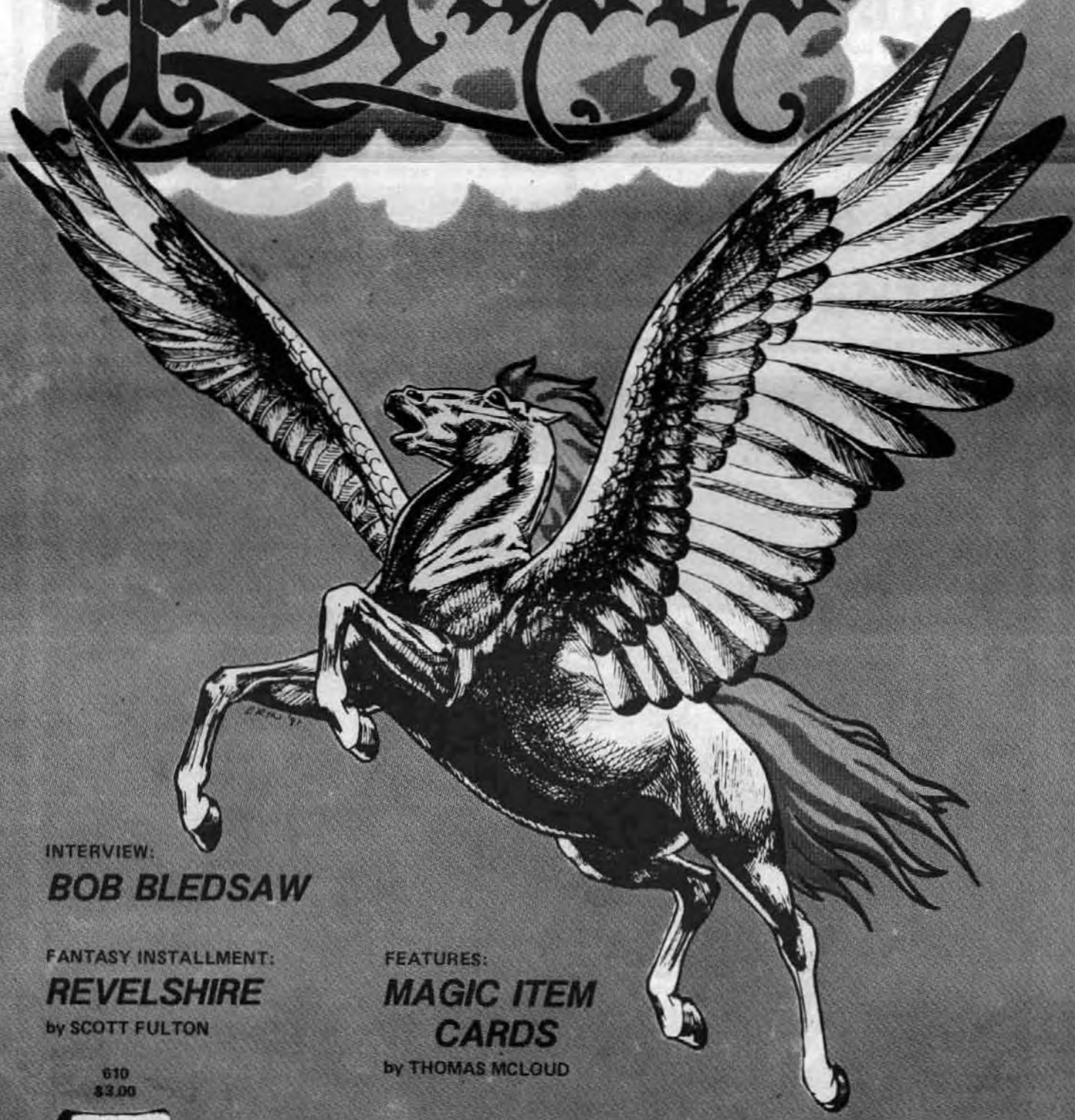
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#2



INTERVIEW:
BOB BLEDSAW

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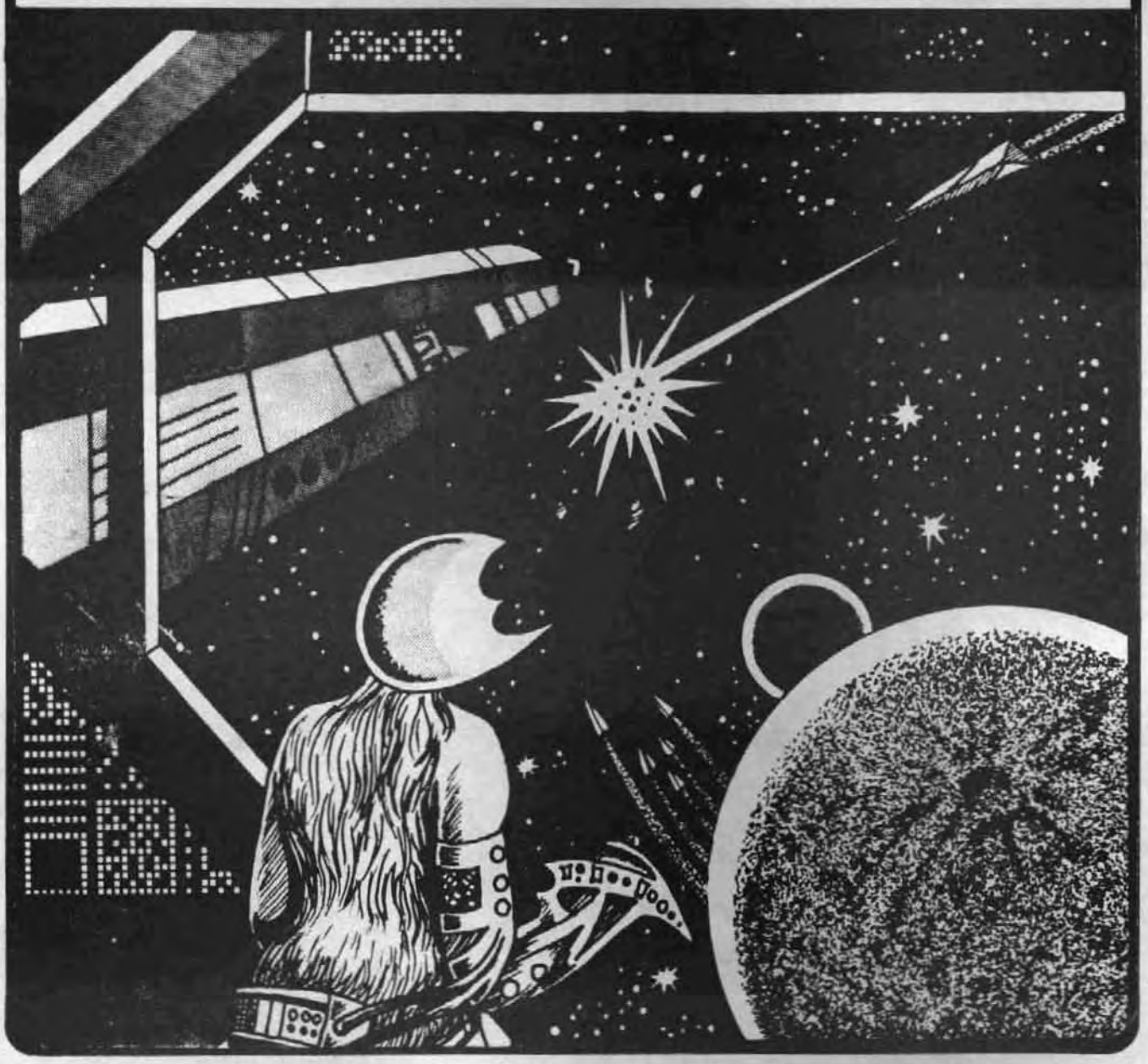
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Judges Guild

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Pegasus

ISSUE TWO

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HORSE FEATHERS

AN EDITORIAL

Greetings! Welcome once again to HORSE FEATHERS. As you may have noticed, our magazine has undergone quite a number of format changes, before settling down in PEGASUS. We thought it would be a good idea, this month, to take you on a guided tour of our departments; sort of a way of introducing you to the various areas of the magazine and familiarize you with what we have to offer. So, let us be off without further delay.

Our first stop, curiously enough, is HORSE FEATHERS, where we will be bringing you both news and views as they come across the editor's desk. When not in use as an editorial page, HORSE FEATHERS functions as a billboard, calling attention to, and giving a brief description of, the various contents of the magazine. The next area that we will be visiting is the EMPORER'S COUNSEL, which is basically the Helpful Hints section of PEGASUS. Here we will be presenting the ideas, methods and outlooks of other Judges as they deal with various aspects of Fantasy Role Playing. This section will present you, the reader, with a "hands-on" gaming clinic. The EMPEROR'S COUNSEL should prove to be of great value to both the established Judge, and the novice, through its steady flow of ideas and information.

A STROLL THROUGH THE MARKETPLACE marks the next local point of interest on our travels. This is the place where you can find news and advance announcements about the latest in upcoming JUDGES GUILD products. Whatever is new from within our halls shall be posted here to keep our readers up to date on our pending releases. After leaving the marketplace, and all its bustling activity, we come upon the next, and most important area of PEGASUS, the CITY STATE CAMPAIGN INSTALLMENT. Now featured as a center pull-out section, the GUILDMEMBER INSTALLMENT will continue to offer all the adventure, excitement, and the occasional heartaches of Fantasy Role Playing, while expanding and developing the world of the JUDGES GUILD CITY STATE CAMPAIGN. Presented as a 32-36 page booklet within the magazine, the installments will cover a wide range of goals and objectives for the players. Nearly anything, from an assault on the stronghold and labyrinths of a long-dead, yet still active, Mage, to a quest for a cache of nearly forgotten books of knowledge and learning, may be presented here. And, while the GUILDMEMBER INSTALLMENTS are set within the framework of the JUDGES GUILD CITY STATE CAMPAIGN, they can easily be fit into most other fantasy worlds.

Continued on page 90





First introduced to **Dungeons & Dragons tm** *in August of 1974, Bob Bledsaw has gone on to create and maintain the* **Judges Guild**, *one of the most prolific companies in the area of fantasy gaming aids. Although the* **Judges Guild** *did not officially begin until the summer of 1976, Bob had already sown the seeds of this venture way back in the 1950's when he first became interested in game-playing. His start in gaming came about as a result of his avid love of reading, in particular the 'Pulp Fictions'. Much of his spare time was spent in developing games based on that genre' and then later playing them with his friends and brother. By the time that wargames became commercially available, Bob and his fellow players were already pretty well involved with the science fiction games and World War II miniatures battles he ran, and so naturally gravitated to the boardgames as well. For a while, the group vacillated between the three areas of gaming on almost a regular basis, but once exposed to* **Dungeons & Dragons tm** *it pretty much settled down into many hours of play in this area.*

Shortly after his first **Dungeons & Dragons tm** *session, Bob started to judge a campaign of his own, based on J.R.R. Tolkien's well known Middle Earth. These gaming sessions led to the development of reams of paper covered with rules additions and clarifications, maps, castles, dungeons, and so forth, the majority of which went on to become the basis that the* **Judges Guild** *began to work from. Later on, when the sessions became longer and as a rule ran from 6 pm to dawn, Bob suggested that Bill Owen take over a section of the world. At this time, other campaigns began to be developed and showed a need for the type of play aids now produced by the* **Judges Guild**. *After the General Electric Plant at which Bob was employed as a Designer closed it's doors in December of 1975, he began to spend more time developing the material that he and the others had at hand, and made the suggestion to his compatriots that they form a game aid company. For various reasons, things did not get started until the early part of 1976 when Bob and Bill Owen made a visit to* **TSR**. *The positive response they received plus the opportunity presented by the upcoming Gen-Con prompted them to start the* **Judges Guild**, *a company which has since then grown to provide help and inspiration for judges in the United States and Canada, Australia, the United Kingdom and Continental Europe.*

Pegasus: *As* **Judges Guild** *celebrates its fifth anniversary would you tell us what inspired you to found* **Judges Guild?**

Mr. Bledsaw: The vast amount of effort required to run an active role-playing campaign.

Pegasus: *How did you go about getting* **Judges Guild** *started?*

Mr Bledsaw: Long hours, cramped fingers, and gallons of coffee.

Pegasus: *When did you determine that other Judges would be interested in using your* **City State Campaign** *in their own FRP worlds?*

Mr. Bledsaw: It was in February of 1976. That's when I realized that many people wouldn't have the time to completely develope a campaign.

Pegasus: *How much time is necessary in developing a campaign?*

Mr. Bledsaw: You can spend your whole life at it, but as a rule, it takes about one hour of preparation for every two to three hours of play.

Pegasus: *When did you become actively involved in gaming?*

Mr. Bledsaw: I got started at the age of thirteen in 1955 and, during the course of several years, developed a reputation for the interpretation of complex games and designing wargames which required the use of a Judge.

Pegasus: *Did you have any idea your campaign would grow to its present size?*

Mr. Bledsaw: Yes, I started my campaign with the idea of developing a complete Fantasy world for the players to adventure in.

Pegasus: *With the* **City State Campaign** *covering eighteen maps and over four hundred pages of text, are you planning to expand it beyond its present size?*

Mr. Bledsaw: Oh yes! There are still

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many parts of the **City State Campaign** that haven't been released yet.

Pegasus: *How many players were involved in the early days of the* **City State Campaign?**

Mr. Bledsaw: My Middle Earth Campaign originally involved five gamers and mushroomed to around twenty within the first year.

Pegasus: *What was the first game aid* **Judges Guild** *released for FRP?*

Mr. Bledsaw: Judges Guild published **The City State of the Invincible Overlord** in an installment to the Guild-members and then released the entire product to distributors in January of 1977.

"many parts of the City State Campaign... haven't been released yet."

Pegasus: *How did you go about finding a market for your game aids?*

Mr. Bledsaw: We didn't, it found us.

Pegasus: *How long was it before you released your next product?*

Mr. Bledsaw: One month later we released **Tegel Manor.**

Pegasus: *Would you give us a brief history of your company's growth over the last five years.*

Mr. Bledsaw: When we started, Norma and I worked out of our home on a rented typewriter in the diningroom. Now, we are located in a former grade school building with many typewriters, light tables, desks, processing equipment, and offices. The first year was really tough. By the end of 1977, sales were around $60,000. In 1978, we hired four people and sales grew to $200,000. In 1979, ten more people had joined our staff and sales grew to $400,000. 1980 saw our move to the present location and along with the hiring of twenty more people, our sales grew to $750,000.

Pegasus: *Where is* **Judges Guild** *moving to in the future?*

Mr. Bledsaw: If you had helped us with our last move into larger quarters, you would join me in hoping "NO WHERE!" for a long, long time.

Pegasus: *How has the company changed from the beginning?*

Mr. Bledsaw: In a thousand ways. The most significant is the size of the organization and facilities.

Pegasus: *Are you satisfied with the company so far?*

Mr. Bledsaw: No! While we have made some significant contributions to the hobby, we are still in the infant stage in as much as we are all "in training" and developing the skills to become "professional".

Pegasus: *If you could "Portal" back in time, is there anything you would change with* **Judges Guild?**

Mr. Bledsaw: I was too generous with some royalty arrangements, and this hurt our ability to promote products properly. Also, I made some bad personnel decisions.

Pegasus: *As you look to the future, where do you see FRP going?*

Mr. Bledsaw: I see gaming closely linked to the "cablevision" computer industry in the next decade.

Pegasus: *How do you see* **Judges Guild**'*s role in gaming in the next five years?*

Mr. Bledsaw: In the forefront of the field - after all, we took the first risks which justified doing game aids and, as long as we remain flexible and responsive to gamer's needs, we should stay on top of the new developments.

Pegasus: *As the time necessary to prepare for a gaming session is still the biggest problem for most Judges, do you ever use other companies game aids in your own campaign and why?*

Mr. Bledsaw: Yes, although I modify them. Every active Judge needs all the help he can get.

Pegasus: *Have you seen a larger number of female gamers taking up FRP?*

Mr. Bledsaw: Not many. Roughly about the same percentage as three or four years ago.

Pegasus: *Do you think female players play differently than their male counterparts and why?*

Mr. Bledsaw: They are usually more sensitive and emotional than the guys. They are great at role-playing and more cautious in dangerous situations.

Pegasus: *What do you feel is the best way to handle characters of differing alignment within the same party?*

Mr. Bledsaw: A complex question that deserves more space, but basically the Judge must respect the freedom of action taken by characters, yet penalize the failure of some to "role-play" properly.

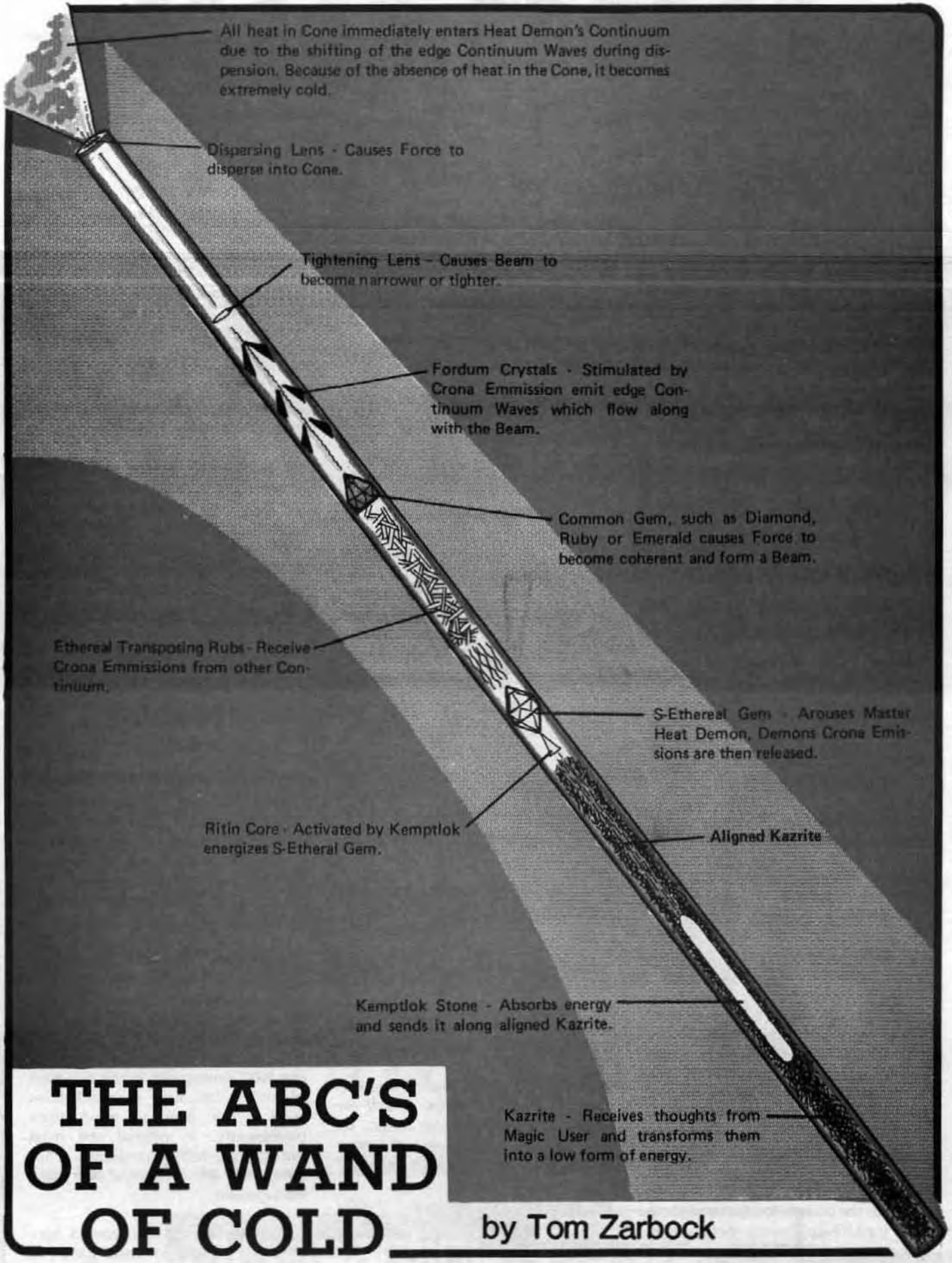
"we... worked out of our home on a rented typewriter..."

Pegasus: *As one of the first Role-Playing Campaign designers, what can you tell us about the development of the* **City State Campaign***? Remember, we have only so much room for this interview, so try to keep it in two hundred words or less!*

Mr. Bledsaw: The City State was reached via a "gate" located in the Misty Mountains in my Middle Earth Campaign. This area was a favorite place to visit for many of the gamers and also was the source of more than one NPC protagonist in our hundreds of sessions. Of course, the real **Tolkien** buffs didn't wish to move there permanently. It offered the most realistic alternative to publish since there was less danger of copyright infringement.

Pegasus: *As many FRP gamers have travelled the halls of* **Tegel Manor,** *to*

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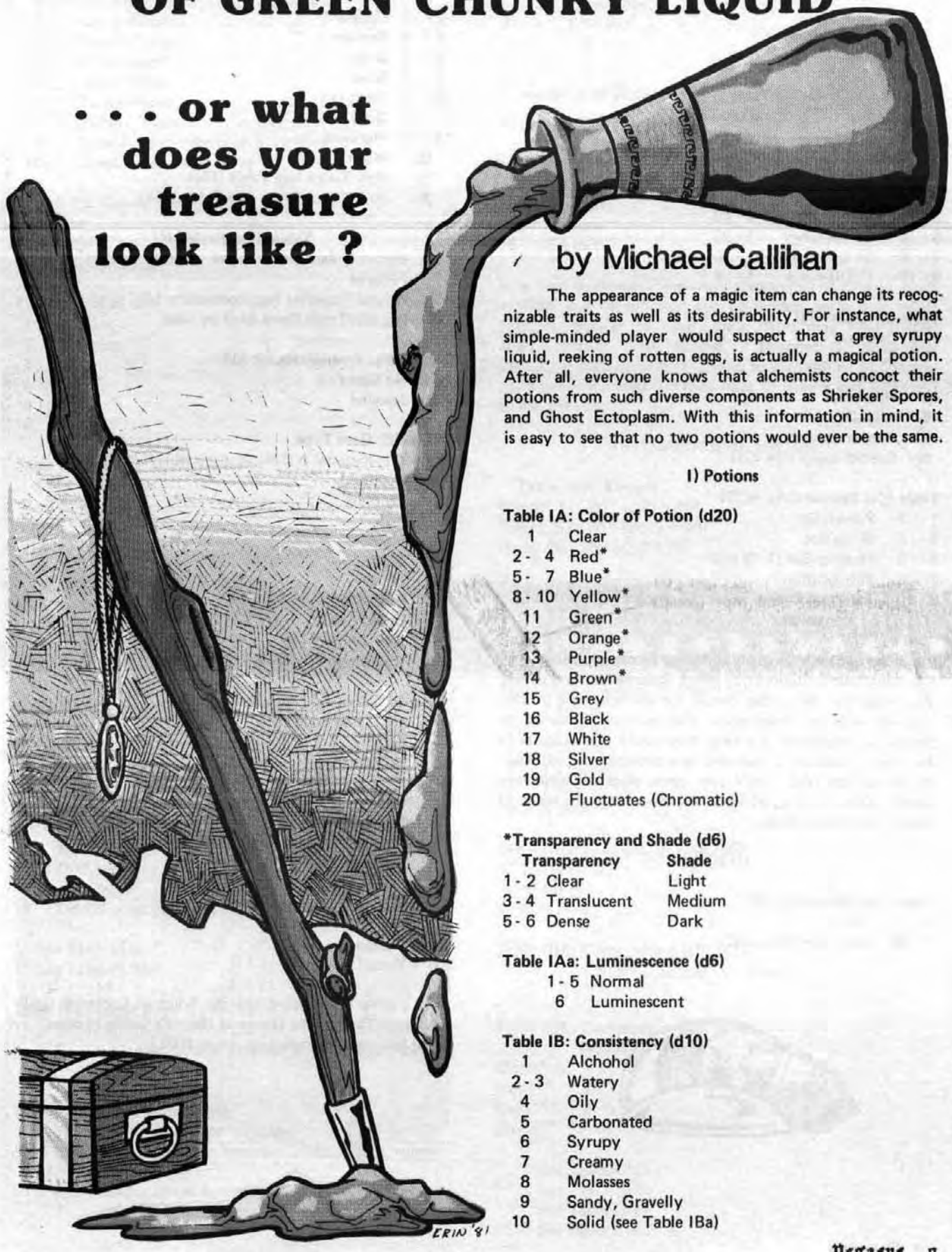


THE ABC'S OF A WAND OF COLD

by Tom Zarbock

YOU FIND A VIAL OF GREEN CHUNKY LIQUID

. . . or what does your treasure look like ?



by Michael Callihan

The appearance of a magic item can change its recognizable traits as well as its desirability. For instance, what simple-minded player would suspect that a grey syrupy liquid, reeking of rotten eggs, is actually a magical potion. After all, everyone knows that alchemists concoct their potions from such diverse components as Shrieker Spores, and Ghost Ectoplasm. With this information in mind, it is easy to see that no two potions would ever be the same.

I) Potions

Table IA: Color of Potion (d20)

1	Clear
2 - 4	Red*
5 - 7	Blue*
8 - 10	Yellow*
11	Green*
12	Orange*
13	Purple*
14	Brown*
15	Grey
16	Black
17	White
18	Silver
19	Gold
20	Fluctuates (Chromatic)

***Transparency and Shade (d6)**

	Transparency	Shade
1 - 2	Clear	Light
3 - 4	Translucent	Medium
5 - 6	Dense	Dark

Table IAa: Luminescence (d6)

1 - 5	Normal
6	Luminescent

Table IB: Consistency (d10)

1	Alchohol
2 - 3	Watery
4	Oily
5	Carbonated
6	Syrupy
7	Creamy
8	Molasses
9	Sandy, Gravelly
10	Solid (see Table IBa)

Table IBa: Solidity (d4)

1	Pudding
2	Gelatinous
3	Solid, Dehydrated
4	Lumpy*

*For color of lump see Table IA. For texture of lump see Table IB. For size of lump see Table IBb.

Table IBb: Size, and Number of Lumps (d10)

	Size	Number
1 - 2	Gravel	Permeates Potion
3 - 4	Pea-Sized	4 - 40
5 - 6	Marble-sized	1 - 20
7 - 8	¾" Diameter	1 - 10
9 - 10	1" Diameter	1 - 6

Table IC: Odor (d8)

1 - 2	Odorless
3	Sulphurous
4	Bitter
5	Heavenly
6	Alchohol
7	Carrion Stench
8	Special (see Table ICa)

Table ICa: Special Odor (d10)

1 - 2	Poison Gas
3 - 4	Sleep Gas
5 - 6	Healing Gas (1 - 8 pts)
7 - 8	Petrification
9 - 10	Effect of Potion (does not detract from potion's contents)

Rings can appear in as many different forms as potions. The following table is designed to give a basic description of any ring. However, the Judge should use the following in conjunction with his imagination. For example, if runes, or designs are indicated on a ring, they could give a clue as to the ring's function, or perhaps be a command word. Also, do not let the tables limit you; some rings can have very specific clues - a Ring of Fire Resistance might be made of woven Red Dragon hide.

II) Rings

Table IIA: Material (d10)

1 - 7	Metal
8 - 10	Gem (see Table IIC)



Table IIB: Metal (d20)

1	Iron
2 - 3	Copper
4 - 5	Bronze
6 - 7	Brass
8 - 9	Silver
10 - 11	Electrum
12 - 15	Gold
16 - 17	Platinum
18	Mithril
19	Roll Twice (see Table IIBa)
20	Roll Three Times (see Table IIBa)

Table IIBa: Style (d4)

1	Woven (Filaments of metal - slightly flexible)
2	Filligree
3	Wound Together (approximately 1/8" thick wire)
4	Double/Triple Band (side by side)

Table IIBb: Embellishment (d6)

1 - 5	No Gems
6	Jeweled

Table IIC: Gem Type
(d8 if ring material is Gem; if material is Metal, use d10)

1	Diamond
2	Sapphire
3	Ruby
4	Emerald
5	Glass
6	Topaz
7	Amethyst
8	Opal
9	Roll Twice
10	Roll Three Times

Table IID: Size, and Number of Gems
(Only if ring material is metal)

	Size	Number
1	½ Carat	1 - 20
2	1 Carat	2 - 16
3	2 Carats	1 - 10
4	3 Carats	2 - 5
5	4 Carats	1 - 2
6	5 Carats	1

Table IIE: Carvings (d6)

1 - 4	None
5	Design
6	Rune*

* If a rune is indicated, use the Random Language Determination Table in the **Dungeon Master's Guide** to determine what language the rune is in (page 102).

Table IIF: What Finger is Ring For (d10)

1	Thumb (impedes grasping ability)
2	Index Finger
3	Middle Finger
4 - 5	Ring Finger
6	Little Finger
7	Two Fingers
8	Three Fingers
9	Four Fingers (like brass knuckles)
10	Special (see Table IIFa)

Table IIFa: Special Size (d6)

1 - 2	Toe
3 - 4	Ankle
5 - 6	Neck (Choker)

Table IIG: Size (d6)

1	Halfling
2	Dwarven
3	Elven
4	Human
5	Ogre
6	Giant

Table IIH: Weight (d20)

1	Weightless
2 - 10	Normal
11	1 GP
12	5 GP
13	10 GP
14	15 GP
15	20 GP
16	40 GP
17	60 GP
18	80 GP
19	100 GP
20	Deadweight (similar to Loadstone)

Table II I: Shape (d8)

1	Triangular*
2	Square*
3	Round**
4	Pentagonal*
5	Hexagonal*
6	Octogonal*
7	Decagonal*
8	Odd Shaped (bent looking)

* See Table II Ia
** See Table II Ib

Table II Ia: Edge Type 1 (d6)

1 - 3	Rounded (cross-section circular)
4 - 6	Squared (cross-section squared or rectangular, depending on width)

Table II Ib: Edge Type 2 (d6)

1 - 2	Rounded (cross-section circular)
3 - 4	Squared (cross-section squared or rectangular, depending on width)
5 - 6	Multifaceted (cross-section polygonal)

Table IIJ: Thickness (Height from Finger) (d10)

1 - 2	Paper Thin
3 - 4	1/16 inch
5 - 6	1/8 inch
7 - 8	1/4 inch
9 - 10	1/2 inch

Table IIK: Width (d6)

1	Paper Thin
2	1/16 inch
3	1/8 inch
4	1/4 inch
5	1/2 inch
6	3/4 inch

It is hard to change the general appearance of a Wand, Staff or Rod, but its function can be hidden quite well by its features. Similar to rings, these items may have special clues - such as runes, designs, or figureheads - as to their use. Other features may give clues to the number of charges, i.e. a gem-encrusted rod may have to have a gem pried out to use the rod.

III) Wands, Staves, and Rods

Table IIIA: Length

Wands: 11 - 20" (d10 + 10)
Staves: 51 - 84" (3d12 + 48)
Rods: 26 - 35" (d10 + 25)

Table IIIB: Diameter of Wand (d6)

1 - 2	¾ inch
3 - 4	½ inch
5 - 6	¼ inch

Table IIIC: Diameter of Staff (d6)

1	2 inches
2	1¾ inches
3	1½ inches
4	1¼ inches
5	1 inch
6	¾ inch

Table IIID: Diameter of Rod (d6)

1 - 2	1½ inches
3 - 4	1 inch
5 - 6	¾ inch

Table IIIE: Composition (all) (d10)

	Wands	Staves	Rods

Table IIIE: Composition (all) (d10)

	Wands	**Staves**	**Rods**
Wood*	1	1 - 7	--
Metal**	2 - 7	--	1 - 6
Gem***	8 - 9	--	7 - 9
Stone****	10	8 - 10	10

* See Table IIIEa
** See Table IIIEb
*** See Table IIIEc
**** See Table IIIEd

Table IIIEa: Wood Type (d6)

1	Oak
2	Hickory
3	Maple
4	Mahoghany
5	Yew
6	Roll Twice (lanimated)

Table IIIEaa: Quality of Grain (d6)

1	Perfect
2 - 3	Some Knots (2 - 5)
4 - 5	Very Knotty (d6 + 5)
6	Gnarly

Table IIIEb: Metal Type (d12)

1 - 5	Iron
6 - 7	Bronze
8	Electrum
9	Gold
10	Platinum
11	Mithril
12	Adamantite

Table IIIEc: Gem Type (d8)

1	Ruby
2	Sapphire
3	Emerald
4	Glass
5	Amethyst
6	Opal
7	Pearl
8	Diamond

Table IIIEd: Stone Type (d6)

1	Granite
2 - 3	Marble
4	Feldspar
5	Quartz
6	Pyromorphite

Table IIIF: Weight (all) (d20)

	Wands	Staves	Rods
Anti-gravity	1	1	1
Weightless	2	2	2
10 GP	3 - 6	3	3 - 4
20 GP	7 - 9	4	5 - 6
30 GP	10 - 11	5	7 - 9
40 GP	12 - 13	6 - 7	10 - 12
50 GP	14 - 15	8 - 10	13 - 16
100 GP	16 - 17	11 - 14	17
150 GP	18	15 - 17	18
200 GP	19	18 - 19	19
Deadweight	20	20	20

Table IIIG: Embellishments (all) (d10)

	Wands	Staves	Rods
None	1 - 4	1 - 4	1 - 4
Runes	5 - 6	---	5 - 7
Design	---	5 - 6	8 - 9
Gems*	7 - 8	---	---
Inlays	9 - 10	7 - 8	10
Figurehead	---	9 - 10	---

(N.B. There is a 20% chance that there are two types of Embellishments on any one Wand, Staff or Rod.)

* For Gem Type, see II) Rings: Table IIC, Table IID.



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A Discussion of the Use of Three by Five Cards Holding Descriptions of Non-Standard Items of Magic, Together with a Complex Example to Entice the Interest of Those Already Familiar with the Concepts Involved

or

MAGIC ITEM CARDS

by Thomas A. McCloud

Among the assumptions apparently made by E. Gary Gygax, et al., when they wrote the rules of **D&D tm** and **AD&D tm** are that campaigns are "closed" and that magic is "standardized". A closed campaign is a series of adventures run by one Judge for a set of characters who do not go on adventures outside of the series until the campaign is ended. (The Judge may be a team, and the campaign may never end, but the principle is the same.) Standardized magic is that which goes by the "book", whether it be the 3 Volume set, **Greyhawk**, or the new **AD&D tm** books.

A closed campaign has several advantages, but the aspect of relevance to this article is that it lets the Judge add non-standard magic to the game, without having to tell the players what it does. If a character pickes up a Trick Magic Spear which is +1 on odd days, and -1 on even days, the Judge knows exactly what it is and how it works when the character pulls it out and tries to use it.

On the other hand, one of the advantages of standardized magic is that when a player moves from one Judge to another, especially in open campaigns, the players and Judges each know how magic will work in each case. A Rod of Lordly Might obtained in one campaign is, in theory at least, immediately understood by the Judge of another. (I am ignoring the problems of reading and interpreting the rule books.)

Unfortunately, among those with whom I have had the opportunity to play **D&D tm**, there are few closed campaigns, and a lot of non-standard magic. Because of this, a custom has grown of using 3" x 5" index cards to describe magic items. (Any Item so described is sometimes referred to as a "card item".) (Other size cards are also used, but 3" x 5" is most popular.) When a Judge has a brilliant idea for a new bit of magic, say a Magic Sword that barks like a dog when enemies approach, he writes a description of the item on one side of the card and, if he can, draws a picture of it on the other. Then, when and if someone acquires the item, the Judge simply hands the card to the player. When the player takes that character into another Judge's game, he now has a simple way to show the new Judge what the item is, and what it does.

It should be mentioned that some suppliers of game aids publish magic item cards, sometimes with just pictures (so the Judged can invent his own magic to match the picture), sometimes with a full printed description of the item.

One handy use of the magic item cards is at the end of an adventure when it is time to divide up the treasure. In this kind of situation, the players usually have no idea what the items do, but thanks to the pictures, they have an idea of how they look. I prefer to have players make their choices on that basis alone. Once the characters actually have possession of the items, and it is the end of the adventure, I usually let the players read the card, on the presumptions that between adventures the characters would learn the nature of the item.

If a player is **not** to be allowed to read a magic item card, then the card ought, in courtesy, to be put into an envelope labeled "for Judge only" or words to that effect. (Any card item whose card is so concealed can be called an "envelope item".) Most players will gladly respect such an envelope, because it really is fun to have an item of unknown power and to try to puzzle out its operation.

Now, card items and envelope items can get into some interesting complexities, and yet still represent playable items. However, a word of warning is in order. **Don't**, I beg you, make up a card item with a description ten pages long, even if the pages are 3" x 5" cards. Setting up for a game is hectic and a Judge with a half dozen or more impatient players on his hands is **not** going to want to peruse a lengthy document, particularly if it consists of lists of new spells and weird powers and strange limitations. (And if he **doesn't** examine such monstrosities beforehand, he can be very irritated in the middle of the game to discover that your Helm of the Ridiculous automatically detects the presence of circles of fire greater than four feet in diameter when under water, if you mention it after he tells you that your party has blundered into that very thing and it has killed seven of them.)

Having given that warning, I now propose to give an intricate example of how item cards and envelope items can be used together, with a related idea: the Monster Card. Note that while the explanation is **long**, it is long by virtue of going into detail in explaining **how** it works, not by virtue of piled on powers. The principles of operation of

the items are actually relatively simple. The following descriptions are, barring typos, exactly as I now have them ready for handing out in a game.

First of all, there is an envelope labeled: "For the Eyes of the Judge Only, Description of the Pouch of Power Together with Cards for the "Things" Which are in the Pouch."

Second, there is a three by five card, bordered in blue and punched for a three ring binder, which has on one side a picture of a pouch with a shoulder strap:



And on the other side: "The Pouch of Power: A very special magic artifact. Complete details in envelope for Judge only. For Player: The Pouch is magical. Looking into it you see only a swirl of mists of many colors. Reaching in, you find that the pouch is much bigger inside than outside, and you are able to touch and pull out, if you wish, strange "things". They are mostly warm, but any other description of how they feel is impossible. If you pull one out, the Judge will tell you what happens." This card, obviously, is one which I intend to hand to the player and does not go into the envelope.

Third, in the envelope is another three by five card, again bordered in blue and punched for a three ring binder, which has on one side a picture of a ring, blue in color and with a visible inscription:



And on the other side: Ring of the Pouch of Power: A magic ring inscribed:

"As my digit in this ring doth couch,
So I put thee in this pouch.
Thou shalt obey, when next set free,
The foremost word 'tis spoken thee!
Then to the home, thou shalt go,
By the powers of this O."

Complete details in envelope for Judge's eyes only for the Pouch of Power." This card starts out **in** the envelope, but comes out later, as will be shown, and is then to be given to the player.

Fourth, in the envelope is an eight and a half by eleven page, typed single spaced, which reads:

The Pouch of Power

As described on the card to be given to the player, this is a very special magic artifact. It is obviously magic. When anyone looks into it, they see only a swirl of mists of many colors. Reaching in, they find that the pouch is much bigger inside than ouside, and they are able to touch, and pull out, if they so desire, strange "things". Most of the things are warm, but it is not possible to find out anything else about a "thing" by touch.

The "things" in the pouch are of two kinds: 1) Monsters, 2) the Ring of the Pouch of Power. (Actually, all combinations of these two kinds of things are possible. For example: the pouch may be completely empty; it may hold the Ring, but no Monsters; it may hold Monsters, but not the Ring; etc.) If a character chooses to pull out a thing, please follow the following procedure:

If the Ring is in the Pouch: Roll 1d6 and if the result is 1 or 2, it is the Ring which is pulled out. (Ring is in Pouch if Ring's card is in envelope.)

Otherwise: (either the ring is not in the pouch, or the roll was not 1 or 2) Pull at random one of the cards for the Monsters in the pouch.

If the character wants to check on the item to see if it is warm or not, please allow this by reading the card before it is shown and giving the player an appropriate indication. Most Monsters, e.g. Gnomes, Shedu, Kobolds, Werewolves, etc., are wam. Some, e.g. Spectres, Vampires, Octopi, etc., are not. Feel free to describe Salamanders, etc. as "hot", and Ghosts, etc. as "cold". Note that the Ring is not warm. The character may then choose to let go of that item, getting no further information on it, and grab another, or simply not pull out anything.

After the "warm", "not warm" check, look at the card to see if the Monster can survive in the environment in which it is to be pulled out. For example, an Octopus cannot survive on land, and a Lion cannot survive under water. Also check and see if the Monster is one you do not wish to allow into the game. If the Monster can't survive, or you don't want it in the game, then the character is **unable** to pull the "thing" out of the pouch.

Once the "thing" is pulled out, it expands almost instantly to its proper size in the nearest convenient space, facing toward the user of the pouch. The Ring, however, appears in the user's hand exactly as it was pulled out. Any Monster so pulled out will then obey the **very first** command given to it, regardless of who gives the command, and regardless of language. As soon as the command is obeyed, the Monster vanishes and is safely teleported home. Note that if the command is poorly phrased (e.g. "Attack that Thief"), the monster may get to go home early (e.g.

the Monster attacks the Thief exactly once, then disappears). Also, there is a chance that the Monster **is** home, in which case the Monster is teleported a very short distance, and is back in the game, but not under control.

Please also read "Ring of the Pouch of Power".

Note that the card for the Ring is edged in blue to make it easy to find. If the Ring is pulled, give the Ring card to the player, with a warning not to put it back into the envelope until told to do so.

(Students of **D&D tm** literature will note that I am a bit more careless in writing up items that I am in writing up articles.)

Fifth, also in the envelope, is another eight and a half by eleven page, typed single spaced, which reads:

Ring of the Pouch of Power
by Tomas A. McCloud

As described on the card to be given to the player, this is a beautiful blue magic ring inscribed:

"As my digit in this ring doth couch,
So I put thee in this pouch.
Thou shalt obey, when next set free,
The foremost word 'tis spoken thee!
Then to thy home, thou shalt go,
By the Powers of this 0."

This ring works in conjunction with the Pouch of Power (please read "The Pouch of Power"). Its operation is relatively simple:

First, the user must wear the Ring on a "digit" which means a finger or a toe. Second, the user must also carry the Pouch of Power. Third, the user must point the finger or toe which wears the ring at an attacker and recite aloud the poem inscribed on the ring.

The attacker to which the finger points is then allowed a Saving Throw, without any magical alterations. If the Saving Throw is made, nothing happens. If not, the attacker dwindles almost instantly into the pouch (it does not matter if the pouch is closed) and becomes one of the "things" in the pouch. Whenever this occurs, the Judge for the adventure should immediately make out a 3" x 5" card for the new addition to the pouch. This card should have on it all information available to the Judge concerning the monster such as AC, Move, HD, Attacks, HP, and Special Abilities. References, such as "per **Monster Manual** page 16", or "per **Greyhawk** page 34", are also very useful.

Notice that the description here says ". . .at an attacker. . ." A monster does not need to attack the user of the Pouch to qualify, it may be attacking a total stranger, or anybody, or even anything. Anything which advances rapidly with a weapon in an attacking position qualifies as an attacker. Any other clear and obvious threat will also qualify a monster or character as an attacker. Note that the "attacker" could be one of the user's friends attacking a monster. **But**, if the wearer of the Ring tries to use it on **anything** which is not an attacker, then the **wearer** goes into the Pouch as a "thing" just like any other. For this last, no Saving Throw is allowed, even if the user has other magic which allows a Saving Throw when no Saving Throw is allowed (after all, the user is not really hurt). The Ring does not go with its wearer into the Pouch, although the third time rule may still apply.

Third Time Rule: Whenever the Ring is successfully used (something goes into the Pouch) for the third time after being pulled out of the Pouch, it disappears and goes back into the Pouch. The following crossouts are for keeping track, draw more when these run out: 000 000 000 000 000 000 000 000 000 000 000 000 (the next seven lines are all groups of three zeros.)

When the Ring goes back into the pouch, put the ring's card back into the envelope.

Sixth, and last of the paraphenalia prepared, there is in the envelope a small deck (43 cards) of 3" x 5" "Monster Cards". These are cards, such as the following example, which describe monsters. They are quite useful for wandering monsters, or for monsters simply stuffed into more normal containers such as stasis bags of holding. Example:

"Toad - An Ice Toad per **Monster Manual** page 95, HD: 5, AC: 4, Move: 9", Attacks: 1 Bite at 3d4, Special: Leap up to 9". Radiates cold doing 3d6 damage to those within 10' if susceptable, once every other melee round maximum. HP: 24, Crossouts: 00000 00000 00000 00000 0000. Name: Glaze, Speaks Ice Toad."

This article has presented the ideas of the item card, the envelope item, and the monster card. I hope each will add to your own enjoyment of the game, but one final caution ought to be given. Regardless of how strongly you feel about something, the most you can ever do on an item card is **suggest**. An item card is not a vehicle for compelling other Judges to do things your way. If they choose to say that an item works differently than as specified, well, in their worlds it does. Because of this, it is wiser to **avoid** ultimates. The hammer whose magic item card states that it ". . .**cannot** be altered or destroyed in **any** way by **any** magic **however powerful**!. . ." is just going to get barred from the game. That's no fun. And, after all, the whole point of playing these games is to have fun.



QUEST BENEATH ROGLAROON

by P.K. Work



Once before Paul had searched for a drug filled evening but had found instead another whole existence. For months after his return life had seemed vastly different and more meaningful. But life has a way of drifting back into old patterns and lately those otherworld lessons had seemed farther and farther away. This day had been especially bad and Paul had set out walking in an attempt to escape his bordom and frustration. How nice it would be to just get stoned and forget it all or to trip and get a new perspective of old things, he thought, or perhaps.

He hadn't been headed anywhere in particular, at least he had not consciously sought it out, but there across the deserted midnight street was a familiar old antique store, the Dreame Shoppe, known among some of his friends as a place to buy a "really special trip". The first time he had found himself standing outside it's doors he had anticipated some new form of drug. Now he knew better but was no less thrilled by the prospect. For a moment he stood waiting---then he crossed the street and resolutely opened the door of the tiny shop. He found no surprise that it was unlocked, no surprise at the soft glow coming from the back room, and no surprise at the warm pleasure he felt at the old man's greeting, "Come in and welcome. What kept you so long?" Paul only smiled and shrugged in reply.

"Do you wish to explore yourself again?" the old man's voice was soft and patient and no trace of emotion showed on his wrinkled face. Only a sparkle in his eyes reached out to touch Paul.

"Yes," Paul stood quietly. As before he could not find words.

"Step into the room then," the old man said as he opened the door to what looked like an empty closet. "The fee will, as usual, be paid by your summoner. Good luck. Go with goodness." The door closed behind him before Paul could turn to thank the shopkeeper. Abruptly the falling sensation took him and he reached for the walls to steady himself, blinking his eyes shut against the dim gray swirl.





Somehow he had expected to go back to the same place or at least to become the same person, but it was not so. This time he found himself standing instead of sitting and for a moment he felt off balance as if he swayed for a moment as he was deposited. The light around him was dim and all at a distance was lost in the shadows. He seemed to be looking at a wall.

Forewarned by his previous experiences he quickly swung around and crouched down as he looked up, but this three hundred and sixty degree view of the room told him nothing. He was alone in a small empty room apparently without doors. Some measure of calm began to return after that first moment of panic. He approached a wall and carefully inspected it, looking for some sort of hidden door or switch, but always with his ears tuned to changes behind him. Then, when fully certain that at least this wall was only a wall, he put his back against it. As each succeeding quiet second passed away his uneasiness dropped from him and he began to take a close look at his surroundings and himself.

This time he found himself clad in light tan trousers and a very pale blue shirt of some soft cotton-like material. His feet were shod in dark leather calf-high boots and he wore an equally dark belt and from that belt a dagger. Checking more closely he found a second dagger tucked down into his left boot. A small pouch was tucked inside his shirt at the wasit. By the clink it made it contained some form of money. Over his heart a small pendant dangled and captured within a finely wrought gold band hung a stone of soft blue to match his shirt. He closed his shirt over the pendant. Important it almost surely was but it would have to wait. For the present he felt like ending his confinement.

A hasty search showed no apparent openings in any of the walls, no cracks, no loose stones, in fact the walls seemed almost carved from living rock, a thought which chilled him. Looking up he again tried to see the ceiling but it was dim and seemed distant. Suddenly he realized he wasn't sure at all where the light came from. Looking down for the first time he thought that the floor itself seemed to glow. At first his mind fought with that notion but he dredged up less likely happenings from that other time and set his doubts aside.

Still---there was something more to that floor--and bending to examine it more closely he found a round shallow spot in the dust. Brushing the dust aside he found just what he had expected--a recessed brass ring. Paul had seen these before, but not as Paul, as another -- and in another place. He was uncertain how he knew but he was certain that he was a different person this time, changed perhaps because of the changes that had happened inside himself that other time. For a moment he hesitated, lost in thought, then mind and soul clear he dusted off the edges of the trap door, reached down, twisted the ring and slowly, keeping the door between himself and what might lie below, he opened the way into new adventures.

A much brighter light reached up to him out of the open trap and he breathed more easily, then almost laughed at himself. He must, he realized, have been afraid it would be dark. Still he waited for the unexpected -- gas or darts or the delayed clang of metal jaws. Nothing happened but still he waited, gathering himself.

In spite of his preparation he jumped as a croaking voice fairly boomed up from the space beneath him, "Well don't just lurk about up there, there's nothing to see," followed by a nervous tittering, "you found the door quick enough, come on now, come on."

At that Paul shoved his head around the trap door, realizing too late that it might have been a very stupid thing to do. As luck would have it the thin little man staring up at him from some ten feet below looked very harmless. For a moment their eyes locked. Then the little man blinked and stepped back. "Use the pole, don't jump and break something, there's a good lad."

Startled by the self assurance that seemed to have overtaken the older man below him, Paul hesitated.

"Right there at the base of the trap hinge," the old man called up, then because his new apprentice-to-be seemed almost as frightened as he had been, he added, "At least you aren't the demon I was half especting."

Demon,? Paul thought as he reflexively did as he was told and searched for the pole. Demon,? rang again in his mind as he twisted himself into the opening and took hold of the pole. Oh Lord, I'm not an acrobat, and unsure if that thought was a curse or a prayer he consigned himself to his fate and slid down the pole. To his pleasant surprise it was a smooth and almost effortless journey and he actually managed a dignified stop.

He stepped clear of the pole and focused on his adversary, relying on his sense of hearing to help him against any attack from the rear, then he set himself to wait. The old man would have the next move.

"I am known as Aragon. What might you be called?" Standing face to face he realized that this apprentice was neither young nor green. He had, more over, the air of a man who enjoyed what he was doing. With this kind of a man Aragon could deal easily.

"You may call me Rarm," Paul answered only a little surprised and taking the name to himself easily. Rarm--now this was a person within himself whom he would be pleased to come to know. He was different this time, more sure, more at ease. "Of what service may I be to you Master Aragon?" he asked, now certain that this not-so-old, but kindly looking man before him must be his summoner.

Aragon hesitated for a moment, still sizing up Rarm. "I am an alchemist, do you know what that is?" When Rarm nodded he went on, "I had need of another apprentice and to that end I arranged for you to be summoned here. I have not that power myself." He waited but Rarm made no answer.

"May I then ask how you came to answer this summons?"

"I am an adventurer, for hire for the right price. There is one in my world who arranges these jobs for

me. He pays me, and I do your bidding." Rarm smiled inwardly, knowing that the price he charged was not one calculated in gold, but rather calculated in inner peace.

Aragon smiled expansively, "Very good, very good. Welcome to our land then. Perhaps we should be gone from here though. Dode will want her space back I am sure and I do not wish to presume on her hospitality any longer than is necessary. We'll just slip away through the back door there." And grabbing his new apprentice's arm he suited action to words and fairly shoved Rarm out into the street. Just wouldn't do for the lovely Dode to get a look at this one, or the other way around for that matter. Might prove too much of a distraction.

"Why do you smile, Master Aragon?" Rarm looked down at him and Aragon realized that he had come to a halt with his back against the door.

"Oh, nothing important, just trying to avoid the she-witch who summoned you for me. My own reasons. Come, it is getting toward dark and this is a foul street to get caught on at night. Around this corner here." Aragon led off at a rapid pace, leaving Rarm to follow quickly this time or be left.

He's certainly working at keeping me off guard, Rarm thought as he stretched his stride to catch up. On his left huge walls towered above some twenty feet and on his right a group of buildings stretched away into what must be a city block. Signs hanging from doors proclaimed two of the establishments to be inns, one Inn of the Drawn Sword, the other Somethin's Cookin' and the odors which issued from the latter were enticing indeed. He'd have to try that place sometime. The next shop was marked Engineer Warehouse and as they came abreast of it Aragon grunted and nodded towards it.

"City engineers, stay clear of that one, can't build a sand castle right. Bad gambler, too, bad loser."

They walked on around the corner in silence and then Aragon pointed to the alley on their right. "Stay out of alleys here abouts -- lots of thieves about. That shop there next to the alley -- belongs to a friend -- good fellow Dinn -- but a magician -- have to watch that side of him. Never have trusted that magic stuff. I'll stick to my chemicals."

Their walk had just brought them around a jog in the road, that Rarm now realized, glancing back, must be some sort of guard tower on the main city wall.

"Well, here we are," said Aragon, breaking Rarm out of his reverie. They had crossed the street to the opposite corner and pointing down one street Aragon explained with pride, "This whole block is my school, west to the alley, and south to the alley. Come, I'll show you to your room, then you must come have supper with me tonight. Perhaps then I can fill you in about where you are and what I need for you to do."

The room was small, neat, and empty of everything but a bed and a small table. There was only one door in the south wall and one window facing an open square across the street to the north. A careful search revealed no hidden openings in the walls, ceiling, or floor. Inspection of the bed likewise yielded nothing, but the table was another matter. It held a small hollow space, accessible from beneath and slightly to the left of center. For now it was empty. Later, he decided, he might have need of it.

Having no change of clothes and no real need to clean up he stretched out on the bed and began to consider what else he might need in the way of clothing and armaments. If he was to be an alchemist perhaps he would be allowed to use more than a dagger. At least he intended to try. An accounting of his funds revealed several familiar coins. He might not be in Ryan, City State of the Overlord, this time, but he must be somewhere close because he found himself provided with a tidy little sum of coins of that realm--over two hundred gold pieces worth if he had counted correctly. That was plenty with which to outfit himself for nearly anything Aragon might wish him to do.

The summons to supper was brought by a very young boy, perhaps five or six years old, who scampered off as soon as his message was delivered leaving Rarm to find his way alone back downstaires to Aragon's quarters. He hoped this invitation to dine with the master was also going to be an opportunity to learn more of his mission here. As he reached the foot of the stairs Aragon himself waved Rarm into a softly lit sitting room where a light meal was laid out on the center table.

Continued on page 71



THE EMPEROR'S COUNSEL

VARIANT MAGIC SYSTEM

by Germain Giner



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

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

Both of these systems are brand new, and require a bit more play-testing than I was able to give them. Please address all feed back in care of this magazine.

Magic

My Magic system is dichotomous, wizardry is a more powerful form of Magic useable only by mages, while Magic is useable to any one save clerics.

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

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

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

Each Magic point can control 10 Mana points. Mana returns each 24 hours while Magic renews at a rate of ¼ total each 6 hours. Intelligence multiplied by Magic gives the total Mana available every 24 hours.

This is an important limiting factor, example: Zoot the Boring, Intelligence: 18, Magic: 18, uses all 180 Mana points he has, in some early morning action. Even though his power is down to zero, Zoot has 144 Mana points available to him. So 6 hours later, our hero has another (¼ of 18, rounded up) 5 Magic points, or 50 Mana points useable.

Mages can not wear any metal of any mass greater than a rapier, because this would insulate the mage from his Mana force. For each 6 hours the mage is so insulated, he must meditate for two hours to regain touch, or suffer a 25% cumulative fumble factor for each 6 hours out of touch.

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

Capsule Rules

Total Mana per 24 hours: Intelligence x Magic
Total Mana Controllable: Magic x 10
Maximum Spell Level Useable: ½ Intelligence rounded up
Saving Throw: Roll Current Magic or less on D100
Spells require their Level multiplied by 20, plus 10 for each additional turn of duration or 10 meters range.
Spells require ½ x their Level in Melee rounds to conjure.
If Concentration is broken, Fumble occurs.
Magic can be increased, roll 30 minus Magic total on D100.

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



The Convention Compenium is a free listing of Science Fiction, Fantasy, and Gaming Conventions. Convention planners are invited to send us the information on your Conventions so we can print it for you here. Write to Convention Compenium, c/o Judges Guild, Inc., R. R. 8, Box 9, 1221 N. Sunnyside Road, Decatur, IL. 62522 or Call (217) 422-1930.

Convention Type abbreviations are: G - Gaming; SF - Science Fiction & Fantasy; C - Comics; M - Media. Any more specialized Conventions are noted as such.

MINNESOTA CAMPAIGN FIVE (G)
July 11 - 12 St. Paul, MN.
c/o Jeff Berry
343 E. 19th St. Apt. 4B
Minneapolis, MN. 55406

ARCHON 5 (SF)
July 10 - 12 St. Louis, MO.
Archon 5
P.O. Box 15852
Overland, MO. 63114

ODDYSEY (G)
July 17 - 19
c/o Bradford Chase
U. N. H. Simulations Game Club
Memorial Union Bldg.
University of New Hampshire
Durham, N.H. 03824

CWA-CON '81 (G)
July 16 - 19 Northlake, IL.
CWA-Con '81
P. O. Box 10397
Ft. Dearborn Station
Chicago, IL. 60610
SASE

CAMPAIGN 80's (G)
July 17 - 19 Watertown, N.Y.
Rick Wiest
355 Pawling St.
Watertown, N.Y. 13601

NANCON 88 - IV (G)
July 31 - Aug. 2 Houston, TX.
Nan's Game Headquarters
118 Briargrove Center
6100 Westheimer
Houston, TX. 77057

CHICAGO COMICON (C)
July 17 - 19 Chicago, IL.
For Information call:
(312) 274-1832

9th ANNUAL FLYING BUFFALO CONVENTION (G)
July 17 - 20 Phoenix, AZ.
Flying Buffalo Inc.
P.O. Box 1467
Scottsdale, AZ. 85252

EASTCON (G)
July 23 - 26 Cherry Hill Inn
Cherry Hill, N.J.
Chris Parker
20 Unicorn Street
Newburyport, MA. 01950

AUTOCLAVE (SF - Fanzine)
July 24 - 26 Detroit, MI.
Autoclave
16594 Edinborough Road
Detroit, MI. 48219

MAINECON (G)
July 31 - Aug. 2 Portland, ME.
Mr. John Wheeler
102 Front St.
Bath, ME. 04530

5th ANNUAL BANGOR AREA WARGAMERS CONVENTION (G)
Aug. 8 - 9 Orono, ME.
Edward F. Stevens, Jr.
83 N. Main St.
Rockland, ME. 04841

SPACE: 1999 CONVENTION (M)
Aug. 7 - 9 Atlanta, GA.
The International Space: 1999 Alliance
86 First St.
New London, OH. 44851

AUGUSTCON III (G)
Aug. 7 - 9 Windsor, Ontario
c/o Mike Girard
R. R. 1
S. Woodslev
Ontario, Canada N0R 1V0

GENCON XIV (G)
Aug. 13 - 16 Kenosha, WI.
GenCon XIV
P.O. Box 756
Lake Geneva, WI. 53147

NAPOLEONIC SYMPOSIUM (G)
Aug. 14 - 16
Jim Getz
546 Colonial Ave.
Worthington, OH. 43085

U-MASS-CON (G)
Aug. 22 - 23 Amherst, MA.
c/o Dennis Wang
11 Dickinson
Amherst, MA. 01002

DENVENTION II
(World SF Convention)
Sept. 3 - 7 Denver, CO.
Denvention II
Box 11545
Denver, CO. 80211

CHICON IV (World SF Convention)
Sept. 2 - 6, 1982 Chicago, IL.
Chicon IV
P.O. Box A3120
Chicago, IL. 60690

DUNDRACLONE (G)
Sept. 4 - 7 Oakland, CA.
DunDraCon
386 Alcatraz Ave.
Oakland, CA. 94618

COGACON
Sept 5 - 6 Columbus, OH.
Cogacon
1467 N. Forest
Columbus, OH. 43201

ORCCON (G)
Sept. 5 - 7 Anaheim, CA.
Mark Snowden
1864 Nutwood Place
Anaheim, CA. 92804

DRAGONFLIGHT (G)
Sept. 11 - 13 Seattle, WA.
Brass Dragon Society
P.O. Box 33872
Seattle, WA. 98133

EARTHCON CLEVELAND (SF)
Sept. 18 - 20 Cleveland, OH.
c/o Cheryl P. Cloger
23920 Fairmont Blvd.
Shaker Hts., OH. 44122

GALACTICON '81 (SF)
Sept. 25 - 27 Daytona Beach, FL.
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URCON III (SF, G)
Sept. 25 - 27 Rochester, N.Y.
Urcon
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Rochester, N.Y. 14627

CONCLAVE VI (SF)
Oct. 2 - 4 Detroit, MI.
Waldo & Magic, Inc.
P.O. Box 444
Ypsilanti, MI. 48197

FALL CON (G)
Oct. 9 - 11 Cincinnati, OH.
Fall Con
5923 Hamilton
Cincinnati, OH. 45224

CHAOTICON
Oct. 17 - 18 Sunnyvale, CA.
Chaoticon
P. O. Box 485
Campbell, CA. 95009

VOLCON II (G)
Oct. 31 - Nov. 1 Yakima, WA.
Ken Peterson
P. O. Box 1647
Yakima, WA. 98908

ALPHACON III (SF)
Nov. 14 - 15 Ithaca, N.Y.
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DETROIT GAME FEST (G)
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WINTERCON 10 (G)
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Metro Detroit Gamers, W10 Info
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Troy, MI. 48099

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Jan. 29 - 31, 1982 Plymouth, MI.
Ann Arbor SF Association
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---- HEAR YE! ---- HEAR YE! ---- HEAR YE! ----

It has been brought to our attention that many of the fine Guildmembers of this fair City State have moved and not notified the Emperor or not notified him soon enough. Accordingly, at some later date, they file a writ of grievance against the Emperor's Runners for failure of delivery of their copies of "Pegasus". Be it known that while the Emperor has many Magicians, Seers and Soothsayers, they cannot oversee each individual all the time. Please notify the Emperor's Runners via Judges Guild, as soon as possible when moving. The Emperor's Runners will not, normally, forward your "Pegasus" to its new stable, and you won't want to miss an issue!

The Guild of Manufacturers of City State News and Publishers of Related Adventures (Judges Guild) has noted that many Guildmembers try to order products or inquire about orders at all hours of the day and night, including 3:30 a.m. Sunday mornings. Unfortunately, the Guild is not staffed in all departments 24 hours a day. Please limit all such calls to 9 a.m. to 4 p.m., City State Time (Central) and Monday thru Friday only.

Both "Pegasus" and Judges Guild are looking for more good Writers and Artists. If you would like to submit material for consideration for publication in or as a product or in our magazine, see page 94 for information and write for our "Writer and Artist Guide" - Free with a S.A.S.E. (Self-Addressed, Stamped Envelope).



GOD-TONGUE

by James Newsome

The harsh ringing of metal echoed through the dark, narrow halls, accompanied by the screams that are identfied with violent death, and by the yells and cries of fierce warfare. Greasy smoking torches gave poor illumination to the battle confusion, casting shadows that less experienced fighters found startling and often attacked. But this small band of warriors, though not quite fighting well together, were seasoned enough to ignore the illusions of shadows and concentrate on their Orcish opponents. They would on occasion trip over one another, or miss each other in the wake of powerful misses, but their strengths and hardness soon pressed the enemy host to a severe disadvantage. Before long, the Orcs lay dead in a mass at the feet of the veteran fighters, not one of the foul race left alive. The next few moments were spent in breathless recovery and taking stock on the damage embodied.

A Cleric attended the wounds of their only Dwarven comrade while several large men kicked at the corpses around them. They scorned the poor steel and armor of the Orcs and laughed a trifle too loudly at the female Magic User who took a few moments to more closely examine some of the bodies for some worthy spoils. She silently chuckles as she pockets a peculiarly shaped gemstone. An Elf near her takes note of her find for possible future needs of his own, and, more discreetly, he also searches for some spoils. The largest of the man-fighters cleans his sword on the tunic of one of the fallen Orcs, and seeing the Cleric at his task decides to comment.

"Well, Priest, how fares our stunted friend?" This man is massive, a young, hulking figure whose muscles threaten the stability of his armor and whose sword is as bulky as the Dwarf he is worried about.

"T'would take more than the likes of these to fell Brandaur," answers the Dwarf gruffly. "I think, friend Ash, we should worry more about the object of this quest than these surface lesions." This Dwarf is a rough figure, not handsome even for his own kind. He has fought for almost a year with these men and has come to like this one for his bravado and prowess. It is not often that he enjoys Human company.

The Cleric finishes his task and moves on to the other Human fighter who is called Darth. Brandaur walks over to one of the Orc bodies and struggles with his broadsword that is embedded in the ribs. After a few minutes of resistance, the sword suddenly pulls free landing him on his arse with a grunt. Everyone tries to stifle their chuckling, though few succeed, even Darth manages to laugh as his leg is being bandaged. Tim, the Cleric, does not even smile for he sees less advantage in their current position.

"We should not be long for these parts," Tim said. "This watch will surely be missed in a matter of hours, and we have much more than these foul carrion to encounter."

"Perhaps we shall," answered Magda the Magic User. "Yes, we must hurry off to our dooms."

If the map they had been given was accurate, then this door was the one they sought. Inside would be found the jailing and torturing chamber of Ragnar Erebain, and most surely Ash the Cleaver's recent bride. The serpent Ragnar wanted Ash, he wanted him badly, though few knew why. It was enough for most of them that the evil Wizard wanted him badly enough to find and kidnap his young bride, it was certainly a move that motivated them to venture far beyond Ragnar's shallower defences.

Eylandir, the Elf, managed on the first attempt to open th door, and returned to the end of the group rather quickly. Ash, Darth, and Brandaur burst the door open and rushed in swinging in a trangular formation, with their swords swishing (as they soon discovered) at the empty air. Though the chamber was large enough for a jail, it was totally empty. Ash strode on into the room swinging his mighty blade at the emptiness, his cautious defense replaced by his ever-present swagger of confidence. They could see that he was worried and confused, but all of them understood his facade of powerful assurance.

"Well, if she is here then she is well hidden," Darth muttered.

"If she be here then it is too late for us to help her," answered Brandaur. "We are not looking for ghosts."

"You are correct about one thing, maggot-spawn. It is too late to help her."

The words were spoken as a large section of the right hand wall

slid away to reveal the true torture chamber, and Ragnar directly in the center. He was leering at them with his arms outstretched and an aura of power surrounding him. When he saw Ash, he smiled and in his hands appeared a red hot poker.

"I have a surprise for you, man-mountain. Your wife awaits you." He stepped aside drawing in his arms and the folds of his robe to reveal Belinda nailed to two wooden beams that crossed in an X. She was hung upside down so that blood from wounds in her throat and on her chest flowed into her mouth making her every breath a coughing hell. Ragnar had tortured her with rats and whips and she was only moments from her death. Her eyes were pinned open and Ragnar placed the poker end only fractions of an inch from her face. They could all hear her scream and the sizzle from the heat. Her agony was intense, her every breath its own torture, but the pain ceased for her as an arrow from Eylandir found its mark in her throat.

"Very good," cackled Ragnar. "You are even braver than I would have guessed. But your foolish interruptions of my works will now cease forever. You shall all join her in the hereafter."

As he spoke more arrows from the Elf's bow flew toward him, but they were stopped in midflight by some unseen force. Ragnar spoke a command and Ash was jerked about by peculiar missiles. Most of the group backed into the hall, but Brandaur had taken advantage of his size to rush behind an iron maiden device. He could see that Ash was okay, and that several members of the party were loosing arrows at Ragnar as time and opportunity would permit. He heard the scream of a successful strike against Ragnar and used that moment to loose his own hand axe at the Wizard. Only one was a hit against him. The next moment Eylandir had cried as his hand was burned severely, but the distraction enabled someone, Ash, Brandaur could see, to loose a spear. While the spear was in flight the Dwarf took that moment to sieze the device that covered him in his oversized hands, and throw it in the direction of his prey.

The spear missed the Wizard but the clatter of the torture device attracted his attention to the Dwarf who was rushing him much faster than his short legs should have been able. The Wizard had no time to get off a spell and thus Brandaur struck him in the thigh with the cutting edge of his broadsword. His momentum carried him a little past Ragnar, but he was able to turn and leap at him. He swung off-stride, narrowly missing, and stumbled. With his legs back-peddling he could see that the Wizard was preparing a spell. He turned to run for some cover and tripped over the defiled body of Belinda and his legs entangled in the cross and the corpse. Brandaur fell with a grunt, pulling the body over him. The last thing he saw were the young girl's eyes, locked in a dead stare with his own.

Ash could feel the heat of the fireball, and the awful stench of the burning bodies of his wife and his faithful fighting companion was more oppressive than the flame. He rushed at Ragnar in anger, giving the wizard no time to recover for another spell. He swung his awe-some sword as if it were made of straw, hitting the invisible barrier that the wizard had to protect him. He continued his relentless attack and backed the wizard to-wards the cells, dimly aware that he was joined by his friend Darth in the battle. Ragnar was an extrem-ely agile man and was able to dodge and to manipulate the barrier and thus sustained no damage from this attack. But he could not reel off a spell and the huge barbarian did not seem to tire. Ash swung another mighty blow as the wizard backed against a peculiar cell. The swing missed Ragnar, but Ash's follow through carried all of his might against the darkened glass of the cell.

The glass broke and released a greenish gas into the air. A very old man crawled out of the cell, muttering under this breath and choking at the fresh air. The veterans continued to press the magician, unable to hit at him but unwilling to cease. Ragnar, however, was very obviously concerned about the old man, and he nearly ran from his assailants while he reached into a pocket in his cloak. He seemed about to speak the necessary words when the Elf threw a dagger at him from behind. Ragnar screamed a vile curse but he still was able to run for a wall that was opening at his approach. He was almost within safety when a great swirl of air caught him and turned him around. He stood facing in the direction of the old man who now stood very tall as he spoke.

"Still you do not repent of the evil you have wreaked upon this world, Ragnar!" The old man seemed no longer feeble as he spoke. His voice captured the attention not only of Ragnar but also of the fighters who stood around the room. "Do you begin to feel the heat of your God's own Miasmic Breath?" As he spoke flames began to lick at the hem of Ragnar's robe. "Do you feel the touch of his accursed fingers as he even grasps greedily for your soul?" They could all see and even



begin to smell the pestilence that was forming great boils on the Wizard's skin. "Now is the time, Ragnar. In mere moments you shall meet the foul Despiser that is your God. It will not go well with you, who has furthered the ways of Chaos."

Ragnar screamed in pain as the curse consumed his body. The old man looked for the first time at the warriors around him and saw Ash who stood only feet away.

"My friend," he said to Ash, "You must do that which I may not. Rid the world of this vulture, now."

Thus encouraged, the one they called the Cleaver, with one swing of his sword, severed the head of Ragnar. The body slumped to the floor as the head flew to within inches of the charred remains of Brandaur and Belinda. The ordeal was over at last, but the price had been high. There was no rejoicing forthcoming, as they all relaxed their muscles and their guard.

Only Magda felt able to question the old man who seemed to slump into himself after the battle of power. Magda was very young for a Magic User and still felt powerless to help in dire emergencies that this group often encountered. But they protected her and brought her along because they respected her instincts in such times. Though the others were tired and angry, Magda knew that this man represented some danger to them. As she approached him, the old man looked at her directly as if seeing into her soul.

"No Magda, I am not much danger to you. I am Aaron, called God-Tongue. I am one of those who have been called hermits, mad men, seers, soothsayers. I serve God, the one, for I am his prophet."

He turned to the remainder of the warriors and spoke to them. "My God sent me here to the home of Ragnar to stop him. I sought his repentance and would have granted him the favor of my God, but I knew that such was not the way of this man. He served the forces of Chaos, and thus it was granted to him to imprison me and to torture me, for God new the greater plan. I could not have killed him for I may not take a life, but here was I, in readiness for this very party who would be the evil one's downfall." He walked back to the cell that had held him and picked up two broken pieces of a once sturdy staff. He turned to them and exhibted the pieces, crying, "Oh, Ragnar, you fool. Never will I replace this wood, for I am far from the lands of Godly forests. Someday we shall rid the earth of such men, someday the works of power shall be released, and the true plans of the Holy One unite all men."

As the old man broke into harsh judgements and doomsaying on the ilk of Ragnar, Tim the Cleric began to perform the familiar rites of passage for the two fallen and beloved friends. The tears in his eyes did not interrupt him from this important task, and the mingled blood, sweat, and ashes covered his knees as he knealt. Aaron had come over and knealt beside the Cleric, joining him in the rites that commended their brave and beloved to the after life. All came by and paid their respect to Brandaur with tears and short prayers, and the lovely Belinda was not forgotten by them. Even Eylandir, who often loathed the gruff and homely Dwarf, had passed by and cried as he kicked the hideous head of Ragnar away into a far corner. When the rites were over, the Cleric helped the old man to his feet, and he searched the face of the aged prophet for some sign.

"You are a great man of God, Aaron. Can you not return these that we have loved to us?"

"Nay, little brother. It is my mission to bring the word of the One to the living. There is no wisdom in asking one such as I to bring the dead to life, for God is the only true conqueror of Death. This one has faithfully served the One, which is most unusual for his kind, but this day he was welcomed with the open arms of God himself, and this night shall he be the guest at a great feast in the Heavens. I am enjoined by the One to preach of the end of Chaos, to prepare men for a new age that He shall soon bring about. The dead are in the care of their deities, but the living must care for themselves. Serving the false Gods of Chaos and his minions is the curse of a world out of control."

Darth had listened long enough to the ranting of this one, and he informed the others that their task was finished and the time was long past ripe to be rid of this place. They all agreed and prepared to go back to the village. Ash had to be prodded to leave behind the remains of two so dear to him, and they shed some tears at the permanent loss that they must endure. They began to leave when



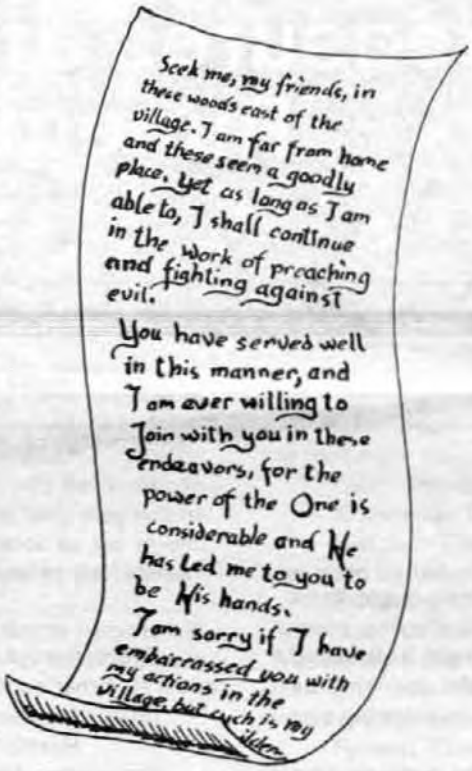
they noticed the hermit had not prepared to accompany them. Magda and Eylandir gathered the few possessions he had that Ragnar had not destroyed and they helped him to walk at the quick pace that Darth had set.

He gained strength as the several day journey to Briol passed. He told them the story of his life. He was the son of a great clergyman, following in the path worn in his father's great stride. But the temple could not hold him, he sought Yahweh in the beauty and comfort of his forests, alone save for his God. His true hermitage ended when an itinerant stumbled into his humble

home, and preached to him the path of the future. He saw that day the boundless love of the One for His children, His finest creation. And he learned the ways of the Chosen Ones, the holy men who heard His voice and knew His mind, and he knew the boundless power of serving Him in this way, of being a vessel.

He learned the truths of the lesser deities and the false gods. They were not the creators, nor were they sustainers, they were falsehoods that led men on the false path towards destruction.

And he worked for many years, helping brave men of God to erase the evils in the world. Many men of power were fought and many died or even repented. And Aaron grew in stature and grew as a receptacle of power. Of the One's power. Such as he were called mad, and they were reviled and hated, but the work of the One continued. Already their numbers had dwindled, until Aaron confided that he knew not of any other in this work. But he would not cease until he died, or until God unveiled His new plan, the Final Plan.

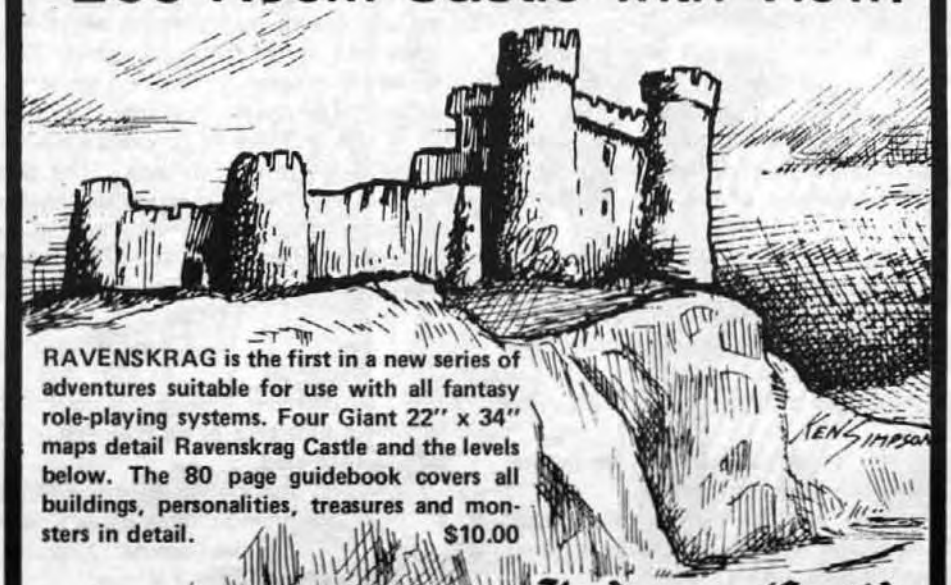


So it was that Aaron God-Tongue come into Briol that day and his ministry to this new land was begun. They had left him in the village square preaching to the masses that gathered. They were not surprised the next day to hear the news of his enforced departure from town. But they were surprised at the note that awaited them.

Seek me my friends in these woods east of the village. I am far from home and these seem a goodly place. Yet as long as I am able, I shall continue in the work of preaching and fighting against evil. You have served well in this manner, and I am ever willing to join with you on these endeavors, for the power of the One is considerable and He has led me to you to be His hands. I am sorry if I have embarrassed you with my actions in the village, but such is my madness. Seek me in the wilds and I shall find you.

Aaron God-Tongue

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by Rudy Kraft

This column consists of several exotic magic items designed for use with the Fantasy Role Playing game, **Runequest**. The format with which each item is described as based on that used in my product, **Plunder**, published by **The Chaosium** and I thank them for permission to use part of it here.

Description: This section describes the item's physical appearance including any obvious magical effects (i.e. glowing).

Cults: This section lists the relationship of the item and its possessor to various cults.

Associated: Members of these cults are the primary makers and/or users of this item.

Friendly: Members of a friendly cult have a presumed friendship with the possessor of an item.

Hostile: Members of hostile cults will have a strong tendancy not to like users of the item.

Enemy: Members of enemy cults will generally attack the user of an item on sight (unless the user is obviously far too powerful).

Knowledge: This section will list one or more words or phrases which have specifically defined meanings relating to the extend of public knowledge of the item. The terms are:

Automatic: The item's powers work automatically for nearly everyone if the item is used in the obvious way.

Cult Secret: The making and/or use of the item is known only to a particular cult or group of cults (the associated cults).

Few: Only a limited and small number of these items are in existance.

Famous: The item is well known and its general powers are thought to be common knowledge.

History: This section tells the history of an item.

Procedure: This section tells the procedure (if any) for making or attuning the item.

Powers: The item's powers and uses are explained along with who can or cannot make use of them.

Value: The value of the item on the open market is given here. This is the price a player character could get by selling an item not the price for which it can be easily bought.

Air Geyser

Description: A small hole in the ground out of which spouts air either continuously or at irregular intervals.

Cults: Associated: Air Cults
Hostile: Earth Cults.

Knowledge: Automatic, Cult Secret.

History: During the great darkness many spirits of air were trapped beneath the earth. Since that time, they have been making constant efforts to escape. Few of them have been successful but their attempts do result in air geysers.

Procedure: None.

Powers: Each of these geysers is located above an imprisoned air spirit. As each air spirit has particular characteristics, so too does the air they release. Some of the geysers release pure oxygen while others release poison gases and others flammable gases. No two air spirits are exactly the same, so no two geysers release exactly the same type of air (although many release similar air).

Value: There is no exact value to these geysers because they are not portable. They generally increase the value of the land they are on but not always (for example, a poison geyser might very well reduce value of good grazing land especially if it is far from any civilization which might have a use for poison gas).

Divine Harps

Description: The harp is made of a shimmery, hard, woodlike substance of no fixed color. The strings are made of fine spun gold.

Cults: Associated: Harmony and Music Cults
Friendly: Most other Cults
Hostile: Disorder Cults

Knowledge: Few, Famous.

History: The exact origin of these four harps is not known. The most common assumption is that their existance is a necessary consequence of the existance of the original Divine Harp. In any case the harps first appeared on the scene at the beginning of time in the hands of the four most accomplished harpists in history. Since that

time, the harps have changed hands a number of times and some have disappeared for many, many years only to reappear in the hands of a new master harpist. Currently the location of only one is known for certain. It is in the hands of Dureena, the "Mistress of Music", who resides in the castle of the Pharaoh of the Holy Country.

Powers: The harps can only be used by someone with a 90% skill in harp. If anyone with less skill attempts to use one of these harps he or she looses 1 point of permanent power. To use a harp it must first be tuned. This tuning must be done every time the harp is taken out to be played and every hour while the harp is being played. Tuning requires a successful roll of the user's harping ability and an expenditure of 5 points of Battlemagic power. Failure to make the roll carries no penalty but another attempt to tune the harp will require another five minutes of effort.

Once the harp is tuned, it can be played normally. However, anyone listening to its music will be unable to commit any hostile or violent actions. In fact, they will be unable to do anything but listen or dance to the music. Other than deafness, there is no defense against the "attack" of these harps.

Value: 150,000 Lunars each, but master harpists will never sell them (this rule even applies to starving player characters).

Ghost Ward

Description: An ancient looking wooden stick carved in the shape of a spirit rune.

Cults: None.

Knowledge: Automatic, Few.

History: The history of these items is not commonly known. It is said by some that they are twigs off the first tree but that does not explain their powers. Another claim is that they were made by a powerful Troll Shaman of the Dawn Ages.

Procedure: None.

Powers: These sticks glow with a bright brownish green light if they are brought within 30 meters of a spirit bound as a ghost. The possessor of one of these sticks cannot be attacked by a ghost. Note that this stick has no effect on those spirits which are not bound as ghosts.

Value: 35,000 Lunars, but someone about to go to a ghost infested region will pay more.

Issaries Guide Coins

Description: A small silver coin with an Issaries Rune on each side.

Cults: Associated: Issaries

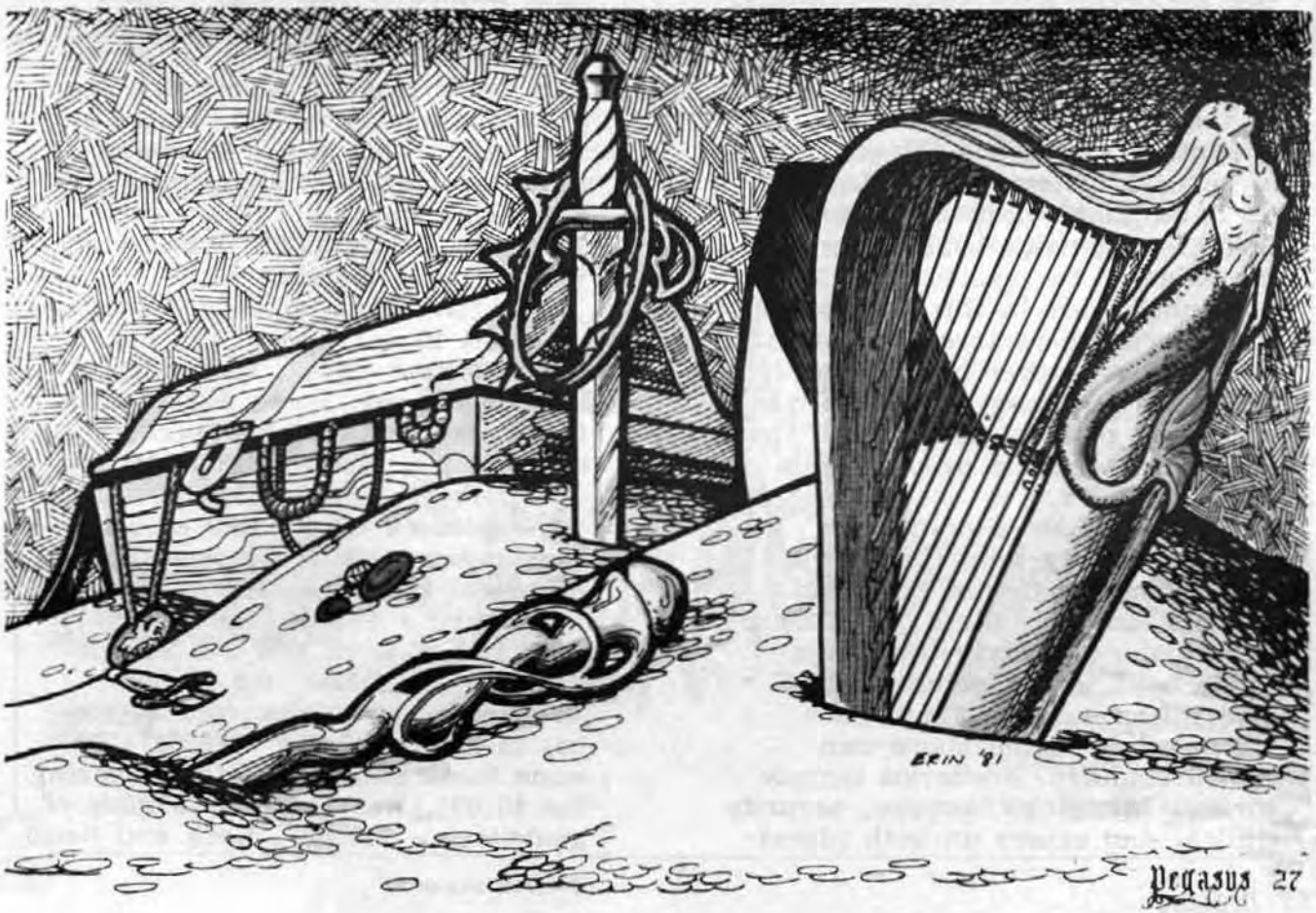
Knowledge: Cult Secret.

History: The ability to make and use these coins was given by Issaries to his worshippers early in time.

Procedure: These coins can be made by any Issaries Rune Lord or Rune Priest. The procedure is fairly simple. A silver coin must have the necessary runes engraved and then one point of divine intervention is used thereby creating the finished item.

Powers: These coins glow with a dim light when the Issaries carrying them continues to travel on a path or road (even an unused and hard to find path). These coins are most useful when an Issaries is leading a party or caravan through unfamiliar wilderness.

Value: 2500 Lunars.





by Ron Lagerstrom

Have I got news for you! Actually, a number of companies have created the news, Judges Guild included, by releasing a number of games and game aids for the marketplace.

So, without further suspense, let us begin.

Judges Guild starts with three new Traveller tm playaids, plus a new AD&D tm game aid, but that is not all! There is also something new for Empire of the Petal Throne.

"Glimmerdrift Reaches is one of the Guild's newest Traveller tm adventure aides. It's the mapping of several systems below "Ley Sector," and, like its predecessor, it includes extensive background information of the systems, planets, and inhabitants in this detailed sector. Player characters will have to deal with a number of inherent conflicts and problems among the many races and political concerns of the area. This detailed product sells for only $4.98.

"Doom of the Singing Star" includes twenty-four 15mm scale deck plans for Cruise Liners of the Brilliant Gem Class. With these deck plans is a sixty-four page guidebook, which includes extensive information, and scenarios which relate to the above-mentioned cruisers. Scenarios include piracy, hijackings, rescue, security duties, and others on both planetside and on board ship adventures. This product sells for only $11.98.

"Navigator's Starcharts," a 112-page book, provides all the special grids for plotting six complete sectors. There is room for over three thousand stellar systems, which should enable any Judge to eliminate on-going system-creation problems as his player-characters roam about in search of adventure. This welcomed referee aid sells for $4.98.

"Portals of Irontooth" is the second in the "Portals" series (Portals of Torsch was the first). This forty-eight page book provides descriptions of the Human and Gnome Settlements, lands, and leaders, as well as their history. Such things as Portal types and travel, Wilderness encounters, and other useful information is included in the product. This product can be used in conjunction with "Portals of Torsch," or by itself as a separate adventure. This AD&D tm product sells for $3.98.

Judges Guild announces its first Empire of the Petal Throne adventure, "The Nightmare Maze of Jigresh." This sixteen-page module takes place in a tortuous maze, in a race against time to locate a holy relic. This mid-level character adventure includes Monster and Wandering Monster Tables, and Treasure Tables. This exciting adventure sells for only $2.00.

Yaquinto has released a number of games in an "album" format. Five of these games, (Swashbuckler, Beachhead, Hero, Fast Attack Boats, and Battle), had been changed from their original format to an album version. However, they have released eleven new album format games. These games are: Attack of the Mutants (my friend, the Mutant - $8.00), Barbarians (the Fall of Rome and the Mongol invasion of Europe, for $8.00), Asteriod Pirates (ship to ship combat in asteroid belts - $8.00), Demons Run (Starcup Challenge racing for $8.00), Roaring 20's (a game of gangsters - $10.00), Neck and Neck

Continued on page 77

Attention, Warriors and Wizards:

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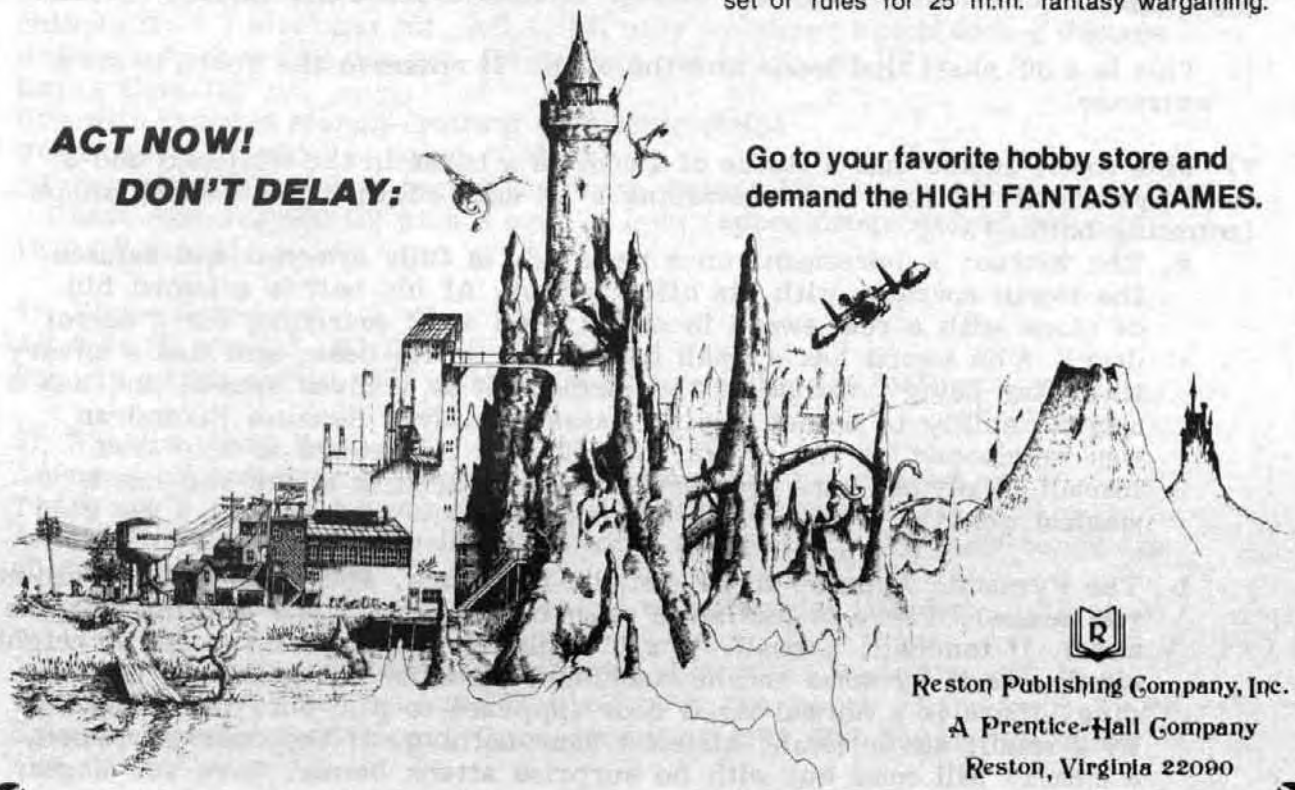


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THE TOMB OF KIXANDRAN

by RUSTY LAMONT



Deep in the realms of darkness where mystery abounds, there once lived a man (some say that he was of the humanoid variety) named Kixandran. It has been written for hundreds of years that he controlled the undead through the use of his crown which no one has seen in that length of time. Some say that he has died, others that he builds a force, but when Kixandran was active, no large raids were made by the undead. Occasionally, a virgin or two would disappear, along with some wine or mead, but the bulk of Kixandran's rule was shadowed in privacy! A wandering group of adventurers, coming out rich with gold and wounds, has made an offer for Professional Ghost Chasers. Any takers will be led to Kixandran's Tomb, where they will be left alone in pursuit of the crown. The hirers want only the crown, and will offer equippage to help the quest.

1) This is a 30' shaft that leads into the tomb. It opens to the North to allow entrance.

2) This room, 50'x80' has a statue of a man on a horse in the West end and a small pyramid in the East end measureing 5' on each edge; it is a 5-sided shape (counting bottom).

a. The Statue: A horseman, on a pedestal, is fully armored and salutes the North corridor with his offed helmet. At his belt is a sword hilt of stone with a real sword in side (noted as if searching for a secret door). The sword has a small inscription on its base, and has a silvery tint after being polished of the tarnish (it is a silver sword, and has a magical ability to detect sloping passages only). Because Kixandran was imprisoned by the crown, he afforded this sword to help free himself if anyone came to rescue him because it is silver and has a magical quality!

b. The Pyramid: Appears to be metallic in nature, and quite uniform around (no seams). There is neither a seam between the stone flooring and the metal. If touched, a small, 10'x10' building will grate up to its 7' height slowly, as if by some arcane machinery. On the North side of the building, there is a normal-sized door (appears to pull out) that is locked by a small, silver latch. Listen = hear nothing. If the door is opened, a mummy will come out with no surprise attack bonus. Save vs. Magic, or automatic Fear causes one to run South.

AC 3 39 HP Damage per attack=12
If unwrapped will reveal two golden bracelets on wrists that animate any dead and will make that undead member bent on the destruction of the one that placed the bracelets on it or the first person that takes a swing at it.

3) Well in center of room with no roof. On the mouth of the well is a small ring on a silvery string that is off in the well. If it is pulled (by any means of destroying the Cube), a Well-Sickler will appear (shadowy figure using a sickle). Has to be killed with a silvery weapon.
AC 2 D8 damage touch/10 with sickle
8 HP
The ring is a Ring of Invisibility

4) Tapestry on the east wall depicting an army of undead defeating an army of humans and also a throne with a crowned man on it. There is a huge pile of bones in the SE corner that will animate (D4 at a time) if the door is shut with a total of 12 skeletons being able to animate. Screams will come from the hallway to induce the closing of the door, usually on the examining of the tapestry.
AC 7 Attack with pummels D6 damage D6 HP per

5) 3-6 Ghouls will attack as the door is opened inward or will grab listener and pull him in on the roll of 1 on D6 out of sheer hunger. AC 6 Claws & Teeth D3/D3/D6 Iron does double damage. Save vs. paralyzation if hit only once for all the Ghouls. In the room is a huge pile of skeletons, evidently picked clean of flesh.

6) Very thick mist (cannot even see torch) that can't be seen through. In the center is a 10'x10' pit with a Carrion Crawler in the bottom that will immediately eat anyone falling in.

7) Treasure Room
Statue of Wraith (apparent stone) in West/center
Chest (if opened will shoot a beam of light to the Wraith which will of course animate it: -1 level per hit, AC 4, hit only by silver which does ½ damage while magic does full damage, D6 damage per touch, 36 HP).
Empty Clay Jar
Urn with terrible stench (rotting embalming fluid)
Dead body (crumbles at touch to dust)
Pitcher with Yellow Mold inside (Save vs. Poison +2)
Chest contains 900 GP plus 5 bars of gold (approximate weight equal to 1000 GP each!)

8) Three Gargoyles
AC 5 29 HP per D3, D3,D6,D4
90% will attack party: 60% will only want to subdue for torture.

9) Skeletal Army Room
Animate, according to number of skeleton and square stepped on
There are 8 skeletons around the room, armed to the teeth!
All skeletons are armed Chainmail, Sword, and Shield. All their bones are slightly yellow-coloured.
AC 4 Bash with Shields to floor then hit with Swords. D6 dam 12 HP each.

10) Well in center of room looks slightly distorted. Over the well is a Gelatinous Cube that has impaled itself over the mouth of the well. 27 HP Save vs. Paralyze on touch. Cube cannot attack! 2D4 damage on touch also.

11) Purple Gunk across hall. 2D10 damage on touch, no attack whatsoever. The first touch will only do 2D10 damage minus 2D10 if armor is present and will seep in in 3 turns (shed).

12) Black Pudding AC 6 48 HP eats Chain in one expossure, Plate in 2. Will avoid fire. 3D6 damage on touch

13) Two huge statues of lions, totally harmless.

14) Huge room. Table on East with servings of dried food on serving trays, goblets, etc. Underneath it is a rathole:
Ratman AC 6 D8 with Sword, Suprise 1-4, 12 HP will lead 2 Rats AC 7 3 HP D3 damage per bite
Chaise lounge on West wall is torn and ripped up

15) Hearing room of Kixandran
Pillars down both sides. There is a throne with a stuffed effigy of Kixandran sitting on it with a false crown on it. Beneath the throne is a huge slime that is attracted by fire and will come towards any torch, very slowly. It will do 4D6 on contact but moves very slowly! The slime will move away from the North wall where there is a sealed (wax)door. If the party enters this room after drawing away the slime by slipping by it on either side and they leave the outside darkand carry the torch inside, the slime will slowly move (but in total suprise unless looked at) towards the door. If it reaches the door, following the flame, it will seal the doorway permanently!

16) Coffin inside with crossed halberds over. Sealed with silver (molten) that will take a long time to cut out to open! Inside is a decayed, dryed corpse with a crown on it (crown has the picture of dragon embossed around it with many gems about). If the crown is placed on the head, the wearer will become enslaved on a roll of 3D6 lower than one's Wisdom and the wearer will want to live a very sheltered life in the tomb. He will not harm the rest of the party unless they attempt to "bother" him. In any case, every undead in the whole tomb will report for assignment at the wearing of the crown!

Maps on pages 65 - 66




REVELSHIRE
by SCOTT FULTON
KEVIN SIEMBIEDA - 1979
CITY-STATE
CAMPAIGN INSTALLMENT

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Komlee, Mayor of Revelshire

CLASS	LVL	ALIGN	HP	STR	INT	WIS	CON	DEX	CHAR
Cleric	9th	N	41	13	13	14	13	16	13

Blue eyes
Blonde hair to shoulders
Pale complexion
Blonde beard and moustache
Age 179
5'1"
144 lbs.
Right handed

Komlee is a peaceful type, who does not want trouble. Nonetheless, he has seen enough of it to be able to handle it. He wears mithril Chainmail (in battle), which gives a +4 on Armor Class, but only weighs half as much as the normal type. He weilds a +3 Mace, and constantly wears a ring which regenerates 1 HP/turn as long as the wearer is alive. He is one of the few people that Revelroot knows by name, and he can often be found near the Treant, especially in times of trouble. He tells all of his problems to Revelroot, not for advice, but for the therapeutic value. Once in a while the Treant does give advice, and it is usually good. It is a mutual enjoyment situation, for although Revelroot is usually in a semi-somnolent state, he enjoys being spoken to, and such activity usually results in a rustling of his leaves even when there is no wind.



Gophe, Weaver/Female helf-elf

CLASS	LVL	ALIGN	HP	STR	INT	WIS	CON	DEX	CHAR
MU	1st	LE	4	7	10	6	9	14	7

One green eye, one blue eye
Black hair
Ruddy complexion
Age 103
4' 2"
88 lbs.
Left handed

Gophe has not progressed further in her ability to use magic because it is just a hobby to her. Most of her time is spent weaving cloth from plant fibers, from which the traditional domestic clothing is made. The influx of exotic materials has not hurt her business, because those materials are generally only useful for leisure or ceremonial purposes. The common stuff is still best for work clothing. Because of her hobby, Gophe is very curious, and asks many questions of Magic Users or those with magic items. She understands the ways of magic better than most first Level characters, and if allowed to handle a magic item has a relatively small chance of bringing disaster on herself or on others.

Apycmax, Lumberman/Gnome

CLASS	LVL	ALIGN	HP	STR	INT	WIS	CON	DEX	CHAR
Thief	2nd	LE	11	8	15	9	11	13	16

Brown eyes
White hair to shoulders
Dark complexion
Black moustache and beard to knees
Age 68
2' ½"
54 lbs.
Right handed

When Apycmax came to Revelshire, he was suspicious of everyone, and may have been on the run. As soon as he discovered that no one cared about him, he settled down, and was soon employed as a lumberman. His job is to chop the lesser branches from downed trees. He uses a hand Axe to do this, swinging it like a Battle Axe. He uses this same weapon in battle. He is never without Leather Armor and a Dagger.

Remviz, Keeper of the Tower/half-elf

CLASS	LVL	ALIGN	HP	STR	INT	WIS	CON	DEX	CHAR
Rgr	2nd	NE	14	16	12	9	10	15	10

Blue eyes
Short, black hair
Black moustache and beard to waist
Age 95
4' 6"
125 lbs.
Right handed

As his title suggests, Remviz is the Keeper of Revel Tower. This is essentially a meaningless job, with only sleeping quarters as payment. He also tends the hedge around Revel Green, the area around Revelroot and Revel Tower, and spends much of his time around Revelroot. He is the only person besides the mayor that the Treant knows by name.

Omk, Messenger/ half-elf

CLASS	LVL	ALIGN	HP	STR	INT	WIS	CON	DEX	CHAR
Thief	3rd	NE	16	12	8	11	5	16	12

One blue eye, one brown eye
Red hair to shoulders
Bronzed complexion
Age 114
4' 6"
130 lbs.
Right handed

This small individual boasts that he can get to any point in Revelshire faster than anyone else, and quite rightly so. This is because he does not use the established walkways between living areas, but leaps through the branches like a monkey. His high dexterity, and long experience at this, make it fairly safe, but he has come near disaster on several occasions. Nonetheless, he continues his reckless course, earning his money by taking messages from place to place. It is not unusual to see him go swinging past, and the local folk no longer comment upon it. Despite his continual rush, he will usually stop to warn any child he sees that what he is doing is dangerous, even with experience, and positively suicidal without it. Despite this, the possibility that someday some child will be hurt trying to imitate him is always in the back of his mind, but he keeps on doing what he enjoys most, and is best at.

Flokoc, Tree Surgeon/Halfling

CLASS	LVL	ALIGN	HP	STR	INT	WIS	CON	DEX	CHAR
Rgr	6th	LE	40	15	12	12	10	9	14

One black eye, the other varies from green to brown
Short black hair
Ruddy complexion
Age 38
3' 1"
86 lbs.
Left handed

Tree Surgeon is a highly respected and important profession in the community. The folk live for the trees, therefore anyone who can heal them is important. The lumber production of the half-elves is quite low, because they may cut only the trees that Flokoc and his colleagues indicate need to removed for the good of the Forest.

Fuhot, Sage/half elf

CLASS	LVL	ALIGN	HP	STR	INT	WIS	CON	DEX	CHAR
None	---	LE	2	9	16	13	9	4	11

Blue eyes
Short white hair
Age 162
4' 4"
134 lbs.
Right handed

This little fellow is the halfelven version of the stereo-typical professor. He is very short, with a wizened face and piercing blue eyes. He wears his short, white hair cut close to the head, for ease of handling, and is dreadfully absent-minded. His pipe is almost always in his mouth, even when he is talking, because he forgets to take it out, but this pipe usually has not been lit, or has gone out without his noticing. Should he discover that it is unlit, he will look absently about for a tinder-box or fire. If either is available, he will have the parsphernalia all set to light it before he remembers that he has mastered the trick of lighting it by magic. Unsurprisingly, his area of study is Herb Lore, with a specialization in the lore of trees and Treants. He has a 50% chance of answering any question on plantlife, or a 60% chance on trees or Treants. These probabilities can be adjusted up or down, depending on the difficulty of the question.

Mistress Ojes, Jayor's Wife/half-elf

CLASS	LVL	ALIGN	HP	STR	INT	WIS	CON	DEX	CHAR
Rgr	1st	LN	6	14	13	7	8	6	13

Brown eyes
Black hair to waist
Bronzed complexion
Age 154
5' 2½"
142 lbs.
Left handed

Unlike her husband, this lady likes to get out into the woods surrounding Revelshire, and explore. Actually, "explore" is not quite the word for it, as she knows the area like the back of her hand. She also knows more than most folk about woodslore. She is by no means an expert, since she has never been forced to learn, but in the area around Revelshire her skills are formidable due to her intimate knowledge of the area. (Treat her as threee Levels higher.)

Oka, Tailor/Elf

CLASS	LVL	ALIGN	HP	STR	INT	WIS	CON	DEX	CHAR
Ftr	3rd	LE	19	13	15	6	10	7	15

Eyes vary from blue to green
Red hair to shoulders
Pale complexion
Age 113
3' 10"
97 lbs.
Right handed

For many years, the Elves had only clothing made of local plant fibers, and skins, and only natural colors, such as green or brown. With the opening of the trade route, silk and linen became available in bright colors, and quickly became popular. This is the type of clothing Oka deals in. He is meticulous, and saves his finest creations for himself. As a result, his clothing is always colorful and impractical. He is well off, and has 134 GP hidden behind a knothole in one of the branches which form the walls of his shop/home.

Pogpu, Fisherman/half-elf

CLASS	LVL	ALIGN	HP	STR	INT	WIS	CON	DEX	CHAR
Assn	2nd	NE	10	14	6	14	13	16	11

Blue eyes
Brown hair to waist
Dark complexion
Brown beard to knees
Age 67
5' 7"
147 lbs.
Right handed

The folk of Revelshire do not generally have much to do with the river, but Pogpu makes his living from it. He has a small dugout canoe which he floats out into the river, with a line attached to the bank. When he is finished fishing, he simply hauls himself in with the line. He makes a good living selling his fish. The fish are unusually delicious, because the waters of the river are not polluted, and, thus, the fish are in fairly great demand. Pogpu fishes with a hook and line.

Geok, Retired Sailor/half-elf

CLASS	LVL	ALIGN	HP	STR	INT	WIS	CON	DEX	CHAR
MU	2nd	N	7	12	13	8	11	14	10

Eyes vary from green to black
Braided brown hair to waist
Bronzed complexion
Beard to waist
Age 160
5' 7"
173 lbs.
Left handed

This gentleman chose to retire to Revelshire, after serving on a ship that regularly visited the port. After retiring, he took up the study of magic, but has never progressed past 2nd Level because he is unwilling to expend the necessary effort. He mainly uses his ability for entertainment purposes.

Dibla, Bowyer/half-elf

CLASS	LVL	ALIGN	HP	STR	INT	WIS	CON	DEX	CHAR
Ftr	3rd	LE	17	11	15	12	9	12	14

Blue eyes
Bald
Ruddy complexion
Black beard
Age 109
5' 5"
172 lbs.
Left handed

Dibla mainly makes composite Bows, as dead wood of the type needed for Bows is not readily available. Most of the Bows in Revelshire (and there are many) are of his make. Due to the demand, his Bows are slightly more expensive than most.

Ovhili, Mayor's Hunter/Elf

CLASS	LVL	ALIGN	HP	STR	INT	WIS	CON	DEX	CHAR
Rgr	3rd	LN	27	15	9	11	10	18	12

Black eyes
Brown hair to shoulders
Dark complexion
Age 114
3' 9"
108 lbs.
Right handed

This individual hunts game for the Mayor's family. He will usually hunt with several assistants, and often with Wale along to field dress the kill. He is an excellent archer. (Add +3 to all Bow shots.)

Uzash, Customs Collector/half-elf

CLASS	LVL	ALIGN	HP	STR	INT	WIS	CON	DEX	CHAR
Ftr	2nd	LN	7	12	8	10	4	10	12

Eyes vary from blue to brown
Red hair
Pale complexion
Age 153
4'
126 lbs.
Right handed

Uzash is obviously not well; he is small and sickly-looking. Anyone who tries to put one over on him, however, quickly discovers that his bodily afflictions don't affect his mind. He is tough-minded, and does not accept excuses. The customs must, and will, be paid, or the merchandise will be impounded. There are no exceptions.

Yafind, Merchant/half-elf

CLASS	LVL	ALIGN	HP	STR	INT	WIS	CON	DEX	CHAR
Ill	1st	LE	4	13	12	8	9	10	9

Green eyes
Short, red hair
Pale skin
Age 101
5' 7"
169 lbs.
Left handed

Yafind inherited his merchant business upon the death of his Human father, who had moved to Revelshire because it was an important point on the trade route He taught his son, Yafind, well, and the business is making a good profit.

Wale, Butcher/Dwarf

CLASS	LVL	ALIGN	HP	STR	INT	WIS	CON	DEX	CHAR
Thief	3rd	N	12	16	6	9	8	12	9

One blue eye, one brown eye
Brown hair to waist
Beard to waist
Age 152
2' 11½"
84 lbs.
Right handed

Revelshire has no domestic animals, so Wale's main job is cutting up game into meal-sized portions. He also sometimes goes along with hunting parties to do the field dressing.

Adpa, Undertaker/Dwarf

CLASS	LVL	ALIGN	HP	STR	INT	WIS	CON	DEX	CHAR
Assn	1st	LE	3	9	13	12	18	11	13

Blue eyes
Blonde hair
Bronzed complexion
Blonde beard to the ground
Age 92
3' 7"
93 lbs.

Adpas' assassin abilities come directly from his job as undertaker. The job has given him the opportunity to study the humanoid body, and to discover its vulnerable spots. He does not advertise, or make use of, the fact that he knows no less than 20 ways to kill a humanoid without using a weapon. He does not go around killing folk, because the citizenry would not allow him to live peacefully if he did, but he has, on occasion, done in a human who was causing him trouble, although always in such a way that no suspicion was attached to himself.

Gekhax, Scribe/half-elf

CLASS	LVL	ALIGN	HP	STR	INT	WIS	CON	DEX	CHAR
Cleric	2nd	LE	8	10	17	13	13	10	15

Blue eyes
Red hair to shoulders
Ruddy complexion
Age 108
4' 5"
138 lbs.
Right handed

Gekhax not only acts as scribe, but also as a sort of notary public, since he has been designated to draw up any official documents by the Mayor. As a result, while many of the people can write, they must still go to Gekhax. He is also well known among the Human merchants who trade at Revelshire, and a document with his seal on it is accepted without hesitation.

Boguvy, Harbor Master,/half-elf

CLASS	LVL	ALIGN	HP	STR	INT	WIS	CON	DEX	CHAR
Thief	2nd	LN	8	15	12	10	13	13	18

Green eyes
Short grey hair
Ruddy complexion
Black beard below waist
Age 49
4' 8"
128 lbs.
Right handed

Boguvy is tough. Basically, he acts as Foreman for the longshoremen, and deals with the Sailors. Anyone in that kind of job must be tough, and it is a tribute to that toughness, as well as his Charisma, that the Harbor rules as set up by the Mayor are enforced without even a Navy to back him up.

Urk, Longshoreman/Elf

CLASS	LVL	ALIGN	HP	STR	INT	WIS	CON	DEX	CHAR
Assn	2nd	NE	8	14	11	10	10	11	11

Brown eyes
Short, sandy hair
Ruddy complexion
Red moustaches and beard to waist
Age 45
4' 8"
104 lbs.
Right handed

Urk is another tough guy, not above stealing what he wants from Humans. He is also an Assassin for hire. His favorite method of killing is to throw a stolen knife from a hidden spot. He does not always kill, but he has never been caught.

Egoju, Teacher/half-elf

CLASS	LVL	ALIGN	HP	STR	INT	WIS	CON	DEX	CHAR
None	---	N	2	10	17	12	9	7	10

Green eyes
Black hair
White complexion
Beard and moustache to waist
Age 183
5' 11"
171 lbs.
Right handed

This gentleman undertakes the teaching of the children of the city. The schooling includes reading, writing, history, and just a little bit of science. By modern standards, this is not a complete education, but it is above average for this level of civilization.

Oakhu, Boat Builder/Human

CLASS	LVL	ALIGN	HP	STR	INT	WIS	CON	DEX	CHAR
Thief	2nd	NE	8	15	11	15	5	12	9

Blue eyes
Blonde hair and beard
Dark complexion
Age 30
5'
180 lbs.
Right handed

Oakhu was a sailor, but fell in love with a local girl, and settled in Revelshire. The only other skill he has, which is useful here, is the building of boats. Some of these boats are bought by trading ships, and a smaller number are bought by the local folk. Actually, there is not a great demand for boats, and he doesn't get much work.

Tedbu, Bridge Guard/half-elf

CLASS	LVL	ALIGN	HP	STR	INT	WIS	CON	DEX	CHAR
Ftr	4th	LN	23	14	4	11	6	10	11

One black eye, one green eye
Red hair to waist
Red beard to knees
Age 30
4' 10"
181 lbs.
Right handed

Tedbu is paunchy and friendly, but not too smart. He simply follows orders, such as "If you are not sure whether someone should be allowed to cross the bridge," (and he often isn't), "don't let them cross until you check with the Mayor. If they insist, cut the rope when they are halfway across." These orders make it fairly clear that Tedbu lives in the lone tree on the south side of the Sandy River. His family has lived there for several generations, guarding the bridge. The eldest son inherits the job upon his father's death.

Quelm, Woodcarver/Elf

CLASS	LVL	ALIGN	HP	STR	INT	WIS	CON	DEX	CHAR
Ftr	6th	NE	34	16	16	16	11	10	8

Green eyes
Blonde hair
Age 149
3' 10"
92 lbs.
Right handed

Quelm, the artisan, works on both functional and decorative pieces, and, indeed, the two usually overlap. Quelm is not content to carve a plain bowl, he decorates it with foxes chasing rabbits, or deer drinking from a stream, or some other natural motif. He is also an expert with dyes and colors, painting his carvings in such natural colors that they nearly need to be touched to ascertain that they are, indeed, only carvings, and not real. This can be very bothersome to an outsider because many of the local folk have chosen to decorate their homes with his work. It is common to see a tree frog, crouching rabbit, or skunk which is actually carved wood, but the first time one assumes an animal to be carved, it will turn out to be real! He has carved a crouching Panther for the meeting hall. Animals and plants are the only subjects he carves. Quelm's fighting ability and Wisdom make him a trusted advisor to the Mayor.

Bigulryu, Jeweler/Elf

CLASS	LVL	ALIGN	HP	STR	INT	WIS	CON	DEX	CHAR
Thief	2nd	LE	7	10	12	12	13	10	11

Blonde hair to shoulders
Pale skin
Blonde moustache, and short beard
Age 165
4' 10"
115 lbs.
Left handed

Bigulryu takes advantage of his light hair and skin by always wearing white clothing. The effect is striking. He also prefers to work with silver and diamonds, but he does work with other metals and gems, as well. It is simply that 90% of his stock will be in silver, and he will pay slightly over the normal rate for silver or diamonds.

Inn Guards

Tydhybu, half-elf

CLASS	LVL	ALIGN	HP	STR	INT	WIS	CON	DEX	CHAR
Ftr	6th	N	23	11	14	10	13	12	10

Spizo, half-elf

CLASS	LVL	ALIGN	HP	STR	INT	WIS	CON	DEX	CHAR
Assn	4th	NE	19	12	9	9	14	12	11

Yuisep, half-elf

CLASS	LVL	ALIGN	HP	STR	INT	WIS	CON	DEX	CHAR
Ftr	1st	LE	10	8	11	11	12	11	5

Gu, half-elf

CLASS	LVL	ALIGN	HP	STR	INT	WIS	CON	DEX	CHAR
Ftr	2nd	LE	18	13	5	10	9	10	8

Rheb, half-elf

CLASS	LVL	ALIGN	HP	STR	INT	WIS	CON	DEX	CHAR
Ftr	3rd	NE	20	12	14	15	14	13	17

Loj, Halfling

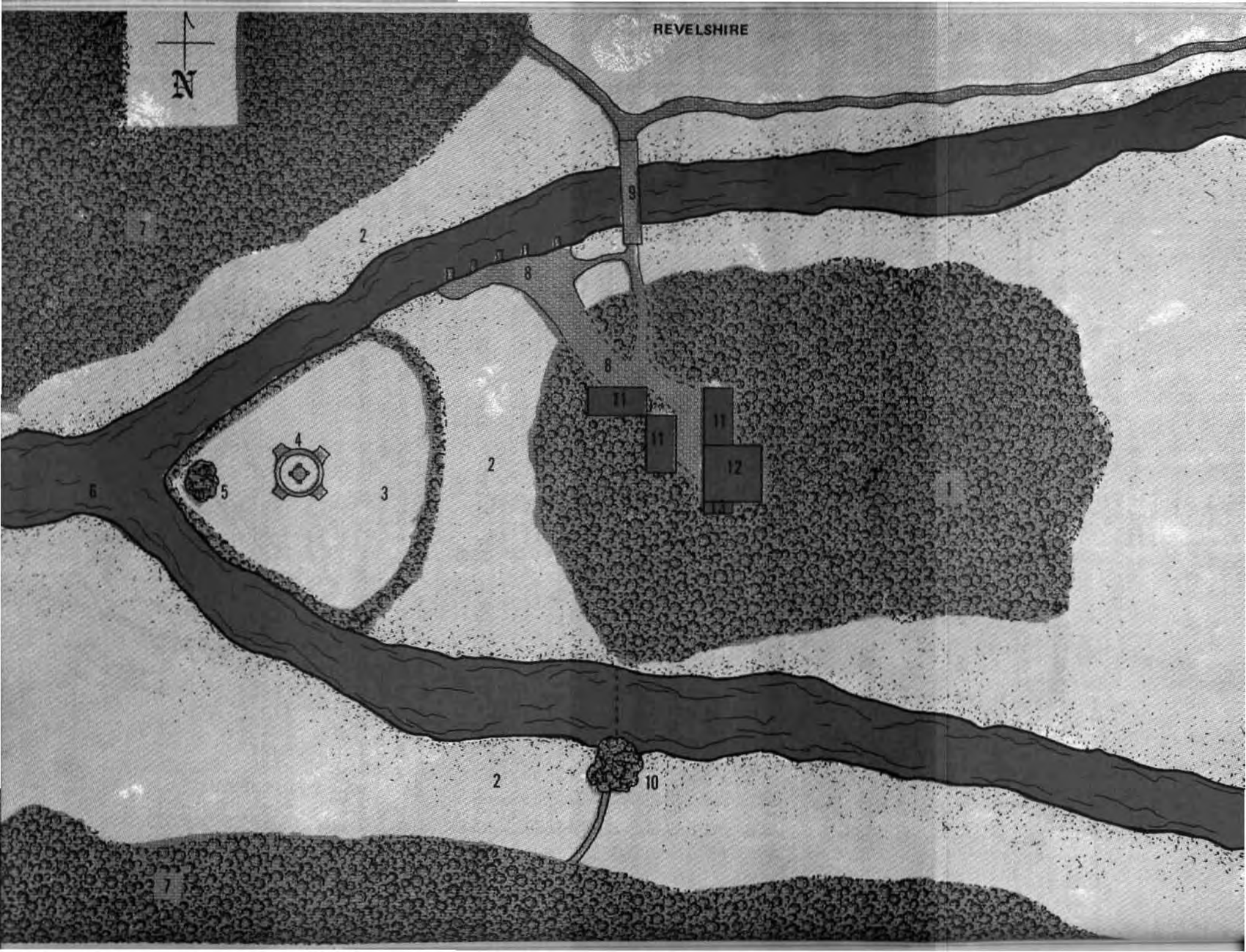
CLASS	LVL	ALIGN	HP	STR	INT	WIS	CON	DEX	CHAR
Ftr	1st	LE	7	9	9	15	9	11	12

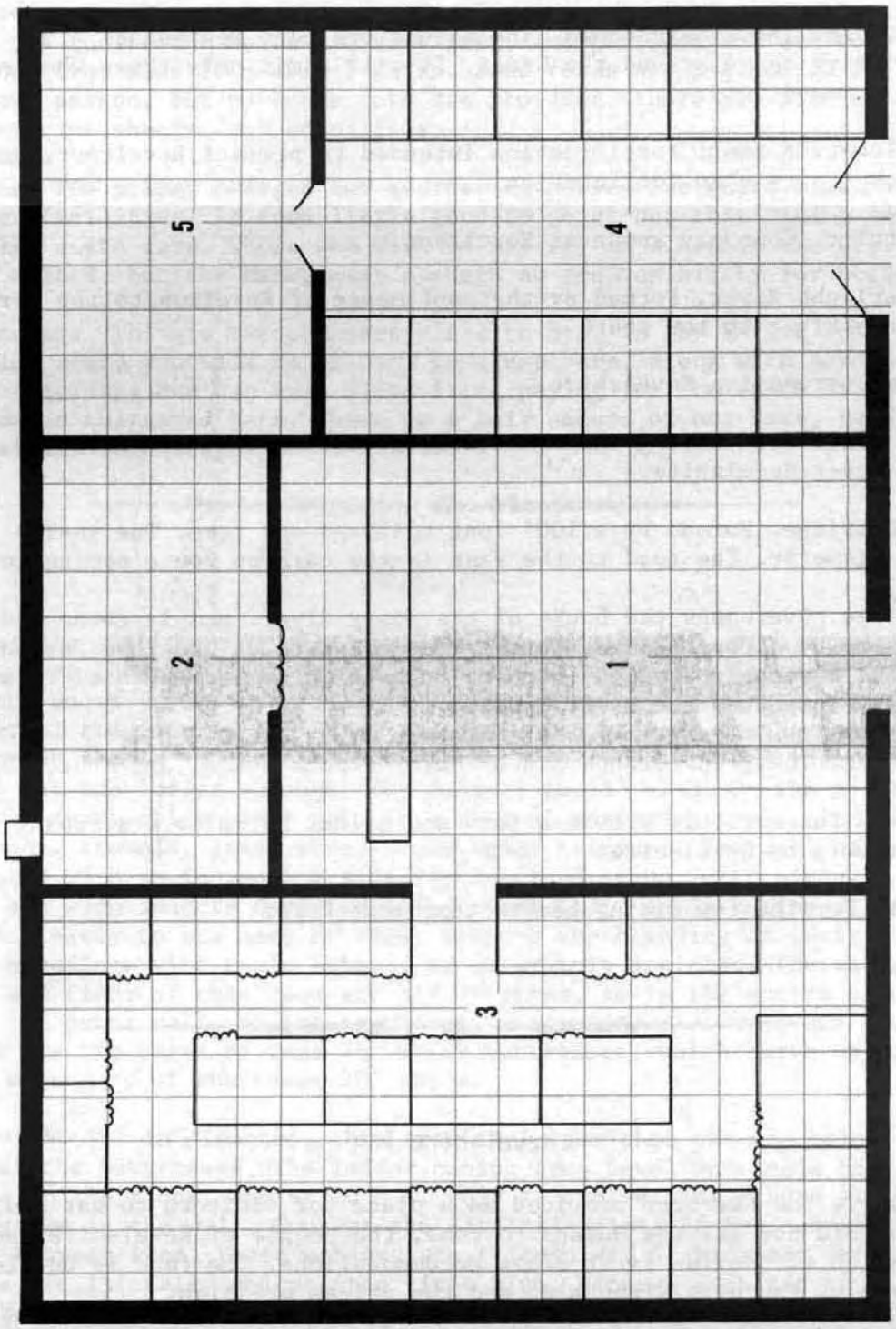
Guk, Elf

CLASS	LVL	ALIGN	HP	STR	INT	WIS	CON	DEX	CHAR
Cleric	1st	LN	3	14	11	11	11	10	18

These are the folk who keep order in the Inn provided under the trees for the Humans. They act as bouncers, and prevent those who get drunk from harming the trees, or getting into the tree-city. They have little trouble, since they generally only have to deal with people who are drunk and inexperienced with weapons.




REVELSHIRE
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REVELSHIRE INN

Key to Area Map

1. Tree city of Revelshire

2. Open ground

3. Revel Green. The crosshatched line around the edge represents a 10' thick and 20' high hedge around the Green. It will admit only those who know the proper command word.

4. Revel Tower. A small fortification intended to protect Revelroot, and built more for beauty than for function.

5. Najelsthirt. Commonly known as Revelroot.

6. The Starlight River. Formed by the confluence of Revelrun to the north, and the Sandy River to the south.

7. Forests surrounding Revelshire.

8. Docks. Built for trading ships, including the road therefrom to the warehouses under Revelshire.

9. Covered Bridge. Formed by a 100' long hollowed-out tree. The inside is about 20' in diameter. The road to the east is the caravan route coming in.

10. Large Tree. Overhangs the banks of the Sandy River, and is connected to Revelshire by a rope bridge. This bridge consists of one rope for walking upon, and a second, about 3' higher, to hang on to for balance. This is regularly inspected and maintained.

11. Warehouses. The goods brought in by ship or pack animal are stored here.

12. Inn. This Inn not only provides food and drink, but also a sleeping place for visitors to Revelshire.

13. Stables. For the few riding beasts that come here.

Revelshire Inn

Revelshire Inn has been provided as a place for visitors to eat and sleep. Since they did not ask the Humans to come, the people of Revelshire feel under no obligation to provide first class accommodations. The food is edible, the Ale drinkable, the beds sleepable, and the prices are high.

1. Common Room. The Common Room seats about 20 customers, and serves only ale, fish, and hard tack. Fruits or vegetables can be bought at exorbitant prices, and the workers will cook nearly anything you bring in yourself at a minimal cost.

2. Kitchen. Those who have no money can earn the price of a meal and a flaggon of ale by doing the cooking. This would still leave the worker to sleep outside.

3. Sleeping Area. There are 22 separate sleeping compartments, each with a crude cot in it. The walls are very thin, and the openings are covered with curtains made from animal skins. Some rooms are big enough for more than one person, but no extra cots are provided. There are also no blankets, no sheets, and no pillows.

4. Stables. The prices charged for quartering horses are quite high, as there are few facilities. It does little good to point out that riding animals are also quite rare. Those who wish to may try to sleep in the stall with their animal, but the Management assumes no responsibility for accidents.

5. Hay Storage. This is the cheapest place to stay in the entire Inn. At a very low cost, you will be allowed to sleep here, along with anyone else who so decides. One can even sleep free, paying for the space by feeding any horses quartered here. There is a fair amount of hay here, for feeding horses, and for sleeping.

REVEL TOWER

Level One: The main part of this tower is 30' in diameter, with a pair of 5' doors on the east side. (This 5' is the width of the doors at the bottom; the doors taper to a point 20' above, forming a triangle.) In the center of the room is a 5' wide ladder, which ascends to the next level through a hole in the ceiling. The hole is circular, and just wide enough to let the ladder through. The ceiling is 25' high. On the north side of the door, which opens out, is a rack of gardening tools, including spades, hoes, trowels, grass shears, and hedge trimmers. The wall has been painted with an incredibly lifelike woodland scene, with birds, animals, and even insects depicted going about their daily business. One must look closely to see many of them, because the blending of their natural camouflage with their habitat is accurately depicted. The walls, ceiling, and floor of this room are all of stone, as is the entire tower. 15' from the outer walls on the northeast, northwest, southwest and southeast side are the bases of four 7½' thick buttresses, which curve up to join the main part of the tower 20' above.

Level Two: At 40' in diameter, this area is larger than the one below, because of the buttresses. The ladder coming from Level One leads through a 5' hole in the floor, and up to a 5' hole in the ceiling. There are eight windows in the wall, four at the cardinal points of the compass, and four between them. These windows are triangular, 5' wide and 7½' tall. The walls are 15' tall, and painted light blue. Between each set of windows is a bookcase, each shelf containing books on a different subject. The subjects represented are: Botany, Zoology, Astronomy, Philosophy, History, Languages, General Science, Navigation, and Shipbuilding.

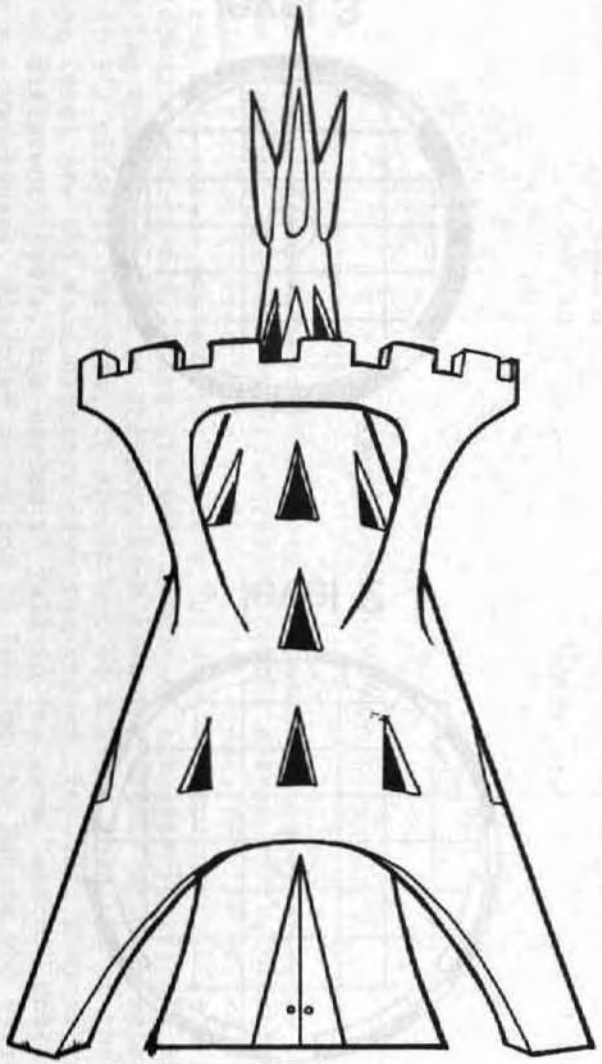
Level Three: Once again, the ladder comes through the floor and continues through the ceiling, through 5' holes. The room is 30' in diameter, and

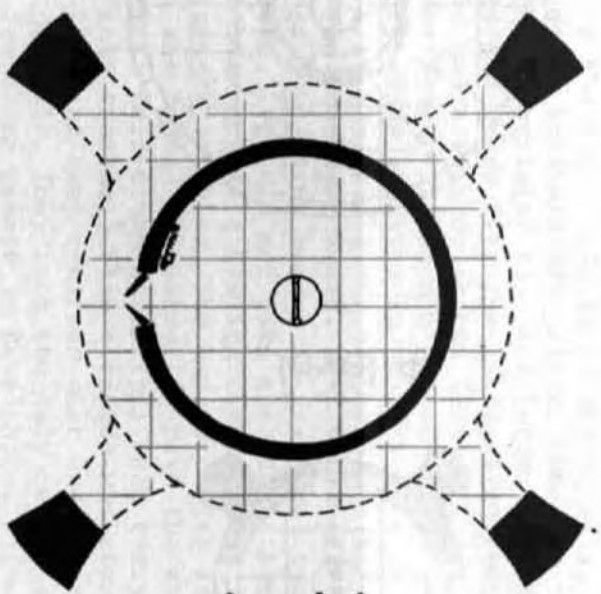
10' high. It has four triangular windows, which are set 45 degrees away from the cardinal points of the compass. The wall is painted a pastel green. Set at a height of 3' above the floor all the way around the wall is a rack containing Arrows. The rack breaks only for the windows. The Arrows are stored 120 to a rack to a total of 480 Arrows. This is once again an example of beauty over efficiency, because about ten times as many Arrows could be stored by bundling them, rather then racking each one. Both Arrows and racks are intricately carved, and well finished, including stain on the Arrow shafts.

Level Four: This area is the smallest yet, only 20' in diameter. The ladder goes from floor to ceiling, as usual, and the holes in the center of the room are still 5' in diameter. The walls are lemon-yellow, and 15' tall. There are four of the triangular windows, once again at 45 degree angles from the cardinal points of the compass. The four extensions on the cardinal points are the beginnings of the buttress for the parapet on the next level. The walls of this level also have carved and stained racks, these holding Bows. The Bows are also carved and stained, but this does not affect their usefulness. Each Bow has its bowstring wrapped around it in a leather wrapping. There are sixty Bows per rack, and four racks, for a total of two hundred and forty bows. This is another case of beauty over function, for this is far too many Bows for the number of people who could man the tower.

Level Five: There is a 5' hole in the floor of this room, but the ladder stops just after passing through it, for this is the top floor of the tower. It is 10' in diameter and 15' tall, with pastel pink walls. Laying on the floor somewhere in this room will be a bedroll, tied with a leather thong. The level has four triangular windows, which give access to the parapet. This is 15' wide, and goes all the way around the tower. Around the outside is a 2½' thick wall. It is 2½' tall, with eight 2½' high, and 5' long crenellations atop it. These are arranged so that the spaces between them are at the cardinal points of the compass and also halfway between them. The Keeper of the Tower sleeps on the parapet, using the bedroll inside the tower. If the weather is bad, hesleeps inside level five. The outside wall of the tower comes to a point about 22' above the ceiling of level five. Four horns extend from the ceiling of this level, pointing north, south, east, and west. These curve upward for 15'.

Northwest of Revelshire is a crumbling tower, which is the home of Cima, a 15th Level Wizard. He is not usually given to socializing, but presently he is looking for companions. About 10 miles south of the city, he has discovered the home of a long-dead Sage, and he wishes to recover as many of the books as possible, a task rendered somewhat difficult by the twelve Ghouls that live there. The Wizard already has three companions, but wants more. The three are a husband, wife, and son, all Werebears. These folk live alone, far from all contact with intelligent creatures. They have been treated with such suspicion and contempt that they chose to move to an uninhabited area. They are willing to help the Wizard because he has treated them kindly, and helped them. The inhabitants of Revelshire are unwilling to assist him because they are busy with their own pursuits.





level 1

REVELTOWER

REVELTOWER

Revelshire History

Revelshire was founded due to the desire of the people to be near, and to protect, Najelsthirt, a Treant, whose name means "Revelroot" when translated into the Common tongue. They built graceful Revel Tower to protect him, as well as the city. This is no normal city: it is in the treetops, for the original builders were Elves, and tree lovers. They caused the trees to grow especially tall and large for this purpose, and formed their homes and shops from the living branches. They also caused an impenetrable hedge to grow around Revelroot and Revel Tower. This was important, for Revelroot has now become almost completely immobile, and is rarely awake enough even to talk.

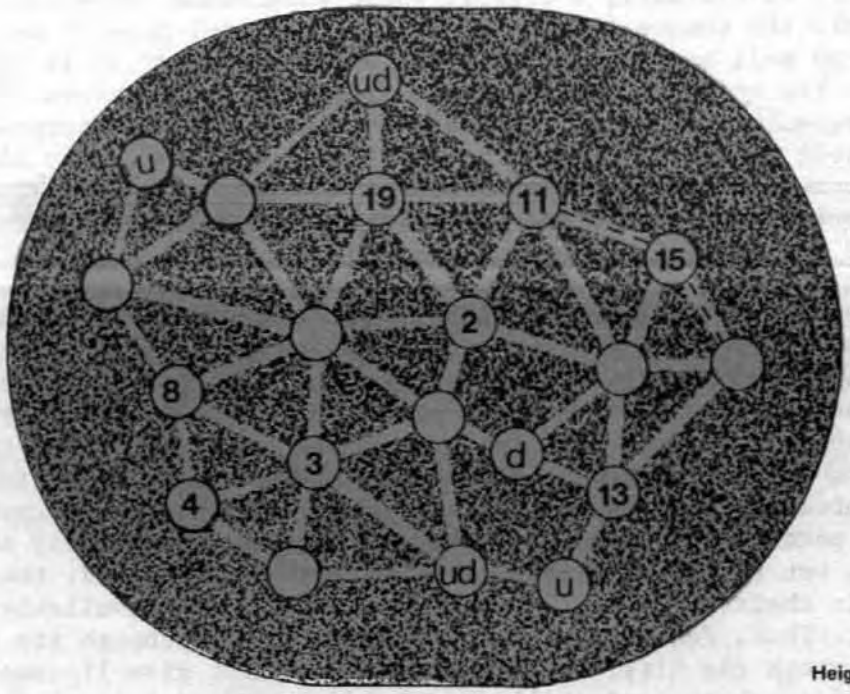
Revelshire is built at the confluence of the Sandy River and Revel Run, where they form the Starlight River. Many years after the founding of Revelshire, the Starlight River became an east-west trade route for the Humans. Although the Elves did not like the idea, they were forced to accept it. Soon Revelshire became a trading center where goods were transferred from animal caravans to ships. The Humans coming in began to interbreed with the Elves. The Humans all seemed to have the same motto, with which they infected their half-Elven offspring: "Get everything you can get, without getting into trouble." This attitude was completely abhorent to the Elves, but by the time they realized what had happened, they were outnumbered in their own city. They took the only course available to them, and moved out. Thus, few Elves remain in Revelshire, although its former owners still watch the city. The halfelven folk still give lip service to the old Elves' precepts, and still care for the trees and for Revelroot, in fear of Elven retribution. Only a very few still know the words which will cause the hedge to let them through to Revelroot and Revel Tower, and fewer care. The halfelven folk have taken advantage of the demand for timber, weeding out old, sickly, dying and dead trees. The Elves have not decided what to do about this, as it does help the Forest.

Revelshire is located in Hex 4512 on Campaign Map 13. 70% of the inhabitants are halfelven, 20% are Human, 5% are Elven, and 5% belong to other species.

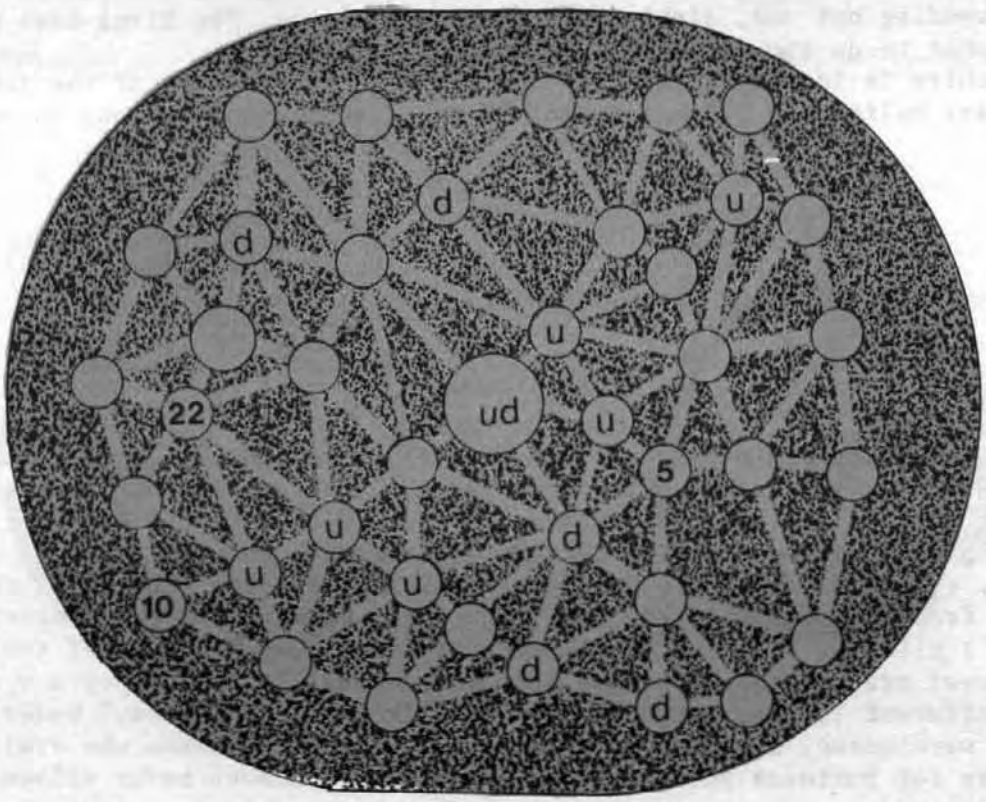
Revelshire City Map

The city of Revelshire is in a grove of trees; not on the ground, but in the branches. The dark outlines represent the extent of the branches. The blank circles represent the various living areas, and the dotted lines are the main travel routes. The letters "u" and "d" represent ladders up and down, respectively. There are four levels of the city labelled 1 through 4, going from the bottom to the top. Each area represents a three-meter (about 9') slice of the city. It should not be assumed that all of the areas on one level are the same distance from the ground. Instead, they are almost all at different levels, but happen to fall in the same "slice." Under the city are warehouses, sleeping rooms and an Inn for the Humans who visit Revelshire for business purposes. These Humans are almost never allowed in the city.

level 1



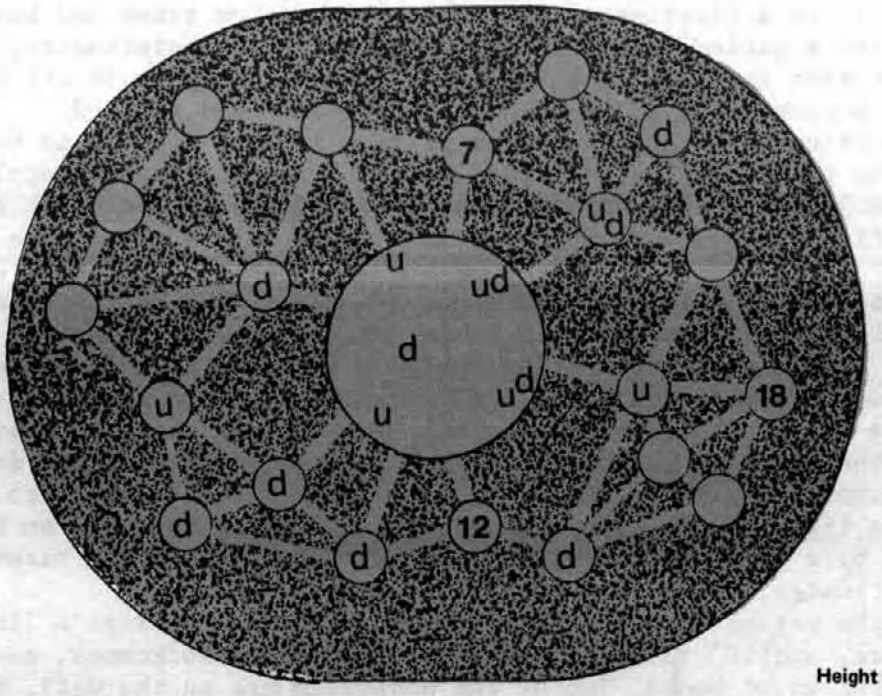
Height = 10 - 13 meters



¼ inch = 50 feet

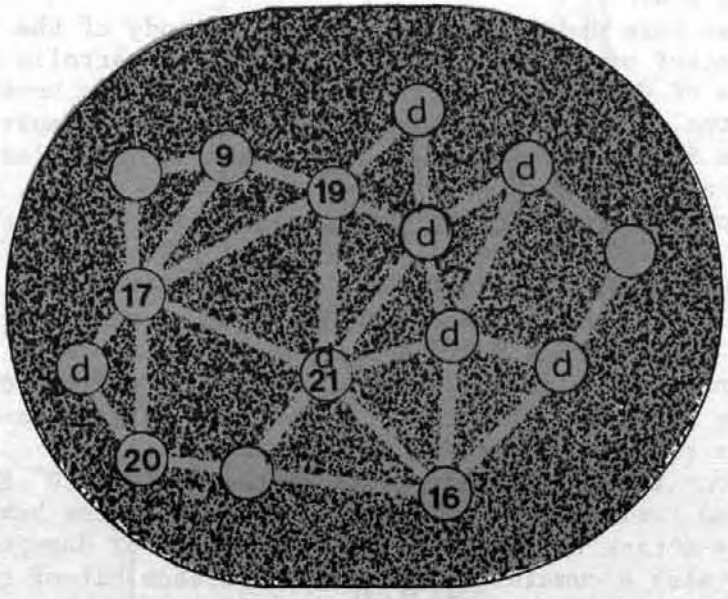
Height = 14 - 17 meters

level 2



Height = 22 - 25 meters

level 3



Height = 18 - 21 meters

level 4

¼ inch = 50 feet

Sage's Retreat

The map shows the Sage's home as it would have looked had it had regular maintenance. The outside walls are of stone, with door, roof, floor and shutters of wood. It is in a clearing in the woods, with a few trees and bushes growing around it, and a garden to one side. Due to a lack of maintenance, the path to the front door is almost completely overgrown, the door is off the hinges, the roof is sagging, and the garden has grown wild and tangled.

After entering the front door, one will be in what appears to be living quarters. The room is 40' square, and 15' tall, with a door directly across from the one just entered, and two shuttered windows in the north and east walls. The floor is badly warped, but will still hold a reasonable amount of weight. Approximately in the center of the west wall is a fireplace, holding a mass of wood fibers, leaves, and two mouse nests. The hearthstone is cracked. Directly before the fireplace is a table, which has warped, split, and collapsed, and a fairly intact-looking chair, which will crumble as soon as any weight is put on it. In the southeast corner of the room are the remains of a bed with a feather mattress on it. This mattress is badly decayed, and infested with bugs. The floor is generally covered with leaves and forest debris, and there are fungi and plants growing in a few places. There are also several places where light can be seen through the roof. Near the bed, on the floor, and covered by a pile of leaves, is a trapdoor leading to the basement. The trapdoor is rotten, and will collapse if stepped upon.

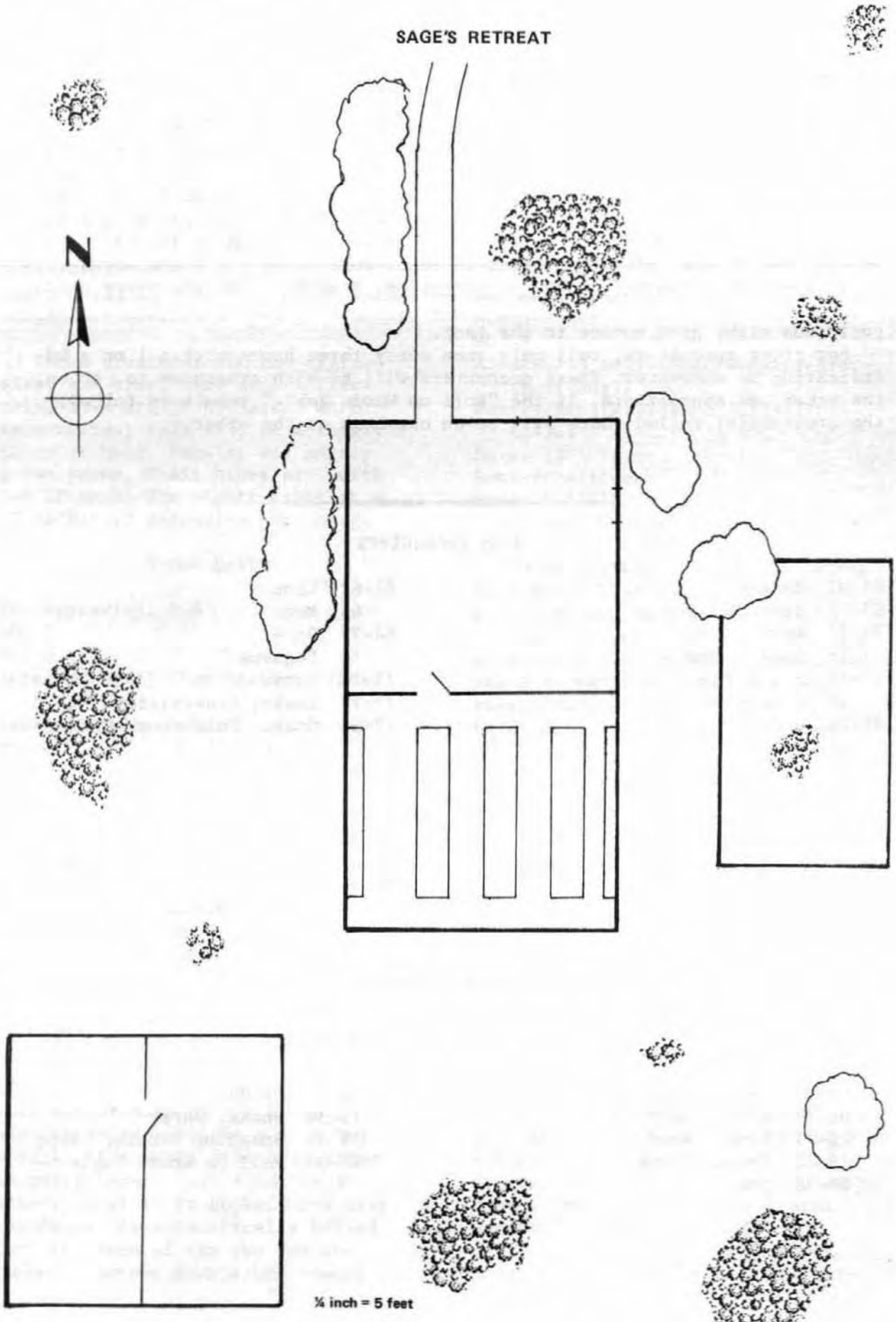
Through the second door in the living quarters is the Sage's library. It is 40' square, and 10' tall. It contains five wooden bookcases, each containing four rows of books. Two of the bookcases are on the wall, but the rest are free-standing, and have shelves on each side. Originally, these held nearly 2500 books and scrolls, but less than 800 remain in readable condition. These books can be taken from their shelves and looked at, with care, but there is a 10% chance for each such examination that the book or scroll will disintegrate. The books and scrolls can only be transported if very strenuous precautions are taken, and each scroll or book would still have a 25% chance of falling apart.

This particular Sage dedicated himself to the study of the Undead, and it is the subject matter of all his books. The books and scrolls are arranged according to type of Undead. Going from west to east, the bookcases contain books about Wraiths, Ghosts, Skeletons, Ghouls, Liches, Vampires, and Zombies. Vampires were the Sage's specialty, and one bookcase is filled on both sides with information about them.

Below the trapdoor in the living quarters is a set of wooden steps leading to the basement. Each of the twenty risers has a 10% chance of breaking each time it is stepped on. If someone falls through the trapdoor, there is a 5% chance of the entire staircase collapsing. The steps lead to a 40' NS by 20' EW room, with a door on the west wall. At least it used to be that large a room; most of the north wall has now collapsed, taking about 10' off the north end of the wall. The floor is dirt, and the walls are of stone. The room has no recognizable contents.

Through the door in the basement is another 40' NS by 20" EW room, which is the lair of the twelve Ghouls. These fearsome creatures have an AC of 8, and HD of 3. They attack twice a turn for 1-6 points of damage for each attack. There is also a cumulative 2% chance for each hit of contracting a randomly chosen disease. These creatures move 9" per combat turn, and attack without fear. They will hear any movement in the house, and immediately attack. The room is filled with bones, and the bodies of partially-eaten creatures. Incidentally, the Sage's Treasure of 250 GP is buried in the northwest corner of this room.

SAGE'S RETREAT



¼ inch = 5 feet

Encounter Tables

When in the woods, roll once each hour for an encounter, a roll of 0 on a D10 indicating that one has occurred. Also, roll once every six hours of travel to see if the party wanders off in a random direction. This is indicated by a 1 on a D6. If they do become lost, roll another D6. A 1 indicates that they travel in the direction they are presently going, 2 indicates a direction 30% to the right, etc., up to a 6, which indicates a direction 30% to the left. If a party is lost, roll every six hours anyway, to indicate an unplanned change of direction. Remember that the party need not be told they are lost, although sunsets, sunrises, and, possibly, star positions might give notice to the fact.

For river encounters, roll only once every three hours with a 1 on a D8 indicating an encounter. These encounters will be with creatures in, or on, the water, as appropriate. If the "Roll on Woods Table" result is rolled, the creature(s) rolled there will be on one bank or the other.

Wood Encounters

01-02	Badger
03-13	Bear, Brown
14-15	Bear, Cave
16	Bees, Giant
17-18	Boar, Wild
19	Centaur
20-29	Deer
30	Deer, Irish
31	Dryad
32-43	Elves, Half-
43-53	Elves, Wood
54	Gnomes
55-56	Goblins
57	Halfling
58-59	Horse, Wild
60	Little Folk
61-62	Lion
63	Men
64-73	Ogre
74	Pegasus
75-76	Satyr
77-78	Snake, Constrictor
79-80	Snake, Poisonous, Giant
81-82	Spider, Giant
83-84	Tiger
85	Treant
86-87	Troll
88	Unicorn
89	Wight
90-99	Wolf
00	Wolf, English

Water Encounters

01-05	Eel, Electric
06-11	Elves, Half-
12-17	Elves, Wood
18-22	Frogs, Giant
23-28	Men
29-33	Nyads
34-38	Snake, Water
39-43	Snapping Turtle, Giant
44-00	Roll on Woods Table

Badger

No. Appearing: 1-8
AC: 6
HD: 2
Attacks: 3 (Claw/Claw/Bite)
Damage/Attack: 1-3/1-3/1-6
Move: 6" (3" burrowing)
Semi-intelligent
Size: S (2½')
Alignment: Neutral

These creatures are non-aggressive, and slow. They attack fiercely, however, if bothered. When encountered, they will be a family group of Male, Female, and partly grown young. Their hides are worth 1-4 GP each. The adults fight at a +2 to hit if defending the young.

Brown Bears

No. Appearing: 1-6
AC: 5
HD: 6
Attacks: 3(+1) (Paw/Paw/Bite/(Bear-hug))
Damage/Attack: 1-8/1-8/2-12/(1-10)
Move: 12'
Semi-intelligent
Size: L (9')
Alignment: Neutral

Brown Bears are quite bad-tempered, and will attack at the slightest provocation. If taken as a cub, however, one makes an excellent pet. They are quite single-minded in their attacks, and are unlikely to be driven off. They show little sign of serious damage, until they suddenly drop dead on reaching 0 HP. They are willing and able to climb trees. If they hit with both paw attacks on one turn, they also automatically get a bear hug attack. This extra attack is shown in parentheses. Each turn thereafter, until it is broken, the bear hug damage is automatically rolled for, in place of the two paw attacks. A person gets a 10% chance of breaking free, plus 2% for each Strength point over 15. A group of Bears will consist of one or two adults with partially grown cubs. Adults will fight at a +2 to Hit while defending the cubs.

Cave Bears

No. Appearing: 1-3
AC: 3
HD: 9
Attacks: 3 (+1) (Paw/Paw/Bite/Bear-(Bear hug))
Damage/Attack: 2-12/2-12/2-12/(2-20)
Move: 12"
Semi-intelligent
Size: L (12')
Alignment: Neutral

These animals are very different from Brown Bears. They are larger, stronger, and meaner. They will probably attack on sight. They also show no impairment until death, and score a Bear hug as the smaller bears do, although the chances of breaking it are halved. If three are present, the third will be a cub.

Bees, Giant

No. Appearing: 20-200
AC: 4
HD: 4
Attacks: 2 (Jaws/Sting)
Damage/Attack: 1-8/1-4
Non-intelligent
Size: S (3')
Alignment: Neutral

The numbers given are for in the hive; 90% of the encounters will be outside of the hive, with 1-10 workers being present. In the hive, 95% will be workers, 5% will be drones, and there will be one queen. Drones are identical to workers, except that they cannot fly. A queen will have 6 HD, but cannot move, or attack. She will be semi-

intelligent, and 6' long. If a bee hits with its sting (50% chance of trying, each turn), it will die in 1-4 turns. Also, the Victim must Save vs. Poison, or die. This stinger is barbed, and will remain in the wound. An additional 0-2 points will be done removing it. Bees outside the lair will not fight with the party unless attacked. Those in the lair will fight until the queen is killed, and then wander off.

Wild Boar

No. Appearing: 1-8
AC: 6
HD: 4
Attacks: 1 (Bite) (or by weapon type)
Damage/Attack: 3-18 (or by weapon type)
Move: 15"
Semi-intelligent
Size: M (3' tall)
Alignment: Neutral

Boars also have a very bad disposition, and will usually attack. They fight until dead. They are omnivorous, usually eating plants, but they will eat meat when they can get it.

Centaur

No. Appearing: 4-40
AC: 6
HD: 3
Attacks: 2 (Hands) (or by weapon type)
Damage/Attack: 1-8/1-8 (or by weapon type)
Move: 18"
Low Intelligence
Size: L (8')
Alignment: Neutral Good

These half-men-half-horses are simple and shy, but friendly. 10% of the males will speak Elvish, but no other tongue, save their own, will be known to them. If 10 or less are encountered, they will all be males in a hunting party. Otherwise, 60% will be females and children, who will fight only if absolutely necessary. 75% of all males will be armed, 25% with Clubs, 25% with Spears, and 25% with slings. These creatures are so strong as to get +2 to damage on all weapon hits.



Deer

No. Appearing: 4-32
AC: 8
HD: 3
Attacks: 1 (Antlers)
Damage/Attack: 2-12
Move: 24"
Semi-intelligent
Size: L (5' to shoulders)
Alignment: Neutral

The Statistics given are for Stags, who will make up 25% of the herd. Of the other 75%, 50% will be does, and the rest will be fawns. Does have no horns, and will fight only if cornered. They have three attacks, two hooves, and a bite, for 1-3 points each. The does have only 2 HD.

Irish Deer

No. Appearing: 1-8
AC: 6
HD: 5
Attacks: 2 (Antlers)
Damage/Attack: 2-12
Move: 24"
Semi-intelligent
Size: L (8' to shoulder)
Alignment: Neutral

Once again, these Statistics are for Stags, with the same ratios applying as for normal deer. Indeed, except for size, they are normal deer. The Stags get two attacks because their antlers are spread far enough apart to use on two opponents. The does have 3 HD, and score 1-6 points for each of their three attacks.

Dryad

No. Appearing: 1
AC: 8
HD: 2
Attacks: 1
Damage/Attack: 1-4
Move: 15"
Highly Intelligent
Size: M
Alignment: Neutral

These beautiful, female-appearing creatures are tree spirits. They are the embodiment of one particular tree, which will usually be an oak, always large. Dryads speak the languages of the Wood Elves and the Little Folk, and can speak with any plant. If threatened, the Dryad will step into any tree, and, thereby, magically return to her own tree. If her tree is destroyed, the Dryad dies, and vice versa. To prevent this, the Dryad will use her inherent ability to Charm the aggressor(s), who will then become Dryads themselves.

Half-elves

No. Appearing: 1-20
AC: 7
HD: 1
Attacks: (by weapon type)
Damage/Attack: (by weapon type)
Move: 12"
Above Average Intelligence
Size: M (5')
Alignment:

Any helf-elves encountered will probably be a group from Revelshire. There is a 10% chance of a character greater than Level 0, whose Statistics should be determined randomly. Most will be armed with Longsword and/or Bow, with Leather Armor, and a Shield. They will speak both Wood Elvish, and the Common tongue.

Wood Elves

No. Appearing: 1-100
AC: 8
HD: 1
Attacks: (by weapon type)
Damage/Attack: (by weapon type)
Move: 15"
Highly Intelligent
Size: M (4½')
Alignment: Neutral

These folk are simple and rustic, preferring nature to any technology whatever. They live a semi-nomadic existence, sometimes staying long in one place, but never building homes. Only 20% will speak the Common tongue of mankind, but fully 40% will know the language of any Forest creature. They can pass almost undetected through the Forest, and do nearly whatever they want with plants. Most will fight and do magic at the first Level, but one in ten will be second Level in each, and one in fifty will be third Level. There is also a 5% chance for

every group of ten to include an Elven Druid of 2nd-4th Level. These shy folk will usually do all they can to avoid contact with outsiders. They wear Leather Armor, but never use Shields. Their armament ratio is: Longsword and Longbow, 10%; Longsword and Spear, 10%; Longbow and Dagger, 20%; Longsword, 30%; Spear and Dagger, 30%.

Gnomes

No. Appearing: 1-100
AC: 6
HD: 1
Attacks: (by weapon type)
Damage/Attack: (by weapon type)
Move: 9"
Above Average Intelligence
Size: S (2')
Alignment: Neutral Good

Like the Wood Elves, these small folk are non-technological, but unlike the Elves, they have permanent homes, which are burrows or holes in rocky hills. They speak only their own language, with 20% also speaking Elvish. One in five will be a first Level Fighter, and one in twenty will be second Level. One in fifty will be third Level. There is also a 5% chance for every ten Gnomes, of a 2nd to 4th Level Cleric, and a 2% chance per ten Gnomes of a 2nd to 4th Level Magic User. The Gnomes will wear Leather Armor, with no shield, and will be armed as follows: 25%, Clubs; 25%, Picks, 25%, Hammers; 25%, Axes. The higher AC is due to their small size.



Goblins

No. Appearing: 1-100
AC: 7
HD: 2
Attacks: (by weapon type)
Damage/Attack: (by weapon type)
Move: 12"
Average Intelligence
Size: M (4)
Alignment: Lawful Evil

Goblins are the "bad guys" of the area. Few of them speak any language but their own, and few of the Forest folk speak the language of the Goblins. They are vicious, and cruel, and delight in killing for killing's sake. They wear Leather Armor, and use sheilds. 25% use Maces, 25% use Shortsword, 25% use Spears, and 25% use Shortbows and Shortswords.

Halflings

No. Appearing: 4-40
AC: 7
HD: 1
Attacks: (by weapon type)
Damage/Attack: (by weapon type)
Move: 9"
Very Intelligent
Size: S (3')
Alignment: Neutral Good

Of all the Forest folk, these are the most technologically advanced. Their clothes and tools are either purchased from, or copied from, Humans. They live in the trees, underground, or in buildings, and 30% of them are able to speak the Common tongue, and 50% are able to speak Elvish. One in five will be second Level, One in twenty will be third Level, and the rest first Level Fighters. There is a 10% chance for every five Halflings of a 1st-3rd Level Cleric, and a 5% chance for every five of a 1st-3rd Level Magic User. They wear leather Armor, and use Shields. 25% of the

Halflings use a Spear. The rest carry Shortswords; 25% of them also have a Shortbow, and another 25% have a Sling.

Wild Horses

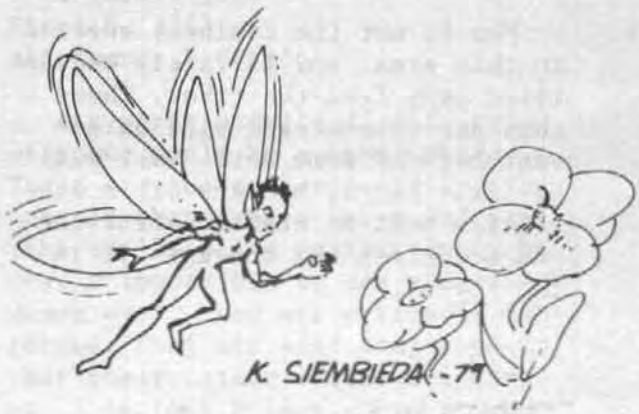
No. Appearing: 3-30
AC: 7
HD: 2
Attacks: 3 (Hoof/Hoof/Bite)
Damage/Attack: 1-4/1-4/1-3
Move: 24"
Low Intelligence
Size: L
Alignment: Neutral

Of all the Forest animals, the Wild Horse is one of the smartest. Indeed, the lead stallion of each herd will be able to outthink many members of the so-called intelligent species. He will also have 3 HD, and be able to travel at up to 27"/turn. These horses are shy, and run away at the slightest provocation, but can be tamed. Indeed, most will consent to bear an Elf, if he is in a hurry, and, possibly, stay to defend the Elf in an attack, if his Charisma is high enough.

Little Folk

No. Appearing: 1-100
AC: 1
HD: ½
Attacks: 1
Damage/Attack: 1-3
Move: 12" (24" flying)
Very Intelligent
Size: S (6")
Alignment: Chaotic Neutral

The unusually high AC that these folks have is due to their size, and to the fact that they can become invisible at will. They wear no Armor. These creatures are mischievous, though shy, and will often play jokes which may or may not be funny. They can cause Confusion on touch, cast Illusions, and fly. They do not attack unless their home is disturbed, in which case they are still more likely to snatch important items and hide them than to do battle. Such disturbing of their home is quite likely to be accidental, as the homes are almost impossible to find. Few of the folk will speak any language but their own.



Lions

No. Appearing: 2-12
AC: 7
HD: 5
Attacks: 3 (5) (Claw/Claw/Bite/(Claw/Claw)
Damage/Attack: 2-8/2-8/3-12/(1-10/1-10)
Move: 15"
Semi-intelligent
Size: L
Alignment: Neutral

These great beasts are more common on the plains, but also live in the Forests. If less than five are encountered, they will be females hunting for prey. Otherwise, 50% will be female, 25% male, and 25% will be cubs. If the pride is attacked, all the adults will defend it, but otherwise, the males are unlikely to do any fighting. The parenthesized attacks are rear claw rakes, and are only possible if both front claws hit.

Men

No. Appearing: 1-10
AC: Variable
HD: 1
Attacks: (by weapon type)
Damage/Attack: (by weapon type)
Move: 12"
Intelligence: Variable
Size: M
Alignment: Variable

Man is not the dominant species in this area, and is rarely encountered away from the river. Those that are encountered will be adventurers of some sort. Most will be first Level, but any other Statistics must be created after the Judge decides why the men are in the Forest.

Ogres

No. Appearing: 2-12
AC: 6
HD: 3
Attacks: 2 (or by weapon type)
Damage/Attack: 1-6/1-6 (or by weapon type)
Move: 9"
Low Intelligence
Size: L (8')
Alignment: Neutral Evil

These creatures are stupid and vicious, and are likely to kill any creature they see, eating it only if hungry at the time. The only clothing they wear is uncured hide, and they use only the crudest of weapons. Nevertheless, they are so strong that they get a +2 on damage rolls with weapons. 25% of the Ogres use Clubs, 25% use Spears, 25% use stone Axes, and 25% use nothing at all. They speak only their own rudimentary language.

Pegasus

No. Appearing: 1-4
AC: 7
HD: 5
Attacks: 3 (Hoof/Hoof/Bite)
Damage/Attack: 1-8/1-8/1-6
Move: 24"/(28" by flying)
Very Intelligent
Size: L
Alignment: Chaotic Good

If a miracle happens, and one is able to capture a Pegasus, it will prove to be untrainable. It will never accept rider, saddle, or bridle. On the other hand, if a Good character makes friends with a Pegasus, it may consent to carry him, and will then remain loyal for life, although still not accepting saddle or bridle. It will, however, make sure that the rider does not fall off accidentally. Pegasi are shy and hard to find, and, as flying creatures, harder to catch.

Satyrs

No. Appearing: 1-6
AC: 6
HD: 3
Attacks: 1 (Bite) (or by weapon type)
Damage/Attack: 2-8 (or by weapon type)
Move: 15"
Very Intelligent
Size: M (5')
Alignment: Chaotic Neutral

Generally, these horned, goat-legged creatures are content to frolic in the woods, without outside contact. They do not actively avoid contact, and are friendly enough when met, but most likely will be unable to communicate, being unable to speak only their own language. 40% will carry Slings, 10% will carry Spears, and 10% will carry both. The remainder will be unarmed.

Constricting Snakes

No. Appearing: 1-2
AC: 6
HD: 4
Attacks: 2 (Bite/Crush)
Damage/Attack: 1-4/3-12
Move: 6"
Semi-intelligent
Size: L (22' long)
Alignment: Neutral

These great snakes seek to kill their prey by wrapping their coils around the prey and squeezing it to death. They can also bite for a limited amount of damage. Upon killing the prey, the snake will swallow it. The largest constrictors will be able to engorge a smaller species, if not a Human. A Constrictor will sleep for 2-6 days after making a kill.

Giant Spider

No. Appearing: 3-30
AC: 4
HD: 4
Attacks: 1
Damage/Attack: 2-8
Move: 12"
Semi-intelligent
Size: L (5')
Alignment: Neutral

These large arachnids spin their webs between trees, and close to the ground, to catch Forest creatures. The spiders will then drop upon the entangled prey,and bite them, injecting poison. If the Saving throw is missed by less than four, the Victim will be paralyzed for 1-6 hours. If missed by more than four, or by exactly four, the Victim dies. After paralyzation, the Victim is trussed, and hung up for later consumption. There is a 2% chance per Spider of 1-10 such Victims. Types should be rolled for on the Encounter Table. These webs are highly adhesive; a character as a 10% chance for each point over 14 of pulling loose.

Poisonous Snake, Giant

No. Appearing: 1-6
AC: 4
HD: 3
Attacks: 1 (Bite)
Damage/Attack: 1-8
Move: 12"
Semi-intelligent
Size: L (12')
Alignment: Neutral

A typical example of this type of snake would be a King Cobra. These are the coil-and-strike type. Because they are so large and fast, (the strike being so fast as to be nearly impossible to see with the Human eye), they are extremely dangerous. They are also dangerous in that their poison requires a Save at -3 against Poison. This poison will be usable for the first 3-12 hits.

Treant

No. Appearing: 1
AC: 2
HD: 8
Attacks: 4 (Hit/Hit/Kick/Kick)
Damage/Attack: 2-12/2-12/3-18/3-18
Move: 15"
Highly Intelligent
Size: L (15')
Alignment: Neutral Good

For eons before the coming of other intelligent species, the Treants were tree-heroes. As the other species arose, they began to become less and less common, and to fall into a strange slumber. Fully 60% are now fully asleep. 25% are in a partial slumber, and will not often respond to efforts to contact them. 10% are immobile, but easily awakened, and only 5% are fully alert and mobile. They are peaceful and easy-going, but unfightable

when angered. A Treant will have a good chance of knowing the native language of any creature that speaks to it. When motionless, they are almost indistinguishable from trees, and often use this to avoid contact.

Tiger

No. Appearing: 1-4
AC: 6
HD: 6
Attacks: 3 (5) (Claw/Claw/Bite/(Rake/Rake))
Damage/Attack: 1-6/1-6/1-10/(2-8/2-8)
Move: 18"
Semi-intelligent
Size: L
Alignment: Neutral

Unlike lions, all of these great cats hunt, and their camouflaging stripes make them very hard to see. If a Tiger scores 2 claw hits, he will be eligible for the two raking attacks in parentheses.

Troll

No. Appearing: 1-10
AC: 6
HD: 3
Attacks: 3 (Claw/Claw/Bite)
Damage/Attack: 1-8/1-8/1-6
Move: 9"
Low Intelligence
Size: L (7')
Alignment: Neutral Evil

These loathsome creatures are strong, fearless, and voracious. They will eat anything they catch. They are truly dangerous, because they heal at the rate of 3 HP per round, until they are dead, and any severed parts continue to fight. The only ways to permanently injure a Troll are with fire, or with acid.

Unicorn

No. Appearing: 1-3
AC: 1
HD: 6
Attacks: 4 (Hoof/Hoof/Bite/Horn)
Damage/Attack: 1-6/1-6/1-4/1-12
Move: 30"
Highly Intelligent
Size: L
Alignment: Lawful Good

These highly magical horned horses are even rarer than Pegasi. They are extremely shy, and will have nothing to do with anyone who is not Lawful Good, except to attack them, if necessary. Even a Lawful Good character may not be able to come near a Unicorn. Only those who are completely pure will be allowed near, and the Unicorn will know. Such a person has a chance of the unicorn becoming a friend, and serving loyally until death. Unicorns will usually escape, if chased, due to their speed and maneuverability. If this fails, they will become invisible, and race away. If captured, a Unicorn will die immediately. Due to the highly magical nature of the creature, a Unicorn's horn will be able to hit any creature, no matter how much magical protection it has. A Unicorn gets a +2 to hit on creatures which do not require magic to hit. The horn loses all magical properties when the Unicorn dies.

Wight

No. Appearing: 1-8
AC: 6
HD: 3
Attacks: 1
Damage/Attack: 1-8
Move: 12"
Low Intelligence
Size: M
Alignment: Chaotic Evil

These are the Undead bodies of those who died in the Forest, and were not buried or eaten. These corpses have reanimated to take their vengeance on all intelligent life. They do this by attacking on sight, and draining one point of CON each time they hit. If a Saving throw versus magic is not made, the loss is permanent. Otherwise, lost points are regained at a rate of one per day of rest. This Saving throw should be made separately for each hit. If a person reaches zero CON, he will die, and become a Wight in 1-8 hours. Wights cannot be hit by non-magical weapons.

Wolf

No. Appearing: 1-20
AC: 7
HD: 2
Attacks: 1
Damage/Attack: 2-8
Move: 18"
Semi-intelligent
Size: M (4')
Alignment: Neutral

Wolves specialize in pack fighting, and are quite strong. They are 60% likely to go for the throat, and such an attack will almost certainly kill, if successful. Another favorite tactic is hamstringing, or biting through the Achilles' tendon at the back of the lower leg. If found, the cubs can be raised and trained as though they were dogs.

English Wolf

No. Appearing: 1-10
AC: 3
HD: 6
Attacks: 1
Damage/Attack: 3-12
Move: 18"
Low Intelligence
Size: L (8')
Alignment: Neutral

Although larger and smarter than normal Wolves, these fierce creatures are also rarer. The cunning of these beasts is unbelievable, and the Forest animals stand little chance against them. Even the weapons-using creatures are hardly a match for them. In battle, they usually go for the jugular vein, or the Achilles' tendon, as regular Wolves do. Their cubs are also trainable. They are so strong, that it would be possible for one of the smaller species of animal or Human to ride one of these great beasts.

Water Encounters

Electric Eel

No. Appearing: 1-4
AC: 7
HD: 2
Attacks: 1 (Bite)
Damage/Attack: 1-4
Move: 12"
Semi-intelligent
Size: M (6')
Alignment: Neutral

These creatures are called "electric" because they can deliver a shock which will affect anyone in the water around them. This shock does 20 points of damage, -1 for every foot from Eel to Victim. This ability is usable only once an hour.

Half-elves

No. Appearing: 1-20
AC: 7
HD: 1
Attacks: (by weapon type)
Damage/Attack: (by weapon type)
Move: 12"
Above Average Intelligence
Size: M (5')
Alighment: Lawful Evil

These will be similar to those chronicled in the Woods Table, but in boats. The boats may be regular small boats, dugout or animal-hide canoes, or, rarely, small sailing ships. They will almost certainly be going to or from Revelshire.

Wood Elves

No. Appearing: 1-20
AC: 8
HD: 1
Attacks: (by weapon type)
Damage/Attack: (by weapon type)
Move: 15"
Highly Intelligent
Size: M (4½')
Alignment: Neutral Good

These also will be similar to those described in the Woods Table. They will usually have an animal-hide canoe, or, rarely, a dugout. They will probably not be going to or from Revelshire, but will be intent on their own business, and will prefer to be left alone.

Giant Frogs

No. Appearing: 1-8
AC: 8
HD: 4
Attacks: 3 (Claw/Bite/Tongue)
Damage/Attack: 1-2/1-4/1
Move: 9" (on land or in water)
Semi-intelligent
Size: L (8')
Alignment: Neutral

Due to their coloration, and their habit of hiding in the water with all but their eyes submerged, these creatures usually surprise a party. Their main form of attack is to wrap their tongues around their Victims, and pull them into their gaping mouths. The tongue of a Giant Frog can hit targets up to 20' away, and will pull in any creature of up to twice the Frog's weight. If a creature is close enough, the Frog can claw once per round, and if the Victim is still struggling, will try to crush it with his toothless jaws. The tongue itself does 1 point of damage per hit, and one per round in which the person is wrapped up in it. Once the person is inside the Frog, he has only four rounds to get out, or he will suffocate. If a person has a weapon shorter than 2' in hand, it may be used to attack the Frog from the inside. Longer weapons cannot be used, due to space restrictions. The Frog's tongue is made of thick muscle, and has an AC of 1. It will withstand up to ¼ of the creature's HP, and then release the Victim, retracting into the Frog's mouth. On land, Giant Frogs can leap up to 30', reaching a height of 15', or leap 25' straight up. If it lands on someone, and this will be accidental, it will do 4D8 of damage, and will capsize any vessel up to a small sailing ship.

Men

No. Appearing: 5-20
AC: Variable (usually 8 or 10
HD: 1
Attacks: (by weapon type)
Damage/Attack: (by weapon type)
Move: 12"
Variable Intelligence
Size: M
Alignment: Variable (usually Neutral)

90% of these encounters will be with Merchants and/or Sailors who will be on a small sailing ship or a raft. They will be Level 0 Fighter, lightly armed and armored, and usually of Neutral Alignment. The other 10% of encounters will be with a party of adventurers, and must be determined randomly.

Nyads

No. Appearing: 1-3
AC: 8
HD: 2
Attacks: 1
Damage/Attack: 1-4
Move: 15" (30" in water)
Highly Intelligent
Size: M
Alignment: Neutral

These aquatic spirits are cousons of the Dryads, but are tied to the river, rather than to a tree. They will not fight unless attacked, and will usually simply swim away. If a Nyad sees a handsome male, she may seek to *Charm* him (as the spell). If successful, she will swim away with him, and he will live underwater with her for 1-12 months, during which time, she will cause him to be able to breathe under water. This *Charm* can also by used by the Nyad as an offensive weapon, by not providing underwater breathing.

Water Snake

No. Appearing: 1-2
AC: 6
HD: 4
Attacks: 2 (Bite/ Crush)
Damage/Attack: 1-4/3-12
Move: 12" swimming, 6" on land
Semi-intelligent
Size: L (20' long)
Alignment: Neutral

These large creatures closely resemble Constrictors, for their main form of attack is to wrap themselves around the foe. Unlike the Constrictors, however, they then seek to drag the Victim underwater, drowning it. They will often capsize conoes and small boats during an attack, but this is not intentional.

Giant Snapping Turtle

No Appearing: 1
AC: 3
HD: 8
Attacks: 1
Damage/Attack: 4-24
Move: 3" on land, 6" in water
Semi-intelligent
Size: L (10-20')
Alignment: Neutral

These large creatures are stubborn and dangerous. They will often hide just below the surface, and shoot forth their heads to grab a person from a boat or small ship. If that person is not killed immediately, he will drown in two rounds. The Turtle will often capsize a canoe or boat in the same manner as the Water Snake. The Snapping Turtle is very stubborn, and will fight without a pause until dead. Even when dead, the jaws will not release if clamped on something, but must be cut away. Turtle meat is quite edible, and the shell can be used to make shields.



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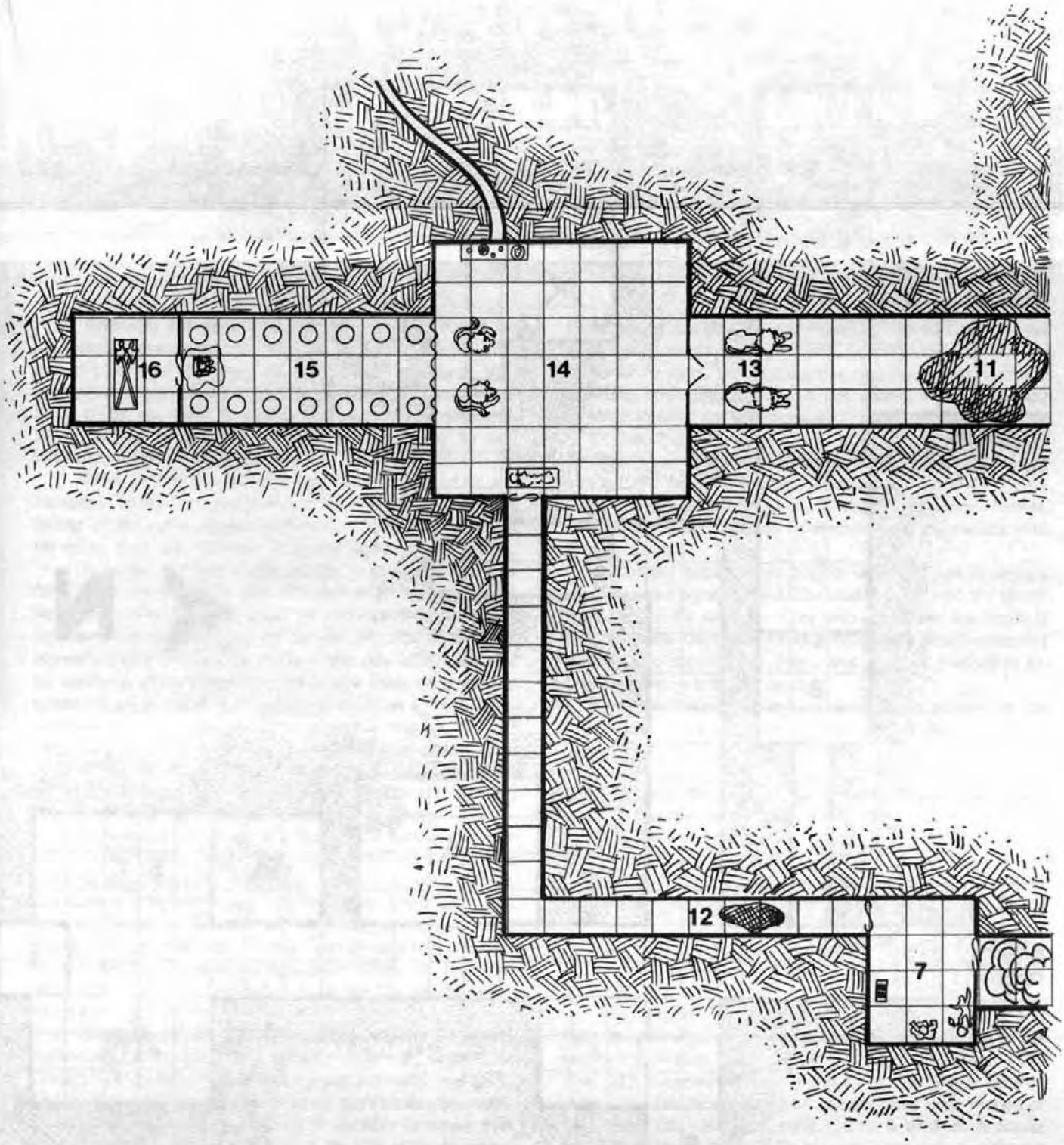
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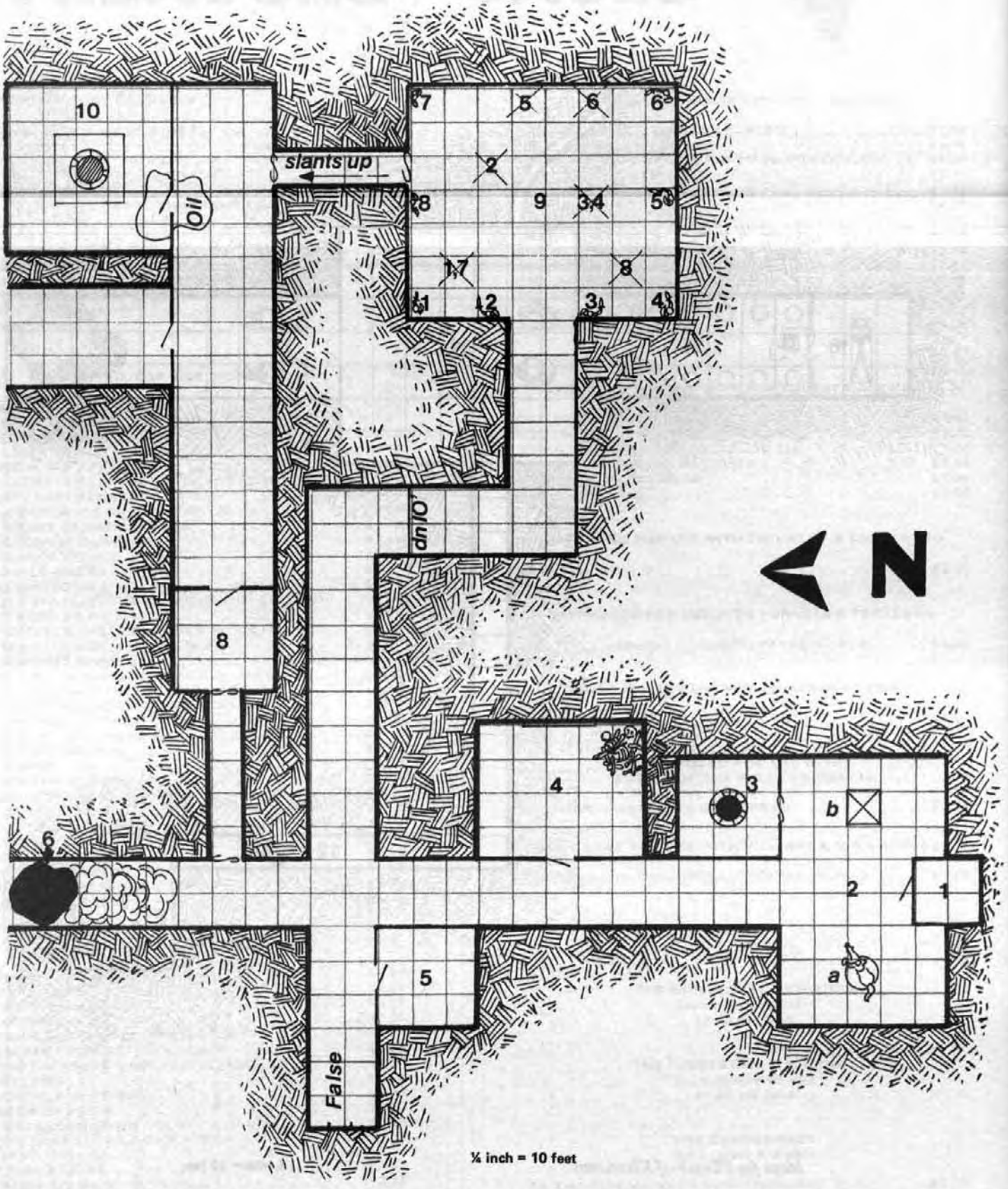
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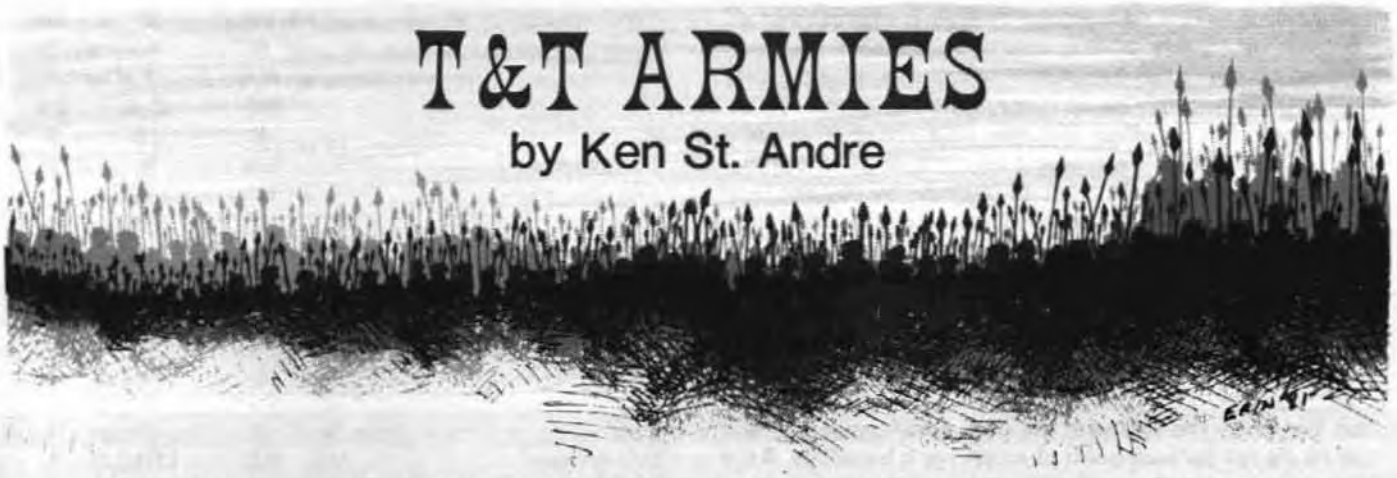
Maps for "Tomb of Kixandran"

¼ inch = 10 feet


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Oil
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¼ inch = 10 feet

T&T ARMIES

by Ken St. Andre



Although the game of **Tunnels & Trolls** is scaled for individual adventuring, it is only logical to assume that armies exist and that mass conflicts often take place. Various players have dealt with the problem in various ways. Such shifts are valid ways of dealing with the problem. What follows is only my suggestion for one way to deal with the problem of clashing armies.

Most of the armies on Rhalph are organized at the company level. One company is an indigenous group of beings of the same species. While mixed companies can and do exist, they are too rare to worry about in this article.

In order to fight a large battle by any rigid form of rules, it it necessary to have a mapboard. I suggest that a large blank sheet of hex paper be suitably embellished to represent the desired form of terrain. My first attempt at something like this will be to draw the city of Khosht and its environs. Simple symbols, such as a mass of green for forest, or an inverted V to represent a hill, or a line of blue to indicate a river are perfectly adequate for this type of map. If one has a large sheet of clear plastic acetate, one could draw the terrain on it with colored grease pencils or crayons, and wipe it off with a damp cloth when finished, thus permitting one hex sheet to serve as any map.

You will also need some blank die-cut counters. These will be used for creating company counters of various kindreds and strengths. Get two or more colors of blank counters, and do not create your company units until you have to. Since the counters are two-sided, you may wish to turn them over and create a similar unit of only half strength on the reverse. The Combat Resolution Chart for this game deals with victory by attrition - seldom will a unit be eliminated outright in its first combat.

Company types are identified by a letter or letters indicating the kindred and whether they are Archers or Cavalry, below which is a set of numbers such as 10 - 1. The first number in the set is always the Combat Strength, the second number is the Speed in number of hexes that units may move on the board. I set the size of the hexes on my maps at 1/10 of a mile, so even the slowest units are quite mobile when playing in 10 minute turns.

If a number on a counter is expressed as a fraction, thusly: 12/6, it represents different strengths or speeds under different conditions. Such fractions are only given for Cavalry and Archery units. The first number represents the natural condition, such as Mounted Cavalry, while the second number represents the alternate condition, such as Dismounted Cavalry. In every case, Mounted Cavalry have a better Combat Strength than Dismounted Cavalry. In terms of Archers, the first number represents their strength shooting with the bow while the second represents their strength in hand-to-hand combat.

Stacking limitations: No more than 3 companies belonging to one army may be stacked together in any one hex on the board. Companies belonging to any of the six Good Kindreds: Men, Elves, Dwarves, Halflings, Fairies, and Leprechauns may not be stacked in the same hex with Monster units.

Combat occurs when hostile units attempt to occupy the same hex on the board. The unit moving into the sector is known as the Attacker - the unit already in the sector is known as the Defender. Only Archers may attack units not in the same sector with them, and they are limited to attacking units in adjacent sectors.

Certain types of terrain provide an advantage for certain types of Defenders. These advantages are listed below:

1) Defending a wall against units attacking from the ground below doubles the Combat Strength of the Defending unit.

2) Defending forest sectors doubles the Combat Strength of any Elvish or Fairy unit.

3) Defending a hill doubles the Combat Strength of any Dwarvish or Trollish unit.

Movement: Not all units may or have to move and fight on every turn. Any attacked unit must fight. At the beginning of each turn, each player rolls 1D20 and 1D6. The D20 determines how many units the player gets to move. The D6 determines who gets to move first. In case of tie on the D6, roll again until the tie is broken. A player could easily have 30 units in his army, and only be allowed to move 10 of them on any given turn.

Resolving Combat: After initiative has been determined, the player who has it moves whatever units he can and resolves his combat. When all combats are resolved, the next player moves and fights, etc., until all players have had a chance to move. Units forced to retreat may not be moved again on their own player's turn.

Archers resolve combat first. They always fight at

whatever their best odds are against foes in adjacent sectors, but can ignore any adverse results on the CRT. Units attacked by arrow fire do not have to retreat even if the CRT indicates it, but may do so if they wish. A result of X (for Exchange) has no effect and does no harm to either unit.

Other combats are fought within a single sector. Determine the odds of Attacker to Defender by dividing both Combat Strengths by the smaller value, and then by rounding the number off to a statement of N to 1. Thus, an attacking force with a Combat Strength of 14 against a Defending force with a Combat Strength of 10 would be 1.4 to 1, or 1 to 1 on the CRT. If the attackers had 15, it would be 1.5 to 1 which equals 2 to 1. Both attacker and defender would roll 2 dice, and then cross index the result on the CRT. The side with the odds advantage may add 1 to its die roll for each point of advantage it has. Thus, if the attackers are fighting at 3 to 1, they add 2 points to their die roll. Any die roll higher than 20 will be considered to be a 20, which represents a supreme effort for the Fighters. Any unit which takes losses except in an Exchange must also retreat or be captured. In case of an exchange, both units lose half their forces and both retreat 1 hex. Half of an odd number is always rounded up. Half of a Combat Strength of 3 is 2; half of 1 is 1.

Individual Counters: It is possible to use individuals as counters in **T&T** armies. There are not enough Dragons, Balors, Giants, Wizards, or Heroes in the world to form whole companies of them. Any 5th level or higher Rogue or Warrior qualifies as a Hero, and any 5th level or higher Mage qualifies as a Wizard. Heroes and Wizards have a Combat Strength of 1 and always escape death if their unit is wiped out except in the case of a Defender or Attacker Eliminated result. If a Hero or Wizard is involved in such a battle outcome against him/her, he/she must make a saving roll on Luck equal to the level of the odds against him/her. A minimum roll of 5 is always required. If the saving roll is made, the Hero or Wizard gets to retreat, even though the rest of his unit is wiped out.

No more than 1 Hero or 1 Wizard may be stacked with any given company.

Giants, Dragons, and Balors may also be used as independent one being counters; however, their Combat Strength is so high that they count as a complete company for combat purposes. A bad result on the Combat Resolution Table and a loss of Combat Strength to such a being counts only as a wound. Such creatures may continue fighting until they are slain.

Dragons also have the option of flying. While in the air they are vulnerable only to Archers, being immune to Wizardly Bolts of Fire and such, and they have a Combat Strength of 10 which represents their Flaming Breath. On the ground they are much stronger, with a Combat Strength of 50, but then they can be attacked by any unit.

Any number of Heroes, Wizards, Dragons, Balors, or Giants may stack together as long as no regular company of troops is in the hex.

The possible units for **T&T** armies are listed in the table below:

Type	Symbol	ST	SP
Men	M	10	1
Men Archers	MA	8	1
Men Cavalry	MC	12/6	3/1
Elves	E	10	2
Elves Archers	EA	8	2
Elves Cavalry	EC	10/5	4
Dwarves	D	20	1
Dwarves Archers	DA	10/20	1
Halflings	H	6	1
Halfling Archers	HA	10/6	1
Fairies Archers (Missiles only)	FA	5	3
Leprechauns	L	6	2
Orcs	O	10	1
Orc Archers	OA	12/10	1
Half-Orcs	HO	15	1
Half-Orc Archers	HOA	14/10	1
Ogres	OG	30	1
Trolls	T	50	2
Goblins	GB	4	1
Goblin Archers	GBA	8/4	1
Goblin/Warg Cavalry	GW	12/8	2
Centaurs	C	30	3
Wargs	WA	25	2
Ghouls	GL	20	2
Gremlins	GR	2	1
Individual Characters			
Hero	H	1	1
Wizard	W	2	1
Giant	G	2	3
Dragon	DR	10/50	10/1
Balor	B	12	5
Werewolf (or other)	WW	3	1
Demon	DE	5	1
Vampire	Va	2	2
Sphinx	SP	2	1
Shoggoth	SH	12	2
Wyvern	WY	3	5
Manticore	MN	4	2
Griffin	GF	10	5

While it would be possible to extend this chart indefinitely, I leave it to individuals to add other kindreds either in companies or as single beings to their armies list.

Armies should not be created by player fiat, but by a random process that will insure a reasonable distribution of forces for the army under consideration. For example, the only known force to rely heavily on monsters for its troops is the Army of Khazan. Lerotra'hh, ruler of that city, took it with an army of monsters hundreds of years before, and being somewhat non-Human herself, still maintains a military force that is chiefly monsters, although some of the good kindreds do now serve her.

Below I list the composition of the Army of Khazan

and how to construct one, and also the composition of a typical Human Army such as that of Khosht. Note: All kindred types are **not** represented in both armies.

Army of Khazan

A typical Army of Khazan will consist of at least 23 companies. To determine how many companies it has, roll 2D6 and add 20, doubles add and roll over. For each company, roll 1D100 on the chart below to determine what type of unit it is.

Type	Die Roll
Orcs*	1 - 30
Half-Orcs*	31 - 40
Ogres	41 - 50
Trolls	51 - 60
Goblins*	61 - 70
Men*	71 - 80
Dwarves*	81 - 90
Wizards	91 - 92
Heroes	93
Giants	94 - 95
Dragons	96 - 97
Balors	98
Others	99 - 100

* Indicates that the unit may possibly be Cavalry or Archers. Roll 1D6 and ignore impossible results (such as Dwarvish Cavalry) on the table below.

1 - 2 Unit of Archers
3 Unit of Cavalry
4 - 6 Normal Unit

Others Table

Die Roll	Type
1 - 2	Centaurs (company)
3 - 4	Wargs (company)
5 - 6	Ghouls (company)
7 - 8	Gremlins (company)
9 - 10	Fairies (company) roll over if for Khazan
11 - 12	Manticore (individual)
13	Werewolf (individual)
14	Demon (individual)
15	Vampire (individual)
16	Sphinx (individual)
17	Shoggoth (individual)
18	Wyvern (individual)
19	Wyvern (individual)
20	Griffin (individual)

Human Dominated Armies

Most of the military forces at large on Rhalph are not as monstrous as Lerotra'hh's. A more normal distribution of kindred types might well look like this.

Type	Die Roll
Men*	1 - 70
Dwarves*	71 - 80
Elves*	81 - 88
Orcs*	89 - 93
Half-Orcs*	94
Halflings*	95
Wizards	96
Heroes	97
Fairies	98
Leprechauns	99
Others	100

* Indicates that the unit may possibly be either Cavalry or Archers. Roll 1D6 and ignore impossible results (such as Dwarvish Cavalry) on the table below.

1 - 2 Unit of Archers
3 Unit of Cavalry
4 - 6 Normal Unit

Others Table

Certain types of monsters might fight as Mercenary units in a Human army. Roll 1D10 and check the table below to see what you have gained.

Die Roll	Type
1	Centaurs (company)
2	Ogres (company)
3	Trolls (company)
4	Dragon (individual)
5	Werewolf (individual)
6	Demon (individual)
7	Vampire (individual)
8	Giant (individual)
9	Wyvern (individual)
10	Griffin (individual)

Regular Human armies normally consist of at least 13 companies. Roll 2D6 (doubles add and roll over, of course) and add 10 to determine how many companies are in the military force. Extraordinary individuals count as full companies in such rolling.

Of course it is possible to have armies that are exclusively of one type of being, such as an army of Dwarves or an army of Orcs. Suggested sizes for such pure armies are listed below.

Army Type	Size
Men	2D6 (doubles add and roll over)
Dwarves	1D6 + 5
Elves	1D6 + 3
Halflings	1D6 + 1
Fairies	1D6
Leprechauns	1D6
Orcs (including Half-Orcs)	1D6 + 10
Trolls	1D6
Ogres	1D6
Centaurs	1D6 + 1
Gremlins	2D6
Goblins/Wargs	3D6 (triples add and roll over)

Next time your adventurers require a battle, why not try this system?

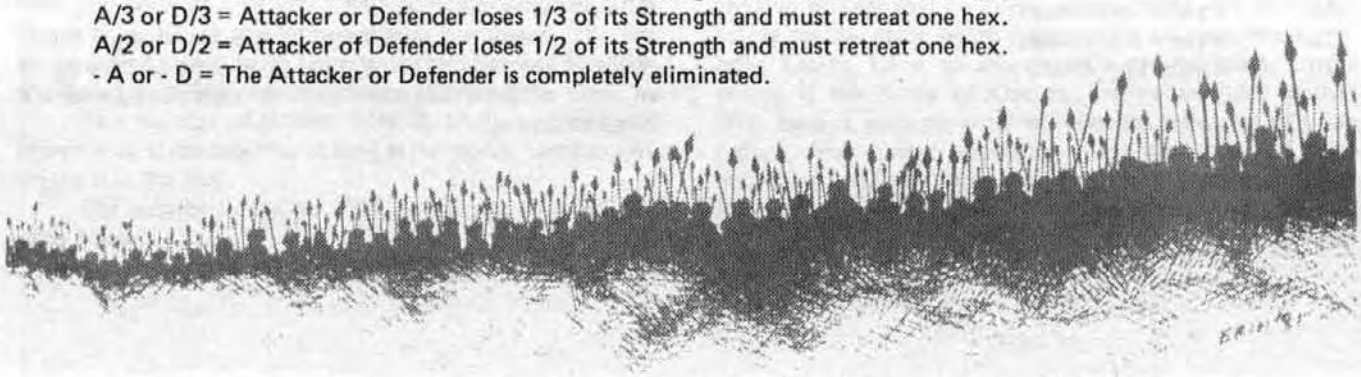


Combat Resolution Table

	Attackers																	
	3	**4**	**5**	**6**	**7**	**8**	**9**	**10**	**11**	**12**	**13**	**14**	**15**	**16**	**17**	**18**	**19**	**20**
3	X	D1	D1	D/4	D/4	D/4	D/4	D/3	D/3	D/3	D/2	D/2	- D	- D	- D	- D	- D	- D
4	A1	X	D1	D/4	D/4	D/4	D/4	D/4	D/3	D/3	D/3	D/2	D/2	- D	- D	- D	- D	- D
5	A1	A1	X	D1	D1	D/4	D/4	D/4	D/4	D/3	D/3	D/3	D/2	D/2	- D	- D	- D	- D
6	A/4	A1	A1	X	D1	D1	D/4	D/4	D/4	D/4	D/3	D/3	D/3	D/2	D/2	- D	- D	- D
7	A/4	A/4	A1	A1	X	D1	D1	D/4	D/4	D/4	D/4	D/3	D/3	D/3	D/2	D/2	- D	- D
8	A/4	A/4	A/4	A1	A1	X	D1	D1	D/4	D/4	D/4	D/4	D/3	D/3	D/3	D/2	D/2	- D
9	A/4	A/4	A/4	A/4	A1	A1	X	D1	D1	D/4	D/4	D/4	D/4	D/3	D/3	D/3	D/2	D/2
10	A/3	A/4	A/4	A/4	A/4	A1	A1	X	D1	D1	D/4	D/4	D/4	D/4	D/3	D/3	D/3	D/2
11	A/3	A/3	A/4	A/4	A/4	A/4	A1	A1	X	D1	D1	D/4	D/4	D/4	D/4	D/3	D/3	D/3
12	A/3	A/3	A/3	A/4	A/4	A/4	A/4	A1	A1	X	D1	D1	D/4	D/4	D/4	D/4	D/3	D/3
13	A/2	A/3	A/3	A/3	A/4	A/4	A/4	A/4	A1	A1	X	D1	D1	D/4	D/4	D/4	D/4	D/3
14	A/2	A/2	A/3	A/3	A/3	A/4	A/4	A/4	A/4	A1	A1	X	D1	D1	D/4	D/4	D/4	D/4
15	- A	A/2	A/2	A/3	A/3	A/3	A/4	A/4	A/4	A/4	A1	A1	X	D1	D1	D/4	D/4	D/4
16	- A	- A	A/2	A/2	A/3	A/3	A/3	A/4	A/4	A/4	A/4	A1	A1	X	D1	D1	D/4	D/4
17	- A	- A	- A	A/2	A/2	A/3	A/3	A/3	A/4	A/4	A/4	A/4	A1	A1	X	D1	D1	D/4
18	- A	- A	- A	- A	A/2	A/2	A/3	A/3	A/3	A/4	A/4	A/4	A/4	A1	A1	X	D1	D1
19	- A	- A	- A	- A	- A	A/2	A/2	A/3	A/3	A/3	A/4	A/4	A/4	A/4	A1	A1	X	D1
20	- A	- A	- A	- A	- A	- A	A/2	A/2	A/3	A/3	A/3	A/4	A/4	A/4	A/4	A1	A1	X

Code

X = Exchange. Both forces lose 1/2 their Strength and must retreat one hex.
A1 or D1 = Attacker or Defender must retreat one hex. No losses.
A/4 or D/4 = Attacker or Defender loses 1/4 of its Strength and must retreat one hex.
A/3 or D/3 = Attacker or Defender loses 1/3 of its Strength and must retreat one hex.
A/2 or D/2 = Attacker of Defender loses 1/2 of its Strength and must retreat one hex.
- A or - D = The Attacker or Defender is completely eliminated.



Continued from page 18

Later after much small talk and only confusing bits of information about the city and surrounding areas Aragon seemed ready to come to the point. "Our good Lord Erlic, Duke of Kralinor has requested from me a potion for which I must have certain very hard to obtain ingredients. At present all of this region is constantly at war with the non-humans and beasts which roam the land. Before we came and settled here there were many other cultures. The more evil among us still seek to use those of the old kind to gain power over the land and it is in Erlic's mind to clean up a larger area in and around Modron. To this end he has requested a potion of goodness with which to transform his enemies. Such a potion scroll has been found and I am sure that I can duplicate it but for the need for special ingredients."

Late into the night Aragon talked on, with tales of the City State Ryan to the west and the trade connections Modron provided for the Overlord there. Finding himself back in another part of the same world eased Rarm's mind. It also added another dimension to his existence here; old scores to unsettle him. Evil of many kinds stalked this world. Rarm would happily strike a blow against it in any way he could, and this time he would not be bound by the limits of the Sorcerer's Guild.

At last Rarm sought to interrupt Aragon's wanderings. "Know that I am a willing servant of Good, Master Aragon. With some of your tale I am already familiar. But now, let's get down to the business at hand. Exactly what items do you wish me to acquire?"

"Do you read, Rarm?" asked Aragon in a quiet tone, and at Rarm's nod he rose and crossed his room to a small locked cabinet. Reaching inside he drew out a small scroll. On it was printed in a careful hand four items: a silver pearl, a fan of flower-of- blood, an egg of the dragon turtle, and prayer dust from the Temple of Modron.

"If you have need of it you may take this list with you," Aragon said in the still quiet tone. "It would be better if you did not."

"What is the flower-of-blood?" asked Rarm as he waved away the list.

Returning the scroll to safety Aragon answered at length. "It is the deepest red coral of the Estuary of Roglaroon, wherein you may find all of the items. The flower of blood is said to be found most often near the old wreck. It is said also that the old wreck is heavily guarded by the enchanted dead who remain there as guardians of her treasure."

"The only known place where any silver pearls have ever been found is inside the giant clam which lies on a line between the old temple ruins and the village of Crespar, whose inhabitants think of the Clam Canyon as a holy place."

"No one knows the whereabouts of the Lair of the Dragon Turtle, although many have reported seeing dragon turtles in the estuary. It is doubtful that the dragon turtle will take kindly to such a theft."

"Still, hazardous as all of these items may be to acquire, the Temple of Modron will contain Mermen of Crespar and underwater those are not to be trifled with."

'What sort of creatures are they?' asked Rarm. The Mermen were legend in Ryan, sea monsters to scare children with.

"Why, they aren't creatures at all," Aragon's surprise was most evident. "They are men such as we, except for their feet and hands and their ability to breathe underwater. Oh, they have a slightly different skin tone, hair color, but such things are superficial, and of little import. They have many powers which we lack, or have lost, and they are very intelligent and very loyal to their Goddess. They will not take any invasion of their temple lightly."

"But how can I get these things from under the sea? How can I possibly stay under water long enough?" Rarm knew he was a mediocre swimmer at best.

"It is said that an old witch who lives by the sea may be persuaded to mix a dish which, if you can stomach it will give you twenty four hours of ability to extract oxygen from the sea water with your lungs. How reliable this potion is I do not know."

Chapter Two

Sunlight through the window woke him and Rarm rolled earerly out of bed. Outside his window lay a whole city and even a world he had yet to tire of. Today he would spend getting his bearings and acquiring a few necessary pieces of equipment. Across from his window lay the open market where hawkers were already beginning to set up their wares. As good a place to start as any.

Hurrying down stairs, he stepped out the door. The shadows of buildings and walls caused crisp air pockets while the bright patches of sunlight warned of a hot day to come. Sea smells prevailed the air. Wandering across to the open market, he selected some sort of fried roli for breakfast. While paying a few coppers he inquired of the vendor the location of a good weapons shop and was directed down the market street and around the corner to the right.

On his way he passed the Kellarbari tavern and an armorer's shop, while across the street left he saw the Mists of Morn Wine Shop. At the end of the street and across Rampant Real Street lay an imposing jail.

Going into the Weapons Shop, Rarm outlined a light rapier like sword which he would have made for himself and paid in advance half price for the acquiring of material. He also requested a silver helm of Shambley the Armorer next door. He was told he would have to wait until the next day to pick them up.

Having been so easily parted from a substantial amount of gold made him stop and think about his finances. But no matter. Only possessions could aid him where he was going, not gold pieces. Of course he did intend to keep enough by to eat for awhile and he would surely need some coins to sample Esdelia's fare.

Well, there was certainly no more he could do today about his weaponry. Wandering on up the streets lost in thought he turned a corner and almost knocked another man down, only to be instantly the recipient of

a string of curses followed by a flying fist.

Either the fist was ill timed or he was faster than he had remembered. In either case he somehow missed the fate of a smashed face and managed even to grab his opponents arm pulling him even further off balance and dropping him headlong to the ground. As the stunned sailor began to curse himself back to his feet Rarm glanced up to see a large group of similarly clad men staring at him with less than love in their eyes. Suddenly it seemed that leaving might be the best course, so he stepped back through the door that now stood half open so conveniently behind him.

Closing the door he turned to find himself in a room full of bunks and sleep tousled men. "Say fellows, there wouldn't happen to be a back way out of here would there," he said with a grin, but no one smiled. Then the door came crashing open and he lept for the nearest chair with hopes of bashing it over the oncoming sailor's head.

This time he wasn't fast enough, as a blinding light exploded in his head followed by blissful blackness.

Consciousness returned to him strangely. At first he though he was falling forward, but then he realized that he was being dragged stumbling down the cobbled street in the early morning light.

"He's coming around. Hurry up lad we haven't got all day."

"Yeah, that was quite a row you started back there. Kings men will be finishing it soon enough and better for us if we don't get caught in it."

Swiftly they half carried him through a shadowy door and deposited him behind some barrels in what seemed to be some sort of dimly lit storage space. "Not a sound now, ya hear." With that one of them disappeared while the other knelt and held him to silence with his eyes.

Old Theark had the right of it, alright, though Jame, first mate of the Pralendor. The stone around this man's neck was just like that worn by Slakon and such a stone only served Good, was even reputed to burn the Evil. Then Theark was by his side and once more they made of lift Rarm, but he pushed them off and tried unsuccessfully to stand on his own. The older man waved him back and grabbed him up causing the world to spin and go dim for a moment. Next thing he knew there were tramping noises over his head and a man's hand clamped roughly over his mouth.

There in the darkness Rarm tried to wait and relax. More sounds of scraping and shuffling accompanied by angry voices came from above followed by more tramping around and then silence. Still they waited.

Untold time passed and then a light sprang up in the space ahead of him and he saw a man decending a staircase. His mouth was released and he was lowered to the floor. The man with the lamp knelt beside him, lifted his necklace and stared long at the gem. Then he nodded. "Welcome to the house of Slakon," he rumbled, then smiled broadly, "though usually I welcome my guests through the front door." Then he turned serious again. "We must see to your head, my friend, then we will talk.

Rarm leaned back and gave a soft sigh of relief. The brew Slakon had brought was quickly easing the throb in his head and he was beginning to feel like himself again.

"Alright, first what happened back there, and then I'll answer your questions if I can." Rarm waited, hoping to gain time by taking the initiative. He still wasn't sure what his new 'friends' had planned for him.

The one called Slakon only shrugged and the younger of the two sailors answered. "My name is Jame. My comrade Theark and I serve aboard the ship Pralendor, a trading vessel not overly well known in these waters. We were recruiting in that dormitory, a kind of a way station for out of work sailors, when you came in. By the way, there is no back way out, "he grinned. "Anyway, we know the reputation of those sailors. They are WSC men and a bad lot, not at all well liked by the independent sailors. They had their hands full two seconds after they came through that door. Theark here saw your pendant as you dropped and told me. No one much was paying attention so we just pulled you out and made fast away down the street. Apparently someone reported seeing us come in but Slakon here showed the King's men on out the front with a tale that we had probably gone on through while he was still asleep. It being early morn they believed him right enough."

Jame fell silent and waited. Rarm looked from one man to another. Nothing on their faces hinted of any guile or intent to harm and suddenly Rarm felt a very stong need for friends such as these. "I owe you a very great deal. Even more than my own life, though I don't suspect you'll understand. What can I do for you in return? What would you have of me?"

Slakon nodded, "See, it is as I told you. He could not wear the pendant were he of evil."

Rarm looked down at the peaceful blue stone. It seemed almost to glow. "What is it? The pendant means something to you." He looked up at Slakon. "I only know that I don't want to take it off. Do you want it? Is that it?"

"No, no my friend, Slakon said. Pulling at a chain around his own neck he revealed an identical pendant. "Even though you do not understand its power these stones are the same. While you wear it you cannot drown. Once in a brawl another sailor recognized mine and grabbed it in an attempt to steal it. It seared his hand. It may not be taken, only given, and then only to one who follows good ways. Still, it most certainly marks you as one who would stamp out evil and so should be kept well hid.

"Now, friend, who are you and what brings you to our port?"

"My name is Rarm and I was called here to perform certain tasks for a Master Aragon. Do you know of him?"

"All Modron knows of Master Aragon, of course," said Slakon. "When you say called, I think somehow that you mean summoned. Tell me, who was your actual summoner?"

Rarm felt this was some sort of further test. "Her name is Dode, I think, though I know no more than that about her. Aragon seemed most anxious that we not meet."

"Ah," chuckled Slakon. "Perhaps the good Master Aragon feared the beautiful Dode might interfere with his plans. Very well, then. Dode is also one of us, as is your Master,

though they do not always see eye to eye. Are you to get the ingredients for him then? He asked me but I am not a stranger and that is a part of the formula. It was felt that my help would not do. Perhaps, though, I may now serve by keeping you safe through your ordeal, if, that is, you would have me?"

"Gladly." Rarm smiled, liking this new friend very much.

"Good then. My friends," he now addressed the two sailors, "perhaps it would be best if you three acquired capes to make you less conspicuous and if you also helped Rarm here to get a few things we may be needing." He winked at Jame who nodded.

"Leave him to us and you keep a good ear to the ground. We'll see you tonight at the meet."

With that they led Rarm upstairs and out through the front of the tavern.

"Are you sure you're up to this?" asked Theark.

The older man's concern warmed him as the sparse sunlight failed to do. "Of course. Which ship is yours?" he asked to be friendly.

"The tall masted one yonder."

Rarm followed Jame's nod to see at first only a confusion of poles and ropes reaching into the sky. Then he realized that one of the ships did stand much taller than the others and real interest stirred in him. "Why so much bigger than the others?" He followed Jame's lead around the corner but without taking his gaze from that very large ship.

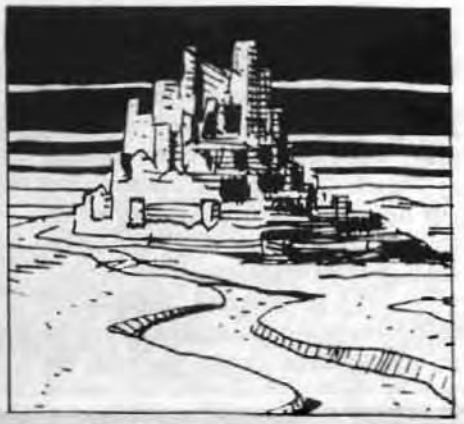
"Oh, we are an ocean going vessel while most of these ply a coastal or river trade. You need more sails to go the open sea." Jame smiled down at the smaller out worlder. "So ships are that new to you?"

"This kind are legends in my world. Besides, I've never even lived near the sea."

"Well near the sea is sometimes rougher than on the sea so you'd best stay heads up while you walk around this port. Save your thoughtful ways for later."

They were turning another corner and Rarm did begin to look around. A large building with the look of a small fortress loomed off to the left. It was set within the city walls in what appeared to be an open space.

"That yonder would be the



palace I think," spoke Theark by his shoulder.

"Aye," said Jame, "I saw it from the ship as we docked."

They walked along under the walls of the palace for a fair distance, but all was quiet now, with few people about. They continued to hug the buildings on their right and when Rarm asked about crossing they shushed him. He didn't want to have to go past the jail, but at least he now knew where he was. Just as they neared the jail Jame urged them across to Market Street. From there they went on into the Open Market which was now quite busy. Twice Jame dragged them behind stalls to avoid the wandering militia, but soon they were able to cross into another shop.

This place was vast, larger than most warehouses, for this building held the House of Damon, Outfitter Unlimited. Rarm stood near the entrance in stunned silence.

Jame quickly hissed in his ear, "Close your mouth," and urged him toward the more crowded rear of the store. The shop was already fairly busy with sailors brought by Market day to purchase supplies. Theark made quickly for a rack of cloaks and pulled down three of the common dark blue most worn about the city. Handing one to each of his friends he settled his own about his shoulders. "This should help us blend in a bit better."

"Here now," came a quiet voice from behind them. "Were you three planning to blend your way out of here too?"

"Hush yourself friend Damon," answered Jame clasping the hand of the big man who had joined them. "We've had a small run in with the local police and don't wish to be too conspicuous. We also need quite an assortment of goods, special things, as it were."

"I see, I see. Would this be Aragon's friend? I think it would. Alright, downstairs with the lot of you. I'll join you shortly."

Jame led them behind some crates and through one into a flight of stairs. "That Damon is a hard one to figure. Maybe he's with us, and maybe not, but he's definitely against King and WSC."

As they descended the stair Rarm became aware of a dim light ahead. The walls about them were cold and he was glad for the warmth of the rough woven cloak. The light brightened so that he could easily make out Jame's silhouette ahead of him. They approached some sort of turn in the passage and soon found themselves in a stone hallway fairly well lit with torches in the wall.

Jame hurried down this passage as one who knew where he went and soon brought them into a large chaber.

Rarm looked about the huge stone cave in wonder. The whole floor was littered with randomly placed piles of assorted goods. Most of the piles appeared to have literally been dumped and left to be there until dust had settled on a few. In some places, nearest to the door, the piles began to overlap and some seemed heaped on top of others.

Rarm approached one of the nearest piles and pulled from it what looked like a broken cross bow, the handle only still remaining. This one was made of some light metal, however, and on further inspection he recognized it as some sort of spear gun.

"Those are fairly common in these parts. One shouldn't venture into the Roglaroon without one," said Theark.

Jame nodded, "Dig on through that pile for spears for it, while we try to find another for Slakon. Chances are he has one, but why take chances? Keep watch for special boots. They are formed to last underwater, and will protect you from the coral."

"Do we need anything else special?"

"Only a peculiar shaped dagger for cutting coral."

Rarm had instinctively headed for the right pile or had chanced

upon it. One of the packs contained all he needed, knife, belt, boots, even short pants made of some sort of pale yellow hide, to match the boots. Beneath it he found a hide case containing 20 of the thin, hard spears, again of that unusual metal, each tipped with a blue metal which reminded him of the blue coins he carried.

The pack also contained three small bags designed to fasten to the belt, and three smaller belts which he did not recognize. He determined to bargain for the whole kit as a set.

Jame came back with much the same collection, and quickly explained that the smaller straps were to fix the quiver to one leg and the knife to his arm, two for the knife and one for the bottom of the quiver, the top threading through his waist belt. To add to those he dug through Rarm's pile until he found a sling which fit the spear gun.

"We have things here for Slakon, plus some other odds and ends we may need later on." Jame winked at Theark. "Perhaps I'd better go get our host. He seems to have forgotten us. "With those words, Jame headed back up the passage.

While they waited, Rarm began to rummage around again. He picked up several flasks before he found the one he sought. Most were full, or still wet with oil or wine but this one seemed clean and dry and empty, almost as if it had never been used. It was pale blue and beautifully made, and fit neatly into one of his bags.

Jame and Damon returned then and they began to haggle over the cost. Eventually Jame ended up spending less than Rarm because of the unusual quality of his spear gun and the extra high cost of the flask. Damon claimed it to be a Cresparan flask, able to withstand the sea, made for carring dry things and keeping out the liquid instead of keeping them in. As Jame seemed to find this tale believable Rarm paid the price with no more than customary complaints.

Then when they were ready to go Damon led them to another passage hidden at the back of the cave by one of the several larger carpets that hung there. "Keep to the right hand passage. The first cave on that side is under Master Aragon's. We'll see you at the meeting tonight."

to be continued...



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ALL THAT GLITTERS . . .

The Coronet of Mind Expansion
By Edward R. G. Mortimer

There is a 50% chance that instead of a Coronet being found, a Tiara will be found. Both have the same powers. This item is useable only by psionically endowed individuals. The Coronet (or Tiara) bestows these powers unto it's wearer:

1. Raises Psionic Ability by 10%
2. Gives 1 more Attack Mode (5 maximum)
3. Gives 1 more Defense Mode (5 maximum)

The Coronet (or Tiara) functions as long as it is worn, it will not fall off by accident. The Coronet (or Tiara) will confuse any non-psionic who puts it on (as per the spell) except for Monks. If a Monk puts it on, he/she will realize that it has powers but will also be aware that he/she can't use it. The Coronet (or Tiara) is constructed of Silver, Platinum and Mithral and is engraved with geometric figures.



Megaphone of Tongues
By Edward R. G. Mortimer

This Magical Megaphone is useable by Clerics and Magic Users. It is operated by a command word, and will function up to ½ an hour a day and can be activated 3 times a day. Otherwise it duplicates the effects of the **Tongues** spell.

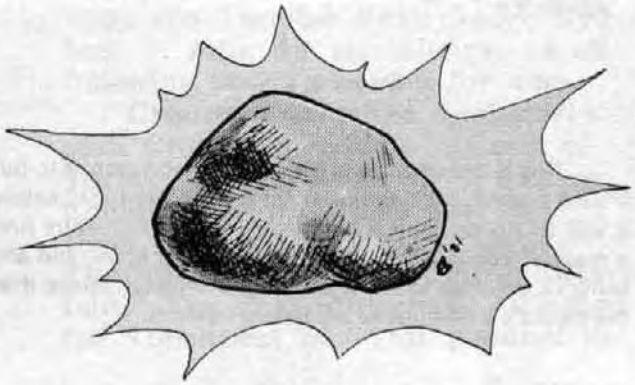


Potion of Lycanthropy
By Paul Andrew Denisowski

When imbibed, this potion allows the drinker to voluntarily chance into any type of lycanthrope for one hour per day for a month. There is a 10% chance that the drinker will become a lycanthrope permanently.

Sun Stone
By Michael A. Wilson

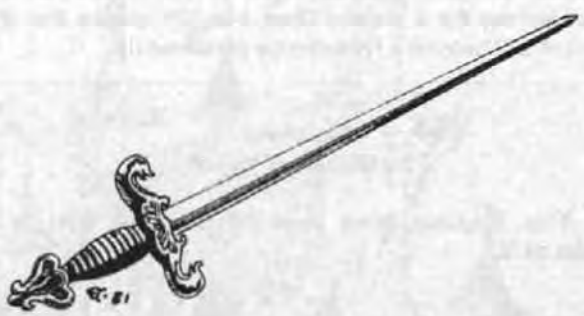
This fist-sized stone gives off continual light to a radius of 30'.



The Boots of Surefootedness
by Clayton J. Miner

Only dimly hinted at in the stories and legends that are still told when friends gather about the fire, or when it is time to put the young to bed these wonderous boots are still believed to exist in some long forgotten corner of the once mighty empires that ruled the land by those who have searched out the truth in the many old and secluded libraries. Highly desired by all who have become convinced that they did indeed exist, these boots are felt to have aided the great Heroes of the past. According to the ancient texts, ". . . .any being who is fortunate enough to wear these boots shall never slip or fall so long as their feet are at least upon the ground from which all things come". After stripping away the quasi-religious phraseology of these archaic records, scholors have come to the conclusion that these boots worked best when in contact with a natural material that has not been worked by intelligent beings, such as the ground or rock. Surfaces made of natural materials that have been worked, such as wood flooring or dungeon passageways reduce the boots to 50% effectiveness, and those areas that have been magically enchanted or are made of artificial materials render the boots totally useless.

Further information in the texts suggested that the wearer must have "the faith of the boots", but current researchers have dismissed this as further religious embroidery. In game terms, a player must be completely convinced that these boots will function, or they will not work. To determine this, the Judge must pay close attention to the players, and if the one wearing these boots expresses doubts about their potential for being of help in a situation, that player must take their Intelligence and Wisdom, add them together for a percentage, and then must roll the result or less to see if the boots will still work for him or her. These boots are priceless, and no one in their right mind would even think of selling them. In fact, if someone tries to sell them, they will most likely be placed in a lunatic asylum.



Sword of Crystal
by Ron Lagerstrom

This is a normal Long Sword to all who gaze at it, but if used against any creature which is of a "fire-type" nature it will (if the creature is hit with it) turn the creature into a mass of crystal. The Sword's magic level is six, and any being or creature which is of a higher magical nature than the Sword's is immune to the Sword's effects.

Boots of Alignment
by Ron Lagerstrom

These boots are of an evil nature. Any evil being which puts them on will come to realise that they are but a simple pair of warm, furry boots (lined with some sort of lining). However, if any other differently aligned being puts on the boots, he will notice a strong contraction the moment they're on his feet, getting stronger each second. In 1 - 4 turns, the boots will constrict so badly that the victim's ankles will be broken.



The Ring of Unyielding Education
by Clayton J. Miner

A highly prized ring by those Sorcerors, Priest, and the like who have taken on over anxious apprentices, this is not an item normally found laying about in a dungeon or the wilderness. Every so often, however, one turns up where some unprepared Cleric or Magic User tried to take on something too powerful. More often than not, these rings will fall into players hands at a jewelry shop where they are sometimes sold. Appearing as a heavy gold ring set with a smooth topped dark blue stone, and engraved with finely detailed illustrations and runic wordings. These runes usually translate into the word "Educator" or "Knowledge". The reason these are so prized is that they have been enchanted to teach apprentices patience and the understanding that to learn something well requires a great deal of time and devotion on their part. Whosoever wears this ring will be unable to remove it, and will discover that to learn anything has become twice as difficult, and takes twice as much time. In game terms, the wearer will learn only 50% of whatever experience they would normally receive, and if in a world where experience is granted for the bringing in and spending of treasure, they will receive **no** experience for this. Normally, an apprentice has been asked to wear this ring by their master, it can only be removed once their master is satisfied that they have learned patience. If someone is unlucky enough to find or purchase one of these rings and puts it on without knowing what it is, they must seek out a master and request that he be generous enough to release them from it. There is a chance then of the ring falling off of the person's hand equal to the level of the master doubled. If sold to the right person, this ring will fetch a high price, between 750 to 1000 Gold coins. When sold to anyone other than a master with apprentice, it will be worth somewhere between 300 to 500 Gold coins.

Necklace of Haze
by Ron Lagerstrom

When this Necklace (seemingly worth about 36 GP) is placed around someone's neck, a light purplish mist will escape from one of the necklace's stones, surrounding the wearer and anyone within 10'. If the wearer (or anyone within the cloud's reach) should participate in combat while in this mist, their opponent will enjoy a +2 to hit them due to the drugging of the player's nervous system by the cloud. The player will also only feel one half the number of hit points inflicted on him, making him think he is taking less damage than he really is.



Protection Boots
By Michael A. Wilson

The wearer is immune to needle traps, fire, falling objects or other things that would cause damage to his/her feet.



Continued from page 28

(a game of horse racing for $8.00), **Market Madness** (game of the Stock Market for $10.00), **Apache** (a game of the Old West for $10.00), **Fall of South Vietnam** (combat in South Vietnam 1973-75 for $8.00), **Superiority** (invasion of Europe in the near future for $9.00), and **Adventurer** (man to man brawling in the far future - "Where is my light-sabre?" - for $9.00).

Fantasy Games Unlimited has released their version of a post-nuclear holocaustic world, **"Aftermath."** This twenty dollar, three-book set of role-playing rules covers almost any aspect of such a devastated world, and players attempt to exist in it. The first scenario booklet, **"Into the Ruins,"** has been released for **"Aftermath."** This scenario sells for four dollars.

Simulations Publications, Inc. floods the market with four new releases. **"Task Force,"** their game of naval combat in the near future (Soviets vs U.S. forces, and other elements), sells for sixteen dollars.

Mexican and Texan history makes its entry into the marketplace, with the newly released **"Alamo."** Crockett, Bowie, and Travis fans will enjoy this game for only twelve dollars.

"Frontiers of Alusia" is SPI's newest **"Dragonquest"** supplement. It consists of a multi-color map of a specific **Dragonquest** world, along with a large amount of background for the world. This supplement sells for six dollars.

The last release from SPI is their latest S&T, #86. It contains the game **"Cedar Mountain,"** based upon the **Terrible Swift Sword** system. It sells for six dollars, as all following S&T's will sell for also.

Chaosium joins the marketeers with two new products. **"Cults of Terror"** is a new listing of evil religious cults for **Runequest tm**, their fantasy role playing game. The other product is **"Griffin Mountain,"** the first wilderness campaign for **Runequest tm**. This product in-

Continued on page 90

. . . and things that go bump in the night



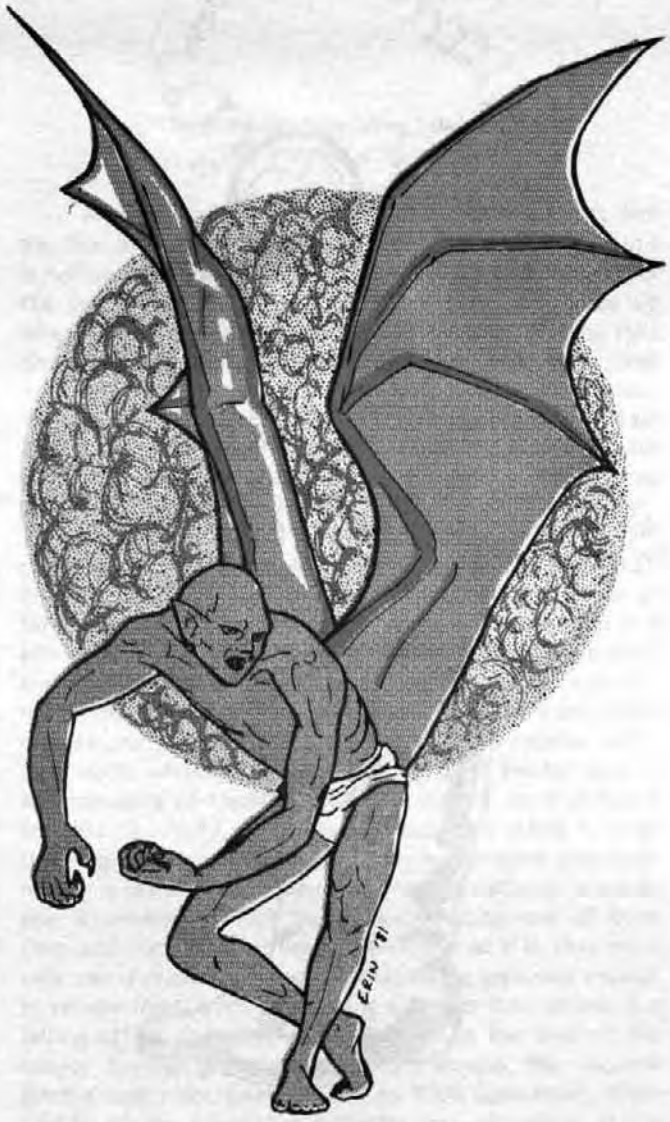
Man-Bats
by Mark R. Pennington

Frequency	Uncommon
No. Appearing	20 - 200
AC	7
Move	6/12
Hit Dice	1 (see below)
% in Lair	100
Treasure	B (R and V)
No. of Attacks	3
Damage/Attack	1 - 2/1 - 2/1 - 4
Special Attacks	see below
Special Defenses	Nil
Magic Resistance	Immune to Sleep and Charm
Intelligence	Low (see below)
Alignment	Evil
Size	M (up to 6' tall)

These poor wimps look so puny that a Kobold could take one on in a fair fight and come out the winner. Their size is as noted above and other descriptions are: Skin: brownish black and leathery, Eyes: dark red, Body Type: Skinny Humanoid with thin membranous wings.

There isn't really all that much that makes these nurds tough; except: 1) When strong light of any source (torches, clerical light, etc.) is used in their cave-like dwellings, there is a 20% chance, cumulative, per melee turn of driving them berserk. When berserk, they fight for all the world like 3 Hit Dice Monsters with 18:00 Strength. 2) When they score a hit with their jaws, save vs. Poison or begin the painful change to Man-Bat (make system shock roll or die). Cure Disease and Neutralize Poison by a 10th level Cleric will reverse the change. For every point of Intelligence over 14 and Wisdom over 15, there is a 10% chance that the character will retain old level and class skills. Victim will change to Evil Alignment. Which brings us to . . .3) For every 10 Man-Bats, there is a 10% chance that one of those exceptional Man-Bats will be in charge. Roll 1D6 for Class: 1 - 2 = Fighter, 3 - 4 = Magic User, 5 = Cleric, and 6 = Thief. the leader(s) will have average Hit Dice and stats for their level/class and the R and V Treasure types will be in the trapped leader's Lair.

Note that although they are Sleep and Charm proof, other spells do work against them. Fireball being a good example.



Hell-Wreaks

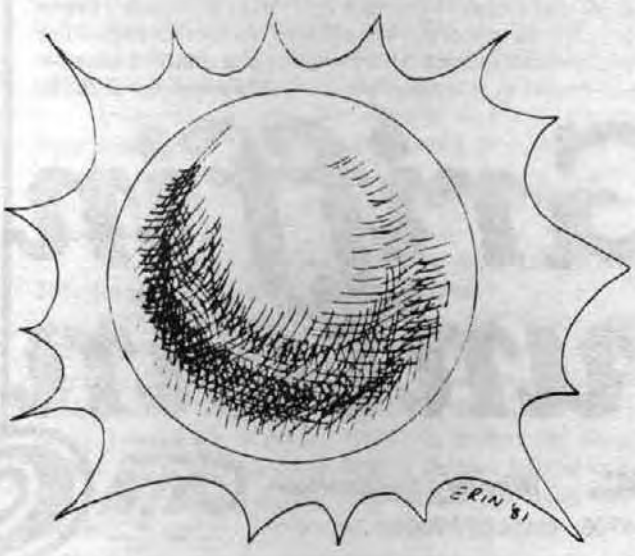
by Duncan Thornton

Frequency . . . . . Very Rare
No. Appearing 1
AC 0
Move. . . . . 24"
Hit Dice. 2
% in Lair 5
Treasure . . . . . A
No. of Attacks . . . . . 3/2/1 (see below)
Damage/Attacks . . . . . 2 - 6/2 - 12/4 - 32
Special Attacks . . . see below
Special Defenses . . . . . Nil
Magic Resistance 75%
Intelligence . . . . . Semi
Alignment . . . . . CE, - 41/Chaos, - 12/ Evil, - 29
Size . . S (2' diameter sphere)
Psionic Ability . . . . . Nil
Attack/Defense Modes . . . Nil

Hell-Wreaks are glowing green globes that hover 4' off the ground, dwelling anywhere they can find small, isolated parties. They are treasure hoarders and, not being very quickwitted, they rely only on their awful destructive powers to gain loot; their attack far exceeds their defense. Rather than give up, a Hell-Wreak will attempt one more attack, sure that this will defeat its intended victims.

A Hell-Wreak may be hit by any normal weapon or attack. It has 3 modes of offense, all of which are fiery in nature, and will choose whichever is most appropriate. The first is composed of 3 bolts of green flame, with a range of 6" - each does 2 - 6 points of damage, if it hits (the monster has a +4 to hit), and each may be directed at a separate target. The second has a range of 10', and does 2 - 12 points; only two such may be used per round, each may be shot towards a different figure. The third mode is a single explosion, radiating 4' in all directions from the globe, doing 4 - 32 points of damage to anyone in that area - a hit need not be scored. Saving Throws are applicable to all three forms of attack.

Once its victims are deceased, the Hell-Wreaks absorbs any treasure into its interior and carts the booty off to the lair. Killing the monster dissolves the globe, and a good chance exists that it contained treasure, which will fall to the ground. Treat chances for treasure and type as a typical room on whatever level the monster has appeared; if encountered outdoors, use 1 - 20% of a Type A Treasure.





Mithril Monkey

by Jeff Clements

Frequency . . . . . Rare
No. Appearing 1
AC . . . . . -4
Move. . . . . 12/30"
Hit Dice. 20
% in Lair 80%
Treasure . . . . . H, I, R, S, T, V, U
No. of Attacks 3
Damage/Attack. . . . . 2 - 12/2 - 12/6 - 48
Special Attacks . . Breath Weapons and Magic Use
Special Defenses . . . . . Nil
Magic Resistance . . . Standard
Intelligence . . . Supra Genius
Alignment . . . . Chaotic Evil
Size . . . . . L (10' tall)
Psionic Abilities . . . . . Nil
Chance of . . Speaking: 100%
Magic Use: 100%
Sleeping: 5%

Mithril Monkeys are king-sized monkeys that have skin as tough as Mithril Armor. They are very agile (being able to leap 20' in a single bound). Their Dexterity rating is recommended to be 18. Mithril Monkeys can employ weapons or use claws and/or teeth (2 - 12/2 - 12/6 - 48). These horrible monsters also have Breath Weapons of White, Black, Green, Blue, and Red Dragons.

Mithril Monkeys can travel Astrally or Etherally. They can also employ spells of 1st through 8th level; three of each level of magical spells (or 24 spell levels).

Each Monkey is likely to be accompanied by 1 - 12 Carnivorous Apes.

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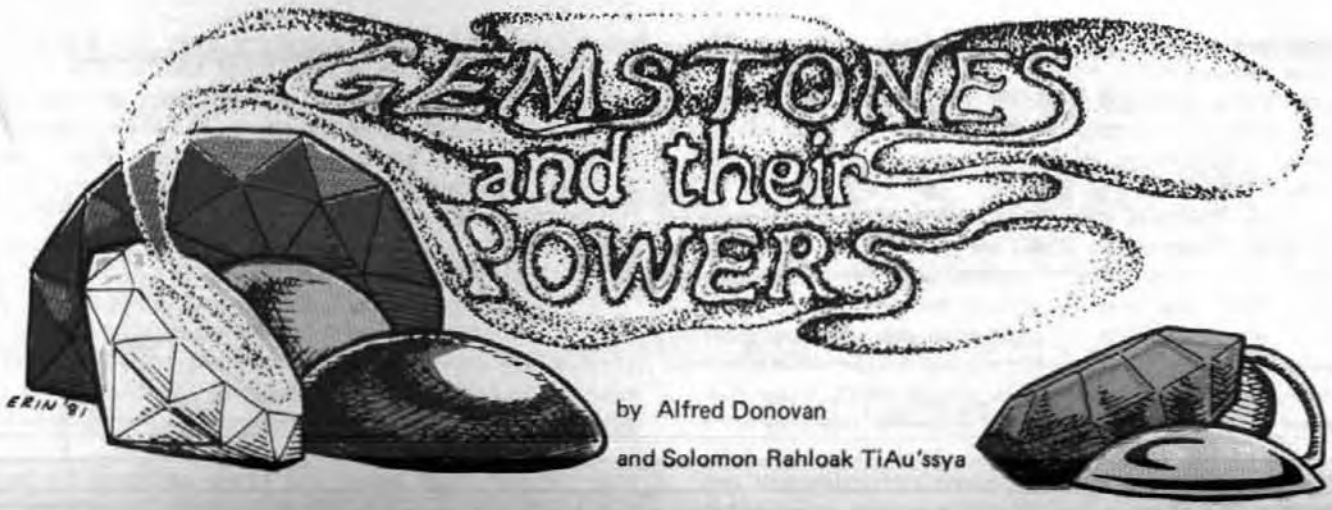
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MEMBER OF GAMA THE GAME MANUFACTURERS ASSOCIATION



by Alfred Donovan

and Solomon Rahloak TiAu'ssya

"By the Egg of the Sea! A Baltorc!"
Before Pessen stood a three meter creature which vaguely resembled a Dwarf, except that its face was distorted by it's incredibly fanged mouth. Despite its relatively Humanoid appearance, Pessen had heard of them before. They were a demonic creature that always pursued their prey until one or the other (usually the prey) was dead.

As a mere Lizard Man, he realized that his only chance of survival was to attack first and kill the Baltorc before it had a chance to defend itself. He lept. His sword descended with all the force his reptilian body could muster.

The blade hit the Baltorc in the neck. . .and shattered! Not even staggered by the impact with a 150 kg. Lizard Man, the Baltorc reached down and grabbed Pessen by his weapon harness and hefted him, effortlessly, over its shoulder. Then with a sudden flick, it threw Pessen forward into a stone wall, over seven meters away.

Pessen landed hard and a crack told him that he had broken his tail in at least one place. Suddenly he cursed his luck at losing his other weapons in that gambling game. Hoping that he had something left with which to defend himself, he reached into his backpack. The Baltorc took its time approaching as Pessen knew it would. It enjoyed the game too much to end it too quickly.

Pessen could find only one thing in the bag of any concern, a Gem, Chiastolite, which had somehow escaped his drunken gambling of the night before. He held the stone in his hand and hoped that some god would look kindly upon him in this plight. He then threw the stone as hard as he could straight at the Baltorc's eye.

Incredibly quick, the Baltorc snatched the stone from mid-air and glanced at it curiously. Suddenly he flung it away, but evidently too late, as a mist was slowly appearing and solidifying in the chamber. Slowly but surely, a Humanoid solidified.

"A Baltorc, eh? Well, run my little Lizard friend. This demon and I have a bit to settle here."

With that, the Cleric tapped his Staff to the ground and an expanding sphere of light emerged from it to engulf both the Cleric and the Baltorc. Pessen stayed only long enough to see the Baltorc writhing in the light before hurriedly leaving the chamber, with his broken tail dragging behind him. "By the Great Egg! A Baltorc able to activate Chiastolite." This laughter helped take his mind off his broken tail and the fate he had narrowly escaped. . . .

In most Fantasy Role Playing games, treasure makes up one of the more important goals. You have your miscellaneous Magic Items, Junk Items, Money and, last but not least, Jewels. In the **Dungeon Master's Guide**, Mr. Gygax gives some of the more common Gems and the powers one might give them. In my own game, with a computer to do most of the work, I give out lots of different types of Gems and allow a player a 1% chance of activating them, either using it's powers to help or hinder himself. Here is a list of some of these Jewels.

For instance, the Agate family has many members with special powers. Banded Agate, an Agate with brown, blue, white or reddish stripes, allows one to produce light of any color included in the stone. Another, Clouded Agate, which has cloud scenes on it, gives one a 10% chance of summoning rain clouds. Eye Agate, which can be told by it's concentric circles of gray, white, brown, blue, or green, allows one to see into the Demonic Plane - this could be quite startling at times. Flower Agate, which allows one to communicate with and control 1 - 10 types of flowers, has a flower shape on it. Landscape Agate, an Agate with a Landscape scene on it allows one to cast an Illusion of that Landscape over the present one. It will last for 1 - 10 turns. Scenic Agate, much like Landscape Agate, has a greatly different power. It contains a Pocket Dimension which the activator can point at someone and teleport him into the stone. However, there is a 25% chance that the user is teleported in as well. The activator must also find a way out. One Agate, Plume Agate by name, has a feather shape on it, and when activated it causes all birds within 100 meters to attack the user. Polkadot Agate, a Gem with polkadots on it, causes intense anger in any creature it is directed at. Finally, Tree Agate, a stone with a tree shape on it gives one +2 on all initiative rolls; this being quite useful at times, especially in fights.

Another interesting stone is Amazonite, a green microcline Feldspare, which gives a Female Fighter +2 on her fighting ability. A greenish or grayish white stone, Bronzite by name, allows one to use Bronze weapons at +1 in Hit and Damage, while Californite, a type of green Jade, gives the user +1 on Saves vs. *Charm Person*. Then there is Chiastolite, a black stone, that when activated summons a high level Cleric to attack the user. This is part of a family of attack stones.

Chert is another stone, It is prized by primitive

tribes as it, a grayish flintlike quartz, allows one to make +1 stone weapons. With Agrarian tribes, Chlorospine, a grass-green spinel, is highly prized, as it gives the user a 5% per level chance of talking to a plant. They will give lots of Gold for these Gems, as they are not common in Agrarian areas.

The steel gray stone, Dwarf Nodes by name, is highly prized by Dwarves, as it allows one ot shatter up to 1 meter of rock per melee round. They also prize Fluorite, a deep purple Gemstone, that will glow in the dark for 1 - 6 turns when activated. These are used when there are dangerous gases in the area that is being mined. Elves prize the Elf-stone, and rightly so. It is an opaque black stone that glows from red to white when activated, shooting off a 1 - 8 Hit Die Laser Bolt. It will do this once per turn. Psioners prize the Janus stone, which is crystaline with one or more colors in it. They like it because if someone has psionics and is able to activate, it, they can produce pictures inside the stone. They also like the Star stone, a brilliant blue crystal that gives one a 20% chance per level of having psionics. Many races use it to bring out their latent psionic powers.

Other stones include Margusite, a light blue stone, which can make any object extremely heavy, when pointed at it. A stone for Clerics, is Odontolite, because it is made up of fossilized ivory, bones, or teeth, that are blue in color. They give one +2 on the chance to turn or dispell a skeleton. Violan, a fine blue colored diopside allows one to fly for 1 melee round per level once a week. Finally, to end up this survey of Gemstones is Zoisite, a gray, red or greenish stone that when activated summons all the Rats within 100 meters to attack the user.

The use of these stones might enable the Judge to create a player or non-player character class called Geosage. These people would require the intelligence of a Magus and would be inclined to using the magic of the stones (Judge's discretion). These Geosages would have a cumulative 10% chance per level of activating a stone up to 5th level. At 6th level the percentage would sink to an additional 3% per level. The Geosage would check his ability to activate a stone whenever he wished, once a level. If he tests it every level, then the new chance of activating it is only the difference in chances between the two levels. The Geosage, being what he is, would be effectively a Magus, with a different source for his spells, and so he would be limited to the Hit Dice, Weapons and Armor of a Magic User.





FROM THE HORSE'S MOUTH

PEGASUS Reviews Games and Game Aids



ABYSS
POCKET ADVENTURE # 2

Released by Flying Buffalo, Inc.

Reviewed by Clayton Miner

Many travellers have come to the same point, where they are battered and bleeding from wounds inflicted on them by people they don't even know, for reasons they do not understand, when finally unable to raise their weapons one last time, they sink to the ground no longer a member of the living. Up till now the only recourse has been a visit to the local High Priest by your companions, or wadding the character sheet into a ball and sending it on a one way trip to the wastebasket. However, with the release of **Abyss**, player characters in the **Tunnels and Trolls** game system have a chance to return from the dead based in their own merits. Number 2 in a series of Pocket Adventures, **Abyss** places dead characters on the very edge of Hell itself, where the slightest error in judgement may mean that you will remain as a permanent 'guest'.

Set up in a style familiar to those who have played **Tunnels and Trolls**, this small booklet of 13 pages runs through the adventure by having the player read an initial paragraph, then listing several options. From there on the player must decide what to do then look up the listed paragraph giving results or additional instructions. For example, a player may be in a position to go down the hill to the plains, go to 8F, or if you wish to enter the small cave go to 2B. This allows for a fair number of choices to be made during the course of the adventure, but also limits character inventiveness. If a player wants to perform an action that is not covered by the directional options, they are out of luck.

One of the nice things about this product is that it makes for interesting play, and can be quite enjoyable to read through even if you are not running a character. The major problem with **Abyss** is that it becomes predictable after a while. Those people who have had the fortune (or misfortune) to have been through this several times get to know the pathway through the booklet, and will know the right things to do. At this point it no longer becomes a test of player wisdom, but a contest between the dice rolls of the player and the creatures. Unfortunately, there is nothing, other than a Judge limiting the number of times a player may try to take a character through this adventure, that can be done to change this. This fault has surfaced in the majority of solitaire dungeons that have come along in the past few years. However, the amount of adventure that can be found within **Abyss** is well worth the price of $2.00. The main feature of this item is that it is fun to run through, regardless of the chances of success or failure, and any player who is looking for some additional plat after their character has been slain should pick this up.



SPELLBINDER

Released by Task Force Games

Reviewed by Clayton Miner

After looking through **Spellbinder**, it seemed as if the reverse of **Robots!** was in force, whereas the one, **Robots!** had exceptional counters and a poor map, **Spellbinder** has an excellent map and poorly done counters. It seems to be a rule that Task Force is unable to make both ends of a game meet. **Spellbinder** is a game of Wizards and their armies in conflict with each other as they strive to lay claim to Yof-Pintre, the island stronghold of the mighty Wizard, Yamantsar. Each player assumes the role of one of the four warring Wizards and takes command of an army. Aiding the Wizards are various magic spells falling

into two groups, Offensive and Defensive, with which a person may strike at his enemies from a distance while hopefully being protected against reprisals.

Unfortunately the counters for **Spellbinder** are not of high quality and detract from the appeal of the game. Printed with overlapping colors, all that is displayed is the black silhouette of a Wizard (and his name) and his rather Orcish Henchmen. This is interesting, whereas the cover art depicts men in mortal combat, the counters suggest that there is not a Human in the bunch. In addition to the four armies, there are 2 ships, 4 spell counters, and 4 special black counters which represent the Garrison of Yof-Pintre. The size of a Wizard's army is limited by the number of counters, and at best one can control nine units, although the strength of these units may vary as the game progresses. I am still trying to figure out how to spread 10 Strength Points evenly among 9 army units.

The best part of **Spellbinder** is the game map. It boasts color over the entire playing area, with alot of attention placed on the detail of the mountains and castle areas. The amount of work done on the castles gives a player something to look at while waiting for the others to finish their moves, and when viewed at the right angle, the mountains appear to stand over the surrounding terrain. The forested areas are lacking in detail but the balance between them and the open areas makes up for this. The water areas are well done and contribute to the overall quality of the map. Last but not least, the names of the places blend in well with the map, and do not stand out overshadowing the rest of the graphics.

The Rules Book follows **Task Force Game's** standard procedure, using the Case and Point System developed by **SPI**. This game however, is somehwat different than **Robots!, Intruder,** and **Star Fleet Battles** in that it has a table of contents on the inside front cover. This is a great improvement over the earlier games. However, **Spellbinder** does not have the large amount of rules that **Star Fleet Battles** has, so the lack of a table of contents would not be as big a problem as it has been in the past. As usual this game begins with a short background narrative, which is a nice little touch, but in this case is short and does not have the numerous touches found in others. Actually, a large amount of material is covered in the 12 pages of the rules booklet, mostly in a concise manner, fully explaining what is and is not possible. Unfortunately some of the explanations of the rules can be quite involved and somewhat confusing, requiring several readings before things are made clear. An interesting feature of the game is that the position of the first player in a turn is not always held by one person, but by the high die roller. This will go a long way to bringing the twists of fortune into the game.

Supplied with the game are four sheets of paper on which a player has a copy of the CRT, Spellbinder Points, and a Matrix for Spell to Spell Combat Results. The only thing left off of these sheets is the Terrain Effects key, and as usual, it is hidden in the rules. Other than this, and the rather poor counters, the only mark against the game, is the amount of extra bookkeeping that the players have to do. This is in the form of the strength of the armies. However, **Spellbinder** remains an interesting game for 1 to 4 players despite one or two glitches, and should provide players with an afternoon of enjoyment.

SKINWALKERS AND SHAPESHIFTERS A GUIDE TO LYCANTHROPY FOR PLAYERS, DUNGEON MASTER, AND THE CURIOUS

by Morningstar Publishing Company

Reviewed by Clayton Miner

The topic of Lycanthropy has long been a subject of interest to people who partake of the many fantasy role playing games, for where else is one likely to encounter such a fearsome creature as the legendary Werewolf? Yet, until recently other than some well known legends and several cinematic conventions, there has not been a great deal of information for gamers to go on when encountering a Werecreature during their travels. Well, the people at **Morningstar Publishing** have released a small book designed to make the running of the friendly, neighborhood Lycanthrope an easier task. This book performs two services; first it offers guidelines for establishing the Lycanthrope in a world as both player or non-player character, and second it helps to even out the imbalance that often exists between man and beast in many games.

This is done primarily through the textbook style in which the information in presented to the reader. Consisting of 5 chapters, each section of book is dealt with thoroughly, and is accompanied by a section of suggestions on how to incorporate the ideas expressed in the chapter into fantasy gaming. While this is handy for showing people how to use what they have been given, it is also somewhat confusing as the reader must jump several times from the 'real world' to fantasy gaming and back again several times, before they have completed the book. Other than this, there are no other noticable problems with the book. An excellent feature of the book, not found in most other game aids, is a list of Suggested Readings for those who wish to persue the subject further, or just to get new ideas on types of creatures to include. A number of fiction and non-fiction works are on this list, opening a wide range of material, and each book has been commented on, to help people decide whether or not to use that particular item. As well as the reading list, the book is graced with a table of contents of both the gaming suggestions, and the historical material these ideas were derived from, facilitating quick and easy reference.

The author has divided the book into two 'sections', the first covering the Skinwalkers, those who derive their abilities from a totem, and the Shapeshifters, those who derive their powers from either Sorcerous means, or natural happenings. This has resulted in a wide range of possibilities when encountering the Werebeast, and has helped to revoke the almost instant death sentence most characters are faced with if the Werebeast attacks. A nice idea, and by varying the type, strength and inherent limitations of a Were-

creature, a measure of suspense will be injected into an encounter whose outcome might be otherwise predictable. Another mark in favor of **Skinwalkers and Shapeshifters** is that it is set up for use by both players and Judges, without the problem of one reading something reserved for the other, something which has cropped up several times already on the market.

As well as this, a feature of **Skinwalkers and Shapeshifters** which should attract many gamers is that the guidelines given may be easily expanded to encompass the less traditional Wereforms that have become popular in gaming as of late, such as the Werecat. In fact, in the Shapeshifters section of the book is a new player or non-player character named appropriately enough, the Shapeshifter, which is a culmination of ideas previously expressed, and is tailor-made for those people who like to try out new and unusual things. In addition, the book offers lists of ways to transform ones self into a Werebeast, and vice-versa, either voluntarily or involuntarily. An interesting touch which can add depth to any game. All in all, **Skinwalkers and Shapeshifters** is an interesting, informative, and well thought out product which should be of interest and be of much use to both players and Judges.

MAGE
Released by The Archaeron Games System

Reviewed by Clayton Miner



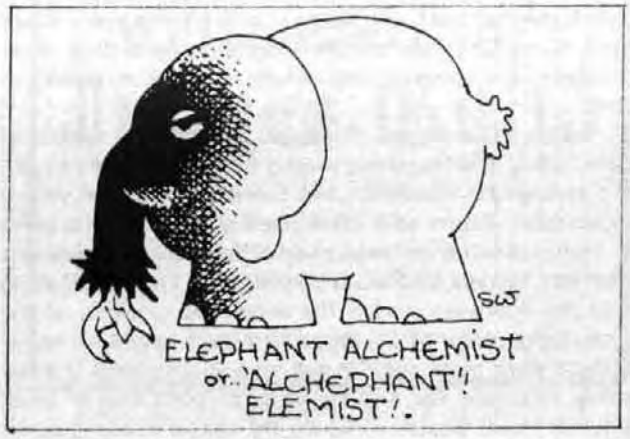
One of the latest items to come from Canada is **Mage**, one of the modules that go together to form the Archearon Games System. This part of the system covers the generation and development of the Clerics and Wizards to be used when more of the game is released. On its own **Mage** may be used as a supplement to existing role playing games, or as a game of Sorcerors and Clerics in a magical conflict. While some of the systems and ideas in this book are similar to those found in **Chivalry and Sorcery**, there are a number of new ways of doing things which will be of interest to many gamers. To set up a persona is admittedly a rather complex process, but as most of the rules are straightforward, requiring little or no guesswork by the players or Judge, it is a task which is not overly difficult.

Generating this persona (character refers to the NPCs) is more time consuming than it is complicated, as the player must run through a number of formulas to determine the overall quality of his persona. For example, a Mage's Demonic control is figured as one-third of the Deadliness + Social Attitude + Greed. Another necessary formula is the Psychic Capacity which is the ability to cause things to happen. This is determined by taking one-third of the Stamina + Social Attitude + Sensitivity. There are several other formulas which must be run through to set up the character, and it is this which takes most of the player's time.

One of the new ideas in the game is that of Body Type as a basis for setting up the character. In the game it is important to know if your persona is a thinking person, a doing person, or an enjoying person. This basic determination then effects things like size and social standing. The most important use for Body Type is in figuring the endurance of a character. This is an interesting way to set up a persona that should appeal to others. A distinct advantage to this game is the thorough Table of Contents, which has made it alot easier to find specific bits of information. Being able to find where a certain rule is, comes in handy when faced with the large number of abbreviations found in the rules. This high number of abbreviations is one of the faults with **Mage**, making it a bit difficult to get through.

When using this product, it may be handy to view it as a simplified variation on the **Chivalry and Sorcery** Magic System, as some of the ideas, like that of specialized Magic Users and the use of a focus are primary parts of play. A nice touch is that the focuses necessary (labeled Personal Magic Devices) are divided into four different types, the Wand, the Medallion, the Chalice, and the Sword, easily recognizable as the four divisions of the Tarot. Each of these types have different effects on spells, depending on the level of device constructed by the Mage. This makes for a wide variation in personae, and an interesting game. One glaring fault with **Mage** is that parts of this have been set up with very little forethought. First and foremost in this is the Sage Personae Class. This fellow has the Power of Prophecy, and as set up, if he is accurate is his predictions, the Judge must change things around so that the events happen. While this may be a fun class, bringing a new dimension to play, the possibilities of upsetting the balance of a world are too high for it to be practical.

One of the biggest disappointments in **Mage** is the artowrk, which at best can be labeled as poor. As a contrast to the low quality of the interior artwork, the cover is pretty well done and attracts the eye. Overall, this is an interesting project, with several very good ideas which should make for interesting play. Hopefully the rest of the A.G.S. will be released soon, making **Mage** more of a role playing system than just a game. Play is often fast paced and interesting, with the players becoming quite involved with their personae, another reason that Judges should try this out.



VALKENBURG CASTLE

Released by Task Force Games

Reviewed by Clayton Miner



Like so many that have preceeded it, and like so many yet to come, **Valkenburg Castle** is a board game version of a **D&D** game. And yet **Valkenburg Castle** has something different than most. In this game the players really get a feel for fighting a running battle on several floors of a building at the same time, except that in this game the action takes place in a castle. Because of the many ways in which the five underground levels of the castle connect, this game offers many challenges to inexperienced as well as experienced players. Victory might be almost assured and then suddenly when you least expect it the enemy may drop down the ladder one of your men just found. **Valkenburg Castle** offers a degree of complexity not found in most **D&D** related board games

The closest game of this genre to date is **Citadel; A Quest Within a Wizard's Tower**, where similar to **Valkenburg Castle**, the object is to enter a multi-level castle held by a Wizard and to complete some objective. In both games, one of the players is the defender trying to keep the other person out, while they (the other person) try to find their way about the castle before time runs out and they are caught by the garrison. This, however, is where the similarity ends. In **Valkenburg Castle**, the player of the 'Good' side has several ways of winning the game, but is faced with a much stronger challenge. Not only is he allowed to roam the castle killing and searching wherever he wants, so is the enemy, and you never know just where the other person will surface. To survive the continually prowling minions of the Evil Overlord (or Wizard) the 'Good' guys need a lot of skill and luck. The castle is represented on the game map as a five level complex. This actually is the dungeon below the castle proper interlinked by stairways and ladders, and split up into many areas by walls. Doors are everywhere, some locked, some unlocked, and some secured, which makes them harder to open.

This map of the floorplans is actually somewhat plain, rather spartan, being mostly black with a grey square grid to regulate movement and combat on a cream yellow background. Along with this square grid system is a series of alpha-numerics to help people find various doorways, staircases, ladders, and to set up the game. This is red, along with the doorways, and is the only thing breaking up the general monotony of the board. It would have been better if there were more color in the map, just to keep it interesting. However, the map serves its purpose, that of being only the visual display of where the action is taking place.

Somewhat disappointing are the counters for the game, which are relatively plain and unassuming. Similar to other games by **Task Force**, these counters consist of simple silhouettes on a colored, or white background. In summation, **Valkenburg Castle** is a very good game (unless you go a little crazy and try to use the rules for modern combat), that lends itself well to the campaign game scenario given in the back, and is well worth the cost, as it will provide many hours of enjoyment and action, in the dark depth of an enemy held catacombe.

Combat is the central idea of the game, and **Valkenburg Castle** seems to have been designed primarily as a lesson in the complexity of such a struggle. The rules to **Valkenburg** are well thought out, and cover the possibilities quite throughly. As is usual with rules that go into the amount of detail on combat as this there are bound to be some questions, but several readings, and/or a trial game clear these up quickly.

The rules cover such important things as missile fire, melee, vertical assaults (for those times when you are lucky enough to catch the other guy on a ladder, or are unlucky enough to have that happen to you), magic use, battering down doors, and monster. This is one of the most complex games of its type around, and also one of the longest to learn how tp play. This is not due to bad rules, but to the number of them that must be mastered before play begins. **Valkenburg Castle** is by no means a perfect game, it is not as spontaneous as **D&D**, and lacks the general creativity found in most **D&D** games, while being very close to a dungeon run. Another problem with **Valkenburg** is that some of the rules are out of balance, or tend to favor the other player. For example: before the game has started, the 'Evil' player has locked many of the doors in the dungeon, which can only be picked, battered, or chopped down by the 'Good' guys, while the enemy have keys to use. Why not take the keys your ask? Well that is because the 'Good' guy cannot use the keys, as they are slightly magical. However, these imbalances are minor and do not really interfere with the game.

THE NECROMICAN

Released by Fantasy Art Enterprise

Reviewed by Clayton Miner

Magic has long been a fascination of mankind, from the time when primal warriors danced by the firelight to insure the bounty of the hunt, to today where people spend their time in reading the Tarot or the I Ching. It seems only natural that many of the current fantasy games would include magic use as an itegral part, for often it seems that magic is inextricably bound to the exploits of many heroes of legend and mythology. It is also logical to find the relatively unrestrained use of magic in these games as it is only realms of **Dun-**

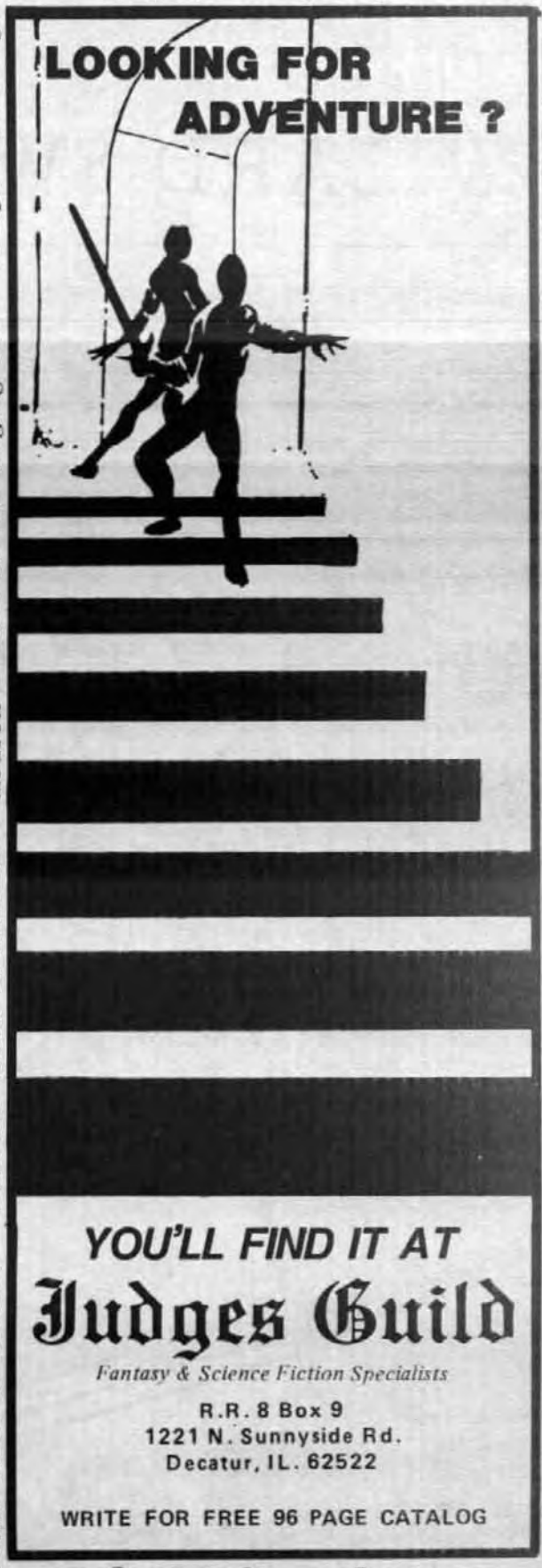
geons and Dragons, Chivalry and Sorcery, and Runequest, to name but a few, that one can experiment with these powerful forces without first having to run through lengthy and expensive (both in mortal coin and other forms of wherewithal) procedures, and risk being exposed to the effects, of an untried spell. Few things can be more frightening than being in the middle of a disaster of your own creation and not being able to stop it. This product, **The Necromican**, brings to a player or judge a complete spell book containing many new and wonderous magical performances designed to amaze and delight the user.

A veritable masterpiece of creativity, this product reflects the imagination of five fantasy gamers in their search for the new and unusual with which to bring variety and sparkle to many worlds. While not the only book of its type available, many judge and players will find **The Necromicana** most useful book, first on the grounds that it offers something for everybody, not just the Lawful Mage or the Chaotic Wizard, but spells that will be useful to the Druid or Cleric as well, even the wily Illusionist will find a few spells, such as the Bedazzler, which will be useful. Admittedly some of these spells, are bit unusual, like the Sorceror's Spacecraft, but by an large, the book offers reasonable, intelligent uses of magic. In fact may of the spells have uses that do not at first come to light. For example, the spell of Benign Boots which causes a pair of boots to take a corpse to a place of safety on another plane can be used by a devious Magic User to put an enemy away, where restorative spells will not reach him. One of the best parts of this book is that it opens the way for player and judge ingenuity, something which seems to be lacking in great quantities as of late.

Retailing for $5.00, this book also offers interesting illustrations covering the effects of some spells, areas the spell can cover, and so on. An interesting little book, this will bring some new life into a sagging campaign, or help a frazzled judge fight back against the party of well equiped high levels that have veen virtually running the world. Especially useful to the judge with the reputation for the bizarre, **The Necromican** is sure to raise a few eyebrows when the party meets with a Mage capable of using Toth Amon's Organ Request, and proceeds to do so. This is definately a product that judge and players will find interesting and somewhat amusing. The long term value of new material in a world makes this item well worth the purchase price.



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WRITE FOR FREE 96 PAGE CATALOG

The WIZARD SWORD



by David Dougher

If you have a spent many hours in the futile task of explaining why a Magic User cannot wield a sword, and then been frustrated by quotes of various books in which the Magic User does have one, I offer a simple solution.

The **Wizard Sword**: cost: 20,000 Gold Pieces. Time required: 1 year.

This Magic Sword is the sole sword usable by a Magic User. Further, a Magic User will be 99% likely to keep this weapon once he has created it - player characters included. (Decrease by 20% for every one already owned.) A **Wizard Sword** confers no bonuses, (optionally, for an extra 10,000 GP and an additional 10 weeks. it can be made to "Glow" in the presence of some enemies. Note: Only the blade will glow, so if the weapon is covered by a sheath, no glow will be seen. The blade will glow only for someone or something of direct opposite alignment within 30 feet) nor may it be further "Magicked" to give it bonuses. The sole "Magic Property" of a **Wizard Sword** (excluding glow) is its ability to be carried by a Magic User.

In general, the only way for a Magic User to obtain a **Wizard Sword** is to create one, or kill the owner of one. A **Wizard Sword** will not be found in a treasure! If a treasure is guarded by a Wizard, or a Wizard is encountered as a wandering monster, roll a percentile die. A roll of 00 indicates that the Magic User possesses such a rare weapon.

In addition to being desired by Magic Users, **Wizard Swords** are highly sought after by Thieves who sell them at great profit. If a Thief is offering to sell a sword claiming it to be such a weapon, there is a 10% chance that the sword is actually a **Wizard Sword.**

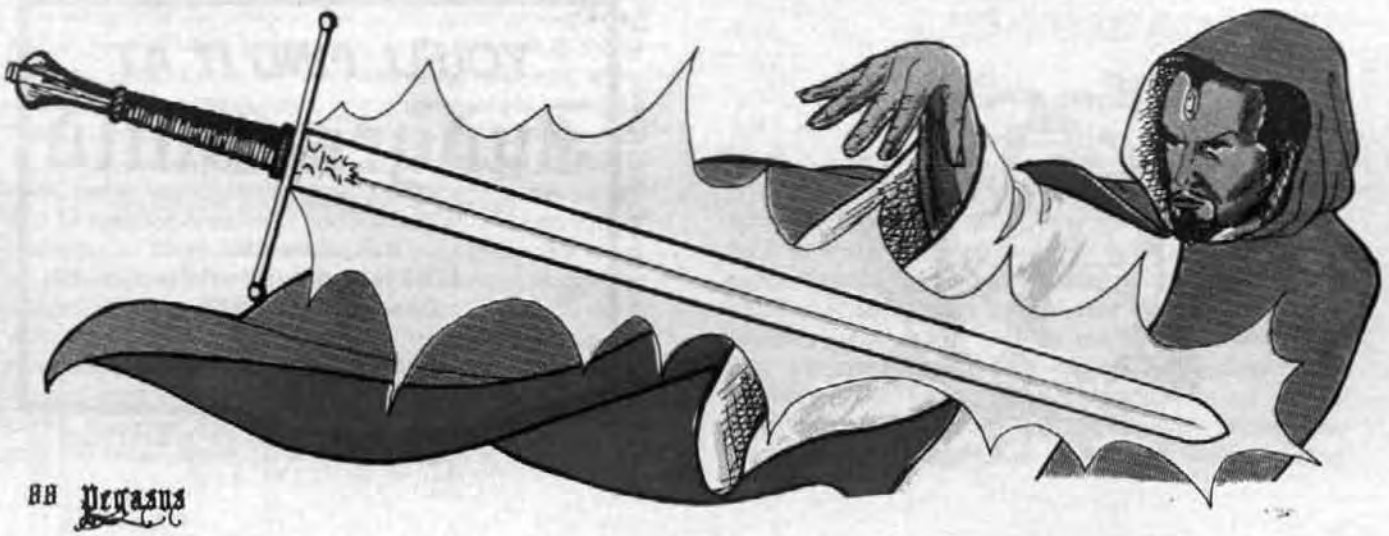
Wizard Swords are able to "sense" the alignment of their owners. Hence, if the sword changes owners the blade will still glow for the new owner if he encounters a creature of opposite alignment. However, when changing itself the sword must make a saving throw or shatter in the new owner's hand! I use a system shock roll giving the sword a Constitution of 15 (16 if it "glows") immediately upon changing owners.

Only Magic Users of Wizard level (11th) or higher may create a **Wizard Sword**; consequently, obtaining one will not be easy!

You will find that in game play a **Wizard Sword** will have little effect. Magic Users must sheath the weapon before conjuring - losing valuable time. High level Magic Users should have little interest in creating such weapons because of the monetary costs, massive time expenditure and low yield result. In combat such weapons are capable of no more damage than a dagger; the bearer is generally singled out for attack ("Get Him! He must be a Wizard!"); and Thieves are always trying to steal them. **Wizard Swords** are subject to all sorts of common damage, and a *Dispel Magic* spell. (Sword saves as 11th level Magic User).

So, now your Magic User can carry a sword! (if they are rich, foolish, indolent, and don't need it.)

A final note: Should anyone protest that this is the only sword a Magic User can carry, explain patiently that such weapons were rare - even in books. Then, drop his character in boiling oil the first chance you get!





Continued from page 7

what do you attribute its popularity?

Mr. Bledsaw: The free form design of **Tegel Manor** was a plus in its' favor, but some basic themes seem to work just right and a huge haunted manor house has just the right feel for interesting side action in an otherwise serious campaign.

Pegasus: *Does that popularity carry over to other* **Judges Guild** *products?*

Mr. Bledsaw: To a large degree. Many of our best selling items are simple campaign aids such as **Campaign Hex System** and **Ready Ref Book.**

Pegasus: *Would you say the style of FRP games has changed much over the last five years?*

Mr. Bledsaw: Not too much. The gamers still expect a lot of fun and that's what is delivered in countless sessions around the country every day.

"...we remain flexible and responsive to gamer's needs"

Pegasus: *If a new FRP designer were thinking of starting his or her own company, what advice would you have for them?*

Mr. Bledsaw: Be prepared to work hard, be honest and fair, and don't expect too much of others.

Pegasus: *I think I've about used up all my space for this issue's interview, so I'd like to thank you for the interview and good gaming one and all!*

Continued from page 77

cludes a two-color map, with very extensive information for both the players and the Judge on this particular scenario. These products sell for ten dollars and sixteen dollars, respectively.

Technical Studies Rules (TSR) has recently released a game based upon an upcoming movie by the same name. "Escape from New York" deals with the attempts of players to rescue the President from New York City. The year is 1997, and New York City has been turned into a large maximum security prison for dangerous criminals once the police wars were over. The President's plane falter, and crashes in the city.... "Escape from New York" sells for twelve dollars.

Gamelords has released "Free City of Haven," which sells for $14.95. This city is a detailed set of adventures for their "Thieve's Guild" role playing system, although it may be adapted for other campaigns. Free City is part of a four-part Thieve's Guild adventure set.

A new company, Future and Fantasy Games, has just released "Hyperspace," a game of ship to ship combat in the 21st century. This boxed game, which includes five scenarios, has a price tag of three dollars.

Well, there you have it. The list of the newest releases is complete. So, until next time (with its inevitable large number of new releases), may the Force be with you.....

Continued from page 4

The BOOTY LIST points out the next stop in this tour of our new magazine. Best described as the register of JUDGES GUILD products, this section of PEGASUS not only lists what we have available, but also includes a rundown of prices, and the component parts for each of our items to make it easier for gamers and Judges to place orders for new releases or replacement parts. ALL THAT GLITTERS... can be quite helpful in bringing back an air of uncertainty to any treasure chest. Something of a companion column, ...AND THINGS THAT GO BUMP IN THE NIGHT is where we will be bringing you a menagerie of new and unusual creatures. Many strange beasts, beings, and monsters of magical and mundane nature will be presented here, along with complete descriptions and statistics for use with the DUNGEONS AND DRAGONS game system.

As we continue our tour of PEGASUS, the next area that we shall be visiting is the CONVENTION COMPENDIUM: our roster of up-and-coming gaming, science fiction, and other assorted conventions. This section of the magazine offers the reader a continually updated list of what is going on, when, and where, with information as to whom to get in touch with to find out more about the event. The COMPENDIUM is also offered as a free service, making it

easier for convention planners to spread word of their planned event.

While on the final leg of this tour, we shall be stopping in on the three remaining departments. The first of the last three areas is FROM THE HORSE'S MOUTH, which will be bringing you reviews of the new products, games, and game aids in the field of board and wargaming, and fantasy and science fiction role playing. This part of the magazine is aimed at informing the gamer as to the various merits and weak points of a number of items, both currently available, and soon to be released. The section GRAND PROMENADE AND SKALD'S STREET is where we will be printing letters to the editor, and his responses to the gamers' questions and remarks. The name of this department, by the way, is also the location of the PEGASUS office in the CITY STATE OF THE WORLD EMPORER. Lastly, we have IN THE CRYSTAL BALL, the part of the magazine set aside for advanced billing of some of the features of the next issue. This is where we will be giving the reader some idea of what to expect and look for in the near future of our magazine.

Well, here we are at the end of our tour of the magazine, and, before I bring this month's HORSE FEATHERS to a close, there is one last thing I need to cover. A number of subscribers to the JUDGES GUILD JOURNAL and the DUNGEONEER have called or written in with questions concerning their subscriptions. In response to their querries, any subscriptions that were placed before the change in magazines will be prorated, that is extended, to cover the PEGASUS for the duration of the original subscription. None of our subscribers are going to lose out by our change in magazines.

the
JOURNAL
of the Travellers' Aid Society

Is your Traveller campaign going down the drain because of a lack of fresh ideas? Get the *Journal*, and stock up. **The Journal of the Travellers' Aid Society** is a 40 page Science-Fiction adventure gaming magazine. Each issue is stuffed full of play-related articles and features guaranteed to pull your campaign out of the black hole of boredom.

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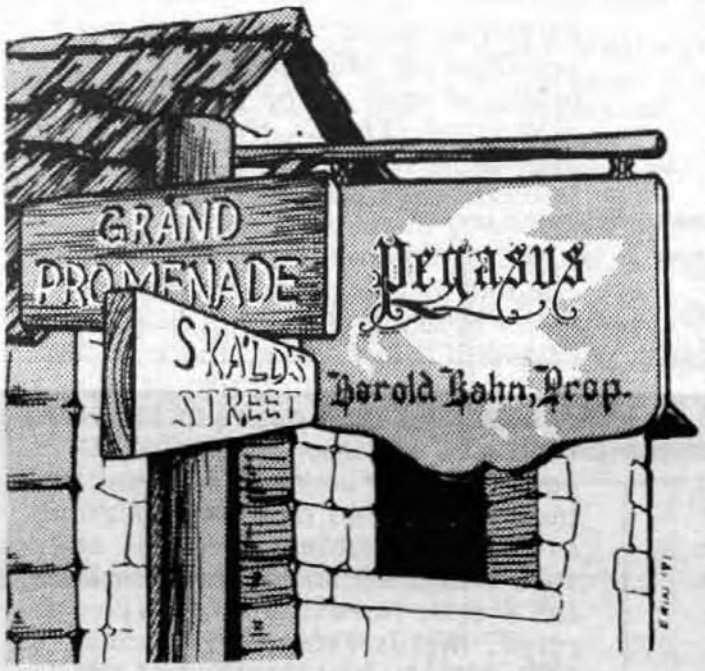
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WINNER – H. G. WELLS AWARD,
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Dear Judges Guild,
As an ardent fan of the TSR fantasy game, Advanced Dungeons and Dragons, I find some of the modules that you offer for sale very interesting and entertaining. However, after the purchase and careful examination of one of the modules (Under the Storm Giant's Castle), I found a few things that disturbed me about that particular module.
In a game such as D&D, borderlines must be drawn between the real and the imaginary. When these borderlines cannot be drawn in a game, then the game ceases to present its true function, and could lead to misconceptions about it and the subject matter it deals with.
I feel that Mr. McCloud's use of angels and the Devil in his module was in extremely poor taste. As previously stated, boderlines must be drawn somehwere, and I feel that they need to be drawn, before they draw in the Almighty and the Holy Bible. If the contents of this module are to remain the same, perhaps the Judges Guild should change the sentence that is on the inside front cover that reads, "All characters, situations, and institutions portrayed herein are fictional, and any resemblance to any person or institution is purely coincidental." Somehow, I feel that the resemblance between the contents of the module and the institution of Christianity is too great to be called purely "coincidental." Perhaps Mr. McCloud should refer to the TSR Monster Manual for D&D, and select his monsters for his modules from this book, instead of from the Bible.

Randall Keiser
Pollock, La.

Randall,

I'm glad to hear that you enjoy most of our products. Unfortunately, I also have to admit that we are not perfect, luckily, no one else is either. You may be right that the line must be drawn somewhere, but where that line is drawn is up to the DM. Sometimes I feel that the line is drawn too far to one side or the other. I personally know Christians who use Christianity in their campaigns for evangelical purposes. In order for the game to be truly fantasy, all religions that ever existed would have to be kept out, which eliminates both Gods, Demigods, and Heros, and Dieties and Demigods, a little late for that now. So, since other religions have been included in the game, it would be discriminatory to say that people couldn't be used in fantasy games. In other words, it is Mr. McCloud's choice of whether or not to use these beings in his Dungeon, and it's your choice whether or not to use his dungeon in your campaign.

Harold

Hello,
I don't write often, and even less frequently to magazines. However, considering the amount of utilization I get out of THE DUNGEONEER, I have decided to send along this letter. Through various means I have

obtained the more"valuable" information of all the issues. (i.e. Dungeoneer Compendium 1-6). I use much of this material, somewhat modified of course, in my world. Also, the stories spark many ideas of my own. Because of this, I consider the 'zine an excellent return for the money spent.
Being a member of the Air Force I come into contact with a lot of people and I really am surprised as to how fast the games catch on, especially D&D. Keep up the good work.

Sgt. B. Chapin
Wurtsmith AFB, MI

P.S. I have enclosed a couple of monsters and magic items of my own design.
Like to see what you think.

Sgt. Chapin,

Thanks for the good words.

Harold

Dear Sirs:
When I recieved issue #19 of your good magazine, I read with some interest the article by Thomas McCloud entitled "Estimating Power" I've done a little work on my own with the problem, and I'd like to share it with you.
To my mind, the definitive rating system for monsters of any kind is the one developed by Don Turnbull in White Dwarf, issues #1-3. I won't go through it here, save to say the number it generates is essentially the number of rounds an endless string of first level fighters would take to kill the given monster. Interested readers are urged to consult White Dwarf for further information.
But it does have a problem. It develps a MonsterMark (the name of the rating) for only a single creature at a time. It can also be used to rate a number of creatures all considered together, but only with the greatest of difficulty. I went through a number of these calculations, and came up with the following empirical formula: MM of the group = $N^{1.5} \sum_{n}$ individual MM where N stands for the number in the group, and MM stands for Monster Mark. Curiously, if we square both sides of this equation, and assume that MM is directly proportional to level (though that is not true), we have the formula Mr. McCloud developed in his article.
I have no idea what a 1000th level dragon is like, so I cannot comment on Mr McCloud's example. Instead, I have prepared a quiz for the readers of JGJ. Pick the group or individual you think would win each of the following battles. For convenience, no magic items have been included.

1. 2 skeletons vs. 1 zombie (the skeletons)
2. 10 orcs vs. a sea hag (the orcs, easily
3. 3 stirges vs. a 1st level fighting man (the stirges)
4. 100 orcs vs. a 12 HD Gold Dragon (the dragon, easily)
5. 20 Copper Dragons vs. a roper (the roper!?!)

Hope that was fun. When do you plan to announce the winners of the second dungeon contest (or third, or whatever, the latest one)?

Scott R. Turner
Clayton, Mo.

Scott,

Thanks for the information and quiz. As for the Contest winners, they were published in issue No. 21 of the Judges Guild Journal.

Harold



Traveller Combat Revisions

Written by Tom Holsinger, this article presents an alternative way for **Traveller tm** players to conduct intership combat. Other sections to this cover a wide range of topics including ship design variations, computer programs, and crewing a vessel.

The Wanderer's Merchant Company

David MacKensie sets up for us an interesting system governing the ebb and flow of trade and commerce in a fantasy world setting. The charts and tables in this article make it easy to determine who will end up being the robber barons and who will go to Debtor's Prison.

Swashbuckler

This time, the **Guild** reviewer examines an inexpensive and enjoyable game that lets its players relive the days of old when the heroes and the villians used flashing steel instead of blazing lazers.

Sea Mages

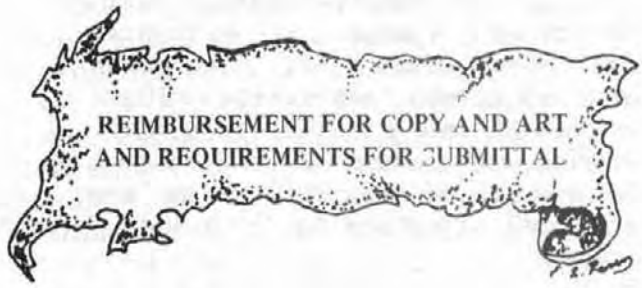
In this article, Paul Elkman has established a new variation on the Magic User, the Sea Mage, a spell caster who draws his power from, and affects the realm of, the seas. **Sea Mages** is complete with all the necessary information needed to incorporate this subclass in any active campaign.

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New Worlds Times

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