra weight and females up to 40 gp.

Fire-eye lizards love water, and will always lair near a source of fresh water, typically a small cave on a beach or river bank, an abandoned beaver dam, or even in a dungeon (or other subterranean area) if there is water nearby.

When encountered in the lair, there is a 40% chance for each female present that there will be 3-6 eggs. Fire-eye lizard eggs are valuable on the open market (1,000 gp each), since the lizards can be impressed with an empathic bond upon hatching. Impressed fire-eye lizards can be trained for any task (within reason). However, taking the eggs from the lair is not an easy task; all adult lizards present will attack with a fury, receiving a bonus of +1 to hit and damage if the eggs are disturbed.

When discovered and successfully taken from a lair, eggs may be from 10-40 days old. They take 50 days plus or minus 1-4 days to hatch after being laid. The eggs must always be kept warm, at least 95 degrees F; they will not hatch if subjected to temperatures lower than this for a total of 2 turns at any time after being taken from the nest. All eggs in a clutch will hatch at the same time, and color and sex of each hatchling is not determinable until they are hatched.

After hatching, the young must be attended to constantly for two weeks and always kept close to their master in order to be impressed. Lizards which are impressed must be fed at least four times per day (almost any unspoiled food is usable, although raw meat and fish are preferred) and must be treated well by their master in all respects. Individuals who are telepathic or have psionic powers may use their lizards as familiars.

Before reaching maturity (at three months of age), a fire-eye lizard has one-fourth normal hit points, does half damage, and is AC 6. The blinding-light and prismatic-sphere capabilities are gained upon reaching maturity.



Flitte

Created by Pat Rankin

FREQUENCY: *Very rare*
 NO. APPEARING: *1 or 2-5*
 ARMOR CLASS: *3*
 MOVE: *3"/21"*
 HIT DICE: *3 + 1*
 % IN LAIR: *25%*
 TREASURE TYPE: *U*
 NO. OF ATTACKS: *1*

DAMAGE/ATTACK: *1-4*
 SPECIAL ATTACKS: *See below*
 SPECIAL DEFENSES: *See below*
 MAGIC RESISTANCE: *40%*
 INTELLIGENCE: *High*
 ALIGNMENT: *Neutral*
 SIZE: *S (1' at shoulder)*
 PSIONIC ABILITY: *Nil*

Attack/Defense Modes: *Nil*

Flittes were created by a demented wizard who hated all other members of his profession. The animals' sole purpose in life is to reduce the amount of magic in the world, and in order to achieve that purpose they will give up their own lives if necessary.

Flittes have some of the abilities of blink dogs and imps. They can blink (as a blink dog) and can detect magic. They can become invisible twice per day. When encountering a single individual, they can use a suggestion that the character or creature unburden himself of all magic items in his possession. If the victim is meeting the Flitte's gaze, he makes his saving throw at -2. If a magic item has its own intelligence it is allowed its own saving throw (at no penalty), and if the item saves, the character will be also saved from the effects of the suggestion.

In addition to blinking at random during an encounter with a hostile creature, the Flitte can teleport at will with the accuracy of a *Dimension door*. When the Flitte senses the use of powerful magic within 30", it will teleport to a nearby position to observe the situation. If a very powerful magical artifact is present, the Flitte will use its tail "stinger" to attack. The stinger functions as a Rod of Cancellation. When it is used successfully, the Flitte blinks into the ethereal plane and dies. If a Flitte is killed without having used its stinger, the cancellation ability disappears. The stinger can also be used as a regular attack, and in such cases is treated as a +2 dagger.

In the presence of relatively less powerful magic items, the Flitte will use stealth, its suggestion power, and its normal attack (bite for 1-4 pts. damage).

During and after combat, the Flitte can regenerate one lost hit point in every other round, up to a maximum of its original hit point total. If it is reduced to one-third or less of its original hit points without being killed at the same time, it will blink out until it has regenerated back to its original strength.

A Flitte lair is usually a small hollow inside solid rock which can only be reached by teleportation. In a lair there might be an individual (30% chance), but it will usually include a mated pair of Flittes, alone or with 1-3 pups. The pups have one hit die each and can blink and teleport as adults, but have no attack capabilities. A Flitte lair will be near an area which is likely to attract adventurers who possess magic items. An individual Flitte without a lair will journey to such areas, trying to attract a mate or searching for a powerful magic item to steal or neutralize.

In general, the Flitte is a loner. It will not be encountered unless it has sensed the use, or impending use, of powerful magic. Rarely, it can be compelled to serve a master—but its primary purpose remains the destruction of magic, not helping someone else steal it for his/her own use. Flittes have been known to become the "familiar" of certain Monks whose goal is to prevent the use of magic.

Flittes speak common and can converse with blink dogs. They may also speak elvish, dwarvish, and goblin (75% chance for each) plus red dragon and cloud giant languages (25% chance for each).

Description: Flittes have the body of a dog with intelligent-looking eyes. They have long, flexible tails with the stinger on the end. Their forelegs are humanoid arms with hands, and they have wings. They can walk erect on their hind legs for short periods of time, but normally walk on all fours.



Wingless Wonder

Created by Ed Greenwood

FREQUENCY: *Rare*
 NO. APPEARING: *1-2*
 ARMOR CLASS: *8*
 MOVE: *6"*
 HIT DICE: *2+2*
 % IN LAIR: *Nil*
 TREASURE TYPE: *See below*
 NO. OF ATTACKS: *9 (or 12)*
 DAMAGE/ATTACK: *1 (plus grasp)*

SPECIAL ATTACKS: *Nil*
 SPECIAL DEFENSES: *See below*
 MAGIC RESISTANCE: *Total*
 INTELLIGENCE: *Low*
 ALIGNMENT: *Neutral*
 SIZE: *S (4' tall)*
 PSIONIC ABILITY: *See below*
 Attack/Defense Modes: *See below*

The Wingless Wonder is a comical beast that resembles a walking egg (which it has also been called). It stands rather unsteadily on two weak legs that have rubbery, sticky bases, and it has two small arms which it flaps constantly (hence its name). Its mouth is atop its head, surrounded by a fringe of tentacles which are normally 2 feet long but are extendable to 12 feet. Most of these creatures eat only fruits and vegetables and have nine such tentacles. A rare (20% of all Wonders) type is omnivorous and has 12 tentacles.

The tentacles are used to handle items, to bring food to the mouth, and to help the Wonder maneuver. The tentacles feel along anything the Wonder comes into contact with to help determine its nature, since the creature's eyes have a short (1/2") range. The tentacles are rubbery and sticky like the legs, and they will grasp anything they touch, including a character or another creature (unless *Oil of Slipperiness* is used), although the grasp is broken by any hit on the tentacle.

Wonders are blue-green in color with purplish undersides. They redden slightly when angered or excited. Their skin, which is covered by fuzz, is delicate and does not heal quickly. Wonders cannot be subdued. The only sound they make is an occasional high-pitched chittering noise.

Wonders radiate a continuous, natural *Anti-magic shell*, so that any magical attacks (spells or weapons) are halted inches from their



skins. This anti-magic aura is visible as a faint purple-white glow when the Wonder is carrying an egg. Wonders are immune to fire-based attacks as well.

Wonders are curious, seemingly fearless (or stupid), and are attracted to any brilliant red or purple colors or flashy objects. They are fascinated by gems and will consume them although they cannot be digested. Often (70% chance), 5-8 gems will be found in its stomach. These are usually a wide variety of stones, some nearly valueless.

The creatures are apparently bisexual. When a solitary Wonder encounters another of its species, the two will intertwine their tentacles and chitter excitedly in chorus for 2 rounds. This appears to be a mating contact. Wonders carry eggs within their bodies, excreting them at hatching time so that they fall to the ground and split open to reveal a small and even clumsier than usual (but otherwise fully developed) Wonder.

When it is killed a Wonder lashes out at its killer(s) with a *Psionic Blast* of awesome power (-4 on saving throws). This "dying scream" is the only time a Wonder exhibits psionic powers.

Found in all but the coldest regions, Wonders are easily killed, and thus are rare in populated areas. Their flesh is poisonous if eaten, and their skin loses its anti-magic properties upon death. While a skin is intact (it rots in 4-7 days), it can serve as a fireproof cloak, but affords no protection against magical fire.



Huntsmen

Created by Lewis Pulsipher

FREQUENCY: *Very rare*

NO. APPEARING: 3-12

ARMOR CLASS: 7

MOVE: 15"

HIT DICE: 1-4

% IN LAIR: *Nil*

TREASURE TYPE: *Nil*

NO. OF ATTACKS: 1

DAMAGE/ATTACK: *By*

weapon only

SPECIAL ATTACKS: *Nil*

SPECIAL DEFENSES: *See*

below

MAGIC RESISTANCE: *See*

below

INTELLIGENCE: *Average*

ALIGNMENT: *Evil (neutral)*

SIZE: *M*

PSIONIC ABILITY: *Nil*

Attack/Defense Modes: *Nil*

Huntsmen are enchanted monsters of human size and shape which can be created by an evil Magic-User by the process described below. They are a sickly grey-green in color, with pointed ears and four-fingered hands. From a distance they look like humans and can be mistaken for elves in poor visibility. Huntsmen move quietly under normal conditions and consequently have a one-sixth greater than normal chance of surprising a party. They track as Rangers and are themselves surprised only one-sixth of the time. They occasionally wear armor but in so doing lose their ability to move silently and track.

Individually, these creatures are very weak monsters, but in a group they have an ability which increases the strength of survivors when one or more of their comrades is killed. When a Huntsman is killed, its original number of hit points is transferred to others in the group within a maximum range of 10". For example, if one of a group of three Huntsmen is killed, and the dead creature had 12 hit



points to begin with, the survivors each gain 6 hit points. The hit points gained by survivors are always divided evenly, or as evenly as possible, between the survivors. No Huntsman can maintain more than 32 hit points for more than 24 hours, and will always drop back to that level after that much time. No Huntsman can have more than 64 hit points at any time. A *Dispel magic* spell will delay the transfer of hit points for two rounds, and the hit points of any creature killed during that time are lost. A scroll of *Protection from magic* will prevent transfer of hit points within its area of effect (5 feet), either to or from a creature.

Because of the link between Huntsmen, they cannot be charmed, held or attacked psionically unless they are encountered as single creatures. *Charm monster* must be used, not *Charm person*. They can be magically slept only if the *Sleep* spell is sufficiently powerful to put all Huntsmen present to sleep at the same time. However, each creature is treated as a monster with one more hit die than it actually has when considering the effects of *Sleep*. For example, only 2-8 one-hit-die Huntsmen could be slept, not 4-16.

Huntsmen usually work for some evil master, commonly a Magic-User, as guards or members of a patrol. They communicate with their master by pantomime, though they understand orders given in the alignment language of the wizard who created them. Huntsmen will not obey any master who attempts to harm them for any reason.

Wizards can create Huntsmen in large, noisome, liquid-filled vats. Aside from an Enchant an item spell to give the vat its dweomer, the wizard must gather the following materials for each huntsman: two pints troll's blood, entrails of two bugbears, ichor of invisible stalker, 50 pounds of clay, and five gallons of water. The manufacturing process takes two weeks, but needs only three days of attention from the wizard. As many as four Huntsmen may be created at the same time in the same vat if a sufficient amount of materials and a sufficiently large vat are used.

The procedure is as follows, with each step in the creation requiring one full day of attention from the creator. At the start, the wizard must cast *Mending* and *Animal growth* on the materials. After exactly one week he must cast *Shatter* on the materials, and at the start of the last day of the two-week period he must cast *Charm monster* to finish the creation. The number of hit dice for each creature is determined randomly after its creation.

Dragon's Bestiary



The Silkie

Created by Tom Moldvay

FREQUENCY: *Uncommon*

NO. APPEARING: 1-8

ARMOR CLASS: 5

MOVE: 30"

HIT DICE: 6

% IN LAIR: 10%

TREASURE TYPE: *W (no map)*

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 2-8

SPECIAL ATTACKS: *Pack attack*

SPECIAL DEFENSES: *Silver, or + 1 weapon to be hit*

MAGIC RESISTANCE: *Standard*

INTELLIGENCE: *High +*

ALIGNMENT: *Chaotic Good*

SIZE: *L*

PSIONIC ABILITY: *Nil*

The Silkie are a race of wereseals. In their non-animal form, they appear as black-haired, gray-eyed Half Elves and have all typical Half Elf abilities. Silkie Half Elves usually fight with flint spears, daggers, double-headed axes, or polished stone hammers. On land, Silkie warriors wear multi-layered, sharkskin armor and use sharkskin shields (AC4).

Silkie seals are usually distinguishable from normal seals by their large size. Silkie seals have one ramming attack for 2-8. When fighting enemies who are in small to medium-sized boats, Silkie often try to ram the boat en masse, overturning it, then drowning their victims by force of numbers. Silkie often travel with 2-12 seals (AC6, Move 24", HD2, ram attack 1-6). They may summon 1-10 dolphins, provided the dolphins are no further than ½ mile away (1-10 turns away swimming at normal speed).

Silkie are allied to dolphins and Aquatic Elves in their war against Sahuagin and Sharks. Good will exists between the Silkie and the non-aquatic races of Elves and Half Elves (except the Drow). Silkie are tolerant toward Tritons, Locathah, Mermen, and any Human to whom they are related. Silkie are antipathetic toward Ixitxachtil or any other evil sea race, and Neutral toward all other races. Silkie do sometimes feud with fishermen, particularly if the fishermen also hunt seal pelts, net Aquatic Elves, or over-fish an area to near depletion.

All Silkie are descended from Angus MacOdrum. In the legendary past, Angus, a high-level Magic-User and Fighter, led an Aquatic Elven army to victory against a Sahuagin incursion. Angus married 12 Aquatic Elven sisters; from these unions came the Silkie race (Silkie enemies claim this legend is an invention, and that Angus was merely an overly proud magician whom the gods cursed and who passed this curse on to his descendants). Clan MacOdrum encompasses Silkies, Humans, and Aquatic Elves in approximately 50%-25%-25% ratio. The MacOdrum of MacOdrum is always a Silkie, who takes the name Angus upon mounting the Clan throne.

An occasional Silkie family builds a sea cave lair but most (90%) Silkie live in Land Under Wave. Land Under Wave is composed of several unnamed cities built completely under water. The cities are separated by hundreds of miles but are linked into one by a magical teleportation mass-transit system. Each city is kept by a magical bubble dome. The same magic maintains a constant supply of fresh air and the artificial sun which powers the city and provides light, heat, and



allows for weather control. It is usually the climate of early summer or late spring in Land Under Wave. Fruits and vegetables grow all year round (the only meat Silkies eat is that which they catch while as seals).

Land Under Wave is a wonder. Buildings are made of multi-colored, polished marble, heavily ornamented with gold, silver, and jewels. The architectural style is light and airy. All buildings are interconnected by passages under the sea floor. More than half the land area is taken up by intricate formal gardens with flowing brooks and fountains. Land Under Wave would be a paradise were it not for one fact: All servants are captured Humans.

The Silkie roam isolated rock skenies and beaches at night to dance under the moonlight. Whenever they manage to find an unguarded Human baby or child, they will steal that child, replacing it with a soulless changeling. Human MacOdrums are never taken, as they are kin, but all other Humans are fair game.

The captured child is raised in Land Under Wave. The captivity is far from harsh. The child attends Silkie schools and is adopted into Silkie families. Still, the child is a captive, and must serve a full fifty (Human) years from the time the child learns its jobs until the time of release. Even so, captivity is looked upon as a blessing. Time flows differently in Land Under Wave and the period of fifty-year service ages the Human servant but a decade.



Furthermore, the Silkie are natural Magic-Users and teach their servants many useful spells, besides rewarding them handsomely with gold and jewels upon release. Many captives choose to remain in Land Under Wave rather than return to the surface world.

Land Under Wave is filled with magic. The elder Silkie all settle down to a life of elegant leisure intermingled with magical research. Only the younger Silkie venture out of Land Under Wave to mingle with other races and dance beneath the moon.

Unlike other lycanthropes, Silkie can only change into seals by donning a magical seal skin. Any individual who captures a Silkie seal skin can force that Silkie to do his bidding. A controlled Silkie cannot lie to its master and will perform any reasonable service or promise any reasonable ransom for the return of his seal skin (without which he

cannot dive deep enough to reach Land Under Wave). As long as the captor continues to act honorably, the Silkie will faithfully fulfill its part of the bargain. Any dishonorable or treacherous act on the captor's part frees the Silkie from obligation.

Silkies, in human form, may cast the following spells: *Friends*, *Mending*, *Unseen Servant*, *Read Magic*, *Forget*, *Fools Gold*, *Gust of Wind*, and *Lightning Bolt*. All spells are cast as a sixth-level Magic-User. A captive Silkie is under magical geas not to use its spells against its captor. The geas holds only so long as the captor's actions remain honorable with respect to the Silkie. The elder Silkie have much more powerful spells, particularly sea magic and weather magic, but they venture out of Land Under Wave only on extreme occasions and are encountered very rarely.

Tomb Tapper



Created by Ed Greenwood

FREQUENCY: *Very Rare*

NO. APPEARING: 1-12

ARMOR CLASS: -2

MOVE: 10"

HIT DICE: 8+4

% IN LAIR: 30%

TREASURE TYPE: *See below*

NO. OF ATTACKS: 3

DAMAGE/ATTACK: 4-20/4-20/10-30, or 6-18 (hammer)

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: *Standard*

INTELLIGENCE: *High*

ALIGNMENT: *Neutral*

SIZE: L (15-21' tall)

PSIONIC ABILITY: 164-212

Attack/Defense Modes: E/F,J

The Thaalud, or "Tomb Tappers," dwell in the depths of the earth and are rarely seen by men. The echoes of their massive hammers are sometimes audible through the rock for great distances as they hew new caverns and passageways. They shun almost all other creatures, but this tendency is often overcome by their lust for magic.

Tappers spend their lives in an eternal search for the Source Of All Magic, which they believe to be somewhere deep in the earth. They are somewhat in awe of earth elementals, believing them to be created at this mysterious source, and are reluctant to attack them for this reason. Tomb Tappers often burrow up to plunder magical devices from tombs (hence their name), or try to seize such devices from creatures they encounter. They never use magical items in battle, but protect and venerate them. The only other treasure Tappers have consists of pretty rocks, such as quartz, jade, agate, and amethyst (i.e., not gems which are dull when uncut). These they keep in caverns of glowrock in the utter depths.

Naturally long-lived, Tappers are externally identical, and their sexual activity remains a mystery. No pregnant Tappers have ever been seen. When killed, Tappers turn to stone in 1-2 rounds. They save vs. petrification at -2, and are immune to *Charm*, *Fear*, *Sleep*, and *Fire* and *Cold* - based spells. Electrical attacks do half or (if save is made) no damage.

Tappers are tall and humanoid, with very hard, blue-gray skin and great claws which can dig through solid rock. They are sometimes called "the Faceless" due to their featureless heads. Tappers "see" by a form of sonar, accurate up to 44", and require no light. Thus, they are able to locate *Invisible* creatures, and are unaffected by *Illusions*, *Hypnotic Patterns*, and other sight-related spells.

Tappers can communicate with their own kind through a series of humming sounds made by skin vibration and with other creatures through the use of psionic *Telepathy*. (Individual Tappers will have 158+6d8 psionic strength points.) Tappers have the natural ability to *Detect Magic* at will, and can *Animate Rock* once every 12 turns. The latter spell lasts for 4-6 rounds, and up to 9 cubic feet of rock may be affected.

Tapper have gigantic mouths in their abdomens. These jaws can crush rock, from which Tappers extract mineral sustenance. Tappers can take in water through their skin (which is hairless and varies in porosity as the Tapper wills).

Tappers customarily wield great (10' long) hammers of arenite, an alloy they derive from magma. It is heavy, very durable, and harder than most rock. Tappers may wield these hammers one-handed (-2 to hit), and throw them with great accuracy (+2 to hit due to "sonar").

Tappers occasionally aid or cooperate with dwarves, whose magical items they will leave unmolested. They also have no interest in the magic of Drow. They hate Umber Hulks, sometimes enslaving specimens from birth. Tappers and Xorn tend to ignore one another.

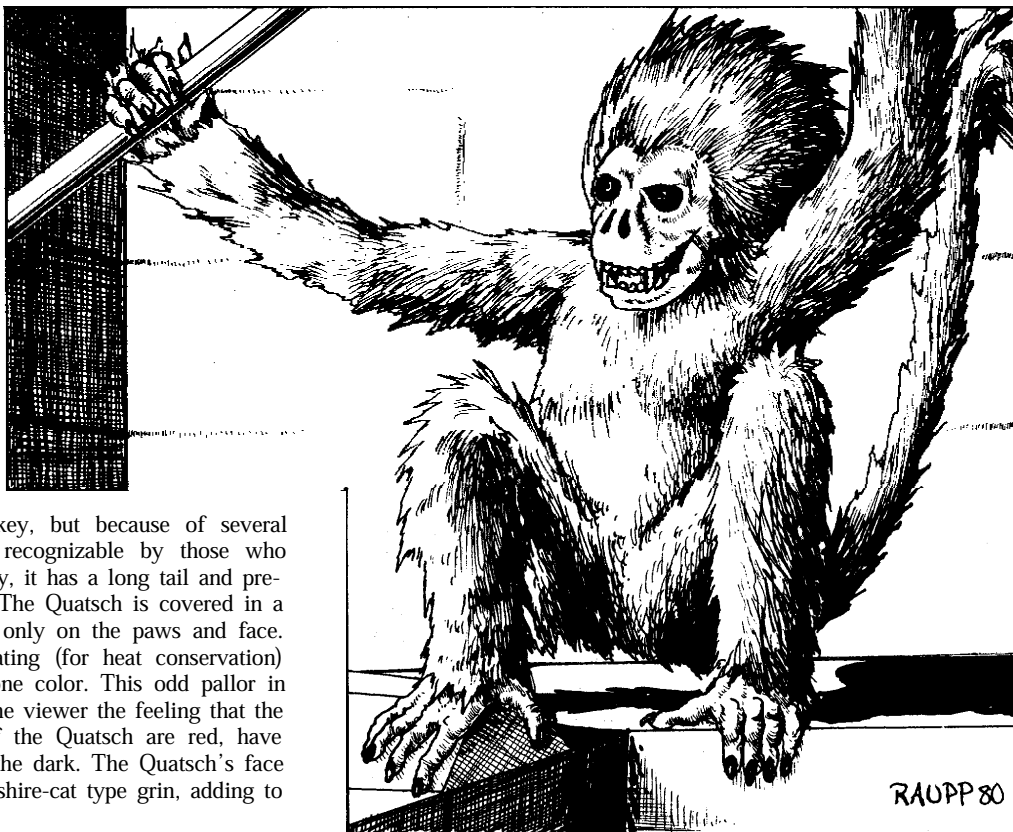
Dragon's Bestiary



Quatsch

Created by Andrew South

FREQUENCY: *Very rare*
 NUMBER APPEARING: 2-12
 ARMOR CLASS: 5
 MOVE: 15"
 HIT DICE: 1
 % IN LAIR: 15%
 TREASURE TYPE: Q
 NUMBER OF ATTACKS: 1
 DAMAGE/ATTACK: 1-4
 SPECIAL ATTACKS: *Voice*
causes confusion
 SPECIAL DEFENSES: *Nil*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Average-High*
 ALIGNMENT: *Chaotic neutral*
 SIZE: S (2' high)
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*



This creature resembles a small monkey, but because of several distinguishing characteristics is instantly recognizable by those who know of its existence. Much like a monkey, it has a long tail and prehensile feet, but here the similarity ends. The Quatsch is covered in a bright yellow coat of shaggy fur, broken only on the paws and face. Here the Quatsch has little blood circulating (for heat conservation) and thus these areas have a death-like bone color. This odd pallor in the Quatsch's face and paws often gives the viewer the feeling that the creature is wearing a mask. The eyes of the Quatsch are red, have 120" infravision, and glow somewhat in the dark. The Quatsch's face seems to be perpetually twisted into a cheshire-cat type grin, adding to the overall mask-like impression.

The Quatsch inhabits dungeons, ruins or other deserted buildings. Typically it will find itself a favorite perch such as a shelf or door jamb and sit on it for hours on end, only leaving to catch small animals moving nearby, which it uses as food. Hidden in a niche somewhere near will be the Quatsch's treasure — usually a small collection of gems, beads, and other bright objects the creature collects from the area in which it lives.

The Quatsch is not generally hostile, but the unintended effects of its strange mode of thinking have resulted in much enmity between it and man. To humankind, the Quatsch's logic seems illogical, its deductions random, and its thinking processes paradoxical. The effects of talking to a Quatsch are immediate — the victim becomes totally confused and disoriented, as his accepted basis of thinking falls in a heap. Treat this effect as a *Confusion* spell, but only characters with great mental discipline are entitled to a saving throw. All characters above 6th level gain a saving throw, which Magic-Users and Clerics make at +2. Monks above 6th level are never affected. At 6th level and below, only Monks, Magic-Users and Clerics gain a saving throw, which Monks make at +2. This confusion lasts from 2-8 melee rounds, during which time the Quatsch will watch with extreme puzzlement. After this period of time, all affected make another save vs. magic as above, to see whether or not they are permanently insane. This done, all creatures are released from the effects of the Quatsch (unless it begins talking once more!).

The best defenses against this creature are Silence 15' radius spells, since if a threatening figure approaches it the Quatsch begins to

babble (asking for its life to be spared, etc.), thus beginning the confusion process. Approaching a Quatsch with blocked ears and trying to reason with it is pointless, since the creature cannot understand the logic in the request, and would prefer to answer in irrelevancies anyway. If chased or attacked it will scuttle off at a tremendous speed and follow at a safe distance. If at any time kindness is shown to the Quatsch it will be nearly impossible to get rid of, shouting nonsensical questions at the party. Note that attacking a Quatsch is not a good idea (depending some/what on circumstances), since it cannot be held responsible for the unfortunate effects its thinking processes have on human beings. If cornered, the Quatsch can deliver a vicious bite for 1-4 points damage.

Those made insane by the Quatsch can understand its thinking and are therefore afterward immune to its effects. Such people may actually befriend the creature, and this is not too difficult.

Because of its unique color, the pelt of the Quatsch is worth 100 gp intact, but those trying to obtain such pelts often come back gibbering idiots. The Quatsch speak the common tongue, and their own tongue (which cannot be learned by those not made insane by a Quatsch).

When playing the part of this animal, the Dungeon Master should try to imitate the alien mode of thinking, and have the creature say things that will bewilder the players. Since reading the mind of a Quatsch has the same effect as listening to it, the Quatsch is a sovereign remedy for players who continually listen at doors, use clair-audience, or ESP to the detriment of the game!



Necroton

Created by Phil Meyers

FREQUENCY: *Very rare*
 NO. APPEARING: 1
 ARMOR CLASS: 3/-1
 MOVE: 12"
 HIT DICE: 40,45,50,55 or 60
hit points (8-12 dice)

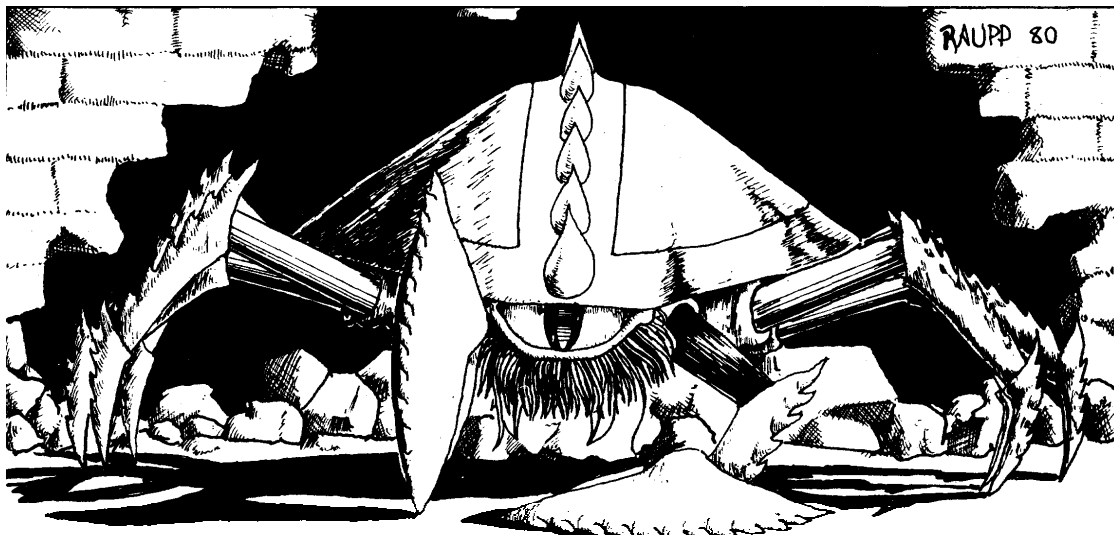
% IN LAIR: 0%
 TREASURE TYPE: F
 NO. OF ATTACKS: 2
 DAMAGE/ATTACK: 2- 12/2- 12
 SPECIAL ATTACKS: *Eyebeams*
 SPECIAL DEFENSES: +1 or
better weapon to hit; see
below

MAGIC RESISTANCE: *See*
below

INTELLIGENCE: *Semi-*
 ALIGNMENT: *Neutral or*
Neutral (evil)

SIZE: L (4'-6' diameter)
 PSIONIC ABILITY: *Nil*

Attack/Defense Modes: *Nil*



A greedy wizard is said to have designed the first Necroton. There can be no doubt that this is the case, for the appearance of the metal-bodied Necroton is convincing proof of its artificial origin. At first glance this creature appears to be some sort of giant crab. Its large, oval-shaped metallic body and multiple sets of legs give this impression, as do its two forepincers. However, its luminous central eye marks it as something quite more than this.

The Necroton is a golem-like creature created by a Neutral or Evil Magic-User using the following spells: *Wish, Polymorph Any Object, Wizard Eye, Geas, Hold Monster, Fireball, and Detect Magic*. The cost and construction time is the same as that required for iron golems.

A Necroton's purpose is to gather treasure for its creator, and to this end it can be employed in two ways. First, if the creator has a specific target in mind, the actions of the creature can be directed by the creator. This can be done by normal verbal commands or by means of a Message spell. In either case the creator must accompany the Necroton personally, for it will not heed instructions from anyone else. If the creator owns a *Crystal Ball* a special form of direct control is possible. The *crystal ball* enables the creator to see what the Necroton sees and allows the transmission of commands from afar by means of a *message* spell. When used in this fashion there is no range limitation to the *message* spell, and intervening objects other than lead will not block the transmission.

A creating wizard who has better things to do may elect to send the creature out on its own without direct guidance. In this case the creator gives the creature a simple set of instructions at the outset of its mission. Thereafter the Necroton will unquestioningly obey these orders until they are countermanded by the creator.

A Necroton prefers to attack by means of its powerful central eye. This eye can fire a paralysis ray that will paralyze any single creature for 1-3 turns. It can fire this ray every other round. Once per day the central eye can fire an energy burst that acts as a *fireball* spell equal to the hit dice of the Necroton in six-sided dice. The range of both eye attacks is 15". The energy burst can be fired in place of the paralysis beam in any given round, but the Necroton will be unable to use its paralysis beam for three rounds thereafter, because it must build up its power during that time. Either of these attack forms can be used in melee in addition to the creature's physical attack by means of its pincers.

Most Necrotons are instructed not to use their fireballs unless pressed, for the explosion may damage the magic items that the

creature has been sent to collect. During the round before the fireball is set off, the translucent ridge on the Necroton's back will pulsate with a white light that grows to peak intensity just before the fireball is loosed. The creature can abort throwing its fireball if all possible targets have moved out of range at this time. The creator may at any time give a self-destruct command which will do damage as the fireball, but will be centered on the Necroton. It is also 33% likely that this will happen when the creature is destroyed in combat.

If the Necroton is successful in paralyzing 1 or more members of a party and driving the others off, it will approach the fallen victims and loot their bodies with its pincers. The central eye can detect magic, 6" range, and all magic items will be taken first. Treasure in the form of gold, platinum, gems, or jewelry will be taken also. The creature then opens a compartment in its back and loads the treasure inside — this compartment is 3'x3'x1' in large Necrotons and 2'x2'x1' in smaller ones. If its treasure compartment is full, or if some other instruction from its master requires it, the creature will then return to its master. Whether or not it kills its helpless victims depends on its instructions.

Often a Necroton will be used in conjunction with other minions of the Magic-User whose assignment is to soften up a party for the Necroton's attack. If it is encountered as a wandering monster it is 75% likely that its creator is watching its activities from afar by means of a *crystal ball* as explained previously. Otherwise it will be acting on its own, and in such a case it is 25% likely to be returning to its master with treasure. Such a treasure will consist of all the treasures listed for Treasure Type F. A Necroton can also be placed in a particular spot by its master, where it will remain, dormant, until magic items are brought within 6" of its hiding place. It will then attack on its own to gain treasure for its master.

The central eye of the Necroton can be attacked separately. It is AC -1 and takes 15 hit points that are not part of the Necroton's basic total. If the creature loses its central eye it is blinded and will retreat as best it can unless ordered to do otherwise by its creator. Necrotons have no difficulty traveling underwater on the sea floor. Fire-based attacks will slow a Necroton, but the creature is otherwise unaffected by spells. These creatures are vulnerable to the attacks of Rust Monsters.

Hit Dice	Experience Point Value
8	1375 + 10/h.p.
9	2100 + 12/h.p.
10	3150 + 15/h.p.
11-12	4550 + 16/h.p.



Well Spirit

Created by Greg Holley

FREQUENCY: *Very rare*
 NO. APPEARING: *1*
 ARMOR CLASS: *0*
 MOVE: *18"/24"*
 HIT DICE: *6-13*
 % IN LAIR: *100%*
 TREASURE TYPE: *See below*
 NO. OF ATTACKS: *See below*
 DAMAGE/ATTACK: *See below*

SPECIAL ATTACKS:
Drowning
 SPECIAL DEFENSES: *See below*
 MAGIC RESISTANCE: *10%*
 INTELLIGENCE: *Godlike*
 ALIGNMENT: *Neutral*
 SIZE: *L (15'-30' long, 3'-6' diameter)*
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*

Well Spirits are super-intelligent creatures from the Elemental Plane of Water. During the middle stages of their lives, they often come to the Prime Material Plane. On the Elemental Plane of Water, they can be found in various locations and numbers, but on the Prime Material Plane they can only be found singly in wishing wells.

Well Spirits begin their lives on the Elemental Plane of Water. At the age of 250-300 years, they come to the Prime Material Plane as 6 +2 hit dice creatures and make their lairs in wells. When they gain treasure equal to 5,000 gold pieces per hit die, they grow in strength, gaining a hit die, and possibly a hit point plus as well. For example, when a Well Spirit with 8 + 2 hit dice gains 40,000 gp, it becomes a Spirit with 9 + 3 hit dice. The treasure is consumed in the process, so a Well Spirit will always have less than 5,000 gp per hit die. When a Well Spirit with 13 + 4 hit dice gains 65,000 gp, it teleports to the Elemental Plane of Water as a full adult.

Well Spirits attack by hitting opponents with their pseudopods (much like being hit by an immense wave). On any roll of 19 or 20, the Well Spirit begins to "drown" its opponent. A person being drowned can survive for 2-5 melee rounds plus one half of his/her hit die adjustment due to Constitution (This would be a penalty for victims with Constitutions below 7.). Each round, the victim may attempt to save vs. dragon breath at -2 for each round he or she has been drowning. If at any time the adventurer makes his or her saving throw, he or she has broken free and may fight in the next round. However, for the next 3-6 melee rounds, the victim will fight at -3 on his or her "to hit" dice rolls. A person may not fight while being drowned.

The Well Spirit's special defense is that normal weapons do only half damage, magical weapons do half or full damage (full damage if the attacker makes his saving throw vs. spell at +1 for each "+" of weapon), and electrical attacks do no damage. Fire-based or fire-using attacks do double damage and may reduce the Spirit's hit dice because of evaporation, thus reducing its attacks, etc. Divide the total hit points by hit dice and round up to find hit points per die. Whenever the Well Spirit loses this many hit points from a fire-based attack, it will lose 1 hit die as far as attacks, damage, etc. are concerned. If a Well Spirit has 6 + 2 hit dice, it cannot lose any more hit dice.

When a Well Spirit is attacked by a cold-based attack, it takes 1½ damage, or double subduing damage (qv).

Well Spirits can be subdued, but subduing attacks do only ¾ of the damage that would otherwise be inflicted. Two exceptions are cold-based attacks, which do double damage when subduing, and fire-based attacks, which cannot subdue. 25% of subduing damage is actual, the rest regenerates at a rate of 2 hp per round. The Well Spirit is subdued when it has lost all of its hit points as a result of subduing damage, or a combination of actual and subduing damage. A subdued Well Spirit will grant wishes. A subdued Well Spirit will remain subdued for 7 - 10 (d4 + 6) days after its subdual. After this time it will only stay with an adventurer if it is given at least 1,000 gp per hit dice of the Spirit, and a well to inhabit. The well must be at least 4 feet in diameter



and 50 feet deep. The walls must be lined with stone, and the water must be reasonably clean.

Since Well Spirits inhabit wishing wells, they can grant from 1 to 3 *Wishes* to a party, the number depending on the size of the Spirit. *Wishes* may be granted either after subdual or after a sizable gift of treasure (at least 1,000 gp per hit die of the Spirit) has been given to the Spirit.

Well Spirits are predominantly Neutral. However, 10% are of a random alignment. Well Spirits of Good alignment will not willingly grant an evil wish, although they will do so if subdued. Regardless of alignment, a Well Spirit may attack someone it considers too greedy (i.e., someone who gives the Well Spirit too little treasure or tries to get too many wishes).

Description: A Well Spirit appears similar to a Water Elemental.

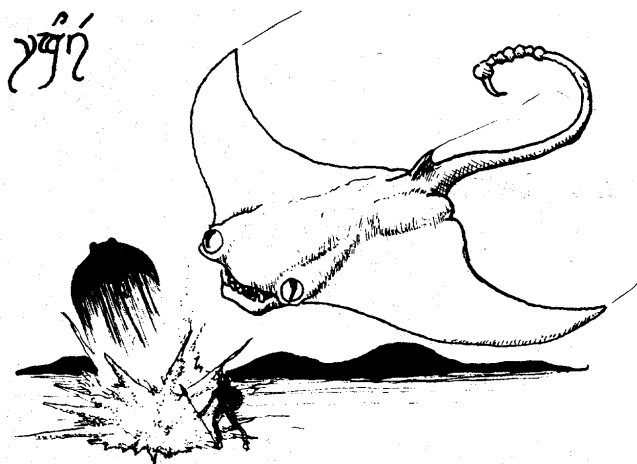
Hit Dice	# of Wishes	# of Attacks	Damage/Attack	X.P.	Lvl.
6 + 2	1	2	1-10	955 + 8/hp	VII
7 + 2	1	2	1-10	1450 + 10/hp	VII
8 + 2	1	2	1-10	2300 + 12/hp	VIII
9 + 3	1	3	2-16	4050 + 14/hp	VIII
10 + 3	2	3	2-16	4050 + 14/hp	VIII
11 + 3	2	3	2-16	5950 + 16/hp	IX
12 + 4	3	4	3-24	6650 + 16/hp	IX
13 + 4	3	5	4-32	10400 + 18/hp	X



Sandbats

Created by Jon Mattson

FREQUENCY: *Rare*
 NUMBER APPEARING: 1
 ARMOR CLASS: 5 (2)
 MOVE: 6" (24")
 HIT DICE: 5 + 1
 % IN LAIR: 90%
 TREASURE TYPE: *See below*
 NO. OF ATTACKS: 1 or 1
 DAMAGE/ATTACK: 2-8 or 1-3
 SPECIAL ATTACKS: *Sting; Surprise on 1-5*
 SPECIAL DEFENSES: *See below*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Animal*
 ALIGNMENT: *Neutral*
 SIZE: *M (6 1/2' long)*
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*
 MONSTER LEVEL: *VI*
 EXPERIENCE VALUE: *400 + 6/hit point*



about its lair under the sand (from previous victims) with a slight chance (15%) of having a larger hoard (types L, M, and Q added). However, its stomach or gizzard will often (70%) contain 1-6 gems (which it uses to help digest its food).

Description: As mentioned previously, sandbats look rather like large, khaki-colored manta rays, with jutting eyes like those of a frog and huge maws full of dagger-like teeth. They have flexible skin "wings" and long, whip-like tails with scorpion-type stingers.

Swampbats

Swampbats are distantly related to sandbats, and, as such, have many of the same attributes. However, swampbats (as their name implies) live principally in dark, marshy areas where they float on the surface of the water, looking rather like large plants (lily pads), until someone gets close enough for them to strike, when they will lash out as does a sandbat. Though these creatures do not have stingers like their cousins, their maws are larger and are lined with hundreds of tiny, needle-like teeth (rather like that of a leech). When a swampbat scores a hit, it injects a poison into the victim which will anesthetize him for 1-4 normal turns unless he makes his saving throw versus paralysis, in addition to doing the usual 2-8 points of damage. The bat will then cling to its victim with hook-like fangs and drain his blood at a rate of 5 points per round, up to a maximum amount equalling the creature's original hit points or until the victim is killed.

Of course, swampbats cannot spray sand behind them as do sandbats, but they can dive underwater if hard pressed (they have gills), and can swim at 9" per turn. They can glide, as do sandbats, at 6" per turn (24" on the first striking round), but only for a maximum of 2 turns.

Swampbats do not have any lair treasure except type Q (20% of the time), which will be hidden under nearby rocks (underwater) for storage, but they have the usual sandbat treasure in their gizzards.

Except for the information noted here and for the fact that 1-4 swampbats will be in any given area, these creatures are treated exactly like sandbats.

Description: Swampbats appear much the same as sandbats but are dark green in color with pale green and blue splotches. They have no stingers on the end of their snaky tails, but their maws are round and full of hundreds of tiny, needle-like teeth.

NOTE: The referee may rule that anyone who is near a swampbat or sandbat (but not close enough for it to strike) has a 10% chance per turn of noticing its eyes (double this if searching). This chance is increased by 10% at night or in darkness because the eyes glow (though it will be harder to tell what they are).

Sandbats are manta ray-like creatures found only in desert regions, large seashores, and other sandy areas. A sandbat will lie buried just beneath the sand with only its raised, frog-like eyes sticking out until someone walks within ten to twenty feet of it. Then the creature will strike suddenly, shooting up out of the sand (spraying grit in its victim's eyes 20% of the time, thus blinding him for 1-2 melee rounds) and surprising opponents on 1-5 on a six-sided die.

Though these beasts can glide only 6" per turn normally (and then only for short distances), they travel at up to 24" per turn when first striking (and so are armor class 2 instead of 5 on the first round). In fact; they move-so quickly and silently that only a person with Dexterity of 17 or 18 has even a small chance of ducking out of their way even if he is not surprised (25% chance with Dexterity of 17; 40% with Dexterity of 18). If the person is surprised, the creature will attack him with one free round, and the victim gets no Dexterity defense bonus on that round.

A sandbat will always bite for 2-8 points of damage when it first strikes, but thereafter there is a 50% chance each round that it will use the stinger on the end of its snaky tail instead. This sting does 1-3 points of damage when it hits, and will paralyze the opponent on the next round if he does not make his saving throw versus paralysis. This paralysis lasts for 30 rounds minus the victim's Constitution score. In addition, the victim will lose 4 strength points when the paralysis wears off, gained back at a rate of 1 per turn thereafter. Once the sandbat has paralyzed one opponent, it will attempt to drag him into its lair under the sand to devour him (it must score a hit with its mouth to do so, but it will only use its mouth on an already-paralyzed opponent and it receives plus 4 hit probability to hit such a victim, in addition to the loss of the victim's Dexterity defense bonus). Only a direct, damaging hit on the creature will prevent it from dragging off a victim, and it will usually (70%) ignore attackers in its attempt to drag off the victim.

If hard pressed (down to 5 or fewer hit points or greatly outnumbered), a sandbat will attempt to escape by diving into the sand and blowing up a thick cloud of grit behind it (effectively blinding would-be chasers for 1-6 rounds).

A sandbat will typically have only types J and K treasure scattered

Dragon's Bestiary





Amazon

FREQUENCY: *Rare*
 NUMBER APPEARING: 30-300
 ARMOR CLASS: 6 (7)
 MOVE: 12"
 HIT DICE: 1-6 hit points
 % IN LAIR: 80%
 TREASURE TYPE: A, Q x 20, T in lair; M on individuals
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: By weapon type
 SPECIAL ATTACKS: Leader types
 SPECIAL DEFENSES: Leader types
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Average to very
 ALIGNMENT: Neutral
 SIZE: M
 PSIONIC ABILITY: Leader types
 Attack Defense Modes: Leader types

Amazons are women (and men) who are generally found in tropical and subtropical regions; they are not usually nomadic, and live in small well-guarded towns and cities, often walled. Amazon women perform all the functions that we would think of men as performing (like fighting and hunting), while the men are generally passive homebodies, and have a lower status than in most other societies. Both sexes generally see their situation as being proper and normal, and they will resist changes to the contrary. Male

adventurers may find themselves objects of curiosity and disbelief ("Don't you men know you could get lost or killed out in the wilderness? That's woman's work!"); attempts to establish male superiority will meet with derision, anger, and possible ostracism, expulsion, or arrest. Amazon colonies tend to be geographically isolated from the rest of the world, and have little external trade.

Higher-level Fighters, Magic-Users, and Clerics will be found (all of them female) in the same levels and percentages as found using the bandit tables; i.e., for every 20 amazons, there will be a 3rd-level fighting woman, etc. The mounting, armor, and arms of an amazon colony are as follows:

Studded leather armor, long composite bow	10%
Studded leather armor & shield, sword	30%
Studded leather armor & shield, spear	20%
Studded leather armor, 3 javelins	10%
Light horse, leather armor & shield, spear or lance	10%
Light horse, leather armor & shield, sword	10%
Light horse, leather armor, short composite bow	10%

Cities and towns will have 1-4 ballistae and a 50% chance of 1-4 catapults placed on towers around the walls. Higher-level personages have a 2% chance per level of having acquired a unicorn as a mount, and will not be found wearing heavier armor than chainmail. If magical armor is indicated for such a character, it will be of that type.

Deities worshipped by amazon tribes are invariably female, and representative of power or war.

Tolwar

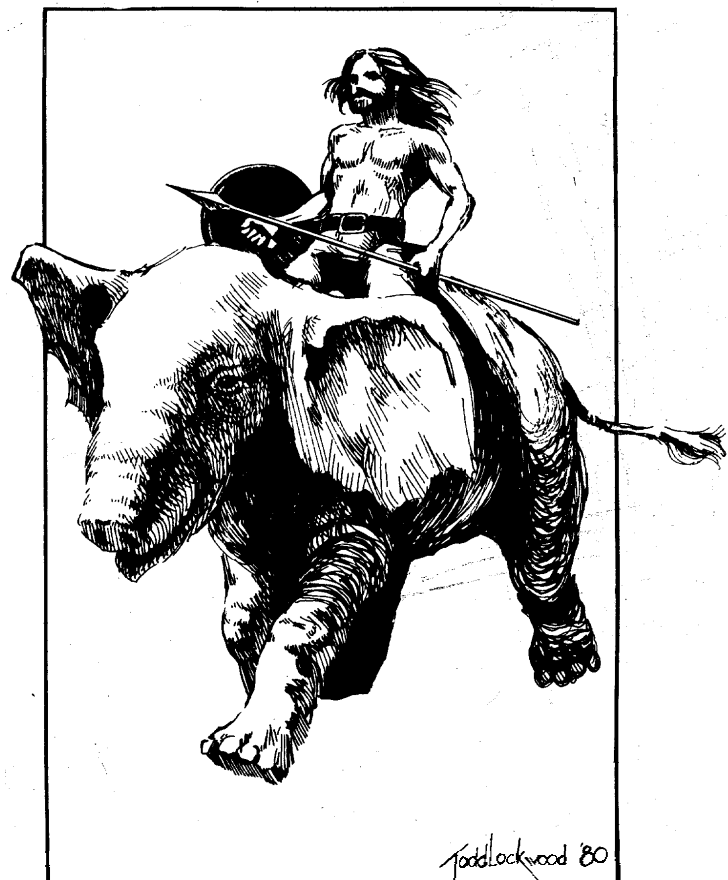
FREQUENCY: *Uncommon*
 NO. APPEARING: 5-16
 (d12+4) + 1-4 infants
 ARMOR CLASS: 5
 MOVE: 15"
 HIT DICE 6
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 1 (2)
 DAMAGE/ATTACK: (see below)
 SPECIAL ATTACKS: Hurling stones for 2-24 points damage
 SPECIAL DEFENSES: See below. Also, superior bearing, surprise only on a 1.
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Animal
 SIZE: L (6' high at shoulder)
 PSIONIC ABILITY: Nil

Tolwars are herd animals, preferring open grasslands, near water, to other terrain. At first glance, they appear to be little more than undersized, trunkless elephants. The error of this assumption will soon become obvious to anyone who should attack them, however.

Tolwars are able to employ at will a limited form of telekinesis, which they use to uproot grass or playfully throw waterballs at each other. In addition, it can be used twice per round to various advantages. By telekinesis, Tolwars are able to lift up to 1000 gp weight, such as a large boulder, and hurl it at an opponent, doing 2-24 points of damage. Similarly, such missiles can be caught by Tolwars' telekinesis 50% of the time. Up to 2 normal missiles, such as arrows, bolts, or spears, can also be caught in a round (75% chance for each catch), or the above functions (hurling and catching) can be mixed as needed, up to two actions per round. The telekinetic ability has a functioning range of 2", though boulders may be hurled as far as 10", with a -2 to hit at long range (5" or more) and a -1 to hit at medium range (3").

A Tolwar raised from infancy by a single person becomes a loyal, loving mount. They are the equal of horses in intelligence, and,

Created by Todd Lockwood





though slower, are much harder. At 7500 gp weight carried they are slowed to half speed, up to their maximum load of 10,000 gp weight. They will defend their masters dutifully to the death, assaulting their enemies with boulders or other handy objects, or catching missiles hurled at their riders. They may also trample opponents for 2-8 points damage with each forefoot which hits, striking once per round (double damage if charging). A trained Tolwar will defend his master from the second round of battle onward. It should be noted that if a Tolwar successfully tramples an opponent, the victim will be prone on the next round unless initiative is gained. Lance thrusts made from a Tolwar's back do damage as from the back of a heavy warhorse, with +4 to damage.

Tolwars are not easy to raise or train. First of all, before they are bought or captured, a pen strong enough to contain them must be built. For obvious reasons, the pen and all the ground within 2" of it should be cleared of any movable object. Gates or doors must be designed with padlocks, for a Tolwar will easily lift bars. The pen walls will always need to be of stone. The pen must be at least 100 feet square, to allow the growing Tolwar room to exercise. A three-foot thickness of stone, six feet high, of the dimension of 100 feet to a side, will probably cost around 1200 gp. A shelter of stone will also

have to be built, at about the same cost. And of course, all stones used in construction had better weigh more than 1000 gp!

In addition, if an infant Tolwar's initial reaction is not 60% or greater, it will not respond to its new owner, eventually becoming unmanageable.

Infant Tolwar have 2 hit dice. Newborns can already telekinese 250 gp weight, and hurl small stones as far as 4", doing 1-8 points of damage. They may also butt with their heads for 1-3 points of damage. An adult Tolwar consumes roughly five times as much grain as a heavy warhorse each day, at 5 sp a meal. Once imprinted, a Tolwar will never favor anyone but the man who raised it.

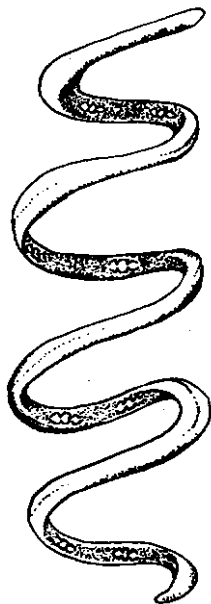
Saddles, barding, and other accoutrements generally cost triple the price of the same gear for a horse. Bridle and bit are unnecessary, as a Tolwar is guided by nudging it with the foot behind one ear or the other.

Tolwars give birth to only one infant at a time (after 1½ years pregnancy). Infants take 4 years to reach maturity, although they can be ridden into battle after only 2 years. They live to around 20 years of age.

A healthy infant Tolwar is valued at 10,000 gp on the open market.

Lythlyx

FREQUENCY: *Rare*
 NO. APPEARING: 1-18
 ARMOR CLASS: 1
 MOVE: 6"/8"/9"
 HIT DICE: 5+6
 % IN LAIR: *Nil*
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 2-12,
 3-18 (*constriction*), or
 1-4 *per mouth*
 SPECIAL ATTACKS: *Drain blood*
 SPECIAL DEFENSES: *See below*
 MAGIC RESISTANCE:
Standard
 INTELLIGENCE: *Average*
 ALIGNMENT: *Neutral*
 SIZE: *L (14-21' long)*
 PSIONIC ABILITY: 21-120
 Attack Defense Modes:
A,B,D,E/F,I,J



Also known as "spirals," these strange creatures are found underwater or "dancing" in mid-air. When moving, they resemble spinning, rotating springs or corkscrews. Unless underwater, Lythlyx usually dance in a particular place for years at a time. It is not known what attracts them to such locations, but they are found only in remote areas, and seem to favor hilltop cairns, rocky islets, and secluded forest or jungle pools. Solitary Lythlyx are always of maximum strength.

Lythlyx are aggressive, but attack apparently at whim, sometimes ignoring easy prey and then going after far stronger or more numerous creatures. They attack by using their bodies as whips, dropping their coils about prey with lightning speed and constricting, or by draining blood. A Lythlyx may employ only one of these attack modes per round, although (size and circumstances permitting) it may attack more than one opponent.

Created by Ed Greenwood

There are 20 sucker mouths along the body of a Lythlyx, and each can drain 1-4 HP of blood per round. When using these, the Lythlyx wraps itself around its victim(s), and all of the mouths may not make contact. Lythlyx reach satiation when they have absorbed double their HP worth of blood. Blood taken in is converted to energy within 2 rounds, and Lythlyx can use this at will to heal themselves, regaining lost HP at the ratio of 1 per 4 HP worth of blood. (More blood can then be taken in.) Lythlyx often explode when killed, spraying blood about in a 1" radius area. They cannot be subdued.

Lythlyx do not speak, and will use their psionic abilities only if psionic powers are used within 9" of them, or if they lose over half their hit points. (Roll d100 and add 20 to find the psionic ability of a Lythlyx.) They are immune to *Charm*, *Command*, *Fear*, *Hold Monster*, and *Sleep*. Lythlyx have no distinct head or eyes, but see (9" infravision) from numerous sensitive areas about their bodies. They seem unaffected by pressure extremes (such as those found at great ocean depths or high in the atmosphere).

Not found on the ground by choice, Lythlyx will thrash about constantly when forced to earth. In the air, they are approximately Flight Class A, turning 360° as much as 50 times per round as they rotate. Horizontal movement of the spinning creature is slow (8" for Class A, but Lythlyx can fall (dive) at twice this speed. They can hold a steady position in mid-air, but will keep spinning. If this movement is ever entirely stopped (i.e. *Paralyzation*), Lythlyx fall to the ground helpless. Air resistance will turn them and slow their descent, so that upon striking the ground they will suffer only 1 HP of damage per 1" fallen.

Lythlyx have long, worm-like bodies about as thick as a human thigh. Their skin is rubbery and flexible (it flattens and twists constantly so as to move the creature through air or water), and is mottled green and black. The flesh of Lythlyx is oily, and this oil is useful in the manufacture of certain magical inks.

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Dragon's Bestiary



Koodjanuk

Created by Roger Moore

FREQUENCY: *Very rare*
 NO. APPEARING: *1*
 ARMOR CLASS: *-2*
 MOVE: *21"/42"*
 HIT DICE: *8 + (1-4)*
 % IN LAIR: *5%*
 TREASURE TYPE: *G, T, X*
 NO. OF ATTACKS: *1 or 2*
 DAMAGE/ATTACK: *2-12 or 4-16/4-16*
 SPECIAL ATTACKS: *Spell use*
 SPECIAL DEFENSES: *+ 2 or better weapon to hit*
 MAGIC RESISTANCE: *75%*
 INTELLIGENCE: *Genius*
 ALIGNMENT: *Neutral good*
 SIZE: *L (30' wingspan)*
 PSIONIC ABILITY: *80-110*
 Attack/Defense Modes: *All/All*
 EXPERIENCE POINT VALUE: *3800 + 12/HP*

The koodjanuk is a creature from one of the Upper Planes, possibly Elysium. It is encountered on the Prime Material Plane in subarctic or arctic conditions and makes its lair on mountain peaks. Koodjanuks are sometimes worshipped by tribesmen in these cold climates, and are loved for their beneficial nature. They appear to be large birds of prey, with white-feathered bodies, black heads, and great hooked beaks.

Koodjanuks use Clerical spells at the 12th level of ability. They may use seven 1st-level spells, six 2nd-level spells, five 3rd, four 4th, three 5th, two 6th, and one 7th-level spell per day; these should be rolled up randomly by the DM. When approaching a party of adventurers, these creatures will Detect alignment automatically on the members, checking a maximum of one character per round unless there are fairly large parties involved. Good-aligned characters with any injuries will be touched by the koodjanuk, who can Cure wounds by touch as if an 8th-level Paladin had laid hands on that character (i.e., 16 points of damage may be cured per touch). The koodjanuk can do this three times a day, and may also decide to use some of its regular curative spells if it has any that day. A koodjanuk cannot use the reversed (and usually evil) forms of its spells, such as Darkness or Cause wounds.

Koodjanuks ignore neutrals, neither harming or helping them (though they might give directions and advice). Evil beings, however, will usually be attacked physically (beak attack if on the ground or claw attack if in the air), magically (with *Flame strike*, *Insect plague*, or the like, if available), or psionically (if the Evil beings it fights are psionic). There is a 5% chance that upon meeting a Good-aligned character, the koodjanuk will offer him/her a gift of some kind, possibly a small amount of money, and on rare occasions a magic item that the character can use.

Koodjanuks are on excellent terms with the other beings of the Upper Planes (such as titans, ki-rin, lammasu, and the like), and there is a 15% chance that they will be found with these beings if encountered randomly in a cold climate. They have been known to serve on occasion as intermediaries between Good-aligned characters and their deities.





Cryoserpent

Created by Roger Moore

FREQUENCY: *Rare*
 NO. APPEARING: 2-5
 ARMOR CLASS: 1
 MOVE: 9"
 HIT DICE: 12
 % IN LAIR: 30%
 TREASURE TYPE: *P, R, V*
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 4-24 (bite)
 SPECIAL ATTACKS: *Otiluke's Freezing Sphere*
 SPECIAL DEFENSES: *Immune to Cold Attacks*
 MAGIC RESISTANCE: 25%
 INTELLIGENCE: *High*
 ALIGNMENT: *Chaotic evil*
 SIZE: L (50' long, 5' diameter)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil
 LEVEL: IX
 EXPERIENCE POINT VALUE: 6650 + 16/HP.



The cryoserpent is a fearsome monster found only in arctic climates, in areas where few other monsters will go due to the cold and desolation. Their lairs are in ice caverns and glacial rifts, though some (10%) may lair with ice worms (white-colored purple worms [see *Monster Manual*] that burrow in glacial ice). Ice worms and cryoserpents generally avoid close contact with one another, however, and if they lair together they may stay at opposite ends of a vast multiple-entrance tunnel system.

Cryoserpents resemble immense, gloss-white vipers; the head takes up one-tenth of the total body length. They have numerous razor-sharp teeth, each about two inches long, but no especially large fangs such as poisonous snakes have. Their eyes are a silvery green color, with vertical pupil slits similar to cats' eyes. A cryoserpent's scales are edged with gray, which progressively darkens and covers more scale area as the cryoserpent ages. Very old and powerful specimens are said to have a "salt and pepper" appearance as their overall appearance becomes a dull speckled gray. The inside of a cryoserpent's mouth is dark gray, and its hollow tongue (discussed below) is dull silver.

Cryoserpents live to be about 250 to 300 years of age, and are nocturnal predators for the most part. During the times of the "midnight sun," when the sun does not completely set below the horizon in the evenings, these monsters are very rarely encountered and prefer not to venture out of their lairs or ice rifts. They accumulate treasure by raiding the caverns of white dragons and frost giants, and polar tribes of men and gnolls often relate tales of terrifying battles between these monsters for domination of the nearly uninhabited wastelands where they live. Cryoserpents speak only their own language, of which little is known.

The spell-like powers of these monsters are unique. Those beings with four hit dice or levels or below who are met with this creature's gaze (and fail their saving throws) are paralyzed; the range of this gaze is 9". Gnolls and men know this power well and fear it more than the cryoserpent's other deadlier (but less often used) abilities. When confronted by creatures other than frost giants who present considerable danger to the cryoserpents, they will use one of the following special powers (similar to the various forms of the *Otiluke's Freezing Sphere* spell):

1) If a cryoserpent extends its tongue and touches water with it, it can freeze the surface solid to a depth of six inches over an area of

12,000 square feet. This ice will last 12 rounds if the local temperature is above the freezing point, and will last indefinitely if it is below freezing. This power proves quite effective against small boats and ships approaching a seaside lair or a lair on an iceberg. A cryoserpent will not venture out over this ice sheet, as it is too heavy for the ice to support it and it cannot swim, but it can bring other powers into play to try to disable the crewmen.

2) The hollow tongue may fire a beam or *Ray of cold*, 120 feet long and one foot wide, that will do 48 points of damage if the victim fails a save vs. spell. If the save is made, the victim takes no damage and is assumed to have dodged the ray. This power is used most commonly against white dragons and remorhaz.

3) The tongue may launch a small ball of ice, 4" in diameter, out to a range of 120 feet with great accuracy (+4 to hit). This ball will explode when it strikes a target or the ground, doing 4-24 points damage to all within a 1" radius (those saving vs. magic receive only half damage).

A cryoserpent may use any combination of the above three attacks as often as it desires, one power per melee round, up to a maximum of six such uses per day. For example, a certain cryoserpent may fire two *Rays of cold*, three ice balls, and freeze a watery surface once in a single day before it cannot use any further attacks of this sort. If hard pressed in close combat, cryoserpents prefer using the *Ray of cold* up to six times in a row. Thereafter they will bite.

Cryoserpents are not affected by any sort of cold or cold-based attack, such as a white dragon's breath or a *Cone of cold*. They take extra damage against heat-based attacks, taking +1 point damage per hit dice of the spell's power, and saving at -2 against such attacks.

A lair of cryoserpents is 5% likely to have 1-2 eggs within it, jealously guarded by the inhabitants of the lair. The eggs resemble large, smooth crystalline ovals, about two feet across the longest axis, and are translucent. The embryo inside is a bright silver-white color, barely visible. The eggs are 90% likely to shatter if touched by a warm object (such as human hands) and will do 2-8 points damage to beings within a five-foot radius (no save). The eggs have little value because of the difficulty of preservation, but the hide of an adult cryoserpent, properly treated and enchanted, may be made into a suit of scale armor, +1, that makes the wearer resistant to cold (take 50% damage from cold attacks, save at +2).



Ice Golem

Created by Rich Baldwin

FREQUENCY: *Very rare*
 NUMBER APPEARING: 1
 ARMOR CLASS: 6
 MOVE: 8"
 HIT DICE: 11 (50 hit points)
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 3-18
 SPECIAL ATTACKS: Hug
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: See below
 INTELLIGENCE: Non-
 ALIGNMENT: Neutral
 SIZE: L (9'tall)
 PSIONIC ABILITY: Nil



Attack/Defense Modes: Nil

An Ice Golem can be created by a Magic-User of at least 16th level, or by any Magic-User with the necessary instructions. For every level of the M-U's experience below 10th, there is a 10% cumulative chance that the golem will melt upon completion (see *Dungeon Masters Guide, Manual of Golems*). The Magic-User must have access to a large quantity of ice, or be able to cast at least one of the following spells: *Ice Storm*, *Wall of Ice*, or *Otiluke's Freezing Sphere*. The M-U must then form a man-shaped statue from the ice. To bring the golem to life, the M-U must employ these spells: *Wish*, *Polymorph Any Object*, *Geard Strength*. He must also pour a *Potion of Fire Resist-*

ance over the golem. The cost of all other materials needed is 1,200 gold pieces per hit point, or a total of 75,000 gp if the M-U is using a *Manual of Golems*. It requires 2 months to construct an Ice Golem.

An Ice Golem can only understand very simple commands, such as "walk", "attack", "stop", "guard this room", etc. There is a base chance of 25%, minus 1% for every level the M-U has obtained, that the golem will go berserk at any command. If it does go berserk, it will immediately attack its creator.

An Ice Golem can do 1 point of structural damage to wooden constructions every 3 melee rounds due to its strength, or 1 point of structural damage to stone constructions every 2 melee rounds due to freezing. If an Ice Golem scores an 18 or better on its "to hit" dice, it has pulled its opponent toward itself with a hug. This will do 5-30 points of damage each round the hug is sustained. If the victim is not a cold-using/dwelling creature, the golem will inflict an additional 1-6 points of damage due to cold.

Weapons must be at least + 2 to hit an Ice Golem, with Flaming Swords the only exception. Attacks by fire will do 25% damage against this creature, and if there is a sufficient amount of fire, i.e. a *Fireball*, the golem will also be slowed in movement by 50% for 1-8 melee rounds. Attacks by cold will restore damage to the golem at the rate of 1 hit point for every 2 hit points that would normally be inflicted. No other magic will affect the golem, save the spells *Time Stop* and *Wish*. Attackers must be very careful with an Ice Golem, as any hit with a hand-held weapon is 25% likely to send shards of ice flying in a five-foot radius, doing 1-4 points of damage to any unprotected creature (less than armor class 4).

Finally, an Ice Golem must be replenished every month with an *Ice storm*, *Wand of Cold*, etc., unless it is kept in a cold region. Failure to do this will result in the golem losing 1-8 hit points permanently for every day the replenishment is overdue.

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Dragon's Bestiary



Skyzorr'n

Created by Jon Mattson

FREQUENCY: *Rare*

NUMBER APPEARING: 5-30

(*plus*)

ARMOR CLASS: 4

MOVE: 9"

HIT DICE: 2+1

% IN LAIR: 25%

TREASURE TYPE: *Individuals*

J,K; D,Q(x5), 0 in lair

NO. OF ATTACKS: 1-4 or 1-2

DAMAGE/ATTACK: 1-4/claw

or by weapon type

SPECIAL ATTACKS: *Bite for*

2-5, plus poison; +1

surprise

SPECIAL DEFENSES: *See*

below

MAGIC RESISTANCE:

Standard

INTELLIGENCE: *Average*

(low); For Queen: High and up

ALIGNMENT: *Lawful Evil*

(neutral)

SIZE: *M*

PSIONIC ABILITY: *Nil*

Attack/Defense Modes: Nil

EXPERIENCE VALUE:

Normal: 65 + 3/hit point

Warrior: 80 + 3/hit point

Queen: 120 + 3/hit point



The Skyzorr'n are a race of nomadic insectoid beings who inhabit only desert areas and badlands ("rough" terrain on the encounter tables). They generally travel in warrior bands, raiding villages and wayfarers they happen upon. They are not particularly brave, however; they will attack readily enough in large groups but will usually retreat if surprised or if the odds are against them.

Skyzorr'n will sometimes use weapons in combat (50% chance), and armed Skyzorr'n will typically have:

long sword	5% (two 50% of time)
scimitar	20% (two 60% of time)
military fork	20%
1-3 spears	15%
sling	10%
sling & scimitar	15%
sling & military fork	15%

Otherwise, a Skyzorr'n will attack with its four long arm/claw appendages, getting one to four attacks per round. In addition, if two or more of these claws hit a target in a given round, the Skyzorr'n will have pulled its opponent close enough to bite him with its mandibles, so it gets an additional attack in that round. This bite does 2-5 points of damage and injects a poison which causes a burning itch (saving throw versus poison must be made or the victim loses one Strength point and one Dexterity point for 2-8 turns).

Skyzorr'n have a +1 chance of surprising opponents (i.e., generally on a roll of 1-3) due to their stealth and their ability to use terrain to conceal themselves. However, they can be surprised normally, and they will often flee when startled until they can fight with an advantage (minus 20% morale when first surprised, will always retreat temporarily if morale failure occurs).

Skyzorr'n have a natural immunity to all forms of paralysis (except *Hold* spells) and to 90% of all poisons. In addition, due to their hard, shiny hides and constant exposure to the elements, they receive a bonus of +2 on all saving throws against heat-based and cold-based attacks. Their shell-like hide also serves another purpose: all sharp and/or edged weapons score only half damage against these creatures. However, blunt, crushing weapons (maces, clubs, etc.) can crack the shell, so they do an extra point of damage when they hit (two points extra if the weapon's maximum damage capability is greater than eight points).

A Skyzorr'n lair is always in the form of a hive community from which the nomadic bands originate (they bring all captured treasure back to the hive eventually). It is found underground 70% of the time, or in the form of one or two large dome-shaped buildings otherwise, and the inside will have a maze of very confusing corridors and rooms. Such a community will have a minimum of 20 members, and the DM may rule that the occasional one will have a greater number of Skyzorr'n than the Number *appearing* would



normally allow (up to about 50). Since the society is matriarchal there will be, in addition to the general populace, one queen who rules over the entire hive and three specially bred warriors who guard the queen.

The queen will typically have 3 hit dice; however, she will be only armor class 5, can move only 3" per turn, and can make only one or two attacks each round (normal damage, including bite if both claws hit). She will have the following special abilities: *Web* as often as she desires, *Suggestion* which is in effect at all times, and *Clairvoyance* which can be used up to three times a day (all as per Magic-user spells of the same name, but *Web* is natural like a giant spider's, and no material components are needed for any of these). In addition, she can communicate telepathically with all other Skyzorr'n of her own hive within a one-mile radius, though only the guards can reply to her in this fashion.

The warrior guards are much the same as typical Skyzorr'n, but they have 3 hit dice, are armor class 2, and may, due to the size of their mandibles, bite every round for 2-7 points of damage plus regular poison. Note that the guards—indeed, all Skyzorr'n in the area—will fight berserkly to protect the queen (+2 hit probability or double the usual number of attacks per round, excluding biting) until they grow too weak to do so (from 7-10 rounds), after which they will continue to fight normally. Finally, in any lair containing more than 25 Skyzorr'n, there will also be 1-6 giant scorpions which are used as guards and beasts of burden.

All Skyzorr'n have infravision (though this does not make their eyes too sensitive to light, since they are constantly exposed to the

sun) and the ability to speak with insects (this does not include control of said insects, however). Skyzorr'n speak their own language and are 60% (90% for queens) likely to speak the common tongue as well.

Description: A Skyzorr'n looks rather like a large (6") bipedal ant. Its head is rather small but with two large compound eyes and fair-sized mandibles. No ears, as such, are present, but three tiny, usually well covered holes on either side of the head allow it to hear. The body is thin and stick-like, but reasonably sturdy nevertheless. A Skyzorr'n will usually have four arm/claw appendages, with reasonably developed pincer-hands on the two uppermost and dagger-like claws on the two lower ones, but some (5%) will have fewer limbs because they break off relatively easily (growing back again in 1-4 months). Their shell-like hides are typically tan or rust red in color (usually the former) and have a shiny look about them. Rare Skyzorr'n (2%) have gold-colored hides which are worth 1,000-3,000 g.p. on the open market. Their mandibles and claws are usually ivory or very white, and their eyes are sky blue or gray.

Guards will typically appear much the same as normal Skyzorr'n, but are bigger (6½-7' tall) and almost always have shiny black hides (valued at 200-400 g.p. because two can be used to make a man-sized suit of armor which is armor class 3 but is otherwise like padded armor).

Queens look rather like grotesque and very bloated spiders with ant-like heads, typically being 6½-7½' long. They walk on four legs instead of two, so have only two free limbs. They are always glossy black in color, with bright blue mandibles and eyes.

Sand Lizard

Created by Marcella Peyre-Ferry

FREQUENCY: *Very rare*

NO. APPEARING: 1

ARMOR CLASS: 2

MOVE: 12"

HIT DICE: 10 + 2

% IN LAIR: 60%

TREASURE TYPE: A

NO. OF ATTACKS: 3(5)

DAMAGE/ATTACK: 2 tails,

2-16 each; 2 front claws, 1-6

each; bite, 1-8

SPECIAL ATTACKS:

Constriction with tail

SPECIAL DEFENSES:

Cannot be surprised while in hiding

MAGIC RESISTANCE:

Standard

INTELLIGENCE: *Low*

ALIGNMENT: *Neutral*

SIZE: L (30-40' overall length,

tails each 10' long)

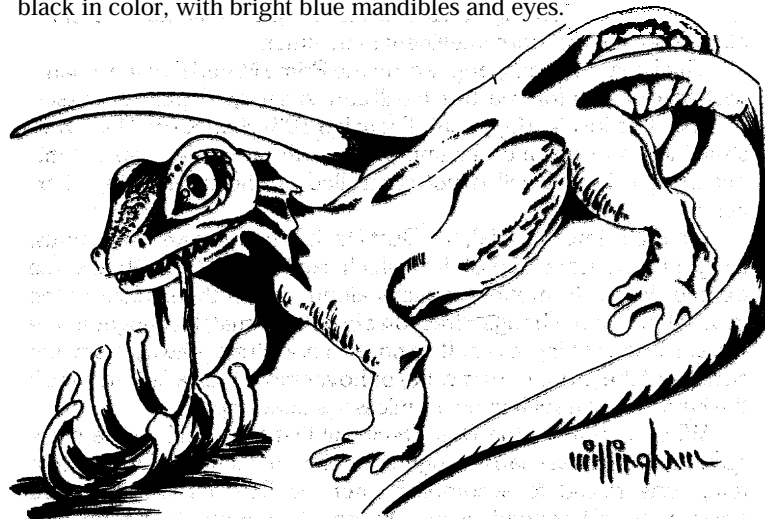
PSIONIC ABILITY: *Nil*

Attack/Defense Modes: *Nil*

A creature of the desert, this great sand-colored lizard lurks on the edges of caravan trails and near oases, waiting to overpower or entrap its prey. It creates a hiding place by digging into the sand with its powerful forelegs, then lying in the trench and flicking sand across its body with its tails. It can then work its tails back and forth across the sand, burrowing just beneath the surface so that only its eyes and nostrils remain above the level of the surrounding sand.

While it is lying in wait, there is a 50% chance that the lizard will be detected by any character or creature passing within 3" of its eyes and nostrils. This chance increases to 100% (within the same 3" range) if a character or creature is purposely searching the sand for unusual features or hidden dangers. However, once the lizard is detected it will spring to the attack, leaping out of its sandy trench at its full movement rate and attempting to assault the nearest character(s). Note that the creature cannot be surprised if it is lying in wait; it is able to sense the approach of potential victims even if they are not in the lizard's current range of vision.

Although the lizard has a maximum of five attacks per round, it can only use three of them (both tails and the bite, or both claws and the bite) against any one opponent. It prefers to attack with its tails



and bite (as opposed to its claws and bite) when it has a choice, unless one or both of its tails have been incapacitated (see below).

Any time a "to hit" roll for one of the tail is successful and is a number equal to or greater than 18, the tail is considered to have wrapped itself around the victim. Thereafter, the constricting tail will do 3-36 (3d12) points of damage per round. A character or creature held by the tail can attempt to hit back at -4 in the first round after being grabbed, -5 in the second round, and so on. The trapped victim can be freed if the tail doing the holding suffers damage equal to 20 percent of the lizard's original hit points. The tail will thereby be rendered, useless for holding and cannot attack further. The lizard cannot constrict with both of its tails at the same time, but if one of the "tentacles" is rendered useless, the other one remains capable of grabbing the same, or a different, victim.

The creature has no inherent desire for treasure, but its innards will contain some precious items which were left undigested after the lizard consumed one of its meals. Its innards also contain highly caustic digestive fluids which will spurt forth, causing 2-8 points of damage to any creature within 1" when the dead lizard's body cavity is cut open.



Dust Devil

Created by Bruce Sears

FREQUENCY: *Rare*

NO. APPEARING: *1*

ARMOR CLASS: *4*

MOVE: *15"*

HIT DICE: *6 + 2*

% IN LAIR: *5% (see below)*

TREASURE TYPE: *See below*

NO. OF ATTACKS: *1*

DAMAGE/ATTACK: *See below*

SPECIAL ATTACKS: *Asphyxiation*

SPECIAL DEFENSES: *+ 1 or*

better weapon to hit

MAGIC RESISTANCE:

Immune to control spells;

otherwise standard

INTELLIGENCE: *High*

ALIGNMENT: *Neutral*

SIZE: *S*

PSIONIC ABILITY: *Nil*

Attack/Defense modes: *Nil*



The Dust Devil is an elemental combination of earth and air. Although not as strong as its cousins, the air elemental and earth elemental, it is far more intelligent than either.

The Dust Devil only appears on the Prime Material plane when it wishes to search for treasure. It will almost always appear in a desert or other arid locale. (Optional: There is a 10% chance of a Dust Devil showing up in place of a summoned earth or air elemental. If this occurs, the Dust Devil is *not* controlled by the summoning character.)

On the Prime Material, the Dust Devil appears as an amorphous, roughly spherical cloud of dust which can be seen through to some degree. When in motion, it skims along just off the surface of the ground, and can change direction abruptly to match changes in the terrain it is moving over. It cannot move directly away from the surface of the ground (vertically) or hover more than a few inches off the surface it is traveling over, unless it is attacking.

When it attacks, the Dust Devil will first form itself into a more compact spherical shape, roughly 6 inches in diameter. This process takes one round to accomplish after the Dust Devil has moved adjacent to its intended victim. During this round of transformation into its attacking form, the Dust Devil cannot move, but also cannot be attacked successfully. No blow will score a hit on the Dust Devil until it has compressed itself and levitated to where it can surround a victim's face in an attempt to asphyxiate the character. Thereafter, only magical weapons of + 1 or better can hit the creature.

To accomplish its suffocation, the Dust Devil needs only to hit armor class 10 in order to do damage. The only adjustments allowed to this hit probability are dexterity bonuses, rings of protection, invulnerability, or swords of defense possessed by the attacked.

A Dust Devil will abandon its victim only when that character is dead, or until the character falls unconscious if there are more potential victims in the vicinity to be dealt with. The creature can be driven away from a victim if attacks upon it remove more than half of the hit points it had when the attack began. If driven away from one victim, the Dust Devil will attempt to attack the character who administered the blow that caused it to abandon its previous attack. This process will continue until the Dust Devil is killed or until it has rendered all members of a party unconscious or dead.

The damage inflicted by the Dust Devil's attempt to asphyxiate is administered as follows: In the first round after attaching itself to a

victim's face, the victim will take no damage. Starting with the second round, the victim will take 1d12 damage for each round the Dust Devil sustains its attack; i.e., 2d12 in the third round, 3d12 in the fourth round, and so on, until the attack is broken off.

The Dust Devil cannot be successfully attacked by its current victim. Any other character who strikes at the creature while it is attacking can hit it, but also risks hitting the head of the victim. Any weapon swung at the Dust Devil which misses has a chance of hitting the victim instead. The victim's head is considered to be armor class 2 if wearing a helm, AC 5 with a helmet, and AC 10 if bare-headed or wearing no substantial protection. The only adjustments possible to this armor class are from protection rings and invulnerability which may be possessed by the victim. Dexterity bonuses, swords of defense and any other defensive advantages possessed by the victim do not alter this hit probability.

The Dust Devil can travel at will from the Prime Material plane to the ethereal plane, from where it makes its way back to either the elemental plane of earth or the elemental plane of air. However, becoming ethereal takes a full turn for the Dust Devil to accomplish, and the creature can be attacked while this transformation is in process. A Dust Devil which is reduced to 10 percent or less of its original hit points will automatically attempt to escape to the ethereal plane, or it may choose to attempt to escape earlier than that if it judges its adversaries to be too strong. A Dust Devil regains all its lost hit points, back to its original number, upon reaching one of the elemental planes.

The Dust Devil is motivated by its desire to possess precious metals and gems, which it can detect at distances of up to 6". It can transport up to 1,000 g.p. of treasure, but cannot attack while "carrying" anything. The creature does not have a "lair" on the Prime Material plane in the truest sense of the word, but a repository for any treasure it can acquire which it uses between attacks to store its property. At any given time, a Dust Devil's "lair" will contain all the treasure it has acquired during its current visit to the Prime Material plane. The creature's greed will prompt it to try to gain all the treasure it can, even though it can only take 1,000 g.p. along each time it vacates the Prime Material plane. Normally, a Dust Devil's visits to the Prime Material will not last longer than a couple of weeks and it is liable to stay away for 1-4 months, returning sooner only if it senses that its Prime Material "lair" is being disturbed.

Dragon's Bestiary



Gaund

Created by Ed Greenwood

Gaund are reptilian creatures that scramble about on all fours, rising to their hind legs only in mating, combat, and to survey their surroundings. When so erect, they use their tails for balance. Their skin is scaled and leathery, grey-green in color. Being omnivorous, Gaund husband food carefully, often maintaining breeding colonies of lesser animals to ensure themselves of a plentiful supply. Communicating in a language of singing clicks and hollow whistling sounds, Gaund lair in groups of up to twenty in dry, fiery caverns. They are rarely found in cool climates, or above ground.

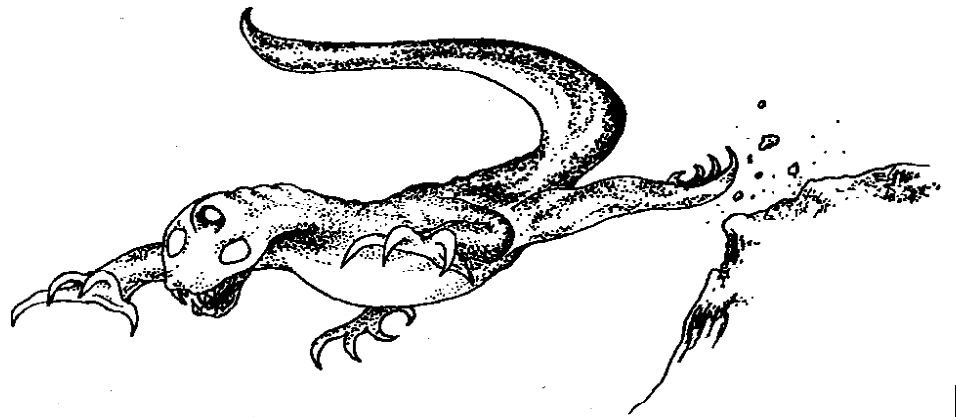
In combat, Gaund leap about constantly, hurling themselves at and upon targets and using their tails as rams or whips (for 1-8 points of damage). They are fearless, and the death of a fellow will often drive them to fight with greater ferocity. Unless pinned down or caught from behind, Gaund do not use their rear claws in battle. (The powerful kicks they will employ in such special situations do 3-12 points of damage.)

The most feared attack of the Gaund is the "ray" or gaze effect of its central eye. This orb, protected by a bony hood (which narrows the field of vision so that the Gaund must aim its head to employ the gaze), produces a magical *Heat Metal* effect within a range of 3".

Gaund suffer no damage from heat, steam (even that of a Dragon Turtle) or normal fire. Magical fire attacks do less damage to them (-2 on all dice) than is

FREQUENCY: *Rare*
NO. APPEARING: 1-20
ARMOR CLASS: 6
MOVE: 15"
HIT DICE: 4+4
% IN LAIR: 30%
TREASURE TYPE: Q (x4)
NO. OF ATTACKS: 4

DAMAGE/ATTACK: 1-4/1-4/1-6/1-8
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Average*
ALIGNMENT: *Neutral*
SIZE: *M*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*



the norm. Gaund avoid water although it does them no harm, and are markedly susceptible to cold-based attacks (+2 on all dice).

The excellent 7" infravision, hearing, and sensitivity to vibrations of Gaund preclude their being effectively blinded by smoke or vapors (even that produced by spells such as *Pyrotechnics* and *Cloud-kill*, and by creatures such as the Nightmare). They are also rarely (1 on a d6) surprised.

Gaund are hermaphroditic. Mating rituals have been observed to include an upright, shuffling head-to-head dance. The skin of the pregnant specimens turns fiery orange. After a gestation period of 4 months, an egg is produced. Gaund eggs have leathery shells and are covered in a clear, spicy-odored, jelly-like slime that is a fire retardant. The slime is contained in an organ located in the underbelly, and will not corrode or otherwise damage other materials which may be used to contain it. It and all acids

will neutralize each other, and it will spoil potions and perfumes it is mixed with. It is poisonous (Type A) if ingested, but harmless upon skin contact. Smearred on a cloak or other flammable item, it will give upon first exposure only a +4 bonus to saving throws vs. fire, +3 vs. magical fire and fireball. Gaund eggs are guarded ferociously, and will hatch in 3-12 days. Immature Gaund are small in size, having 2+4 hit dice, and lack the power to *Heat Metal* with their gaze. They mature in 3-6 months.

Gaund teeth are both hard and durable. They are often fashioned into daggers which dull easily but (unlike ivory) do not readily split or shatter. The tails of Gaund are highly valued for the rich, succulent meat found therein, which does not readily spoil.

Gaund hoard gems and pretty stones of all sorts, and have been known to trade these for food to parties too strong for them to overcome.

Dragon's Bestiary



Water-Horse

Created by Roger E. Moore

FREQUENCY: *Rare*
 NO. APPEARING: 1
 ARMOR CLASS: 4
 MOVE: 18"
 HIT DICE: 6 + 6
 % IN LAIR: 25%
 TREASURE TYPE: C, Q x 10
 NUMBER OF ATTACKS: 1
 DAMAGE/ATTACK: 2-8 (bite)
 SPECIAL ATTACKS: *Adhesive hide; curse (10%)*
 SPECIAL DEFENSES: *Shapechange to humanoid form*
 MAGIC RESISTANCE: 30%
 INTELLIGENCE: *Very*
 ALIGNMENT: *Chaotic Evil*
 SIZE: L
 PSIONIC ABILITY: *Nil*
 Attack Defense Modes: *Nil*

This monster's normal form is that of an unusually attractive horse between pony and draft-horse size. The Water-Horse is found near fresh-water lakes and rivers, where it wanders in search of its unsuspecting prey. Often people may attempt to capture and ride it, which it allows with some ease; however, the rider(s) soon discovers that the skin of the Water-Horse is sticky and one cannot pull loose unless one has successfully made a saving throw based on Strength, as if attempting to bend bars or lift gates. One attempt to pull free of the horse is allowed per round. During this time, however, the Water-Horse will run into the body of water it is nearest to. The victim will drown in 3-6 rounds thereafter unless freed. Water-Horses can naturally breathe either air or water, as desired. They are particularly hated and feared, because they seem to prefer to attack children, who are more careless than adults and are easier prey.

Water-Horses can shapechange into humanoid form (4½-6½ feet tall) and wander among men and other beings, attempting to catch solitary beings unawares. There is a chance (the level of the observer times 5%) that someone seeing the shapechanged Water-Horse will note an anomaly, usually bits of lake flora or algae in the creature's hair, that may give the creature away. A 6th-level



Fighter looking over a shapechanged horse has a 30% chance of noting such a clue. Zero-level beings have a 1% chance of noting an anomaly.

Some 10% of all Water-Horses are able to Curse (saving throw allowed) if all other forms of attack fail against a single opponent. This spell functions as if cast by a 9th-level Cleric. All Water-

Horses speak their alignment tongue, common, and their own language.

If captured somehow and forced to serve as a (unridden) draft animal, the Water-Horse, regardless of size, will be able to haul or carry twice the load that a draft horse can. It will constantly attempt to kill its master, however, unless charmed.

Golden Ammonite

Created by Roger E. Moore

FREQUENCY: *Very rare*
 NUMBER APPEARING: 1-3
 ARMOR CLASS: 2/8
 MOVE: 1"
 HIT DICE: 8 + 3
 % IN LAIR: *Nil*
 TREASURE TYPE: *See below*
 NUMBER OF ATTACKS: 10
 DAMAGE/ATTACK: 1-4 per tentacle

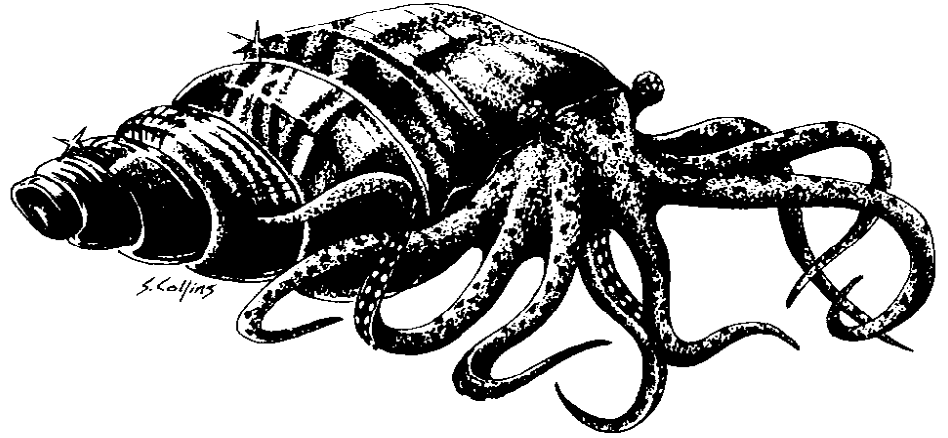
SPECIAL ATTACKS: *Blinding*
 SPECIAL DEFENSES: *Immune to psionic attack*
 MAGIC RESISTANCE: 90%
 INTELLIGENCE: *Semi-*
 ALIGNMENT: *Neutral*
 SIZE: L (6'-8' shell diameter; 12' tentacles)
 PSIONIC ABILITY: *Nil*
 EXPERIENCE POINT VALUE: 2700 + 12/HP (None for g.p. of shell)



Golden Ammonites are sea-dwelling octopoids that live in great coiled shells like hermit crabs. The body and tentacles of a Golden Ammonite are dark brown with spots of black. The shell, however, is made of pure solid gold; each one weighs between 1,200 and 1,800 lbs. So rare and beautiful are these shells that they can be sold for up to 150,000 g.p. each, if buyers can be found who can afford them. Yet getting these shells is another matter entirely.

Golden Ammonites have two great multifaceted eyes on either side of their bodies that project just beyond the rim of their golden shells. Each eye has the power to launch a small ball of light, 1' in diameter, out to a range of 90'. This attack may initially appear much like a fireball being cast, though such a thing is of course impossible underwater. Victims must save vs. spell (with Dexterity bonuses for spell evasion applicable) if a *Lightball* is cast at them; failure means the victim is struck in the face by the *lightball* and blinded as if struck by a *Continual Light* spell. The *lightball* may only be removed from the character's eyes by a *Dispel Magic* cast by a character of 12th or higher level or by a *Wish*. Even after the *lightball* is removed the character's vision is permanently damaged and attacks will be made by the character at -2 to hit. Only a *Heal* or another *Wish* will cure the damage to the eyes. Two such *lightballs* may be fired per round (one per eye) as often as the Golden Ammonite has a target within range.

If attacked physically, these creatures are 50% likely to fight with their tentacles and 50% likely to crawl back into their shells and seal themselves up, giving them an armor class of 2 all around.



Physical attacks on a creature not sealed up are 50% likely to strike the ammonite's shell (AC2), 45% likely to strike the soft body or tentacles (AC8), and 5% likely to hit one of the two large eyes (AC2). An eye is destroyed instantly if any damage is inflicted upon it, and its loss will cause the creature to immediately withdraw into its shell for 4-24 turns. It should be noted that each point of damage done to the shell of the Golden Ammonite reduces its overall resale value by 1,000 g.p., to a minimum value of 15,000 g.p. These creatures are immune to all psionic attacks, though they are susceptible to *ESP*.

If a Golden Ammonite is able to grasp an opponent with one or more of its tentacles, it does not need to check for hitting again against the same opponent(s). The tentacles that hit do constricting

damage to the victim each round thereafter until the creature or the victim is dead. These creatures may divide their attacks against up to 10 opponents.

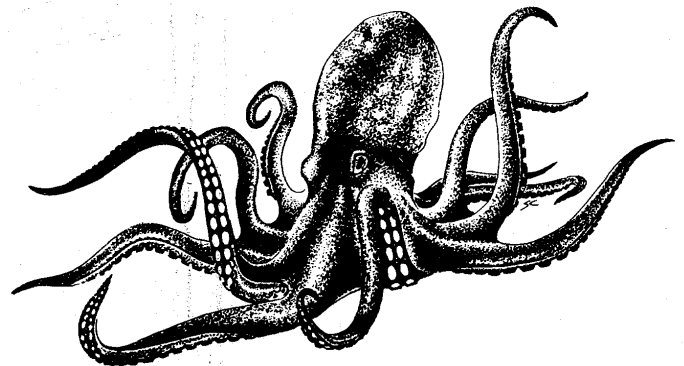
Deep marine canyons at depths below 1,000 feet, in the coldest and darkest regions of the sea, are where Golden Ammonites make their homes. They collect no treasure or property. The shells of these octopoids have never been found empty; it is believed that these creatures have a lifespan of thousands of years. They do not speak or communicate by sound. Apparently they have a form of tentacle sign language, though no one can translate it.

Now and then (25% chance) an Eye of the Deep will be found with one or more of these creatures, apparently acting as an ally and not being attacked in any way.

Sea Demon

Created by Ernest N. Rowland, Jr.

	Greater Sea Demon	Lesser Sea Demon
FREQUENCY:	Very rare	Very rare
NO. APPEARING:	1	1
ARMOR CLASS:	0	0
MOVE:	15"/21"	12"/18"
HIT DICE:	16+16	12+12
% IN LAIR:	80%	80%
TREASURE TYPE:	H	H
NO. OF ATTACKS:	11	9
DAMAGE/ATTACK:	1-10(x10), 5-30	1-8(x8), 5-20
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	15%	Standard



INTELLIGENCE:	High	High
ALIGNMENT:	Chaotic Evil	Chaotic Evil
SIZE:	L (40' tentacles)	L (30' tentacles)
PSIONIC ABILITY:	Nil	Nil
Attack/Defense Modes:	Nil	Nil
//Experience Point Value:	10600 + 20/HP	4950 + 16/HP



Sea Demons resemble Giant Octopi, but are much larger. They have 12 (10 for Lesser Sea Demon) tentacles averaging 40 (30) feet long. Sea Demons may lair on land or in the sea, but they usually prefer the sea. If on land, they prefer a humid climate, sub-tropical or tropical, but they can also be found in the desert, with their lair below the water table. In the sea, they will lair on the bottom, preferring depths below 1,000 feet. Sea Demons will always be found alone, since they hate all other life, especially other Sea Demons.

While on land, a Sea Demon will use half of its tentacles to move and the other half to fight with. The striking tentacle of a Sea Demon does 1-10 (1-8) hit points of damage. Each round after the initial hit, the creature will have its prey captured within the tentacle, and double damage will be taken, 2-20 (2-16), each round thereafter unless the tentacle is severed or loosened.

The tentacles grip with a strength of 18/91 (18/76). If the creature being crushed is as strong or stronger, it can negate the crushing damage, but it will not be free of the tentacle. Two rounds after the tentacle has hit, the Sea Demon will drag its victim to its great beak, which does 5-30 (5-20) hit points of damage.

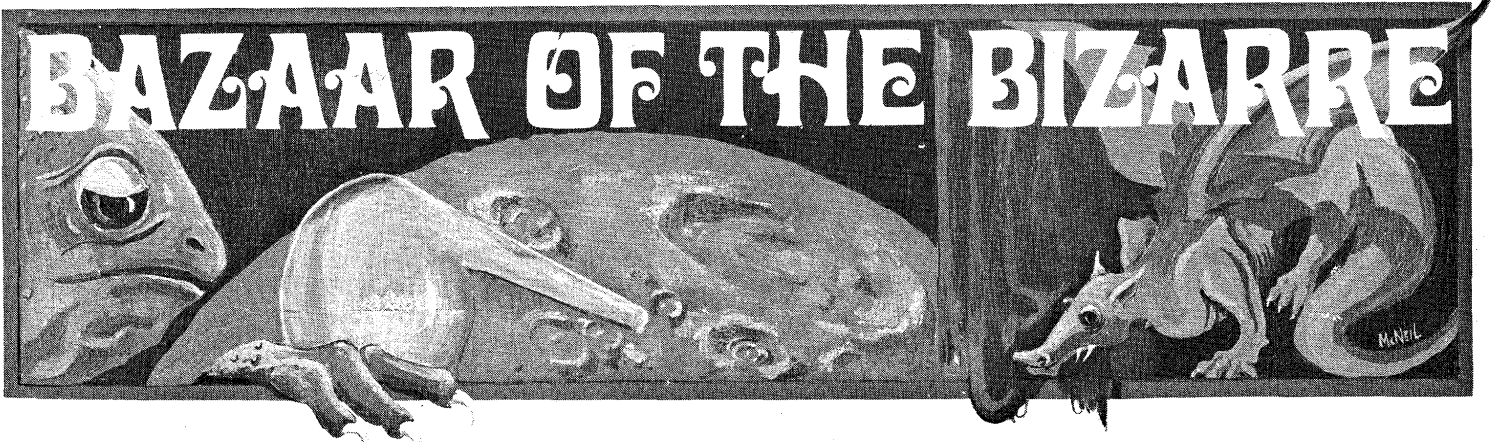
While in the sea, there is a good chance that a Sea Demon will attack ships passing close to its lair. Multiply the surface distance, in miles, from the ship to the lair by 20% to get the percentage that the creature will not attack the passing ship. After detecting and deciding to attack a ship, the Sea Demon takes 2 turns to get to a shallow depth, and 2-12 turns (depending on the distance) to catch up with the ship.

Any ship seized by a Sea Demon will come to a full stop in one

turn. The creature will then attempt to sink the ship, attacking whatever or whoever is aboard if the prey happens to get within reach of a tentacle.

As long as six tentacles can grasp the ship, the Sea Demon will damage the ship at the rate of 4 (3) structural points per melee round. If 5 (4) or more tentacles are severed (each tentacle will take 20 (16) hit points of damage over and above the Sea Demon's regular hit points), the creature will retreat to 500 feet below the ship, or to halfway between the bottom and the keel if the sea is too shallow. It will then begin spinning, causing a giant whirlpool to form under the ship; this takes one turn. Once a ship is caught in the whirlpool, it will be destroyed in five turns. To escape the whirlpool, a saving throw must be made with percentile dice. The number of the ship's remaining structural points is multiplied by two and becomes the number needed to save. For example, if a galley has 39 remaining points, to escape the whirlpool a 78 or less must be thrown. This is assuming that the galley has oars left to row with, and a crew to man them, and that sailing ships still have sails and a wind to fill them.

If the ship escapes the whirlpool, the Sea Demon will not attempt to pursue, because it needs to spend at least one day recovering from the exertion of creating the whirlpool, but the Sea Demon will be certain to sense the same ship if it comes within 10 miles of its lair on a later day, and will attempt to destroy it again. If the Sea Demon has lost more than half of its tentacles, it will not be able to create the whirlpool. Sea Demons will regenerate lost tentacles at the rate of 4 (3) feet per tentacle per week. Sea Demons will not attack passing ships if their wounded tentacles are less than half healed.



Undersea magic items

by Roger E. Moore

Dagger +1/+3 vs. Koalinth

These are frequently found in the possession of Tritons, which are typically armed with a dagger and one other weapon. It is a coral or fish-tooth dagger, usually with a carved handle. If an alignment is present in such an item, it will be Good. Experience Point value: 100. Gold Piece value: 1,000.

Spear +2/+4 vs. Sharks

Also known as a "Sharkbane" spear, this is a large lance with a point made from a shark's tooth. These items, originally en-

chanted by Triton mages or clerics, are greatly sought after by Mermen and Sea Elves, who will readily trade valuables to acquire one. Experience Point value: 1,500. Gold piece value: 10,000.

Trident +1/+3 vs. Reptiles

This weapon is especially effective against Dragon Turtles, Lizardmen, dinosaurs, crocodiles, and other types of aquatic and non-aquatic reptiles. Experience Point value: 1,000. Gold Piece value: 10,000.

Trident +1/+3 vs. Lacedons

Another magical weapon frequently found in the possession of a Triton or in a Triton lair. All tridents of this sort have a Neutral Good alignment and are most effective when used

(Turn to page 85)

Dragon's Bestiary

Giant Vampire Frog

Written by Alan Fomorin

FREQUENCY: *Uncommon*
 NO. APPEARING: 3-18
 ARMOR CLASS: 5
 MOVE: 6"/18"
 HIT DICE: 2
 % IN LAIR: 80%
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK: 1-2/1-2/1-6
 SPECIAL ATTACKS: *Drain blood*
 SPECIAL DEFENSES: *See below*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Animal*
 ALIGNMENT: *Neutral*
 SIZE: S
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*

The giant vampire frog is a particularly noxious reptile which grows to weights of up to thirty pounds. Its bile-green body is covered with mucous, and two translucent membranes of slimy tissue connect its fore and rear limbs, enabling it to glide from treetop perches much as does a flying squirrel. Its forelimbs are fingered with small claws which enable the vampire frog to climb and to hold prey, and it possesses two large front teeth — each up to three inches long, sharp as needles, and hollow.

The frog hangs upside down in a treetop, camouflaged by its color. When a warm-blooded animal walks near its perch, the vampire frog releases its hold on the limb, extends its gliding membranes, and silently (gaining complete surprise) swoops down on its prey in a long, low glide. It extends its fangs and pierces the back of the neck of the victim like a double-headed arrow. At the same time, it begins to entwine its body in the prey's hair, aided in adhesion by the mucous body slime. It grabs on to the prey's ears with its clawed feet, fastens its mouth around the point of the wounds, and, hanging upside down, sucks the victim's blood for an automatic 1-4 points of damage per round.

These creatures have a good armor



class rating because of their rubbery hides and the violent gyrations their victims undergo after being bitten.

Also because of the victim's thrashing around, there is a 50% chance that any blow aimed at the vampire frog — by its current victim or another character — will hit the victim instead, doing full normal damage. If the victim does not take the full brunt of such a blow, there is still a 30% chance (roll again) that the vampire frog will only absorb half of the damage from the hit and, because the frog adheres so closely to the victim's body, the

victim will also suffer half damage.

Fortunately, these repulsive creatures only inhabit swamp areas overgrown with large trees. To date, no one has found a redeeming quality in them.

Based on *Save the Flying Toad* by Norman Spinrad, which originally appeared in the June 1980 issue of *OMNI* magazine; copyright 1980 by OMNI Publications International, Ltd. and reprinted with the permission of the copyright owner.

Dragon's Bestiary

Dark Dwellers

Created by Mark Cummings

FREQUENCY: *Very rare*
 NO. APPEARING: 2-24 in large lairs; 1-8 wandering or in small lairs
 ARMOR CLASS: -4
 MOVE: 12"
 HIT DICE: 9-14
 % IN LAIR: 80%
 TREASURE TYPE: V, W in large lairs; G in small lairs; nothing on individuals
 NO. OF ATTACKS: 3 (claw, claw, bite) or 1 (by weapon)
 DAMAGE/ATTACK: 1-6/1-6/1-8 or by weapon type
 SPECIAL ATTACKS: *Nil*
 SPECIAL DEFENSES: *Regeneration*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Average to high*
 ALIGNMENT: *Lawful evil*
 SIZE: L (9' + tall)
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*

Dark Dwellers are much like trolls in appearance, lending support to the theory that the two species are distant relatives. Dark Dwellers (also known as subterranean trolls) have the general physical characteristics of trolls, including regeneration, but are physically different in some respects and vastly different in overall intelligence and basic behavior.

They are bigger and stronger than trolls, and the warriors almost always (90%) wear plate armor. They are lawful evil instead of chaotic evil in alignment.

Dark Dwellers are excellent miners and smiths. They have the following special abilities:

—All of the mining skills possessed by dwarves, according to the AD&D™ Players Handbook.

—The ability to construct secret doors that are only detectable 8% of the time by elves, and then only if they are actively seeking them. Men detect them only 4% of the time when searching for them. A sword or another magical device with the ability to detect secret doors will detect them only 33% of the time. Multiple searches of the same area are allowed.

—The ability to construct mechanical traps that will only be detected 75% of the time by a sword or a *Find Traps* spell. *True Seeing* will reveal them 80% of the time. Thieves find/remove such traps at



a -20% to the score they normally need to be successful.

—The ability to construct their own arms and armor.

Dark Dwellers are very strong. Males have a minimum Strength of 19, enabling them to attack at +4, and to do an additional 8 points of damage per hit with their favorite weapon, a great sword. Their strength allows them to wear plate mail of unusual thickness and to carry great shields, which gives them an effective armor class of -4. Females have strengths of 17-18, with "to hit" and damage bonuses accordingly reduced, and do not bear such heavy armor and shield (AC 0). Males and females are equally ferocious, but the females have 9-11 hit dice while males have 12-14 hit dice each.

The main weakness of subterranean trolls is their inability to withstand bright lights. Full exposure to the light of the

sun will blind. *Light* and *Continual light* spells cause them to lose their +4-to-hit bonus. However, they will not flee from light spells, and only true sunlight will blind them.

Dark Dwellers share a communal life-style. In a small lair, all of the inhabitants will be adults. In a large lair, one third of the creatures present will be young. They will function as regular trolls with regard to melee, etc.

Subterranean trolls are very greedy. They live in their extensive, hard-to-find underground tunnels, venturing forth at night to raid and hunt for food. Their superior infravision (150') combines with their excellent sense of smell to make them formidable hunters. Mainly carnivorous, they will eat any kind of flesh. They live for about 200 years and have a very low rate of reproduction.

Their favorite tactic is to build a lair near a populated area. The advance

team will consist of 2-12 adults. They will avoid the inhabitants of the area in an effort to expand the lair until it is large enough for the rest of the tribe to come and join them. Then they will begin a campaign of terror and destruction, living off the inhabitants and their livestock until the inhabitants drive them off (rarely) or until the inhabitants are killed off or driven out. They will then live off the game in that area while a new advance team seeks a new area to raid.

Subterranean trolls have one more ability that makes them even more fearful: the ability to domesticate the Antrodemus dinosaur as a beast of burden and as a war mount. Since Dark Dwellers must raid at night, they use these beasts

to increase the range of their raids. There is a 33% chance that a large lair will contain 1-20 of these beasts.

The lair of a group of Dwellers will always be more extensive than the group needs. It may consist of many levels; subterranean trolls love to mine for the sake of mining.

All of the group's treasure will always be kept in one central location that is well concealed and well trapped. A lair will always have more than one entrance, and these will be hard to find. There is a 1% chance to find such an entrance in an all-day search of five square miles, per every 20 men involved in the search. Additional bonuses to the chance of finding the entrance are as follows:

— Each additional day of search of the same area, plus 5%.

— Each Ranger or Druid involved in a search adds 2%; each elf adds 1%.

— If the lair contains Antrodemus dinosaurs, add an additional 10%.

Subterranean trolls will sometimes build small lairs with only one or two entrances to use when raiding areas that are more than one night's journey away from the main lair. When Dark Dwellers leave an area, other creatures may move into their abandoned nests, bringing their own treasure with them. In this way, many networks of underground tunnels and chambers have been formed for adventurers to loot and die in.

Pirahna Bats

Created by David Dougher

FREQUENCY: *Very Rare*

NO. APPEARING: *10-300*

ARMOR CLASS: *5*

MOVE: *48"*

HIT DICE: *1 hit point plus special (see below)*

% IN LAIR: *100%*

TREASURE TYPE: *Nil*

NO. OF ATTACKS: *1*

DAMAGE/ATTACK: *1*

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *None*

MAGIC RESISTANCE: *Standard*

INTELLIGENCE: *Animal*

ALIGNMENT: *Neutral*

SIZE: *S (6" long)*

PSIONIC ABILITY: *Nil*

Attack/Defense Modes: *Nil*

Pirahna bats have an appearance much like that of normal bats in most aspects, but possess relatively large, distended jaws filled with razor-sharp teeth. They are found in swarms of various sizes inside caves and caverns or in other large enclosed areas such as a chamber in a castle or dungeon. They will be sleeping 30% of the time when encountered, but there is only a 10% chance that a sleeping swarm will not be awakened by the presence of other beings or the noise the intruders create. Their movement, like that of normal bats, is guided by a sonar-like sense which enables them to fly and attack with accuracy even in total darkness.

Pirahna bats' most distinctive characteristic is their ability to increase their strength when attacking in a swarm. Although each individual bat has only one hit point and thus (if attacking as an individual) only attacks as a monster of one hit die, a swarm will attack with an effective hit-dice number equal to the number

of bats in the swarm divided by four (round down). For instance, a swarm of 25 bats attacking all at once will score a successful hit as if the swarm were a monster of 6 hit dice. In no case will more than 30 bats attack as a swarm against a single target at one time, and only one swarm can attack a single target at one time.

When a swarm scores a successful hit, it is assumed that only one-fourth of the bats participating in the attack will actually hit the target (the other three-fourths serving to confuse the opponent). Thus, a swarm will always score a number of points of damage equal to the effective hit-dice number it used to determine whether or not a hit was made; a swarm of 25 bats, if it hits, will do 6 points of damage, and a swarm of 30 (the maximum possible in one attack) will do 7 points of damage if the attack succeeds. Whenever combat or other circumstances reduce the number of Jive pirahna bats to less than 10 (the minimum which may be initially encountered), the remaining animals will attack as individuals with one hit die each.

The "combining" ability does not apply on defense; an opponent who scores a hit will kill a number of bats equal to the number of points of damage in that attack. Bats which survive an opponent's attack may not attack again themselves until the second round following the first attack, because the bats will take one round to turn and dive on the target again. Surviving bats from two or more swarms may combine into one larger swarm for subsequent attacks, as long as the maximum of 30 bats per attacking swarm is not exceeded. The number of bats which form into one swarm at any given time can be determined randomly or at the discretion of the DM.

Although pirahna bats generally possess standard magic resistance, they are especially susceptible to Sleep and Slow spells. Sleep will affect twice the usual number of victims, and Slow will affect a

number of bats equal to the level of the caster multiplied by two, with those affected by the spell dropping to armor class 10 for the duration.

Pirahna bats do not like the effects of a *Continual light* spell or any spell which creates flame, and when confronted with such magic will usually flee. However, Light spells or the flame from a normal torch will usually only infuriate them and cause them to attack at once.

As the "pirahna" part of their name indicates, these creatures are particularly vicious and they become frenzied after blood is drawn. There is a 50% chance that all surviving bats in a swarm will converge on a target which has been rendered dead or immobile, forsaking all other possible opponents and proceeding to strip all the flesh from a "sitting duck" unless the swarm is opposed in this attempt. This 50% chance should be rolled for once every other round until the bats do converge on the stationary target or until the issue is resolved in some other fashion.

For every 30 bats encountered, there is a 5% chance that one of them will be vampiric and (as per the procedure outlined above) a 25% chance that one of the bats which actually bites an opponent will be the vampiric one.

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Dragon's Bestiary

Rhaumbusun

Created by Victor Selby
and Ed Greenwood

FREQUENCY: *Rare*
NO. APPEARING: 1-3
ARMOR CLASS: 6
MOVE: 9"
HIT DICE: 1+2
% IN LAIR: 30%
TREASURE TYPE: *O, possible Q or R*
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-3
SPECIAL ATTACKS: *Gaze*
SPECIAL DEFENSES *Nil*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Semi-*
ALIGNMENT: *Neutral*
SIZE: *S (2-2½ feet long)*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*
LEVEL/X.P. VALUE: *III/65+2 per hp (adult); 30+1 per hp (young)*

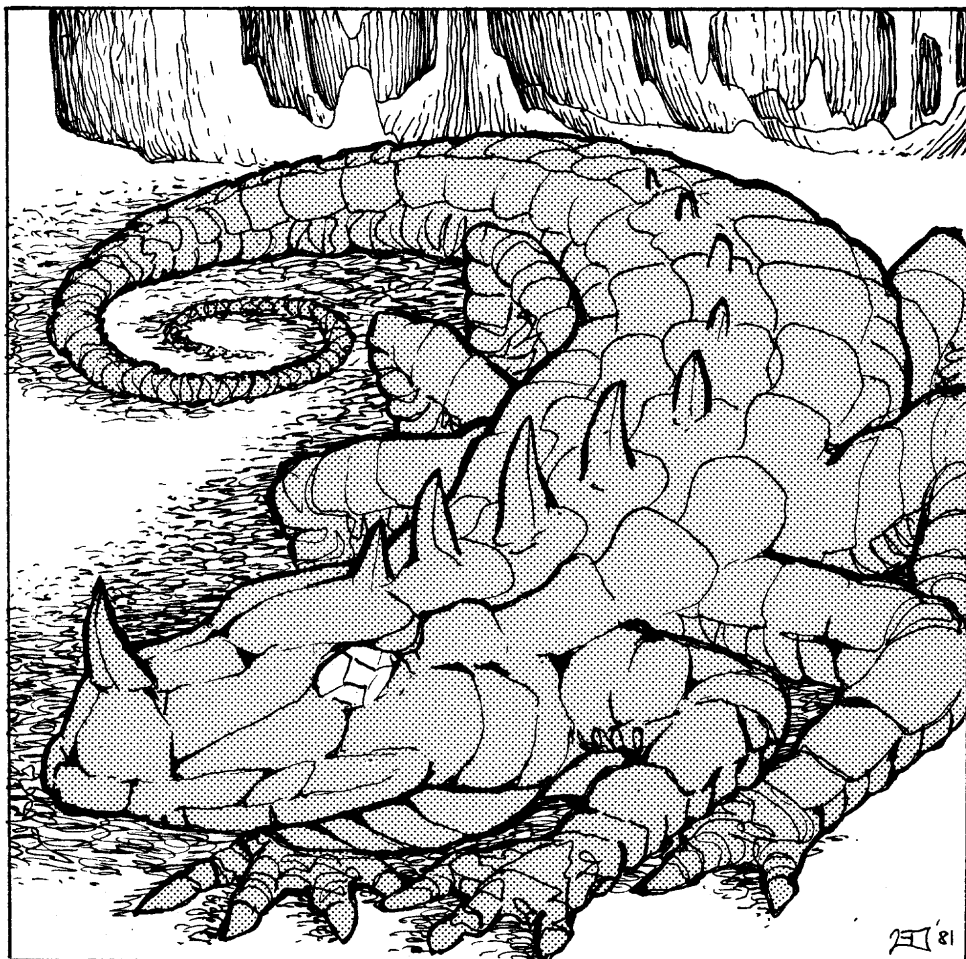
Rhaumbusun are small, reptilian creatures usually found in dry, warm climates. They are probably related to basilisks, but have substantially different physical and magical properties. Rhaumbusun tend to be cowardly, preferring to avoid a fight if possible. If forced into battle, they will rely primarily on their gaze attack.

A Rhaumbusun can affect one creature per round with its gaze; if the affected creature fails its saving throw, it will become paralyzed for 3-12 turns. The range of the gaze is 4" and eye contact is necessary for it to have effect. Mirrors will not reflect the gaze, but the first-level illusionist spell *Gaze Reflection* may be used to turn the creature's power against itself.

The rhaumbusun's gaze does not extend into the astral or ethereal planes. It cannot be hooded or "turned off" by the beast itself; many unfortunate creatures perish as a result of chance encounters with rhaumbusun. (Once paralyzed, victims are easy prey for enemies.) The gaze will not affect other rhaumbusun.

The rhaumbusun will also bite foes if surprised or hard pressed. It can bite only the target of its gaze attack (if within range), once in the same round.

Rhaumbusun will be encountered as either a mated pair or a mated pair and one offspring (young have 1-4 hit points, bite for 1-2 points of damage, and victims get +2 on saving throws against their gaze). Powerful characters such as wizards and high priests sometimes keep



rhaumbusun as pets or guards.

A rhaumbusun lair is usually a small, dark and dry cave in a hidden or remote location. Scattered about it are odds and ends the creatures have collected, generally worthless but shiny objects (the sort of thing highly prized by rhaumbusun). Sometimes such a hoard will contain precious metal or even cut gems. Rhaumbusun always fight to the death to defend their mate and their lair. A lair is inhabited only to rear young, and will contain either a mated pair and an egg (60% chance) or a mated pair and its young (40% chance). If the egg or offspring is disturbed, both parents will bite at +1 to hit and damage. (Rearing young takes one summer season; young are born after 41-48 days and are weak, so that the parents must watch over them for 20 days or so until they are fully grown.)

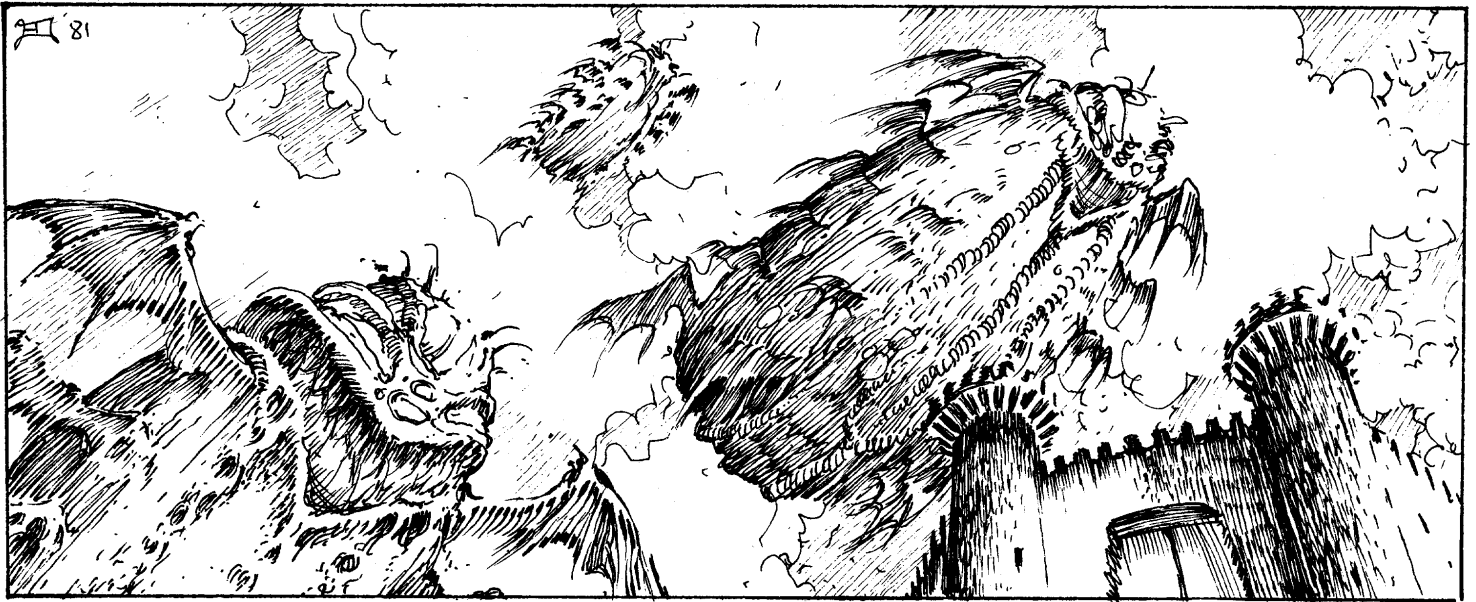
Rhaumbusun communicate through a

series of clicks and hisses. When the creature is in danger, a rhaumbusun's foot-long tail will flip from side to side in agitation. Rhaumbusun eat plants (most are especially fond of fireweed and spruce buds), bark, and nuts.

The Rhaumbusun is not graceful. Its stubby legs curl slightly underneath its body, giving it a scuttling gait that allows creatures within 6" to hear its approach.

A rhaumbusun resembles a miniature basilisk, save that its body is covered in glittering colored scales (males are predominantly purple, females orange, and young a dusty red).

A rhaumbusun's eyes resemble small, clear, many-faceted gems. If the eyes are taken from the body intact and preserved (frozen or kept from air by immersion in oil or wine), they are worth up to 200 gp each to an alchemist or wizard, for they are of use in magical inks and potions related to paralysis.



Pelins

Created by Lewis Pulsipher

FREQUENCY: *Rare*
 NO. APPEARING: 2-8
 ARMOR CLASS: 9
 MOVE: 24"
 HIT DICE: *See below*
 % IN LAIR: *Nil*
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: *See below*
 SPECIAL ATTACKS: *Nil*
 SPECIAL DEFENSES: *Regeneration, immune to gas*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Semi-*
 ALIGNMENT: *Neutral*
 SIZE: *L*
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*

These are air-dwelling creatures of great size. They extract hydrogen and helium gas from sand and water which is picked up on the shores of seas or lakes. They are not found in regions devoid of large bodies of water. The gas is contained in the body of the creature, which resembles the envelope of a blimp or rigid airship. Several bones grow along the ventral (bottom) surface inside the skin enable the body to maintain shape when the pelin is flying into the wind. The head of the pelin is near the front of the body, on the ventral surface.

Spread across the body surface, concentrated in the central area and on either side, are small wings which can propel the creature at up to 24". The pelin, however, prefers to drift with the wind rather than fly.

Owing to problems of expansion and contraction of the gas which supports the pelin's body, the creature is found only in climes where temperatures do

not vary widely in the course of a day.

Using its keen eyesight to good advantage, the pelin eats air microbes, sea plankton, the leafy tops of tall trees, and if it is very hungry it may eat meat. The mouth contains fine strainers or screens which enable the pelin to take sustenance from seemingly "lifeless" air or water. Some of the air sucked in is used to maintain proper pressure inside the creature. Ingested water is expelled when the pelin exhales.

Pelins are peaceful creatures, but can be fierce when defending themselves or their young. They do have enemies, but fortunately most dragons and dragon-like creatures do not eat pelins; some scholars speculate that the gas disturbs the predator. Gas-breathing dragons, especially the green, occasionally attack pelins, even though the pelins are unaffected by gas attacks of any sort.

When a pelin has sustained 50% damage, it is unable to maintain altitude and must drift down to ground level/sea level, where it remains until it recovers. This does not take long, for pelins regenerate at the rate of one hit point per hour.

Despite the presence of hydrogen in their bodies, pelins will not normally catch fire because the skin is not combustible. It is only when hydrogen (not helium) and oxygen mix that burning can take place. Consequently, if there is a large hole in a pelin (a small one is immediately sealed by the skin, much as a self-sealing gasoline tank would act) and a flame is placed near the hole, the hydrogen may catch fire. Some pelins, however, especially larger ones, are entirely filled with helium and do not burn at all. The percentage of helium inside a pelin's body increases with size and age. Infants and young (see chart below) are at least 40% helium, so that the chance of

igniting hydrogen is never greater than 60%. The percentage of helium increases to 60-80% in adults and old pelins, and is at least 80% (and usually 100%) for an ancient pelin.

The age of a pelin is determined by a roll of d10. Its hit dice are twice that number; i.e., an infant will have either 2 or 4 hit dice, an adult will have 10 or 12, and an ancient pelin will have 18 or 20 hit dice. The pelin can carry 500 gp (50 pounds) for each year of age. The damage from its attack (bite) varies with age.

Die roll	Age (years)	Damage
1-2	infant (5-10)	1-4
3-4	young (15-20)	1-6
5-6	adult (25-30)	1-8
7-8	old (35-40)	1-10
9-10	ancient (45-50)	1-12

Any time more than three pelins are encountered as a group, at least one of them will be a female. The maximum number of females in a group will never be greater than 50% of the population of the group. There is a 20% chance for each young or adult female in a group that she has given birth in the last five years, and thus will be accompanied by an infant who has not yet learned to support itself. (Up to five years of age, a pelin hitches a ride with its mother.) Such young are only a few feet long, not noticeable from a distance.

Infant pelins range from 30-80 feet in length and 10-30 feet in diameter. Those of young age are 100-150 feet long and 30-40 feet in diameter. Adult pelins are roughly 200 feet long and 50 in diameter. Ancient ones can reach 400 feet by 75.

Pelins have no treasure, but sometimes (30%) a material can be found in the intestinal tract of a non-infant which will be worth 100-1,000 gp. It is used in perfume-making.

Dragon's Bestiary

Oculon

Created by Roger E. Moore

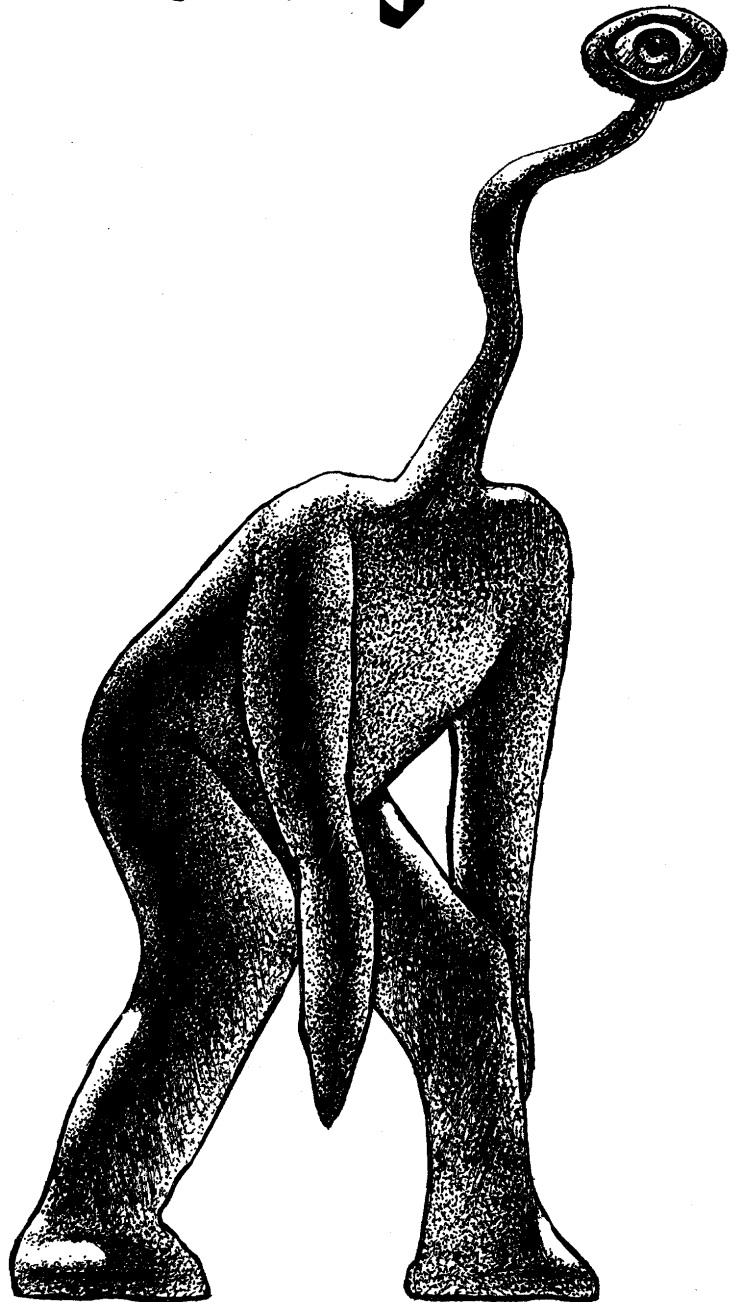
FREQUENCY: *Very rare*
 NUMBER APPEARING: 1
 ARMOR CLASS: 4
 MOVE: 15"
 HIT DICE: 7 (30 hit points)
 % IN LAIR: Nil
 TREASURE TYPE: Nil
 NUMBER OF ATTACKS: 1
 DAMAGE/ATTACK: *By weapon type*
 SPECIAL ATTACKS: *See below*
 SPECIAL DEFENSES: *See below*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Average (with considerable cunning)*
 ALIGNMENT: *Neutral*
 SIZE: *M*
 PSIONIC ABILITY: *Nil (immune to psionic attacks)*

The oculon is an enchanted monster created by a high-level magic-user to act as an assistant or guardian. The process of creating one is long and quite involved, but the resulting being is fairly powerful because of the many special skills it has. An oculon is humanoid in shape, though only vaguely so, and is 4 feet tall at the shoulder. Instead of a human head, the oculon has a flexible neck about 3 feet in length with a single large eye at the end. The neck is 2" in diameter and the eye is 4" across.


There is no rigid internal skeleton; the oculon's movements appear somewhat rubbery, and it can flatten into a mobile blob of matter only 9" high, covering 6 square feet. When flattened oculons move at one-third normal speed and do not attack.

An oculon can only be hit by weapons of a magical nature. In addition, the lack of a skeleton allows this creature to take only half damage from falls and from attacks made by blunt weapons when in its semi-humanoid form. When in its flattened form, the cannot be damaged at all by falls or blunt weapons, because the body will "give" and absorb the impact of the blow.

An oculon will take verbal commands only from the magic-user who helped create it. It can understand and obey a reasonably complex set of instructions and may operate on its own for a considerable period of time.



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September 1981

Small-sized melee weapons may be handled by an oculon in combat, but they cannot use missile weapons. If an oculon succeeds in attacking from behind it will do double damage to the victim. Also, the large eye may fire up to seven *magic missiles* per day at a maximum rate of one per round. These missiles do 1-6 points damage each and strike opponents as if launched by a 7-hit-dice monster; they have a 180' range but there are no penalties "to hit" when firing upon a target at medium or long range.

Oculons may hide in shadows with 80% success. They can move about in complete silence, surprising opponents on a score of 1-4 on a 6-sided die. They cannot be caught in a *Web* or snared, netted, or grasped in any way; treat as if they were coated with *Oil of Slipperiness*.

Creation of an oculon requires the services of an alchemist and spells cast from a magic-user of at least 18th level. Many exotic materials are required by the alchemist, and the total cost of his services will be 30,000 gp. The three most important substances necessary are a gland from a purple worm, an eye from a beholder, and the brain of a thief. Two to five weeks are required for the alchemist to prepare the mixture, after which the Wizard must cast these spells upon the fluids, in this order: *Unseen Servant*, *Magic Missile*, *Protection from Normal Missiles*, *Geas*, *Mind Blank*, and *Wish*. The oculon then assumes its semi-humanoid form and is ready to take on assignments.

The body of an oculon is light grey in color, and slightly glossy. The cornea of the eye is dark grey, and the pupil of the eye is black.

Narra

Created by Jeff Goetz

FREQUENCY: *Rare*
 NO. APPEARING: 1-6
 ARMOR CLASS: 4
 MOVE: 18"
 HIT DICE: 6x6
 % IN LAIR: 20%
 TREASURE TYPE: R,X
 NO. OF ATTACKS: 2
 DAMAGE/ATTACK: 2-7/2-7
 SPECIAL ATTACKS: *See below*
 SPECIAL DEFENSES: *See below*
 MAGIC RESISTANCE: 20%
 INTELLIGENCE: *Exceptional*
 ALIGNMENT: *Lawful good*
 SIZE: L
 PSIONIC ABILITY: 80-150
 Attack/Defense modes: B, C, D/all

These creatures are extremely and fervently lawful good. They will succor all lawful good creatures and will help them to attain any objective which furthers the cause of that alignment. They will be kindly disposed to any character or creature type of good alignment. They often act as guards or minions for nobles of lawful good alignment, when no other mission demands their attention.

Narras can speak lawful good, shedu, lammasu, ki-rin, and common. They have the ability to become ethereal at will and can use some clerical spells with the effectiveness of a 6th-level cleric. The spells include:

Up to once per day each — *Light*, *Purify Food and Drink*, *Slow Poison*, *Continual Light*, *Create Food and Water*, *Cure Blindness*, *Cure Disease*.

Up to 3 times per day each — *Bless* (only on lawful good creatures), *Cure Light Wounds*, *Dispel Magic*, *Prayer*.

Up to once per round, only one spell in any single round — *Detect Evil*, *Detect Magic*, *Know Alignment*.

Narra (singular and plural) can perform the following psionic disciplines at 10th level of mastery: *Body Equilibrium*, *Empathy*, *Sensitivity to Psychic Impressions*, *Mind Bar*, and *Telepathy*.



When not in ethereal form, a narra has the body of a small bull and the head of a man with small, bull-like horns. The body is white, cream, or tan in color.



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Dragon's Bestiary

Created by Roger E. Moore

FREQUENCY: *Very rare*
 NUMBER APPEARING: 1
 ARMOR CLASS: 3
 MOVE: 12"
 HIT DICE: ½
 % IN LAIR: 10%
 TREASURE TYPE: *J, K, L on individual*
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 7-3
 SPECIAL ATTACKS: *Spells*
 SPECIAL DEFENSES: *Never surprised; save as 9th-level cleric*
 MAGIC RESISTANCE: *As above*
 INTELLIGENCE: *Average to low*
 ALIGNMENT: *See below*
 SIZE: S (1½' tall)
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*

When, for any reason, an alignment change brownie, the formerly lawful good creature is transformed into a boggart, or "boggie." Boggarts are solitary little creatures, with extraordinary senses and dexterity (just as the they are not surprised and have 18 dexterity with a capabilities) and may also become effectively invisible in natural terrain because of their skills at hiding.

Boggarts do not possess the same spell powers as brownies do; three times a day a boggart may *shapechange*, hideous form that will cause a save vs. fear, at +2, for it. In their normal shape, boggarts are small, hairy folk, something like a miniature bugbear. They have dark tan brown fur, with light nut-brown skin on their hands, feet (soles only), and faces.

Boggarts enjoy creating mischief, but can be and aren't very wise at all. A randomly encountered boggart can be chaotic neutral (60%), chaotic evil (20%), true or neutral evil (5%). Evil ones may be found as servants of assassins. Neutral (with respect to good and evil) boggarts can sometimes be found living with families in cottages, more or less as pets, occasionally harassing the occupants with (usually) harmless practical jokes.

Boggarts speak only their alignment tongue, boggart (a cor-



rupted form of the brownie language, understandable by 50% of all brownies) and common. The change from brownie-to-boggart is reversible only by a *Wish* spell. If a brownie was a familiar to a lawful good or lawful neutral magic-user before the change, he will become hard to manage (at best) in boggart form and will run away.

Stroan

Created by Ed Greenwood

FREQUENCY: *Rare*
 NO. APPEARING: 1-3
 ARMOR CLASS: 5
 MOVE: 4"/10"
 HIT DICE: 5x5 to 7x7
 % IN LAIR: 70%
 TREASURE TYPE: *F, I, Q*
 NO. OF ATTACKS: 1 plus spines (x4)

DAMAGE/ATTACK: 1-6
 SPECIAL ATTACKS: *Poison spines*
 SPECIAL DEFENSES: *Darkness spell*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Average to high*
 ALIGNMENT: *Neutral*
 SIZE: L
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*

Stroan are large freshwater creatures who often dwell in small inland pools or streams, foraging throughout the surrounding countryside for food. Omnivorous, stroan dine with equal voracity

on plants, meat, and carrion of all types, but are especially fond of elven flesh. For concealment, stroan usually remain underwater by day and emerge onto dry land only at night, but they also possess the power to cast *Darkness 15' Radius* (centered on themselves) once every three days. Stroan hate even moderately bright light (such as that caused by torches and lanterns) and will seek to extinguish such a light source.

Stroan are mottled green and brown (some rare subterranean specimens are black), and crawl like insects while on land. In water, they can creep along the

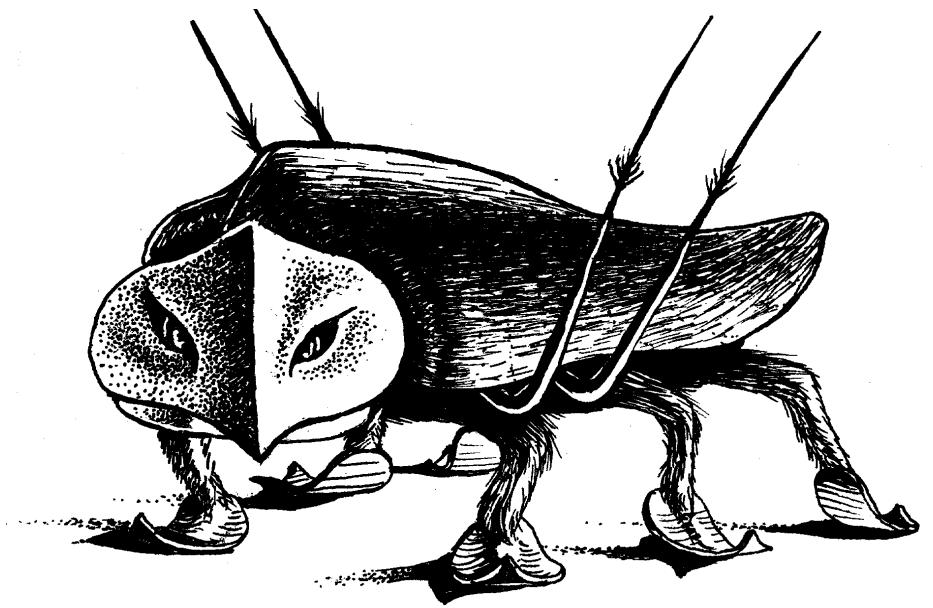
October 1981

bottom in like manner, or swim by sculling with their legs.

Their sucking bite does 1-6 points of damage, but their most feared attack has given them the nickname "fire-stingers": Each stroan has four poisoned, barbed prehensile spines it can manipulate and thrust with deadly precision. Each spine does 1-4 points of damage, and injects a burning poison that does 2-12 points of damage (save at +2 for half damage).

Stroan suffer only half damage from cold. They secrete a body slime which will extinguish flames, granting them immunity to non-magical, low-heat fire. They greatly fear oil, however, because it eats away at their flesh. Oil tossed at a stroan will do 2-20 points of damage for a direct hit, and 1-12 for a splash. If the creature is underwater and the water is still or has only a weak current, each flask-worth of oil introduced into the water will do a maximum of 1-4 points of damage to a stroan.

Oil poured into water which does not have a strong current will dissipate fairly slowly, rising towards the surface and not readily dispersing into the water. In the first round, it will be found in a 5-foot-radius sphere, and will affect a stroan within that distance from the point of release; in the second round, the oil expands to fill a 10-foot-radius sphere; in the third, a 20-foot-radius sphere; in the fourth, a 30-foot-radius sphere; and in



the fifth and sixth, a 35-foot-radius sphere, the oil being so diffused at this point as to do a stroan only half damage (1-2 points).

Stroan are intelligent and will hoard treasure to lure sentient prey and to bargain with powerful foes. Stroan communicate by a limited form of telepathy, which they can mask at will. They are often familiar with the symbols and conventions of local racial settlements, and

can communicate with adventurers using images of these. Stroan worship a debased form of Eadro (see the DEITIES & DEMIGODS™ Cyclopedica), believing the god to be a gigantic, invisible stroan ("The Father of All Stroan") who swims ceaselessly through bodies of both salt water and fresh water, watching over and judging his mortal counterparts. Stroan often sacrifice elves to him, casting them away into fast-flowing currents.

Incubus

Created by Craig Stenseth

FREQUENCY: *Very rare*

NO. APPEARING: 1

ARMOR CLASS: -2

MOVE: 15"/21"

HIT DICE: 8

% IN LAIR: 15%

TREASURE TYPE: Q, U

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 2-8/2-8

SPECIAL ATTACKS: *Energy drain*

SPECIAL DEFENSES: *+2 or better weapon to hit*

MAGIC RESISTANCE: 50%

INTELLIGENCE: *Average*

ALIGNMENT: *Chaotic Evil*

SIZE: *M (6'-7' tall)*

PSIONIC ABILITY: 130

Attack/Defense Modes: *D/G*

These very rare demons are the male counterparts of the succubi. Lower intelligence makes them weaker spell-users, but they are much more deadly in melee. Any opponent struck by an incubus' claw receives the stated damage and loses a life energy level, this being reflected in spell use, combat ability, etc.

incubi can *Cause Darkness* in a 5' radius and *Teleport* with no error (as any demon can). They can also become ethereal and *shapechange* (to a humanoid form of approximate size and weight). They have superior infravision, with a range of 90'. An incubus can attempt to *gate* in a Type IV (80% chance) or a Type VI (20% chance) demon, but the probability of the gate opening is only 25%.

Incubi have an average strength of about 18/70, but his never gives them any special "to hit" or damage bonuses in melee. They are quicker and far more agile than the succubi. Incubi and succubi are very rarely encountered in a mixed pair, since succubi sometimes wish to have their spell abilities backed up by physical might. Any time a succubus is indicated on an encounter table, roll d%: 01-65 = succubus; 66-00 = incubus. The proposed experience-point value for an incubus is 2,275 +10/hp. This can, of course, be altered to suit the DM's campaign.

Description: Incubi in natural form appear very much like largish human males with these differences: Small horns project from the sides of the forehead; they have a large pair of bat-like wings extending from their back, and their hands are typically clawed; they usually dress in fairly expensive-looking clothes, and don't usually use weapons.

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Dragon's Bestiary

Devil spider

Created by Erol Otus

FREQUENCY: Rare
 NO. APPEARING: 1
 ARMOR CLASS: 2 (except underbelly, which is AC5)
 MOVE: 18 *12
 HIT DICE: 13
 % IN LAIR: 75%
 TREASURE TYPE: H
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK: 1-10 and 1-10 (2 claws) plus 2-12 (bite)
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: 25%
 INTELLIGENCE: Average
 ALIGNMENT: Lawful evil
 SIZE: L (10' legspread, 5' high)
 PSIONIC ABILITY: Nil
 Attack/Defense modes: Nil

This creature's true name — if it has one — is unknown. It has come to be known by the name "Devil spider" because it certainly is some type of spider, and because it is devilishly evil in its attempts to capture prey and treasure.

The devil spider usually makes its lair in a chasm or large pit, or in an open area near a well-traveled path or under a bridge. It will spin a web which spans an open area (minimum 10'x10', maximum 100'x100') and will then lurk nearby, waiting for a potential meal to arrive on the scene. A spider may attack from ground level, or may descend on a victim from above, suspended by a single strand of webbing material.

The web is made of non-glossy, nearly transparent strands which cannot be detected by torchlight from farther than 5 feet away. And if a victim gets close enough to see the web, the spider will automatically attack. The devil spider will surprise an adversary on a roll of 1-4.

If at least one character or creature is no more than 10 feet away from the web, the devil spider will not usually make a normal attack but instead will attempt to shove the character nearest the web into the strands. If it has a choice, the spider will go for the target which is smallest or looks weakest. On a result of 11 or higher on a d20, this "push attack" will succeed. The die roll is modified by the following factors:

- Target smaller than man-sized: -2
- Target larger than man-sized: +2
- Target surprised: -2



Target secured in position (using rope, spikes, or other devices): +1 to +4

Target in precarious position (clinging to cliff wall, etc.): -1 to -4

The strands of the devil spider's web are very strong. Any particular strand will be broken only if it takes 10 points of damage in a single round, from one or more hits on the same spot. If a web strand takes less than 10 points of damage in a single round, it will be able to absorb up to 10 more in a subsequent round, because the attacker(s) is not able to hit precisely the same spot with attacks in two different rounds. It takes 40 points of damage to sever a web at the intersection of two strands, where the material is much thicker, but damage to a web intersection is cumulative over more than one round.

Blunt weapons do only half damage to the web. It is fireproof, but takes double damage from cold-based attacks.

The web strands are coated with a clear, glue-like substance. A character whose body contacts the web will be immobilized by the sticky goo, but may pull one or two extremities free. If a roll of d20 is equal to or less than the average

of the character's strength and dexterity (round fractions down), one limb (victim's choice) is freed. A victim can roll to try to partially escape once per round, but no more than two limbs can be pulled loose in this manner. The spider will attack at +2 "to hit" against a victim in the web, and the victim (if able to fight back) will be at -4 "to hit" as long as he is in the web.

A devil spider is reasonably intelligent, and its course of action will always be dictated by circumstances rather than instinct. However, the creature is somewhat predictable. It will always begin a combat situation by making repeated attempts to push a target into its web, as long as a target is available. Then it will assault the victim, trying to kill or weaken it so it cannot escape. During all this time, the spider will generally ignore attacks on its body, but if its hit points are reduced to less than half of the original number, it will either turn to take on the ones doing the damage, or it will attempt to flee (depending on its estimation of the strength of its enemies). After it has captured one victim, it will not attempt to push another one into the web until the first victim is killed or freed.

Dragon's Bestiary

Surchur



Created by Jeff Brandt

FREQUENCY: Very rare
 NO. APPEARING: 1
 ARMOR CLASS: 2
 MOVE: 6"
 HIT DICE: 5-7
 % IN LAIR: 60%
 TREASURE TYPE: U,V,W,Z
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 5-20
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: 20%
 INTELLIGENCE: Average
 ALIGNMENT: Neutral
 SIZE: L (9-10' tall)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil

This loathsome creature has no redeeming physical features. Vaguely humanoid, the creature's body is light brown to tan in color. Protruding from the upper front of the body are eight

slimy, brownish-green tentacles. These tentacles range from 6-8 feet in length, depending on the creature's body size.

The mouth of a surchur doesn't have teeth, but is lined with rows upon rows of sticky cilia that secrete a chemical which digests the flesh of humans and demi-humans. Two stout horns protrude from the middle back of the beast. They are not unlike those of a bull, but somewhat larger. The horns are composed of an ivory-like material which is generally of good quality. Each horn can be sold for 100-600 gp, depending on its quality and the size of the surchur it came from.

The surchur will typically attack first by trying to grab a victim in its tentacles; if an 18 or higher is the result of the monster's "to hit" roll, the victim is caught and immediately takes 5-20 points of damage. During the next two rounds the surchur will attempt to pull the captured victim into its mouth. The victim may attempt to break free in each round, with a base chance of 20% for success, plus 10% for each plus "to hit" the character may have due to high strength. While the surchur is holding a victim it cannot attack another figure.

A victim which is dragged into the surchur's mouth will take 2-8 points of damage per round from the digestive juices until the victim or the monster is dead.

A surchur cannot put more than one victim in its mouth at one time. However, it prefers fresh food if it has a choice. A second victim can be grabbed and held while the first is in the mouth. When the tentacles have immobilized another victim, the first one will be expelled from the mouth cavity even if it isn't dead, and the new victim will be engulfed instead.

If the surchur does not succeed in grabbing a victim, it will still do damage to an adversary within range of its tentacles by hitting with the tentacles themselves. A surchur which is not injured will be able to effectively attack with a bunch of five tentacles at once, with each tentacle considered to do 1-4 points of damage on a successful hit. Any blow which is aimed at a tentacle, hits it, and does at least 3 points of damage will sever a tentacle. A surchur with fewer than 5 tentacles intact will do correspondingly less damage from a strike, and a surchur with fewer than 4 tentacles will not keep its grip on a victim as easily; the chance to escape per round is increased to 60% against a surchur with 4 tentacles, +10% for every tentacle less than four.

If a surchur is very hungry, it will continue to attempt grabbing victims as long as it is able. If its appetite has been at least partly satisfied, it will attempt to flee when seriously injured. A surchur's lost tentacles will grow back in 3-6 days.

The typical climate in which surchurs are found is jungle-like, but they can be found in just about any environment except extreme cold.

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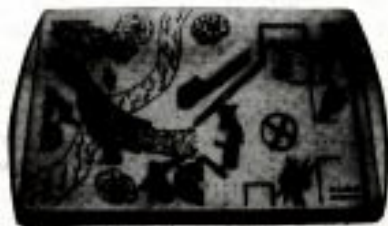
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Dyll

Created by Ed Greenwood

FREQUENCY: *Rare*
 NO. APPEARING: 30-300
 ARMOR CLASS: 7
 MOVE: 6"/18"
 HIT DICE: 1-3 *hit points*
 % IN LAIR: 45%
 TREASURE TYPE: See below
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-3
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: *Nil*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Animal*
 ALIGNMENT: *Neutral*
 SIZE: *S (4-8 inches long)*
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: **NI**

The bloodsucking swarms of the dyll occasionally descend upon herds of cattle or small settlements, and are greatly feared. Dyll are small, leech-like creatures. Teardrop-shaped and glossy silver in color, they wriggle in the manner of worms when on the ground, but prefer to fly upon their rubbery "wings," darting about with great maneuverability (Flight Class A).

Dyll locate their prey by sensing vibrations, by, smell, and by homing in on sources of heat. These senses act in combination, and are effective up to a range of 6". Dyll swarms will attack creatures of any size, surrounding their victims in a blinding, hampering cloud. Creatures in the cloud attack at -1 "to hit" and are unable to read spell books,

scrolls, or inscriptions, for these are obscured. Such a swarm will always contain at least 30 dyll and perhaps as many as 100. Groups of more than 100 dyll are extremely rare, and if such a large group attacks it will always form at least two swarms.

A swarm can hamper as many as three human-sized victims at a time, if they are within 5 feet of each other. Within the swarm, from 2-24 dyll will attempt to strike at each victim every round. Solitary dyll will attack only motionless (i.e., sleeping or disabled) creatures.

A dyll is covered with thousands of microscopic, hollow spines. Using these, it sucks 1-3 hit points worth of blood from a victim each round. The initial strike of the dyll does 1 point of damage as it attaches itself. It begins draining blood on the round thereafter.

A dyll gains strength from the blood it ingests, at the rate of 1 hit point for each 2 points of blood-draining damage it causes. It will remain attached and continue to drain blood until it is killed or until it reaches 9 hit points, whereupon it will loosen its grip and fly away.

Dyll typically lair in rocky areas or caverns, usually near water where creatures come to drink. Such lairs often contain the drained husks of past victims, and any treasure borne in by those unfortunates.

One dyll in every 10 creatures will be able to cast a *Sleep* spell affecting creatures with up to 3 hit dice when attacking a victim. If its initial strike is successful, the spell is cast. *Sleep* spells cast by dyll striking in the same round are cumulative; thus, a pair of dyll may strike and sleep a creature of up to 6 hit dice, three dyll can affect a creature of 9 hit dice, and so on.

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Dragon

Poltergeist

Created by Craig Stenseth

FREQUENCY: *Very rare*

NO. APPEARING: 1-4

ARMOR CLASS: -3

MOVE: 12"

HIT DICE: 6

% IN LAIR: 20%

TREASURE TYPE: C, Q x 5

NO. OF ATTACKS: 1

DAMAGE/ATTACK: *By weapon type*SPECIAL ATTACKS: *See below*SPECIAL DEFENSES: *+2 or better weapon to hit*

MAGIC RESISTANCE: 65%

INTELLIGENCE: *High*ALIGNMENT: *Chaotic neutral*

SIZE: S (3'+ tall)

PSIONIC ABILITY: *Nil*Attack/Defense modes: *Nil*

Poltergeists are the spirits of chaotic gnomes from Limbo and Gladshiem sent to the Prime Material Plane to spread the influence of chaos. They enjoy jokes and tricks, and their magical nature makes it difficult to do anything to stop them. And when they are provoked by someone trying to spoil their chaotic fun, they become as single-minded in their purpose as a berserker.

Poltergeists can use several spells of an illusionary nature. At will, they can perform the following feats of magic, at the 8th level of spell-use ability: *Audible glamor, Hypnotism, Invisibility* and *Ventriloquism*. They have infravision (60') and can teleport with no chance of error up to once per turn.

The creatures are immune to cold-based attacks and are unaffected by *charm, hold* and *sleep* spells and attack forms. A poltergeist only takes half damage from electrical and fire-based attacks, which is reduced to one-fourth if it makes a successful save.

Poltergeists will be armed as follows: 15% with club & sling, 30% with club & spear, 40% with short sword, 15% with short sword & spear. There is a 15% chance for any poltergeist carrying a club or sword that the weapon is magical (+1).

The chaotic nature of poltergeists makes it difficult to describe them in terms of general characteristics. They tend to show hatred for the same creatures that gnomes hate (goblins, kobolds and orcs in particular), but will not hesitate to attack or beleaguer any character they encounter.

Poltergeists cannot be forever slain when encountered on the Prime Material plane; one whose body is killed will have its essence banished to Limbo or Gladshiem for a time and will then be able to reappear.



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Dragon's Bestiary

Shroom

Created by Lew Pulsipher

FREQUENCY: *Rare*
 NO. APPEARING: 2-8
 ARMOR CLASS: 6
 MOVE: 12"
 HIT DICE: 4x3
 % IN LAIR: 25%
 TREASURE TYPE: C
 NO. OF ATTACKS: 2
 DAMAGE/ATTACK: 1-6
 SPECIAL ATTACKS: *Surprise on 1-4, hug*
 SPECIAL DEFENSES: *None*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Low*
 ALIGNMENT: *Chaotic neutral*
 SIZE: M
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*

A shroom (plural: shroom) has a body like that of a small, thin bear. When standing on two legs, as it often does, a shroom is about 5½ feet high. It weighs about 250 pounds. Instead of bear-like jaws, the shroom has a small, dog-like mouth and snout. Shroom have limited color-changing ability, the fur ranging from a dirty green-brown to black depending on the surroundings. When moving on all fours, a shroom is silent, surprising enemies two-thirds of the time.

The shroom prefer to capture rather than kill their larger, more intelligent victims, while they eat smaller creatures such as dogs, rabbits, and squirrels. If forced by hunger, a shroom will even eat plants, but they are basically carnivorous.

Shroom hold victims for ransom, or sometimes to eat later if they become bored or hungry — the outcome is unpredictable. Sometimes a victim is used as bait to trap more creatures. The shroom make eccentric ransom demands, either in person or through a note written by the victim or an associated creature. They may require large amounts of honey, for example, refusing any substitute. At other times they will want gems or coins, at others seemingly useless objects like sacks or jars. One can rarely negotiate with the shroom, who are liable to forget all about a deal and eat the captive if they become bored with the proceedings. It is best either to comply or attempt a rescue immediately.

While shroom can rarely (20%) read common, and have no written language of their own, they can often (50%) speak common, and all can speak the align-



ment tongue of chaotic neutral. Although of low intelligence, shroom are cunning. They capture creatures throughout their 40-year life spans, and have a fund of traditional tricks and tactics to draw upon, so that they often seem to be more intelligent than they actually are.

A shroom trained from birth can be a loyal, though stupid, servant, if well treated. Even cold-hearted doppelgängers have been known to treat shroom kindly, for the shroom can be of obvious help by capturing characters whom the master can then imitate.

On the other hand, the trained shroom knows none of the traditional tricks of his species, he will not obey anyone but his original master. However, no shroom more than a week old can be trained. A captive, pregnant, female shroom will kill her cub immediately after birth. Though the shroom delight in capturing others, they hate captivity themselves.

The shroom attack with two slapping

paws, usually attempting to subdue. A successful hit causes real damage 25% of the time, while the rest of the time the damage is only temporary. When the total of real plus temporary damage is at least equal to the hit points of the target, it is unconscious. Victims are normally tied up with strong, flexible vines, though the shroom sometimes use rope taken from captives. In their lair the shroom lock captives in windowless "rooms" — caves, hollow trees, or whatever is available. When the victim awakes (1-6 turns after becoming unconscious), the temporary damage is gone.

A shroom may *dimension door* once per day (leading to speculation that there is a distant relationship to the unicorn). Normally, a shroom will knock out a victim and then carry it off using *dimension door*. If both paws hit the same target in the same round, the shroom hugs the victim. This causes only 1-3 additional points of damage, but it enables the shroom to *dimension door* with the victim in hand and still conscious, if the shroom so desires.

Shroom rarely use their *dimension door* power before they have knocked out or grabbed a victim, but occasionally some will *dimension door* into or behind a party of adventurers, causing enough confusion to allow other shroom to rush up on foot and carry off victims via *dimension door*.

Shroom are sometimes bold, sometimes cautious. Capture is for them an enthralling sport, but not a necessity of life. If a "snatch" is not working out, the shroom will flee rather than fight to the death.

Shroom females can bear one cub per year. Since there is no mating season as such, only 2% of any cubs encountered will be less than a week old. The shroom social structure resembles that of some monkeys, with one dominant male. The "number appearing" refers to adults found together away from the lair. When in the lair, which may be underground, in mountains, or in thick brush or hollow trees, there will be twice as many adults, plus one cub per two females (the number of males and females is roughly equal). Cubs fight at reduced hit dice and damage according to age, and cannot *dimension door*. Shroom mature in one year. The lair may (30%) contain a captive of some intelligent species, not necessarily human.

Colfel

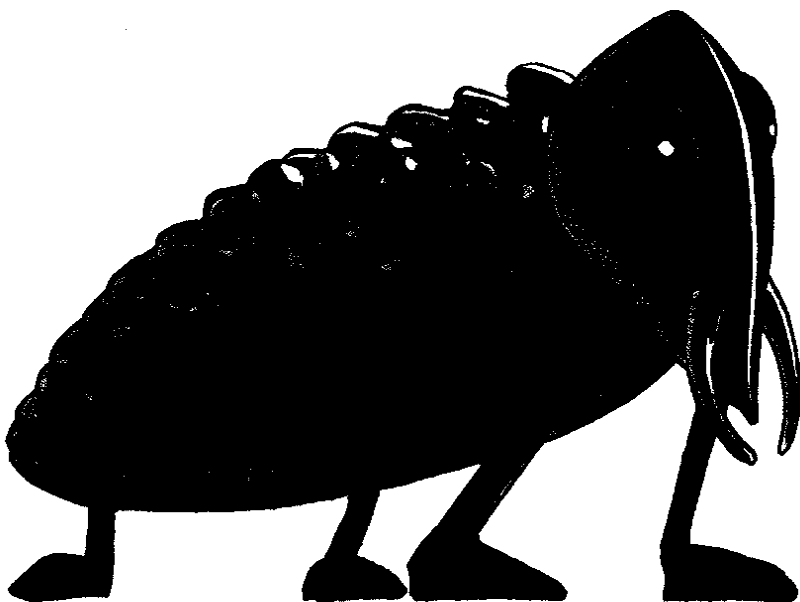
Created by Richard Lucas

FREQUENCY: *Rare*
 NO. APPEARING: 3-10 (20-50)
 ARMOR CLASS: 4
 MOVE: 12"
 HIT DICE: 7x8
 % IN LAIR: 30%
 TREASURE TYPE: G
 NO. OF ATTACKS: 1 or 3
 DAMAGE/ATTACK: 6-16 or 2-5/2-5/1-12
 SPECIAL ATTACKS: *Energy drain*
 SPECIAL DEFENSES: *Immunity to cold*
 MAGIC RESISTANCE: *Saving throws as 21st-level magic-user*
 INTELLIGENCE: *High*
 ALIGNMENT: *Neutral evil*
 SIZE: *M*
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*

The colfel, a native of the Negative Material plane, has appeared on the Prime Material only rarely in the recent past, probably due to summonings by powerful magicians desiring greater and more powerful servants. These creatures often compound their strength by banding together into large groups. Rarely will fewer than four or five be encountered. Also, they are highly intelligent, and attack and react accordingly, so they are very dangerous monsters even when fighting vastly superior opposition. A deadly tactic they often use is that of ganging up on just one member of a group of opponents, and attacking until this victim is dead before moving onto the next. Up to four colfel can attack one human-sized creature at the same time.

Colfel usually attack first by charging into a melee and spearing with their horns. The second and subsequent attacks are claw/claw/bite routines.

Colfel have several attributes similar



to those of the greater undead. The first is complete immunity to cold- or ice-based attacks of any form. (Colfel consider brown mold excellent food, and if they find a patch they will nurture it carefully. There is a 5% chance on any encounter with colfel that a bed of brown mold will be nearby.) The second undead-like attribute is a low-strength energy drain that draws life energy equivalent to 1,000 experience points from an opponent each time the colfel scores a hit with one of its physical attacks.

Colfel also have several weaknesses which, like their strengths, are related to their association with the Negative Material plane. In direct sunlight or its equivalent, they suffer 1 point of damage per round they are exposed. For this reason they venture out of doors only at night, and are always found underground or in the deepest, darkest jungles or forests. They take one and a half times normal damage from all kinds of fire.

Colfel also suffer damage directly from the following spells: *light* (3 hit points);

continua/ light (6 HP); *faerie fire* (1 HP per level of caster); *pyrotechnics*, fireworks form (12 HP); *dancing lights* (1d4 HP); *co/or spray* (2d8 HP); *prismatic spray* (4d6HP additional damage); *sunburst*, as from a *wand of illumination* (6d6HP); and *prismatic sphere* (or *wall*) (1 HP per segment if within 10"). Each spell except the *prismatic sphere* or *prismatic wall* is absorbed and negated when a colfel enters its area of effect.

Proximity to normal fires is also damaging to these creatures; torches (2 HP each), lanterns (4 HP each), and bonfires (3d4 + 3 HP) are quenched and simultaneously injure a colfel when it approaches within 5 feet of one.

Physical description: The colfel is a large quadruped, about 6 feet long and standing 3 feet high at the shoulder. It has black, slimy, furless skin that appears very much like gangrenous flesh. Its eyes are midnight black with star-white pupils, and the nose is tipped by a pair of sharp prongs. A row of spikes runs down its knobby back.

Gem Vars

Created by Michael C. Reed

FREQUENCY: *Rare*
 NO. APPEARING: 3-78
 ARMOR CLASS: -7 (*diamond*) or 1 (*ruby*)
 MOVE: 9"
 HIT DICE: *See below*

As their name implies, these creatures are physically composed of the appropriate gem stones. They are humanoid in form, being bipedal with two arms. They can see in total darkness for as far as 200 feet, and their eyes glow in the dark,

% IN LAIR: 30%
 TREASURE TYPE: 1
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-10 or by weapon type
 SPECIAL ATTACKS: *See below*
 MAGIC RESISTANCE: 25%
 INTELLIGENCE: *low*
 ALIGNMENT: *See below*
 SIZE: S (2-4 feet tall)
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*

which makes the eyes visible to other creatures or characters from up to 30 feet away in near or total darkness. They have no ears, and a total lack of muscle tissue and body hair.

Gem vars are created by a fairly simple

but obscure formula which may be found in an old wizard's spell book (an old book, not necessarily an old wizard), or perhaps as a page in a magical tome found in a treasure trove. The procedure: An appropriate gem stone (diamond or ruby) of at least 10,000gp value must have cast upon it, in this order and consecutively without interruption, these spells: *stone to flesh*, *enlarge*, *animate dead*, *infravision*, and *strength*.

A gem var will be aligned neutrally with respect to law and chaos, with its outlook on good and evil determined by the alignment of the creator. Thus, a gem var will either be true neutral, neutral good or neutral evil.

Gem vars are totally loyal to their creator until that character has died or the

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gem var is released from service. While under the influence of their creator, gem vars serve effectively as minions or hirelings, though they will not willingly put themselves in obviously dangerous positions unless a substantial reward of gems or jewelry is promised. At any given time, a magic-user can manufacture and have under his/her control one gem var for each point of intelligence currently possessed by the caster.

Individual gem vars that have become "unemployed" will seek out others in similar circumstances, intending to become a member of a small band. A group of gem vars released at the same time from the same creator will always form their own band and will not accept others of their kind (singly or as a group) which were released from a different creator, unless the two groups are of the same alignment.

Independent gem vars may sell their services for gems and jewelry, which they prize above all else, even magic items. Gem vars are able to find any accumulation of gems or jewelry (more than 4 pieces) within 12" of them.

For combat purposes, gem vars are treated as 8-hit-die monsters; however, they do not have a prescribed number of hit points, nor do they take damage from physical attacks the way most other creatures do.

Edged weapons are ineffective against gem vars, and they cannot be killed intact when attacked with blunt weapons. Any time a single physical attack on a gem var causes 15 points of damage or more, there is a 30% chance the creature will be killed, shattering into 101-200 (d% + 100) pieces. If it does not shatter, it will fight at half effectiveness (i.e., as a 4-die monster, then as a 2-die monster, but never lower than 1) thereafter. Any time a single strike does at least 5 points of damage, there is a 20% chance the blow will cause 1-4 pieces to be chipped off the creature's body.

A non-physical (magical) attack which causes a certain amount of hit-point damage will affect a gem var (except for the immunities noted below) similarly to a physical attack. However, a spell attack which does 15 or more points of damage will kill the gem var without shattering it (unless, of course, the shattering is a natural effect of the spell), and a spell attack which causes at least 5 points of damage has a 50% chance of reducing the gem var's effective hit dice in half.

Gem var pieces are worth whatever value a jeweler will place on the size of the gem stone. A 4' tall ruby specimen, killed intact, is worth 71,000-90,000gp (d20 + 70). A 4' tall diamond specimen, killed intact, is worth 81,000-100,000gp (d20 + 80).

Gem vars are impervious to *charm* and *sleep* spells. They are also immune to all fire- and cold-based attacks.



Being endowed with great strength, gem vars are limited in weapon use only by their size. They prefer to use long (two-handed) swords, battle axes, javelins, spears, and light crossbows.

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Dragon's Bestiary

Sull

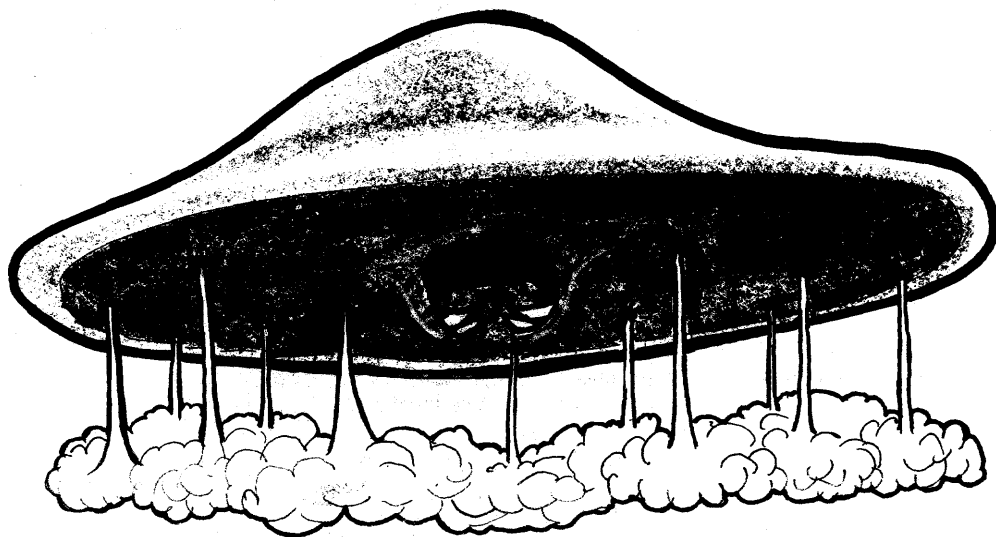
Created by Ed Greenwood

FREQUENCY: *Rare*
 NO. APPEARING: 1-6
 ARMOR CLASS: 9
 MOVE: *See below*
 HIT DICE: 3, 4, 5, or 6
 % IN LAIR: *Nil*
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 2
 DAMAGE/ATTACK: 1-4/4-16
 SPECIAL ATTACKS: *Nil*
 SPECIAL DEFENSES: *Gas cloud*
 MAGIC RESISTANCE: *Standard*
 [immune to charms]
 INTELLIGENCE: *Average [High]*
 ALIGNMENT: *Neutral*
 SIZE: *L*
 PSIONIC ABILITY: *Nil [120]*
 Attack/Defense Modes: *Nil [A, D / F, I]*

Sull, or "floaters," are nomadic creatures who float silently in midair by means of buoyant gases created in their digestive organs and stored in the central hump of the body. Sull move by the controlled intake and exhaust of these gases; they can move at a rate of 18" vertically through the air, but only 6" horizontally (unless aided by air currents).

Despite their slow movement rate, Sull are Flight Class A in regard to maneuverability; not needing to turn about but merely stopping short and reversing direction. Sull greatly fear Wind Walkers and similar creatures of the air, for they have no defense against the air turbulence these beings can create.

Sull are omnivorous, and consume prey with great jaws located on their underside. From between their jaws they can extend a sucking tube to take in liquids.



Sull never crush opponents beneath their bulk, but will ram into victims (using the hard, rubber-like edge of their bodies rather than the more resilient top and bottom surfaces) with as much force as they can muster and rebound away. This attack does 1-4 points of damage. The Sull's bite, if it is able to drop down upon and engulf a victim, does 4-16 points of damage.

When engaged in battle, Sull will emit gaseous clouds from orifices spaced around the under part of the body's edge; this gas, a digestive byproduct, hangs in the air in blinding, irritating clouds. Creatures battling a Sull do so at -4 "to hit" if the gas affects their eyes, but only at -1 if they must contend merely with its thickly swirling, obscuring vapor. A successful save vs. poison, or the use of magical protection to prevent irritation to the eyes, lessens the -4 penalty to -1.

Floaters can understand Common, and

sometimes will understand the speech of races or of individuals (see below), but they cannot shape words. They have their own language of clicking and whistling sounds. Sensory areas around the edges and hump of the disc-like body, and around the mouth beneath, give the Sull normal (6" range) infravision. It also has receptors for sound and smell, but these senses are not acute and only operate with dependability at short range (within 2" of the creature).

A few Sull (10% chance of encountering such) have psionic ability. The differences of these creatures with regard to magic resistance, intelligence and psionic ability are given in brackets. Psionic Floaters always have the minor disciplines of *Detection of Magic*, *Empathy*, and *ESP*, and the major disciplines of *Body Control* and *Telepathy*. They vary in psionic mastery, but are typically of 6th level.

Sull are occasionally captured and trained to serve spellcasters as aerial platforms. They typically understand far more of their master's primary language than that individual may realize, and will always recognize their master's voice and commands. Although usually docile, Sull are not willing servants and must be controlled by pain, typically administered by a *Wand of Lightning* or other source of electrical shock, or a *Wand of Magic Missiles*.

Psionic Sull will only serve masters of true neutral alignment, and will communicate with them telepathically if they are well treated. Sull have served as battle leaders for the dervishes of the desert, among whom they are treated as respected friends.

ELEMENTALS *Dungeon Dwellers set 1283*

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February 1982

Dragon

Beguiler

Created by Ed Greenwood

FREQUENCY: *Very rare*
 NO. APPEARING: 1-4
 ARMOR CLASS: 9
 MOVE: 15"
 HIT DICE: 2
 % IN LAIR: 40%
 TREASURE TYPE: L, N, Q
 NO. OF ATTACKS: 6
 DAMAGE/ATTACK: 1-2 (x4), 1-4, and 1
 or by weapon type (see below)
 SPECIAL ATTACKS: *Illusions*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Average to high*
 ALIGNMENT: *Neutral*
 SIZE: *S (2' long)*
 PSIONIC ABILITY: *See below*
 Attack/Defense Modes: *Nil*

The Beguiler is a small, plump quadruped about the size of a small dog. Mouselike in appearance, it has large glistening black eyes, large ears, and a pointed snout. It is covered with thick, bluish-black fur that sheds water, is silky to the touch, and — when properly cured — commands high prices.

Beguilers possess razor-sharp retractile claws, enabling the creatures to climb



trees and wooden structures with ease. The hairless, prehensile tail of the Beguiler aids in climbing, and can be used to throw and/or wield weapons the size of a shortsword or smaller.

The creature's four sets of claws each do 1-2 points of damage per attack, the Beguiler's bite does 1-4, and the tail can inflict 1 point of damage by itself, or by weapon type if one is used. Any weapon held or thrown by the Beguiler's tail is at -2 "to hit."

A Beguiler always sees with *True Sight*; i.e., invisible creatures or objects can be seen, and illusions are not seen and do not have the intended effect. The creature can change the hue of its fur to match the coloration of its surroundings for 1-4 turns and remain absolutely motionless during that time, hiding in shadows with the success of a 12th-level thief. (Some spellcasters are rumored to have maintained or recreated this ability in the cured pelt of the Beguiler.)

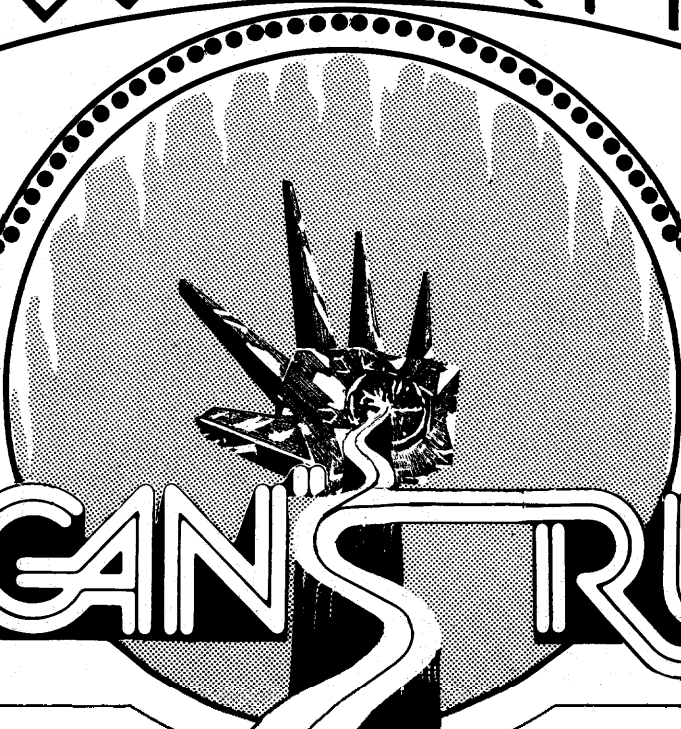
The Beguiler's most spectacular and most feared (once it is discovered) ability is the power to cast illusions. A Beguiler can cast *Spectral Force* and *Shadow Monster* spells as a 20th-level illusionist. Different individuals of the species vary in spellcasting powers, having the use of from 4-16 such spells per day. Such illusions will cease whenever the Beguiler wills, but it need not concentrate to maintain them.

Beguilers cannot be attacked by psionics. Their peculiar mental processes create a continuous "scrambling" effect which makes psionic activity impossible within 4" of the creature.

Beguilers are omnivorous. Beguiler brains are highly prized by alchemists and spellcasters alike, for they are a valuable ingredient in several important magic items and potions.

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Magenta's Cat

Created by
Roger Moore

FREQUENCY: *Very rare*
NO. APPEARING: 1 (5% chance of 3-6)
ARMOR CLASS: 7
MOVE: 12"
HIT DICE: 1+1
% IN LAIR: *Special*
TREASURE TYPE: *Special*
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-4
SPECIAL ATTACKS: *Psionics*
SPECIAL DEFENSES: *Hiding, silence, psionics*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Exceptional*
ALIGNMENT: *Neutral*
SIZE: S
PSIONIC ABILITY: 170-220
Attack/Defense Modes: *All/all*

Several centuries ago a Wizardess named Magenta began experimenting to try to produce psionic ability in her familiar, a large black cat called (predictably) Midnight. Though she was successful in making Midnight psionic, an unintended side effect caused the cat to be released from its obligation as a familiar, and it escaped.

Though Midnight was never found again, it would seem that the cat was able to breed with others of the normal variety and produce psionic and intelligent offspring. The special genes for these powers are recessive, and thus the probability that any cat today will possess the powers of its ancestor is very low (something like 1 in 1,000).

All known psionic cats (called Magenta's Cats) are reputed to be of the same deepest black color as the original. About two thirds of these cats are female. All have exceptional night vision, allowing them to see well in anything but absolute darkness, and very sensitive hearing. These senses make the cats impossible to surprise. The silence with which they move and their dark color allows them to surprise opponents on a 1-5 in shadowed areas and at night.

Magenta's Cats are intelligent in the extreme, and can apparently communicate with all feline creatures by means of a sort of limited empathy/telepathy. They may speak up to three languages besides the feline tongue and the language of neutral align-

ment. It is 90% likely that at least one of these other three languages will be the common tongue, and 60% likely that another will be elven.

Magenta's Cats are aloof and somewhat conceited; they all seem to feel they are vastly superior to any other thinking creature, although they are not given to "broadcasting" their powers. It is likely that any Magenta's Cat aware it is being watched will act like a normal cat, not revealing its true nature until it chooses to or is forced to.

Though these creatures usually travel alone, it is possible to run into a small group of them, all adults, who have gathered to exchange information, feed, or mate. Singly or in groups, these cats are only known to inhabit towns and cities. Litters have 3-5 kittens, with only a 10% chance of each offspring having the special powers of the psionic parent(s). The chance is the same whether one or both parents are psionic.

The psionic powers of a Magenta's Cat are as follows: Each has the Minor Devotions of *Invisibility, Body Equilibrium, Cell Adjustment, and Molecular Agitation*. These powers are used at the seventh level of mastery. Psionic *Invisibility* will only be used as a last resort if the cat's normal methods of staying out of sight fail. *Body Equilibrium* explains why Magenta's Cats often leap from high buildings and cliffs to escape pursuit, since they are able to slow their descent to prevent harm, and also explains why now and then a confused peasant or traveler will report seeing a black cat walk across a lake or pond and not get wet. *Cell Adjustment* removes any damage to

the cat (unless it was killed outright) completely in one round. *Molecular Agitation* is rarely used, but explains why the homes of known cat-haters sometimes burn down inexplicably. Most people believe this is the vengeance of the Egyptian cat-goddess, Bast, or a like-minded deity. Magenta's Cats probably know differently.

A magic-user of true neutral or part-neutral alignment who has psionics may receive a Magenta's Cat for a familiar if the spell *Find Familiar* is cast successfully and a black cat is indicated as the type of familiar received. The base chance is 5%, plus an additional 1% per level of experience of the magic-user over the first. For a magic-user of true neutral alignment, this chance of success is unmodified; however, subtract 2% from the figure arrived at if the magic-user is neutral good, neutral evil, lawful neutral or chaotic neutral. Magic-users of other alignments will not be able to find a Magenta's Cat for a familiar even if they are psionic.

In addition to the normal powers of a black cat familiar, the Magenta's Cat makes the magic-user impossible to surprise and can add its psionic strength points to its master's in multiple psionic operations. The magic-user may likewise add his or her points to the cat's to extend its powers, but the magic-user will not gain the cat's psionic disciplines as his or her own, or vice versa. If the Magenta's Cat familiar is killed, the magic-user immediately loses twice as many hit points as the cat had, permanently, and also loses all of his or her psionic powers forever. Like all other familiars, the Magenta's Cat gets a saving throw vs. magic when the *Find Familiar* spell is cast.

There is a 5% chance that a Magenta's Cat will be acting as a familiar if encountered normally. If so, it will be linked to a Wizard of 11th to 18th level (d8 + 10, to generate level randomly) who will react with all powers possible if his or her familiar is threatened. There is a fair chance the cat will be wearing a jeweled (and possibly enchanted) collar of considerable value, as determined by the Dungeon Master.

A Magenta's Cat acting as a familiar will be very near to its master or mistress, or to the home of that character. Aside from this sort of "lair," Magenta's Cats have no lairs and collect no treasure.



Dragon's Bestiary

Bleeder

Created by Ed Greenwood

FREQUENCY: *Rare*
 NO. APPEARING: 1
 ARMOR CLASS: 4/6/8
 MOVE: 9"
 HIT DICE: 77-84 hit points
 % IN LAIR: 40%
 TREASURE TYPE: *See below*
 NO. OF ATTACKS: 10
 DAMAGE/ATTACK: 1-8
 SPECIAL ATTACKS: *Blood drain, ram*
 SPECIAL DEFENSES: *Regeneration*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Average to high*
 ALIGNMENT: *Neutral evil*
 SIZE: L (6' dia.)
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*

The bleeder is a fearsome monster found in caverns or ruins. Its spherical body resembles that of the dreaded beholder, but the "eyestalks" of the bleeder are actually bloodsucking tentacles.

Bleeders favor a diet of humans and horses, but will attack anything having blood (including such things as bloated stirges).

In the bleeder's digestive process, blood is used to generate energy which is stored within organs in the body and tentacles (1 hp worth of ingested blood becoming 1 charge). The creature uses this energy for motor activity and healing. The transformation from blood to energy takes 1 round.

A bleeder expends 1 charge every 2 turns in motor activity (and thus is al-

most always hunting prey). Spending 1 charge enables the bleeder to heal 1 hit point of damage to each of its 10 tentacles and 1 point of damage to its central body (but not its eye). The healing ability can be used once per round, and the creature can attack as usual while the regeneration is going on.

Bleeders prefer to float above surfaces rather than resting upon them, and move by means of *Levitation*. (An organ located in the upper half of the rubbery, spherical central body is a valued ingredient in magical potions and inks concerned with levitation and similar acts.) A bleeder may, however, "shut itself down," remaining motionless and insensitive on the ground, and in that state remain alive for long periods. To awaken from this hibernation, the creature requires an influx of electrical energy, or a physical shock caused by a fall, blow, wound, or heat.

The bleeder's 10 tentacles are retracted into the body when not needed (resembling eyestalks up to 4 feet in length), but can lash out to a full stretch of 20 feet with blinding speed. All 10 tentacles may act separately, or they may strike a single human-sized target in concert. The initial strike of a tentacle causes 1-8 points of damage as the barbed tip attaches to the victim. Sucking orifices within the barbs will drain blood at the rate of 2 hp per round (per tentacle), beginning on the round after the hit was made.

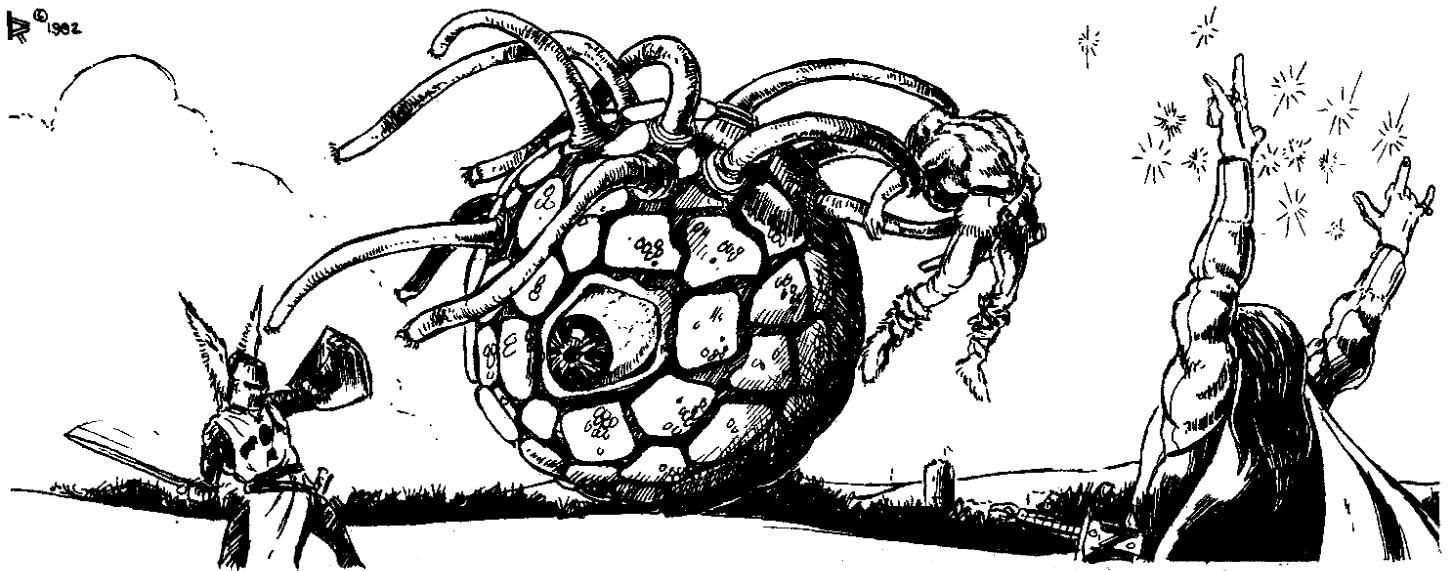
If a tentacle attached to a victim is damaged but not destroyed by any single blow, it will instantly and automatically drain from the victim's body sufficient blood (in hit points) to restore itself. Note that this reflex effect occurs after every non-killing hit, even if the ten-

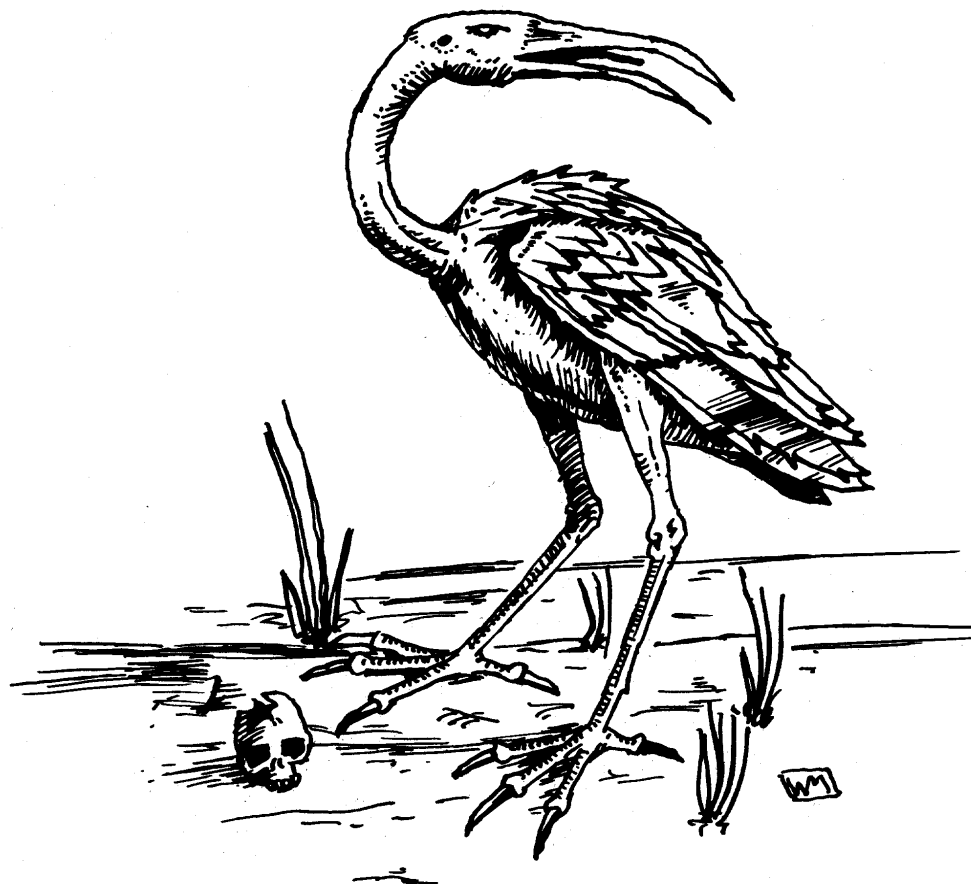
tacle absorbs more than one wound in a round. This instinct does not respond to damage suffered by the central body or other tentacles. A tentacle will continue to drain blood if it is doing so when the central body reaches zero hit points. Tentacles not attached to a victim at that time are incapable of further activity.

A tentacle will remain imbedded in a victim until the bleeder retracts it, or until it is torn free by the victim and/or comrades exerting a total strength of 22. A victim freed from the tentacles forcefully will suffer 1-6 points of damage per tentacle as the barbs come loose. A bleeder will voluntarily retract a tentacle only when its victim is reduced to zero hit points, or when its central body is down to 5 hit points or less (30% chance, check each round when applicable).

Bleeders have been known to ram or crush opponents with their bulk. This attack does 1-8 points of damage, and is often made purposefully while the body is turning and its tentacles flailing, so that victims are dislodged from ledges and precarious positions. The creature's tentacles each have 6 hit points and are armor class 6. The central body has a hard, rubbery skin and is AC 4. It has 11-18 hit points, and bears a large eye (AC 8, 6 hp, 12" infravision). If its eye is destroyed, a bleeder may still locate opponents within 1" by smell and sensing vibrations.

Bleeders often meet in mid-air struggles to the death. The loser's body is left to become the breeding ground for offspring. The central body is covered with a fluid secreted by the victor, and within 1 day, from 1-4 young are "hatched." Each offspring is 50% as powerful as an adult in all respects, and matures in one month.





Stymphalian birds

Created by Michael Parkinson

Author's note: Throughout history, creatures and characters from classic myths and legends have stirred the imagination. The ADVANCED DUNGEONS & DRAGONS® game would be a lesser game if it lacked legendary monsters such as vampires, medusae, and unicorns, to name a few such creatures.

Another formidable and fearsome creature of myth not included in the official AD&D™ monster list can be taken from the legend of the sixth task of Hercules — to destroy the carnivorous birds of Lake Stymphalus.

FREQUENCY: *Very rare*
 NO. APPEARING: 2-12 (in flight)
 or 30-180 (in lair)
 ARMOR CLASS: 4
 MOVE: 6"/18"
 HIT DICE: 4
 % IN LAIR: 20% (but see below)

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Spriggan

Created by Roger Moore

FREQUENCY: *Uncommon*
 NO. APPEARING: 3-18
 ARMOR CLASS: 6
 MOVE: 9"
 HIT DICE: 1
 % IN LAIR: 15%
 TREASURE TYPE: *K on individuals; P, Q, Y in lair*
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 2-5 (2-16)
 SPECIAL ATTACKS: *See below*
 SPECIAL DEFENSES: *Silver or magical weapons to hit*
 MAGIC RESISTANCE: 10%
 INTELLIGENCE: *Low to average*
 ALIGNMENT: *Neutral evil*
 SIZE: *S (2' tall)*
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*

Spriggans are small humanoids, each of them having a distinctive, grotesque appearance. Differences between the members of a band of spriggans are considerable; no two ever have the same clothing, facial appearance, or height. Spriggans form small raiding bands and ravage the country near their lair, much as brigands do.

Individual spriggans have the thieving abilities of a 1st-level thief, with the exception of the band's leader, who has the abilities of a 5th-8th level (d4 + 4) thief. The leader of the spriggans is also able to bring down a *curse* one time per month. The curse takes effect when the leader touches a victim or is hit by the intended victim. Once the leader first employs the curse power, he will be "charged" for 10 rounds thereafter and will try to affect as many enemies as he can in that time. The leader will usually only use this ability if the spriggans' lair is raided and their spoils taken. Typical spriggan curses include penalties (-1 to -4) to saving throws, "to hit" rolls, or the like. Such a curse has a duration of 4-12 rounds depending on its severity, with weaker curses having longer durations. The effect may be negated by a *Remove curse* or a *Limited wish*.

All spriggans are capable of *Enlarge Self*, a special spell that increases a spriggan's height to six times normal, generally up to about 12'. This height increase gives the spriggan the attack power of a hill giant (2-16 damage/round, or +3 to hit and +7 to damage). This power lasts 4-9 (d6 + 3) rounds and can be

NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1 -8
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Animal
 ALIGNMENT: Neutral
 SIZE: M
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil

These man-eaters dwell in the midst of malarial marshes in damp, temperate to tropical climates, but will plague the surrounding areas up to 10 miles away. Their weed-choked, stagnant swamps are inevitably girdled by thick vegetation, hence often the birds' lair is accessible only by air. Colonies in such places are densely populated (30-180 adults and 10-60 non-fighting fledglings).

The Stymphalian bird has an ibis-like body with an extended neck; grasping talons and a fell beak, both of brass; and barbed feathers.

When flying overhead, a group of these birds can loose a rain of feathers which will cause damage on any character or creature below equal to a roll of d4 plus the victim's effective armor class. Double damage, or perhaps even more than

that, is rendered upon large targets such as horses. This attack can be made only once a day by any particular group in flight.

When it lands on a victim, a Stymphalian bird will attack with its claws (doing 1-6/1-6) instead of its beak. If both talons strike, the target is knocked prone unless he rolls less than his strength on 4d6.

These foul birds are carriers of (roll d6): 1, blood disease (acute, terminal); 2, cardiovascular-renal disease (acute, terminal); 3, connective tissue disease (chronic, severe); 4, gastro-intestinal (chronic, mild); 5, gastro-intestinal (acute, terminal); 6, any two of the above diseases.

The birds can only be damaged by magic weapons or spells. A special concoction of hydra blood, when smeared on the blades and points of magic weapons, will kill the bird unless it makes a saving throw versus poison; of course, the creature must be wounded (by a successful hit) before the poison can effect. A successful saving throw vs. poison indicates no additional damage (the toxin did not enter the bloodstream).

Stymphalian birds have such a violent stench that their opponents, when in me-

lee with a hunting flight or within 100 yards of the lair, fight at -2 to hit (or at -1 if a saving throw vs. poison is made). Similarly, any spells attempted by a spellcaster under these conditions have a 20% chance of failure (only 10% if the caster makes the saving throw vs. poison), in addition to any saving throws vs. magic that the birds are entitled to. This is because of the nausea and distraction caused by the acrid fumes. A new saving throw vs. poison must be rolled for in every round when the stench is present. The odor and noise these birds exude make it hard for them to gain surprise.

It may be possible to panic the birds (even an entire colony), depending on the method employed and the Dungeon Master's discretion: for example, Hercules used a device fashioned by the Goddess Athene.

These savage birds will greedily try to attack any humanoid or demi-human. Because the Stymphalian birds eat the local citizenry and peasantry, kill animals with their feathers, and spread diseases, any party attempting or offering to destroy or rout an established colony might be rewarded (or promised a reward) by those who are grateful. The birds themselves do not collect treasure.

used once per day, usually to scare opponents into fleeing or surrendering their valuables. It takes two segments for a spriggan to grow to its enlarged height, and the creature need only make a simple somatic gesture (placing thumb in mouth and puffing out cheeks, as if blowing up a balloon).

Their use of this power has led many peasants to believe that spriggans are actually the ghosts of long-dead hill giants, and some folk may use holy symbols or holy water when confronted by a spriggan band — for good reason, and with good effect. Though spriggans are not undead, they are repelled by holy symbols and will flee if splashed with holy water. Some sages believe this happens because spriggans are said to have originated on a lower plane. Holy water does not do actual damage to spriggans, except as it affects their morale.

Spriggans gain no bonuses for dexterity or racial type when using the thieving tables for pickpocketing, hiding in shadows, etc. They have a -25% penalty to their chance to climb walls, due to their height. They cannot use thieving abilities when in giant form.

These creatures are usually found in



hilly regions. They often set up house-keeping in a lair once occupied by hill giants. One of their other major occupations in life besides robbery is kidnapping; spriggans have been known to steal the children and babies of dwarves, halflings, and gnomes, and either hold them for ransom or bring them up as their own, training each child to be a fighter or a thief. Differences between spriggan babies and babies of other races will be obvious to anyone, since

spriggan children are as ugly and foul-tempered as their parents.

Spriggans have a wide variety of skin colors; individual complexions are usually some shade of brown, gray, or yellow-white. They speak their alignment language, the common tongue, and their own language. The leader (and only the leader) knows the thieves' cant, since he may have occasional ties with a local thieves' guild to sell some of the spriggans' stolen goods.

Dragon's Bestiary



VALLEY GIANT

Written by Michael Nystul

FREQUENCY: *Extremely rare*
 NO. APPEARING: 1
 ARMOR CLASS: -2
 MOVE: *Occasionally*
 HIT DICE: 9
 % IN LAIR: 100%
 TREASURE TYPE: *See below*
 NO. OF ATTACKS: 2
 SPECIAL ATTACKS: *See below*
 SPECIAL DEFENSES: *See below*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *One-track mind*
 ALIGNMENT: *Neutral*
 SIZE: *Real big*
 PSIONIC ABILITY: *Nil*

The Valley Giant always dwells in his valley. This lair is an active farming area. The Valley Giant always has other creatures in his lair to act as workers. These workers are all less than four feet tall. Their weapons are +1 hoes and magic wheelbarrows which produce and hurl 1-10 giant corn kernels every three rounds.

Unlike other giants, the Valley Giant has spells unique to himself:

1: *Sonic Boom* — Upon utterance of the words "Ho, ho, ho," this spell causes a victim to take 6-36 points of damage and lose 1 point of intelligence.

2: *Charm Undersized Being* — Reduces the victim's intelligence and charisma by 2 points each, and a stricken victim will farm for the giant until dead.

3: *Polymorph Sprite Farmer* — This spell affects beings over 4'2", reducing them to 3'6" and then acting as a *Charm Undersized Being*.

4: *Box* — Enables the Giant to box material up to 10,000 gp in weight. (It takes 10 turns for a victim to escape the box, by which time he has been shipped out of the valley by the spell described below.)

5: *Teleport Boxed Material* — Up to 1,000 meters distance, no chance of error.

The Giant's special treasure is 100 to 10,000 boxes of yellow vegetables, 200 to 20,000 boxes of little square orange vegetables, 150 to 15,000 containers of round green vegetables, and 250 to 25,000 boxes of all of the above combined.

Because he appears apparently from nowhere, the Giant has a 99% chance of surprise.

Description: The Valley Giant has green skin, hair, and eyes. He wears a shirt of leaves (AC -2) and has the unusual habit of standing at all times with his hands on his hips. The Valley Giant's one weakness is that if someone asks, "What's new, Giant?" he will immediately filibuster for ten minutes and can be easily attacked during that time,

Walt Disney's DONALD DUCK

Written by Tom Moldvay

10th-level fighter/berserker
 ALIGNMENT: *Neutral good*
 HIT POINTS: 138
 ARMOR CLASS: 4
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK: 1-6 (+1 or +3)
 HIT BONUS: +1 or +3
 MOVE: 12"
 STRENGTH: 17
 INTELLIGENCE: 9
 WISDOM: 6
 DEXTERITY: 18
 CONSTITUTION: 19
 CHARISMA: 13

Like many cartoon characters, Donald Duck cannot really be killed. When reduced to zero hit points, he loses interest in the battle and wanders away. He need never make a saving throw, and attacks which require saving throws (even if checking for half damage only) never succeed against Donald. They might produce a visible effect; e.g., poison may



turn Donald green for a turn, a fireball may blacken his feathers for a turn, but Donald will then return to normal and be unharmed.

Donald usually wears a blue sailor suit and, while he possesses all the skills one might expect from a sailor, he is an indifferent sailor at best, preferring to remain on land. Donald often delights in playing tricks and practical jokes. He does not, however, take kindly to having the tables turned on him. He has a hair-trigger temper

which often sends him into a quacking fury. Even when berserk, he has a +2 bonus both to hit and on damage done (hence the dual statistics). It is left to the DM's discretion to decide when Donald goes berserk.

Donald especially dislikes chipmunks and mountain lions. One of the quickest ways to turn him berserk is to shoot an arrow at him or throw something at his head and then shout: "Hey, Donald, duck!"

THE TASMANIAN DEVIL

Written by Steven Sullivan

FREQUENCY: *Very rare*
 NO. APPEARING: 1
 ARMOR CLASS: 4
 MOVE: 6"/16" in *whirlwind*
 HIT DICE: 12
 % IN LAIR: *Nil*
 TREASURE TYPE: *Nil*

NO. OF ATTACKS: 2
 DAMAGE/ATTACK: 2-20
 SPECIAL ATTACKS: *Whirlwind*
 SPECIAL DEFENSES: *Regeneration*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: Low
 ALIGNMENT: *Chaotic neutral*
 SIZE: S (3' tall)
 PSIONIC ABILITY: *Nil*



The Tasmanian Devil is a mangy, vicious, beady-eyed, evil-tempered brute that will eat anything — especially rabbits. (It also has a fondness for duck.)

This ferocious creature attacks twice per round, doing 2-20 points of damage per attack to anyone it hits. It can regenerate 3-30 hit points in any round in which it does nothing else (if it is not dead). It will almost always do this if surprised or if it takes a large amount of damage from any non-melee attack.

The Devil also has the ability to go berserk, turning into a living whirlwind of teeth and claws. As a whirlwind, it moves each round in a random direction. In this form the Tasmanian Devil may bore through anything (including metal or stone) in its path except a magical barrier of some type. A character in the way of the whirlwind will take 6-60 points of damage. The Tasmanian Devil may stop this whirlwind at any time, but may not attack until a round later, when it regains its bearings.

The Tasmanian Devil is slow-witted, and can be tricked by anyone impersonating a Tasmanian She-Devil. This can be easily accomplished by anyone able to shove a bear trap into his or her mouth and flash a charming smile.

Despite its low intelligence, the Tasmanian Devil can speak a few simple sentences in the common tongue, such as "Why for you do that to me?"

Chuck Jones' and Warner Brothers' THE MARTIAN

Written by David Cook

7th-level fighter (race unknown)
 ALIGNMENT: *Lawful evil*
 HIT POINTS: 105
 ARMOR CLASS: 2
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-3
 HIT BONUS: +2
 MOVE: 9"
 PSIONIC ABILITY: *Nil*
 STRENGTH: 9
 INTELLIGENCE: 18
 WISDOM: 8
 DEXTERITY: 10
 CONSTITUTION: 19
 CHARISMA: 15

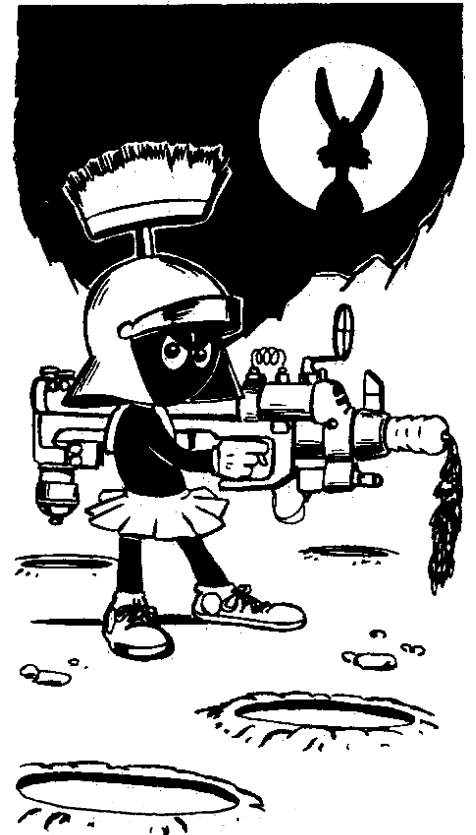
Although puny, this little creature constantly schemes to take over the Earth, the galaxy, or anything else. Although a relatively poor fighter in melee combat, he possesses a powerful Disintegrator/Re-integrator pistol. This weapon has a range of 1", and any target hit must save vs. wands (at -2) or crumble into dust. However, if the setting is reversed, the target will be restored to its previous condition. He will also have 10-100 de-

hydrated martians (treat as long-nosed green ogres) which will grow to full size upon application of 2 drops of water.

Half of the time, the Martian's flying saucer will be 'in the vicinity of the encounter. This device may carry one person (and his or her equipment) at speeds of up to 1,000 mph. However, the controls are such that only the Martian may fly it in safety. All others attempting to pilot the craft will head in a random direction (in space) for 1 to 10 hours, until they arrive at a far different location from their starting point — possibly a different planet.

The Martian wears tennis shoes and a helmet which are magically animated, thus making it virtually impossible to determine when he is dead. When his hit points are reduced to zero, the helmet will cover the body (or what remains of it), and the shoes will attempt to carry him to safety. The Martian evidently has access to sophisticated revival and restoration devices, for no matter what happens to him he always returns. The helmet also functions as a *Necklace of Adaptation*.

The Martian is seldom encountered on Earth itself, although he may be nearby. His approach is normally heralded by the sound of tinny music.



BASEBALL BUGBEARS

Created by Karl Kesel
and Tom Richmond

FREQUENCY: *Very rare*
NO. APPEARING: 9, or 18 if two teams
are in a playoff, plus one coach and

ARMOR CLASS: 5 (catchers: 3)
MOVE: 12"
HIT DICE: *Special*
% IN LAIR: 10%
TREASURE TYPE: 1-4 diamonds

NO. OF ATTACKS: 1
DAMAGE/ATTACK: *Softball 1-2;*
Hardball 1-4; Baseball Bat 1-6
SPECIAL ATTACKS: *Nil*
SPECIAL DEFENSES: *Nil*
INTELLIGENCE: *Low to average*
ALIGNMENT:
SIZE: L (7'+ tall)
PSIONIC ABILITY: *Nil*

These creatures travel around in tight, nomadic bands. If they are encountered in their camp, practice ball-throwing and hitting will undoubtedly be going on. If they are met while wandering, general team-talk and casual catching games will be happening. Baseball bugbears are unusually rowdy and will usually attack anyone for any reason. They will always attack any person disrupting a practice session, and death is too good for someone who breaks up one of their games! Because of their loud nature, baseball bugbears *never* surprise opponents, and can usually be heard a good distance away. They have uncommonly high morale, and surrender or retreat only in the most unusual circumstances.



For each team encountered, one baseball bugbear will be a pitcher (+1 to hit with baseballs, +1 damage), one will be a catcher (armor class 3, 75% likely to catch any missile), and one will be the coach (slightly older and a bit overweight, -1 to hit and -1 damage with anything). The coach's team will listen explicitly, and only, to him.

The rest of the group will be normal players, although a druid of 3rd level or higher may notice that various team members seem to hail from different areas of the country, due mainly to the heavy, off-season trading that occurs between teams. For each team of baseball bugbears, there is a 10% chance that one player has a batting average over .400, giving him +2 to hit and damage with a baseball bat. Also, there is a 10%

chance that any given team is the current league champion, in which case each team member has an extra +1 to hit with both bats and balls.

All teams have at least one kobold batboy, who will continually supply the team with new weapons. This kobold, however, will usually run away once any bats are swung in battle. Once a kobold batboy begins to show signs of wanting independence from his team, baseball bugbears will hold a large feast in his honor, usually with the kobold batboy as the main course. Baseball bugbears have been known to raid human, and even elven and dwarven, villages in search of new batboys when a fresh supply of kobolds is not readily available.

All baseball bugbears have proficiency in both bats and balls. They will always attack with baseballs from a distance, switching to bats when their opponents come within reach. The team will have at least 9 wooden bats ready to use at any given moment, and 10-60 balls. If the baseball bugbears are male, they will use hardballs. A female team will use softballs. However, one team in 20 will be found carrying some of both. All teams will have an ample supply of baseball mitts or gloves. These gloves may be used as an equivalent to a small, wooden shield, making the average baseball bugbear armor class 4 while the mitt is in use. Mitts may not be worn when bats are being employed.

For game purposes, baseball bug bears are treated as 3+1 hit dice monsters. In battle — regardless of how much or how little damage they have suffered — each team member will be killed automatically after being hit three times: Three strikes and they're out!

WEREBEAVER

Written by Jeff Goelz

FREQUENCY: *Unique*
NO. APPEARING: 1
ARMOR CLASS: 6
MOVE: 9"
HIT DICE: 4+2
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 4-16
SPECIAL ATTACKS: *Nil*
SPECIAL DEFENSES: *Silver or magical*
weapon needed to hit
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Average*
ALIGNMENT: *Chaotic good*
(chaotic evil in were form)
SIZE: S (M in were form)
PSIONIC ABILITY: *Nil*

The werebeaver is usually encountered in human form. He appears as a young boy with short, dark hair and a

round head. It may be noticed that he has buck teeth. Accompanying the werebeaver is a slightly older boy with curly, light colored hair. This boy is named Wally. Their clothing is outdated, and they can be easily distinguished by the fact that they have no coloration. Their



bodies and clothing are various shades of white, grey, and black. Also, it is possible that a certain identifiable theme music will be heard whenever the werebeaver is encountered.

Once the werebeaver is encountered, he will appear to get nervous, and Wally will tell the party, "Why don't you guys leave before I start to think you're a bunch of creeps or goons or something. You guys better watch out or I'll tell my dad and he'll clobber you." When he hears words of this sort, the werebeaver will respond by saying, "Gee, thanks, Wally. You're not such a bad brother after all."

If the werebeaver is still threatened after Wally has issued his warning, there is a 25% chance per round (cumulative) that the stress will overcome the little fellow, and he will transform into a werebeaver and attack with his powerful bite. If either he or Wally is attacked, he will transform into the werebeaver immediately, and will be extremely hard to get under control.

Dragon's Bestiary

Firetail

Created by Ed Greenwood

FREQUENCY: *Rare / very rare*
 NO. APPEARING: 1-6/1-2
 ARMOR CLASS: 6/2
 MOVE: (*flight*) 14"/19"
 HIT DICE: 4+4/9+9
 % IN LAIR: *Nil*
 TREASURE TYPE: *Nil / Gems only*
 (25% chance)
 NO. OF ATTACKS: 2/4
 DAMAGE/ATTACK: 1-6/1-12
 SPECIAL ATTACKS: *Heat/Heat, magic use*
 SPECIAL DEFENSES: *Nil / +1 or better weapon to hit*
 MAGIC RESISTANCE: 40% / 90%
 INTELLIGENCE: *Average / Genius*
 ALIGNMENT: *Chaotic neutral*
 SIZE: *S (2-4' long)*
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*

The firetail appears as a frolicsome, fey creature of living flame, which loops and darts dazzlingly in the air and is reputed to employ magic. Only the "greater firetail," or *tshala* (listed to the right of the slash marks in the table above), actually casts spells, but the two species are outwardly identical.

The firetail originates on the Elemental Plane of Fire, where it is *Uncommon/Rare*, but some few have been transport-

ed elsewhere by diverse means, and some have travelled to other planes of their own whim, for greater firetails may *Plane Shift* themselves and 1-6 lesser firetails (in a group) once per day.

Such groups are short-lived (thus stranding lesser firetails in unfamiliar planes), for firetails are creatures of whim and independence. Usually solitary, they prefer the company of their own kind to that of other creatures. Occasionally they will take a companion, which may be almost any sort of creature. Firetails have accompanied others of their kind, pegasi, sylphs, elves, and even humans. Although they never forget friends, firetails may suddenly ignore a familiar being, depart for a time and return without discernible reason, or even break off combat and attempt to befriend an opponent.

Firetails tend to take sides in conflicts, and may wreak great havoc or do much



good. They hate salamanders and will attack them on sight. Firetails and fire elementals tend to ignore each other.

Greater firetails can use the following spells, cast as though they were spellcasters of the 14th level: *Plane Shift* (see above), *Remove Curse*, *Heal*, *Feeblemind*, *Maze*, *Fire Trap* (all once per day), and *Fireball* (once per turn). When spellcasting, they can take no other action.

Firetails take no damage from heat- and fire-based attacks, but suffer +3 per die additional damage from water- and cold-based attacks. Their fiery bodies can be disturbed (preventing them from spellcasting or attacking for one round) by strong, sudden winds (such as the magical *Gust of Wind*). They blaze from fiery orange to blue-white, varying in intensity, hue, temperature, and pattern of coloration as a means of communication. Their flames do 1-6 or 1-12 points of damage (depending on type) upon contact, and will ignite flammable materials such as parchment and cloth.

Once every three rounds a firetail may blaze intensely for a few seconds, so that *one* of its attacks in that round does an additional 1-12 points of damage, its great heat damaging all items within ½" that fail a saving throw.

Some firetails on the Prime Material Plane have accumulated hoards of twinkling gems, tending to take stones of fiery color which catch the light.

When they reach very old age (400 man-years), firetails burst, producing 1-4 lesser firetails, or (20% chance) 1-2 greater firetails.

Umbrae

Created by Theresa Berger

FREQUENCY: *Very rare*
 NO. APPEARING: 1-6
 ARMOR CLASS: 3
 MOVE: 18"
 HIT DICE: 4
 % IN LAIR: *Nil*
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 2
 DAMAGE/ATTACK: 2-5
 SPECIAL ATTACKS: *See below*
 SPECIAL DEFENSES: *See below*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Non- to semi-*
 ALIGNMENT: *Neutral evil*
 SIZE: *M (4'-6' tall)*
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil/Immune to psionic attacks*

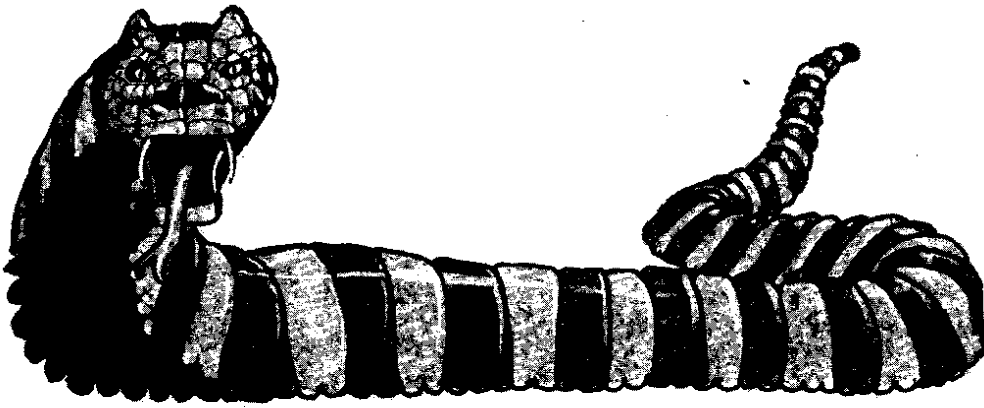
Umbrae appear as humanoid-shaped shadows upon walls, floors, and other surfaces, wherever they can find light (the brighter the better). Umbrae are not undead; their origins and motives are obscure, though their characteristics suggest a source on the Negative Material Plane.

Umbrae "feed" upon humanoids by striking a victim's shadow with their "hands" or with what appear to be the shadows of weapons. They attack as if the target had a base armor class of 10, and only magical or dexterity bonuses improve this (i.e., *Bracers of Defense* would give no benefit, but +2 *Armor* or a *Cloak of Displacement* would raise the target's AC to 8). Each hit upon the victim's shadow damages the victim and causes his or her shadow to fade slightly (an effect which lasts until the victim is healed). Any humanoid whose shadow (and life) is consumed by an umbra will become an umbra unless a *Remove*

Curse is cast upon the body within one turn.

Umbrae are unaffected by direct attacks against their form; only the *shadows* of weapon or spells attacks will harm them. Thus, a warrior would have to "strike" an umbra with the shadow of his or her sword, and a mage could ensnare an umbra with the shadow of a Web. Weapons do normal damage if their shadows hit, but no strength bonuses or magical damage bonuses apply. Umbrae are immune to any attack form which does not cast a shadow of itself.

Opponents facing umbrae for the first time suffer a penalty of -4 "to hit" due to unfamiliarity with the necessary attack forms, and will inflict only "accidental" damage until they recognize the proper approach. Opponents improve by +1 in each succeeding encounter with umbrae, until no penalty is incurred on the fifth and subsequent encounters. (Monks ad-



Light worm

Created by Willie Callison

FREQUENCY: *Very rare*
 NO. APPEARING: 1 (75%) or 1-3
 ARMOR CLASS: 6
 MOVE: 6"
 HIT DICE: 4
 % IN LAIR: 40%
 TREASURE TYPE: I, Y
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-6
 SPECIAL ATTACKS: *See below*
 SPECIAL DEFENSES: *See below*
 MAGIC RESISTANCE: 75% (*see below*)
 INTELLIGENCE: *Semi-*
 ALIGNMENT: *Neutral*
 SIZE: L (7'-10' long)
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*

These creatures are usually found singly in dungeons and similar subterranean settings. The light worm's principal weapon is a very poisonous bite. Victims must make a saving throw vs. poison (at

+1 on first bite, then -2 for each additional bite, cumulative) or die in 1-8 minutes. There is no known antidote for this poison, although *Slow Poison* and *Neutralize Poison* spells are effective.

The bite, however, isn't the creature's most potent weapon. There is a 35% chance per round that the light worm will create a sphere of colored lights around its victims. The diameter of this hypnotic sphere is 20 feet, and the monster can cast it at a range of 120 feet. During the first three rounds of its use, all in the affected area are dizzy (-2 "to hit" per round, cumulative). In rounds 4 and 5, the victims will have become so dizzy that no forms of attack are possible, and it will be a struggle merely to keep their feet. After six rounds of continuous exposure to the lights, those affected will fall unconscious for 11-20 minutes, during which the light worm will devour its prey if left undisturbed.

A saving throw vs. spells at -2 is allowed during the first round of the worm's mental attack; those who make the save will suffer only the dizzying effects of the first three rounds, with the corresponding penalties "to hit." After three rounds, they will shake off the hypnotic effects of

the sphere and will be able to attack normally. *Dispel Illusion*, *Mind Blank*, and *True Seeing* stop the effects of the light pattern, as does the use of a *Helm of Telepathy*.

Once the creature begins to use its colored-light attack, there is only a 5% chance per round thereafter that it will discontinue that form of attack. The creature has the ability to maintain the pattern despite all attacks directed at it, or any damage it takes short of death. If the lights are negated by some means or the worm ceases to maintain the sphere, the monster will immediately return to biting or it will disengage. It generates a sphere of light once every 12 hours.

If more than one light worm is encountered, and more than one uses the colored-light attack, victims must make saving throws against each sphere of lights. If a victim is affected by more than one sphere, each at full strength, the effects are cumulative.

Light worms are immune to *Sleep*, *Charm*, *Hold*, and *Illusion* spells of any strength or form. *Snakes to Sticks* will stun the creature for 1-3 rounds, cancelling the light pattern in use at the time. Cold- and heat-based attacks do double damage if the creature fails a saving throw, normal damage otherwise. The worm's magic resistance does not apply to cold- and heat-based spells, or to spells which negate the light pattern.

The light worm looks very much like a giant snake, but there are several distinguishing features. The worm's coloring is black on the underside and alternating bands of violet and light blue on top. The head is that of a normal snake, except for two small bumps above the eyes that may have been or may yet evolve into horns. Along the beast's underside are two rows of small stubs which are apparently the vestiges of some sort of "feet."

just more rapidly due to their training; they suffer only a -2 penalty on their first encounter, and no penalty thereafter.)

Umbræ inflict damage only when they strike, and never simply when the victim's shadow overlaps an umbra. Such contact causes discomfort to the victim; thus, umbræ cannot hide in the shadow of a living creature without alerting it. They have a 100% chance of hiding in the shadow of an inanimate object, and they surprise on a 1-5.

Generally, umbræ will not attack unless distinct shadows are present, and they are harmless in areas of complete darkness or diffused light. However, they can and will follow intended victims until a well-lit area is reached. An umbra will continue to attack until it has entirely consumed a shadow (and slain the victim), or until it is killed, in which case any surviving umbræ are 80% likely to flee.

Despite their great affinity for light, umbræ are never found above ground.



Tybor

Created by Jeff Brandt

FREQUENCY: *Very rare*
 NO. APPEARING: 1
 ARMOR CLASS: 0
 MOVE: 48"
 HIT DICE: 10
 % IN LAIR: 20%
 TREASURE TYPE: *I, S, T*
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK: 2-8/2-8/3-18
 SPECIAL ATTACKS: *See below*
 SPECIAL DEFENSES: *See below*
 MAGIC RESISTANCE: 50%
 INTELLIGENCE: *Genius*
 ALIGNMENT: *Neutral*
 SIZE: *M (6-7' tall)*
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*



The tybor are a race of flightless birds that, when running at maximum speed, seem to "float" above the ground without touching it. Males are never encountered, and females are always solitary.

The tybor attacks physically with its two claws and a beak slash. Its magically sharp beak is +3 to hit. However, it prefers to use its spell-casting ability in combat (or to avoid combat) whenever

possible. Tybor are able to employ magic-user spells at the 20th level of ability. They can use nine 1st-level spells, eight 2nd-level spells, seven of the 3rd level, six of the 4th, five of the 5th, four of the 6th, three of the 7th, two of the 8th, and one of the 9th level during any given day. (Spells should be determined randomly by the DM for each individual creature.) In addition to these spells, the

tybor can cast both *Haste* and *Slow* spells (no saving throw for either type) four times a day.

It is rumored that the feathers of the tybor are magical in nature, but only if plucked from a live creature. (DMs are encouraged to make some of the feathers small magical tokens; for instance, a feather might grant the owner the ability to use a *Haste* spell 3 times a week without the aging side-effect. But not all feathers from a single bird should be magical.)

The tybor have their own language, but never use it in communication with other creatures. They know the tongues of all birds and flying reptiles, and have a limited form of telepathy whereby they can communicate with most humanoids.

If the tybor is encountered in her lair, there is a 60% chance there will be 1-3 eggs (worth 7,000 gp apiece on the open market) in the nest. The tybor will let no one near the eggs, defending the nest until death.

The tybor has a purple crown and tail. The majority of the body feathers are orange with a sprinkling of green. The head is blue with red around the edges and a bridge of green above the beak.

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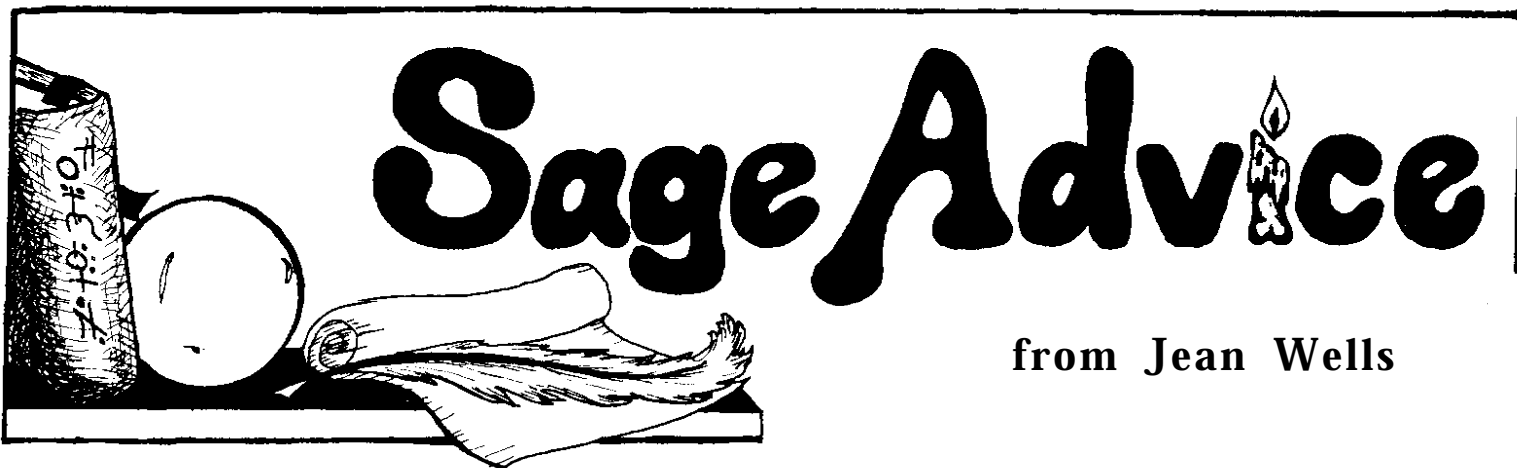
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from Jean Wells

Question: Must all characters that can use magic record their spells on books or scrolls in order to remember them?

Answer: If the characters are spell casters, yes; some of them must record their spells on books. Only Clerics and Druids get theirs each day through prayer and meditation. Magic-Users and Illusionists must keep one or more spell books. Some people like the idea of all spells being contained in one book, while others, including myself, like the idea of one book for each level of spells. How many spell books you will have and what size they will be is up to the DM of the game you play in.

Question: Can a Paladin put someone to death if the victim is severely scarred and doesn't want to live?

Answer: **Absolutely not!** The Paladin would try to find a reason for the person to live, if not with the world, then shut away doing religious work where those who benefit from the aid would not care what he looks like. The Paladin would also do all that he could to see that the character did not succeed in taking his own life.

Question: I am a 12th-level Paladin and I want to start a lineage. Is this possible? Can my Paladin get married, and if so, can he have children?

Answer: Well, most believe that Paladins practice celibacy. I firmly uphold this belief and will not allow my Paladin, Guinivere, to marry. This is a personal decision, or it can be made by your DM for you. Even if they don't marry, I am quite sure that Paladins are capable of having children.

Question: How does a first-level Magic-User get spells in his first-level spell book? Also, what obligations does he have to his master for his spell book?

Answer: A first-level Magic-User gets his spells placed in his spell book by himself or his mentor by way of a Write spell. This is the way he places all his spells in his spell books. As to his obligations to the Magic-User who was his master, that is between them. I myself am cleaning up after a 10th-level Magic-User's young black dragon twice a week in return for a book of third-level spells.

Question: Why can't demi-humans be Sages? Also, enclosed is a check for an order.

Answer: Demi-humans can be Sages. However, they are not as readily available as humans. Demi-humans are especially not interested in answering adventurers' questions. As for the check for the order: **DO NOT SEND ME ANY ORDERS OR MONEY.** I may work for TSR Hobbies, but I don't handle any money. If you have an order for *The Dragon*, send it to TD at POB 110, Lake Geneva VJI 53147. If it is an order for The Dungeon Hobby Shop, send it to 772 Main Street, Lake Geneva WI 53147.

Question: In the *Dungeon Masters Guide* it says that rechargeable items can be recharged and yet it says elsewhere that once they are used up, they can't be recharged. Please clear this up for me.

Answer: Any items that are rechargeable have to have one charge left in them to be recharged. To recharge them, you cast spells at them. One major problem with such items is that one is never sure how many charges they have.

* * *

Question: If you keep using a *Ring of Invisibility*, will you slowly become invisible forever?

Answer: My stars, no! That would make the ring too powerful. For something to bestow permanent invisibility to a character is making it much too powerful. Just go around doing anything you want without ever being seen? No, no?

* * *

QUESTION: If a party comes across a magic item, should one tell them it is magic? Would it feel magical?

ANSWER: Only tell the party that something is magic if they throw a *Detect Magic* spell on it. The only other way to find out is to pick it up and try it out. That might be dangerous, but that's the way it goes sometimes. Never, NEVER, tell them, "Oh gee, it feels like a +2 sword." Make them work to find out what it is, never just give anything away.

* * *

QUESTION: We had a bit of trouble last week with this problem: A lawful good Ranger was in our party and we came across a wounded Wyvern. He and the DM said he had to protect it from the rest of the party until it attacked him. What happens now?

ANSWER: I don't see what the problem is. If your DM said that the Ranger will protect the Wyvern, then I guess he will. All you can do is wait and see if the Wyvern attacks him or anyone else in the party. Simple matters similar to this are the sole responsibility of DMs. If a DM writes and asks this question, then I would give him an answer slightly different from yours. Otherwise, the DM is the final word in matters of his or her own campaign.

* * *

Question: Does the spell *Resurrection* require a Constitution percentage roll? If so, does the character lose a point from his Constitution?

Answer: Yes, to both. However, some DMs don't make you lose the point. They only want you to keep track of how many times you have raised, and once you have been raised as many times as you have Constitution points you can no longer be raised. This way, you don't lose the benefit of extra hit points if you have a high constitution.

Question: Why can't half-orcs be raised, especially if they are 90% human as the *Players Handbook* says?

Answer: *The Players Handbook* does not say that half-orcs are 90% human. It says that 10% of them (from which player characters are drawn) resemble humans enough to pass for one under most circumstances. Genetically, a true half-orc is always 50% human.

Half-orcs cannot be raised simply because they do not have souls. I went right to the top for the answer to this one, and according to Gary Gygax himself, "Half-orcs cannot be raised-period."

All about the druid/ranger

A classy explanation, better late than never

by Frank Mentzer

Editor's introduction

"Both elven and half-elven characters can be druid/rangers, or can be triple-classed as druid/ranger/magic-users."

Little did we realize the uproar that would follow the publication of that single sentence in issue #96, near the end of Gary Gygax's article on "New jobs for demi-humans." As scores of people have pointed out to us since then, the job of druid/ranger is impossible to qualify for under the existing AD&D® game rules.

It quickly became obvious that an explanation was in order even if it had to be after the fact. This Eager-to-Please Editor imposed upon Frank Mentzer to prepare an essay that would describe how and why this "illegal" class combination could — and should — be possible. Frank was more than happy to comply, and Gary also gave this piece of writing his stamp of approval — tacking on the final paragraph which appears here and leaving the remainder vir-

tually unchanged. So here, without further delay is the rest of the story

Though the druid/ranger is permitted in the AD&D® game rules, an alignment conflict is obviously present. But the combination is equally obviously logical; both classes are woodland-oriented. Then again, why should high-level rangers gain druid spells, even when their alignments are radically different from those of the deities who grant such spells?

First, allow this multi-class combination only for characters of the Neutral Good alignment. For a rationale, consider the behavior and philosophy of each class in the context of the campaign.

Druids, on the whole, minimize their association with "civilization," usually shunning the settlements of humans and humanoids for their beloved wilderness. To the truly Neutral druid, "each thing exists as a part of the whole, one as a check or

balance to the other, with life necessary for death, happiness for suffering, good for evil, order for chaos, and vice versa." (See DMG, page 23.) The druid lovingly tends the balance of all things, epitomized by Nature herself, while accepting the undeniable fact that Nature is sometimes cruel — survival of the fittest, and all that.

The actions and beliefs of a druid in the game are "good" — not in the alignment sense, but in the common meaning of "beneficial." Strictly within the druid's milieu, the druid considers his or her actions as "good" (more precisely, "best") for all things everywhere.

A ranger, on the other hand, is required to have a Good moral alignment: "Each creature is entitled to life, relative freedom, and the prospect of happiness. Cruelty and suffering are undesirable." (Again see DMG, page 23.) This moral perspective of the ranger, who deals with "civilized" areas much more often than the druid, is closely

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tied to relationships, and to the welfare of other beings. In relation to Nature herself, the ranger's outlook is very neutral-oriented. The balance of Nature is a "good" thing (lower-case "g," as opposed to "Good" alignment). The primary divergence between the ranger and druid philosophies is in their attitude toward suffering individuals: The ranger will always try to help, while the druid might look on, believing that even suffering has its place and purpose.

The Neutral Good ranger may thus be considered nearly true Neutral when functioning in the realm of Nature. Player-character druid/rangers are thus permitted, if of that alignment. Druids and Neutral Good rangers can be quite friendly toward one another — the druid considering the ranger as a "soul nearly saved," and vice versa.

As to rangers of other alignments — Chaotic Good and Lawful Good — one can only speculate as to the reasons why they are granted druid spells. The druid deity (or deities) might consider any ranger's respect for and good treatment of the realm of Nature as deserving of such boons. If so, the thoughtful ranger should realize that his or her actions in variance to the true Neutral ways will be balanced, in the long run, by someone else's converse actions — perhaps those of the local druid, "repairing the damage" caused by excessive Law, Chaos, or Good.

Moral extremists — those rangers who are notably and constantly (i.e. excessively, to the druid) Lawful or Chaotic — might be denied spells by the DM, having strayed too far (again, from the druidical perspective) from the balance of all things. If the DM excludes rangers of certain extreme alignments from spell acquisition, the players should first be informed of this, whether their rangers are of low or high level.

As a final note, research into the ways of ancient druids can help flesh out the class and its campaign activities. Druid beliefs were historically anchored in a gnostic monotheism, the worship of a Great Mother of All (known by different names in different times and places). Druidism evolved from an early matriarchal stage, limiting the priesthood to females only (and hence giving rise to the woodland females, dryads *et al.*), to the later more open stage, allowing males. Traces of druidism were found as late as 1874, in Russia. Acorns and oak leaves are still used in wreaths and harvest decorations, and many towns hold seasonal ceremonies at great oak trees. To some extent, the remnants of the ancient religion persist to this very day.

Of course, AD&D gaming seeks only to base its fantasy upon historical actualities, and it in no sense suggests reality or the recreation of supposed pagan practices. A sound knowledge of history, however, and an understanding of ancient and medieval culture, will certainly enhance the enjoyment of a campaign and enable the DM to add much to the milieu.

The forum

In regard to the current debate over the importance of the "official" rules, I offer the following words of Mr. Frank Mentzer, TSR's Creative Aide to the President, from POLYHEDRON Newszine #9:

"An emphasis on role playing comes closer to the original concept of the game than does an obsession with details. Gary [Gygax] doesn't run a straight AD&D® campaign; he's too creative to feel comfortable in that rigid system. You say you are, too? How many games, modules, and articles have you written lately? Have you given the system, as published, a chance? Have you tried the D&D® game, a flexible and adaptable framework, instead of the far more complex and regimented AD&D system?"

The letters in the Forum in DRAGON issue #98 all extol either a "nitty-gritty" rules fixation, a more flexible interpretation of the word "official," or a combination of the two. Unfortunately, none of the correspondents mention gaming experience or creativity, two factors which I feel cannot be ignored in this discussion. I use my own experiences to illustrate this point.

I started my first D&D game eight years ago, having no experience with the rules or even RPGs in general. Back then, all we had were the classic "blue book" and D&D module B1, *In Search of the Unknown*. Beyond that, we made our own dungeons, in which yellow mold lined the only passage into an orc's chamber and nobody said anything. How did the orc get its food? Nobody wondered and nobody cared.

Since then, I have almost doubled my age and have grown in all respects. I am not the same person I was then, and I don't play the same game. Today I play a highly modified form of the AD&D game which is nonviolent. Very few parts of the game are unchanged from their published form, yet enough has been salvaged so that the game is at least recognizable as an AD&D game.

Eight years ago, I would have laughed at anyone who suggested that I play a nonviolent game. We played the D&D game for its wonderful combat system, and giving that up would be like removing your left arm, if not your heart. But even if I had the inclination to create a nonviolent game, I still could not have pulled it off. I simply did not have the knowledge or skill to manage a game like the one I play now.

One of the most important steps in the creation of my present campaign was the switch to AD&D gaming in one \$50 swoop. The game was somewhat overwhelming in its scope, but we played it exactly as published for some time. As we progressed through our campaign, we began to notice flaws in the game and started to create ways to change the game to our own ends. The eventual outcome was our current campaign. The campaign will end soon, and the game will change further.

There is no question that the AD&D game, as published, is both "complex and regimented." But it must be fully comprehended to be altered. Otherwise, the results of change will never be noticed. The only way to understand the game is to play it, at least for a short amount of time, as it is written. After some experience with the game, you may feel your creative impulses suggest

changes in the system. You may wish to borrow from other games, from other gamers, and from other sources of literature. By all means, do it. But at least know what it's like to play without the changes you and your players wish to install in the game. It will make the changes that much more rewarding.

One note: If the AD&D game does seem too "rigid" to you, try the D&D game. It is a good system in itself which allows a more freeform style of gaming. It is designed to be added to by individual DMs in a manner that cannot be done with the AD&D game.

Michael D. Selinker
Seattle, Wash.

* * * *

Although this letter isn't about an actual part of gaming, I think some people will be familiar with this story. I first began playing the D&D game about three and a half years ago. I'm not really sure if you could call it playing, since I was in the sixth grade at the time; in my area, that was the time when everyone played the D&D game and no one played it right. Everyone played in a Monty Haul campaign, but no one had even heard the term.

All through seventh grade, players slowly thinned out and the remaining players I gamed with decided to reform. We had long "meetings" for our D&D club in which we ended up either watching TV or fooling around outside. Our DM said he'd never done enough of his world for us to play in it, although he can't really be blamed for it since no one else had the initiative to be a DM. As expected, this finally ended in the late summer after seventh grade, with the group splitting in half.

At this point, I finally gained enough initiative to become the DM. I was inspired by an excellent DM who was a counselor at a camp I had gone to that summer, and I was the DM all through eighth grade. By this time, I realized that many people who used to play the D&D game no longer did. I'm quite sure (let's face it, folks) that the reason is that D&D gaming is not considered cool to a majority of kids starting into the eighth grade. While I've been lucky enough for it not to have happened to me, many kids that play the D&D game are considered nerds.

So, what finally happened was this. I was playing D&D with two other kids, I was using characters while I was DMing, and we had 17 characters between the three of us. Characters were reaching 4th level after one adventure. Now, I know the Gary Gygax and the Lenard Lakofkas are screaming "Blasphemy!" at this moment, but instead, I think more people are shocked to realize that other people are in the same situation that they are in. You have to realize how hard it is for a DM to be a good DM with only two other players. Finally, my two players began to lose interest, probably for three reasons. First, they were a little worried about their "image." Second, they were never as serious about playing as I was. Third, my campaign was not all that good, and if there had been better

(Turn to page 98)

Arcana update, part 1

Repairs, reasons, and even more new rules

by Kim Mohan

with ideas and aid from Gary, Frank, and Jeff

Now, don't get a bunch of swelled heads or anything, but you people are very good proofreaders.

We spent a few months working to produce *Unearthed Arcana*, and it took you a fraction of that time to find many of the errors that we carefully concealed inside those 128 pages. (I said *many*, not *all*. Nobody's that good.)

Okay. . . we didn't hide the errors — they hid from us. What difference does it make? Anyhow, the way I figure it, leaving things in the book that needed fixing was actually a wise business move on our part. Now we get to use up page space in the magazine to acknowledge and correct those things, plus spend some money to make corrections to the book itself before we print any more copies. (What? We didn't need this to fill? We don't *like* spending money? Okay, I won't make any more business decisions.)

Yes, we will fix the book. We can insert corrections and supplementary material in lots of spots without having to redesign large chunks of type, and we're going to do as much of this kind of repair as possible. But all you proofreaders who already have the book — don't despair. On pages 48 and 49, you'll find a collection of all the pieces of type we'll be plugging into the text, plus some new information that we're going to try to squeeze in somehow. With a photocopier, scissors, tape or glue, and a dexterity of 6 or higher, you can fix your own book page by page. Or you can simply fasten these sheets of corrections and additions on the inside back cover for easy reference, if you don't want lumpy pages.

Other errors (and here I use the term very loosely) can't be tended to by simple

typesetting changes. "Errors" that require explanation or justification will be explained or justified in this article. Are we going to address every point you've spotted? Well, not right away. Since Gary and Frank and Jeff and yours truly sat down in late August to deal with the original batch of "I found a mistake" letters, a few new questions have come in. Be patient, and we'll try to do this again within an issue or two so we can get the book *really* fixed up. (What? More mail? More "you guys messed up" letters? Aarrgh....)

Comeliness

The list of penalties and bonuses on page 6 now includes valley elves, wild elves, and dark elves. Note that dark elf males and dark elf females are listed separately, unlike any other race. Also, valley elves and wild elves are not "of the same race" for purposes of effective comeliness; this concept only applies to halflings *vis-a-vis* humans and gray elves *vis-a-vis* high elves.

Character races

A half-elf player character can operate in any class not specifically prohibited to all half-elves, so long as the PC comes from a strain of elven stock for which that class is legal. In concrete terms: Only a half-elf of dark, gray, or high elf descent can become a cavalier or a paladin. A half-elf of wild elf descent cannot become a cleric, a ranger, or a magic-user.

The last sentence in the text introducing Character Race Table II (p. 8) now refers to a "hill dwarf assassin" instead of a "dwarven assassin," since the book says it is possible for gray dwarves to be multi-classed assassin characters.

Racial Preferences Table

Now that there's so much more genetic variety in the half-elf, it's sometimes difficult to generalize about this race. In the matter of their reaction toward other racial types, we've reasoned that half-elves of dark descent would certainly feel differently (in most cases) than other half-elves do about the races in the AD&D game multiverse. So, we produced an extra line for the Racial Preferences Table (p. 12) for dark half-elves and we changed the current half-elf line in the columns for the six strains of full-blooded elves.

Frank's rationale for the new line goes like this: Half-elves of dark elf ancestry have attitudes toward other races similar to those of pure dark elves, but slightly mollified; most reactions are one increment more favorable. However, they share the full-blooded cousins' antipathy toward all halflings, and are tolerant of half-orcs.

Once dark half-elves were split off as a separate entry on this table, that necessitated a new look at how all other half-elves view full-blooded elves. The revised table now says that non-dark half-elves view dark elves and wild elves with antipathy, and they feel goodwill toward other elves.

Alignment requirements

A cavalier does not have to be good (as originally specified), but must be of a non-evil alignment when beginning in the profession. A thief must be of a non-good alignment to begin with, but may switch to good later on (just as some cavaliers turn to evil). Likewise, an assassin must be aligned toward evil as a beginning character, but may become neutral or even good later in his or her career. (For an example of a non-evil assassin, think of James Bond. As Gary put it, "Assassins kill people as the result of orders or directions from someone else. That makes James Bond an assassin, even if he's not evil.") The footnotes added to the entries for the druid and ranger are only to allow for the very rare occasions when a half-elf or elf wants to become a druid/ranger.

Thieves created using the rules from the *Players Handbook* were allowed to be neutral good at the start of their careers. Among other things, the above changes to the alignment rules explain how a medium- or high-level good-aligned thief PC could be present in an ongoing campaign. You didn't think we were going to make all those good thieves — and guilds — change alignment, did you?

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Character Classes tables

Table I now lists a druid's maximum number of hit dice as 15, making the entry conform with the text about the Grand Druid on pp. 16-17.

In Table II, the entry for an assassin's use of a shield now reads "yes," with a note explaining that a shield is prohibited when the character is in the act of committing an assassination. An assassin can carry and use a shield while battling with the guard outside the duke's bedroom, but does not benefit from a shield during the round(s) in which he actually attacks the duke.

The Cavalier

Change the heading on Cavaliers Table I (p. 15) to read "10-Sided Dice for Accum. Hit Points" — as stated on p. 12 and strongly implied on p. 14.

The age of a beginning player-character cavalier is determined as for a cleric of that race — $500 + 10d10$ years for an elf, $40 + 2d4$ for a half-elf, or $18 + 1d4$ for a human.

The retainers of a cavalier, although they are themselves cavaliers, are non-player characters and as such cannot have their own groups of retainers; only player-character cavaliers have the opportunity to gather such a retinue.

The Fighter

"Why take weapon specialization away from the cavalier and give it to the fighter?" asked someone. Well. . . when weapon specialization was first mentioned, in DRAGON® issue #66, it applied "only to fighters, excluding all sub-classes." Then along came the cavalier article in issue #72, which described how "weapon specialization" worked for that class (which was, at the time, a sub-class of fighter). The use of the term "weapon specialization" in issue #72 was inappropriate. The cavalier's ability to get real good with certain weapons isn't the same as the weapon specialization that an ordinary fighter can acquire. The distinction is made clear in *Unearthed Arcana*, where the cavalier's skill is described in terms of "weapons of choice," and the "weapon specialization" label only appears where it belongs — in the section on The Fighter. The cavalier didn't lose anything; all we did was polish up the nomenclature a bit.

Multi-classed fighters cannot use weapon specialization; this special skill is the province only of humans and demi-human, single-classed fighters.

The Barbarian

The age of a beginning player-character barbarian is $14 + 1d4$ years. (To keep things in their proper places, this rule and the one above for the age of a cavalier should be slipped into page 74 between the sections on "Creating the Player Character" and "Character Abilities.")

Some readers expressed concern that the barbarian class was made too powerful by the stipulation that a barbarian may use

certain magic items upon attaining a certain experience level (potions at 2nd, weapons at 3rd, armor at 5th, etc.; see p. 20), peaking at 10th level, when a barbarian can use "most magic items available to fighters."

Not so, says Gary, who points out that "high-level barbarians weren't all that viable before." This is a good example of what sometimes happens to rule text after the publication of *official* material in DRAGON Magazine and before it comes out in *final* form. The final rules for the barbarian class are different in many ways from what was published in DRAGON® issue #63 (July 1982). In fact, a followup piece indicates that the seed of change had germinated 'way back then. Gary had this to say at the end of an article on the barbarian in issue #67:

"In all truth, the sub-class is not too powerful. It is, in fact, under-powered unless some very good rolls are gained in the areas of strength, dexterity, and constitution. To have real prospects for long-range play, the character must have 18, 16, and 17 respectively. That is why they are given 9d6, 7d6, and 8d6 for those categories. A low-level barbarian has a better than average chance for survival without such high rolls, but at higher level he or she is not going to do well unless strength, dexterity, and constitution combine to give high hit points, low armor class, and superior punishment potential."

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The "9d6 system" for ability scores first described in the barbarian article evolved into Method V for character generation (see *UA* p. 74). The system requires that the player select the class of the character before rolling for ability scores — and you only get one roll for each specific ability. If the barbarian misses an 18 on the best-3-of-9 roll for strength (which is more than 80% likely to happen), he's out of luck. Because the chance of it happening is so small, it's unreasonable to expect a barbarian to have an 18 strength in order to remain viable at higher levels. One way to build some power into the class, then, is to *gradually* give the barbarian access to magic items as the character rises in levels. Experience, in this context, represents the barbarian's experience in learning to suppress his inborn detestation of magic, and learning how to use magic items to his benefit even if he may not understand or appreciate the force that powers them.

Contrast this with the barbarian's attitude toward magic-users, which never really softens. A magic item can (usually) be controlled by the possessor, but a magic-user is like a magic item with a mind of its own — and it's asking too much for a barbarian to put up with that sort of thing. (For the same reason, a barbarian probably wouldn't be too crazy about owning an intelligent sword, even if he was able to control it.)

The Attacks Per Melee Round Table (p.

22) should say that barbarians of level 6-10 get 3/2 attacks per round, not 2/3. Sometimes it's hard to notice when two characters get transposed like that.

The Thief-Acrobat

Some of you pointed out that the dexterity adjustments for pole vaulting (Table III, p. 25) were given in percentages, although the Thief-Acrobat Function Table lists pole vaulting distances in feet. This is a good example of something that should have been changed between the official and final versions, but wasn't. The original thief-acrobat article in issue #69 had the same figures in the same places, and to the best of our recollection no one called the problem to our attention at that time. Well, here's the fix. Change the entries in Table III to 1', 2', and 3' respectively.

The text on pole vaulting (p. 23) has been changed to reflect the newly discovered fact that the distance of a vault depends on the length of the pole, not the height of the vaulter. A 6th-level dwarven thief-acrobat with 18 dexterity can make a 9-foot vault, but only if he tries it with a 6-foot (or longer) pole. We changed the rule after hearing from a high-level halfling thief-acrobat who tried to make a 15-foot vault with a 7-foot pole and fell . . . short.

Nobody brought up the issue, but we decided to do something to help out thief-acrobats. First of all, every thief-acrobat can and does achieve 6th-level skill (not just 5th)

in *pick pockets, open locks, and find/remove traps*. Second, a thief-acrobat *does* gain the ability to "decipher magical writings and utilize scrolls" at 10th level, just as regular thieves do (see *Players Handbook*, p. 27). And for virtually every thief-acrobat, advancement in the abovementioned thieving skills does not stop when they split away from the main profession to become thief-acrobats. A thief-acrobat with 17 dexterity acquires 7th-level ability in *pick pockets, open locks, and find/remove traps* when he reaches 7th level as a thief-acrobat; one with 18 dexterity can gain 8th-level ability in these skills at 8th level, and a 19 dexterity allows 9th-level ability when the character reaches 9th level. (Since the minimum dexterity for a thief-acrobat is 16, these benefits apply to the majority of all characters who could qualify for the class.)

When does the split from thief to thief-acrobat actually occur, and when must a character decide which path to pursue? The decision must be made before the character accumulates more than 42,500 experience points — and it can be made as early as the start of the character's career. But a thief cannot "split off" until attaining the 6th level of experience, and may do so at any point between 20,001 and 42,501 experience points. After the switch, and the requisite six weeks of training, the character is effectively a thief-acrobat of 6th level, keeping all the experience points and hit points accrued in the thief class and needing to get

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to 45,000 experience points to qualify for 7th level. Note that an early decision can be changed; a 1st-level thief who decides to become a thief-acrobat is not committed to doing so, and could later elect to advance as a 7th-level thief instead of branching off. But once you switch, if you switch, there's no going back.

Other stuff

No character with exceptional strength (18/01 to 18/00) has the ability to use a two-handed sword in one hand or do anything of similar nature. The main factors here are the size and mass of the weapon and the wielder, not the wielder's strength. The two-handed sword is not necessarily too *heavy* for a powerful fighter to swing about with one hand, but its bulk and shape make it impossible for the fighter to use with normal effectiveness. (If Bruno the Slow insists on trying, let him swing it at a hefty penalty to both his hit chance and damage result. Either he'll get the idea, or he won't last long anyway.)

As noted on page 7 of the book, a player-character cleric can be of any alignment — including true neutral, which had previously been available only to members of the druid sub-class. What we *didn't* say is that any non-evil cleric should be treated the same as a good cleric for purposes of determining the success and outcome of attempts to turn undead.

Consider magical barding to be effectively weightless for the purpose of determining encumbrance, the same way that magic armor is treated.

The simplified rules for weaponless combat given in Appendix Q not only can, but *should* be used in place of the pummeling, grappling, and overbearing rules in the *DMG*. You can use the original rules if you've gotten used to them and you like them, but we think most people will appre-

ciate the simplicity and speed that the new system delivers. In fact, it's so simple that it can easily stand this little bit of complexity: Allow a saving throw versus death magic for a stunned pummeling victim to escape being knocked out. If the save is made, the victim is stunned for 1 - 10 more segments (counting from the time that the second stun occurred) but remains conscious. This "save versus knockout" applies whenever an already stunned victim is stunned again.

Think of the Quiver of *Ehlonna* (p. 102) as a specialized sort of *bag of holding*, not a *quiver of whatever you want*. The quiver will only give forth an arrow or other weapon upon command if that particular item was placed within it. The quiver is magical because of how many weapons it holds, not because of any ability to create or otherwise magically produce the weapons.

NEW RULES!

Multi-class possibilities

With all the new racial strains available for player characters, it's high time we had some once-and-for-all definition of which multi-class combinations are permissible for the various demi-human races. Jeff came up with Character Race Table III (see page 49) to define who can become what.

All combinations including the thief class also apply to the thief-acrobat split class, so that an elf (for instance) could begin as a cleric/fighter/thief and later become a cleric/fighter/thief-acrobat.

A note of caution regarding multi-classed assassin characters: Combinations with the assassin class are given as permissible for several racial types, even though we have reservations about some of them. (In particular, Frank isn't crazy about non-dark elf magic-user/assassins.) We'd recommend limiting multi-classed assassins to only those races with a disposition toward evil — gray

dwarves, dark elves, deep gnomes, half-orcs, and half-elves of dark descent. As Jeff points out, "An assassin in a good-aligned race tends to be a loner" — and who wants a loner for a player character?

The list of allowable multi-class combinations is pretty liberal, but it doesn't permit every matchup that's theoretically possible. For instance, a PC hill dwarf can be a cleric or a thief, but not a cleric/thief; a surface gnome can be a cleric or an assassin, but not a cleric/assassin. *Monster Manual II* mentions that wild elves can be druid/fighters, but that combination is not open to player characters of that race. Three-class combinations are only permitted for elves and half-elves, and only if all three classes are among the "basic four" (cleric, fighter, magic-user, thief). In no case can a player character be a member of a class and one of that class's sub-classes at the same time.

Armor for multi-classed thieves

With one major exception, multi-classed characters may use any armor and weapons available to any one of the classes in question without affecting the character's performance. The exception is a multi-classed thief's use of armor when attempting to perform thieving functions or acrobatic skills.

When attired in anything other than leather armor, a thief is required to apply a modifier to any attempt at using one of the class's special skills. As it is, Thieves Table II (p. 22) is sufficient for single-classed thieves, who have a limited selection of armor. However, fighter/thieves and cleric/thieves can use any of the armor types available to fighters and clerics, as long as they accept the consequences. Indeed, a fighter/thief can wear plate armor — but he shouldn't expect to get very far up the wall he's trying to climb.

We've expanded Thieves Table II to account for the armor types a multi-classed thief can wear, and we've drawn up Thief-Acrobat's Table V to set forth the armor modifiers for thief-acrobat abilities. If a character's modified chance of success is 0% or lower, the indicated activity cannot be successfully performed. It may still be attempted, but the effort will certainly fail — with possibly perilous consequences: If a thief wearing plate armor fails to open a lock, he won't necessarily get hurt, but if the same character tries to walk a tightrope, he'd better have his insurance paid up.

Only cleric/thieves, fighter/thieves, and triple-classed thief characters can use metal armor (except for elfin chain, which can be worn by any thief fortunate enough to acquire a set). Illusionist/thieves, magic-user/thieves, and others are restricted to leather, studded leather, padded armor, or elfin chain, just as a single-classed thief is.

A thief attired in anything other than leather, studded leather, padded armor, or elfin chain does *not* receive the thief's customary bonus to hit and damage when attacking from behind. . . .

. . . And that's all — for now.

The forum

(From page 6)

thief has a ring of *feather falling* and is saved from harm. The fighter falls 600' to his death. (He would have survived if the old falling damage system had been used.) Seconds after hitting the ground, a *raise dead* followed by a *heal* spell from the two clerics restore him to perfect health. The other 2 fighters both hit the dragon with + 5 arrows fired from + 5 bows (they can't miss). Round 1 is over. The dragon has lost 64 of its 160 hit points.

The dragon now begins attacking the characters on the ground. It lands on top of one of the clerics, doing 40 points of damage. The cleric doesn't even try to avoid this attack, choosing instead to strike back at + 4 to hit and do double damage (with her *gauntlets of ogre power* and a + 4 mace, she needs a 4 to hit). She isn't worried about the damage she took; she has 43 hit points left. Meanwhile, the magic-user hits the monster with his *magic missile* spell; twelve *magic* missiles strike the monster. At the same time, the other cleric scores a hit with his *staff of withering*, destroying the dragon's wing and rendering the

wyrm incapable of flight. The thief throws his two + 5 daggers but misses with both of them. The fighters spend this round drinking their *potions of storm giant strength*. Round 2 is over. The dragon has 40 hit points left.

The dragon is getting desperate now. It uses its breath weapon on the three lighters. They all make their saving throws (with their + 5 rings of protection, they can't fail!) and take 80 points of damage each. They each have over 40 hit points left. Another hit by the breath weapon will kill them, but they're not worried. They know that the dragon won't survive this round. They charge into combat with their + 5 two-handed swords. By some miracle, two of them miss. The one that hits does 20 points of damage. The cleric with the + 4 mace and *gauntlets of ogre power* also hits, doing 14 points of damage. At this point, the mage decides to end the combat and casts another *magic missile* spell. The dragon dies, evil is conquered, and the heroes start looking for treasure.

The Companion-level dragons are powerful monsters and would be an excellent challenge for characters of levels 12-14. Against 25th-level characters, however, they are hopelessly out-classed.

Richard Silva
West Roxbury, Mass.

Smoothing Out Some Snags

In the AD&D® Spell Structure

Lenard Lakofka

I sent a series of questions on AD&D to prospective Dungeon Masters prior to GenCon XII. I did this not to find any "correct" answers to the questions, but to see how much thought the individuals had given to the game. I felt that some spells leave a great deal unsaid (or they say too much), and thus individual rulings are often necessary to prevent abuses and to make the game fair and equitable for players and "monsters" alike. In this article I would like to touch upon various spells and their problems. Some of these I discussed with Gary Gygax as I helped edit the *Dungeon Masters Guide* (along with a score of others) and some are rulings that arose as my campaign progressed. Gary did not agree with me on all of the following, and thus my rulings are not to be considered "official" AD&D. Yet I feel strongly enough about them to offer them for your consideration.

Enlarge/Shrink

I have found that making the Magic-User select whether he or she will enlarge/shrink a living being or his or her equipment saves a lot of time and trouble. Remember that equipment obtains a saving throw on a piece-by-piece basis. Since this saving throw is not defined in the saving throw matrix and since the raw material of the item(s) is not germane, I suggest a s.t. of 11 on an item-by-item basis. Magic items gain a s.t. of no more than 9 while taking into account additional pluses to hit/damage/defend or a very powerful magic nature. Thus a Sword +2 would gain a s.t. of 7 instead of 9, a Staff of Power might be given a s.t. of 5. Remember that items that shrink must fall off instead of harm, thus a shrunken ring would not cut a figure's finger off. But remember also that a cursed item, like a Ring of Contraryness, would NOT fall off since Enlarge/Shrink is no substitute for a Remove Curse! Thus the players cannot be allowed to "get around" the rules by using a first-level spell to replace a higher-level spell. In such a situation the DM rules that the Ring of Contraryness is immune to the Enlarge/Shrink magic.

Identify

Once an item is identified it will NOT give any other impressions if a subsequent Identification is attempted by the same or another Magic-User. The item would have to be left alone and apart from others for a period of at least a year before the effect of the Identifying would be eliminated. Failure to observe this rule will mean that an item is exposed to multiple Identifications. Also, "impressions" about an item should be vague and cloaked in visual imagery.

Light

The DM guide says a figure will be at -4 on "to hit," saving throws and even armor class. I find that to be too drastic of a penalty; I'd suggest -2. Also, I think the effect wears off since the figure can move away; it is like a flash bulb going off in your face. The effect wears off in 1-4 rounds without resorting to magic. The eyes are not damaged in any way!

Magic Missile

Gary Gygax and I have gone around in a circle on this spell for some period of time. The controversy, in my opinion, lies around the fact that there is NO SAVING THROW and that the missile goes "unerringly" to its target. Why is this so annoying to me? It is unfair because it allows players to foil most opposing spells by putting a Magic Missile into the opposing spell caster, it allows Magic Missiles into melee regardless of the size difference and quantity of 'friends' in the melee, and it allows for shots that would amaze Robin Hood with their accuracy!

Welcome to

Leonard's Tiny Hat

Gary says that a Magic-User can counter with a simple spell like Shield to prevent this damage. What he overlooks is that the opponent must take a round to cast the Shield and in that time the spell caster is beset by fighters, *et al.* I find it too unfair to "monsters" that a single FIRST-level spell can be this powerful. Therefore, I have modified the spell in the following ways:

1. There is still no saving throw if the target is surprised, immobile, walking or prone and is at least the size of a Kobold.

2. Figures in melee, figures running (except those running right at the spell caster), figures evading, behind (or moving behind) significant cover, or casting a spell obtain some type of saving throw. This saving throw is their normal one with modification as follows:

A figure casting a spell obtains a s.t., but at -4.

A figure in melee obtains a normal s.t. but adds +1 for every opponent above the first one he/she/it is fighting (unless the size differential is so significant that the opponents do not get in the way—i.e., 6 dwarves against a hill giant would allow the giant a normal s.t. Missiles that MISS their target might hit others in the melee! Select a figure and then give him/her/it a normal s.t. to see if the stray missile hits or misses. In the above example, the dwarves would not be hit.

All saving throws are on a missile-by-missile basis.

Missiles fire at a rate of 1 every 3 seconds. Thus, a figure moving behind a wall might not be hit by every missile in a barrage of Magic missiles.

A figure with over 50% cover (who then presents a target size of 1/2 a kobold) always obtains a s.t. of from 16 to 20 depending upon cover and his/her/its actions. This prevents firing through an arrow slit some hundred feet away to hit some poor guard.

I have found it necessary to rule in this way to stop Magic-Users from Magic Missiling everything that walks because of the broad language of the spell text. Magic Missile, as written, is too powerful and must be toned down.

Protection From Evil

If a figure so protected goes up to an opponent which is not allowed a physical touch because of the spell, and starts to beat on him/her/it, that opponent is NOT prevented from returning the blows! But as soon as the figure ceases and backs off, assuming the spell is still in effect, the Protection again applies. This ruling was agreed to by Gary Gygax when we discussed Will-o-the-Wisps and Protection from Evil. Naturally, a protected figure could discharge missiles or spells and still be protected from physical touch.

Write

Obviously, a figure will want to use this spell to pen in *known* spells, since it will save him/her a terrific amount of time! Unfortunately, this is in the scope of the spell, though not stated, but it is very unfair to all other spell-casting classes, which cannot obtain this "shorthand" method of authoring spell in their books. It should be noted that a Magic-User cannot author an Illusionist spell, nor may a Scroll be authored by the use of Write in ANY circumstance.

Continual Light

This spell damages the eyes of someone/something at which it is

January, 1980

thrown. This "damage," however, should be considered semi-permanent. It will make the figure -4 "to hit," -4 on saving throws that can be affected by sight (a figure saving versus polymorph or stone can be blind or not blind—the s.t. would not change, but saving versus a fire ball or lightning bolt would be more difficult if the figure could not see it coming as well as he/she/it normally could), and -4 on armor class in melee situations, since defense is more difficult.

This "damage" to the eyes does wear off, and a figure should obtain a s.t. daily to throw off the effects. Of course, Cure Blindness or even Cure Serious Wounds (or any better cure, not Cure Light Wounds, however) will remove the effects at once. If Continual Light actually caused full blindness it would be a fantastically powerful spell, since it has a range component. What cleric would ever choose to cast Cause Blindness by touch when he/she could do it at a 120-foot range?

Remember that if the target makes its saving throw, the circle of light still goes off behind him/her/it. Aiming at a figure's eyes implies the ability to make a smaller, more concentrated sphere of light for this one circumstance, but if the s.t fails the small sphere expands to full size. If this were not true, people would be partially blinded every time they entered a circle of continual light. Continual Light from a lantern can blind as in a Light spell (see previous ruling on Light) only if the lantern is opened right in the face of an opponent (10-foot range or so).

Invisibility

While violence causes the instant negation of Invisibility, I think that other magics do so also. I rule that if a Magic-user is invisible he/she will become visible in the segment during which he/she discharges a magic item or begins to cast any spell. Also, an invisible figure can not receive another spell without negating the invisibility. Thus a figure can be enlarged, strengthened, hasted and then made invisible, but Invisibility MUST be the last spell throw or it is negated at once! Note that a figure's "gear" is not equivalent to another figure. "Gear" above and beyond normal encumbrance will not become invisible and will spoil the effect of the entire spell. Lastly, "gear" can not be passed around to others and remain invisible. The trick of giving all weapons to the Magic-user to hold while Invisibility is cast and then passing the invisible weapons back to the other players is unfair. Invisibility can be used to make an individual weapon, its scabbard (holder) and belt invisible, of course. Drawing the weapon will negate the invisibility.

Stinking Cloud

A person is not absolutely "helpless," either in the cloud or if he/she/it fails a normal saving throw. The figure cannot cast spells, but can defend his or her person with a weapon at -2 to hit and -3 from effective armor class (all dexterity bonuses are lost *in addition*). A figure emerging from such a cloud is more easily surprised. The duration of 2-5 turns is far too long, in my opinion. I use 2-7 rounds, though figures (monsters) with 2 or fewer levels (hit dice) are RELATIVELY helpless for 3-12 rounds. Thus, a figure in the cloud or one who fails the saving throw cannot attack while suffering from the cloud's effects.

Web

A non-corporeal figure can not be webbed. A figure with access to another plane can easily exit the web. A figure with multi-plane simultaneous access can also get out of the web as if the web were half strength. I do not allow for the possibility of suffocation in a web—if this is allowed, Web and Stinking Cloud as a combination are absolutely lethal! Burning Hands, Produce Flame, a Flaming Sword, etc. are superior defenses versus this spell. If they are used as the web is forming there is no effect and no burn damage. A Web can be thrown at a flying figure to tangle its wings, but if a saving throw is made the web completely misses. Large beasts will not be affected by Web even if they are flying.

A figure in a Web cannot just be slain. First of all, weapons used to slay figures must make a s.t. or be caught in the material themselves! Second, a figure has both a small amount of mobility in a web and a chance to draw a weapon. Thus a webbed figure has a 50% chance to cast a low-level spell that has no material component, but only a 25% chance if a material component is involved (unless it is in hand when the figure is webbed). A webbed figure can defend at -6 effective



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The Dragon

Vol. IV, No. 7

armor class and is -5 to hit (50% of the time he or she will have a weapon free; the other 50% no attack is allowed), always striking last! Thus, webbed figures can not be killed like Sleeping or unconscious figures can!

Fire Ball/Lightning Bolt/Cone of Cold, etc.

If the figure makes his/her/its saving throw then carried items, if you choose to expose them to the spell, should gain a saving throw bonus of at least +4.

Haste/Slow

I have always been opposed to a spell with no saving throw—especially Slow, which can be so devastating to a figure. I prefer to allow a saving throw versus these spells but to increase the area to 6"x6" to make up for this bonus.

Ice Storm

Note that items which must make a saving throw must have been exposed to the spell. An item(s) in a back pack, e.g., need not make a s.t.

Polymorph Other

I made some clearer rules for this spell since it is so often abused. First of all, there should be some level/hit die parity between the target and the resultant monster when the result has more hit dice than the target. Thus, an orc polymorphed into a red dragon will yield only a baby, or perhaps a red egg!

When extradimensional or undead creatures are polymorphed, they keep their essential nature. Thus, a Wight into an elf will produce a large man and will summon the god to seek revenge for using his name in vain, regardless of alignment similarity. A figure can not gain psionics by being polymorphed, nor can extra abilities be gained of a magical nature. Thus, a Troll into a Demon Type I will produce the form but not the demon's magical abilities or the magic resistance. However, a Demon Type I into a cow would still have a magic resistance of 50%!

Shapechangers can "flip back" into another form after one round, so a vampire, succubus, ogre mage, etc., which was changed into a beetle could change back on the next round.

Polymorph Self

Again, it is impossible to change into Amos the Druid by means of this spell. An exact end result is not insured by use of this spell.

Cloudkill

The Magic-User can move behind the cloud at his/her NORMAL movement rate. If he/she runs (or is hasted), the cloud might inadvertently be overtaken and the Magic-User might stumble into his own death trap! I set this chance at 4% per inch of movement using a base rate of 12"/turn. A flying figure has double this chance, compared to a base rate of 9"/turn. A figure who wants to cause the cloud to turn must take active control of it and can perform no other action in that round. Once the Magic-User stops moving, the cloud immediately slows to a rate of 1"/round.

A flying figure who tries to control a Cloudkill is 40% likely to lose control per round. An invisible figure (even if using a Ring of Invisibility) cannot control a Cloudkill's movement. Once control is lost, it can only be reestablished once. Once a figure allows a cloudkill to slow to 1"/round, it can only be accelerated once! Attempting to control or move the cloud twice will not work; instead, the Magic-User will walk right into it!

Magic Jar

The range allows for no intervening stone or metal but allows for up to 1" (real dimensions) of wood, cloth or leather within 5' of the jar.

Teleport

Viewing through a Crystal Ball counts as "Viewed Once" for the purpose of high/low calculations.

Enchant an Item

I plan to do an entire article on magic item manufacture soon. Since

much of this spell is my invention, I feel I can speak on it accurately. The DM must remember that Enchant an Item will never be found on a scroll and will never be sold/traded between Magic-Users. While many items are clear-cut in their necessary enchantments, some are more complex. This will be discussed in detail at a later time.

Bless/Chant/Prayer

I rule that these spells are NOT additive.

Cures

Only one cure can be effective per round; thus, multiply enchantments cannot all work at the same time. A figure cannot be cured of blindness or a disease and also gain back hit points all at once.

Fear Touch

There is a saving throw allowed the target creature.

Glyph of Warding

Electrical shock is cast by a 5th or higher level Cleric.

Explosive is cast by a 7th or higher, paralyzation by a 9th or higher, blindness by an 11th or higher and energy drain by a 16th or higher level Cleric.

Sticks to Snakes

Snakes have 2 hit points/level, and every 8 h.p. = 1 H.D. for the purpose of attack. Movement is 6"/round, Armor Class is 6. 1 H.D. or less can do 1-4 points of damage, 1 + 1 H.D. to 4 H.D. 1-6 points of damage, and 5 H.D. + can do 1-8 points of damage. Saving throws versus poison snakes are at +2, +1 and 0, respectively for the three classes of snakes.

Entangle

Grasses allow for some movement of a held creature if it is above ogre size (weight about 600 pounds). Those of 21+ strength or over 1 ton in weight are not held by grasses at all.

* * *

I am sure that most Dungeon Masters have found one or more spells that are abused by players in some way. It must be understood that the general intent of the spell and its level are what must be maintained by the DM. This does not mean that creativity should be stifled, but enterprising players can turn the intent of a spell around and make it lethal! You might be surprised what some people have tried to do with Create Water, for example! As long as the DM rules on what a player tries to do with a spell based upon the intent in the game and not the letter of the law, he or she will not get into too much trouble.

The object of the game is to be fair to players and "monsters" alike. Give both an even break in all cases. As the *Players Handbook* says, the DM has the last word and may interpret a spell as he/she sees fit. However, a DM should inform a player of his/her ruling when the spell is being learned/selected.

I have always played that Clerics (Druids) learn their prayers just as Magic-Users learn their spells. Wisdom is not used like Intelligence, however. Just because a figure knows that the spell Spiritual Hammer exists does not mean he/she can cast it! He or she must be taught the precise prayer. I believe all Clerics begin with the spell Cure Light Wounds and all Druids with Predict Weather, just as all Magic-Users have Read Magic.

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Tell them you saw it in *The Dragon*

Elementary ideas for elemental adventuring



(Editor's note: The article which follows is a condensed version of two letters to E. Gary Gygax, publisher of DRAGON magazine and president of TSR Hobbies, Inc. Although Mr. Gygax's introduction pertains only to the first letter that follows it, Steven Kienle's second letter was received by Mr. Gygax in time to be included in this article. Although Steven admits that some of his ideas are undeveloped, these letters offer a wealth of suggestions for playing on the other planes of existence. We look forward to receiving more articles on the other planes from writers who are motivated by agreement, or disagreement, with the ideas presented below. — KM)

INTRODUCTION
BY E. GARY GYGAX

The following letter from Steven Kienle was sent to me in response to a past article (DRAGON magazine #32) regarding play on the Elemental Planes. After reading it, I was so impressed as to wish to share his thoughts with all readers, and ask their opinions as to what is right, wrong or incomplete regarding this matter. The Elemental Planes have many possibilities for AD&D™ adventuring. I would like to share the development of these areas with all interested players. Please read Steven's comments, so that you will be able to make contributions of your own. I hope you enjoy what he has to say as much as I did and will be motivated thereafter to make such substantial contributions yourself.

by Steven Kienle

Dear Mr. Gygax,

In your Sorcerer's Scroll in DRAGON #32 you asked people to send in any suggestions for the other planes of existence. What follows is not a complete treatment of the outer planes nor the elemental planes, but it does cover some ideas for play on the elemental planes and a little on the outer planes.

The first point to be considered is that humans and other creatures that live on the land in the prime material rely primarily on air for their existence, whereas fish and other aquatic organisms are primarily "water-based." Our "air-based" nature is demonstrated by our ability to move through air without trouble. By the same standard, Xorn and Earth Elementals, for instance, are earth-based, because they move through the earth with the same ease we move through the air. Since we are air-based, the plane of air will be the least hostile to us of all the elemental planes — but a prolonged stay on any elemental plane will cause some damage to any foreign life form because of the plane's innate hostility to creatures from the prime material. Each character or creature visiting the planes of earth, fire or water will take 1-2 points of damage each day from this general hostility; on the plane of air, the damage is always 1 point per day. This damage is recorded regardless of any magical protection the visitors may have which enables them to withstand the elements of the plane in the first place — a *Ring of Fire Resistance* on the plane of fire, for example, or a *Helm of Underwater Action* on the plane of water. No protection created by an object or spell originating on the prime material is perfectly effective on the

elemental planes; in fact, some spells don't work at all on certain planes.

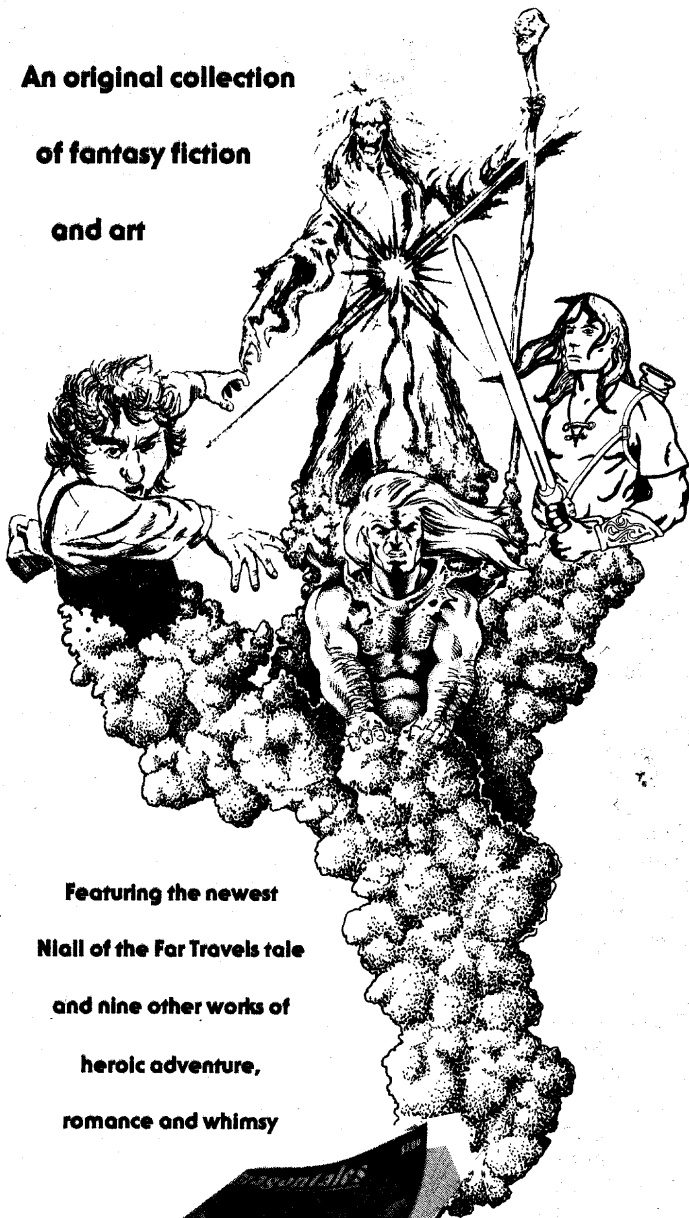
Among the spells that won't work on the elemental planes are those that employ an element not found on that plane— such as an *Earthquake* spell on the plane of water. Some spells would work, but should be outlawed anyway, such as a *Cone of Cold* on the plane of fire. The spell might do double or even triple damage if employed, but the casting would also attract every creature in that plane toward the caster, bent on his destruction.

An indication of which spells are not usable on the plane of water can be gotten from the *Dungeon Masters Guide*, page 57, The Adventure (Underwater adventures). A specific list of spells which would not work on the elemental plane of water is given below, along with lists for the other elemental planes. The list includes only those spells which simply will not function; other spells might actually be able to be cast, but would have no effect in any event.

Magic-User spell (level)	Unable to be cast on plane of:			
	Fire	Water	Earth	Air
Burning Hands (1)		X	X	X
Pyrotechnics (2)		X	X	X
Fireball (3)		X	X	X
Flame Arrow (3)		X	X	X
Gust of Wind (3)	X	X	X	
Water Breathing (3)	X		X	X
Fire Charm (4)		X	X	X
Fire Shield (4)		X	X	X
Fire Trap (4)		X	X	X
Wall of Fire (4)		X	X	X
Airy Water (5)	X		X	X
Conjure Elemental (5)	X	X	X	X
Wall of Stone (5)	X	X	X	X
Invisible Stalker (6)	X	X	X	
Lower Water (6)	X		X	X
Move Earth (6)	X	X		X
Part Water (6)	X		X	X
Delayed Blast Fireball (7)		X	X	X
Incendiary Cloud (8)		X	X	X
Meteor Swarm (9)		X	X	X
Cleric spell (level)	Fire	Water	Earth	Air
Create Water (1)	X		X	X
Create Food & Water*(3)	X		X	X
Lower Water (4)	X		X	X
Flame Strike (5)		X	X	X
Aerial Servant (6)	X	X	X	
Part Water (6)	X		X	X
Stone Tell (6)	X	X		X
Earthquake (7)	X	X		X
Wind Walk (7)	X	X	X	
*Water portion only				
Druid spell (level)	Fire	Water	Earth	Air
Faerie Fire (1)		X	X	X
Purify Water (1)	X		X	X

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Create Water (2)	x		x	x
Fire Trap (2)		x	x	x
Heat Metal (2)		x	x	x
Produce Flame (2)		x	x	x
Pyrotechnics (3)		x	x	x
Water Breathing (3)	x		x	x
Produce Fire (4)		x	x	x
Wall of Fire (5)		x	x	x
Conjure Fire Elemental(6)	x	x	x	x
Fire Seeds (6)		x	x	x
Conjure Earth Elemental (7)	x	x	x	x
Fire Storm (7)		x		

In addition to those spells which are simply not able to be cast and those which have no effect even if they are cast, certain other spells might have their particulars changed on one of the elemental planes. Also, for all spell-casters except Clerics, the spell(s) would become less effective the farther the caster travels from the prime material plane. Clerics are an exception to this rule; the closer a Cleric gets to the home plane of his/her deity, the more powerful and potent the Cleric's magic becomes.

The group of spells which allows communication with non-humanoid life (Speak with Animals, Speak with Plants, Animal Friendship, Animal Summoning, Monster Summoning and others) would generally still operate on the elemental planes, but in some cases the definitions of plant, animal and monster will have to be considered with respect to the plane. In rough form, these definitions are:

Plant: Any form of life native to a plane of existence that can exist on that plant away from and apart from other life on that plane.

Animal: Any form of life native to a plane that is neutral in alignment (with respect to the native plane) and will kill only in self-defense or for food.

Monster: Any form of life native to a plane which does not meet the above definitions, or any form of life not native to a plane which is residing on or visiting the plane in question.

Visitors to the plane of water and the plane of earth will be slowed to a maximum movement of one-half and one-third, respectively, of their normal rates. Exceptions to this rule for the plane of water would be fish and other creatures which normally move underwater, and creatures (such as nixies) who have specified swimming movement rates in addition to land movement. Exceptions to the movement restriction on the plane of earth would be few, but would include creatures such as the purple worm, whose normal means of locomotion is burrowing through the earth. Movement restrictions would be negated by a *Ring of Free Action* or similar magic.

Communication by speech with natives of the elemental planes would be all but impossible. Some types of elemental creatures which have visited the prime material plane (i.e., the ones in the *Monster Manual*) might know the common tongue, but creatures native to the plane and unable to travel from it would have an entirely foreign means of communicating. Unless communication is established by magical methods, it will take some time for a visitor to the plane to learn the plane's common tongue, either through study and observation of the natives or from being tutored by a creature which knows both the elemental speech and our common tongue.

Any character or creatures that travel to other planes through an interplanar or interdimensional gate would be immune to the general effects of hostility and the restriction of movement on the elemental planes — as long as they stayed within the area of the gate's effects. A gate is where two planes coexist, so the travellers would still be "connected" enough to the prime material to withstand the hostile environment of the other plane.

Second letter

Dear Mr. Gygax,

I read through Mr. Lakofka's article "The Inner Planes" (Leonard's Tiny Hut, DRAGON issue #42) with not an uninterested eye. The article is very good for some of the me-

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chanics of ethereal travel. While the encounter chart could be expanded with more monsters and intelligent creatures from every plane, the article is well designed. I will not touch on the subjects he has, but I'd like to start with some points about magic and magic items on other planes.

Special effects, special purposes, and bonuses of a magic item or weapon should be carefully reviewed by the DM if it's in a party traveling to another plane. For example, a sword which is +1, +2 against Magic-Users and enchanted monsters would only be a +1 weapon against an earth elemental on the elemental plane of earth, but the same sword would be +2 against any of the visiting party, since they were enchanted in some form to get to that plane.

Many spells must be carefully examined by the player and the DM to determine whether their characteristics and effects would change on another plane. A Phantasmal force of a monster from the prime material plane might seem totally ludicrous to a creature from another plane, unless that creature travels the prime material or the real form of the illusionary monster travels to the other plane. A creature confronted by such a ludicrous illusion might get a +1 or +2 bonus on its disbelief roll.

Play on other planes gives the DM a chance to introduce new magic items into the campaign without "overloading" the prime material world, perhaps altering their characteristics or their effects to conform with how they would operate in the alien environment.

Because of the strangeness of our appearance to natives of other planes, a character's Charisma would be reduced by from 1-3 points in attempts to communicate or deal with the creature (but never going below 3). The amount of the reduction depends on how dissimilar the two creature types are; for instance, it might be -1 on the elemental plane of earth, because both life forms have solid bodies, but it would be greater on the elemental

plane of air, where the native life form does not have a solid body.

Creatures native to other planes and of average or higher Intelligence would most likely consider themselves superior to creatures or characters from the prime, material — at least until something happens to change their minds. A creature of another plane would never underestimate a potential threat, however, and would always be wary.

If a party encounters a non-player character on the inner planes, all of the NPC trait rolls (*Dungeon Masters Guide*, page 100) are conducted as usual. On the outer planes, alignment of an encountered NPC is limited to three possibilities: The alignment of the plane itself, or the alignment one removed from that alignment in either direction (see Character Alignment Graph, *Players Handbook*, page 119, and *The Known Planes of Existence*, *PH*, pages 120-121). The only exception to this is absolute neutral creatures, who can be found on any of the outer planes.

Natives of the elemental planes need not be entirely alien and original; but might be adaptations of creatures found on the prime material. For example, a spider native to the plane of fire would appear as a ball of fire with eight tongues of flame sticking out of it. Most undead creatures would appear different on an elemental plane, since they would be the undead form of a creature native to that plane. For instance, a skeleton on the plane of fire would appear as a network of flames instead of a structure of bones. Demons, devils, gods and demigods can be encountered on any of the inner planes, or on any outer plane not more than one removed from their alignment.

Odds and ends: The use of a protection from good/evil spell on an evil/good plane would be easily noticed by inhabitants of that plane — and the act would probably antagonize them. It is possible for a Cleric going to a plane of opposing alignment from his deity to be endowed with more powerful spells than he would normally receive, because his god looks kindly on such a crusade. Hirelings will never go to another plane, and henchmen must make their morale throw to accompany a party willingly.

Thank you, and keep your sword high.

Steven Kienle



by Karl Horak

The Assassin had no choice but to allow Balthrad to leave through the Gate of Rith; he had sworn an oath upon his alignment to not slay Balthrad. Surely Eroi the Kind-hearted, demigod of Elysium, was watching them, ready to destroy them should one raise his hand against the other. Armando the Cleric then suggested, "Is death for Balthrad revenge enough? Let us find him and sell him into slavery in the North. Assassin, with the power of your psionics you can place him in a trance, not to awaken until you command." So they agreed that this they would do and the Assassin told Armando to meditate and use his powers to find the fugitive Balthrad. Within 30 minutes Armando was projected astrally and seeking out his quarry.

In the past I would have simply set an arbitrary probability and rolled d%. But the serious consequences of Balthrad failing to hide from Armando's astral search deemed that I should be more objective. How long would an astral search of an area require and what

Seek, but don't expect to find

would be the chances of success? The result of a few hours of geometry and calculations provided some simple formulas that can be applied to other cases, revealed that Balthrad could evade an "exhaustive" search easily, and pointed out the limitations of large-area searches,

even when carried out astrally or ethereally.

Armando enlisted the aid of Rith in cordoning off the island that was the lower terminus of the gate. Next he quickly surveyed the surface of the island, looking for places of concealment. Fail-



Dragon

ing that, he would conduct a search of the various subterranean lairs, caves, shafts, and tunnels.

One can derive a formula for the surface search by idealizing the area to be searched and the path to be covered as in figure 1. If L is the length of the side of the area to be searched (the square root of the area) and W is the width of the search path (W must be in the same units as L , usually miles), then LP is the total length of the search path. The formula is the number of sweeps times the length of each leg plus the sum of all the short (connecting) legs:

$$LP = \left(\frac{L}{W}\right) (L-W) + (L-W)$$

Since L is many times greater than W in most cases, one can substitute L for $(L-W)$, yielding:

$$LP = \frac{L^2}{W} + L$$

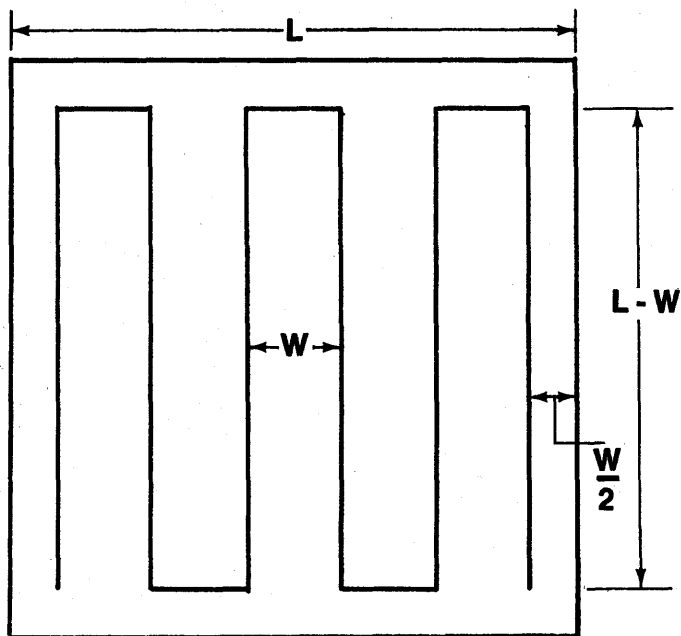
Dividing LP by the speed of the searcher, V , gives the time, T , required for the total search. Dividing by the number of searchers yields the time per character.

DM's using the formula must remember that values for L and W are to be set by the player as he or she feels fit in order to attempt the search. V and its associated probability of success fall into the domain of the DM. The simplified formula should only be used in the event that L is about 1,000 to 10,000 times larger than W , in order to keep errors under a few percent. Depending on the size of the search object (whether single man or long ship), W will affect the chances of success, as will V . For the DM to get an idea about the interrelationships of the variables, let us follow through with the example from the first paragraph.

In the case of Balhtrad versus Armando, the surface area of the island is 75 hexes, each 5 mi. across, for a total area of 1624 sq. mi., so that $L=40.3$. The value for W was set at 50 ft. A certain amount of subjective judgement is unavoidable in determining V . Astral travel is at the speed of thought, yet the senses would get only a confused muddle at such vast speeds. Even when speed is reduced, how much can a person sense when moving rapidly? Let us assume that at 50 mph a person can detect the search-object with a probability of 25%; at 100 mph this probability drops to 10%; and at over 200 mph the probability of recognizing a man-sized target is only 1%. These probabilities can be changed to suit the needs of any particular case. Adjust them upwards for large or poorly concealed targets and downward for small or well hidden ones. Balhtrad had taken shelter in an abandoned dwarven silver mine, which I consider about average for a place of hiding.

Plugging these values into the equations and waving my hands to explain all

Figure 1. An idealized search path of an area $L \times L$. The searcher would start in the lower left and finish in the lower right.



the assumptions produces a search path 171,000 mi. long. At 200 mph this would take almost 36 days to cover and only have a 1% chance of success. Slowing to 100 mph would increase the probability to 10% at a cost of an additional 36 days. It's no wonder that Armando failed to locate Balhtrad in the few days he had available for the search.

In the event that Armando was intent on pursuing the search underground, I was prepared with the following simplified formulas for a volume search:

$$LP = \left(\frac{L^2}{W} + L\right) \left(\frac{L}{W}\right) \quad \text{where } L \text{ is the cube root of the volume to be searched in miles}$$

and

$$T = \frac{LP}{V}$$

Since a traveller passing through solid rock and earth has a much more limited range of senses, the probability of success is reduced to 1% or even 0.1%. This reflects the fact that the searcher would miss the target entirely if he was off by only a few inches. Again, this value is arbitrary and should be modified to suit individual needs.

The results of this type of search are staggering. Assuming Armando tightened the pattern ($W = 10$ ft.) and went 500 ft. deep, $LP = 6,900,000$ mi. and T becomes almost 4 years. Armando's search appears to be fruitless.

Of course, intelligent searches can eliminate much of the drudgery and increase the chances of success by limiting the search area and seeking specific clues. Armando merely specified that he would search the surface of the island and then the labyrinths beneath it. If he had checked only the nearby mountains, the most likely hiding place, the area to

be searched falls off to 13.3% of the original, which would take about 5 days. By frequenting water holes in arid regions, looking for fires or magical light at night, and similar maneuvers, the chances of success will be higher.

The lesson to be learned is that characters attempting to search an area of any great size by flying, astral projection, or *Oil of ethereality* will have poor luck unless they specify the details of their search behavior. For the luckless searcher on foot or horseback, the chances of successfully sighting the target are very high, but V is so low (compared to 50 or more mph) that T is prohibitively high. No attempt has been made here to account for moving targets. A quarry could easily precipitate an encounter or completely avoid it with timely movement. Another assumption of this model is perfect navigation so that no area is searched twice or overlooked. These inefficiencies could add 10-30% extra effort or reduce the probability of success.

Dungeon Masters should realize that the chances of finding a creature other than the target are very high, considering the numerous sweeps and the need for the searcher to be seen in order to see. Even astral and ethereal searchers will be subject to this hazard, since 6 basilisks are far easier to encounter than a well-hidden fugitive.

There is one type of search that appears feasible. That is the large-area search for a target that is easily visible, such as a boat at sea. In these instances W can be very large, weather permitting, and the probability of success can be very high, even approaching 100%. But for most attempts at finding a fleeing character after evasion, there is little hope for rapid success.



The ASTRAL Plane

by
Roger
Moore

Introduction by E. Gary Gygax

The Kindly Editor of this publication allowed me to read the following article prior to its printing. I have taken the liberty of making one or two minor insertions and adding several notes where necessary. Without these, the Learned Author had compiled a work of notable clarity and excellent definition for the AD&D™ game system. (Kindly Editor's note: Significant insertions and alterations from Mr. Gygax are printed in *italic type inside brackets*). Both yours truly and Mr. Gygax have also made minor changes in

the author's prose — changes which do not alter the meaning of what was written and are, for that reason, not indicated within the text.)

Although Mr. Moore calls the attention of the Gentle Reader to the "unofficial" nature of his offering, I must add that it is about as "official" as is possible at this time. A considerable amount of material is currently in development. Steve Marsh, Eric Shook, Skip Williams, and this Humble Writer are developing modules and/or rule materials pertaining to the

various planes. Similarly, the sub-classes of mystic and savant, inveterate planar travelers all, have not been fully developed as of this writing. Only these circumstances prevent me from being able to place the "official" aegis over Mr. Moore's superb effort. This in no way diminishes it, for the Worthy Author has devised much from little. Better still, he has done so in a manner befitting the game and the spirit of the rules. What more needs be said? Read, enjoy, and then employ!

Preface

The Astral Plane is a superdimensional space that permeates every point of the three-dimensional Prime Material Plane, which inhabitants of AD&D™ worlds know as the physical universe (containing planets, worlds, stars, galaxies, etc.) From the Prime Material, the Astral Plane extends out to each of the first (or upper) layers of the various Outer Planes, but does not touch any other layers besides these. [*The Astral Plane also touches (or contains) certain Partial Planes, Demi- Planes, and Semi- Planes.*] Astral space is filled with great currents of energy and matter that flow between the various Prime Material and Outer Planes; aside from these currents, or vortices, the Astral Plane is literally filled with nothing. The contents of a vortex may travel to and from an Outer Plane's first layer and one or more Prime Material universes; nothing may enter the "nothingness" outside the vortex.

At various times for unknown reasons, the energy flow within a vortex may change its direction or its rate of flow; such an event is called the Psychic Wind,

and is much feared by travelers in the Astral Plane unless they are of godlike level and talent. The Psychic Wind may cause a vortex to disconnect from one plane and reconnect with another, stirring up the contents of the vortex so that they are randomly distributed or lost. Severe manifestations of the Psychic Wind may even cause silver cords (see below) to break, unless the traveler to whom the cord is attached can resist the magical stresses.

It becomes obvious that beings may use the Astral Plane for moving about within their own universe or to parallel Prime Material Planes, as well as visiting the homes of the gods on the Outer Planes. The most commonly used methods of traveling the Astral Plane include the use of spells (*Astral Spell, Plane Shift*, or a spell like *Gate* or *Wish*), psionic disciplines (*astral projection* or *probability travel*), and magical devices or artifacts. Some beings and monsters are innately capable of astral travel, such as certain demons, shedu, etc. The method of travel being used by an encountered being or beings may well determine the group's size, composition, possessions, and so on as detailed in the section on encounters below.

The Astral Plane has no alignment as

such. Creatures of any alignment may be met traveling along the plane going to or from the Prime Material. If there could be said to be a particular philosophy or ethic associated with the Astral Plane, it might be the spirit of travel, the seeking of knowledge, and the use of gateways to new worlds. Several deities concerned with travel, knowledge, and gates are known to live on the Astral Plane.

There is no solid material in the Astral Plane aside from the wayfarers within it, some random bits of debris, and [*a few small "islands," some with*] built structures. To those passing through it, the Astral Plane appears to be a blurred silvery color all around, as if the travelers were suspended weightless within a great silver atmosphere. Mists may be seen at times, and sometimes star-like objects are seen in the distance. Other strange phenomena have been reported as well. Objects in astral space are weightless but still have mass and can cause damage. It is conceivable that there may be dwellings on the Astral Plane built by great wizards, clerics, or godlings; in a weightless environment these buildings could be of any shape, and might wander randomly from Outer Plane to Outer Plane, or across the various Prime Material universes.

Astral encounters

Very few creatures are known to be native to the Astral Plane; as stated before, nearly everyone there is just "passing through." Because of the great number of creatures that could be encountered there, and because some DM's might like to create and use their own monsters from the Outer Planes, an alternative to the Astral Encounter Table in the *Dungeon Masters Guide* is suggested below. Each encounter type should have its own subtable of specific creatures, set up by each DM.

Table One: Astral Encounters
d% roll Encounter type

01-60	Outer Planes creature (in transit)
61-75	Miscellaneous creature (in transit)
76-90	Prime Material creature (on Prime Material Plane)
91-95	Character encounter
96-99	Deity encounter
00	Non-living relic

Explanation of results:

Outer Planes creature — This category includes all beings originating on an Outer Plane, who happen to be in astral space going to or from the Prime Material Plane. Common examples of such beings include demons, devils, daemons, ki-rin, lammasu, titans, and shedu. *Dungeon Masters* could include other creatures, such as those which have been featured in various issues of *DRAGON™* Magazine, as well as a smattering of randomly generated beasts from the lower planes using tables in the later editions of the DMG, and some creatures developed by the DM personally, to fill out an encounter subtable for this category. Any beings from an Outer Plane are likely to be on a mission for their deity, or on personal missions as determined by the DM, related to the alignment(s) of the being(s). Deities (including the two singular dragon types, demon princes, arch-devils, and so forth) should not be on this subtable.

Miscellaneous creature — This category is for assorted astral wanderers like intellect devourers, rakshasa, aerial servants, invisible stalkers, liches using psionics or spells to go astral, and all those other creatures not easily characterized. Berbalangs and astral searchers (from the *FIEND FOLIO™* Tome), for example, could be listed in this subtable. Other races besides those used as player characters in the AD&D game could be included, if some individuals of those races had magical or psionic abilities permitting astral journeying — mind flayers, for instance. Reasons that miscellaneous beings have for astral travel would

vary widely from race to race or individual to individual.

Prime Material creature — Some Prime Material Plane creatures have a sensory awareness of beings passing "close by" in the Astral Plane, and have the power to harm such beings as well. Common examples of such creatures include the basilisk, catoblepas, cockatrice, gorgon, and medusa; enterprising DM's could undoubtedly create more monsters of this sort. Creatures like these that can project their influence into the Astral Plane can likewise be attacked by beings on the Astral Plane, though no other Prime Material creatures or objects could be affected by anything in astral space. Only astral travelers who are "adjacent" to another plane (a term to be explained more fully later in this article) will have a chance of meeting these creatures. All other times, the encounter must be rerolled for astral travelers if this particular category is indicated.

Character encounter — The vast majority of characters met on the Astral Plane are likely to be human, but some demi-humans or part-humans may be encountered as well. A special encounter subtable (Table Two) is needed to determine the method of astral traveling employed by a character group, which may determine the group's size and some other characteristics.

Table Two: Method of astral travel
d% roll Character group traveled via:

01-70	Spell (cleric, [mystic.] magic-user, [savant.] or illusionist)
71-95	Device (miscellaneous magic item or artifact)
96-99	Psionics
00	Special

Spell — Encounters with beings traveling by magical spells are 85% likely to be with persons who directly cast such a spell and 15% likely to be with those who used a scroll to cast the spell. The distinction is important because scroll-users will probably be less powerful than casters. If a spell-user is indicated, determine the class and level of the caster according to these guidelines:

Half (50%) of all encounters with astral spell-users will be with clerics [mystics], of a level determined randomly: 11-20 for actual spell casters or 9-12 for scroll-users. Of the actual spell casters, clerics of levels 11-15 will have used a Plane Shift spell and those of higher level will be using an *Astral Spell*. Of the clerical scroll users, 75% will have used a scroll of Plane Shift, and the other 25% will have employed an *Astral Spell* scroll.

Slightly less than half (45%) of all encounters with astral spell-users will

be with magic-users. Those directly casting an *Astral Spell* will be of levels 18-23; those using an *Astral Spell* scroll will be of levels 11-18.

Once in 20 times (5%), the encountered spell-user will be an illusionist [savant]. The illusionist will be of level 14-19 if directly casting an *Astral Spell*, and of level 10-15 if using an *Astral Spell* scroll.

Spellcasters are not likely to go into any plane without assistance. Clerics using *Plane Shift* to reach the Astral Plane are 95% likely to have 2-7 companions with them, two of which will be henchmen and the rest being allied characters. Henchmen will be of a level determined as per the DMG; allied characters will be of a level equal to the cleric's level minus three, plus 1d4 (thus, a 15th-level cleric would have allies of levels 13-16). All other particulars of the spell casters, henchmen, and allies should be determined from the Character Subtable, Appendix C (Random Monster Encounters) of the DMG. All spell casters using *Astral Spell* will be 90% likely to have 2-5 companions, 2 of which will be henchmen of the spell caster; all particulars of the group are determined as above.

Device — Any class, race, or level of character could be encountered while using a magical device that permits travel to or through the Astral Plane; it is very unlikely, though, that lower-level characters will be met because of the dangers of astral travel. Some typical devices that could be used to reach the Astral Plane are the *Amulet of the Planes*, the *Cubic Gate*, the *Well of Many Worlds*, or some like device invented by the game referee. DM's should develop subtables listing the different sorts of devices being employed, since there is such a wide variety of them available. Device-using characters encountered will be between 7th and 18th level (d12 + 6) with classes determined as per the Character Subtable in the DMG. Note that some devices permit use by one person only; these brave souls would be of a generally higher level than usual (15th-18th) and could, at the DM's option, have more magical items or special characteristics than normal.

The category of devices also includes the use of artifacts; DM's may set a 1% chance of any device-using group actually possessing and using a plane-shifting artifact. An item of this sort could be the *Codex of The Infinite Planes*, or a wandering ship or tower as described in the Elric sagas by Michael Moorcock. Party size in an artifact-using group could vary widely, and these groups should be made up prior to play as special encounters.

Psionics — Of all psionics-users encountered astrally, [90%] will be human, with [elves having a 5% chance of being met.] dwarves and halflings each having a 2% chance of being encountered, and

the remaining 1% being random other races. Class and level should be determined as per the guidelines for device-using travelers. Some 50% of all psionics-users in the Astral Plane will be using *astral projection* and be traveling alone. The rest will have *probability travel*; the level of the psionics-user will determine how many persons can be brought into the Astral Plane with this power. One or two persons with the psionics-user will be henchmen, the rest will be allies; details are worked out as per the section on spell casters. The psionics-user should have at least 40 psionic strength points in order to permit astral travel as well as psionic attack and defense, and will also have other major and minor disciplines.

Special — This is a catch-all category for those living persons who have become lost or trapped in the Astral Plane by any one of a number of means. They may have been caught in a *Portable Hole-Bag of Holding* explosion, cursed by a deity or magic-user, hit with an enemy's *Plane Shift*, attacked while under a *Duo-Dimension* spell, caught in a *Sphere of Annihilation-Gate* cataclysm, cast out of the Ethereal Plane by an Ether Cyclone, stoned while astral by a medusa or similar beast, flung there by a malfunctioning artifact, inside a *Portable Hole* that failed a saving throw and was destroyed, and so forth. Each case is special and may be created and arbitrated by the referee as desired. Because people do not age or starve in astral space, such lost souls could have been lost for a very long time before they are rescued. They might express their gratitude for being helped by rewarding the player characters, working for them, or putting knives in their backs (depending on alignment and other considerations). [*Insanity could come into play.*] All "special" encounters will not be able to leave the Astral Plane without help from outsiders.

It becomes obvious that *all* character-type encounters should be carefully

Referees should use common sense and caution in having the group meet a deity; some deities would have no business on the Astral Plane and should be excluded from encounter lists.

worked out ahead of time by the DM because of their complexity. Character roles (as always) should be played forcefully by the DM, as if the NPC's were the DM's own characters.

Back to the Table One explanations:

Deity encounter — A deity of any sort is probably the worst (as in most dangerous) thing one could hope to meet anywhere. Referees should make up their own lists of possible encounters of this sort, including the various arch-devils, demon princes, and unique dragon-types from the *Monster Manual*. On the Astral Plane it may be possible to meet almost any deity, though lesser deities may be more common than greater ones and demigods more common than either of the others. Referees should use common sense and caution in having the group meet a deity; some deities would have no possible business being on the Astral Plane, and should be excluded from encounter lists.

As with character encounters, the reactions of deities should *not* be checked randomly, and *should* be role-played fully. Gods will not often go out of their way to do anything when encountering a group of adventurers, unless provoked, bored, or of a similar or opposite alignment. Demogorgon might try to kill everyone he meets; Asmodeus might try enslaving everyone; Bahamut might assist (if good-aligned characters are present), and so forth.

Deities should, whenever possible, have a retinue of lesser creatures with them who will follow their ruler's every whim; these followers may be sent ahead to check out any groups they meet, to do the fighting or talking. The nature of

such associates is left up to the imagination and discretion of the referee.

Relic — Finally, various items may be found while traveling the Astral Plane. This category of random relics could include lost treasures, bodies [*The timelessness/all-time nature of the Astral Plane allows revivification at a ratio of 1,000 years to 1 day, assuming no extenuating circumstances.*] of monsters or characters slain astrally, constructed dwellings for wizards, priests, or godlings, and so forth. Referees may make up lists of things like these to confuse, amuse, or abuse player characters finding them. Any treasures found should be of generally low worth, with occasional high-value or cursed/trapped items appearing. [*Matter "islands" range from a few cubic rods to several miles in extent.*] Constructed dwellings [*whether on "islands" or alone*] should be extremely rare at best!

The reactions of any living creatures on the Astral Plane will always be tainted with caution and watchfulness. Referees may want to compile notes on each encounter, describing the reasons for such beings to be in the Astral Plane in the first place (traveling on a quest, going to visit associates or friends, planning to rob or kill other astral travelers, searching for something or someone, etc.) and use this material when role-playing the NPC encounters.

Obviously, much of this material has been very general; however, it is the intention of this article to give referees a chance to work out their own ideas of what Astral Plane encounters should be like. Every campaign will have different deities, monsters, and other particulars.

Astral traveling

Astral space is strange and dreamlike. Adventurers from other planes find that they do not get tired, sleepy, or hungry, and everyone is generally alert. There are no day/night cycles astrally, so time's passage is difficult to measure. A character or creature can feel a sense of movement whenever he/she/it concentrates on moving (travel through astral space is a function of thought), but one usually has little idea of how far one is going. No one ages [*except at the 1:365,000 rate, as noted*] in astral space for any reason, even by magical means. The various means of astral travel are:

Astral projection (psionic) or Astral Spell

Characters using either of these means to go astral should find secure places on the Prime Material Plane to house their bodies and their possessions that will be left behind when their spirits make the voyage. The physical bodies on their home plane will go into suspended animation and require little care while the spirits are gone. Travelers using *Astral Spell* should hold hands in a circle with their spellcaster, who then goes through all the rituals and causes the group's members to enter astral space in spirit

form together. The bodies are all linked through a single silvery cord to their material bodies; the cord is capable of stretching infinitely from the Prime Material to an Outer Plane. Once in the Astral Plane, the group members may pull apart, move around, engage in combat, and so forth as they please. However, no one may enter another plane from the Astral Plane unless he/she is touching the spellcaster or touching someone else touching the spellcaster (the group should join hands before entering another plane). Anyone not so linked to the spellcaster when he or she enters a new plane will be stranded astrally; the stranded character can return to the home plane only if slain, in which case the material body reawakens (see the section on Movement and Combat). *Astral*

Few spells may be cast across plane boundaries, either to or from the Astral Plane or any other, and only certain rare magical devices can affect creatures on other planes.

projection is similar to *Astral Spell* in all respects, except that only one person at a time may travel by means of this power.

When using either of these forms of astral projection, characters will find that all non-magical items on their persons will be left behind on the home plane; only magical items may be brought along, and many of these will have altered capabilities as described in the last section of this article. Because this may mean that spell components, armor, and weapons, not to mention mundane things like decent clothing, will not be had, spellcasters may use or develop a simple spell like *Nystul's Magic Aura*, which makes an item magical without giving it any special powers. Such a dweomer will allow items to pass through astral space to an Outer Plane so long as the spell's duration is not exceeded [*prior to going to the plane*]. Things that become non-magical in astral space or on an Outer Plane, should this spell wear off, will not be carried into another plane until the spell is renewed.

The spellcaster will receive an instinctual warning when he or she has arrived at the point where astral space connects with the Outer Plane or Prime Material Plane desired. At this point, when all travelers are joined together again, the spellcaster can will the group to move "adjacent" to the new plane; at this point

the group will still be in astral space, but will now be able to view clearly the environment of the new plane. If it is another Prime Material Plane, this point is as far as the group can go; they can look about, but not enter the plane. If an Outer Plane has been reached, the group may then (while still linked together) cause their spirits to form material bodies on the new plane, and will bring all magical items with them. Note that those items which (for some reason, as detailed in a later section) became fully non-magical when entering the Astral Plane will *not* go into an Outer Plane, but may be taken back to the Prime Material. When a group is "adjacent" to another plane, their presence may only be detected by highly intelligent or powerful creatures (as per the DMG), or by the use of such things as a *Detect Invisibility* spell or *Dust of Appearance*. Few spells may be cast across plane boundaries, either to or from the Astral Plane or any other, and only certain rare magical devices can affect creatures on other planes. It is conceivable that a deity may cause certain sections of an Outer Plane to be "opaque" so that no one may spy on that area from the Astral Plane, and no one (except the deity and minions) may enter that area from astral space.

Astrally projecting characters will travel for some 7-12 hours before reaching

another plane, either an Outer or a Prime Material one. The spellcaster or psionic character may purposely try to lengthen the voyage before reaching the other plane; each such attempt lengthens the trip by 3-6 hours, and may result in another encounter check being made (see below). The return trip from another plane will take another 7-12 hours.

Probability travel (psionic), Plane Shift (spell), or device

These methods of travel are similar in several ways. If a group of persons is able to travel together using one of these modes, they must join hands before the power, spell, or device goes into effect. Group members will be transferred at once, along with all of their equipment (magical or non-magical), to another plane; if going to an Outer Plane, the group will not pass through astral space. However, these travel modes may simply take a group to astral space if this is desired. Once the desired plane has been reached, the power, spell, or device transporting the group ceases to work, and the group may split up and move about as desired. Leaving the plane is done in the same manner used to arrive at the plane.

It is obviously possible for someone to strand characters on other planes using any of these travel modes. Stranded characters will not be able to leave the plane they are left on unless given assistance, or unless they possess spells, powers, or devices to help them leave. No silver cords are formed using any of these travel modes; instead, the characters' bodies have been brought along.

Encounter checks and the Psychic Wind

When using either form of astral projection (*astral projection* or *Astral Spell*), three encounter checks are rolled during the journey. One is made immediately at the start of the voyage, to see if any beings are "adjacent" to the Prime Material Plane at this locale; it may be possible to encounter certain Prime Material monsters (like catoblepas) which can project magical attacks into the Astral Plane, if any are nearby. Another encounter check is made near the midpoint of the voyage, deep into the Astral Plane (no Prime Material monsters like the medusa or catoblepas will be encountered around here), and the last check is made when the group comes "adjacent" to another plane. If this plane happens to be another Prime Material Plane, then obviously medusae and the like may be met, if any exist on that plane.

Characters using any other form of

planar travel will undergo one encounter check upon arriving at the Astral Plane, and another check every four hours or so thereafter until they leave the plane.

An encounter check is made using a 20-sided die. A roll of 1 on the die indicates that an encounter will occur, and the specific type of encounter should then be rolled.

If a spellcaster or psionic using *astral projection* wills the voyage to be slowed down, an additional encounter check is made for every four hours the journey is lengthened (see the section on *astral projection/Astral Spell*, above, for normal and modified travel times).

The Psychic Wind is not a 'wind' as such: when it occurs; the . . . characters will be in virtual darkness all around, but will feel no actual wind blowing.

The Psychic Wind may lengthen an astral voyage and produce more encounters. There is a 5% chance (non-cumulative) of encountering the Psychic Wind per plane crossed, including alternate Prime Material Planes, or solar system traveled to. To determine the effect of a Psychic Wind, roll a 20-sided die and apply the appropriate result from the following list:

1-12: Travel slowed by 3-6 hours; one additional encounter check rolled.

13-16: Blown off course; party lost for 2-20 days (one encounter check every 4 hours, but no Prime Material creatures can be met) and then must return to their physical bodies and try again.

17-19: Blown off course, but with no extension of travel time; a random plane bordering the Astral Plane is arrived at.

20: Psychic Wind storm; travelers

who are using *astral projection* or *Astral Spell* must make a saving throw vs. magic (for the spell caster or psionit), or the silver cord snaps and all are slain irrevocably. If the save is made, the group or person will be lost for 4-40 days (make one encounter check every 4 hours during this time)

and must return to the starting point where their physical bodies are. Those who are not astrally projecting will be lost for 4-40 days and will only thereafter be able to use a spell, power, or device to leave the plane; before then, the turbulence in the plane prevents such travel.

The Psychic Wind is not a "wind" as such; when it occurs, the silvery atmosphere of astral space darkens considerably. During a Psychic Wind storm, the characters will be in virtual darkness all around, but will feel no actual wind blowing. *Light* spells will function normally during this time, however.

Movement & combat

Movement through the Astral Plane is accomplished by concentrated thought. For every point of intelligence a being has, a maximum of 10" (yards) per minute (melee round) may be moved; thus, a character with a 12 intelligence can move as fast as 360 feet per minute, or 6 feet per second. It does not make sense to try to measure the distance from one place to another, as the plane itself is moving (the way wind blows around a flying bird) and such distances cannot be expressed in conventional terms. Movement rates are useful in working out melees or explorations in astral space.

Sighting distances are much greater than normal in this plane. Surprise rolls are made as usual; unsurprised characters may see larger-than-man-sized beings at a range of 50-500 yards, and man-sized or smaller beings at 30-300 yards. A surprised party has only one-tenth the normal sighting range to their opponents. Evasion may be attempted after sighting an opponent, and is automatically successful if the least intelligent member of the evading party is smarter (more intelligent) than the most intelligent member of the pursuing party. It is possible, of course, for a party to split up so that only its slower members will be caught by pursuers; however, if some beings are joined together by holding hands or other means, their speed will not exceed that of the least intelligent being. Sudden stops and turns are possible astrally, and travelers will not be subject to any form of motion sickness no matter what they do.

Encumbrance affects a character's movement rate: for every 100 g.p. (10 lbs.) weight a character is carrying, the movement rate for that character is slowed by 10 feet per round. Strength (or lack thereof) does not affect astral encumbrance at all; intelligence is the limiting factor. An unconscious person or one who is not concentrating on movement may be carried by another person if so desired, at the carrying person's movement rate (with a deduction for the encumbrance of the burden being carried). Magical items have no effective weight for astral encumbrance purposes, but only if they are still magical in astral space.

Combat in the Astral Plane is peculiar,

since it takes place in a weightless, three-dimensional space. A detailed simulation of this would probably best use a hexagonal or square-gridded playing surface (without terrain features). Paper counters could be used to show how far above or below the playing surface someone or something is located, to simulate a third dimension. Counters could also be used for each character involved in the melee. This system is similar to the one used in many outer-space combat games; the difficulty comes in having to calculate trigonometric distances between two points in three-dimensional space. The scale that might work best for such games might be to have hexes or squares 30 feet across (in game scale) with each move taking one minute. If this proves too complex, then a simpler two-dimensional system may be used, ignoring the height/depth factor on the playing surface.

Though the Astral Plane has no sources of gravity, combatants are not thrown off balance by swinging swords, casting spells, and so forth, because all movement and orientation are governed by mental effort; characters fight, move, and act as if each were moving along a stable surface. Obviously, no two characters need appear to be moving along the same "surface," and one could move along just as well upside-down relative to everyone else in the party.

The only problem that will occur in combat is in using missile weapons or thrown items. Because everyone is used to adjusting missiles or thrown weapons to take into account the effects of gravity, persons who fire or throw missiles will find their aim poorer at first. Missile fire will initially be made at a -6 penalty "to hit"; each subsequent missile fired by the same character will gain a +1 modifier "to hit," cumulatively, until this penalty is removed. However, once a person leaves the Astral Plane, this adjustment is forgotten and must be "re-learned" upon re-entering the plane at any future

date. *Long* ranges are extended on the Astral Plane for missiles of any sort, because of the lack of gravity; short and medium ranges remain the same. The maximum range of any missile weapon is doubled, so a longbow (for instance) would have a long range of 14"-42".

Smart players may find it interesting and helpful to develop special tactics for astral combat, such as surrounding slower opponents and setting up defensive shields against the faster ones. Grappling and pummeling are possible astrally, but not overbearing.

Astral characters take damage as usual in AD&D melee combat. Those who entered the plane by *Gate*, *Plane Shift*, device, or any other method in which the physical bodies of the characters are brought along can be wounded and slain in combat; their bodies and equipment can be recovered afterward, and attempts may be made to raise them from the dead as usual [See previous note on the 1,000-year-to-1-day ratio.]. Any character who enters the Astral Plane by a form of astral projection, psionic or magical, and takes sufficient damage in combat to be slain, will be immediately returned in spirit form to his or her home plane. The earthly bodies of these "slain" characters will not be immediately awakened, however; the psychic trauma of being slain sends the body into a coma lasting 2-5 days, from which the character cannot be re-awakened without use of a *wish*. A system shock roll must be made during this time, and if the roll fails, the character dies when the coma ends. The character cannot then be revived by any means short of a *wish*. If the system shock roll succeeds, the character will regain consciousness, possessing but 1 hit point upon awakening, and healing progresses normally. Until such time as the character regains more than half of his or her lost hit points (by normal healing, potions, ointments, etc.), no spell casting is possible, movement is reduced by half, and attacks are made at a -4 penalty "to hit" because of weakness.

The magical items possessed by an astrally projecting character who is slain on the Astral Plane will be returned to the Prime Material with the character's spirit

Though the Astral Plane has no sources of gravity, combatants are not thrown off balance by swinging swords, casting spells, and so forth, because movement and orientation are governed by mental effort.

if they: 1) still retain some magical properties on the Astral Plane; 2) were physically worn or carried by the character at the time of "death"; and 3) make a saving throw vs. magic. All other items of a non-magical nature will be left behind on the Astral Plane, but may be recovered by other characters.

If the earthly body of an astrally projecting character is slain while the character is in astral space, [*the silver cord is sundered and*] the character's spirit vanishes at once, leaving all material possessions behind. The character is irrevocably dead. If the material body is slain after the character has formed a new body on an Outer Plane, the character (with whatever possessions he or she has at that time with the new body) will live on in the new form but will, of course,

be unable to leave the plane without help. It is impossible, by the way, for a character to assume a physical shape different from his or her normal, earthly body when entering an Outer Plane.

There are very few creatures able to cut a silver cord. As mentioned in the DEITIES & DEMIGODS™ Cyclopedic and the Dungeon Masters Guide, the Psychic Wind may tear the cord loose, but this is a rare happening. The most dangerous opponents astrally are deities; a demigod or god may elect to cut the silver cord of a group, and can do so by moving adjacent to the cord trailing behind the group, making a "to hit" roll against AC 0, and successfully rolling the deity's magic-resistance rating. This will automatically sever the cord and permanently slay the group members,

unless the spell caster or psionic initiating the travel can make a saving throw vs. magic. If the deity's magic-resistance roll fails on the first severing attempt, subsequent rolls may be made without requiring another successful "to hit" roll against the silver cord.

Any character wounded while on the Astral Plane will not normally recover any lost hit points, no matter how long a time is spent there. [*Obviously, however, after 365,000 days of relative rest a normal character would regain 1 hit point.*] Only the use of magical devices or spells, or the psionic discipline of *cell adjustment*, will allow the recovery of lost hit points astrally. Once a wounded character leaves the Astral Plane, wounds may be naturally recovered from at the normal day-to-day rates.

Magical alterations

As has already been mentioned, many spells will not have their normal effects when cast upon the Astral Plane. Some of these spells for various reasons will have no effect at all, while others will work only partially or in an unexpected manner. A few spells will not work astrally but will not be forgotten when cast; these spells may be re-cast at a later time (after the caster returns to the Prime Material Plane, or perhaps travels to a different plane) when they will take normal effect. Spells cannot be cast in any case from the Astral Plane to any other plane, and vice versa; they cannot be cast through *Gates* and similar devices or spells (as noted in TSR™ module Q1), since the true distance between the planes exceeds the spell's range.

Unless a spell caster has taken special precautions, any traveling done by *Astral Spell* will result in leaving behind all material components for spells, reducing the spell caster to using only those spells with verbal and/or somatic components alone.

Once a character enters the Astral Plane, spell recovery (regardless of the amount of time spent astrally) becomes more difficult. Clerics and druids may not recover any spells except first and second level ones — unless the deity they worship normally resides on the Astral Plane, in which case they may recover any spell levels. Any spell casters will

find they have but one opportunity to pray or study for new spells after casting spells on the Astral Plane, and that subsequent attempts to recover spells will fail because of the magical properties of the plane. Clerics will find that certain spells — *Commune*, *Divination* and *Spiritual Hammer* — will not work on the Astral Plane unless the cleric's deity lives on that plane.

Unless otherwise stated, a spell caster must remain stationary on the Astral Plane when casting a spell; he or she cannot think about moving around and perform magic at the same time. Spell casting, as in all other cases, cannot be hurried up in any manner, and if a spell is interrupted, it is lost. Spells may be cast from devices and scrolls in a normal manner, as detailed later in this article.

Those spells that normally affect a flat, planar area (such as *Bless* and *Haste*) will, when cast astrally, affect a spherical area with a diameter equal to the normal spell's smallest dimension in area of effect. Thus, *Bless* affects all within a 5" diameter sphere, *Haste* and *Slow* affect all within a 4" diameter sphere, *Tongues* affects all within a 6" diameter sphere, and so forth. This does not apply to spells such as *Hold Portal*, *Knock*, and *Wizard Lock*, which were designed to affect flat surfaces.

The Astral Plane is a poor conductor of heat or cold, making some spells like

Infravision, which relies upon detection of heat sources, useless. A *Fireball* could go off next to a character, and if the character was just outside the area of effect he or she would not feel the heat from the attack.

Fire-based spells that are cast at bodies of water on the Astral Plane will have no effect; they will be smothered immediately. Any fire spell that strikes a body of ice will usually have no other effect than to melt the ice down into water, immediately extinguishing the spell. Because all objects on the plane are effectively weightless, flame sources will appear circular; even though one would expect an open flame to be extinguished by its own waste gases if held immobile, this does not occur in astral space.

Astral travelers, though they will soon discover that they apparently do not need to breathe in astral space, are still susceptible to attacks of poisonous gas, drowning, and so forth; the poisonous or foreign material will find its way into the respiratory tract and do physical damage. These attacks will affect even astrally projecting characters, though as noted before this will not actually kill the affected characters, but will cause their spirits to return to their home plane.

Following are listed those spells that yield unusual results when cast on the Astral Plane. When possible, reasons are given for why a spell malfunctions. If new spells are encountered or created by characters, the DM should arbitrate the effects on the Astral Plane, noting whenever possible the effects of any similar spells listed here.

Cleric spells

Aerial Servant: No effect; normally opens gate to elemental plane (Air).

Animate Object: Any object animated will have no ability to travel on its own unless it is thrown or pushed, since all

animated objects have an effective intelligence of 0; it could, however, wrap around or strike beings it was next to.

Astral Spell: No effect; must be cast on Prime Material Plane.

Commune: No effect; requires contact with deity.

Conjure Animals: No effect; no natural

environment exists astrally.

Control Weather: see *Conjure Animals*.

Create Water: Unless the spell is cast into a container, a large sphere of water will be formed (hovering in the virtual weightlessness of the plane). To calculate the size of such a sphere, note that the volume of a sphere is $\frac{4}{3} \pi r^3$, that one

gallon of water is about .1337 ft³, and have a calculator handy. Pi (π) is about 3.1416. A sphere of water will do nothing else in astral space except float. If struck by a sharp-edged weapon, it will be undamaged (the blade passes through it) for the most part; strikes, with broad, blunt weapons will split the sphere into 2-5 smaller spheres of roughly equal size. Though water spheres are interesting to look at, they are hazardous as well; anything touching a water sphere for longer than one second will find the water adhering to it and flowing over its surface until the water completely covers the touching object. Living beings must make a saving throw vs. breath weapon or choke on water in their respiratory systems; failure to save means unconsciousness one round later and death in 2-5 more rounds thereafter unless the water is removed somehow (such as by *Destroy Water*). Those who make their saving throws may leave the water sphere on the following round by moving out of it at full (mental) speed. The possibilities of using water spheres as weapons are obvious (with *Telekinesis*, especially; the *Telekinesis*-user would have to roll "to hit" with the water sphere as if using a missile weapon, with medium and long ranges determined by dividing the maximum range of the *Telekinesis* spell into thirds), as are the disadvantages.

Detect Evil/Good: Functions normally, though the plane itself radiates no alignment.

Detect Magic: The entire plane radiates magic, making this spell useless to all except those who know the proper changes to exclude the "background radiation" from detection. Such changes may be discovered on a 5% cumulative chance after each unsuccessful casting of this spell.

Dispel Evil/Good: This spell will affect any creatures encountered on the Astral Plane of the appropriate alignments, including those from other planes. However, when used against aerial servants and invisible stalkers (and neutrally aligned creatures summoned from other planes) there is a chance (1 or 2 on d6) that this spell will not work, because the neutral creatures were not in the act of performing a good or evil deed. Though all good or evil creatures and characters from other planes will be affected by this spell (no matter the method used to bring them to the Astral Plane), no neutrally aligned (lawful neutral, true neutral, or chaotic neutral) characters will be affected unless they are on a mission that would directly benefit the forces of good or evil. (Assume that this spell will affect neutral characters only if the majority of their associated party is good or evil in alignment.)

Dispel Magic: This spell will not affect the inherent magical nature of the Astral Plane, but will affect spells cast by characters. If this spell is cast at a spell caster

Astral travelers, though they . . . do not need to breathe in astral space, are still susceptible to poisonous gas, drowning, and so forth; the foreign material will find its way into the respiratory tract and do physical damage.

or associated person traveling via an *Astral Spell*, it will (if successful) hurl the affected persons to their own plane. It will not do this to persons who arrived on the Astral Plane by any other means, psionic or magical. Casting *Dispel Magic* on a silver cord (of an astrally projecting traveler) has no effect.

Divination: see *Commune*.

Earthquake: No effect unless cast upon a solid, non-living object of earth, clay, or stone.

find The Path: If cast immediately after an entrance into the Astral Plane, this spell will enable astrally projecting characters to go quickly to their desired plane. There is a 50% chance that only one encounter check (the usual initial one) will be required before reaching the other plane; in any event, only one "extra" check will be required at the worst, and the entire voyage is shortened by four hours as well. This spell, of course, would have to be cast upon the leading spell caster of an *Astral Spell*-using group to be effective for them.

Flame Strike: This spell will create a 1" diameter sphere of flames, much like a *Fireball*, centered on the desired location within the spell range; it will do normal damage.

Gate: No deities will appear through the *Gate* unless the Astral Plane is their home. Any other creatures gated in will know immediately where they are, and will leave if required to fight a creature or party whose experience-point total is two or more times greater than the gated creature's own value. No gated creature will hang around to fight a deity of any sort. Theoretically, one or more persons could pass hurriedly through a gate created by a spell and go directly to any other plane of existence, but the person(s) would also be directly in the presence of a deity-class being, and this could prove not to be advantageous.

Holy/Unholy Word: This spell will affect all creatures within its area of effect, including the spell caster's party. Since nearly all beings except some deities are not normally from the Astral Plane, this should work against virtually any being encountered, and will cast its victims back to their home plane without further injury (regardless of how the creature got to the plane).

Insect Plague: see *Conjure Animals*.

Locate/Obscure Object: This spell will not help or hinder characters in hurrying or delaying their journey to other planes through astral space, since the distance to other planes is beyond the spell's range.

Lose The Path: This spell will work to

slow an astrally projecting party's progress through the Astral Plane by four hours, resulting in one extra encounter check while in astral space, but not necessarily during the spell's duration.

Lower Water: This spell will cause all free-floating water within its area of effect to move away from the spell caster at a rate of speed equal to the caster's normal astral movement allowance. The reverse of this spell, *Raise Water*, has the opposite effect in drawing water directly toward the caster at the above speed. These spells could be used to save a drowning character (see *Create Water*).

Part Water: This spell will cause a water sphere (see *Create Water*) to separate into two equal-sized spheres (smaller than the original) separated by 1"/level of the caster. This spell may be used to save a drowning character (see *Create Water*).

Raise Dead: If used astrally, there is a 15% chance that an astral searcher (see the FIEND FOLIO™ Tome) will possess the raised body. Alignment and personality of the character are randomly changed; the referee may elect to have the player use the character as effectively a "new" character, or may run the character as an NPC. If the creature is exorcised, then another attempt may be made to raise the body and true spirit.

Resurrection: There is a 5% chance that an astral searcher will possess the body of the raised character. See *Raise Dead* for further details.

Speak With Animals: This spell will work only with normal, non-fantastic animals brought with a person or party into astral space. No animals naturally occur on the Astral Plane.

Spiritual Hammer: see *Commune*.

True Seeing: There is a base 100% chance, less 10% per level of the viewer, that the awesome reality of astral space as seen via this spell will overwhelm the viewer and cause him or her to remain inactive for the duration of the spell. Otherwise it will function normally.

Wind Walk: Aside from causing the spell caster and associated persons to become misty and transparent, this spell will not affect a character's normal movement rate in astral space as determined by intelligence. However, persons carried with the spell caster will move at the caster's astral movement rate, not at their normal speed. This spell makes it difficult to see the affected persons against the background of astral space, and sighting distances to such characters are reduced to 10% of normal.

Word of Recall: No effect; cannot teleport across planes.

Druid spells

A great many druid spells will not work in astral space because the items that they function with and affect (plants and animals) do not naturally exist on the Astral Plane. There is no such thing as weather (as we know it) either, making spells related to that realm also unusable. If a plant or animal is brought with a creature or character into astral space, then spells may be cast upon the plant(s) or animal(s) and will function normally. For example, if a group in astral space has a dog along, for whatever reason, a druid could cast *Invisibility To Animals*, *Speak With Animals*, etc., successfully. For the most part, however, such spells will be wasted. Spells summoning animals will not work, since no creatures able to be affected by the spell occur naturally on the Astral Plane. Spells which fall into one of these categories, and are useless for that reason, are the following:

Animal Friendship, *Animal Growth**, *Animal Summoning (I,II,III)*, *Anti-Animal Shell**, *Anti-Plant Shell**, *Call Lightning*, *Call Woodland Beings*, *Commune With Nature*, *Control Temperature*, *Control Weather*, *Control Winds*;

Creeping Doom†, *Entangle*, *Hold Animal**, *Hold Plant**, *Insect Plague†*, *Invisibility To Animals**, *Locate Animals**, *Locate Plants**, *Pass Plant*, *Plant Door*, *Plant Growth**, *Predict Weather*, *Repel Insects†*, *Speak With Animals**, *Speak With Plants**, *Summon Insects†*, *Transport Via Plants*, *Wall of Thorns*, *Weather Summoning*.

* — These spells will work only on plants or animals that have somehow been transported into astral space. Otherwise they are useless.

† — It might be supposed that a druid who was determined (or crazy) enough could make effective use of these spells if he/she brought several beehives into astral space, but this is extremely unlikely.

Animal Friendship will not work, even on animals in astral space, because the success of the spell depends in part upon the affected animal having an appetite — which does not occur on the Astral Plane. *Call Woodland Beings* would conceivably work if there were such beings in the spell's area of effect, but this is so remote a possibility as to make the spell useless. Other alterations to the effects of druid spells are as follows:

Animate Rock: No effect; the rock has no intelligence and thus cannot move in astral space (see *Animate Object* above). *Animate Rock* does not make rocks wrap around creatures, change shapes, etc.

Chariot of Sustarre: The chariot will appear, and will carry the druid and up to eight others, but will move only as fast

astrally as the druid normally could (according to his or her intelligence).

Conjure Earth Elemental and *Conjure Fire Elemental*: No effect; normally opens gate to elemental plane (Earth/Fire).

Create Water: See cleric spell *Create Water* for relevant comments.

Detect Magic: See cleric spell *Detect Magic* for relevant comments.

Dispel Magic: See cleric spell *Dispel Magic* for relevant comments.

Feeblemind: A feeble-minded victim has an effective intelligence of 1, and that character's movement through the Astral Plane will be likewise reduced seriously (30'/round).

Fire Storm: In astral space, this spell creates a sphere of flame similar to a *Fireball* of the appropriate volume. All other details are as per normal.

Fire Seeds: See commentary on throwing missiles in astral space, in the section on Movement and Combat.

Hallucinatory Terrain: This spell will work as far as creating the illusion of a large forest, but who will believe it? Only those creatures of low intelligence or less (7 or below) will even, consider this as possibly real; all others will know better.

Obscurement: This spell will form a sphere, not a cube, with a diameter equal to the length of a side of the cube normally formed. Other effects are as normal, except that (as with *Wind Walk*), the sighting distance to the druid using this spell is cut to 10% of normal when viewed against the astral background.

Pass Without Trace: There is nothing to pass over, no tracks to cover, so this spell is useless in astral space.

Produce Fire: This spell works only if cast upon a solid, non-living object in astral space; the resulting flames will affect anything within 5 feet outside the area of effect, even if the surface of the solid object used is curved or irregular. For example, *Produce Fire* could be cast upon a large rock accidentally discovered in astral space; if the rock had a surface area of 144 sq. ft. (equal to the spell's usual area of effect), then everything within a 5-foot radius of that rock would be affected by the flames it would give off. The formula for calculating the surface area of a sphere is $4\pi r^2$.

Produce Flame: See *Fire Seeds*, if the druid attempts to cast a produced flame at an opponent.

Transmute Rock To Mud: No effect unless cast upon a solid mass of rock; when it turns to mud, the rocky object will assume an almost perfect spherical shape in one turn if entirely transmuted by this spell. Anything coming in contact with such a "mudball" for one turn or longer will find themselves facing a problem similar to that caused when one touches a water sphere (see the cleric spell *Create Water*). Obviously, conscious persons will be able to easily avoid drowning or suffocating in a mudball, unless they are unconscious or otherwise incapacitated. Mudballs will not dry out in astral space. This brings to mind some interesting uses of a mudball as a weapon or a form of execution; perhaps some adventurers, encountering a wandering mudball on the Astral Plane, may find something at its center. . . .

Tree: This spell will successfully turn the druid into a tree, but anyone who sees it will undoubtedly think it odd that a tree should be floating around in astral space, and will automatically be very suspicious of it — unless the creature seeing it has an intelligence of 7 or lower, in which case the viewing creature might possibly be fooled.

Trip: Since there is no gravity to make this spell work, and since movement doesn't depend upon feet, this spell will not work on the Astral Plane.

Wall of Fire: In astral space, this spell creates a hollow sphere of flames around the druid with a radius equal to 1/2" per level of the spell-caster. The hollow sphere moves with the druid. Damage is as per the normal use of the spell, as are all other aspects.

Water Breathing: One might believe this spell useless, but imagine a druid who creates a huge globe of water, casts *Water Breathing* on himself/herself, and then enters the water sphere when confronted by astral opponents. The druid is now virtually immune to all fire-related spells, and any creatures who grapple the druid (or try to) will find themselves covered in water (see *Create Water* in the cleric spell section) and possibly drowning. . . . Interesting, no?

Magic-user spells

Astral Spell: See the comments for the cleric spell of the same name.

Airy Water: A magic-user with this spell will be immune to having water spheres adhere to him or her, and will be able to pass in and out of one with ease. See the druid spell *Water Breathing* for further comments.

Animal Growth: Not generally usable; see the commentary at the start of the section on druid spells.

Anti-Magic Shell: No effect, since the spell-caster? himself or herself is not from astral space — technically making the magic-user a "summoned monster?"

Audible Glamer: Magic-users should carefully consider their environment in order to make the best use of this spell astrally; illusions should be as believable as possible to be effective (see the comments regarding visual illusions under the druid spell *Hallucinatory Terrain*).

Bigby's Hand spells: The *Interposing Hand* will stop all opponents who have an intelligence equal to or less than the spell caster, and slow the forward movement of all others by 50%.

The *Forceful Hand* will either push away, stall, or slow opponents, depending on the difference between the caster's intelligence and that of the opponent. If the opponent is less intelligent than the magic-user, the *Forceful Hand* pushes the opponent away at a rate of speed equal to the difference in their intelligence scores. Opponents equally as intelligent as the magic-user cannot get closer but won't be pushed away. Those smarter than the magic-user may advance at a rate equal to the difference between the opponent's and the M-U's intelligence. For example, a magic-user with 16 intelligence casts a *Forceful Hand* at a berserk aerial servant (intelligence 4); the servant is repelled at a rate of 12" (120 yards, or 360 feet) per round.

The *Grasping Hand* can hold motionless any creature with intelligence equal to or lower than the magic-user's. It will repel creatures (if desired) at twice the rate of speed of a *Forceful Hand*, and slows the more intelligent opponents by 50% of the rate allowed by the *forceful Hand*; thus, the aerial servant mentioned above could be held motionless, or pushed away at 24" per round.

Opponents stunned by a *Clenched Fist* cannot move astrally during that time; this spell will not necessarily slow or stop opponents otherwise. A *Clenched Fist* will hold, repel, or slow opponents at the same time as it crushes them, as the magic-user desires.

The *Crushing Hand* acts just as a *Grasping Hand*, except that it is designed to grasp any opponent, regardless of intelligence, and will crush an opponent for the stated amounts of damage. No *Hand* spell will leave its maximum range, but it will hover at the boundary of that range if being employed to repel an opponent. As mentioned in the spell descriptions in the AD&D books, any *Hand* spell is dispelled once it takes damage equal to the hit points of the magic-user who conjured it; a *Hand* has the same armor class as the magic-user casting it had on the round the spell was begun.

Cacodemon: Because of the problems involved in casting this spell on an effectively weightless plane, it is useless in summoning a captive demon. Rather, it will attract the attention of one or more powerful demons in the Abyss, who will doubtless find it amusing to seek out the summoner and eat him or her as soon as possible. Referees should send 1-4 demons of either Type IV, V, or VI, each with 8 hp/die, arriving within 1-4 rounds after the spell is cast.

Charm Plants: This spell will work only if a plant or plant-related creature is encountered in astral space; this is unlikely in the extreme.

If *Dig* is cast on an object, the object will slowly disintegrate into a huge cloud of dust particles. . . . Needless to say, anyone within the radius of the cloud is going to be in dire need of a bath.

Clone: Clones will not grow in astral space; this spell is useless.

Cloudkill: This spell will form a 2" diameter sphere of poisonous gases that will move in a straight line away from the spell caster at a rate of speed equal to the caster's intelligence times ten, in feet per round. Since there are no natural winds in astral space, the cloud will remain unbroken unless it strikes a very large object (*Wall of Force*, for example) that has a diameter of 1" or more, in which case it will break up on the following round. In three-dimensional space, the cloud is not too difficult to evade.

Cone of Cold: If this spell strikes a water sphere (see cleric spell *Create Water*), it will freeze the outer surface into solid ice, to a depth of one inch per level of the magic-user casting the spell. A water sphere frozen solid will not melt on the Astral Plane; if any unfrozen water remains at the center of the sphere, the ice sphere will melt from the inside out at a rate of one inch of thickness per turn. A *Cone of Cold* striking a mudball (see druid spell *Transmute Rock To Mud*) will cause the outer surface to harden to rock-like consistency; as with an ice sphere, a frozen mudball could either stay frozen or return to a muddy state, depending on whether any unfrozen mud remains at the center. A crust of only one-quarter inch thickness per level of the magic-user casting the *Cone of Cold* will form on a mudball, making it very likely that large mudballs will always defrost themselves eventually.

Conjure Elemental: No effect; normally opens gate to elemental planes.

Contact Other Plane: No powers on the Astral Plane, the Ethereal Plane, the Positive and Negative Material Planes, or any Elemental Plane can be reached. Powers on the Prime Material count as one plane removed.

Control Weather: See comments under the druid spell of the same name.

Death Spell: This spell is ineffective against undead and beings from the Astral or Outer Planes. Travelers from Prime Material Planes may be affected.

Detect Evil/Good: See the comments for the cleric spell of the same name.

Detect Invisibility: No ethereal or out-of-phase things will be seen, but the spell functions otherwise as written. Once a new plane has been reached, before *astrally projecting* characters have formed new bodies and are just "looking around," this spell may be used to see any nearby invisible, hidden, ethereal, or out-of-phase beings or objects.

Detect Magic: See the comments for the cleric spell of the same name.

Dig: This spell will be effective only against solid, large objects of earth, clay, or mud; the only such objects likely to be astrally encountered are [rare "islands" and] mudballs (see druidic spell *Transmute Rock to Mud*). If *Dig* is cast on an object, the object will slowly disintegrate into a huge cloud of dust particles that spread out in a hemispherical shape from the digging point. Every cubic foot of dug material will expand to fill a volume of 1,000 cubic feet around the digging point. Within this area, all living creatures must make a saving throw vs. wands every round or be blinded for the entire round; victims must also save vs. breath weapon or choke on the small particles for the full round, and be unable to move, attack, defend, or take any other action. Both saving throws are rolled at the start of each round following the round in which the *Dig* spell was cast, continuing through the round after the spell duration expires. Visibility within the dust cloud is reduced to 30'. Beyond the cloud radius, the dust is thin enough so as not to affect anyone. The cloud dissipates on the round following expiration of the spell duration. Needless to say, anyone within the radius of the cloud is going to be in dire need of a bath. Note that the spell's range (3", or 90 feet) puts most magic-users who might cast the spell well within its area of effect; this would probably lead to abrupt termination of the spell unless the magic-user is otherwise protected. The volume of a hemisphere is $\frac{2}{3} \pi r^3$ the cloud's radius can be calculated from this formula, since the volume of the hemisphere is already known.

Dispel Magic: See the comments for the cleric spell of the same name.

Distance Distortion: No effect; not only is there no terrain to be affected, one cannot get an earth elemental, either.

Drawmij's Instant Summons: Note the changes that must be made with regard to the distances between other planes and the Astral Plane. Items can be summoned from the Elemental, Positive Material, and Negative Material Planes, but would have to go through the Ethereal and Prime Material Planes to reach the Astral Plane.

Duo-Dimension: No effect; must be cast on an Outer or Prime Material Plane.

Enchant An Item and *Enchanted Weapon*: No effect; the magical properties of the Astral Plane effectively "rub out" all spell effects.

Feather Fall: If cast upon a missile in astral space, the missile will not slow down but will do no damage if it strikes, and will bounce off targets as if made of

paper. If cast upon other non-living objects, it will reduce their total mass (as per the spell description) and make them easier to push or carry astrally (see the previous section on encumbrance). If cast upon a living being in the astral realm, that person will be able to carry (without penalty) an additional mass of material equal to the person's normal body weight, for the duration of the spell.

Feeblemind: See the comments for the druid spell of the same name.

Find Familiar: The creature summoned by this spell will be a minor Outer Planes creature similar in power to an imp or a quasit. The creature will be of the same alignment as the spell caster. Because of the variety of creatures that could be encountered, the specific effects of this spell will vary from case to case and plane to plane.

Fly: No effect; the movement system of the Astral Plane makes it useless. If cast, the spell will not be forgotten and may be re-cast later.

Fumble: If the victim of this spell makes a saving throw, he or she is slowed in all respects except movement (which depends upon intelligence, which is *not* slowed). Those who fail to save will be unable to make any attacks (because they are dropping weapons, missing grappling attempts, etc.) but can defend themselves. Further, any actions undertaken that involve manual coordination will be completely muffed for the spell's duration.

Gate: See comments for the cleric spell of the same name.

Gust Of Wind: This spell will not affect the movement of any intelligent, living creatures on the Astral Plane, but may push [relatively] small, non-living objects [such as spheres of fire, ice, mud, dust, or water]. Since objects are weightless in astral space, things pushed away by this spell will continue to move away from the caster even after the spell's duration ends. They will move at a speed of 1" (10 yards) per round per level of the caster who used the spell.

Hallucinatory Terrain: No effect; no terrain in astral space exists that could be so affected. This spell is not like the druid version.

Haste: This spell will *not* increase a character's movement through the Astral Plane, since movement depends on intelligence, which the spell cannot "hasten." It will affect other abilities and actions as usual, most notably the number of attacks per round in a combat situation. (See the comments below for the Slow spell.) Interestingly, when *Haste* is cast upon the Astral Plane, the recipient

of the spell will not age one year as a result due to the plane's "neutralizing" effect on metabolism.

Hold Portal: Generally a useless spell; there are few "portals" in astral space.

Ice Storm: If cast in the first form (hailstorm), this spell will cause a large number of hailstones (some 60-600) to appear within a 4" diameter sphere. The hailstones will average about one pound apiece in weight (mass), and will not be moving when they appear. Any character or creature caught within the area of effect will be unharmed by the appearance of the hailstones, but will not be able to move faster than 2" (60 feet) per round within the area of effect because of the effort involved in trying to avoid colliding with the hailstones as they appear throughout the spell duration in various places. Spell casting within the area of effect is possible, since no hailstones will strike a stationary person. The hailstones will not disappear after the spell duration expires, and may be used as missiles hurled by physical force or by a spell (see the section on astral combat with regard to hurled or launched missiles). A physically hurled hailstone will do 1-4 points damage to anyone it strikes, plus the caster's strength bonus to damage ("to hit" bonuses for strength and dexterity are also factored in). Note that very weak persons might possibly do *no* damage when hurling a hailstone, even if it strikes a target. If a spell like *Telekinesis* is used to move the hailstones about as missiles, the hailstones will do 1 point of damage for every 1"/second (10 yards/second) of velocity they have; thus, a hailstone moving at the maximum velocity of 1024"/round (30720 ft./round, or about 170 yards/second) will do 17 points of damage to an opponent it strikes. As mentioned elsewhere, ice does not melt in astral space (unless exposed to a heat source, of course).

If cast in its second form (sleet), an *Ice Storm* spell will cause an 8" diameter sphere of slushy droplets to form. [This could conceivably be compacted into a slush/waterglobe.] Any creatures caught inside the area of effect will be effectively blinded for the entire round, and all attacks by them will be made at -4 "to hit." Movement through or out of the "sleet sphere" is possible as usual. Any fire-type spell cast within the area of effect of a "sleet sphere" will do only one point of damage per for each die of damage the spell normally causes, and will create a heavy mist (zero sighting distance) of a diameter equal to 10 feet for each die of damage the spell normally causes. This misty cloud will dissipate in 2-5 rounds.

Imprisonment: Any creature struck with this spell is immediately teleported to a random location within the endless reaches of the Astral Plane, and rendered unable to move of its own volition. Thus, the creature is effectively lost forever upon the plane, but a *Freedom* spell will return the creature to the spot where that spell is cast (when performed upon the Astral Plane). Any being struck by *Imprisonment* will not die during the time spent lost upon the plane, and will not have aged no matter how long he, she, or it is lost. There is a chance, however, that a *Freedom* spell will fail to work. [Why? This seems too final a penalty overall] This chance starts at 1% and increases at a cumulative rate of 1% per year until a maximum failure rate of 99% is reached after 98 years of *Imprisonment*. A *wish* used in conjunction with a *Freedom* spell increases the chances of a successful casting by 20%, though there will always be a 1% chance of failure no matter what.

Incendiary Cloud: This spell will form a spherical cloud of 100 times the volume of the available flame source, with a minimum size of 20 feet in diameter. All other spell effects are as per normal.

Infravision: Because the Astral Plane does not transmit heat or cold, this spell will be useless. The Astral Plane is well lit by a diffuse light anyway, so the spell would not be needed at any rate.

Invisible Stalker: No effect; normally opens gate to elemental plane (Air).

Jump: This spell will not work astrally, for the same reason the *Fly* spell won't work, but it will not be lost and may be re-cast at a later time.

Knock: See the notes on the magic-user spell *Hold Portal* for relevant comment. This spell could prove useful for opening locks, untying knots, and similar tasks, however.

Leomund's Secret Chest: No effect; must be used on Prime Material Plane, and contact with Ethereal Plane required.

Leomund's Tiny Hut: Useless; there is no need to regulate temperature or gain protection from weather astrally, and the opaque field is highly visible against the astral background (possibly attracting wandering monsters).

Levitate: Though this spell will not affect movement through astral space, it will allow the user to carry an additional amount of mass without being encumbered, up to 1,000 g.p. (100 pounds) per level of the spell caster.

Locate Object: See the comments for the cleric spell of the same name.

Lower Water: See the comments for the cleric spell of the same name.

Magic Jar: There is a 10% chance per turn that an astral searcher will possess the spell caster's body while it is vacant. The magic-user cannot force the creature from the body alone, and exorcism is required.

(Continued on page 43)

Because the Astral Plane does not transmit heat or cold, an Infravision spell will be useless. The Astral Plane is well lit by a diffuse light anyway, so the spell would not be needed at any rate.

Magic-user spells

(From page 36)

Magic Missile: Ignore the penalties applied to hurling or launching missiles astrally; magic missiles do not miss.

Massmorph: This spell will work, but see the druid spells *Hallucinatory Terrain* and *Tree* for relevant comments.

Maze: This spell will entrap the victim inside a 5-foot-diameter cube of force walls, appearing around the character where he or she is on the Astral Plane when the spell is uttered. The spell's duration depends on the character's intelligence, as per the spell description. The character cannot move about astrally until he or she is free of the miniature maze; the character is also incidentally protected for the duration of the spell from all attack forms that a *Wall of Force* will resist. A *Disintegrate* spell will immediately remove the maze without harming the victim inside.

Monster Summoning: Unless the DM has created or discovered a monster that fits within the parameters of each *Monster Summoning* spell (I-VII), only those summoning spells that have a chance of bringing a creature from an Outer Plane will work. Examples of this include *Monster Summoning I* (which will bring only manes), *Monster Summoning I* (bringing lemures), and *Monster Summoning VI* (bringing erinyes). Regardless of who casts the spell, only creatures from the lower (evil) Outer Planes will be summoned by this spell on the Astral Plane.

Mordenkainen's Faithful Hound: The hound will circle within a 3" radius about the magic-user who cast the spell, looking for anyone who enters the area of effect (anyone larger than a house cat). The hound will attack anyone who comes in range (except the caster) from behind or from one side; it will warn away intruders beforehand with loud barking when they get within 30 feet of the boundary of the area of effect. All other characteristics of the hound are as per the normal spell.

Mordenkainen's Sword: This weapon can be used to attack opponents on other planes when wielded upon the Astral Plane; it can reach into either a Prime Material Plane or to the first layer of any Outer Plane only. The sword-user is not made subject to attacks in return, unless the opponent is capable of bringing this about.

Move Earth: This spell will affect masses of soil, dirt, clay, or mud (see the druid spell *Transmute Rock To Mud*) in the same manner that the cleric spells *Lower Water* and *Raise Water* affect masses of water astrally; all soil, dirt, and mud within a 4" diameter sphere will either be drawn toward or pushed away from the magic-user at the same rate of speed as the magic-user normally moves in astral space. Small rocks (under 1 lb in mass) can be moved with this spell,

If *Trap the Soul* is used against an astrally projecting person, the material body will die on the Prime Material Plane, but the character's soul will still live within its prison.

but larger ones will resist it. The magic-user can move the material in other directions (left, right, up, down) as desired.

Otiluke's Freezing Sphere: In a manner similar to that described under *Cone of Cold*, this spell can freeze water spheres or mudballs in astral space. Any form of the spell striking water will freeze a total mass of 50 cubic feet per level of the spell caster; this ice will not necessarily melt unless in contact with a heat source or unfrozen water.

Part Water: See the comments for the cleric spell of the same name.

Passwall: Useful only on a large solid object, generally useless astrally.

Phantasmal Force: See relevant commentary under *Audible Glamer*.

Phase Door: See commentary for *Passwall*. Both spells might be helpful in getting someone or something out of a mudball (see the druid spell *Transmute Rock To Mud*).

Plant Growth: Generally useless; see the text at the start of the section on druid spells.

Power Word Blind: Affects a 3" diameter sphere.

Power Word Kill: Affects a 2" diameter sphere.

Power Word Stun: Any creature so stunned will be unable to move until recovered, and cannot attack or defend.

Repulsion: This spell will function much like *Bigby's Forceful Hand*, in that it will repel opponents depending on the difference between the opponent's and magic-user's intelligence scores. The area of effect is a 1" wide cylinder as long as the spell range; obviously, opponents could concentrate on moving sideways out of the spell's area of effect, making it of limited use in a three-dimensional fight. Creatures of low intelligence (7 or less) will not immediately think of using such a tactic to counter this spell, and so may be pushed away easily on the first try; they will learn to go sideways after the next 1-7 tries. [Based on intelligence, i.e., 7=1, 6=2, etc.]

Rope Trick: No effect; the extradimensional space is outside the Astral Plane.

Sleep: Sleeping beings will cease movement for the duration of the spell.

Slow: This spell will *not* slow down a victim's movement, since that depends on intelligence (which isn't affected by this spell). Other manual activities will be affected, including attacks.

Spider Climb: Useless, since objects on the plane are weightless to begin with.

Spiritwrack: While this spell would be effective against a named demon encountered at random astrally (though

the chance of meeting any particular demon named in such a spell by accident is extremely low), there is a good chance the demon might be on an outing with some friends — they will not be affected by the spell, and might express their displeasure with the spell caster in various ways.

Stinking Cloud: This forms a 2" diameter cloud, which cannot be moved [by the spell caster]. Creatures may move out of the cloud, but if they fail the saving throw cannot do anything else but move while in the cloud or on the round after leaving the cloud.

Symbol: Unlike the cleric spell of the same name, this spell must be cast upon a solid surface. Clerical symbols can be inscribed in the "air" of astral space.

Telekinesis: See the comments for the cleric spell *Create Water* and the magic-user spell *Ice Storm* for some interesting possible uses of this spell. One gallon of water weighs 3.45 lbs. This spell works in all ways as described; if employed against a living, conscious opponent, the opponent will be slowed until the movement rate of the spell exceeds the opponent's movement rate, at which time the opponent is at the caster's mercy. As the opponent can continue to resist (mentally) the spell's effects, subtract the foe's normal movement rate from the spell's movement rate to get the effective speed.

Teleport: No effect; a solid surface to land on is required. This spell will not be forgotten, and may be re-cast later.

Tenser's Floating Disk: The disk will follow the caster about, regardless of the caster's rate of movement, within a 2" radius sphere. When the spell duration ends, anything the disk was carrying will be left behind, suspended and motionless. Inanimate or non-intelligent "cargo" cannot move independently.

Transmute Rock To Mud: See the druid spell of the same name.

Trap The Soul: Note some of the conditions applicable to persons captured by this spell when not on the Prime Material Plane. If used against an astrally projecting person, the material body will die on the Prime Material Plane, but the character's soul will still live within its prison. Imprisoned characters cannot cause their gem-prison to move, or otherwise affect their environment. If released upon any plane other than the Astral Plane, the soul will form a new body (having no possessions) with all of the former body's characteristics; if released upon the Astral Plane, the soul will perish at once.

Vanish: No effect; contact with the Ethereal Plane is required.

Ventriloquism: See the comments for the magic-user spell *Audible Glamer*.

Wall of Fire: This works very much like the druid spell *Wall of Fire*, except that the hollow sphere of flames has a radius of $1" + \frac{1}{4}"$ per level of the spell caster.

Wall of Force: The surface area of a sphere (the best defensive shape in three-dimensional space) is $4 \pi r^2$.

Wall of Ice / Wall of Iron / Wall of Stone: Any such walls created will appear in astral space and be immobile, doing no harm to anyone. A *Wall of Ice* will not melt in astral space unless put in contact with a fire spell or other heat source, at which time it will form a water sphere (see the cleric spell *Create Water*). A *Wall of Stone* may be struck with *Transmute Rock To Mud*, at which time it will form a large mudball (see the druid spell *Transmute Rock to Mud*), though it

A Rod of Absorption could easily absorb (and cancel out) an Astral Spell; if used against the magic-user who cast the spell, all persons in the astral party are hurled back to their home plane.

may be that part of the wall will not be affected and will drift to the center of the mud ball.

Web: This spell requires anchoring points in order to form a true web-like structure; at best in astral space, it may be directed at a single opponent, who will become entangled in the mess of webbing and be unable to attack or pull free. If a saving throw is made, the opponent has escaped all contact with the webs. Suffocation is possible, as per the regular spell.

Wish: No *Wish* spell will ever affect the

ruler of the plane that the caster is on; *wishes* directed against any deity in general are sure tickets to disaster if the intent of the *wish* is hostile. Referees should arbitrate this spell very carefully in any event.

Wizard Lock: This spell is more useful than *Hold Portal*, as it may be cast upon chests or containers.

Write: No effect; ink will not flow through a pen in a weightless environment. [If a special, forced-ink pen is devised by the experienced planar traveler, the spell can be used.]

Illusionist spells

Any illusions and phantasms cast upon the Astral Plane should be carefully considered in order to be effective. If an illusion depicts something that a viewer or opponent would not normally expect to see upon the plane, then the saving throws for opponents will be considered automatically made, and a bonus of up to +4 may be given to any other (non-hostile) viewers.

Some illusionist spells are essentially the same in intent and effect as other

spells previously described. These spells (and the section in which each is elaborated on) are:

Astral Spell (cleric); *Conjure Animals* (cleric); *Detect Magic* (cleric); *First-level magic-user spells* (magic-user); *Maze* (magic-user); *Rope Trick* (magic-user); *Hallucinatory Terrain* (druid).

Other illusionist spells with altered effects on the Astral Plane are:

Alter Reality: See comments for the magic-user spell *Wish*.

Color Spray: Stunned or unconscious characters cannot move until recovered.

Paralyzation: Because the intelligence

of the victim of the spell is unaffected, the character can still physically move through astral space. However, the arms, hands, feet, mouth, etc., cannot be moved, and attacking or defending by physical means is not possible.

Summon Shadow: No effect; normally opens a gateway to Negative Material Plane.

True Sight: See comments for the cleric spell *True Seeing*.

Vision: No contact may be made with deities or powers on the Elemental Planes, Positive or Negative Material Planes, or the Ethereal Plane.

Magical item alterations

Potions: Those potions that duplicate spell effects (such as *Climbing*, *Flying*, or *Speed*) will have the same result when used in astral space as the spell itself. Some potions will obviously become useless until taken to another plane where their powers may take effect (e.g., *Oil of Etherealness*). *Gaseous Form* will make the imbiber hard to see, as per the cleric spell *Wind Walk*. Potions of *Longevity* and *Speed* will not affect the age of the imbiber, due to the "neutralizing" effect the Astral Plane has on living metabolisms.

Scrolls: Scroll spells work the same as normally cast spells on the Astral Plane. If someone using an *Astral Spell* contacts or is caught within the area of effect of a *Protection from Magic* scroll, the person (including the scroll reader, if he or she is also using *Astral Spell*) is immediately cast back to the home plane and the protection spell is cancelled.

Rings: As for potions, those rings that duplicate spell effects will have the same effect astrally as the spell does. *Djinni Summoning* rings do not work, being unable to open the gate to the Elemental Plane of Air. *Shooting Stars* do not

work at all, being dependent upon a dark environment (night) on the Prime Material Plane. If a resonating field is created between two *Rings of Spell Turning*, read all rolls of 98-00 for subsequent effects as rolls of 81-97. *Protection* rings are modified in effect as described in the following section on Weapons, Armor, and Protective Devices.

Rods, Staves, and Wands: Any such devices duplicating spell effects have the same effect astrally as the spell does. A *Rod of Rulership* has no effect on any deities or minions who normally reside on the Astral Plane, just as it cannot affect any deities or their minions when used on their home Outer Plane. A *Rod of Absorption* could easily absorb (and cancel out) an *Astral Spell*; if it is used against the magic-user who cast the spell, all persons in the astral party are hurled back to their home plane. *Rods of Lordly Might* lose their third (direction-finding) mundane ability on the Astral Plane; this rod, along with the *Rod of Smiting*, has altered abilities when used as a weapon, as further detailed in the following subsection on Weapons, Armor, and Protective Devices. A *Staff of*

Withering will not age astral beings who are struck with it.

Miscellaneous Magic Items: Some general statements may be made on the effects of using miscellaneous magic items on the Astral Plane. First (and most obviously), if such a device duplicates the effect of a spell mentioned in this article, then refer to the text for appropriate comments. Any device that summons creatures from the Elemental, Positive or Negative Material, or Ethereal Planes will not work at all. Artifacts and relics are completely unaffected in any operation by being in astral space. Certain devices will obviously be useless (e.g., *Apparatus of Kwalish*).

An *Amulet of the Planes* will transport the user to any of the first layers of the Outer Planes or back to the Prime Material Plane, but not to the Ethereal, Positive or Negative Material, or Elemental Planes from the Astral Plane. A *Book of Infinite Spells* won't work if the user left it on another plane.

Cubic Gates may open gates to any plane from astral space, even those not normally (by other means) reachable. Devices requiring contact with or assistance from deities (*Candle of Invocation*, *Incense of Meditation*, *Necklace of Prayer Beads*) will not work unless the user's

deity normally resides on the Astral Plane. *Iron Flasks* will capture player characters or other creatures not originally from the Astral Plane, but will not affect beings native to the Astral Plane. When in astral space, certain devices that use extra-dimensional spaces to store items in will either expand abruptly so that the exterior of the container conforms to match its interior capacity (*Bag of Holding*, *Portable Hole*), or will cease functioning (*Mirror of Life Trapping*). A *Phylactery of Long Years* cannot slow aging, since [normal] aging doesn't take place. A *Well of Many Worlds* will open a passageway to any plane, just as a *Cubic Gate* does.

A *Talisman of Pure Good* (or *Talisman of Ultimate Evil*) will cause its victims to be lost permanently (*Wishes* notwithstanding) in astral space. A *Chime of Hunger* will *stun* all nearby for 1 round only, with no other effects.

Weapons, Armor, and Protective Devices: When such items are brought into the Astral Plane, the enchantments upon them are lessened, since their enchantments are so closely connected to the Prime Material Plane. One "plus" is subtracted from such items' bonuses, on "to hit," damage, or protection scores. Thus, for example, a +2 sword becomes a +1 sword, a +3 *ring of protection* becomes +2, etc.

If an item has only a +1 bonus, it becomes non-magical and loses all its special powers on the Astral Plane (so *luck blades* have no usable wishes). Items with multiple enchantments lose one "plus" from each type of enchantment; a *flame tongue* sword would be non-magical for most purposes, with a +1 vs. regenerating creatures, a +2 vs. cold-using creatures, etc.

Obviously, any items that normally allow the user to *go ethereal* or use any other similar powers will still have their protective enchantments (reduced one step), but those powers will not be usable. Cursed items with negative enchantments (-1 *shield*, *missile attractor*) also

have their enchantments moved one step toward zero (making the -1 *shield* non-magical in all respects); if a cursed item is made non-magical, the curse is lifted so long as the item is not brought back into the Prime Material Plane. Protective rings, cloaks, and so forth have their powers reduced by one "plus," but *Bracers of Defense* and similar items will remain unaffected. All other spell-like powers of such items will be affected as described in the section of this article on alterations of magical spells. [*Savants have ways and means to overcome or alter such magical losses, but that will have to await publication of the AD&D™ game expansion. . . .*]

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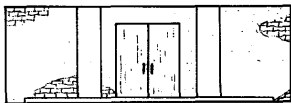
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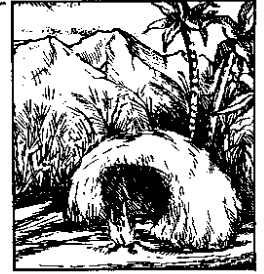
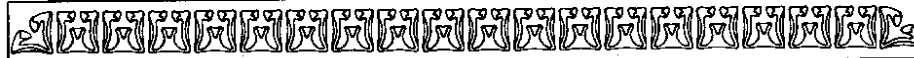


Wall with double door and pillars



LEOMOND'S TINYAOT

by Lenard Lakofka



New charts, using the '5% principle'

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Foreword

The following material is not official, but is provided for your study and comment. Gary Gygax has said that an expanded combat results table is certainly desirable, so perhaps that part of the following information will eventually be made part of the official rules. However, the suggestions on how to change the experience-point chart are entirely of my own devising.

Restructuring the combat charts

The combat results table in the DMG for fighters can be altered to give a 5% better chance to hit as the character gains each new level of experience, as per the "Special note regarding fighters' progression." The principle outlined in this note can be used

to expand the combat charts for all character classes and monsters, and at the same time to place all of this information on a single chart. I have expanded the charts in this manner, and the result appears below. It shows the combat result tables for each class and all monsters as well. The four small extrapolations I have made from the five charts in the DMG are given hereafter, but they would only affect low-level magic-users, peasants, monsters with only 1 or 2 hit points, and clerics of 19th level or higher. Purists can easily alter this chart to make it exactly conform to the DMG.

This expanded chart will give a character a 5% better chance "to hit" in melee on virtually every level promotion, instead of having to wait for some number of levels to gain a 5%, 10%, or even 15% increase. This chart will also better demonstrate why

the current experience-point award system needs some minor alterations.

To parallel this chart, all of the matrices for saving throws have also been modified accordingly and placed on one chart, as illustrated hereafter. An examination of this chart, too, will bring to light some of the problems in the current experience-point award system.

Notes on the attack matrix:

This combat results table is true to Tables I.A., I.B., I.C., I.D.1., and II on pages 74 and 75 of the DMG, with the following exceptions (these can be changed back to the original form if you so desire):

1. A 1st-level magic-user hits AC 10 on a roll of 12; on the DMG chart, the same character would hit on a roll of 11. The revision makes it tougher for a 1st-level

ATTACK MATRIX FOR ALL CHARACTER CLASSES AND MONSTERS

Monster (HD)	1-2	1-4	1	1+1	1+4	2+4	3+4	4+4	6+4	7+4	8+4	9+4	11+4	13+4	15+4		
	hp	hp	1-1	1+3	2+3	3+3	4+3	6+3	7+3	8+3	9+3	11+3	13+3	15+3	& up		
Fighter (level)	0	M @ A	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Cleric (level)			1-2	3	4-5	6	7-8	9	10-11	12	13-14	15	16-17	18	19+		
Thief (level)		1-2	3-4	5	6-7	8	9-10	11-12	13-14	15-16	17-18	19-20	21+				
M-U (level)	1	2-3	4-5	6-7	8-9	10	11-12	13	14-15	16-17	18-20	21+					

Opponent's AC:

-10	27	26	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15
-9	26	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14
-8	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13
-7	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12
-6	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11
-5	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10
-4	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9
-3	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8
-2	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7
-1	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
0	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5
1	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
2	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3
3	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2
4	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
5	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
6	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1
7	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2
8	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
9	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4
10	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5

magic-user to engage in physical combat and better separates that character from other 1st-level characters who hit AC 10 on a roll of 11 or 10.

2. The man-at-arms is a separate entry on the revised table (ranking between O-level characters and 1st-level fighters), while such characters are not specially accounted for in the DMG. The capability of the true non-combatant (O-level) human is moved down one more notch, so that he hits AC 10 on a roll of 12 instead of 11.

3. Monsters with 1-2 hit points are distinguished from those with 1-4 hit points, making the former 5% less likely to hit.

4. Clerics of 19th level and higher hit AC 10 on a roll of -2, while the book calls for -1.

Notice that the categories for monsters are defined differently than in the DMG; for instance, creatures of 3+4 to 4+3 hit dice are grouped together. This is in accordance with the note under Table II, page 75, saying that "Any plus above +3 equals another hit die."

An all-in-one saving throw matrix

Below is a chart that spells out a suggested set of saving throws for all classes, using slightly different numbers from those given in the DMG matrix, on page 79, for levels (or hit dice) 1 through 15. For instance, a cleric of level 6 or 7 needs an 11 to save against a petrification attack. In the rules, the cleric's save vs. petrification goes

from 12 (at levels 4-6) to 10 (at levels 7-9) without stopping at 11 at all. It seems more logical to have a character's saving throws improve by one-number (5%) increments, just as the character's "to hit" ability increases by 5% at a time in this new system. The two left-hand columns are new, one for 0-level characters and one for monsters of less than one hit die. The numbers given in those columns are simply extrapolated from the saving throws for 1st-level characters, adding one for the "1-1" column and another one for the "0" column. The chart given here is not carried out to levels higher than 15, but an enterprising DM could easily do so by applying the "5% principle."

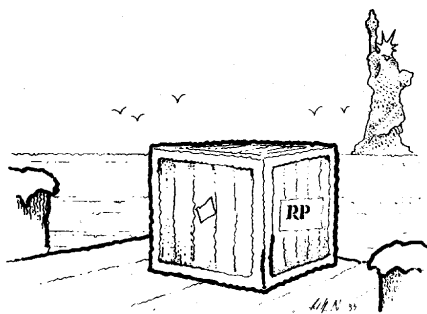
SAVING THROW MATRIX FOR CHARACTERS AND MONSTERS

Level (or hit dice) of the character or monster

	0	1-1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	
Paralyzation, poison or death magic																		
Clerics	12	11	10	10	10	9	9	8	8	7	7	6	6	6	5	5	5	
Fighters	16	15	14	14	13	13	12	11	10	10	9	8	7	6	5	5	4	
Magic-users	16	15	14	14	14	14	14	13	13	13	12	12	11	11	11	11	11	
Thieves	15	14	13	13	13	13	12	12	12	12	11	11	11	11	10	10	10	
Petrification or polymorph																		
Clerics	15	14	13	13	13	12	12	11	11	10	10	9	9	9	8	8	8	
Fighters	17	16	15	15	14	14	13	12	11	11	10	9	8	8	7	6	5	
Magic-users	15	14	13	13	13	12	12	11	11	11	10	10	9	9	9	8	8	
Thieves	14	13	12	12	12	12	11	11	11	11	10	10	10	10	9	9	9	
Rod, staff or wand																		
Clerics	16	15	14	14	14	13	13	12	12	11	11	10	10	10	9	9	9	
Fighters	18	17	16	16	15	15	14	13	12	12	11	10	9	9	8	7	6	
Magic-users	13	12	11	11	11	10	10	9	9	9	8	8	7	7	7	6	6	
Thieves	16	15	14	14	14	13	12	12	12	11	10	10	10	9	9	9	9	
Breath weapon																		
Clerics	18	17	16	16	16	15	15	14	13	13	13	12	12	12	11	11	11	
Fighters	20	19	17	17	16	15	14	13	12	11	10	9	8	7	6	5	4	
Magic-users	17	16	15	15	15	14	14	13	13	13	12	12	11	11	11	10	10	
Thieves	18	17	16	16	16	16	15	15	15	15	14	14	14	14	13	13	13	
Spells																		
Clerics	17	16	15	15	15	14	14	13	12	12	12	11	11	11	10	10	10	
Fighters	19	18	17	17	16	15	14	14	13	12	11	11	10	9	8	8	7	
Magic-users	14	13	12	12	12	11	11	10	10	10	9	9	8	8	8	7	7	
Thieves	17	16	15	15	14	14	13	13	12	12	11	11	10	10	9	9	8	

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Awarding experience

One of the Dungeon Master's most important functions is to award experience points to the party after an adventure or an evening of play. To do this properly, one must reevaluate the chart on page 85 of the *Dungeon Masters Guide*.

When we look at the experience-point values for monsters given on page 85 of the DMG, we see that monsters are generally grouped in a pattern $x+1$ to y (e.g., 4+1 to 5). This pattern, however, does not properly reflect that a monster's "to hit" probabilities change between 4+3 and 4+4. That is, a 4 HD monster hits on the same number as a 4+3 HD monster does, but a 4+4 HD monster hits as a 5 HD monster.

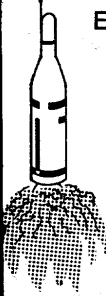
The rules on saving throws (page 79,

DMG) specify that a 4 HD monster (one that is primarily a "fighter" type) saves as a 4th-level fighter, while one with 4+1 to 4+4 hit dice saves as a 5th-level fighter.

These two facts taken together mean that the experience-point award for a certain monster is based more upon that monster's saving throws than upon its ability to fight. That seems like backwards logic.

A simple solution would be to make the combat tables and the saving-throw matrix both progress in the same fashion; i.e., a 3+4 HD to 4+3 HD monster saves as a 4th-level fighter, while a monster of 4+4 to 5+3 HD strikes 5% more often and saves as a 5th-level fighter.

If that becomes the rule, then designing a



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new chart for the experience-point value of monsters becomes an easy matter. Following the chart are lists of characteristics and abilities that should be classified as special

or exceptional abilities. Many of the individual listings are taken directly from the DMG; suggested alterations and additions are printed in *italic* type.

EXPERIENCE POINT VALUES OF MONSTERS

Experience level or monster's hit dice	Basic X.P. value (BXPV)	X.P. per hit point (XP/HP)	Special ability X.P. bonus (SAXPB)	Exceptional ability X.P. addition (EAXPA)
1-6 hp	5	1	2	25
1-1 HD (Lvl 0)	7	1	3	30
1 HD (man-at-arms)	10	1	4	35
1+1 to 1+3 HD (Lvl 1)	20	2	8	45
1+4 to 2+3 HD (Lvl 2)	35	3	15	55
2+4 to 3+3 HD (Lvl 3)	60	4	25	65
3+4 to 4+3 HD (Lvl 4)	90	5	40	75
4+4 to 5+3 HD (Lvl 5)	150	6	75	125
5+4 to 6+3 HD (Lvl 6)	225	8	125	175
6+4 to 7+3 HD (Lvl 7)	375	10	175	275
7+4 to 8+3 HD (Lvl 8)	600	12	300	400
8+4 to 9+3 HD (Lvl 9)	900	14	450	600
9+4 to 10+3 HD (Lvl 10)	1100	15	575	725
10+4 to 11+3 HD (Lvl 11)	1300	16	700	850
11+4 to 12+3 HD (Lvl 12)	1550	17	825	1025
12+4 to 13+3 HD (Lvl 13)	1800	18	950	1200
13+4 to 14+3 HD (Lvl 14)	2100	19	1100	1400
14+4 to 15+3 HD (Lvl 15)	2400	20	1250	1600
15+4 to 16+3 HD (Lvl 16)	2700	22	1400	1800
16+4 to 17+3 HD (Lvl 17)	3000	25	1550	2000
17+4 to 18+3 HD (Lvl 18)	3500	27	1825	2250
18+4 to 19+3 HD (Lvl 19)	4000	30	2100	2500
19+4 to 20+3 HD (Lvl 20)	4500	32	2350	2750
20+4 and up (Lvl 21+)	5000	35	2600	3000

Typical special abilities:

Three or more attacks per round; missile discharge; armor class 0 or lower; special attacks (blood drain, hug, crush, etc.); special defenses (regeneration, hit only by special and/or magic weapons *of +1*); high intelligence which actually affects combat; use of minor (basically defensive) spells; *attack multiple opponents in the same round; immunity or resistance to a particular common attack form (fire, lightning,*

cold); using +1 armor (or any shield); using +1 weapon; using minor offensive/defensive magic item; ability to do more damage than like monsters (or characters) due to exceptional strength (but see below).

Typical exceptional abilities:

Energy level drain; paralysis; poison; major breath weapon; magic resistance; spell use; swallowing whole; *ability to cause weakness; attacks causing maximum damage greater than 20 singly, 24 doubly, 28 trebly or 32 in all combinations possible in 1 round; special purpose weapon; hit only by +2 or better weapon; using protection item (cloak, ring) of +1 to +3.*

This new experience-point chart will give fair awards based on a monster's ability to hit and damage plus its special and exceptional abilities. The awarding of experience points for killing character types (as NPCs) involves very complex calculations. Be sure to award extra experience for magic carried and employed and for the ability to cast more and more powerful spells (due to ability or carried magic); for instance, the spells of a wizard are much more potent than those of an enchanter, and assigning a double exceptional ability would be a good way to reflect this.

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How To Set Up Your Dungeons & Dragons Campaign

Gygax: europa 6-8 April 1975

Let us assume that you have shelled out the requisite number of dollars to purchase all of the materials necessary for a D&D campaign - rules, dice, reams of various kinds of paper, pencils, and so forth. Several persons have expressed a desire to play the game, so all you really need now is the game! That's right, folks. The referee of the campaign must structure the game so as to have something to play. He must decide upon these things:

1. The overall setting of the campaign;
2. The countryside of the immediate area;
3. The location of the dungeon where most adventures will take place;
4. The layout and composition of the nearest large town;
5. Eventually the entire world - and possibly other worlds, times, dimensions, and so forth must be structured, mapped and added.

This might seem to be too large a task, but it isn't really *if* you and your players are enjoying the game (and it is odds-on you will!). Furthermore, not all five things need not to be done *before* play commences. In fact, most of the fine referees I know of work continually on their campaign, adding, changing, and expanding various parts continually. A thorough discussion of each of the five areas of campaign play is necessary before considering how to go about involving players in the affair.

Step 1 is something you do in your head. Now fantasy/swords & sorcery games need not have any fixed basis for the assumptions made by its referee (my own doesn't) except those which embrace the whole of fantasy. This sort of campaign can mix any and all of the various bases which will be mentioned below - and then some. Regardless for what setting you opt, keep it secret from your players, or else they can study your sources and become immediately too knowledgeable, thus removing the charm of uncertainty. Settings based upon the limits (if one can speak of fantasy limits) can be very interesting in themselves providing the scope of the setting will allow the players relative free-reign to their imaginations. Typical settings are: Teutonic/Norse Mythology; Medieval European Folklore (including King Arthur, Holger the Dane, and so on); The "Hyborean Age" created by R E Howard; Fritz Leiber's "Nehwon" with Fafhrd and The Grey Mouser; Indian Mythology; and Lost Continents such as Atlantis or Mu. Regardless of the setting you can have it all taking place on an 'alternative earth' or a parallel world. In this way minor variations can easily be explained/justified. When the setting is decided upon some good books dealing with it should always be kept handy. The time has come to begin working on the campaign.

Step 2 requires sitting down with a large piece of hex ruled paper and drawing a large scale map. A map with a scale of 1 hex = 1 mile (or 2 kilometers for those of you who go in for recent faddish modes of measure) (yes, I often use rods, chains, furlongs, and leagues too!) will allow you to use your imagination to devise some interesting terrain and places, and it will be about right for player operations such as exploring, camping, adventuring, and eventually building their strongholds. Even such small things as a witch's hut and side entrances to the dungeon can be shown on the map. The central features of the map must be the major town and the dungeon entrance.

Step 3 involves the decision aspect already mentioned and the actual work of sitting down and drawing dungeon levels. This is very difficult and time consuming. Each level should have a central theme and some distinguishing feature, i.e. a level with large open areas swarming with goblins, one where the basic pattern of corridors seems to repeat endlessly, one inhabited by nothing but fire-dwelling or fire-using monsters, etc.

As each level is finished the various means of getting to lower levels must be keyed and noted on the appropriate lower levels, so that if a room sinks four levels it will then be necessary to immediately show it on 4 sheets of graph paper numbered so as to indicate successively lower levels. A careful plan of what monsters and treasures will be found where on each level is also most necessary, and it can take as long to prepare as the level itself, for you may wish to include something *unusual* (a treasure, monster, and/or trick or trap not shown in D&D) on each level.

Before the rules for D&D were published *Old Greyhawk Castle* was 13 levels deep. The first level was a simple maze of rooms and corridors, for none of the participants had ever played such a game before. The second level had two unusual items, a Nixie pool and a fountain of snakes. The third featured a torture chamber and many small cells and prison rooms. The fourth was a level of crypts and undead. The fifth was centered around a strange font of black fire and gargoyles. The sixth was a repeating maze with dozens of wild hogs (3 dice) in inconvenient spots, naturally backed up by appropriate numbers of Wereboars. The seventh was centered around a circular labyrinth and a street of masses of ogres. The eighth through tenth levels were Caves and caverns featuring Trolls, giant insects, and a transporter nexus with an evil Wizard (with a number of tough associates) guarding it. The eleventh level was the home of the most powerful wizard in the castle. He had Balrogs as servants. The remainder of the level was populated by Martian White Apes, except the sub-passage system underneath the corridors which was full of poisonous critters with no treasure. Level twelve was filled with Dragons. The bottom level, number thirteen, contained an inescapable slide which took the players 'clear through to China', from whence they had to return via 'Outdoor Adventure'. It was quite possible to journey downward to the bottom level by an insidious series of slanting passages which began on the second level, but the likelihood of following such a route unknowingly didn't become too great until the seventh or eighth level. Of the dozen or so who played on a fairly regular basis, four made the lowest level and took the trip: Rob Kuntz, now a co-referee in the campaign went alone and three of his friends managed to trace part of his route and blunder along the rest, so they followed him quickly to the Land of China. Side levels included a barracks with Orcs, Hob-goblins, and Gnolls continually warring with each other, a museum, a huge arena, an underground lake, a Giant's home, and a garden of fungi.

Step 4 should be handled concurrently with designing the first three or four dungeon levels. Here your players will find lodgings, buy equipment, hire mercenaries, seek magical and clerical aid, drink, gamble and wench. The town would do well to resemble some of those, in Howard's "Conan" series or Leiber's city of "Lankhmar", Strange towers, a thieves quarter, and temples of horrible deities add greater flavor to play. The 'Thieves Guild', a society of evil clerics', a brotherhood of lawful men, and so on bring a bit more interest also. If a few warring nobles from the surrounding territory also send large parties of men into the place occasionally some interesting brawls can occur. Honest and dishonest merchants should be indicated. Taverns which drug patrons should likewise be indicated, and so on. In any event be sure and leave room for additional things and expansion.

Step 5 is as noted something that you won't immediately have to worry about; but it is a good idea to have a general plan in mind immediately. The general geography of the 'world' should be sketched out. If you plan to make it possible to visit other worlds, times or places the general outline of all such areas should also be sketched out. For example, you might wish to have the Moon an inhabitable (and inhabited) place which can be traveled to by means of a Flying Carpet. A description of this lunar world should be located somewhere as well as a means of getting there, but only *after* you have something solid in the way of maps and the like.

Having accomplished those parts of the five steps which are immediately necessary (probably taking a week or so), you are ready to *begin to play*. Let us further assume that there are four prospects. These players should begin together and for a time at least operate as a team if possible. Each in turn rolls three dice to record the various scores for the makeup of the character they are to play and how large an initial bankroll the character begin with. This accomplished, players decide what class of character they wish to play, the type (human, elf, etc), and the alignment of the character (the latter can be secretly told the referee, with an announced alignment being false). At this stage each

player locates his base in some inn or the like, and then they can set forth to explore the town and purchase their adventuring equipment. Those that are careful and/or lucky might also be able to hire a few men-at-arms to accompany them. The latter is particularly true if players pool their funds. In a short time the first dungeon expedition can be made, but that is the subject of Part III of this series, so we will return to it again later.

There is one further subject to be dealt with here, and that is *selection of character type*. It is pretty obvious that high base scores in the areas of strength, Intelligence, Wisdom, or Dexterity indicate that becoming a Fighter, Magic-User, Cleric or Thief (see the upcoming D&D Supplement "Grayhawk" to be released sometime before the Summer of this year). But what about those players who roll just average (or worse) totals? They are the ones who should take advantage of the non-human types, for these have built-in abilities despite the general handicap of being unable to work up as high as humans. If the character is poor anyway, will he ever be worked up very high? Possibly, but the odds are against it as a human, but as an Elf, Dwarf, Hobbit, Half-Elf or even some other creature some interesting possibilities exist. It is up to the referee to help his players in this area by pointing out the advantages and disadvantages of each type. What do you do if a player opts to become a Golden Dragon? Agree, of course. Allow the player to adventure only with strictly Lawful players, and normal men-at-arms would never go near even a good dragon. He would be Very Young, size being determined by the die roll. Advancement in ability should be a function of game time (the dragon would normally take about four years to grow to its next level) and accumulated treasure - let us say that for every 100 000 pieces of gold (or its equivalent) the dragon in effect gains an extra year of growth, counting magical items which go into the horde as fairly high in gold value. While the player will be quite advanced at first, those who are playing more usual roles will surpass him rather quickly, and in this way you'll not find a G.D. dominating.

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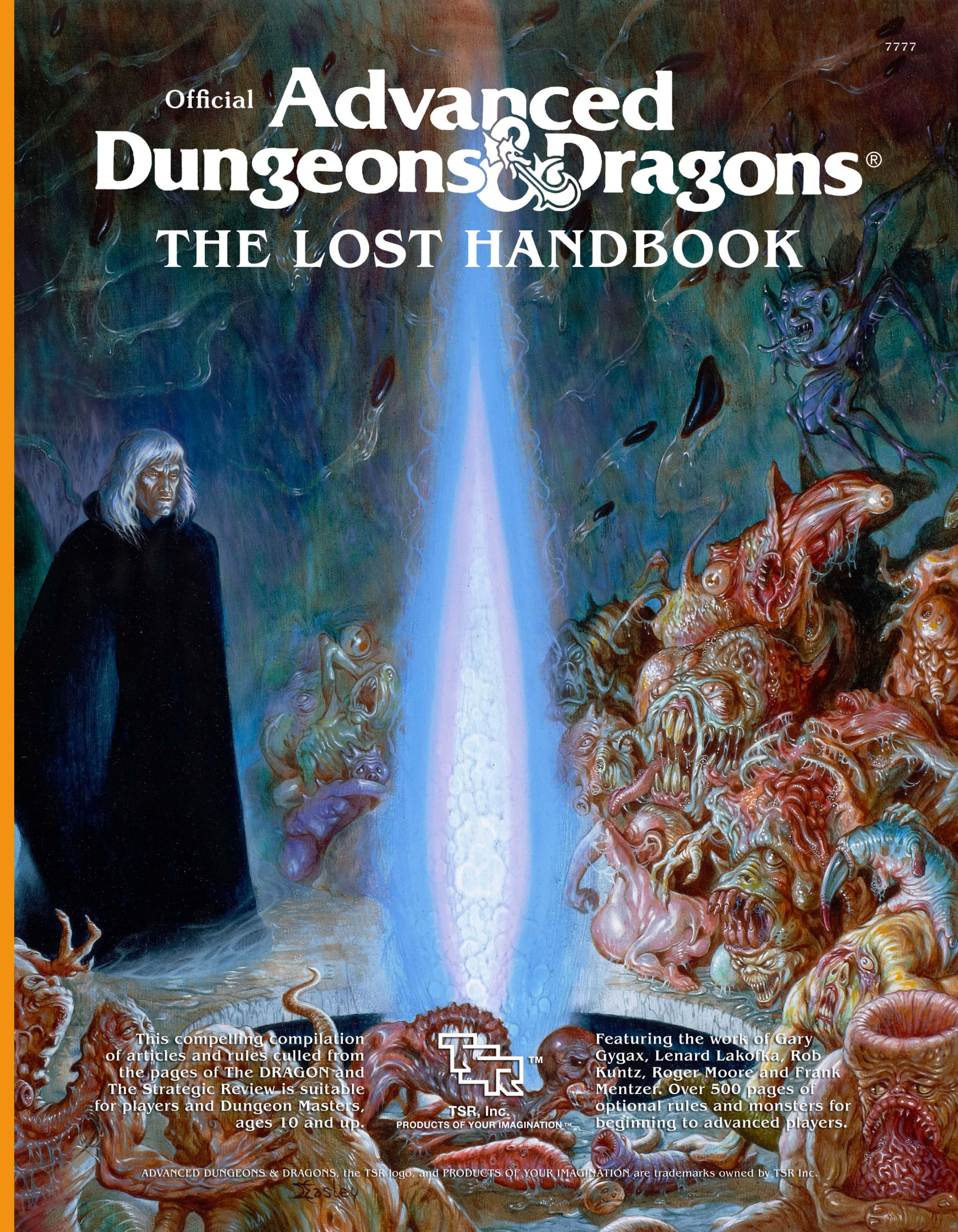
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