



THE DUNGEONEER JOURNAL

PORTAL TO FANTASTIC ADVENTURE

#23

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C. S. W. E. ARTICLE
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Interviewed



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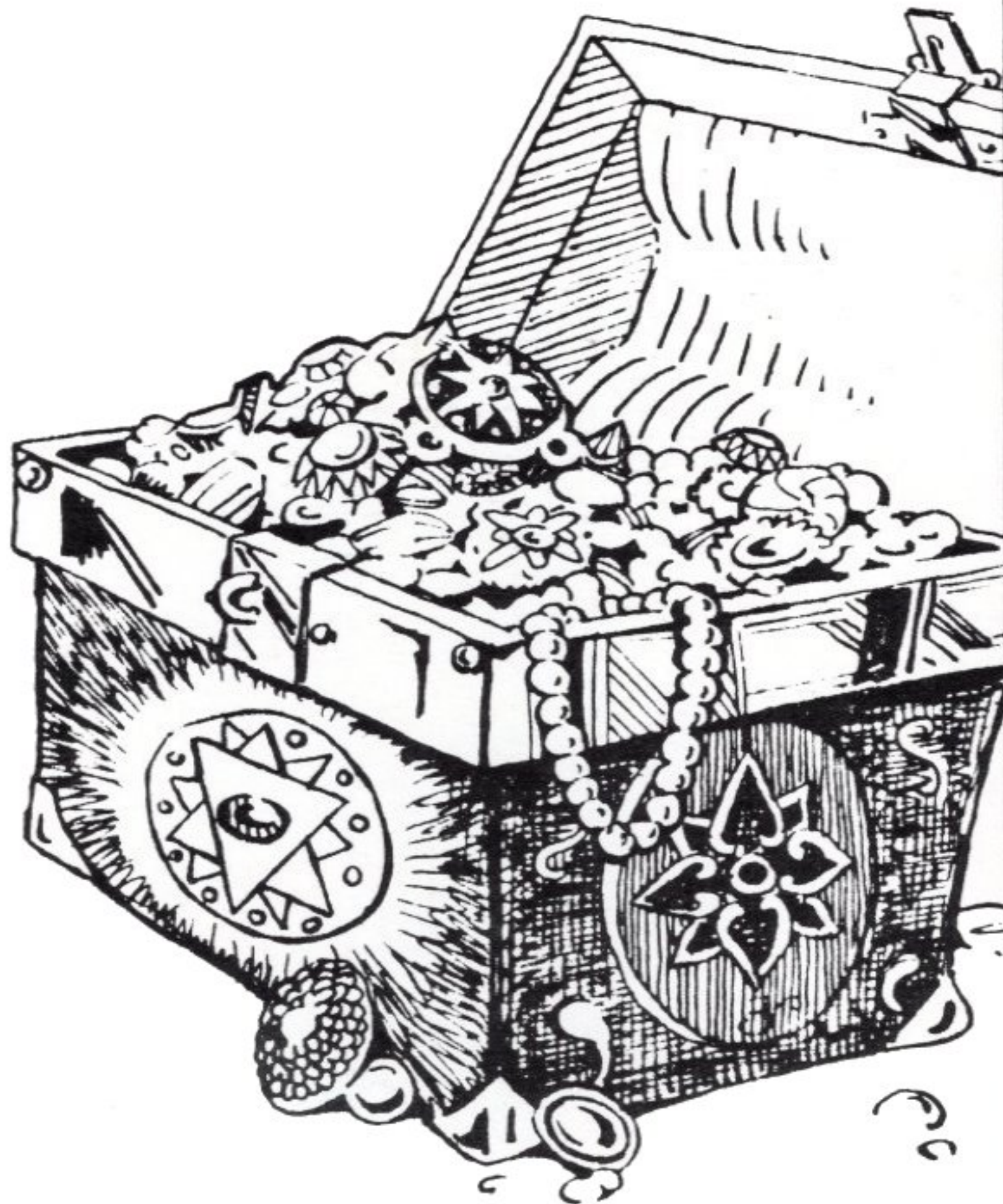
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ART

Paul Jaquays: Front Cover, 11, 17, 18, 61, 62
Aaron Arocho: 45
Kevin Siembieda: 31
Ken Simpson: 10, 13, 14, 19, 20, 22, 23, 24, 28, 46, 47, 48, 49, 50, 51
Erin McKee: 12, 40, 55, 56
Derek Watson: 35

Publisher:

Bob Bledsaw

Editor in Chief:

Mike Reagan

Editor:

Chuck Anshell

Front Cover:

Paul Jaquays

Staff:

Debbie McGill, Penny Gooding,
Erin McKee, Ken Simpson,
Jerry Taylor, Rick Houser

The title 'the Lab' Oratory' is rendered in a large, stylized font. The word 'the' is in a smaller, lowercase font, while 'Lab' and 'Oratory' are in a larger, bold, outlined font. To the left of the title is an illustration of laboratory glassware: a round-bottom flask, a conical flask, and a beaker. To the right is an illustration of a desk with an open book, a lit candle, and a quill pen.

the Lab' Oratory

Hello, again, fans, fen and gamers all. As you can see from our front cover, we are in the process of making many changes around here. You will notice changes on the inside, too. More changes will be forthcoming as we finalize our new format. We hope that you will like them all. Please don't hesitate to write and let us know what you are thinking. Just as before, we always are on the lookout for good fan art and articles on all aspects of RP gaming and S&S and SF&F gaming. So don't stop submitting! We are still YOUR magazine and we depend on you as we always have - a magazine for the gamer and by the gamer (er - pardon the plagerism).

Those of you with subscriptions to both the former magazines (tJGJ and tD) will be getting a letter or notice very soon explaining what we plan on doing for you now that the magazines are combined (yes, we have decided that the combined format is the way we must move). Those of you who subscribed to only one or the other of our parent zines will continue to get **THE DUNGEONEER JOURNAL** for the number of issues you had remaining.

We had a couple of letters pointing out that the Solo Matrix in the last issue had some charts missing. We are in the process of checking this out and will put any additions or corrections into our next issue.

This issue contains a long awaited article: Magic Item Generator by Wesley Ives. It has been conveniently placed in the center as a pull-out section for those of you who wish to do so. I have thoroughly checked to make sure that ALL the tables ARE there. Also in this issue is an interview with M.A.R. Barker, creator of **EMPIRE OF THE PETAL THRONE**. These articles are combined with several others to make this what we believe to be our best issue ever. We hope you'll agree.

As this is being written, JG is preparing for Wintercon in Detroit. We hope to have a report on Wintercon for you in the next issue. Also coming up are Chambananacon and, in

January, Winter War.

Coming in future issues will be the return of the convention listings. We are acting as a national convention clearing house. If you have information on any convention of the types listed below, please send them to Con Clearing House c/o Judges Guild. Con types are Gaming, Science-fiction, Fantasy, Comics, Micro-Computer or any other of interest to gamers or sf&f fen. Information needed includes: general info address (and phone, if one); hotel info including rates; guests-of-honor, mc, etc.; registration fees; art show (who to contact and how much to enter, etc); dealer info (who to contact, how much, etc); special events; dates and location and event types. Any or all of the above info is desired on each con.

Speaking of cons: JG won't be at Conclave as it's the same time as Wintercon but Erin McKee, one of our fantastic new staff artists, will be there on her own. Stop by and say hi and have a look at her art - you'll love it. Erin and our other new staff will be featured in an upcoming Magical Staff column.....CA

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an interview with: M. A. R. BARKER

Rudy Kraft interviewed M. A. R. Barker earlier this year for Judges Guild.

Dr. M. A. R. Barker was born in Spokane, Washington. He went to Junior High and High School in Tacoma and on to the University of Washington where he got his B. A. in Anthropology in 1951. That same year, he was one of the first Fulbright students to go to India. When he left India two years later, he went back to the University of Washington and then on to Berkeley where he finished his work for his PhD. in 1957. Soon after, he was working at the Institute for Islamic studies at McGill University in Montreal, Quebec, Canada, where he stayed for two years.

It was then that he married his

present wife, who is from India, and immediately took a job working, for which he moved to Pakistan for three years on tribal languages. Upon returning, he went back to his job at McGill and stayed there until 1972 (with the exception of 1970 - his one year sabbatical in India), during which time he was promoted up through the ranks to a full professorship.

In 1972, he was offered the position of Chairperson of the Department of South Asian Studies at the University of Minnesota, and he has been in that position ever since. He has travelled back to Pakistan a couple of times more, during these years, on various grants and has written several

books for the teaching of these South Asian languages.

Professor Barker has been a game player since his childhood. He was an avid science-fiction reader. After years of developing his fantasy world of Tekumel and after talking with Gary Gygax, he wrote up the rules for EMPIRE OF THE PETAL THRONE (EPT) and WAR OF THE WIZARDS (WW) which TSR then produced. For a long time, EPT was considered the "Cadillac" of role-playing games, not just because of the rules themselves, but for the high production quality of the maps and rule book. At the present time, TSR has sold their rights to Lou Zocchi and Associates.

Judges Guild: *When in the course of this life, did you become a game player and a game designer?*

Barker: There's two different questions there. I became a game player when I was 4 or 5 years old. I played with miniature soldiers. In those days, they were a nickle a piece at Woolworth's and over the years, it was easy to acquire a small army of WWI soldiers. With my friends, I played the usual toy soldier games. However, very early on I became interested in Ancient and Medieval battles. At the same time, the germs of my own fantasy world were developing through the reading of Science Fiction. So I started working on my own stuff, modifying figures, but eventually, I gave up trying to work with the purchased figures entirely. Since I had a little woodshop in the basement, I carved my own wood figures. I have over 1000 1½" tall figures, carved in wood and painted with model airplane paint. They're certainly not marketable quality or anything but they served their purpose. Way back in the 30's and 40's, I was playing a kind of a fantasy role-playing game. It was not just a series of battles, there was role-playing with adventures,

scenarios, and the whole thing but without the benefit of any particular rules. As we went along, we would work out the scenario and my friends and I would play. If we came to a place where we thought something had a possibility of happening or not happening, we simply argued about it until it got settled or rolled dice solving the issue, usually without too much bloodshed. The same went for combat. We didn't plan anything very sophisticated, it was mostly dice rolling. We gave points for a person's strength and allowed him so many dice rolls for so many points of strength. The points were actually painted on the figure on the underside of his base. So in a way, I think I anticipated fantasy role-playing games by 20 or 30 years. But, as I said, we had no rules so I can't claim to be the inventor of the present systems that exist. That credit certainly goes to Arneson and Gygax. My own game designing started early in the sense of designing scenarios, BUT, I didn't do more formal things until I got into college or university when I revised **Monopoly** tm, so that it represents Mogul India. Naturally I could never print this [revision] because **Monopoly** has such a heavy Copyright

[and Trade-mark and Patent]. I developed some other games which have more or less fallen by the wayside including some board games. Nothing was ever published. It was all informal and it was not really until I had a chance to play **Dungeons & Dragons** tm that I realized that my old fantasy world of Tekumel that I had been building all those long years had a chance to be used as a fantasy role-playing game. So after contact with Gygax, and talking things over with him I presented him with a new set of rules which were, essentially, not very different from **D&D**. So the Tekumel rules are basically the same as the first system that he and Arneson put out. This led me to game designing as a regular thing. I designed another little game, which you probably have seen, called **War of the Wizards** which anticipated some of the magic system ideas that are in use today. (For example, Spell points). Since then I have been designing more games and working on materials for Tekumel.

Judges Guild: *In the early days, how well did you get along with TSR?*

Barker: Oh...I wouldn't say badly.

We got along quite well. I didn't have any difficulty corresponding with Gygax or contacting and talking with him on the phone. Now, of course, it is such a huge corporation that things are different. At the outset, he showed a great deal of interest and he made it very easy. It seemed that he was excited about having EPT and he wanted to develop it. He gave me opportunities to write stuff for **The Dragon** and **The Strategic Review** and offered to publish stuff that I or other people put out on Tekumel. He kept this up for some time. I had no real objections until it came to this problem on the nature of the royalties on my novel.

Judges Guild: *Now that your association with TSR is at an end, is there anything further you would like to say about it?*

Barker: Well, for one thing, I would give general advice to a young game designer trying to sell his stuff. Be absolutely sure that the contract you have is what you want out of the situation. The only way to do that is to spend some money. I hate to tell people that because many young designers are poor. Spend some money, go to a lawyer, take the contract that the game company sends you and have the lawyer look it over. Ask him about things that may arise and contact the game company accordingly. Now some of the companies won't play the ball game at all, they'll simply tell you "sign this or we won't publish your game". I don't know. Maybe you're better off without such companies, better off not dealing with them at all. On the other hand, if the lawyer says "this contract looks reasonable, and they don't want to discuss it, just make up your mind! Do you want to sign it or not?" Then you could consider signing it as is. One of the problems with TSR was mutual expectations were different on both sides and we came a cropper when we started discussing what would happen in various cases. So it is much better to be careful about these things than to hop into it. Of course, in the early days of any small company, everything is informal. But when a company gets larger, it tends to become more impersonal. Decisions have to filter down through layers of administration. They tend to get people involved who haven't any emotional stake in the particular game

and that creates problems. If you invent a fantasy world, if you could possibly hang onto the copyright to the world itself, do so. Sell the game possibly hang onto the copyright to the world itself, do so. Sell the game or sell the rights to publish the game (just as many authors now sell the rights to publish a novel while copyrighting the novel themselves), but hold on to the fantasy world. If you can manage to do that, and go with companies that will let you copyright the game and buy the rights to be sole publisher and distributor, you're probably better off than if you sold them everything outright because that will mean that they own your fantasy world and they can do with it as they please and some of the things might not be so pleasing.

Judges Guild: *Did you sell your entire fantasy world originally?*

Barker: I sold TSR the game and all rights to the game and one of the problems was that I promised to pay them

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what I now consider a stupidly large chunk of royalties to them on anything I produced on my own fantasy world. I can't imagine myself doing that today but we're all naive when we get started. So if I were to write my novel, I would be giving TSR approximately 20% of my royalties on the novel for almost no work on their part, whatsoever. Of course, their claim was that they were popularizing the game and making the possibility of doing the novel much more realistic. However, when I talked to Don Wollheim in New York, he said that he didn't care how many thousand copies of the game might have been sold because the wargame market was very small, even at its largest, compared to the market for science-fiction and fantasy books that he is looking for. He sells things in every airport and drug store all across the United States

and Canada. He's not interested in four or five thousand or even ten or twenty thousand people playing a game. He doesn't consider that enough of an impetus to make him publish a book if the book is not otherwise good science-fiction or fantasy. So I think I very foolishly gave TSR rights to some of this and allowed them to have too much of a royalty. Now even this wouldn't have been too bad because they did give me, originally, a very large royalty in return. However, at one point, they called me up and said they were lowering my royalty. I listened to their arguments which were basically that the lower a royalty they paid, the more games they would sell so I wouldn't lose any money and I checked them out and found that other people at other companies were being paid lower royalties. So I said okay, that was fine. Later, they came to me again and asked me to cut the royalties on **War of the Wizards**. At that point, I said, "Okay, if you do that, how about letting go of the royalties I have to pay you on the novel that I write. Since you don't have to do any of the writing and TSR isn't involved in the publishing or distributing, there is no loss to TSR if I write the novel. In fact, TSR gains because you could use the novel as advertising for the game." It sounded logical to me, but TSR would not buy it. They refused to relinquish this royalty. I decided that I didn't want to do anymore novel writing or anything until it was cleared up.

Judges Guild: *What is the situation now?*

Barker: The situation remained that TSR was still selling my game and I wasn't writing my novel for some time and I was not working on any new games for TSR. We came to a parting of the ways there and they retained the game rights and they kept on selling. As time went on, they, I guess, became dissatisfied with things. The game, under these conditions, was not selling well enough and they were unhappy and I was unhappy. Gygax was willing to release the game to someone who was more compatible and eventually he sold the games that remained in TSR's possession and all rights to Zocchi of **Gamescience**. Zocchi is now working with me to develop a contract and solve some of the problems that exist including republication of EPT.

Judges Guild: *Do you have any idea how many total copies of EPT sold?*

Barker: Not really. TSR never told me in one lump, they did report the sales periodically. I'd say there must have been five or six thousand.

Judges Guild: *You are currently rewriting the rules of EPT? Why do you feel they need rewriting?*

Barker: Basically for several reasons. One of the basic reasons is that the development of role playing games has passed through several stages and there are role playing games around the country now that are quite complex and are bringing in a lot more aspects of a fantasy or Science Fiction world than I was able to in the original EPT. Everybody is rewriting their stuff all the time. **Advanced Dungeons & Dragons**™ has come out. I assume there will be second editions and third editions [or revisions] of some of the other popular games too. So certainly the state-of-the-art is one good reason for rewriting EPT. Another good reason for doing it, of course, is that the systems I devised were similar to **D&D** and I don't think it is fair either to my game or to TSR to retain the **D&D** systems. Therefore I am carefully taking out all **D&D** systems and replacing them with systems I have worked out myself, so I will stand or fall on the basis of my own abilities and no one will be able to say that I copied from TSR. Another reason for wanting to rewrite is that the clientele for **Empire of the Petal Throne** over the years has indicated a great interest in various aspects of the society of Tekumel that were not covered in the original rules or which I had simplified dreadfully in order to cram them into a neat game playing system. For example, the distinguishing of warriors, priests, and magic users was a simplifying thing that followed the **D&D** line. There is also the problem of experience which is very casually dealt with in the first EPT. The idea that you could be promoted in society by killing things and getting money is not very realistic. There are thousands of other things that people want to know. Everything from the names of plants and animals, their gestation period, how they reproduce, and what uses they are put to. Others have asked for a lot more animals and varieties of crea-

tures, others want to know about the temples, the religions, and the priesthood, the offices of the government and how the government works, how it collects taxes, how it issues injunctions, the laws and the clan systems. You could name almost any aspect of society and somebody has asked me about it. That means either that I have to produce an Encyclopedia Britannica (only calling it the Encyclopedia Tekumelania), or try to make some half-hearted stabs at answering some of the major problems and leave the rest pretty much to those people who want to write me personal letters or have fanzines in which they could publish small little bits of stuff. Over the years, I'm sure we could fill many of the holes by that method. Or by publishing supplements and scenario packs. I am a little disturbed by supplements and scenario packs in one

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way. If I can't provide enough in the original game so that a person can play it and he has to go out and buy further supplements and scenario packs before he can play, then I feel I haven't done him justice. I can see supplements describing parts of the world of Tekumel that were covered in the original EPT or I can see providing further discussion of the history or of the clans or something. But to give him a rule book and say that you can almost play this but you need to shell out another \$20 and buy supplements. I can't agree with that. So I am trying to put as much of this material into the new EPT as is humanly possible, this will mean that it will be very, very long and it will have to be divided. It will have to be set up into some very large clear section, background material, how to set up characters, how to establish yourself in Tekumel society at the start of the game, and the players' instructions (that is, things like combat, the use of magic, and so on), and then a Judge section for encounters

and non-player character activities and, of course, lists of monsters and treasures. It will have to be broken down into sections and the first section on background will have to be expanded considerably if you want to give people enough so that they can really get into it by themselves. But I think I can do it. I think I can say enough so that people who buy the game can read it and play, enjoying themselves without getting over-burdened.

Judges Guild: *The Tekumel novel you are working on, will it be recognizable as an Empire of the Petal Throne adventure?*

Barker: I am interested in writing a novel which will be an adventure novel but it will not be an EPT adventure, as it were, taken right off the game “board”. The hero is a young priest and he is drawn into the plotting of the political and religious parties of Tsolyani and dragged around the country doing various things that sometimes he is not quite happy doing. It gets involved with all sorts of high level politics and intrigue and things like this. There is considerable adventuring of a recognizable sort.

Judges Guild: *So it could be, in a sense, recreated as an EPT adventure although it isn't drawn from an actual adventure.*

Barker: That's right. The characters, of course, are drawn from EPT. You'll recognize some of the royal princes and high nobles and so forth that are actually mentioned in the book.

Judges Guild: *Will there be a “Doom-kill” spell in the book?*

Barker: Why did you ask that?

Judges Guild: *I am just curious.*

Barker: I have no idea. I haven't gotten to it yet. As a matter of fact, I am treating magic in the novel as it should be treated in the “real” Tekumel. We have always had this problem of real Tekumel and game Tekumel. There are obviously things that could happen in the game which you can't do in real Tekumel terms. For one thing, to take a common example, revivification. If you could revivify people once a day and every priest above a certain level in the country could do it, why

would they waste their time revivifying low level crummy player characters when they could revivify emperors, governors and high priests and keep them around forever?

Judges Guild: *There are two answers to that. One is that you wouldn't want to revivify some of the emperors and high priests.*

Barker: But if they are of that level, they would have the power to attract adherents or followers who would. In other worlds your wizards, as I said in one of my articles for **Gryphon**, would be made to work like Werner Van Braun, the Gernam rocket expert. They'll be grabbed and put in a laboratory someplace and made to work.

Judges Guild: *The second reason is the one that I think is more valid. If a 90 year old emperor dies of old age and they revivify him, he is still 90 years old, so he would probably die off again in a few days. If they kept trying, eventually, they would find that he dies right away.*

Barker: Essentially that is what happens in real Tekumel terms. The emperor is revivified but they can only keep it up for so long and then the body doesn't any longer. It is a complicated social system, too, that gets in the way of doing that. The main thing you want to understand is that revivification for emperors is okay. You expect the highest brains in society to apply themselves to the problems of the wealthiest and most prestigious people in society just as the best doctors here work for Hollywood stars and rich politicians. You have the Rockefellers and the Shah of Iran surrounded with innumerable physicians and accountants and lawyers and all the best brains in society are working for them because those people are the ones who have the power in our world. The same is true in Tekumel. The problem comes when there are lots of people who can do the revivification and healing spells there would never be a need for even middle class people to die until they reach 90 years old. They could always be revivified. And that makes for tremendous social problems when you consider the birth rate. So we have this kind of problem with Tekumel. The game Tekumel in which there is lots and lots of treasure,

magic, revivification and healing, and real Tekumel where magic exists but it's harder to acquire, it's less common and more difficult. Wealth is also a lot harder to acquire in real Tekumel. I've known player characters who, after six month of play, could have literally bought out the Imperial treasury and taken it home with them. They'd made that much by just rolling on the tables in the book. In real terms, of course, that kind of money would never exist.

Judges Guild: *But if you get rid of the experience points based on money system then you don't have to give out as much treasure.*

Barker: The difficulty there is, of course, that you want to give the players a stick and a carrot. The carrot has to be something they understand well and in our world one of those

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things is wealth. So they want to be able to find good things. They want good magic items and they want to gain wealth and power through their adventuring. So you do have to give something. It's got to be wealth or prestige in society or some combination of the two. I definitely think we have to provide different things for a game than we do for real life. Living in real life Tekumel would probably be wildly different but eventually boring. You could be a glassblower all your life and have to deal with Tax Collectors and Market People and Merchants and buying and selling and working at your glassblowing shop. It would obviously not be a fun thing to adventure. The game has to be designed for somebody who wants to be that extra special person whose life is an adventure. That is very important to the players whose real interest in the game is a chance to be somebody in a glorious swashbuckling world.

Judges Guild: *I'd like to find out a little bit about your campaign. How many people are in it? How often do you play? That sort of thing.*

Barker: You want to know what the campaign is like. I now have basically two campaigns. They are quite different from each other in personal and intentions. I have a group that started with me at the University of Minnesota back in 1973 or 1974 (I can't remember when that first edition was), and there are a couple of characters in that campaign who are still alive after all these years. They have not yet gotten much beyond 10th level. The reasons, of course, for much of that is that I think the most fun part of a game is when you are neither too weak nor too strong. If you are too weak it is no fun because your characters keep getting killed and if you are too strong or if your social level is too high it is not fun because the Judge keeps having to bring up bigger things to combat you and eventually you end up shaking the whole world and the fabric of time. It's too much to hold a campaign together. So there is that group which consists of five or six people. We get together once a week. One of the leaders, you might say, of the group is Mike Mornard. He is a Molkar, the equivalent of a field major, I guess, in the army in one of the good legions of the empire and he has his companions, several of them, who are player characters and who accompany him on adventures and occasionally go off on their own. This group is a little more oriented toward adventure rather than religious and political intrigue. The second group which again meets once a week (on Monday nights) and consists of six to eight people and runs campaign adventures which have some adventuring to them but a somewhat larger component of political and religious intrigue. I used to have a group which met on Sunday afternoon which was really pretty much of a rollicking fun loving adventure group with very little seriousness to it. It was great fun but they have had to quit because one of their major players moved out of town. So I now run two groups.

Judges Guild: *Do these two groups coexist in the same Tekumel world?*

Barker: Oh yes. They run across each other once in a while. Usually with

some snide remarks. But not too much hostility.

Judges Guild: *Do the characters tend to play any particular religion or alignment? Do they prefer evil or good?*

Barker: Over the years I have found that groups of players tend to focus on one of the two alignments. The rollicking good time folks were always with Stability (I wouldn't say good). They were priests of Thumis and Ketengku, Warriors of Karakan and things like that. The Thursday night group, the older group, had for some time been forcibly amalgamated into the Monday night group. I was running short of time at one point so I had to put the two groups together. The Monday night group (the one that is interested in politics and intrigue), is and always has been oriented toward change. Their priests and warriors have always been of Ksarul and the other darker gods. So for a while, the older group had been amalgamated into the other group and they were all working for Ksarul or somebody like that. Yet, I didn't feel that their characters, their real characters, fitted into the change of mentality. So, as soon as I could, we split the two groups up again letting the various people fall into the group they choose. And the older group went back to its original alignment immediately. Mike Monard, a member of the Society for Creative Anachronism [SCA], who was interested in military things, wanted to be a warrior in one of the best legions of the empire and that, of course, led him to take up soldiering, so he wanted to worship Karakan. The other group is still going along as before.

Judges Guild: *It might be a good idea to explain something about your religious system right now.*

Barker: It will take a month, but if you have the time, I'll give it to you. Basically, Tsolyani, the major empire in the world of Tekumel, has two very, very old groups of deities who go far back into time. The present Imperium is 2300 and some odd years old and before that there was another major Imperium, the Engsvanyali. The Engsvanyali Empire was one which began, really, with a priest who discovered the nature of these beings we call Gods. They are not gods in a

theological sense. They are gods in a science-fiction sort of sense. They are huge, interdimensional beings of such power and such totally unintelligible goals and so on that for all practical purposes, man can call them gods and they fit right into the category, but they are not theological gods, they are beings. They can be contacted (that is, the principle of divine intervention which I intended to use in edition two). Magic involves the use of interdimensional nexus point power. The use of this is taught to priests and magic users who then use it to draw power which they then hold in this world in order to do magic with either matter or energy. There are, on the other planes, many beings some of whom are very, very great like these gods and the cohorts of the gods (there are ten gods and a cohort for each). And there are many, many minor inter-

“... I JUST CALLED THE TWO ALIGNMENTS GOOD AND EVIL. BY MODERN AMERICAN MORAL STANDARDS BOTH OF THEM WOULD PROBABLY BE EVIL DOWN TO THEIR SOCKS.”

dimensional beings. They're what we call demons or, if you want, angels (but I don't use that term). These things are able to interact with man's doings just as man interacts with the beings on other planes. Some other planes have lesser beings and some have more developed and advanced beings. It's quite a complicated system. In Tsolyani itself, there are two major groups of gods that a priest, Pavar, discovered and worked with in his time (about 15,000 years ago). He discovered that these beings could be placed into two alignments. One alignment argues that change is the basic principle that we should strive for. That constant change and constant instability is the logical goal of the universe. Otherwise, the people who take this position would say, we would eventually wind down into entropy and stasis and that is not good. The other group argues that stability is what is wanted. That is, a slow gentle flowing

on towards whatever unimaginable goal of eternity there may be and that means that we should try to cut down on violent change. They do, of course, include war in stability. War for the good of the society is a stabilizing action. They, therefore, have a war god in that alignment too. So it isn't just a matter of violence versus non-violence. The ten deities of change and the ten deities of stability thus form two alignments. Now, in the original book, I sort of let that point slide by. I thought, well, this is going to get complicated and I don't want to discuss it at great length so I just called the two alignments good and evil. By modern American moral standards both of them would probably be evil down to their socks. The alignments are, thus, represented in society by groups of clans, priests and temples and hierarchy structures support the worship of these great interdimensional beings which they call gods. It is a complicated system which I have terribly simplified in the Tekumel game-playing world.

Judges Guild: *Do you do much playing of characters as opposed to Judging?*

Barker: I've never played a character.

Judges Guild: *Does anyone else assist you in the judging of your games?*

Barker: No.

Judges Guild: *How do you justify the existence of large well populated underworlds?*

Barker: The underworlds in the game are over populated of course. The answer to your question is one which, perhaps, should be put to every designer of a dungeon type game. How the hell do you have a Dragon living in a 60 by 80 foot room? What does he live on and how does he get his exercise? Why doesn't he just get up and leave and go someplace more pleasant? The answer, or at least some of it, in Tekumel terms, is that the underworlds are populated partly by beings who are placed there by the early denizens of Tekumel, partly as guardians, sometimes non-living creatures who are more or less maintained through the interdimensional energy. Other beings who dwell in the under-

world are scavenger creatures and, of course, there are things for them to scavenge because many of these underworlds connect up with modern tombs, complexes and graveyards. Another type of underworld creature is the Undead who are reactivated, this is part of the worship of Sarku, the Lord of Worms, this theological theory you can read about in the Ebon Book of Bindings. Sarku's basic premise is that it is good for the intellect to survive on this plane after death and to do this you have to keep the body active somehow even though it is physically dead. This is done

through the interdimensional energies sources. Then, of course, there are insects and lizard like things and so forth living off the denizens of the underworld. The question of oxygen is one that has always bothered me. I know that these huge underground areas would run out of oxygen very soon. I'm not enough of a scientist to figure out a logical way except to say that the ancients who built some of these places knew what they were about and made provision for it (perhaps through an interdimensional nexus point that would suck oxygen

into the lowest depths of the underworld and keep it flowing. That is as good a science-fictional explanation as I am capable of. There are also wandering parties of hostiles down there. Not only Humans but non-Human races who are hostile to man and don't want to be seen by man, so they stay out of sight and wander around under the surface exploring things.

Judges Guild: *Thank you very much Professor Barker.*

Barker: Your welcome.

'Wilderness

BY DOUGLAS PUTZ

Movement

Addition'

It has come to my attention as a Judge, that playing aids are always welcomed and appreciated. In my experience with the outdoor movement suggestions in Judges Guild's **Ready Ref Sheets**, there was no explanation for the movement of Avian creatures. So I devised this system.

Move/Move Pts.

9"	9
12"	12
15"	15
18"	18
21"	21
24"	24
etc.	etc.

Terrain Point Costs to Enter a Hex

Road & Clear	1/4
Plains/Steppes	1/2
Brush/Light Woods	1
Dense Woods	2
Packed Desert	2
Dunes	1
Mountains	6
Slopes-	
Gentle	1/2
Rise	1
Steep	2
Cliff	3
Talus/Rock	1

I also suggest that the Avian creature be forced to land and rest every 5 turns, and not to be able to fly for at least 2 turns. If they wish to continue flying, you can let them continue, but you should double and maybe even triple the Terrain Cost per Hex. They can, however, travel on foot during their resting periods, if they so desire. If they wish to travel at night double the penalty for the Terrain Cost per Hex, and double the penalty for extended flying. I have found this system to be very effective, and compatible with the movement on ground chart. It is also liked by the player characters who can fly by means of polymorphed wings, natural wings and by miscellaneous magic items.

THE BOOTY BAG

Sword of Brightness

by Ken King

When this Sword is used in combat, it begins to radiate an intense light, so that opponents of the wielder must save vs. magic or be blinded for 2 - 5 melee rounds.

Polymorph Sword

by Ken King

This Sword can change into any weapon upon the mental command of the owner.

Bracers of Lightning

by Ken King

When worn outdoors during any type of storm, these Bracers will attract a 5 die Lightning Bolt every five turns.

Cube of Scintillating Colors

by Ken King

When peered into, this item has a base 35% chance of causing insanity. For every 10 seconds it is stared at, add +5%. Insanity can only be removed by *Remove Curse*. Acts as a Crystal Ball the first time it is used.

Black Sphere

by Ken King

This item is similar to a miniature Black Hole. When touched, all objects and beings within 50' are drawn into the Sphere and projected into a timeless plane that is totally unreachable, except by a Black or White Sphere.

White Sphere

by Ken King

When this Sphere is touched, it draws one group of objects and beings from the plane mentioned above, and spews them out into the locale of the White Sphere.

Astral Mirror

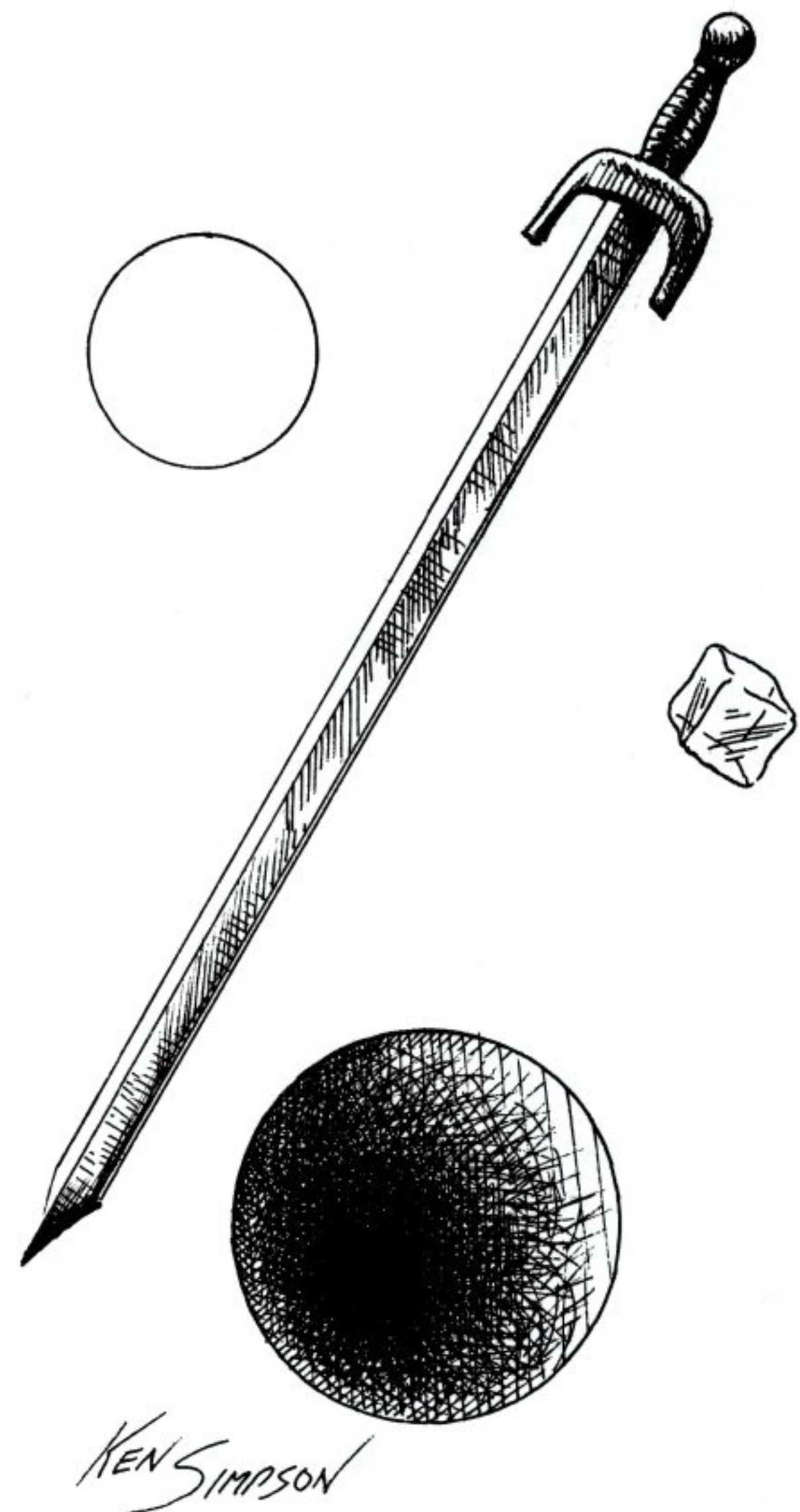
by Ken King

With this object, a person can see into any plane he wishes. However, there is a 5% chance per turn that the mirror will attract a being to the mirror, and allow it to step through the mirror into our world.

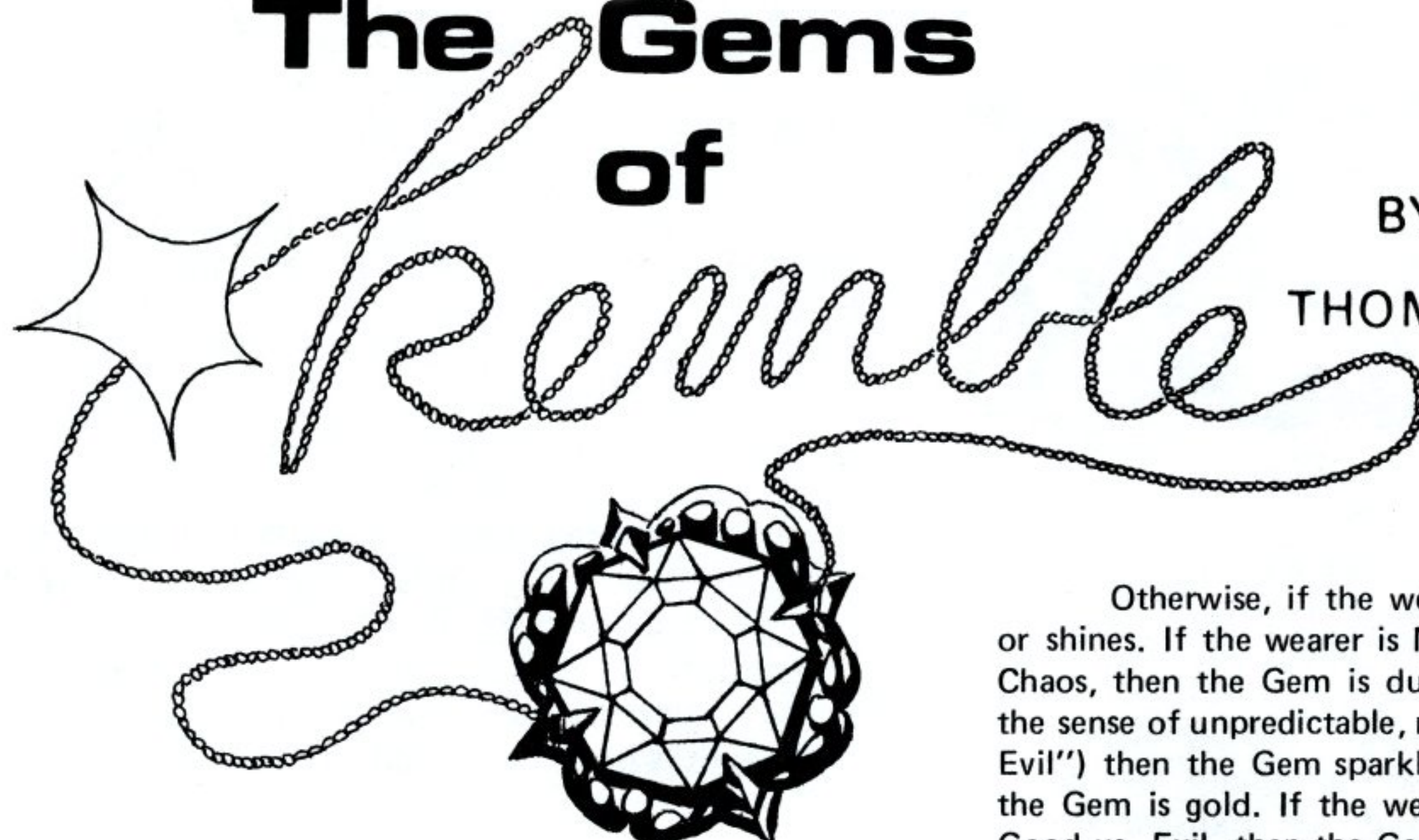
Gauntlets of Weakness

by Ken King

Anyone wearing these Gauntlets will become 10% weaker every day, until removed by a *Remove Curse* spell, or 60% of Strength is lost. Once the Gauntlets are taken off (with a *Remove Curse* spell) Strength will increase by 5% per day until Strength is back to normal.



The Gems of



BY

THOMAS A. McCLOUD

The capital city of Meng is the flourishing and highly magical city of Kemble--known far and wide for its tolerance (but no longer tolerant of theft). It is a city of very mixed types and alignments, although 90% are Lawful Good.

Several centuries ago, in the reign of King Shea, some of the people of the city, after trouble with a Red Dragon who sold magic weapons, decided that it would be wise to have the alignment of each person in the city protected and made visible. They petitioned the King, who asked the Magic User, who found a source for the Gems of Kemble.

These Gems are now available to anyone from the guards at the city gates for one (1) Gold Piece. They are **much** more valuable, but sales are subsidized.

Each Gem of Kemble appears to be a faceted three carat (3 c.) quartz piece, set in a four pronged grip on a silver chain--total value one Gold Piece (1 GP), simply as jewelry. The chain and setting are not magic. The Gem is magic.

Each Gem is made for the express purpose of protecting and revealing alignment. It reveals alignment only when the wearer both knows what it does, and is willing to wear it. If either condition is not met, the Gem stays clear.

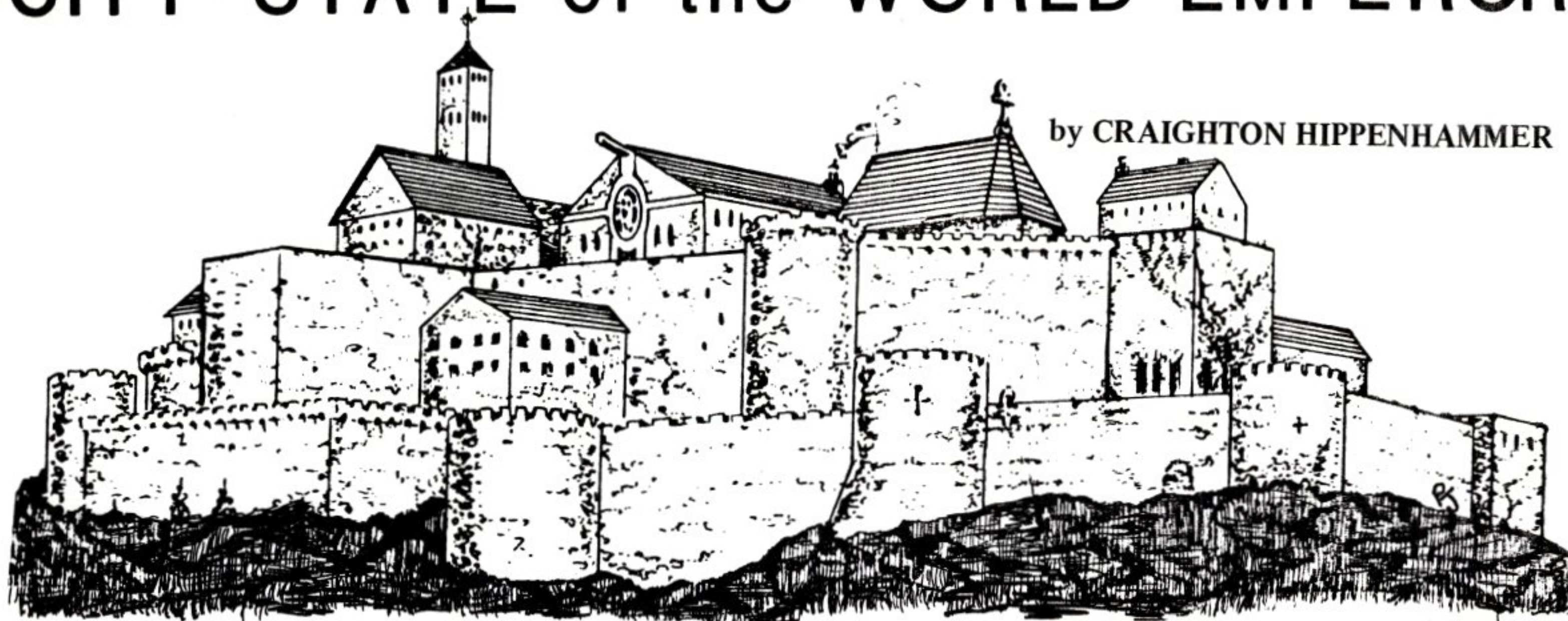
Otherwise, if the wearer is Lawful, the Gem glows or shines. If the wearer is Neutral with respect to Law vs. Chaos, then the Gem is dull. If the wearer is Chaotic (in the sense of unpredictable, **not** in the old sense of "Chaos = Evil") then the Gem sparkles. If the wearer is Good, then the Gem is gold. If the wearer is Neutral with respect to Good vs. Evil, then the Gem is grey. If the wearer is Evil, then the Gem is black.

	Lawful	Neutral	Chaotic
Good	Glow Gold	Dull Gold	Sparkling Gold
Neutral	Glow Grey	Dull Grey	Sparkling Grey
Evil	Shiny Black	Dull Black	Sparkling Black

The Gem **totally** protects the user from any **forced** change of alignment. This includes changes as forced by: Magic Swords (**Monster & Treasure Assortment**, Page 27 et seq.), various Magic Books (**Greyhawk**, Pages 58 - 59), the Ace of Clubs from the Deck of Many Things (**Greyhawk**, Page 59), Artifacts and Relics (**Eldritch Wizardry**, Pages 51 - 53), the powers of Set (**Gods, Demi-Gods & Heroes**, Page 2), or any other source. The Gem also prevents its wearer from being made to perform an act not in accord with alignment when Charmed, hypnotized, made Contrary or otherwise not self-controlled. This even extends to the effects of Life Draining, Lycanthropy, Vampirism, etc. Thus a Lawful Good who becomes a Werewolf **while** wearing a Gem of Kemble becomes (and remains, even if the Gem is taken off) a Lawful Good Werewolf.



CITY-STATE of the WORLD EMPEROR



by CRAIGHTON HIPPENHAMMER

Some of the main attractions of fantasy war gaming are the satisfaction players gain from taking on a character, interacting with others in a fantastic setting in super-human power plays and acting out one's own fantasies, world views and desires. Unfortunately, this often degenerates into campaigns of mere (what I call) "hack and gore". There is nothing wrong, of course, with a lot of physical action in a game. It engenders excitement, challenge, and if handled well by the Judge, suspense. However, there may be some Judges and Players who like an occasional intellectual respite worked into the game in the form of political intrigue, blackmail, persuading NPCs to give up important information or the laying of careful plans to outwit enemies. The City State is designed to encourage such further intellectual uses should a Judge wish to incorporate them into his or her campaign.

In a highly lawful city like the **City State of the World Emperor**, physical violence is kept to a minimum (attempts are made, anyway) by ubiquitous police patrols. Therefore, much of the evil in such a place is mental, such as verbal backstabbing, gossip, ruthless bureaucratic power plays, cheating, psionic bondage, etc. Should a player be adept at such mental mayhem, he or she will no doubt feel quite at home in the City. For those less experienced at using their lingual and phrenic talents, the guidebooks of the **City State of the World Emperor** help in several ways.

1) **Rumors:** Because of the deteriorating political situation in the City State, people are more prone than usual to listen to rumors. In the middle of Red Guidebook III, 180 rumors are listed, most of which are directly tied to the City or people from the City. There are also another 86 "random" rumors that are tied to the terrain of Map 6 and the strange sentients therein. A Judge may encourage the use of any rumor as the basis of a campaign or political intrigue by merely making the rumor true and having NPCs reinforce it. Rules are given on page 3 or the Red Guidebook for the amount of conversation it takes in an eatery, inn or tavern before one will hear a rumor from an NPC. It takes two to four hours of intermittent and/or casual conversation on the street to hear a rumor. Remember, rumors are often partially true.

2) **Legends:** Legends are rare but usually true, at least in the original form. Unfortunately, the form of the legend available is sometimes garbled and often difficult to fully understand. An example given in the Red Guidebook is as follows:

Legend of Three Mull Kree

The Three Mull Kree have darkling guile --
Faer' nether runnel banks they dwell
To spin their straw -- Fie! Sparkling pile
Of gilt, ye fetch enchantment fell.
(The Three Mull Kree have done no wrong --
They merely tell their story well.)
It lures the foolish and the strong
To fiendish fangs and hairy hell.

3) **Conversation:** The use of conversation to gather information, establish camaraderie and to make allies is indispensable to getting the feel of the City and for getting the most out of it. There are rules given for conversational interaction, charts for types of NPCs met, rules for loosening tongues and ideas for uncovering the necessary information one needs.

4) **Gossip:** Gossip is different from rumor in that gossip is bits of information or misinformation usually of a negative and trivial personal nature while rumor is any information or misinformation of uncertain origin. Under each shop, tavern, inn, temple, etc., much information is given about the inhabitants therein. Given an especially chatty NPC, twisted or loaded versions of this information can be given in the "Gasp! Have you heard!?" vein quite easily. A few tidbits of who likes who and who does what in secret are given as well for some NPCs. Gossip can easily be concocted and will keep players on their toes doublechecking stories and the character of the NPC sources.

5) **Political Intrigue:** To get a full picture of the City State's political situation, a Judge will have to read and digest all three guidebooks as the pertinent information is scattered about under various shopkeepers and other individuals. The Important Persons Index will be helpful here as

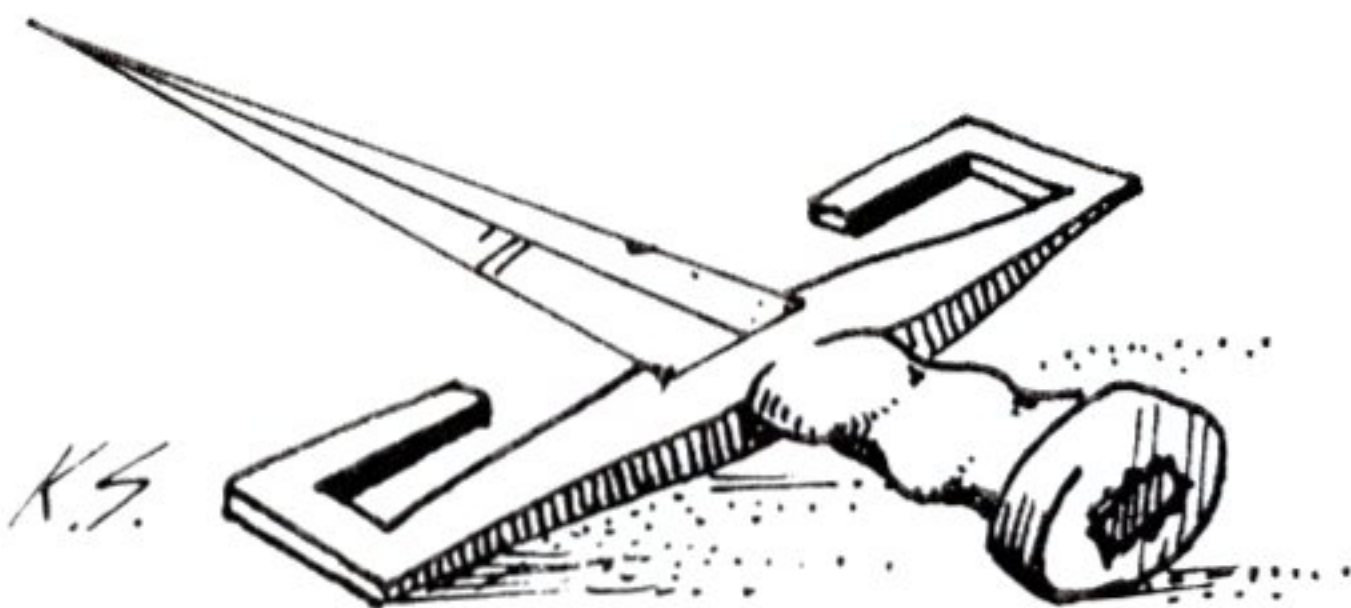
well as the sections on history, customs and government. There are several levels at which players can get involved in the City:

a) **Just Passing Through:** Players must communicate with NPCs before and after arrival to know enough to keep a low profile so as not to arouse attention (e.g., groups arouse attention). Keeping to one's own business is not as easy as it sounds, so the shorter the visit the better. Stable the horses, stay the night at a better inn, make plans and business/trade, procure trip provisions and leave within two or three days (PROB of being cheated 75%).

b) **Limited Personal Involvement:** Short stays to make contact with friends, locate an enemy or to make extended business deals are possible with limited political knowledge. It takes at least a week to get to know a few individuals and enough city customs and trade savvy to make an average fair business deal and to be able to handle most problems that arise (PROB being cheated 1 in 6). However, some official attention may arise (which is not necessarily bad unless one wishes to keep a low profile) the longer one stays, if it becomes known there is an unregistered group in town or one's dealings attract attention.

c) **Limited Local Involvement:** This involves intermediate stays (2 - 6 weeks), considerable interaction within a limited area or particular group in the City, or a limited number of crimes committed with a quick exit.

d) **Extensive Local Involvement:** This involves extended stays (more than six weeks), extensive group involvement or leadership within a particular group, or a number of crimes committed over a period of time (requires good cover).



e) **Heavy Political Involvement:** Individual or group action against the government is very dangerous; if the patrols cannot seek you out, the Black Adders just might. Heavy politics involves two or more local groups, the government or a government sponsored/approved group. The ultimate challenge, that of overthrowing the Emperor and his god, Armadad Bog, is possible but would probably require many high level Magic Users plus personages such as Darzha, Greenfast, Queen Deleamaka, Lorin, Ghaddo, Pakarrion Fah, Fernlace, Akii Liydala and the Marmon. If a Judge becomes familiar with the important people of the City State, it would be quite easy to draw players into political intrigue against their wills and to persuade them through influential NPCs to be willing to engage in dangerous activities.

The **City State of the World Emperor** can be used to go beyond its fascinating characters, strange beasties and developed religions. Take on a challenge and add a little mental mayhem or interesting intellectual intrigue to your campaign. Enter the City of all cities!

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A NEW ATTACK SYSTEM

by David Rechs

A game, by definition, simulates a facet or facets of reality. In order to be enjoyable, it should be playable. The more realistic a game is, the less its realism, in the form of rules, interferes with the play of the game, the better a game is. I find D&D one of the most enjoyable and popular games around. It's popular because it's good. But there is room for improvement.

While conducting my campaign, I found the game is at its worst when the judge cannot maintain the pace. The players become bored, the judge becomes frustrated, and no one has any fun. This is the fault of the judge alone, and can be helped by practice and planning. When the judge knows exactly which dice to grab instinctively, and has a good concept of the charts and tables the game moves quickly and smoothly. Memorize the most used tables. Read the rules several times. It is hard to convincingly portray a god when one appears ignorant or fumbling.

I also believe that if a rule gets in my way, it should not be used. There are two reasons for dropping or changing a rule. First, a problem exists if it is not concise and playable (i.e. too many die rolls, more than one possible interpretation, etc.). And second, a change is necessary if the rule does not ring true.

I have found the "hit location" system described in **Blackmoor** both confusing and complicated. Very few of the judges I've encountered use it though almost all agree some system is necessary. Another discrepancy in the rules is that one's armor remains intact no matter how many times it is struck or how frequently its occupant is bludgeoned to the limits of his existence. Furthermore, the rules break down when non-standard weapons are used on non-standard monsters. How many of you have wondered what a defender's Armor Class has to do with whether you hit him with a flask of oil? Granted, some monsters AC is attributable to their Dexterity (except a Monk). However, for the most part whether a projectile will hit (not damage) its target is a function of the target's size, and how fast it is moving, not of its Armor Class.

Here is the new system which I think solves these problems. When in melee, follow these steps:

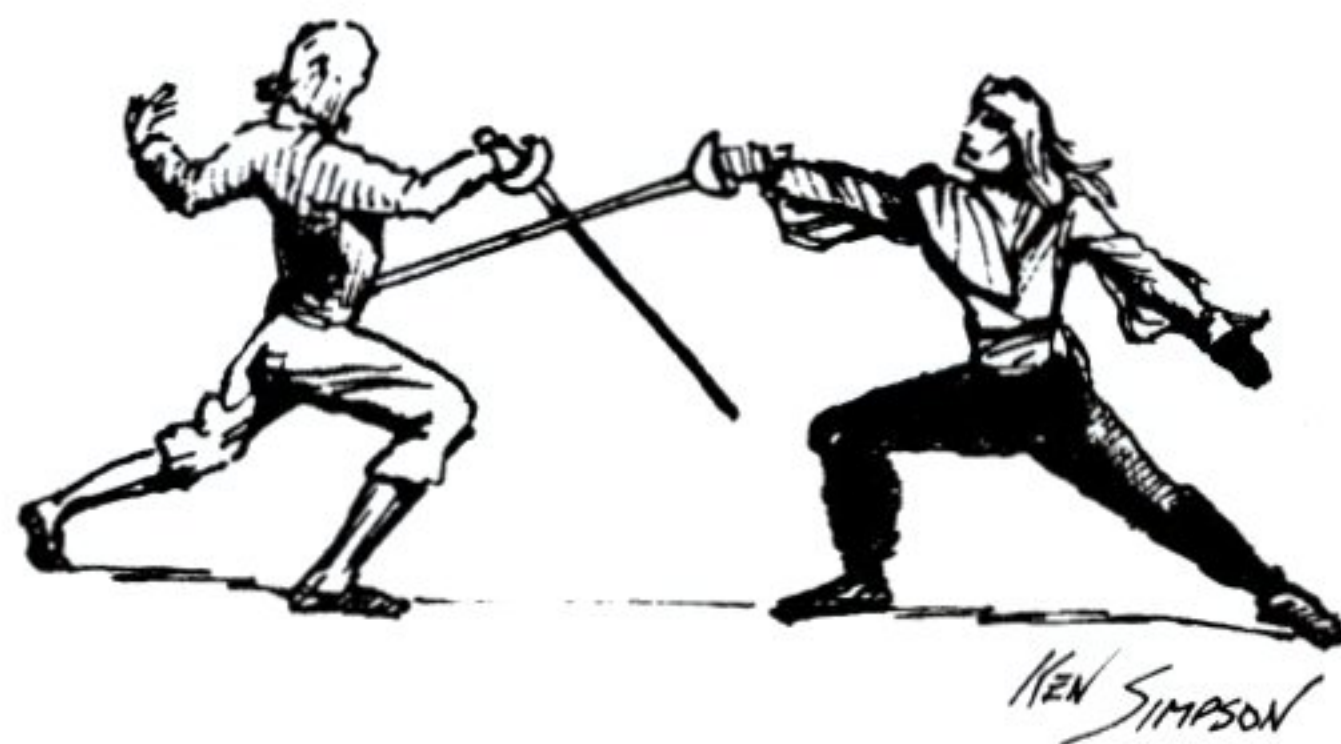
Step One: Determine Initiative. This is easy, any method will do. I prefer to use percentile dice as many modifications are often in order. When determining initiative take into account the distance between opponents, relative visibility, size, facing direction, special sensing abilities like smell or radar or precognition, and special defensive abilities such as etheriality or being out of phase. Modify the necessary die roll to reflect whichever of these are applicable.

Step Two: Determine Method(s) of Attack. This means what weapons are being used. I suggest you use the alternate combat system described on pages 13 and 14 of **Greyhawk** and the damage done by weapon type and monster type on pages 15 - 19.

Step Three: Record any extra Bonuses. These are Strength bonuses, Dexterity bonuses, Magical Charms, Berserkness, or Moral bonuses.

Step Four: Hit Determination. Now we see if your attacker can hit his target. We will determine if he penetrates the armor of the target in Step Five. Now we are only seeing if his weapon strikes the target. If the defender's Armor Class is due to Dexterity, or target size, we adjust our die roll accordingly. However, if it is due to tough skin, plate mail or most types of magic, it is applied to the die roll in Step Five. Note also that any Dexterity bonuses for the attacker are applied here while Strength bonuses are applied in Step Five. Magical bonuses may be applied to either Steps Four, Five or Six.

This die roll is made on the following table: The left axis (level of attacker) is split into three columns. The first (MU) is for Magic Users, Sages, Bards and Civilians; the second (CT) is for Clerics, Thieves and Assassins; and the third (FM) is for Fights, Paladins, Monks, Rangers, Monsters, etc. The top axis of the chart is Target Size. It also is where defensive bonuses for Dexterity or target movement should be incorporated. 10 is supposed to represent man-size creatures (normal men, Orcs, and most one die creatures). A particularly large man would be an 11. A Halfling or Dwarf would fall under 6 or 8 respectively. If the player wishes to use hit location, the part of the target which he wishes to hit should be assigned a size. An arm or head would have a size of one, while a leg would be a two. If the target creature is two dice, use the 12 column, three dice, 13, and so on. If the creature being attacked is two dice, then an arm would be under column 2, or a leg, under 4, and so forth. The numbers within the table are die roll necessary to hit the target with a base of 1 - 20. The negative numbers are for situations where bonuses are used. If an attacker has a -3 to hit because of Dexterity and the table indicates a roll of -1, he actually needs a 2. Under normal circumstances, any number 1 or less indicates an automatic hit.



Step Five: Penetration of Armor Determination. Now we see if the targets physical defenses (Armor Class) kept the strike from doing damage. If a hit was not scored in Step Four, then make no more die rolls. Proceed to the return strike or the next melee round. Likewise, this table should not be used if the method of attack does not require penetration (oil flask, touch of death, quivering palm, electricity, etc.). The left axis of this table is the same as the last one and needs no further explanation. The top axis is Armor of target. The numbers are as per D&D. All bonuses to hit probability for reasons of Strength should be applied here. Also most of the bonuses for weapon type belong here. Those which the judge attributes to ease of use (for foil, sabre, or dagger) should be applied to the previous table, but if the modification is due to edge or weight or leverage as most are, then this is the place to account for them. The numbers within the table represent die roll needed to penetrate the armor and thus cause damage. Except for modified rolls, any number less than one indicates the armor cannot stop the attack and no die need be rolled.

Step Six: Damage Determination. Assuming the armor has been penetrated, we determine the damage done to the target creature. The table in *Greyhawk* is accurate enough for this, however, some judges find it incomplete. Note that this is where all damage bonuses are brought into play. You may want to incorporate a rule which reduces Strength (and Dexterity) to reflect damage taken.



Step Seven: Deterioration of Armor. Each blow which penetrates the armor shall reduce the armor's effect by one Armor Class. The armor will then need to be repaired or replaced periodically or the player might as well go naked. To restore an Armor Class to damaged armor requires an expenditure of twice the original cost. (i.e. Plate Mail originally cost 50 GP. That comes to 8.3 GP for each of the six Armor Classes it gives you. Restoration of said Mail pierced twice would cost 33.3 GP.) Magic armor costs twice this figure (in this case, 66.6). Its cost is not based on the cost of the magic armor itself!! Note it is often cheaper to replace armor than to repair it. This is never true of magic armor. Any armor reduced to null armor effect by damage **cannot be repaired**.

When it is necessary for one reason or another to know where a creature is hit and the attacker either could not (non-player characters and monsters) or did not try to hit a particular point one can only do this at random. The easiest way I have found to do this is as follows: Take a piece of paper and label X and Y axes 1 - 100. Cover this with a plastic sheet and buy a marker which can be wiped off easily. Draw a silhouette of the target on the plastic two percentile dice rolls will give you a point of damage. If the dice give a point not within the outline, roll again. It is easy to determine whether a vital organ is hit or not. Note that the damage done indicates the depth of penetration. Thus a one damage point wound cannot pierce the heart but perhaps could sever the jugular.

This system is admittedly more complex than the original, but if one has a good conception of what one is doing, five die rolls take little more time than one. Accuracy and attention to detail can improve a campaign enough to make it all worth the trouble.



Die To Hit Target (1 - 20)

Level of Attacker			Size of Target																			
MU	CT	FM	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1-3	1-2	1	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
4	3	2	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1
5	4	3	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2
6	5	4	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
7	6	5	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
8	7	6	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4
9	8	7	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5
10	9	8	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5
11	10	9	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6
12	11	10	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6
13	12	11	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7
14	13	12	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7
15	14	13	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8
16	15	14	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8
17	16	15	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
18	17	16	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
19	18	17	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
20	19	18	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
21	20	19	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
22	21	20	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10



Die To Penetrate Armor

Level of Attacker			Armor Class of Defender																			
MU	CT	FM	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
1-3	1-2	1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
4	3	2	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
5	4	3	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
6	5	4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
7	6	5	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
8	7	6	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
9	8	7	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
10	9	8	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
11	10	9	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13
12	11	10	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12
13	12	11	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12
14	13	12	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11
15	14	13	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10
16	15	14	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9
17	16	15	-11	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8
18	17	16	-12	-11	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7
19	18	17	-13	-12	-11	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6
20	19	18	-14	-13	-12	-11	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5
21	20	19	-15	-14	-13	-12	-11	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4
22	21	20	-16	-15	-14	-13	-12	-11	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3



We have had another busy set of weeks since our last issue. Four new products have been released since the last issue! So lets get right down to it.

THE UNKNOWN GODS is now available. In this new book are 83 new gods complete with descriptions. A full 48 pages! Best yet, it is approved for use with D&D and is only \$6.00

A new campaign adventure approved for use with Runequest is our 64-page DUCK POND. This was once the site of a small fishing and trading village which was inhabited by humans. The village was destroyed by Mallia worshippers. Eventually, Frwack the Duck came to reside here and he is now about to fight Oarssanai the Dragonewt to the death. Another fine adventure by former staff member Rudy Kraft for only \$5.98

At last, at last! (Rick loves us again) our first T&T or M!M! adventure: THE TOUGHEST DUNGEON IN THE WORLD is now available. This is a solitaire dungeon approved for use with T&T or M!M! It was written by none other than Ken St. Andre. It is unusual in that you can be either a player character or a monster! \$4.00

The first of our series of sectors approved for use with Traveller has just been opened for adventure: LEY SECTOR. There is a huge 22 x 34" map in 3 colors with detail maps of 8 significant planets on the other side. A 32 page guidebook on the entire sector gives individual maps for each subsector including all statistical details, historical background, rumor charts and tables: all for \$4.98

In addition to our own new products, our retail store and mail-order service now have many other new items available. Some of them are listed here: New from TSR is Deities and Demigods, the

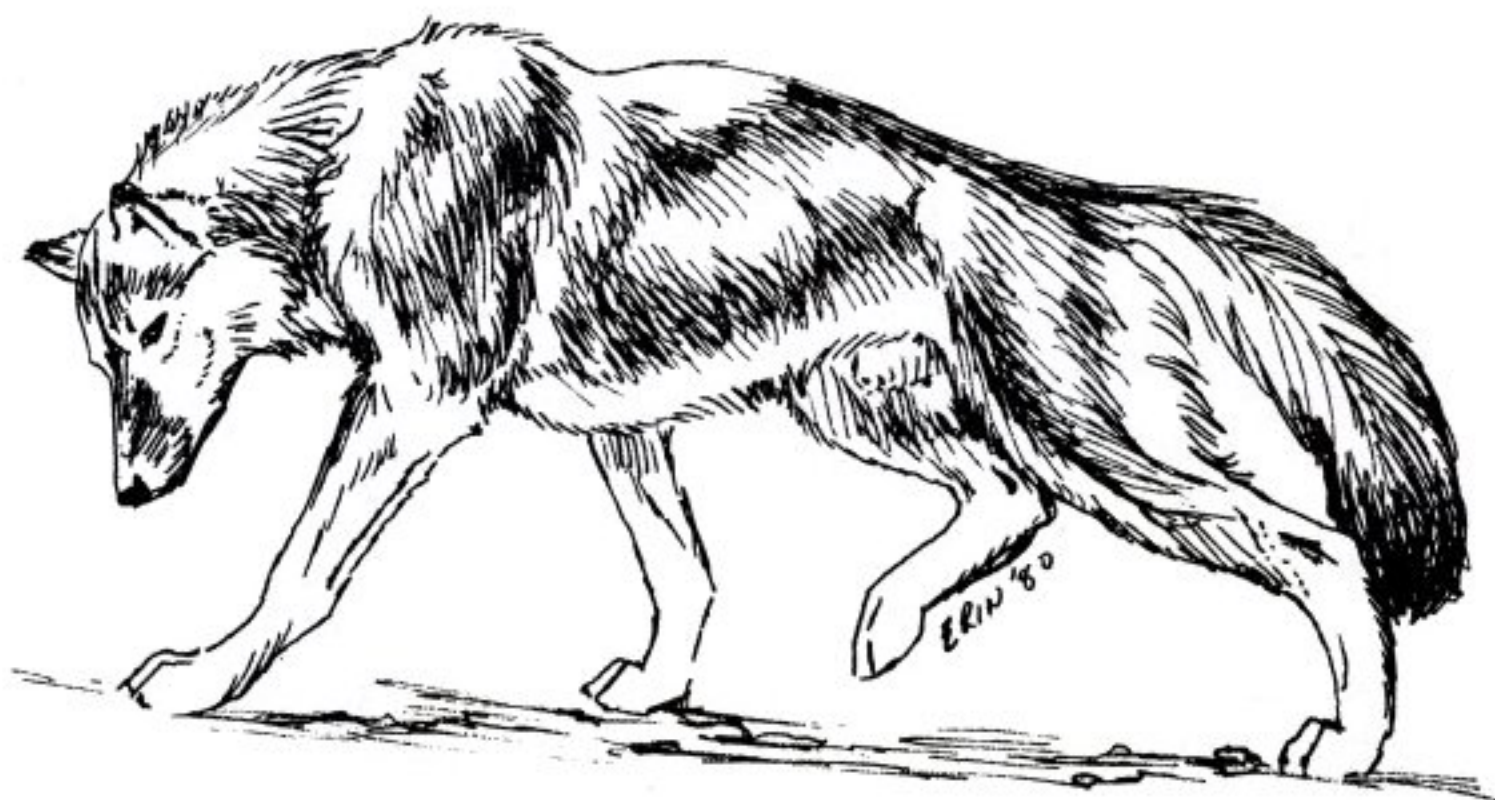
latest book in the AD&D series for \$12; Dungeon Modules A1 and Q1 for AD&D at \$5.50 each; Basic D&D Character Record Sheets at \$4.50 and two new D&D books: Monster & Treasure Book and Dungeon Geomorphs Book at \$6.00 each. In the last issue we said that the new game based on TV's Dallas was from AH and was \$12 - boy did we goof! It is from SPI and is \$9.95. Also from SPI is Time Tripper, World Killers, Wreck of the BMS Pandora and Patton's Third Army each \$5.95 and the new Pea Ridge for \$8.95. From GDW there is a new Traveller Adventure: Twilights Peak for \$4.98 and the newest Traveller Aid Society Journal (#5) for \$2.00.

FGU prices we didn't have last issue were \$18 for Space Opera (and worth it). Chaosium has released the boxed

FGU prices we didn't have last issue were \$18 for Space Opera (and worth it). Chaosium has released the boxed version of Runequest and you get \$26-worth of material for only \$20 - another bargain! They also have out Plunder by Rudy Kraft and Runemasters each for \$5.95 as well as the Bestiary for Runequest at \$6.95.

Speaking of Rudy Kraft, we now carry The Gryphon issues 1 & 2 at \$2.75 each. We have expanded our Ral Partha line to include their Samurai series and their Royal Armies of the Hyborian Age series. We have also expanded our line to include the entire line of Martian Metals figures.

Finally, one last flub correction: last issue I said that Laser Tank was approved for use with Traveller. Error, Error! Human does it again! It is not approved, but uses designs included in some of our other products. See you again next issue!



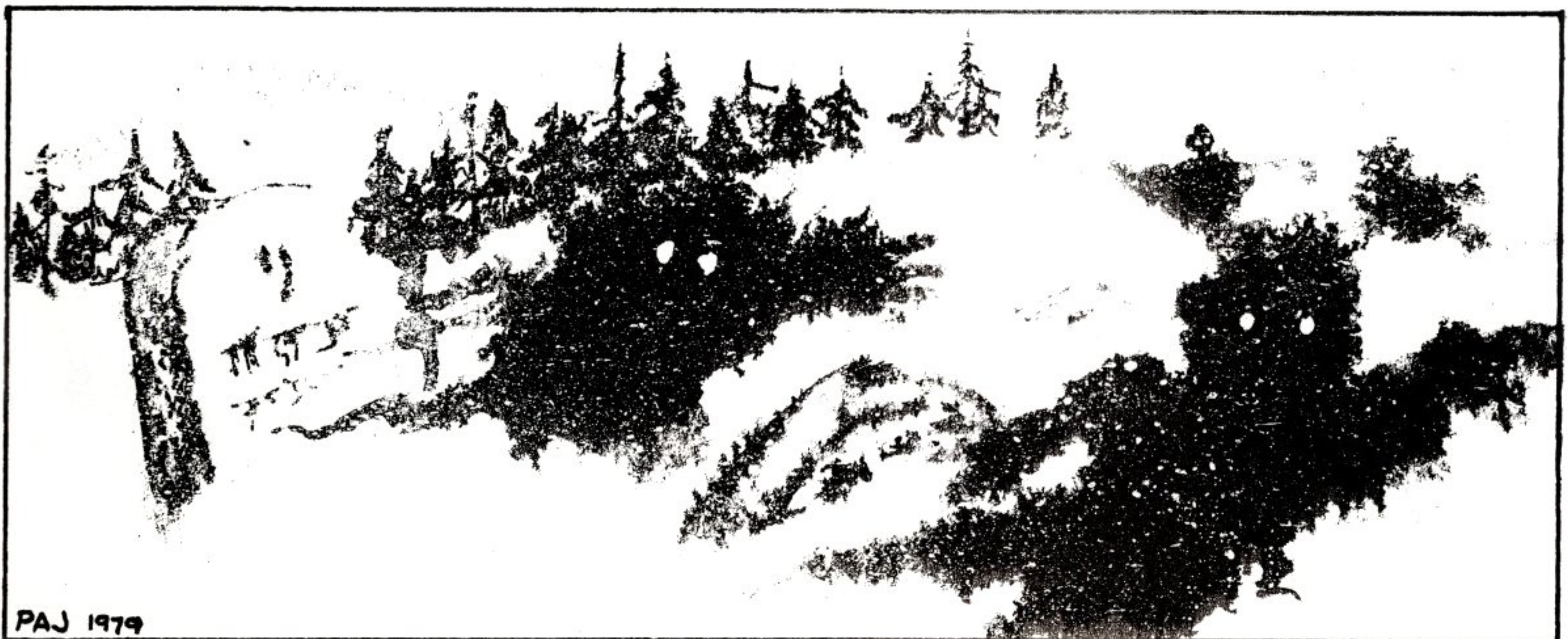
MONSTER MATRIX

Multi-Headed Giants by David Chapman

No. Appearing.	1 - 3	These have 1 - 6 heads
AC.	5	and 2 - 12 arms (there
Move.	12	will always be an even
Hit Dice. . . 2/3 of Die per		number, so roll a D6
foot tall (eg., a 15		and multiply by two).
footer would have		Each has a 15% chance
ten dice)		of being able to use
% in Lair.	30	magic at the same level
Treasure . . . 5000 GP + E		as it has heads; in this
Damage. . . 1 arm in 3 can		case, each head can
attack each turn,		attack each melee round.
and not all the		They are 10 to 20
will have weapons;		feet tall (2D6 + 8).
hitting, they do		
2½ times the rated		
damage of their		
weapons.		
Alignment.	N/E	
Intelligent		

Ice Shadows by Jon-Pierre Pazevic

No. Appearing.	2 - 12	Ice Shadows are the
AC.	4	same in all respects
Move.	9	to other shadows, al-
Hit Dice.	4+2	though much fiercer.
% in Lair.	40	They are usually found
Treasure	2F	in the far North, over
Damage. 3 STR. Pts.		graveyards where the
. +1 - 6 Cold		North wind blows, and
Align.	Chaotic	in cold dungeons.



Storm Children by Steve Marsh

Long ago during the lost ages of innocence certain of the burtæ lay with mortals. Of this blasphemy arose the Children of the Storm. Elemental in nature and related to the Sylphs and Children of the Wind, they are a wild and free race dwelling in the bush mountain's southern borders where they harry the Giants and things of Chaos and bar the way against certain of the creatures who would transverse the mountains and river.

Strength 2D6 + 12
Constitution . . . 2D6 + 12
Size 2D6 + 1
Intelligence 3D6
Dexterity 2D6 + 8
Power 2D6 + 8
Charisma 3D6

They resemble Sylphs in their pure elemental power and Wind Children in their uneathly wildness and beauty. Like Wind Children they have great white wings but unlike the Children

of the Wind, their wings are not wholly upon the natural plane (thus take only ½ damage from hits). This extends partially to the rest of their bodies like light armor (2 pt) which steads them well as they shun encumbrance.

In weapons they copy their fathers the Storm whose spear is the lightning, with modifications by branch.

In cults, they follow the Spear of Orlanth, Elovare's Harp, Humakt and the Storm Bull; depending on wildness and fury. They are excellent with elementals and the calling of Storm.

They dwell in families of 20 to 40 each, families are arranged into celts of 2D6 families and the celts are gathered into tribes. The tribes form the three branches (North, East, and West).

Weapons

Spear - Thrust for 1D8 (all branches) 25%
Thrust for 1D10 (North branch) 25%
Sling - 1D6 + 1 (West branch) 25%
Self Bow - 1D6 (East Branch) 25%
Dagger* - Thrust for 1D6 (West branch) 20%
Slash for 1D6 + 1 (East branch) 20%
Shield - for 6 points (East and West) 25%
for 8 points (North branch) 35%

* Almost a Short Sword in Length

Magic

Healing 1 + 1D6 or Countermagic 1 + 1D3
Multimissile ½D6 or Disruption
Shimmer or Protection 3
Other Skills
Flying at 90%
Ambush at 30%
Sense Ambush 35%
Camouflage 30%

Jack-in-the-Green by Jon-Pierre Pazevic

No. Appearing	1	Jack is six inches tall,
AC	0	has a long tail, and is
Move	20	clad in green velvet. He
Hit Dice	½	is usually found drinking
% in Lair	90	from an acorn cup, with
Treasure	I	a cane nearby. His cane
Damage	1 - 3	has two charges as a
Align	N	Staff of Wizardry. He
Magic Resist	80%	regenerates for 1 point

a melee as a troll. He

can speak with animals and plants, and can call forth one insect plague a day, and control weather. Jack is usually found in the forest, and the 1 - 3 surrounding trees will be ents that will attack if Jack is harmed in any way. If he is befriended, he will promise no harm will come to the party in that part of the forest.





Rattling Bones

A Tale of Princess Suzienne of Genesee

by Robert Fester

The hulking bald Slavemaster, the richest and most brutal vendor of souls in all Aramysis, motioned for his hirelings to bring up the next item for sale. Hooded, burnoused Mede tribesmen rubbed shoulders with stocky, turbaned Torkish mercenaries as all sought a better view of the merchandise. None of these paid heed to the cloaked and cowed figure astride the tall sorrel mare at the rear of the milling throng. All eyes were on the bare white flesh of the Thessalian maiden who was quickly jostled forward to stand naked and blushing beside Chakka, slavemaster of the House of Nu'un.

"Ah," he cried, rubbing pudgy hands together, "Is there truly a man among you whose loins do not pulse with great desire for this fairest of western flowers? Observe the graceful lines of her neck, the slightly tilted nose. And when did you last see legs such as these?" As the paunchy slaver ran his whip up the inside of the young woman's legs, her face flushed crimson; she fell sobbing to her knees.

"Three Hundred Shakkahs!" shouted a mustachioed Mede, leaning forward. "Four!" cried another. "Eight Hundred!" bellowed a barrel-chested Tork, a captain in the Pasha's Guard. He scowled fiercely at the others, a bear among wolves, and though his competitors muttered and whispered among themselves, none dared bid against the mercenary.

He stalked forward, tossed a leather pouch to the slaver, then picked up his squirming, weeping purchase and made his way back toward the barracks.

Chakka was not overpleased. He'd hoped to get at least one thousand Silver Shakkahs for the western

maiden, but the Tork had bullied the others into submission. And now there was only one more slave to be sold. This one was certainly no prize!

"Bring him forward!" commanded Chakka. Four burly Torks dragged up a tall, lean man bound and weighted down with heavy chains. An unruly shock of red hair blew about in the afternoon breeze. Fierce blue eyes more accustomed to the scintillations of the Northern Lights than the desert's mirages glared defiantly at his captors. The Torks forced him to his knees.

"Arghhh!" wailed the nearest Tork as the prisoner sank strong white teeth into his calf. The Torks fell upon him with sword hilts and saps, but the screaming, cursing slave-master drove them off.

"Fools! Would you kill the pig and rob our master of his due? Would you like to take this dog's place, chained to an oar on the Pasha's galley?"

Chakka of the House of Nu'un turned back to the crowd. To his disappointment, many of his erstwhile patrons were leaving the slave square. "Wait!" he cried. "This one is a powerful man, one with much work in him! Look at those broad shoulders! See the knotted muscles in his arms!"

"He'd slay us in our sleep!" called a tribesman as he vaulted up onto the back of his horse. "Those northern wolves are good for naught but plundering and slaying. They never break to the whip!"

"What is the bid for this powerful northern workhorse?" Chakka asked, unabashed.

The Nomads paid no heed to his pleadings and soon the dust of

their stallion's driving hooves clouded the air of the market place as the Medes galloped out through the city gates, back to the trackless wastes that spawned them.

"Take this dog away and slay him," groused Chakka. "At least we won't feed this offal a . . ."

"I'll give you five Shakkahs for him."

Chakka looked up to see a tall, lithe figure mounted on a well-bred sorrel mare looking down at him. The rider's shoulders were narrow; the voice soft. A billowing grey cloak hid the rider's form, while the tightly drawn cowl likewise obscured the face.

"Sirrah," wailed Chakka, "My master will flay me if I part with him for less than ten! Observe his . . ."

"And how will your master feel if you do not sell him at all?"

"Mercy, generous one! Seven, at least!"

"Five."

"Ah," groaned the slavemaster, though he was secretly much relieved. At least he'd recovered the cost of boarding the wolfish oaf. He smiled, thinking of the effeminate rider alone in the desert with the powerful Geet. "I have no choice; he is yours."

The purchaser leaned forward, extending down a handful of silver coins. As Chakka took them, his narrow eyes widened with surprise, but he said nothing. Such a hand! But discretion was habit with slavers, and a woman's coin spent as well as a man's!

Chakka handed the woman the keys to the Geet's fetters. "A thousand thanks, Noble One," he called out as he and his strong-arms turned to make their way back to the warehouses of



the Nu'un family.

The Geet glared fiercely at his new owner. "I'll rip out your liver and eat it before your eyes!" he growled in heavily accented Turkish.

"Tell me, oh great bag of wind," the woman said, drawing back her cowl, "what do you prize most in this world?"

"Freedom!" he snapped, "and the rolling deck of a dragon ship beneath my feet!"

She paid no heed to the ham-like hands that twitched near to her throat as she bent over his fetters, key in hand. In but a heartbeat, the chains lay heaped about his feet.

Much bewildered, the Geet flexed lean muscles in an attempt to restore circulation. "Why have you stricken off my fetters, woman? And to what end did you, ah, buy me?"

"You of the north have a saying, do you not? Something like: 'Life for life; boon for boon', correct?"

The Geet nodded sullenly. There was something unsettling about this woman. A head taller than most, aquamarine eyes scintillated like gemstones from beneath penciled brows. Curly brown hair fell to her shoulders. Hers was the beauty of the lioness, though, and not the gazelle. She was--capable. The hammered band of gold that encircled her head could only mean: Royalty. He could only guess at her form as it was hidden by the robes, but the few hints he saw maddened him with desire.

"Well, Geet, I give you your freedom. But of course you owe me a boon. 'Life for life', eh?"

"T'or's Blood!" he laughed. "What manner of woman are you? Are all of the women from whence you hail as warlike?"

The woman smiled mysteriously. "Are you hungry?" she asked. "I have a task for you--your boon-task--that will require much exertion."

"I'm famished," he answered honestly, "and my gullet is dry!"

"There'll be no wine-swilling until you have aided me in doing what must be done!"

The woman led the sorrel over to a mortar and block inn, the Geet trailing meekly behind. She lashed the mare to the hitching post. She entered the small, reeking inn, closely followed by her recent acquisition.

Seating herself at a table near the rear wall, she motioned her new-found companion to a bench opposite her. The hog-joweled inn-keep shuffled up to the table. "Two joints of beef," she said, "and a pot of hot tea. Do you have any cheeses and bread?" The turn-spit nodded in assent. "Bring those too!" The fat man waddled back to the kitchen with the order.

The woman leaned her elbows on the table and peered into the ice-blue eyes of the Geet. "What is your name, fellow?"

"I hight Sigrid, son of Wulfgar, of the Fallowland Geets."

"Know you, Sigrid Wulfgar's Son, that I am Suzienne, daughter of King Arriol of Genesee, and until recently, Princess-regent of that fair realm."

"When my father, King Arriol, died last spring of a flux, the signet ring and vestments passed to me, as his oldest child. But there is a clique in the Genesean court that had plotted against my father. Naturally, they carried forth their schemes against me in his stead."

"I have but one sibling, my younger brother, Karoom. Now he was born to my mother only after days of agonizing labor, and she died in the birthing. The boy is, well, feeble-minded. The court conspirators fed him full of lies and poisons against me."

"One day not so long ago, I returned to the palace from the hunt to find my simpleton brother lolling on the black jade Throne of Power. About his shoulders hung the burgundy investments and he wore a crown of gold on his brow. At his side stood Rhupurt, a pasty-faced dandy who lives only to intrigue."

"The two of them had convinced the major-domo of the army that a woman could not rule a kingdom such as Genesee, one surrounded by hostile Barbarians to the North and East and by warlike nations to the South and West."

"As the army had joined in the traitorous coup, I could do nothing. I was driven out of the gates with a scant bundle of possessions and my horse. For six moons, I have journeyed southwestward until at last I came to this place, this Aramysis. I intend to raise up a horde, return to Genesee, and break the sniveling Rhupurt on the wheel in the Royal Courtyard! I shall be avenged!"

The Geet eyed the fiery woman with wonder. "By Pt'aal, I think you'll do it, too! But why have you told me these things?"

"Because you are a man-not a dog. You have a right to know for what cause you risk your life--and risk it you surely will, if you adhere to your boon-task."

"Sigrid, Wulfgar's son is a man of honor," he said stiffly.

"Had I thought differently," she said, "you'd still be with the slavers."

At that, the inn-keep returned with a heaping platter of viands. Though the woman ate with the hunger of one nigh starved, the Geet fell to with the ferocity of a famished tiger. In but a few heartbeats, the beef bone lay bare before him as he wolfed down bread and cheese.

"God's blood, man! Didn't they feed you?"

"Aye," he belched. "A cup of gruel, once a day. And once we were given a bucket of fish heads."

Suzienne wrinkled her nose in



disgust. "Tell me, just how did you come to be in this place?"

Sigrid, now well-fed and contented, leaned back against the wall. "I sailed out of Fallowland with Knute, Alaric's son, two seasons ago. We pillaged our way down the Nurmish coast, burning and looting as we went! Ah! Such a viking that was! We rounded the tip of Moorlund, passed through the Gates of Wotan, and entered the Summer Sea, so named for the warmth of its waters.

"We plyed the coast, harassing Traders and Merchant Ships. Once we were beset by a Thessalian War Galley. It was a monstrous, twin-decked affair with two banks of oars. A battering ram of iron wrought in the likeness of an eagle's head was mounted afore.

"For half a cycle of the moon, we ran before it. But then the moon rose full and blood-red -- a berserker's moon! We turned and fell on the Grikos in the night. By God, the decks ran red with Thessalian blood! The wench -- the one sold before me -- was taken aboard our dragonship to hold for ransom. The rest, well, they fed the fishes.

"We sailed down toward a coastal town where the minx assured us that her ransom could be raised. But ere we made that harbor, a violent storm arose, a thing common to the Summer Sea. We were blown far out to sea. For three days and nights, we ran ahead of the driving gale.

"On the dawning of the fourth day, the ship shuddered from stem to stern as a terrific crash rocked us to the deck! We'd hit a submerged reef. The next thing I knew, huge breakers swept over us, carrying howling men out to sea. I, too, was swept away. I awoke T'or knows how long later, lying on the beach, clinging to a piece of the spar. Several other bodies lay about me, but only Markia, the Thessalian wench, yet breathed. The dorsal fins that plied the waters of that treacherous cove seemed to say that none would be swimming ashore."

"How long ago was this?"

Suzienne asked.

"I believe about two moons," answered the Geet, sipping a steaming mug of tea. "I roused up the wench, and together, we set off down the coast. We hadn't gone a league when Turkish slavers fell upon us. Three of them I stretched out bleeding and gutted ere they knocked me senseless with throwing clubs. I awoke to find my-

self chained next to the girl in a coffer. They brought us to this place, to Aramysis. The rest, you already know."

"I have heard that in this place, this Aramysis, there dwells a certain Sorcerer, one Morbias," Suzienne said, carefully searching the northerner's face for some of recognition. There was none. "He possesses a certain artifact of considerable thaumaturgical import. This is 'The Horn of Shaitin'. Aid me in gaining this, and I shall free you from your debt to me."

Sigrid leaned back against the wall again, this time propping his feet upon the table. Suzienne smiled wryly. This smoky inn was a far cry from the barbaric splendour of the Genessan Court. Instead of richly appointed divans and thrones, plank benches lined the walls and flanked the tables. Instead of jugglers and musicians, pimps discreetly vended their saucy wares to men who puffed languidly at bubbling hookahs or recurled pipes. The vagaries of life!

"I don't like the idea of mixing it up with a Sorcerer," admitted the Geet, "but as I am honor-bound to serve you in this thing, so be it. But I'll need a sword."

"I have coin enough for that," answered the Princess. "Finish up that cheese and we'll be on our way."

Two shadowy forms crouched motionless in the deeper darkness of the shrubbery that footed the towering stone wall. A tall minaret thrust upward to the stars from its interior. A faint blue light flickered near its top.

"I don't like the looks of this," Sigrid whispered to Suzienne.

"Shh!" she hissed, fearful that his muttering would attract the guards that surely prowled the interior. Rising to half-crouch, Suzienne slipped a coil of rope from about her slender waist. A heavy iron grapnel was tied to one end. Rising, she twirled it several times about her head, then cast it upward to the top of the wall. Sigrid cowered at the grating noise, but nothing could be done for it. She tugged at the rope. It slipped a bit, then found purchase.

"C'mon!" she whispered as she sprang upward to climb hand over hand to the top. Seconds later, the Barbarian floundered up beside her.

"Lie flat!" she hissed. As the two flattened themselves atop the wall, two robed figures came around the side of the minaret. The faint light of

the sickle moon reflected brightly on the steel in their hands. These men conversed in low tones, soon disappearing around the far side of the tower.

"By Pt'aal! That was too close!" said the Barbarian, mopping his sweaty brow with the back of his hand.

"Let's be at it," Suzienne said. "It'll be dawn soon--too soon!"

She dropped lightly to the ground. Sigrid landed with a heavy thud next to her. The pair sprinted quickly across the open courtyard, past a shimmering pool, up to the base of the tower.

"I still don't like the idea of robbing a damned Sorcerer!" Sigrid said softly. "And the accursed Horn of Shaitin! Gods! Who'd have thought. . ."

Suzienne didn't listen to his ravings but bent over the heavy lock that secured the oak door to the Wizard's minaret. Nimble fingers deployed two long slivers of steel. There came a rapid clicking; then the door drifted slowly inward.

"Well done," whispered Sigrid, knuckles whitening on sword hilt, as he followed the deposed Princess into the murky gloom within. He didn't like this quest at all! The crazy wench sought to loot the Wizard Morbias' keep of its most prized artifact, the Horn of Shaitin! With this eldritch instrument, she said, one could summon up an unending army of the dead to do one's bidding. Morbias wouldn't part with such a treasure so easily! Nor would he leave it lying about unguarded!

Suzienne seemed to share none of these misgivings and the Barbarian followed her--albeit reluctantly--up the steep spiraling ladder that ran up the center of the minaret.

For her part, Suzienne was locked up in thoughts of her own. **How will you like it brother, when chalk-white bony hands rip out your damned throat? When your sycophants die howling beneath the host of those whom cannot be killed--the very dead themselves? You'll rue the day you betrayed me and your nation!**

There was a pulsing blue glow overhead and this grew ever brighter as the adventurers climbed higher. At last they stood on a narrow platform outside of the Wizard's most secret chamber.

Even as Suzienne contemplated how to enter at best advantage, the door swung inward. "Come in!" boomed a drum-like bass voice. "I've been expecting you!"

Suzienne stepped through the portal, Sigrid at her heels.

Morbias was not at all pleasant to behold. As the Necromancer reared up from the plank bench that served him as a chair, he towered above even the massive Geetlunder. His face was that of a grotesque wart-hog, complete to the upthrust white tusks at either corner of the mouth. His little red pig's eyes glared pure malice at the two who stood at his feet. His armed rippled with power like a gliding python. He was naked and his skin was a deep hue of blue.

"How did you. . ."

"Know you were coming?" he boomed. "How does a spider know of the approach of a fly? You touched my web, fools!" He pointed at a shimmering mirror. "I witnessed your approach in *that!*" At that moment, the two guards passed into view, then disappeared again out of the picture.

"Now, ere I slay you both, satisfy my curiosity. What has caused you to seek out so horrible a death? Answer truthfully, and you'll die cleanly. Lie, and you'll soon have cause to envy the damned souls that writhe and flop on the bubbling naptha floors of hell!"

"Well," Suzienne laughed. "It seems that the 'All-Knowing' doesn't know quite everything!"

"Have a care, bitch!" the Necromancer snarled, smoke steaming out of flaring nostrils. "Answer quickly--and truly!"

"I'll answer!" bellowed Sigrid, "With--this!" Whipping out his sword, he leaped at the Wizard.

With a hollow, ringing cackle, the Necromancer bounded agilely aside. Steel-strong blue fingers grabbed the Geetlunder's thick wrist. Morbias squeezed. There came a sound of a snapping stick; the stunned pirate flopped back against the wall eyeing his swollen broken wrist in disbelief.

Suzienne rescabbared her own half-drawn blade. More than might was required here. "I'll tell you what you wish to know," she said to the beast that hovered slaving over the down warrior. "I came to steal your damned treasure--the Horn of Shaitin!" She quickly related the tale of her usurpation, her banishment and exile.

"So!" he laughed. "You'd use the Horn to regain your petty throne, eh? It's fortunate for you that you shall not succeed. While the skeletal host is easily summoned--one need but to blow the Horn--they are not so

easily dispelled! In any event, we are only speculating, for you shall not have the Horn! But see!" he called, walking on cloven hooves over to a towering case of shelves, then reaching upward to seize a glittering thing in his mis-shapen hands. "Here is what you sought--your precious Horn of Shaitin!"

Morbias brandished the trumpet aloft. It was long and slender, wrought of silver and gold. Inlaid along its barrel were carvings of demons and dragons, each depicted in startling detail. The fluted mouth of the thing was rimmed with a strip of curious red metal. This then, she mused, is the Horn of Shaitin!

"Do not imagine that you two shall die in vain," Morbias continued in a thunderous bass. "I'll rend you down to your base elements, then use these to fuel certain, ah, experiments I have a mind to try."

Sigrid, face flushed red with shame, coiled his legs beneath him, then with hatred smouldering in his ice-blue eyes, he sprang up at the Wizard. Somehow ignoring the maddening pain in his wrist, the Northerner siezed the Mage's thick throat in both hands! His muscles stood out like knotted cords as he sought to choke the life out of the monster.

Taken aback by the unexpectedness of the assault, the Horn dropped from his fingers to rattle across the floor. Suzienne snatched it up even as the Wizard shook the warrior overhead like a doll, then hurled him downward across an outstretched blue knee, snapping the powerful Northerner's spine.

Morbias whirled to face the woman while Sigrid flopped like a beached fish at his feet. She raised the Horn to her lips.

"Put that down!" the hog-faced Wizard roared. "It'll be the end of us all!"

It seemed to Suzienne that she hardly breathed into the mouthpiece at all, but the Horn sounded with the fury of a bugler's blast. Morbias shrank back from her, arms held up before his face as if to ward off a blow.

"Doom!" he croaked. "Black doom is upon us!"

From the very walls sounded the rattle of bones!

The wizard seemed mesmerized but not so Suzienne. Stashing the horn in her tunic, she bolted for the door.

"Please!" begged the Northman, looking up through a red haze of agony. Misty forms began to appear in the air; the Mage drooled and howled in terror. "Do not leave me to those!"

Suzienne did the deed, then hurled herself out through the open door.

She met the guards on the first landing below, and as steel rang out against steel, there came a high-pitched cackle, followed then by insane, titting laughter. Above all rose the agonized wails of mindless screaming terror of Morbias the Black as the minions of hell clutched at him.

Taken aback by the horrific din above, the first guardsman dropped his point just bit. Suzienne's blade flicked out like a striking snake. Clutching the dripping wound that had been an eye, the dying guard fell back onto his fellow, propelling both back down the shaft to land with a sickening thud far below.

Something clattered slowly down onto the first steps overhead. Suzienne descended the ladder with break-neck speed, dropping the last ten steps in her haste. She bolted out through the front door of the keep even as the cackling laughter resumed, this time on the ground floor of the Wizard's keep.

Past the shimmering pool she ran, then fell heavily to the grassy sward. A green, mottled tenacle coiled about her ankle; a great bulbous eye leered up from the depths of the pool as the tenacle dragged her thither. Whipping out her sabre, she rained a flurry of chops onto the gelatinous member. The tenacle whipped loose, then wriggled back into the water. Though the submerged beast thrust up at her with other such tenacles, she was already scrambling up the wall out of its reach.



Cold, icy fingers sank into her already sore calves. Peering back over her shoulder, Suzienne gazed full into hideous visage of a thing that should have been dead three thousand years before. Its eyes were little more than weirdly glowing strands of jelly; sparse clumps of rotting hair protruded from the chalky skull. Yellow teeth clicked together in a ghastly parody of speech. Tattered shards of flesh yet clung determinedly to mouldering bones.

The woman clawed at the rim of the wall, muscles burning with strain, while the gaunt clung to her ankle, determined to have her down. From the keep of Morbias the Mage there now issued a seemingly endless stream of skeletons. Some were armed with rusted swords, broken pikes, and the like, but all seemed of one mind: To pull down the upstart who'd disturbed their torment.

Then Suzienne remembered.

There was hope afterall! Reaching into her tunic while the fingers of her other hand clung to the wall lip for purchase, she drew forth the Horn of Shaitin.

Instantly, the skeleton released her. It fell back gibbering and moaning. Its fellows formed into hideous ranks and files, mustered now to serve their commander--that one who held the Horn.

Suzienne eyed her host with disgust. She knew then that she could never lose the hooting horde of night haunts on fair Genesee, no matter

what its unlawful ruler's sins. The bony mob below belonged in but one place!

"Heed!" she screamed. "All of you Godforsaken monsters! I command you to--Go to Hell!"

There came a rumbling as of a mighty earthquake. Gaping fissures shot across the manicured lawn and sulfurous smoke issued up from these. The network of cracks joined into a boiling, steaming crevasse that grew ever wider. The skeletons danced and cavorted on the brink of the gaping pit. From the very bowels of the universe there sounded a rumbling and on that cue, the skeletons began to dive headlong into the churning brimstone depths. Him who had siezed Suzienne yet cowered below.

"Here!" she cried, hurling the Horn at him. "Take this accursed thing and begone!"

The dead beast scooped it up in calcified fingers, then raised it overhead in salute. Running as fast as his unmuscled legs would carry him, he charged up to the edge of the pit. He poised momentarily at the brink, then flinging his head back in mad laughter, he dove headling in after his fellows.

The fissure slammed shut with an awful boom. Cracks shot through the Mage's minaret, and as Suzienne dropped to the far side of the wall, it crashed to the ground, shattering like smashing glass!

"Well, Shadow," the Princess whispered to her sorrel mare as the first prey-pink fingers of dawn stretched languidly up over the eastern horizon, "Let's be gone from this accursed place! I mean to win back my throne to be sure, but it'll be at the head of an army of bold fighting men, not a hooting horde of dead nightmares."

The horse snorted, pleased to be underway. As Suzienne passed through the bronze gates of the city, the watchmen hurried past in the direction of the fallen Mage's ruined keep. She withdrew a small flask of wine from her pouch as she rode. "Here's to Sigrid! A brave warrior and a trusted companion! No man could ask to be better remembered!" She drank the toast.

The time for mourning had passed. There remained deeds to be done.



A Trip To The Underworld

By Bill Paley

number 3

Well, now I've been tellin' you 'bout our group, an' what we've done down there under the castle. We haven't lost nobody yet, though we thought we have, now an' again.

A couple o' weeks ago, under the castle, we came on this here magic fountain. Now, we'd knowed it was down there, 'cause this Goblin told us all 'bout it when we caught him, an' so we'd been lookin' for it for 'round 'bout six weeks. So, there it was.

Well, Finny, that dam' Halfling, just 'bout dove right in, drinkin' an' splashin' 'round. I took a pint or two meself, but see, I was thirsty! Then

Taklin filled up his helmet, an' drunk it down. Frigate an' Spigot took a sip a piece, an' Penny an' Melissa curtsied down for their turn. Finally Tyrone, our Wizard bent over for a drink. Just Evberin the Elf kept back an' watched.

After a couple minutes, Finny starts changin'. His fingers grew three inches, which made him a sight to see. Then, when it was my turn, my head shrunk. Taklin's feet grew six sizes, an' boy, you ain't never heard cussin' 'til you heard a Dwarf who's ticked off. The three Clerics' hands glued together, an' Melissa's already pretty

hefty chests grew a couple sizes bigger (but she refused to take her armor off, e'en though she could hardly breathe). Finally, Tyrone got the granddaddy o' swelled heads.

Penny used a wish to get everyone back to normal, an' we was all pretty mad, but jut then Evberin leans over to take a sip. We all yelled "Don't!", but he does anyways - but he doesn't listen to nobody, y'know. So he stands up an' you could see the muscles growin' on him. So then he says, "I seem to be the only one who recalls the motto of this fountain. He who quaffs last, quaffs best!"

"FIRE vs. MONSTER"

by Douglas Putz

It has come to my attention as a Judge by way of many complaints from the player characters, that it is logical that if you were attacked by fire, you shouldn't be allowed to attack that round. This seemed fine for awhile, but some person got the idea that if he was just to get surprised, he could defeat anything that wasn't resistant to fire. He was right. Because the fact that if he could get surprised, he could throw oil that was lit and have it count as fire damage, and continue throwing oil each round till the creature was dead. But I devised a system to make it a little harder for a flaming monster not to be able to attack that round.

I said that a monster had to take at least 50% or more points of damage for it not to be able to attack that round. (i.e. A party of 6 adventurers are attacked by 4 Bugbears, and the players got the initiative. They chose to throw oil. The Bugbears had 15, 13, 18, and 12 Hit Points. The players score 2 flasks on the 1st one and luckily killed it. They only scored one hit on the 3rd, and no hits on the 2nd and 4th ones. They did 11 points of fire damage to the 3rd one so he couldn't attack that round. But two of them could. As a result of the melee, one of the players died.

There were now 3 Bugbears with 13, 8, and 12 Hit Points left. The players fired oil again, and the 1st one took only 5 points of damage while the 3rd one took none, and the 2nd one took 7 and couldn't attack this round. After the Bugbears failed to score any hits in their attacks the players decided to try the oil again. They killed the 2nd one and the 1st one. The 4th one ran off because of a very low morale check. So to make everything clear, a creature can not attack on a round where he's taken over half of his remaining Hit Points in fire damage. This system is also used to determine whether or not a creature can attack after he has been hit by a spell that does damage (i.e. *Fireball*, *Lightning*, *Flame Strike*, *Cone of Cold*, *Fireballs from Wands*, and any other type of Wand or Spell that does damage.)



Magic Item Generator

by wesley ives

It's happened to every Judge. The players eventually realize that there are only a very limited number of different types of magic items that can be obtained from the **D&D**™ Treasure Tables. For instance, they learn very rapidly that all miscellaneous weapons are positively rated, that magical Crossbow Bolts are invariably +2 and so forth. This sort of predictability is a lamentable occurrence, but almost unavoidable using the standard rules system.

Many Judges attempt to avoid this problem by making up new magic items. Unfortunately, this only delays the problems; the players will eventually figure out the additions, and things will return to normal. To keep such a turn of events from occurring, the Judge must continually keep re-compiling his magical treasure charts, frantically trying to keep one step ahead of his players, using valuable time that could be more usefully devoted to creating devious plots and snares.

The Magic Items Generator is an attempt to alleviate this problem. The essential difference between this Generator and lists of magic items is that the items in the Generator are grouped by function rather than appearance. Magical items in **D&D** have ten basic functions. All items fall into one of the following classes:

Function	Examples
Physical Weapons	Sword -3, Dwarven Hammer, Crossbow of Speed
Physical Armor	Shield +2, Armor of Etherealness, Armor -1
Scrolls	Protection vs. Lycanthropes, Scroll of Three Spells
Detection	Wand of Metal Detection, Potion of ESP
Protection	Bracers of Defense, Ring of Protection +3
Control	Potions of Undead Control, Ring of Mammal Control
Abilities Granted	Potion of Invisibility, Ring of X-Ray Vision
Tools	Bag of Holding, Portable Hole
Offensive Items	Wand of Fireballs, Necklace of Missiles
Extraordinary	Prayer Beads, Rod of Lordly Might

It can easily be seen from the above that the item-based listing of magic items erroneously lists similar items in entirely different places. By listing the items by function this duplication can be eliminated.

In the construction of the Magic Items Generator, I analyzed the frequency of the various functions, and then the frequency of the various applications of those functions, in arriving at the percentage given in the various tables. Thus, a person using the Generator would come up with a Control device just as often with either the Generator or the **Greyhawk** tables; likewise, the percentages within the Control section would reflect the **Greyhawk** percentages for one-use (potion-type) items, multi-use (wand-type) items and permanent (ring-type) items. What would not be the same would be the appearance of the item from the Generator; it is possible, for instance, to roll up a Mandolin of Undead Control. . .

Another expansion is in the Physical Weapons. Following the idea of function over form, all weapons have their characteristics determined independently of their form; this allows -4 Arrows, for instance, along with +5 Quarrels. In addition, sub-functions are also independent of each other, allowing a Hammer, for instance, to be -3 normally but +4 against fire-using creatures.

Also, a very small percentage of physical weapons will have powers drawn from the Artifacts Table of **Gods, Demi-Gods, & Heroes**.

Using the Generator

To generate an item on the Generator, first roll on the Magical Items Table to determine the general type of the item.

01 - 30) Weapon: If a weapon is rolled, proceed to the chart titled "Weapons" to determine what kind of weapon has been found. If an asterisk (*) is next to the weapon, roll to find how many of the weapon are found (only for Arrows and Crossbow Bolts). If there are two asterisks (**), then roll three ten-sided dice: a "000" indicates that the weapon is a "Forced Weapon", of ancient and awesome power. All armor types are treated as AC: 10 when striking with such a weapon. Magical armor retains any pluses, but only as modifiers to the target's Armor Class of AC 10. Armor Classes of 1 or better gain 1 AC to their base of AC 10 for every AC better than 2. Thus, a Force Weapon striking AC -2 attacks as though it were AC 6.

After determining the type of weapon, proceed to the "Codified Weapons Capabilities" Charts. ALL weapons roll

on the Codified Weapons Capabilities Charts; however, note that there are modifications to the rolls on some tables made for weapons other than Swords and Two-handed Swords.

Roll first on Table I, to determine the weapon's basic bonus, or whether it is Cursed (with a negative hit bonus). If it is Cursed, roll on Table II to determine the precise value of the curse (though note that there is a possibility that the weapon will have an exotic curse of some sort from either Table IV or Table VIII (rolling on Table VIII gives the weapon a special power, but it will still be minus to hit, in this case, stop rolling for the weapon after attaining such a result). After determining the bonuses of the weapon, roll on Table III to find if the weapon has any further bonuses. The roll on Table III will direct a further roll on either Table V, Table VI, or Table VIII. If a roll is called for on Tables V or VI, then this indicates a special bonus or penalty against a certain type of creature. Roll on Table VII to determine exactly which creature or circumstances trigger the bonus or penalty. After doing so, you are finished with the weapon. If, however, the roll on Table III directed another roll on Table VIII, the weapon may have a Great Future. Table VIII gives the weapon a special power; and after determining the special power granted, proceed as directed to Table IX. On Table IX, a check is made to determine if the weapon has a "Supreme Power" from the artifact types in **Gods, Demigods & Heroes**.

If a weapon has Supreme Powers, roll on Table X to find how many times to roll on Table XI. Then roll the requisite number of times on Table XI, which will direct you to Tables XIII - XVI for the specific Supreme Powers. All weapons with Supreme Powers have Egos of 12 + 1 per Power, and Intelligences equal to their Ego.

31 - 45) Armor: If the type of magic is Armor, go to the Armor Table and roll to see whether the Armor is a Shield, Armor, or both. Also roll to see if the Armor is Cursed. Then, if the type is Armor, check for the type of Armor -- it may be Leather, Chain, or Plate. Then determine the bonus (or, if cursed, the minus) for the Armor or Shield; roll as directed for Armor Specials. Finally, check to see if the Armor is Intelligent; if it is, find the IQ and Ego.

ALL Intelligent items receive the rolls deserved for their Intelligence on the Basic Weapon Abilities (from **Greyhawk**) at the back of the charts.

45 - 55) Scroll: If the magic type is a Scroll, roll on the Table labeled Scrolls. A Vanishing Scroll is exactly what it sounds like - roll 1d12; if the Scroll is not used within that many days, it disappears. A lasting Scroll is just the opposite. The spell(s) thereon will last for several readings. Use a Random Die Roll:

% Roll	Number of Readings
01 - 20	1 - 4
21 - 40	1 - 6
41 - 60	1 - 8
61 - 80	1 - 10
81 - 99	1 - 12
00	1 - 20

56 00) Miscellaneous Magic: Everything except

Weapons, Armor, and Scrolls is called Miscellaneous Magic. Roll on the Miscellaneous Magic Table to find what function the item has; then proceed to the specified table and determine the exact function of the item.

After determining the exact function of the item, you will notice that there are several letters with percentages beside them in parentheses. Roll percentile dice and find which letter is specified: This tells the Form of the Miscellaneous Magic device. Refer to the table titled Types of Items, Tables A through N; the letters are keyed on this table. For most, the exact form can be chosen at random (Types B, C, E - N) but some require a percentile roll to determine the number of charges.

01 - 20) Table One, Detection: The Detection Table is quite straight forward. Note that some functions (71 - 80 Spy Devices, 81 - 95 ESP Devices) call for sub-determinations to decide the precise power and/or range.

21 - 45) Table Two, Protection Devices: Nearly all of these devices are sub-divided and require additional rolls for specificity.

46 - 60) Table Three, Control Devices: Again, no surprises.

61 - 78) Table Four, Devices Adding to or Granting Abilities: All of the functions on the table are described in the Magic Tables in **D&D**.

79 - 89) Table Five, Tools: Some of these items are slightly non-standard. A device of Security (01 - 05) allows the user to place an 11th Level *Wizard Lock* on portals; Interpretation (38 - 48) translates any language into the language of the user, and the language of the user into any single listener's language; Monomolecular Wire (61 - 66) is wire a single molecule in thickness. It can cut through any substance. It is not, however, rigid so the only way to use it is to hold both ends and pull it through a substance. If it appears in a device, assume that the device has two parts that can be held to do exactly this.

90 - 95) Table Six, Weapons: These are the items every group of adventurers prays for. Roll for type, power, and range (if applicable). Note the difference between 21 - 28 Lightning, which is a contact only weapon, and 29 - 33 *Lightning Bolt*, which fires a Lightning Bolt for a specified range; Tangling (34 - 40) devices fire a *Web* when spilled onto the floor; Compulsion (69 - 74) acts as a *Charm Monster*; Destruction (75 - 79) drains levels from victims.

96 - 00) Table Seven, Extraordinary Items: **Ioun Stones** were first presented in **The Dragon**. They orbit their owner, and grant him the specified bonuses. Talismans (07 - 09 Anti-magic, No. 00) are a creation of Mark Swanson, dogboy of **The Wild Hunt**. **Greyhawk Miscellaneous Magic** (Books): (The regular books are included here, along with 01 - 04 Variable Sword, with thanks to Larry Niven) This is a Force Weapon with an adjustable length. Also 05 - 09 Golden Book of Knowledge may be used one each week as a top-level Sage (or as a Commune with the highest plane, if Sages aren't used).

One final Note: On Table IV, Devices Adding To or Granting Abilities: 76 - 77 18 (00) Strength: When Nicolai Shapiro wrote up this item in **Alarums and Excursions**, he called it the **Doomstone**. The only way to remove a Doomstone, which normally imbeds itself in the flesh of its owner, in some inoperable position, is to use Three Wishes (full, not limited). However, note that potions of Longevity will counter the Doomstone for a while.

Treasure Types

Type	Copper (1000's)	Silver (1000's)	Gold (1000's)	Gems	Jewels	Magic
A Land	1 - 6: 25%	1 - 6: 30%	2 - 12: 35%	6 - 36: 50%	6 - 36: 50%	Any 2 - 4: 40%
Desert	1 - 4: 20%	1 - 4: 25%	1 - 6: 30%	10 - 40: 50%	10 - 40: 50%	Any 2 - 4: 60%
Water	Nil	Nil	5 - 30: 60%	10 - 60: 60%	10 - 60: 60%	Any 1: 50%
B	1 - 8: 50%	1 - 6: 25%	1 - 3: 25%	1 - 6: 25%	1 - 6: 25%	01 - 09: One weapon or Armor 10: Two as Above
C	1 - 12: 20%	1 - 4: 30%	Nil	1 - 4: 25%	1 - 4: 25%	01 - 09: Any 2 10: Any 3
D	1 - 8: 10%	1 - 12: 15%	1 - 6: 60%	1 - 8: 30%	1 - 8: 30%	01 - 18: Any 3 19 - 20: Any 4
E	1 - 10: 05%	1 - 12: 30%	1 - 8: 25%	1 - 10: 10%	1 - 10: 10%	01 - 02: Any 3 03 - 28: Any 4 29 - 30: Any 5
F	Nil	2 - 20: 10%	1 - 12: 45%	2 - 24: 20%	1 - 12: 10%	01 - 02: Any 4 03 - 33: Any 5 34 - 35: Any 6 No Weapons
G	Nil	Nil	10 - 40: 75%	3 - 18: 25%	1 - 10: 25%	01 - 02: Any 4 03 - 40: Any 5 +1 Scroll
H	3 - 24: 25%	1 - 100: 50%	10 - 60: 75%	1 - 100: 50%	10 - 40: 50%	01 - 19: Any 5 20: Any 6 +1 Scroll
I	Nil	Nil	Nil	2 - 16: 50%	2 - 16: 50%	01 - 20: Any 1

Weapons (01 - 30)

01 - 60	Sword**
61 - 64	Two-Handed Sword**
65 - 69	Arrow* **
70 - 74	Quarrel* **
75 - 79	Dagger**
80 - 83	Bow
84 - 87	Crossbow
88 - 91	Axe**
92 - 94	Mace
95 - 98	Hammer - 02% for Dwarven
99 - 00	Spear**

* Roll for Number:

01 - 50	1 - 4
51 - 75	1 - 6
76 - 90	1 - 10
91 - 95	2 - 12
96 - 98	3 - 18
99 - 00	2 - 24

** For Edged Weapons: There is a .001 chance of a Force Weapon.

For Bow and Crossbow, Roll Percentile Dice:

01 - 75	No Special
76 - 90	Speed 2 x Normal
91 - 98	Range 2 x Normal
99	Smiting: 2 x damage on 17 - 19
00	Slaying: +30 on Critical

Swords, Daggers, Bows, Crossbows, Axes, Maces, Hammers, and Spears may all possess Intelligence.

Swords, Hammers and Axes all roll 1D12 to determine Intelligence and Ego.

On a roll of less than 25%, Daggers, Maces, and Spears roll 1D10 to determine Intelligence and 1D12 for Ego.

On a roll of less than 10%, Bows and Crossbows roll 1D10 to determine Intelligence and 1D12 for Ego.

Magical Items

01 - 30	Weapon
31 - 45	Armor
46 - 55	Scroll
56 - 00	Miscellaneous Magic

For weapons other than Swords and Two-Handed Swords, capabilities are determined by rolling on the Codified Weapon Capabilities Charts, with the following modifications: Subtract 5 from the number rolled when rolling on Table III; Subtract 8 from the number rolled if a roll is made on Table IX.

Armor Table (31 - 45)

01 - 54 Shield
90 - 55 Armor
91 - 00 Armor and Shield

Roll Again:

01 - 90 Positive
91 - 00 Cursed - Reverse Readings

Type of Armor:

01 - 10 Leather
11 - 80 Chain
81 - 00 Plate

Shield

01 - 50 +1
51 - 75 +2
76 - 90 +3
91 - 98 +4
99 +5
00 Special

Special for Shield

01 - 20 Opponent Blind unless Save vs. Magic
21 - 60 Mirror Surface
61 - 90 Focused Mirror: 3" range to burn Combustibles
91 - 00 Roll on Codified Weapon Table

Armor

01 - 50 +1
51 - 75 +2
76 - 90 +3
91 - 98 +4
99 +5
00 Special: Roll on Armor Special Table

Armor Special Table

01 - 20 Armor of Etherialness +1
21 - 35 Mithril - as +3 Armor 2 classes higher
36 - 50 Quickness - weight as if 2 classes lower
51 - 65 Strength - has no weight
66 - 80 Light - as Clerical Continual Light
81 - 90 Power - +1 - 6 to Strength
91 - 95 Speed - as Hasted Spell
96 - 00 Roll on Table X of Weapons Chart

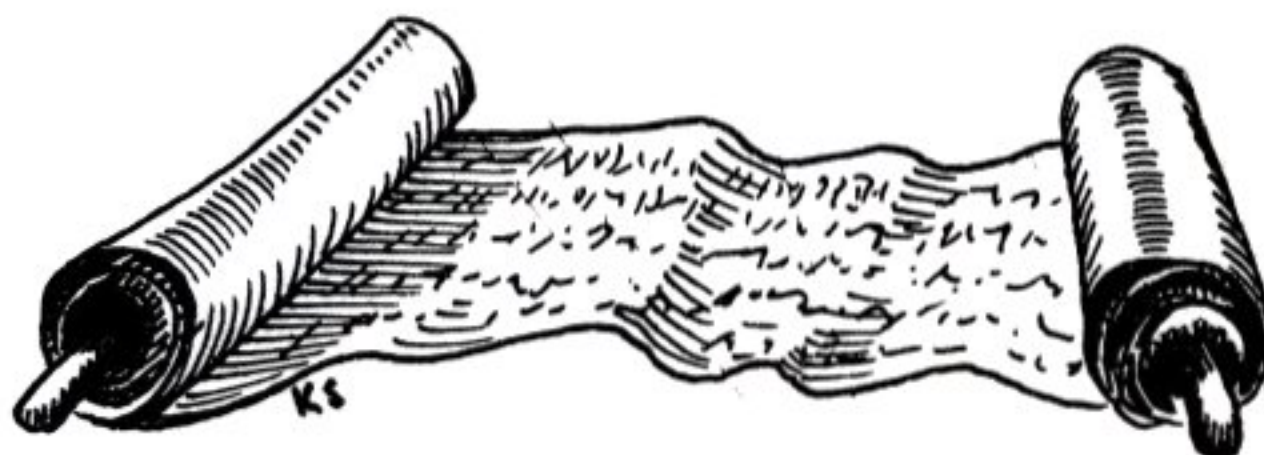
Armor may be Intelligent: if a percentile roll is 05 or less, then roll for Intelligence with 1D10 and Ego with 1D12.

Miscellaneous Magic

01 - 20 Table One: Detection
21 - 45 Table Two: Protection
46 - 60 Table Three: Control
61 - 78 Table Four: Abilities
79 - 89 Table Five: Tools
90 - 95 Table Six: Weaponry
96 - 00 Table Seven: Extraordinary

Scrolls

01 - 20 One Spell
21 - 30 Two Spells
31 - 37 Three Spells
38 - 40 Four Spells
41 - 42 Five Spells
43 Six Spells
44 Seven Spells
45 - 58 Clerical Scroll: Roll again, ignore rolls higher than 44.
59 - 64 Protection/Lycanthropes
65 - 69 Protection/Magic
70 - 74 Protection/Elementals
75 - 79 Protection/Undead
80 - 94 Vanishing Scroll: Disappears 1 - 12 days after case opened
95 Lasting Scroll: Spells will last for multiple readings: use RDR
96 - 00 Cursed Scroll: Poly to Toad 01 - 45; Teleport Away 46 - 90; Die 91 - 00



Codified Weapon Capabilities

Table I

% Roll	Pluses	Instructions
01 - 20	Cursed	Roll on Table II
21 - 60	+1	
61 - 85	+2	For 21 - 00, roll again on
86 - 94	+3	Table III
95 - 99	+4	
00	+5	

Table II

% Roll	Minuses	Instructions
01 - 50	-1	For 01 - 96, roll again on
51 - 75	-2	Table III
76 - 90	-3	
91 - 95	-4	
96	-5	
97 - 99	Special	Roll again on Table IV
00	Extraordinary:	Roll on Table VIII and again on Table II, ignoring 97+

Table III

% Roll	Instructions
01 - 20	No Further Bonus
21 - 75	Special: Table V
76 - 90	Special: Table VI
91 - 00	Special: Table VIII

Table VII

% Roll	Bonus Takes Effect:
01 - 04	vs. Fire-Using/Breathing Creatures
05 - 08	vs. Cold-Using/Dwelling Creatures
09 - 12	vs. Giant Class
13 - 15	vs. Lycanthropes
16 - 18	vs. Magic-Using and Enchanted Creatures
19 - 21	vs. Creatures of the Night
22 - 25	vs. Humanoids
26 - 27	vs. Evil/Good
28 - 30	vs. Dragons
31 - 32	vs. Reptiles
33 - 34	vs. Mammals
35 - 37	vs. Insectoids
38	vs. Creatures in Lair
39 - 40	vs. Undead
41 - 50	While Underground
51 - 58	While in Sunlight
59 - 65	While in Darkness
66 - 75	While in the Open
76 - 81	For Rangers
82 - 88	For Thieves
89 - 95	For Psionically-endowed Humans
96	For all Humans
97	For all Non-Humans
98 - 00	For Elves

Table IV

(Also roll on Table V for General Bonus)

% Roll	Effect
01 - 65	No Critical Hits
66 - 85	If 19 - 20 scored to Hit, restores damage
86 - 95	-1 to Hit per melee round, cumulative
96 - 00	-4 to Hit with any weapon other than this

Tables V and VI

% Roll	V Effect	VI Effect	Instructions
01 - 15	+1	-1	These are bonuses vs.
16 - 55	+2	-2	(or for) certain types
56 - 85	+3	-3	or conditions. To find
86 - 97	+4	-4	which type, roll again
98 - 99	+5	-5	on Table VII.
00	Roll twice and add		

Table VIII

(Go to Table IX after this)

% Roll	Effect
01 - 05	Life Drain (2 level on a 20)
06 - 09	Nine Steps Drain
10 - 15	Dragon Slaying (4 - 40 vs on type, +5 vs. all)
16 - 22	Giant Killer (3 - 36 vs. on type, +5 vs. all)
23 - 29	Reptile Killer (3 - 30 vs. all)
30 - 35	Undead Destroyer (2 - 24)
36 - 40	Lycanthrope Killer (2 - 24)
41 - 48	Magic Dispeller (2 - 24 vs. Creatures affected only by magical weapons)
49 - 55	Armor Class 3 Provided to User
56 - 60	Armor Class 2 Provided to User
61 - 63	Armor Class 1 Provided to User
64 - 65	Armor Class 0 Provided to User
66 - 75	Armor Class 2 columns less than that worn Provided to User
76 - 80	+6 - 15% when rolling for Critical Hit
81 - 86	Dancing Weapon (as in Dancing Sword: if throwing weapon, range twice normal with return)
87 - 90	Weapon of Sharpness (if edged - otherwise treat amputation of limb as 'broken/mangled') - Plus or Minus up to 15% on Critical Hit to sever limb
91 - 92	Vorpal Weapon (Plus or Minus up to 40% on Critical Hit to sever limb; 83+ severs/smashes head)
93 - 00	Force Weapon (all targets treated as AC 9 unless AC 1 or less, in which case, AC is reduced by 6)

Table IX

01 - 90	No Further Powers
91 - 00	Supreme Power: Roll again on Table X

Table X

01 - 20	Roll Once on Table XI
21 - 60	Roll Twice on Table XI
61 - 95	Roll Three times on Table XI
96 - 98	Roll Four times on Table XI
99	Roll Five times on Table XI
00	Roll Twice on Table X

Table XIV

01 - 05	One Hit Point lost per use - Permanent
06 - 10	One point of Random Ability lost
11 - 18	As 01 - 05, but only 20% chance
19 - 27	As 06 - 10, but only 20% chance
28 - 33	As 01 - 05, but 40% chance
34 - 37	As 06 - 10, but 40% chance
38 - 42	As 01 - 05, but 60% chance
43 - 47	As 06 - 10, but 60% chance
48 - 52	User takes Double Damage from Attacks while using Item
53 - 57	Enemies add up to 20% for their rolls on Criticals
58 - 62	User becomes 2" shorter per use
63 - 67	As 58 - 62, but only 25% chance
68 - 71	User takes 2 - 24 points with first use, 1 - 12 points thereafter
72 - 81	User attacks all within 10' - 100' when first touching item
82 - 87	User loses one level of Experience (may regain by killing ally of equal or higher level)
88 - 91	10% chance of Rot, per use
92 - 96	Charisma equal to -10
97 - 99	10% chance of Greed overcoming viewer, cumulative per use
00	Roll Twice

Table XV

01 - 15	User is Magic Drain
16 - 30	User has Poison Touch
31 - 50	User cannot be Touched by Metal
51 - 70	Powers must be triggered by killing a specific type; upon killing another type it reverts.
71 - 85	Human Sacrifice must be made to Item, per day of use
86 - 90	Item Eats 50% - 100% of User's Treasure
91 - 95	Item Steals 10% - 100% of User's Experience Points
96 - 00	Roll again on XV, and once on XIII

Table XI

01 - 25	Roll Once on Table XII
26 - 30	Roll Once on Table XIII
31 - 55	Roll Once on Table XIV and again on Table XI (ignore 31 - 74)
56 - 70	Roll Once on Table XV and also on Table XI
71 - 74	Roll Once on XVI
75 - 00	Roll Twice on XI (this Table)

Table XII

01 - 04	Speak with Dead
05 - 12	User need not Eat or Drink
13 - 20	User has Light Spell (Clerical) when using Item
31 - 38	Infravision
39 - 46	User Moves at Double Speed
47 - 60	Speak with Animals
61 - 80	+1 - 3 Points to Random Ability when using Item
81 - 88	Speak with Plants
89 - 95	Water Breathing
96 - 00	Roll Twice

Table XIII

% Roll	Power	Frequency
01 - 04	Charm Monster	2/day
05 - 08	Sleep (also affects one creature of any level)	3/day
09 - 12	20-die Fireball	1/day
13 - 16	Double-Strength Slow	2/day
17 - 20	Poly any Object (-3 save)	1/day
21 - 24	Fear Spell (-2 save)	2/day
25 - 28	4-die Serious Wound	2/day
29 - 32	Shape Change	1/day
33 - 36	Cold Ray (10-die)	3/day
37 - 40	Finger of Death (-4 save)	1/day
41 - 44	Regeneration	1 pt/turn (up to ½ total)
45 - 48	Paralyzation (-3 save)	3/day
49 - 52	Dispel Magic	4/day
53 - 56	20-die Lightning Bolt	1/day
57 - 60	Teleport	2/day
61 - 64	Conjure Elemental, Djinn, Efreet, or Invisible Stalker	1/day
65 - 68	Stone-Flesh	2/day
69 - 72	Monster Summoning IV	1/day
73 - 76	Monster Summoning V	1/day
77 - 80	Etherialness	2/day
81 - 84	Spell Turning	
85 - 87	Death Spell	2/day
88 - 91	Magic Jar Opponent	1/day
92 - 95	Power Word Stun	1/day
96 - 99	Functions as Gem of Seeing	
00	Roll twice	

Table XVI

01 - 04	Demon Summoning	1/day
05 - 15	Time Stop	1/day
16 - 23	Wish	1/week
24 - 34	Ltd. Omniscience	1 question/day
35 - 37	Power Word Kill	1/day
38 - 40	Raise Dead fully	1/day
41 - 50	Charisma: 24	All Creatures of same Alignment serve for 1 - 6 turns
51 - 53	Finger of Death (no save)	2/day



54 - 55	Disintegrate	3/day
56 - 75	All Scores to Top as long as Item Used	
76 - 83	User receives Premonition of Danger	
84 - 90	Legend Lore/Commune	3/day
91 - 99	User may restore one lost level (also may steal levels from allies of equal or higher level as with Life Drain Sword, User gets Points equal to points stolen)	1/week
00	Roll Twice	

% Roll	Detect	Types of Items and Percentages
01 - 07	Magic	A (01 - 70), C (71 - 85), J (86 - 00)
08 - 14	Infrared	B (01 - 15), D (16 - 35), Mf (36 - 80), Np (81 - 00)
15 - 21	Telepathy	D (01 - 15), Mf (16 - 60), Np (61 - 00)
22 - 28	Premonitions	B (01 - 25), D (26 - 40), Mf (41 - 60), Np (61 - 00)
29 - 35	Clairvoyance	C (01 - 25), D (26 - 50), Mf (51 - 75), Np (76 - 00)
36 - 42	Clairaudience	C (01 - 25), D (26 - 50), Mf (51 - 75), Np (76 - 00)
43 - 49	Treasure	A (01 - 65), C (66 - 90), J (91 - 00)
50 - 56	Metal	A (01 - 80), Mf (81 - 90), Np (91 - 00)
57 - 63	Enemies	A (01 - 40), B (41 - 90), D (91 - 00)
64 - 70	Secret Doors/Traps	A (01 - 60), B (61 - 75), C (76 - 90), I (91 - 00)
71 - 80	Spy Devices	B (01 - 40), C (41 - 60), D (61 - 75), J (76 - 90), L (91 - 00)
	Type: Basic	01 - 75
	w/Clairaudience	76 - 95
	w/ESP	96 - 00
81 - 95	ESP Devices	D (01 - 25), Mf (26 - 60), Np (61 - 00)
	Type: 3" range	01 - 50
	6" range	51 - 75
	9" range	76 - 90
	12" range	91 - 98
	36" range	99 - 00 - Usable Above Ground Only
96 - 00	Crock: (01 - 40) - Item functions until needed, when reading is reversed from real.	
	(41 - 80) - Item has reverse of intended effect - Thought Projection, etc. - also has written effect	
	(81 - 00) - Item is a Killer - Poisoned, Explosive, etc.	

Table One
Detection Devices
(01 - 20)

% Roll	Protect	Types of Items and Percentages
01 - 20	Protection	B (01 - 25), C (26 - 40), E (41 - 70), K (71 - 00)
	Types: +1	01 - 35
	+2	36 - 50
	+3	51 - 55
	+1	56 - 90 (5' Radius)
	+2	90 - 00 (5' Radius)
21 - 40	A armorClassChange	B (01 - 25), E (26 - 95), K (96 - 00)
	Types: AC 4	01 - 40
	AC 3	41 - 55
	AC 2	56 - 62
	AC 1	63 - 66
	AC 0	67 - 68
	AC +2	69 - 72 (2 better than that worn)
	AC +1	73 - 85
	AC -2	86 - 95 (2 worse than that worn)
	AC -1	96 - 00
40 - 70	Vs. Various	B (01 - 30), C (31 - 45), K (46 - 60), Mf (61 - 75), Np (76 - 00)
	Types: +4 vs. Illusions and Hypnosis	01 - 10
	+3 vs. Stone	11 - 25
	+3 vs. Dragon Breath	26 - 35
	vs. Loss of Life-Levels	36 - 55
	+3 vs. Fire	56 - 65
	+3 vs. Acid, Corrosives, Poison	66 - 80
	+4 vs. Death	81 - 90
	vs. Spying Devices	91 - 00
71 - 75	Healing	A (01 - 40), J (41 - 60), Np (61 - 00)
76 - 80	Longevity	B (01 - 50), C (51 - 70), Mf (71 - 85), Np (86 - 00)
81 - 85	Extra-Healing	A (01 - 15), J (16 - 30), Np (31 - 00)
86 - 90	Enraging Enemies	B (01 - 60), D (61 - 80), K (81 - 00)
91 - 00	Crock - See 96 - 00 on Table One	

Table Two
Protection Devices
(21 - 45)

Table Three
Control Devices
(46 - 60)

% Roll	Control of:	Types of Items and Percentages
01 - 15	Undead	A (01 - 10), B (11 - 20), J (21 - 30), Mf (31 - 55), Np (56 - 00)
16 - 25	Giants	As Above
	Types:	
	Hill	01 - 50
	Stone	51 - 60
	Frost	61 - 70
	Fire	71 - 80
	Cloud	81 - 90
	Storm	91 - 98
	Titan	99 - 00
26 - 35	Dragons	A(01-05), B(06-10), C(11-21), I(21-25), J(26-30), Mf(31-55), Np(56-00)
	Type:	
	White	01 - 20
	Black	21 - 40
	Green	41 - 55
	Blue	56 - 70
	Red	71 - 80
	Brass	81 - 85
	Copper	86 - 90
	Silver	96 - 98
	Golden	99 - 00
36 - 45	Plants	A (01 - 10), B (11 - 20), E (21 - 25), K (26 - 30), Np (31 - 00)
46 - 55	Mammals	A (01 - 05), B (06 - 15), D (16 - 25), E (26 - 35), Np (36 - 00)
56 - 70	Humans	A (01 - 10), B (11 - 20), C (21 - 30), D (31 - 40), H (41 - 50), Np (51 - 00)
71 - 80	Reptiles	A (01 - 05), B (06 - 15), D (16 - 25), E (26 - 35), Np (36 - 00)
81 - 90	Insects	A (01 - 05), B (06 - 15), D (16 - 25), E (26 - 35), Np 36 - 00)
91 - 96	All Creatures	A (01 - 05), B (06 - 10), C (11 - 15), Mf (16 - 60), Np (61 - 00)
97 - 00	Crock: Resembles any above, but attracts creatures within 36", which then attack enraged.	

Table Four
Devices Adding To or Granting Abilities
(61 - 78)

% Roll	Device	Types of Items and Percentages
01 - 05	Water Breathing	D (01 - 40), Mf (41 - 60), Np (61 - 00)
06 - 12	Levitation	B (01 - 10), E (11 - 25), G (26 - 40), Mf (41 - 70), Np (81 - 00)
13 - 15	Flying	B (01 - 10), D (11 - 20), E (21 - 35), Mf (36 - 65), Np (66 - 00)
16 - 22	Heroism	D (01 - 10), Mf (11 - 55), Np (56 - 00)
23 - 25	Super-Heroism	As with Heroism (16 - 22 above)
26 - 27	+4 To Hit	As with Heroism (16 - 22 above)
28 - 30	Teleportation	D (01 - 15), I (16 - 30), Np (31 - 00)
31 - 40	Invisibility	B (01 - 15), I (16 - 30), Mf (21 - 70), Np (71 - 00)
41 - 45	Water Walking	B (01 - 10), G (11 - 20), Mf (21 - 60), Np (61 - 00)
46 - 50	Cloud Walking	As Water Walking (41 - 45 above)
51 - 55	Telekinesis	D (01 - 30), Np (31 - 00)
56 - 65	Gaseous Form	Mf (01 - 50), Np (51 - 00)
66 - 70	Cancellation	A (01 - 30), B (31 - 50), C (51 - 75), H (76 - 90), I (91 - 00)
71 - 75	Pathfinding	A (01 - 20), C (21 - 40), L (41 - 90), M (dust) (91 - 00)
76 - 77	18/00 Strength	B (01 - 75), F (76 - 00) - All cause Aging at 100 times normal
78 - 79	Alignment Change	D (01 - 60), E (61 - 00)
	To:	
	Good	01 - 35
	Evil	36 - 68
	Neutral	69 - 00
80 - 87	Plus to Dexterity	B (01 - 40), F (41 - 85), Np (86 - 00) B and F subtract 1 - 8 from other abilities and add them to Dexterity
88 - 92	Swimming & Climb	F (01 - 80), Mf (81 - 90), Np (91 - 00)
93 - 95	Sex Change	D (01 - 75), Np (76 - 00)
96 - 00	Crocks: Roll again for Appearance	
	Type: Poison	3D6 01 - 30
	Poison	5D6 30 - 50
	Poison	8D6 51 - 70
	Poison	11D6 71 - 80
	Poly to Toad	81 - 90
	Reverse of Written Effect	91 - 00

Table Five
Tools
(79 - 89)

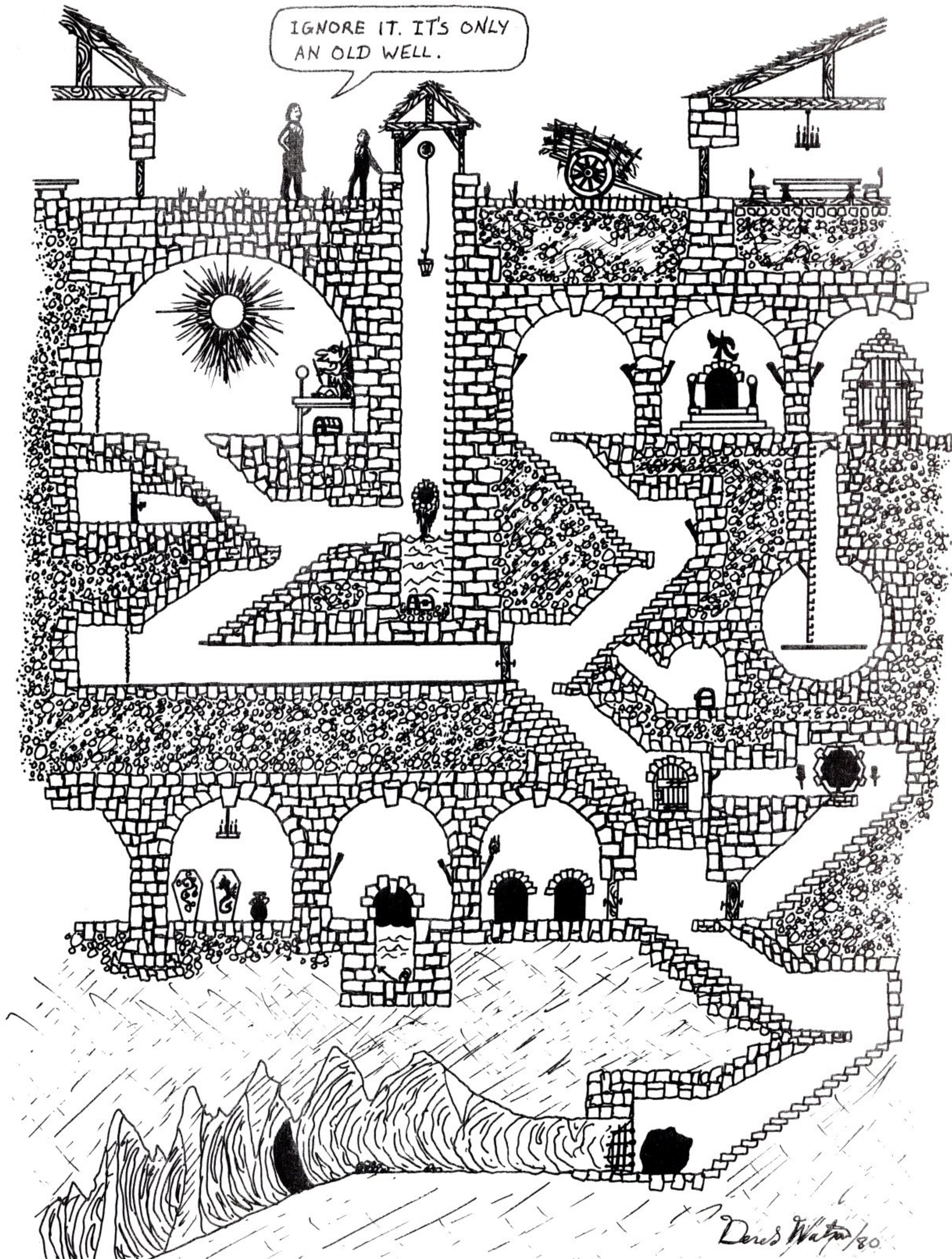
% Roll	Item's Function	Types of Items and Percentages
01 - 05	Security	A (01 - 80), I (80 - 90), J (91 - 00)
06 - 20	Dispell Magic	A (01 - 75), B (76 - 00)
21 - 30	Holding	M (01 - 70), N (71 - 00)
31 - 35	Super-Holding	M (01 - 70), N (71 - 00)
36 - 37	Transmutation	B (01 - 25), C (26 - 50), J (51 - 80), M (81 - 00)
38 - 48	Interpretation	A (01 - 30), B (31 - 45), C (46 - 60), D (61 - 90), Mp (91 - 00)
49 - 50	Alchemy	B (01 - 10), N (11 - 00)
51 - 55	Endless Water	N (01 - 00)
56 - 60	Direction	A (01 - 50), C (51 - 00)
61 - 66	Monomolec. Wire	A (01 - 40), B (41 - 80), F (81 - 00)
67 - 70	Mattock of the Titans	
71 - 75	Spade of Colossal Excavation	
76 - 80	Wings of Flying	
	Speed: 12"/turn	01 - 20
	18"/turn	21 - 40
	24"/turn	41 - 60
	30"/turn	61 - 80
	36"/turn	81 - 90
	48"/turn	91 - 97
	54"/turn	98 - 00
81 - 85	Portable Hole	K(01 - 20), L (21 - 00)
86 - 90	Building	C (01 - 30), J (31 - 00)
91 - 95	Sustenance	I (01 - 40), Mf (41 - 00)
96 - 00	Speed	G (01 - 45 Horseshoes, 46 - 70 Man), Np (71 - 00)



Table Six
Weapons
(90 - 95)

% Roll	Weapon Effect	Type of Item and Percentages	Ranges for 01 - 40
01 - 06	Cold	A (01 - 50), B (51 - 90), C (91 - 00)	01 - 10: 6"
	Size: 6-die	01 - 40	11 - 30: 9"
	8-die	41 - 75	31 - 70: 12"
	10-die	76 - 95	71 - 80: 18"
	15-die	96 - 00	81 - 90: 24"
01 - 13	Firethrower	A (01 - 85), H (86 - 00) Range equal to or less than 30.	91 - 00: 36"
	Size: 4-die	01 - 50	
	6-die	51 - 85	
	9-die	86 - 00	
14 - 20	Fireball	A (01 - 80), B (81 - 00)	
	Size: 6-die	01 - 40	
	8-die	41 - 75	
	10-die	76 - 95	
	15-die	96 - 00	
21 - 28	Lightning	A (01 - 75), F (76 - 00) Contact Only	
	Size: 3-die	01 - 40	
	5-die	41 - 75	
	7-die	76 - 95	
	9-die	96 - 00	

IGNORE IT. IT'S ONLY
AN OLD WELL.



Doris Water/80

% Roll	Weapon Effect	Type of Item and Percentages	
29 - 33	Lightning Bolt	A (01 - 80), J (81 - 00)	
	Size: 6-die	01 - 40	
	8-die	41 - 75	
	10-die	76 - 95	
	15-die	96 - 00	
34 - 40	Tangling	A (01 - 75), B (76 - 85), Np (86 - 00)	
	1" square	01 - 50	
	2" square	51 - 70	
	3" square	71 - 90	
	5" square	91 - 98	
	10" square	99 - 00	
41	Snakes	A (01 - 85), C (86 - 00)	
42 - 44	Striking	A (01 - 80), F (81 - 00)	
45	Aging	A (01 - 80), F (81 - 00)	
46 - 47	Container/Tricks	M (01 - 00)	
48 - 57	Summon Servant	B (01 - 30), C (31 - 70), H (71 - 80), I (81 - 90), J (91 - 00)	
	Type: Air Elemental	01 - 10	
	Hostile Air Elemental	11 - 15	
	Earth Elemental	16 - 25	
	G-Zero Earthquake	26 - 30	
	Fire Elemental	31 - 40	
	Salamander	41 - 45	
	Water Elemental	46 - 55	
	Watery Death	56 - 60	
	Type I Demon	61 - 70	
	Type II Demon	71 - 74	
	Type III Demon	75	
	3 - 18 Veterans	76 - 88	
	2 - 16 Warriors	89 - 96	
	2 - 8 Swordmen	97 - 99	
	1 - 4 Heros	00	
58 - 68	Missiles	B (01 - 75), M (Pebbles, Peas, or Gems 76 - 00) Items explode when thrown -	
	Number: Strength D6's)	Effect like Fireball; may be thrown inches equal to Strength.	
	3: 5, 5, 7	01 - 30	
	5: 4, 4, 6, 6, 8	31 - 55	
	7: 3, 3, 5, 5, 7, 7, 9	56 - 75	
	9: 2, 2, 4, 4, 6, 6, 8, 8, 10	76 - 85	
	11: 1, 1, 3, 3, 5, 5, 7, 7, 9, 9, 11	86 - 93	
	13: 2, 2, 4, 4, 6, 6, 8, 8, 10, 10, 12, 12, 14	94 - 98	
	15: 3, 3, 5, 5, 7, 7, 9, 9, 11, 11, 13, 13, 15	99 - 00	
75 - 79	Destruction	A (01 - 80), B (81 - 95), F (96 - 00) Effects by Touch Only	
	Number of Levels Drained/Rate:		
	1/1	01 - 50	
	2/1	51 - 70	
	3/1	71 - 80	
	9/*	81 - 90 *As 9 Step Drain Sword	
	2 - 20/2	91 - 98	
	2 - 200/2	99 - 00	
80 - 82	Generate Illusions	A (01 - 70), H (71 - 80), I (81 - 90), J (91 - 00)	
83 - 86	Cause Fear	A (01 - 60), C (61 - 70), D (71 - 80), H (81 - 90), K (91 - 00)	
87 - 90	Shooting Stars	A (01 - 00)	
91 - 00	Crock: Roll again to see what it resembles		
	Poisoned (Die equal to number of device, or 8)	01 - 35	
	Ground-Zero Effect	36 - 00	

Table Seven
Extraordinary Items
(96 - 00)

% Roll	Items Function	Type of Items and Percentages	
01 - 04	Ioun Stone	B (01 - 00)	
	Color	Shape	Use
	Violet	Sphere	+1 Level to Spells
	Azure	Sphere	+1 to One Roll
	Crimson	Sphere	+2 to Saving Throw
	Pink	Ellipsoid	+1/die to Hit Points
	Yellow	Ellipsoid	Absorbs 10 - 40 Spell Levels, thru 4th Level
	Green	Ellipsoid	Absorbs 20 - 80 Spell Levels, thru 8th Level
	Lavender	Spindle	Sustains without Food/Water
	White	Prism	Regeneration 1/turn
	Clear	Prism	Stores 2 - 12 Spell Levels
05 - 06	Etherialness	D (01 - 50), D (51 - 75), E (76 - 90), Np (91 - 00)	
07 - 09	Anti-Magic		
	01 - 70 Personal	B (01 - 50), D (51 - 75), E (76 - 90), Np (91 - 00)	
	71 - 90 5' Radius	A (01 - 30), B (31 - 55), C (56 - 70), D (71 - 80), J (81 - 00)	
	91 - 99 10' Radius	A (01 - 20), B (21 - 30), C (31 - 40), H (41 - 55), K (56 - 00)	
	00 Talisman - Intelligent Item that Prohibits Magic for a Radius of 2 - 8 Miles		
10 - 11	Stone-Flesh	A (01 - 60), I (61 - 70), N (Oil 71 - 00)	
12 - 13	Wishes (1 - 3)	B (01 - 75), C (76 - 00)	
14 - 25	Vs. Various	B (01 - 30), C (31 - 45), K (46 - 60), Mf (61 - 75), Np (76 - 00)	
	Types:	+5 vs. Fire 01 - 25	
		+4 Cold 26 - 50	
		+4 vs. Electricity 51 - 75	
		+4 vs. Magic 76 - 00	
26	Regeneration	B (01 - 35), D (36 - 60), E (61 - 85), F (86 - 00)	
	1/turn	01 - 80	
	2/turn	81 - 98	
	3/turn	99 - 00	
27 - 28	Summon Being	B (01 - 50), C (51 - 80), N (81 - 00)	
	Djinn	01 - 80	
	Efrete	81 - 00	
29	Wind Walker Control	A (01 - 30), B (31 - 40), H (41 - 80), Np (81 - 00)	
30 - 31	X-Ray Vision	B (01 - 40), D (41 - 70), Np (71 - 00)	
32	01 - 75 Spell Turning	B (01 - 60), C (61 - 90), D (91 - 95), E (96 - 00)	
	76 - 00 Spell Storing	B (01 - 60), C (61 - 90), D (91 - 95), E (96 - 00)	
33	Many Wishes	As for Wishes, 12 - 13 above	
34 - 36	Strength	B (01 - 10), F (11 - 25), Mf (26 - 70), Np (71 - 00)	
	18	01 - 30	
	18/51	31 - 50	
	18/76	51 - 70	
	18/91	71 - 80	
	18/96	81 - 90	
	18/00	91 - 00	
37 - 39	Polymorph Self	B (01 - 20), Mf (21 - 55), Np (56 - 00)	
40 - 42	Speed	A (01 - 15), B (16 - 25), D (26 - 30), G (31 - 45), Np (46 - 00)	
43	Power (as Staff of)	A (01 - 75), C (76 - 90), E (91 - 00)	
44	Wizardry (as Staff of)	A (01 - 80), C (80 - 00)	
45	Beguiling	A (01 - 70), B (71 - 90), I (91 - 00)	
46	Absorption	A (01 - 70), B (71 - 85), F (86 - 00)	
47	Lordly Might	A (01 - 60), D (61 - 85), K (86 - 00)	

% Roll	Items Function	Type of Items and Percentages
48 - 51	Carrying	A (01 - 70), C (71 - 00)
52	Rulership	A (01 - 80), D (81 - 00)
53	Resurrection	A (01 - 80), J (81 - 00)
54	Crystal Spy w/Hypnosis	B (01 - 40), C (41 - 60), D (61 - 75), J (76 - 90), L (91 - 00)
55	Charm	B (01 - 60), C (61 - 00)
	Type: Good Luck	01 - 80
	Bad Luck	81 - 00
56 - 65	Elven: Boots	01 - 65
	Cloak	66 - 00
66 - 70	Hiding	B (01 - 50), E (51 - 00)
71 - 75	Displacement	B (01 - 40), D (41 - 60), E (61 - 00)
76 - 78	Prayer Beads	
	Number Found:	01 - 40 1 - 4
		41 - 60 1 - 8
		61 - 75 1 - 10
		76 - 90 2 - 12
		91 - 97 2 - 16
		98 - 99 3 - 18
		00 3 - 30
79 - 81	Lockpick	B (01 - 70), M (71 - 00) (Inside)
82	Plentiful Potions	B (01 - 40), N (41 - 00)
83 - 84	Read Magic & Languages	C (01 - 50), D (51 - 00)
85	Brilliance (as Helm of)	B (01 - 10), D (11 - 75), K (76 - 00)
86 - 90	Blasting	H (01 - 70), I (71 - 90), J (91 - 00)
91 - 92	Mentation	B (01 - 30), D (31 - 80), J (81 - 00)
93	Life-Trapping	A (01 - 25), B (26 - 80), H (81 - 00)
94 - 97	Figure of Wondrous Power	B (01 - 20), C (21 - 00)
	01 - 20	Ebony Fly
	21 - 35	Marble Elephant
	36 - 55	Goat/Fleeing
	56 - 75	Goat/Fighting
	76 - 95	Goat/Slaying
	96 - 98	Roll Twice
	99	Roll Three Times
	00	One of Each
98	Eyes (as Robe of)	D (01 - 40), E (41 - 00)
99	Book	See Table V, Greyhawk Miscellaneous Magic
00	Supernatural Power:	Roll again on Magic/Weapons Table, but item also has power from Table X of the Weapon Determination Tables.



Table V
Greyhawk Miscellaneous Magic (Books)

01 - 04	Variable Sword (Monomolecular - usable as Dagger, Sword, Broadsword, or Lance)
05 - 09	Golden Book of Knowledge (one/week as 00 Sage)
10 - 14	Manual of Puissant Skill at Arms
15 - 18	Manual of Gainful Exercise
19 - 22	Manual of Bodily Health
23 - 27	Manual of Stealthy Pilfering
28 - 29	Manual of Golems
30 - 33	Manual of Quickness of Action
34 - 38	Manual of Exalted Deeds
39 - 42	Manual of Vile Darkness
43 - 45	Book of Infinite Spells
46 - 50	Libram of Silver Magic
51 - 55	Libram of Gainful Conjurations
56 - 60	Libram of Ineffable Damnation
61 - 65	Tome of Understanding
66 - 70	Tome of Clear Thought
71 - 75	Tome of Leadership and Influence
76 - 00	Deck of Many Things

Basic Sword Abilities
Also, Abilities for Other Weapons

Intelligence	Mental Power	Communicative Ability	Special
1 - 6	None	None	
7	One Primary	Empathy	
8	Two Primary	Empathy	
9	Three Primary	Empathy	
10*	Three Primary + Languages	Speech	*Highest Intelligence possible for other than Swords, Hammers, and Axes.
11	As 10 + Read Magic	Speech	
12	As 11 + One Extraordinary	Telepathy	

Primary Powers

01 - 15	Note Shifting Walls and Rooms
16 - 30	Detect Sloping Passages
31 - 40	Locate Secret Doors
41 - 50	Detect Traps
51 - 60	See Invisible
61 - 70	Detect Evil and/or Gold
71 - 80	Detect Metal and what kind
81 - 90	Detect Magic
91 - 95	Detect Gems (Number and Size)
96 - 99	Take Two Rolls
00	One Extraordinary Ability

Extraordinary Abilities

01 - 10	Clairaudience
11 - 20	Clairvoyance
21 - 30	ESP
31 - 40	Telepathy
41 - 50	Telekinesis
51 - 59	Teleportation
60 - 68	X-Ray Vision
69 - 75	Charm/Hold Person 1/day
76 - 82	Levitation
83 - 85	Flying
86 - 89	Healing
90 - 93	+1 - 10 Strength 1/day
94 - 95	Invisibility (2 - 24 turns 1/day)
96 - 97	Speed (1 - 10 turns 1/day)
98	Roll Twice
99	Roll Three Times
00	Roll on Table X on Codified Weapon Capabilities Tables

Tables A Through N
Types of Items

A: Wand Types

01 - 75	Wand (1 - 100 Charges)
76 - 90	Staff (2 - 200 Charges)
91 - 00	Sceptre (1 - 1000 Charges)

B: Jewelry

(Use Whatever Fits)	
Ring	Necklace
Brooch	Earrings
Bracelet	Amulet
Gem	Orb
Pendant	Other

E: Cloak-Type

Cloak
Robe
Cape
Mantle

F: Glove-Type

Gloves
Gauntlets
Greaves

G: Footgear

Boots
Sandals

D: Headgear

01 - 40	Headband
41 - 70	Cap
71 - 90	Helm
91 - 00	Tiara

Power increases, usually, from 01 - 100

H: Winds

Trumpet
Horn
Pipe
Bullroarer

I: Percussion

Drum
Bell
Chime
Cymbals

J: Strings

Lyre
Harp
Lute
Mandolin

K: Flags

Banner
Pennant
Flag

L: 2-D Art

Tapestry
Curtain
Painting
Rug

M: Containers (Dry)

Small Bag
Large Bag
Pack
Pouch
Saddlebags
Small Case
Large Case

N: Containers (Liquid)

Wineskin
Bottle
Jug
Stein
Chalice
Mug
Goblet
Vial



For All Containers: If it makes any difference, 1 - 8 is Small, 9 - 10 is Large. When dosages are being considered, small can hold up to three, large up to eight. Of course, a small amount of potion may occupy a large jug.
Mf - A Dry Container with Food inside
Np - A Liquid Container with a Potion inside



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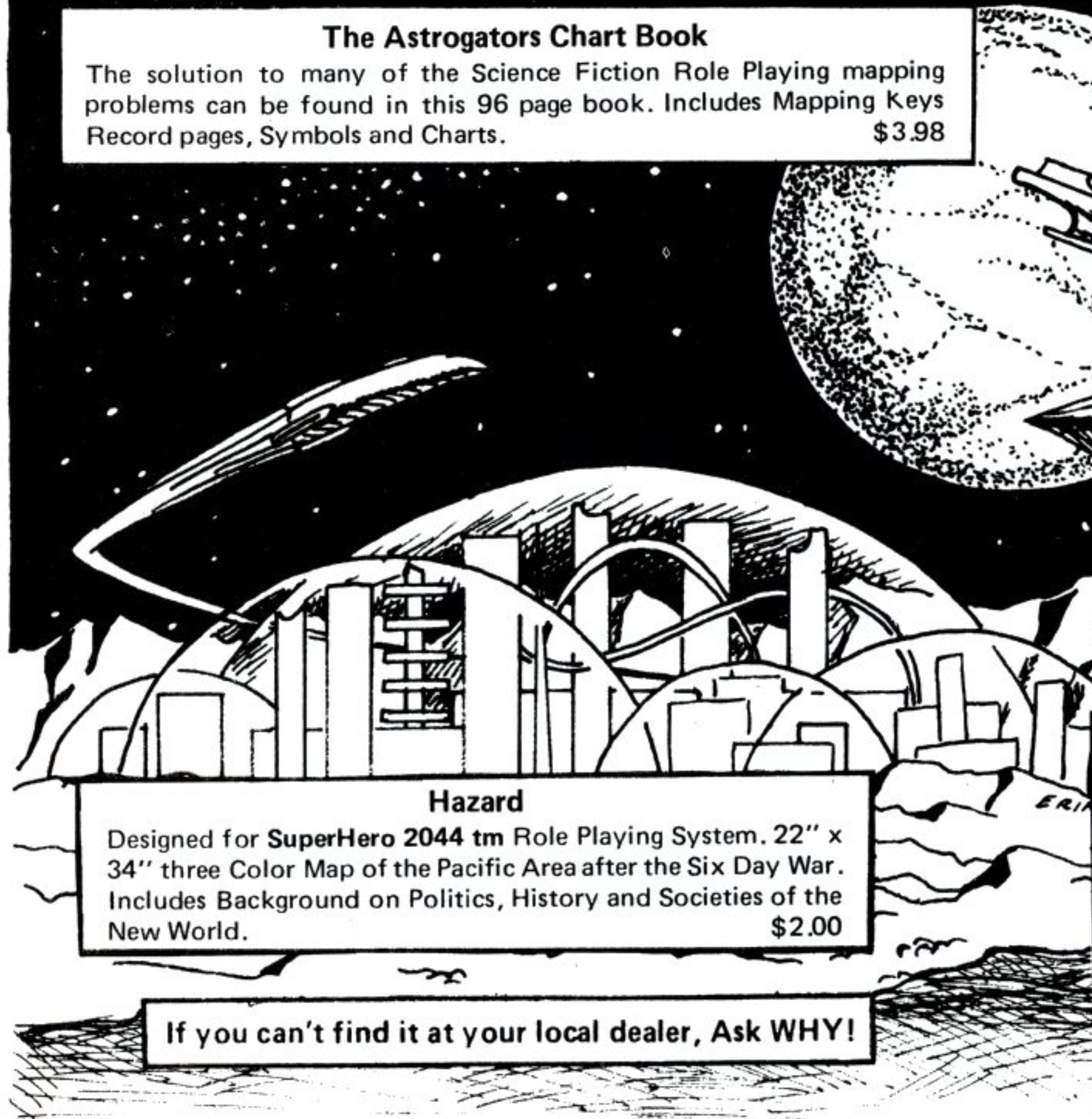
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SIMPLETON'S TOMB

by Vic Mather

The town of Yan Siha has been plagued recently by invasions of Arctic creatures. Believed to be led by a mad young Wizard, the monsters have invaded the sanctity of the Tomb of Simpleton, an evil hero of the past, using it as a headquarters. Local Merchants, fearful of loss of trade, have offered 3000GP for the head of the Magic-User.

Judges Notes

Simpleton's Tomb is a short adventure for 6-8 characters of 1st thru 4th Levels. If the characters are new, the Judge may wish to supply them with a map of parts of the Dungeon, a Magic Item, or a higher level "guide". The Dungeon was especially designed as a challenging "first adventure" for a large group, offering good treasure to survivors. The trek to the tomb is a ½ days journey from Yan Siha over rolling hills and marked trails. Because the area is well patrolled, generally no strange encounters will occur. The initial entrance to the tomb is a wooden door on the side of a cliff and is easy to find.

DETAILS OF THE GOBLIN STRUGGLE

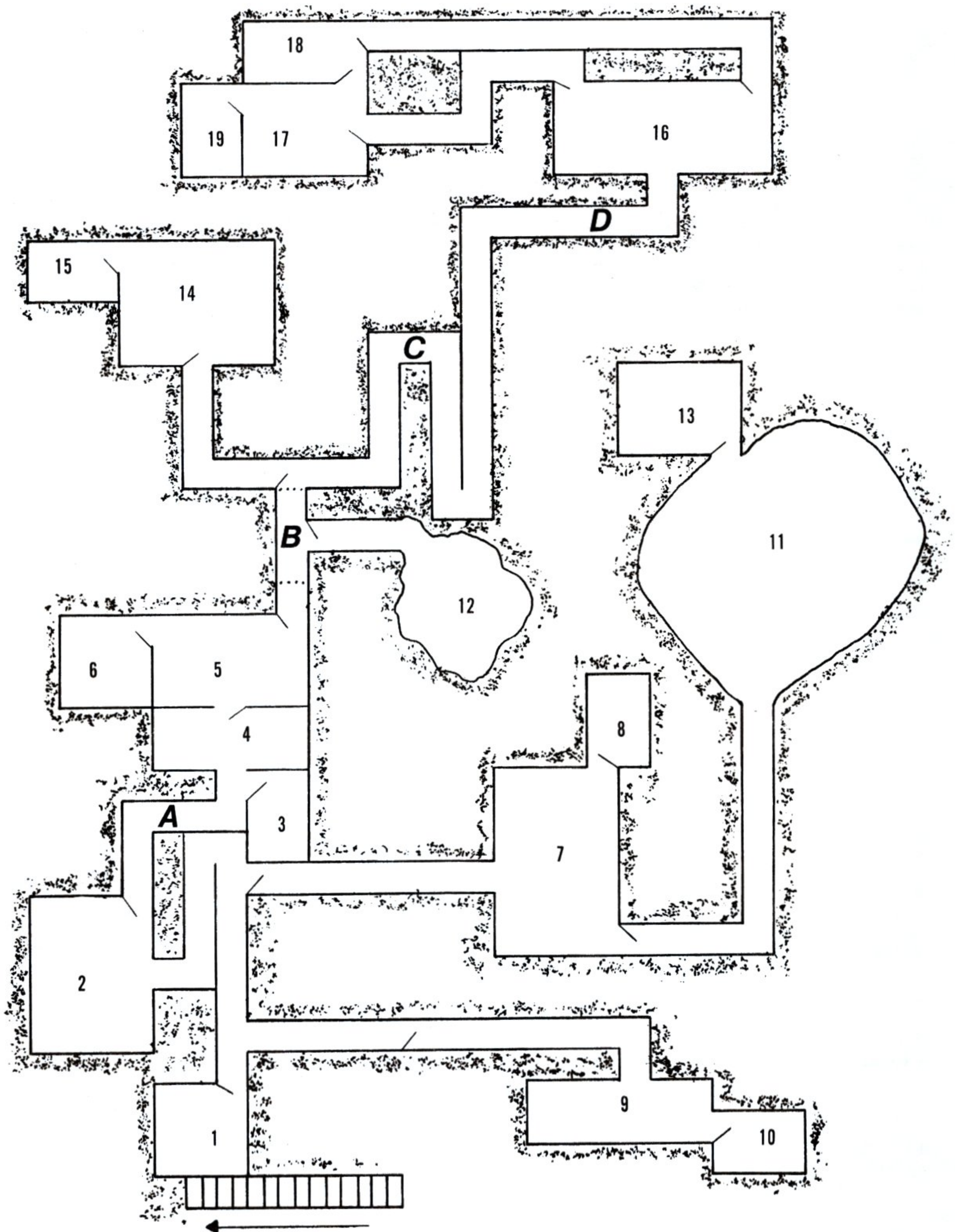
Two leaders, Blackheart and Dope, are vying for power amongst the Goblins in the tomb. Each has several Goblins on his side. This turmoil is reflected in melee in that no Goblins of differing factions will aid each other, and on any given round there is a 1 in 6 chance that one Goblin will attack another of a different group instead of the player characters.

KEY TO THE TOMBS OF SIMPLETON (Special Areas)

- A) This used to be a pit but was filled in with dirt because the clumsy Goblins often fell in. It now appears to be a large mound of dirt. Any loud discussions of this pile will alert the Goblins in Room 4.
- B) This water-filled 15' stretch of corridor is 5' deep, just deep enough to discourage the Goblins from venturing further. The under water secret door will only be noticed 1 in 10 or if actively searched for, 1-6. Remember that searching for secret doors under water can be hazardous to one's health.
- C) From this point until point D, the temperature is 20°F.
- D) From this point on the temperature is 0°F. Those not wearing appropriate clothing fight at -2 to hit.

ROOMS

- 1) This area is a vestibule to the tomb complex. There are 6 Suits of Armor on the walls. They belonged to Simpleton's ancestors and were buried with him when he had no heir. The 3 sets of Paltemail, 2 Chainmail Suits, and 1 Ring-mail Armor, will fit those between 5'7" and 6'1" but are considered sacred in town and those wearing them will be looked upon with disfavor regardless of method of acquiring the armor.



2) 4 Goblin Guards: LE, HD:1-1, AC:6, Dam:1-6, Aligned with Bozo, HTK:1, 2, Aligned with Blackheart HTK:3, 7. They are debating the merits of the two leaders fairly loudly. Each has 5CP and there is a 30GP Gem hidden under one of the four beds.

30 4 Goblins fight here. LE, HD:1-1, AC:6, Dam:1-6, Bozo aligned HTK:1, 2, Blackheart's HTK:4, 1. The fight is non-lethal combat, but will not stop when the party enters. The room is dirty and dusty. 18SP are scattered on the floor as a result of the brawl.

4) 3 Goblins of the Blackheart group live here. LE, hHD:1-1, AC:1-6, HTK:1, 6, 4, Dam:1-6. They are currently in a circle scheming to kill Bozo. They will be surprised on a roll of 1-5 if the party is quiet. Each has 3GP. There are straw mats in this room as well as bones scattered through the room.

5) This is the Goblin leaders area. On one side of the room Blackheart and his Subchief, Tom: LE, HD:1-1, AC:6, Dam:1-6, HTK:4, 3, sit nervously. On the other side, eyeing them, are Bozo and his Subchief, Dope: LE, HD:1-1, AC:6, Dam:1-6, HTK:7, 1. All four are waiting for some word from the other Goblins who are supposedly having a vote. If intruders enter the four will try to run to Area 6 and fight along side the Skeletons.

6) 3 Skeletons: N, HD:1, AC:7, 5, 1, Dam:1-6 serve the Goblins. They were given as gifts by an evil Magic-User whom the Goblins once saved. A table and 4 chairs as well as a strange purple vase are in this room.

7) A small, young, sleeping Purple Dragon: N, HD:6, AC:4, HTK:12, Dam:1-4/1-4.2-12, (foul smelling gas). Special ** If breath is saved against, no damage is taken. The Dragon also has two Spells: Magic Missile and Fear. This Dragon has been living in luxury, keeping the Goblins in constant fear. He will bargain with the party, but will always greedily demand large sums of treasure. Under no circumstances, however, will he join up with any group.

8) The Dragon's Treasure Room: 1500GP, 10 base 25GP Gems, and a Whistle of Monster Summoning III is the entire hoard of this young Dragon. The Whistle will function as the spell only 5 more times. On the 6th and subsequent times the summoned monsters will turn on the user.

9) A 3rd Level Monk: LN, HD:4, AC:8, STR:15, INT:12, WIS:15, DEX:17, CON:13, CHAR:8, HTK:9, Weapon: Hands (1-6). The Monk has two pets, (Stirges), to protect him, N, HD:1+1, AC:8, HTK:4, 6, Dam:1-3 + Blood Drain. He will bargain with the party but he likes living where he is and will not move. He is looking for volunteers to set up a monastery in the tomb.

10) Monk's living area contains mostly cheap furniture.

11) This is a beat-up library of Simpleton's books. Most of the books have been devoured by rats but a few can still be read. Most of these are merely old fiction worth about 100GP total.

12) The Cave: Accessable only by the submerged Secret Door. Should the party get in here, they will find 3 Gems worth 500, 335, and 1000GPs each. The floor of this cave is very slippery and there is a 20% chance of the first character entering slipping and losing 1-4 HPs.

13) The office of the Library. Inside is a rickety desk, a few more books, and some tobacco of charming. (When smoked it acts as the spell of the same name).

14) This is the Tomb of Simpleton. Eventually he will become a Wight but because he has only been dead a short time, he is a $\frac{1}{2}$ Wight or a "Spite", HD: 2+2, AC:6, Dam:1-4, HTK:8. He has not yet acquired all of a normal Wight's powers, so normal weapons will affect the spite, though at -5 to hit. Silver and Magic Weapons hit normally. Also the spite only has limited Energy Drain powers, so it takes 2 hits for the spite to drain a level.

15) Simpleton's Treasure. A large brown vase and several smaller trunks contain 1000GPs, 350EPs, and 500SP as well as a +1 Shortsword. Also in the room is a table, several rugs, and broken wood.

16) An injured Yeti: HD:4+4, Dam:Claws 1-6/1-6, HTK:12, lives in this snow filled room, guarding the Wizard. He has been rewarded greatly and his treasure includes 500GPs. A Potion of Water Breathing is hidden under the snow in one corner of the room.

17) This is the home of the Weather Wizard: LVL 2, CE, STR:8, INT:17, WIS:14, CON:10, DEX:10, CHAR:15, HTK:3, AC:9. His real power lies in his Bracelet of Winter Animal Control. He also has a +1 Dagger and a +1 Ring of Protection. Elsewhere in this simple room is 2300GP and Potions of Treasure Finding and Sweet Water. Spells now at his command are Jump and Burning Hands.

18) The Wizard's pet, a Lynx, HD:2+2, AC:6, Dam:1-2/1-2/1-4, HTK:9.

19) The storage chamber of the Wizard's Magical Books. A glowing silver box, (value 150GP), stores the books of the Magic-User. His Spell Book contains Read Magic, Write, Find Familiar, Jump, Sleep, Burning Hands, Protection from Good, Feather Fall, and Nystul's Magic Aura. There is also a Scroll with Knock, Fireball, and Jump. Besides the box, the room contains assorted Swords, Arrows, and Military Gear.

WANDERING MONSTERS

1) 1-6 Giant Rats: HD: $\frac{1}{2}$, AC:7, HTK:1, 3, 4, 2, 3, 1, Dam:1-3 +5% chance of Disease per hit.

2) 1-4 Rats: HD:1/8, AC:10, HTK:1, 1, 1, 1, Dam:1 + 20% chance of Disease per hit.

3) 1-2 Stirges: HD:1+1, AC:8, HTK:7, 4, Dam:1-3 + Blood Drain.

4) 1-2 Badgers: HD:1+2, AC:4, HTK:5, 6, Dam:1-2/1-2/1-3.

5) 1 Giant Badger: HD:3, AC:4, HTK:10, Dam:1-3/1-3/1-6.

6) 1-4 Small Snakes: HD: $\frac{1}{4}$, AC:9, HTK:1, 2, 1, 1, Dam:Nil + Poison (+3 Saving Throw).

WANDERING MONSTERS FACTS

Giant Rats and Rats frequently tunnel near the Dungeons and will sometimes wander into the actual corridors. Small Snakes will hide in tiny crevices and speedily move to strike at feet or legs. Stirges live in the nearby forests and will often go into the tombs to search for new victims. There is a Badger Colony deep beneath the Dungeon and the more curious will venture to the corridors to look for food.

DM Programs

BY MATT RINGS

Micro-computers are becoming a part of everything, so why not D&D? I'm glad you feel that way because that is exactly what this article is concerned with, D&D programs.

First of all I didn't want a program to take the place of the Judge, that would take all the personality of the game away and would require far too much time to write. So, the programs I finally ended up with are just helpers for the Judge. I don't claim that they are terrific, but they get the job done.

About the Programs

Program 1 is the treasure table in book 2, page 22. A little explanation is probably in hand so:

Line #	Information
1 - 10	Preliminary stuff, data reading
90	Beginning of main program loop
100 - 160	Treasure type input and conversion of input to a number (P)
210	Beginning of five loops for each money type
220, 230	Percentile check for each money type
240, 250	Minimum and Maximum set for dice roll
260	Dice roll for "the number of each" money type
270	Printing of number and money type
290	Rerun input
300 - 395	Data

I hope that clarifies some things, but for a better understanding of how it works, just run through the program in your mind doing exactly as the computer would do. (You've also got lesson

1 in debugging a program).

Program 2 is for those who want to create their own treasure table. It allows the user to incorporate their own dice rolls and percentile rolls. It and the other programs are self-explanatory using the self-steptthrough method. (A lot of "self", eh?)

Putting it all together

Those of you with tape recorders for program storage and retrieval will most likely want to construct one large program using all your D&D programs as subroutines. It is easily constructed using a few small beginning statements asking for the now subroutined program of your choice. When you are through with that particular subroutine it returns to the beginning statements awaiting your next input. Change all the existing line numbers to new ones and remember to change all of the GOTO and GOSUB statements to the corresponding new line number. (Got that? Good.) I'm sure you can cope with any unforeseen disasters...

A few last comments on Program 1. In line 100 when you are asked for an input, I hope you realize your choices are limited to those included under T\$ in line 2. (A1, A2, A3, B1, etc.).

I wish more Judges would send in their own programs, they would be much appreciated by myself and others.

If there are any questions or if you would like to swap some programs not necessarily connected with D&D feel free to drop me a letter at Judges Guild RR 8 Box 9, 1221 N. Sunnyside Rd., Decatur, IL 62522.

I hope at least a little enjoyment is gotten from these because that's what they're for.



Program #1

```

1 CLS:DIM T1(11,15),L$(5):PRINT"PLEASE WAIT A MOMENT"
2 LET T$="A1A2A3B1C1D1E1F1G1H1I1"
3 FOR I=1 TO 5:READ L$(I):NEXT
4 DATA COPPER, SILVER, GOLD, GEMS, JEWELRY
10 FOR I=1 TO 11:FOR J=1 TO 15:READ T1(I,J):NEXT J:NEXT I
90 FOR Q=1 TO 1000
100 INPUT"INPUT TYPE";R$
120 C$=""
125 FOR P=1 TO 21 STEP 2
130 C$=MID$(T$,P,2)
150 IFR$=C$ THEN 200 ELSE NEXT P
160 IF P>20 THEN 100
200 I1=(P+1)/2
210 FOR I=1 TO 5
220 P1=RND(100)
230 IF P1>T1(I1,I*3) THEN PRINT"NO";L$(I):GOTO 280
240 L=T1(I1,I*3-2)-1
250 H=T1(I1,I*3-1)
260 R=RND(H-L)+L
270 IF I<4 THEN PRINT R*1000;L$(I) ELSE PRINT R;L$(I)
280 NEXT I
290 INPUT"GO AGAIN?-TYPE A 1";Z9:IF Z9=1 THEN NEXT Q ELSE END
300 DATA 1,6,25,1,6,30,2,12,35,6,36,50,6,36,50
310 DATA 1,4,20,1,4,25,1,6,30,10,40,50,10,40,50
320 DATA 0,0,0,0,0,0,5,30,60,10,60,60,10,60,60
330 DATA 1,8,50,1,6,25,1,3,25,1,6,25,1,6,25
340 DATA 1,12,20,1,4,30,0,0,0,1,4,25,1,4,25
350 DATA 1,8,10,1,12,15,1,6,60,1,8,30,1,8,30
360 DATA 1,10,5,1,12,30,1,8,25,1,10,10,1,10,10
365 DATA 0,0,0,2,20,10,1,12,45,2,24,20,2,24,20
380 DATA 0,0,0,0,0,0,10,40,75,3,18,25,1,10,25
390 DATA 3,24,25,1,100,50,10,60,75,1,100,50,10,40,50
395 DATA 0,0,0,0,0,0,0,0,0,2,16,50,2,16,50

```

Program #2

```

1 DATA COPPER, SILVER, GOLD, GEMS, JEWELRY
10 DIM A(5), H(5), S(5), L1$(5):FOR L=1 TO 5:READ L1$(L):NEXT L:CLS
20 INPUT"MONSTER TYPE";A$:PRINT:PRINT"PERCENTAGES"
21 FOR P=1 TO 5:PRINT L1$(P):INPUT" ";H(P):NEXT P
22 PRINT:PRINT"DICE ROLLS"
30 FOR J=1 TO 5:PRINT L1$(J):INPUT" ";A(J),S(J):NEXT J:CLS:PRINT:PRINT A$
40 FOR I=1 TO 5:LET M=RND(100):GOSUB 100:IFI=5 THEN END
50 NEXT I
100 IFR>H(I) THEN 200
110 LET A(I)=A(I)-1:LET C=RND(S(I)-A(I))+A(I)
120 IF I>3 THEN 140
130 PRINT L1$(I);C*1000:RETURN
140 PRINT L1$(I);C:RETURN
200 IF I>3 THEN 220
210 PRINT"NO";L1$(I):RETURN
220 PRINT"NO";L1$(I):RETURN

```

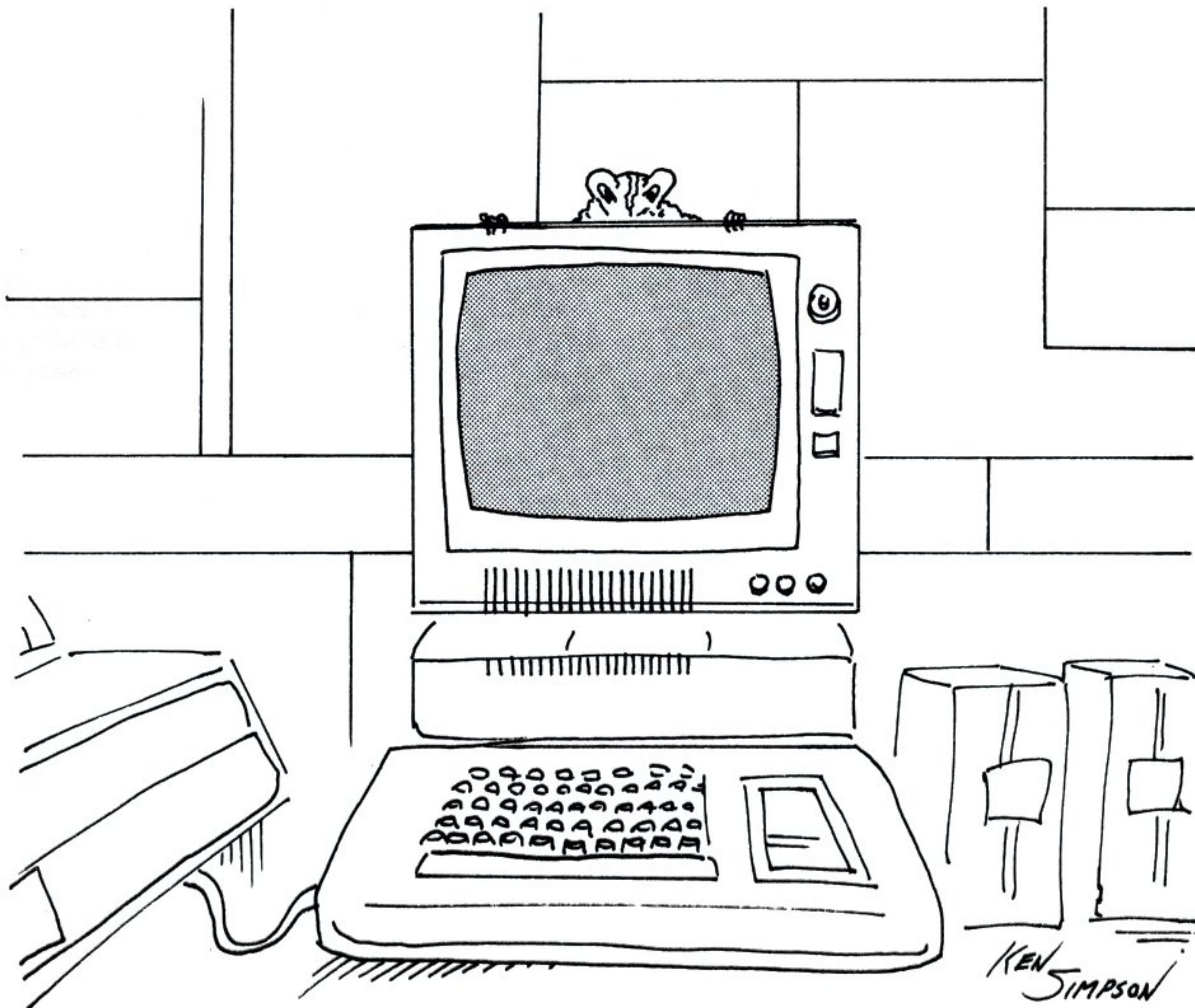


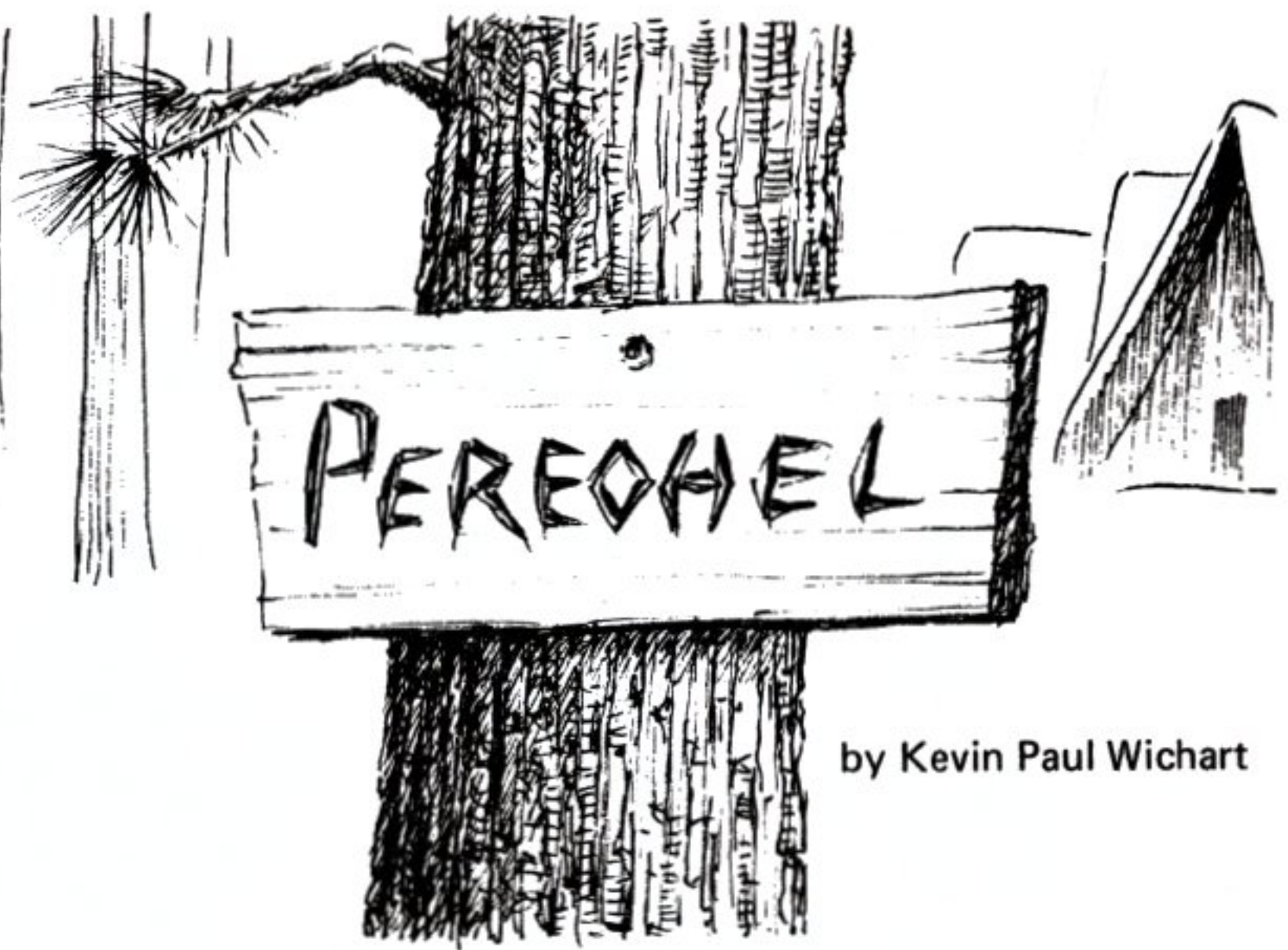
Program #3

```
10 CLS:DIMZ(30):LETD2=0
20 PRINT:INPUT"TYPE IN ANY WEIGHT BONUSES OR SUBTRACTIONS";B2
30 PRINT:PRINT"TYPE IN WEIGHTS(NEGATIVE TO SUBTRACT). 9999 TO FINISH"
40 FORI=1TO30:INPUTZ(I):IFZ(I)=9999THEN60
50 LETD2=D2+Z(I):IFI=30THENPRINTD2;"START AGAIN USING THIS WEIGHT"ELSENEXTI
60 LETD2=D2+B2:IFD2<350THENPRINTD2;"NORMAL MOVE 12IN./TURN. REACTION IS NORMAL TO BETTER"
70 IF(D2>349)AND(D2<700)THENPRINTD2;"HEAVY MOVEMENT 9IN./TURN. REACTION IS NORMAL. NO BONUSES"
80 IF(D2>699)AND(D2<1050)THENPRINTD2;"ARMORED MOVEMENT 6IN./TURN. REACTION IS SLOWED"
90 IF D2>1049 THENPRINTD2;"ENCUMBERED 3 TO 4 IN./TURN. REACTIONS ARE VERY SLOWED"
100 PRINT:INPUT"DO YOU WANT TO ANALYZE ANOTHER TIME(1=YES)";E2:IFE2=1THEN20ELSEEND
```

Program #4

```
1 CLS
2 PRINT:INPUT"TYPE IN MOVEMENT RATE";A
3 PRINT:PRINT"EXPLORING";A;"FEET/ROUND OR";A/10;"FEET/SEGMENT"
4 PRINT:PRINT"WALKING KNOWN ROUTE";A*5;"FEET/ROUND OR";A/5;"FEET/SEGMENT"
5 PRINT:PRINT"RUNNING IS";A*10;"FEET/ROUND OR";A;"FEET/SEGMENT"
6 PRINT:INPUT"GO AGAIN(1=YES)";Q:IFQ=1THEN2
```





My name is, or rather was, Jack Stern, and the story I'm about to tell started back in 1957. I was just sixteen then, one of the older residents of the Stamford Orphanage, growing up in a world of half-fantasy, half-reality. On my sixteenth birthday a member of the staff had given me a copy of J.R.R. Tolkien's **Lord of the Rings Trilogy**, knowing of my love for good fantasy stories. The part of the book that impressed me most was the thoroughness of Tolkien's account of Elves. It seemed impossible at the time that anyone could give such a vivid description of a fictional race. I searched my own collection of fantasy for other stories about Elves, and soon discovered that many of them were very similar to **The Lord of the Rings** in their description of the Elven race. Over the next few months, I haunted bookstores searching for other accounts of the fabled race. Again, some of them described Elves in a manner not unlike Tolkien. I soon became obsessed with the idea that Elves really did exist; it was the only reason I could come up with for the parallel accounts in fantasy.

Over the next year, I nurtured and developed my theory, always searching for more proof - whether in fact or in fantasy - that the Elven race really did exist. Then, as the number of fantasy stories being published diminished and peer group ridicule increased, I shelved my pet theory for later reference and turned to more conventional obsessions.

All too soon my eighteenth birthday rolled around, and I left the orphanage to work my way through college. For two years I was too busy with my Botany major to even

think about Elves. Then in the summer after my sophomore year, I picked up my archery equipment and headed for Canada's Northwest Territory to do some serious bowhunting. That was the last time I saw human civilization for quite some time.

Being a former Boy Scout and an experienced camper, I had little trouble camping out in the Canadian woods for a couple of weeks. After two weeks of shooting nothing but an occasional rabbit for dinner, I decided to try hunting in the dense woods off my map, in hopes that there would be some good-sized deer or bear to hunt. When the sun rose, so did I, and I packed up my camp and headed for the dense forest. It took me two days of almost non-stop walking to get well into the forest, and another day to find a place suitable for camping. I set up my camp, and set out to do some preliminary scouting around for tracks and other signs of game. As I scouted about, I saw ahead of me the figure of a small child walking slowly through the woods. I figured she was lost, so I began to move closer to see if I could help her. Even though I moved as quietly as I could, she must have heard me, for she suddenly turned to face me. The sheer beauty of the blonde, almond-eyed child stunned me for a moment. Then a gentle breeze tossed her hair back to reveal a pair of pointed ears. I would have sworn an oath just then, but my lower jaw was busy sinking toward my chest.

Before I could utter a sound, I caught a glimpse of a pair of yellow eyes moving toward us from the side. I turned, and found myself face to face with a huge grey wolf. The girl took one look at the beast and bolted for the nearest tree, but the wolf

gave chase. Seeing that the wolf would get to the child before she could reach safety, I raised my bow, drew, and fired. Almost instantly, the beast pitched forward into a heap, and the girl scampered up a tree with incredible speed. I walked over to the wolf's body, rolled it over to retrieve my arrow, and received my second shock of the day. My arrow was there, deeply embedded in the creature's shoulder, but there was also a **second** arrow in the body, buried firmly in its skull! When I turned around to locate the second archer, I discovered that I was at spear-point. The wielders of the spears were all brown-haired, almond-eyed, pointy-eared men wearing light armor and green cloaks. I also noticed that one of them was holding a bow.

At that point, the girl-child scampered down the tree and placed herself defiantly in front of me. She began speaking to the spear-holders in some language that I didn't recognize. Then, as a final note, she gestured up at me and said, "Mellon!"

I vented an audible gasp, for "mellon" is Elvish for "friend", according to Tolkien. The spear-tips dropped a bit, and the Elves holding them stared at me expectantly.

"Yes," I said, "Mellon". Then I dropped my bow and belt knife at my feet.

The Elves put their spears away, and one of them picked up the child. Another Elf came toward me, picked up my weapons, and examined them. He stared at me for a few seconds, then cocked his head in an attitude of listening. Then, apparently satisfied with what he heard, he handed me my knife and bow, and motioned me to follow him.

The eight of us walked in silence



for about three miles, when one of the Elves burst into song. One by one, the others joined in, each one adding a new counter-melody with a different set of lyrics. They continued to sing as we hiked deeper and deeper into the woods, and I began to feel as if I was being drawn into the music itself. As the painfully beautiful tune went on, I lost all sense of time, direction, and distance. Almost before I knew it, we had entered what could best be described as a perfectly camouflaged village, populated entirely by Elves. As we walked through, the inhabitants stared at me, more with curiosity than anything else. I was brought to a long, low building with double doors, and the Elf holding the child went inside. Several minutes later, he came out, accompanied by an older Elf.

"My name. . .is. . .Arakano," said the old one haltingly. "It. . .has. . .been. . .a long time. . .since. . .I have spoken with. . .a man."

"My name is Jack Stern," I replied. "Take your time."

"We are grateful. . .to you. . .for aiding my. . .granddaughter, Arien, but. . .in doing so, you. . .have brought a great. . .problem upon yourself."

"What do you mean?"

"We cannot permit you. . .to leave here, for you might. . .reveal our location. . .to others."

"I swear that I will not tell anyone."

"We cannot take the chance. . .that you will do so. . .accidentally. I am afraid that. . .we cannot keep. . .you here. . .against your will, but I hope. . .you will choose. . .to stay with us."

I contemplated my choices. I could return to the world of my own people, a world in which I had no family, or I could remain here and spare the Elves the worry of being discovered, yet maybe never see Human civilization again. It was a difficult choice.

"There is another reason. . .why we want you. . .to stay," said Arakano.

"And what is that?"

"I don't think. . .that Arien. . .would allow you to leave. She likes you," he said, smiling.

I looked over at the child whom I had found in the woods, and smiled. She smiled back, and blushed. I turned back to Arakano.

"I will stay here," I said.

Arakano smiled broadly, shook my hand, and then translated for the rest of the Elves. Instantly a great shout of joy went up, and I was accepted into their village.

From that time on, life seemed to have new meaning for me. I was invited to live with Arakano's son, Chilbeleg, one of the Elves who had brought me to the village. My orientation to my new way of life was to be conducted by Chilbeleg, his wife, and, of course, little Arien. I soon learned basic Elf-speech, as well as learning sword-play and spear-throwing and participating in the Elves' daily archery practice. I reveled in every day, and soon I was given my first Elven name by Arien.

I had spent a long night just walking in the woods, and was in the process of oversleeping, when I felt something tickling my ear. Figuring it to be an insect, I slapped at my ear without opening my eyes. I felt the tickling again, then heard someone giggle. I opened one eye, and saw Arien standing next to my bed holding a dove feather. I growled at her playfully, and she giggled again and said, "Time for breakfast, Kalen!" When I told Chilbeleg how his daughter had addressed me, he began to laugh.

"She called you 'Shining One', and it's as good a name as any," he chuckled. "Now sit down and eat, Kalen."

So from that time on, the entire village knew me as Kalen. I continued my study of the Elvish language, and very soon had mastered enough of it to join in many of the songs that were constantly being sung. I traded in my old hunting bow for an Elven bow, and

soon my archery skill rivaled that of the best archer in the village. I began to study botany again, and I soon learned the Elf-name for every green, growing thing in the forest. I also learned that the reason no other men had stumbled upon the village is that there is an enchanted circle around it, the enchantment being designed to make intruders decide to go a different direction. We all wondered at this, for when I had found Arien wandering, she had been inside the protective ring. In other words, the enchantment had apparently had no effect on me.

As my "training" advanced, so did my skill with spear and sword. I began to hunt for food with the other men in the village. Everyone was surprised when it was discovered that I could move through the woods almost as silently as an Elf.

One day, Chilbeleg came to me with a very serious look on his face.

"Kalen," he said, "the question I am going to ask I do not ask lightly or without reason."

"What is it?" I asked.

"Do you have Elven blood in you?"

I stared at him. My having Elven blood would certainly explain a lot of things: My skill at archery, bow, and spear; my quick mastery of the Elven language; my interest in botany and love of the outdoors; my ability to stalk and hunt like an Elf; my ability to pass through the enchanted circle.

"I don't really know," I replied. "Is there some way we can find out for sure?"



"Perhaps. All Elves have a racial memory, or knowledge that is inherited rather than learned. Certain people in the village can scan your mind of this racial memory, and if you have one, they can trace it back to your Elvish ancestors."

"When can we begin?"

"Now, if you would like."

Chilbeleg took me to one of the older Elves in the village, and told him of the idea. He agreed to do the mind-scan. He sat directly in front of me, took my wrists in his hands, and closed his eyes. Soon I felt my eyelids drooping, so I closed them. I saw my life run quickly backward to the point of my birth, and then beyond! Memories I shouldn't have had flooded into my mind like water over a broken dam. The scenes sped up until they were merely a blur in my mind. Suddenly, they stopped. I heard the old Elf say to Chilbeleg, "He does have Elven blood in him. His ancestors married Elves not once, but **three times!** You had better take him home now, for he needs rest."

I felt myself being lifted from my chair, and remembered no more until the next morning.

When the news of my Elfhood got out, a great party was held in my honor. Although the food was superb and the people warm and cheerful, I was in low spirits. Arakano noticed this and asked my why.

"The mind-scan did more than just determine my lineage," I said. "It also reminded me of all of the good things that happened to me before I came to the village."

"Do you wish to leave us, then?" he asked.

"Yes. I have grown to love this place and the people in it, but I still feel the need for human companionship."

"Do you realize that if you leave, you cannot return? We cannot risk someone following you."

"I do realize it, but I'm afraid that only going back will cure my homesickness. Say good-bye to Arien for me, would you? I don't think I could face her myself."

"I will. Farewell, Shining One," he said. I shook his hand, and then went home to pack.

I left that evening, and even though my heart was heavy from leaving my adopted home, I felt a measure of anticipation at going back to Human civilization.

What I found when I reached New York was not what I had expected. By my reckoning, I had been with the Elves for four years. According to the calendars, however, it was now 1978 - a lapse of almost twenty years! My first order of business, I decided, was to get some money. As luck would have it, there was an archery tournament coming up, which I entered. The other entrants in the tournament were very good, but they were no match for a Half-Elf wielding an Elven Longbow. When the contest was over and I had pocketed the prize money, a fat man with a smelly cigar came up to me and said, "Boy, it's too bad you can't be in the Olympics in 1980. We'd beat them damn Russians for sure!"

I couldn't believe it; the Olympics being used as a political war rather than being just a meeting of athletes?

After finding a place to stay, I went out to find a regular job. I figured that, with my skill and knowledge of botany, it would be no problem to land a job with a gardening firm. But everywhere I went, it was the same. Either I was told I couldn't get a job without a union card, or I was turned away because they thought I was a foreigner (I now speak with a definite Elvish accent).

I began looking up my old college friends for help. That idea didn't work, either. Most of them believed that they hadn't heard from me because I just didn't feel like writing to them. Others turned me away because they could sense that I was different. The rest refused to believe that I really was Jack Stern that they knew in college (I was legally dead, you know).

To work off my frustrations, I donned my walking garb, slung my bow over my shoulder, and went for an evening walk in Central Park. I noticed that the air was not sweetened by the presence of trees. Not only did the air stink, but three different men tried to mug me. You've probably read the newspaper story about three men found in Central Park, all having been killed by an arrow in the throat.

I was thoroughly disgusted. Where the Elves had accepted a total stranger into their village immediately, the so-called "civilization" of Humans had totally rejected one of their own children. Sickened by this irony, I turned my back on the Human race and moved back up to the Northwest Territory, far from both the Elves and civilization.

My seclusion was short-lived. That winter, on one particularly bitter night, a snow-white owl flew right into my cabin door. I opened the door and brought the bird inside. When it began pecking at its leg, I saw that there was a piece of parchment tied to it. I unwrapped the note, which read:

Kalen--we are in desperate need of your help! Packs of starved wolves have been attacking our village and other Elven villages in the territory. In an effort to combat the wolves, several villages have banded together, but it is to no avail. Please Hurry!

Chilbeleg

Instantly I gathered my belongings and headed for the village. Anyone who followed me deserves to find the village, because the speed at which I traveled was beyond most men.

When I reached the village, I was greeted with carnage the likes of which I had never seen before. Almost everywhere there were wolves feeding on the carcasses of people I had known and loved. With a bellow of pure, unbridled rage, I drew my sword and charged right into the nearest group of wolves. I swung fiercely, here piercing a wolf's heart, there cleaving a head. Other groups of wolves heard the sounds of battle and rushed over. I met them gladly, knowing nothing but pure destruction in my berserker fury.

I had killed perhaps forty of the beasts and saw no more, when I heard a scream. Rushing toward the sound, I saw an enormous grey wolf chasing two Elf-maidens. My heart leapt when I caught a glimpse of the smaller one--it was Arien! In my madness, I dropped



my blade and charged straight at the wolf. It saw me coming, and changed course to meet me. The wolf leaped and tore a long gash in my arm. In answer, I grabbed it by the throat, and we rolled around on the ground. Finally, I ended up on top of the beast, threw a chokehold around its neck, and tore its head completely off. I collapsed in a snow bank, covered with blood, both my own and the wolf's.

I woke up in the house of Chilbeleg with several bandages on my arms and body. As I lay there thinking on what I had done, the door opened and in walked a golden-haired beauty, whom I recognized as the girl who had been with Arien at the time of my battle with the wolf.

"Awake at last, I see," she said, and smiled a dazzling smile. Then she bent over and kissed me.

"What was that for?" I asked.

"For saving my life and my cousin's life."

"Arien is your cousin?"

"Yes. My name is Finlaurendil, and I'm Chilbeleg's niece. When our village was attacked by wolves, we



moved here. We thought that it would be safe, but found that this village had the same problem. That is, until you showed up."

Just then the door burst open, and Arien came racing into the room.

"Kalen!" she yelled, landing next to me on the bed. I sighed, and Finlaurendil laughed.

"I'll see you later," she said, then winked and went out.

As I fended off the affections of my adoptive sister, I thought back to a time when a man named Tolkien gave a dream to a sixteen-year-old boy.

Well, that's my story, for better or worse. It is written in Elvish because I no longer remember how to write in English--I have turned my back on the entire Human race (this doesn't include devout followers of Tolkien, for they're all Elves at heart). All it will take is someone who has read **The Lord of the Rings** to translate this story, using the chart in the back of the third volume.

Human race, I thumb my nose at you.

Kalen

The Death Bell

by Todd Samost

Kaiard was a large man in his late twenties with long, dark hair down to his back. He strode tall amidst his Dwarven friends, even with other humans, because he was a Human Giant of eight feet tall.

He and his friends were tracking a band of Orcs through a deep valley.

Upon entering the valley, they saw the large band, with the fires roaring and the disgusting odor of burning flesh. Kaiard plotted out an ambush.

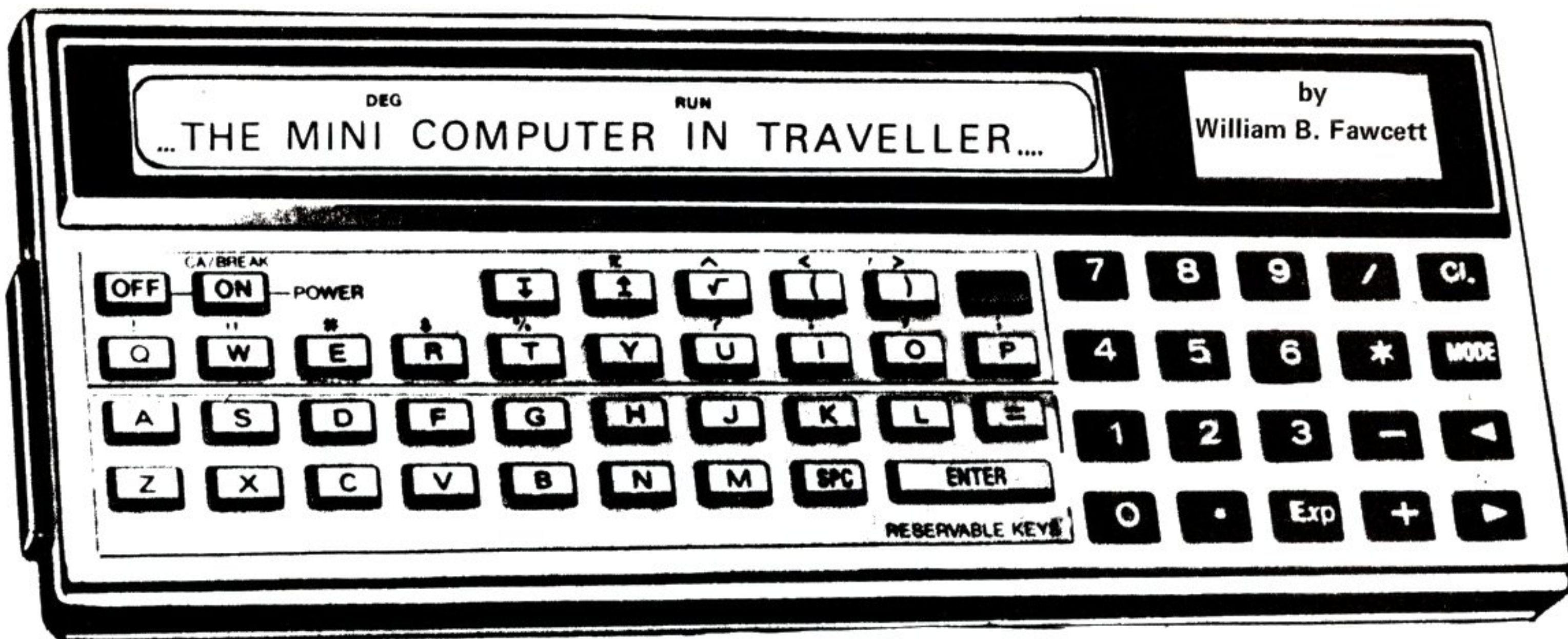
The Dwarves split into three groups and Kaiard, with a few good men, led them from a narrow passage to the rear of the band where he stopped, about 100' from the Orcan tribe. With a loud war-like scream, he ran towards the center of the tribe. The Dwarves streamed down the valley in great anger, swinging their Axes, Swords, and Morning Stars, killing Orcs with one blow.

Kaiard ran for the great Chief, slashing at Orcs with his mighty golden sword, Clonus.

He met eye to eye with the Chief, seeing fear in the eyes of his enemy. About 10 Orcs were between the raging giant and the Orcan Chief. They grabbed his arm and stole his sword. He shook them off and ran for the Chief, leaving the sword back.

The Chief blindly thrust with his large, Two-Handed Sword, striking Kaiard. He backed off slightly, trying to dislodge the sword. His hands gripped the bloody handle, and falling slowly, took a desperate swing at the Chief.

Kaiard saw red through his closing eyes; he fell. He felt a large body fall on his and a warm sensation on his arm. Then he felt more different than he could ever imagine. He felt a new sensation, strength returning. He fell down once again and bit the dust of the earth until he breathed no more.



Though already today there are numerous predictions that there will be a computer in every home, to date in Traveller there is little reference to computers being used other than in Government, Military, and Ships. Extrapolating from today's trends, it seems valid to predict that there is at least the likelihood of some type of computer being present even in non-business locations. Such a device would be extremely useful to many types of individuals.

A mini-computer would be found on planets with a tech level of 7 or above. This is not a sophisticated computer such as is found on a starship, but rather something closer to what is available today for home use. Such a unit would be affected by the stresses of Jumping and so are not usable on ships capable of interstellar travel. A suitable computer store is 90% likely to have some sort of mini-computer available at any time. The sophistication of the unit would be a function of the tech level of the planet. The cost of the units would average a mere 10,000 and is doubled for each program the unit is able to run concurrently up to a maximum of four. (i.e. a unit with a capacity of two costs 20,000; three 40,000; and four 80,000 credits.) Mini-computers capable of three or four functions are only available on worlds with a tech level of 10 or greater.

The standard unit available includes both a screen and a printer. For CR 1,000 a battery pack is available that will ensure your unit functions for up to six weeks in the event power is cut off. Programs are changed by a process similar to that used in a starship. In size, the mini-computer would be perhaps 1' square and weigh 20 to 25 pounds. It would be sensitive to almost any form of attack by energy or slug weapons, but would hold up fairly well to expected damage (i.e. being dropped). In very high technology worlds there is the possibility that vehicles could be equipped with a variation of these units. Increasing their cost significantly of course.

On certain planets all computers sold may have been implanted with monitoring devices that will enable a central computer to detect at least the most flagrant abuses of their abilities. Removing these devices could also trigger an alarm. It is also possible that terminals could be purchases that would allow a sort of timesharing on central computer units on some planets with strong central control. The activities of these would also be closely monitored and in many cases the use of personal computers instead would be banned (for either commercial or security reasons).

A wide variety of software is available for these

units. Most can be purchased commercially, but some is of dubious legality and may be more difficult to obtain. In most cases a specialized use would require the addition of more hardware to the basic unit. Listed below are several of the more commonly desired programs with their effects, costs, likelihood of availability, and the cost and nature of any hardware needed. (If the program is available the hardware is assumed to be purchasable through the same source.)

Housekeeping I: 100% available, CR 100. Appliances made on tech levels high enough to produce mini-computer are made compatible. This program does basic housekeeping chores, alarms at set times like an alarm clock, turns on lights, takes recorded phone messages, and most similar household chores.

Housekeeping II: 100% available, CR 300. This program is capable of all the Housekeeping one has and also is capable of fairly detailed food preparation, housekeeping for extended periods unattended, and some record keeping and coalating.

Records I: 100% available, CR 200. This program will enable your unit to keep and recall ledger type records, phone numbers, lists, etc.

Records II: 75% available, CR 500. This program allows a fairly sophisticated storage of data and is coded so that it can only be accessed with a user code.

Scrambler: 50% available, CR 1,000. This program will scramble any information entered into the computer so that any tapping it without the correct key entry will receive gibberish. A very sophisticated unit is required to break a scrambler code, those units capable of doing so are nearly all controlled by the governments.

ComScram I: 75% available, CR 1,500. Two units connected by a ComScram in each are capable of scrambling and then resorting any data exchanged so that it cannot be intercepted without great effort and facilities. It is necessary that a correct code be entered into both units before the exchange begins. A Scrambler Comm unit is needed at CR 5,000.

ComScram II: 25% available, CR 5,000. Operating similarly to ComScram I, this more sophisticated program also condenses the signal and sends it as a pulse. This makes interception difficult when radio rather than line transmission is used. The Scrambler Comm unit for each end cost CR 20,000. Radio equipment for sending the signal is the standard type.

Intruder I: 75% available, CR 2,000. This program

will sound warning signals, send phone messages to the authorities, and take whatever other passive actions desired if an intruder enters a designated area. An intruder will be any moving object greater than 2" in any dimension. Two types of detectors are commonly available: Sonic and Radar. The Sonic is considerably less expensive, CR 750 per unit, but can be jammed or bypassed by devices available illegally. The Radar type unit is much harder to bypass and is favored where finances allow. It costs CR 5,000 per unit and is often found in commercial establishments. Intruder I can handle up to three separate detection units.

Intruder II: 75% available, CR 5,000. This program includes all of the functions of Intruder I and also is capable of handling up to ten separate detections units and giving a visual representation of the nature and location of any intruders detected. Detections units are needed as above.

Intruder III: 40% available, CR 25,000. This is a very sophisticated program which does all of the other Intruder functions and is also capable of two more. This program enables the computer to distinguish up to three individuals by their form, encephalographic patterns, etc., as friendly and ignore their presence in an area being protected. This program can also be set to only react to certain individuals, if sufficient information can be attained upon them. It can also be set only to react to such things as a figure holding a weapon shaped object, etc. This program is often used in the personal offices of powerful officials and leaders. The additional detects needed cost CR 10,000 per 20' x 20' area to be protected.

Intruder IV: 20% available, CR 30,000. This program has all the features of the other Intruder programs, but is capable of a limited response to an intruders presence. If available commercially, the unit will only be able to dispense a sleep gas when tripped. If purchased through less savory channels, a more deadly response can be activated. This could include poison gas or even preprogrammed laser fire. The auto fire unit costs CR 2,000 commercially, and three to ten times this illegally. The sleep gas costs CR 200 per capsule and is set up so that it can only be activated by the Intruder IV program.

Copier: 15% available, CR 10,000 to 30,000. This program is rarely available legally. Originally developed to allow the close study of fragile documents, this program makes an exact copy visually of any document placed under a special scanner. These forgeries, or copies depending on their use, will pass casual inspection and tend to be of better quality than hand made versions, except by experts. A close inspection with any type of magnifying equipment, even a small glass, will quickly reveal the nature of the document. The quality of the copy can be enhanced by a

forgery skill, but is limited by the abilities of the devices used. A true master forger can easily produce a better product. The copy is made on whatever paper is inserted and most government forms are on papers of a special type similar to how paper money is handled today. Scanner-Copier costs CR 30,000 or more.

Truth I: 15% available, CR 5,000. This program will make a mini-computer capable of acting as a crude polygraph. When the individual is hooked up to the measuring devices the computer will judge as to whether the response was true. If the individual demonstrates that a false response was given then a light flashes. This program can be deceived and any individual attempting to do so has a 20% chance of controlling their reactions to a question. Further 10% of the time, this program will produce a false response to a truthfully answered question. Sensors cost CR 3,000 and must be attached to the individual.

Truth II: 10% available, CR 50,000. This program is normally only available to government agencies. It acts as above but an individual only has a 10% chance of fooling the system and there is only a 5% chance of an error in interpretation giving an inaccurate false. Sensors are also used.

Truth III: 5% available, CR 60,000. This program acts as above in Truth II, but is capable of interpreting signals from remote devices. This means that there is the possibility that an individual could be checked without their knowing it from hidden sensors. These sensors are very sensitive and can only be focused on one spot (such as a carefully placed chair). Large commercial corporations have been known to use such devices to give them an edge in negotiations. Someone with both Med I and Electronic II are needed to place the sensors. If they can be found, such sensors cost upwards from CR 100,000.

There are many other possible programs available of more specialized natures. Many of the offices and homes of the wealthy and powerful contain several of these small units for a variety of purposes. Those obtained on the blackmarket should have a greater likelihood of malfunctioning (2 - 6%) with normal programs and double that with self-produced or other untested programs you might purchase. All units would have a 1% chance of failing to function or functioning erratically for every year over 10 it is old with this also doubled for "unusual" programs.

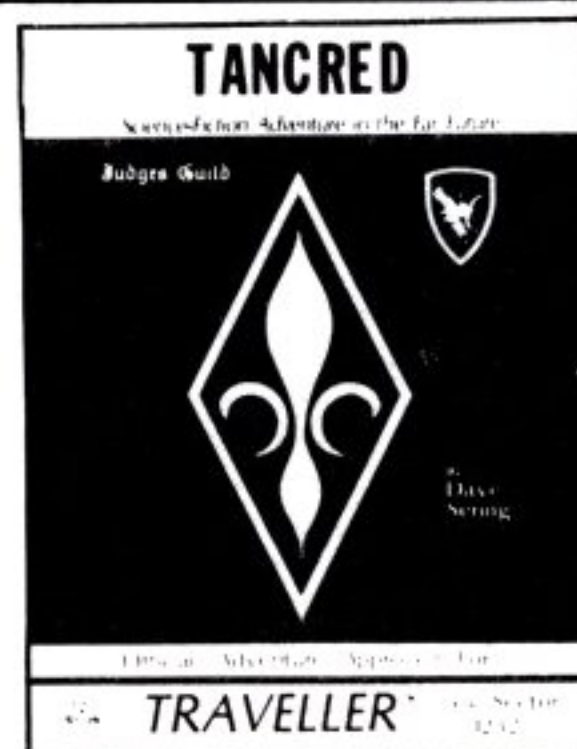
By the careful use of the abilities of these small computers, a whole new aspect to the risks of crime in the future can be added. Further, these units can serve as excellent vehicles for the Judge to transmit information he wishes to impart to the players.

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P = Pure game, follows the publishers rules to a 90%+ accuracy.
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G = General, a personally developed system that generally uses the format of an existing game.
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	<u>GAME (D & D, etc.)</u>	<u>Accuracy</u>	<u>No. Players</u>	<u>No. Characters/Player</u>	<u>Levels</u>	<u>P.C. Kill %</u>	<u>Length (hours)</u>	<u>Title of Adventure</u>
A)	_____	_____	_____	_____	_____	_____	_____	_____
B)	_____	_____	_____	_____	_____	_____	_____	_____
C)	_____	_____	_____	_____	_____	_____	_____	_____
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 2 pm _____
 6 pm _____

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2 am _____ 2 pm _____
 6 am _____ 6 pm _____
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How RUNEQUEST COMBAT WORKS

By Rudy Kraft

The following is a detailed description of a melee fought using the **RuneQuest** Combat and Magic rules. It would be best understood by those with a copy of **RuneQuest** (second edition) and **Cults of Prax**. The article was written, hopefully, to aid in understanding some aspects of the **RuneQuest** game system.

The Situation

A small band of Trolls and Trollkin have decided to raid the outskirts of an Elven Forest. As it happens, they have selected a section of the forest which is defended by an Elf, three Runners, and a Human friend (who happens to be a Rune Priest of the Humakt cult). The Elf is a Rune Priest of Aldrya and the Mistress Race Troll is a Rune Priestess of Kyger Litor.

The statistics for the beings are as follows:

MISTRESS RACE TROLL (A on map)

STR 25 CON 17 SIZ 19 INT 15 POW 18 DEX 13 CHA 17
Lead Maul (2D8+2D6) 95% SR 4 Parry (15) 90%
Spells: Bludgeon 4; Repair; Demoralize; Dispell Magic 8;
(Known by Allied Spirit in Maul) Healing 6; Disruption;
Protection 4
Rune Magic: Shield 4; Multispell 1; Medium Shade; Blinding
Skill: Spot Hidden 75%
Defense: 15%
Allied Spirit: INT 11; POW 22

1-4	Right Leg	7/7
5-8	Left Leg	7/7
9-11	Abdomen	7/7
12	Chest	7/8
13-15	Right Arm	7/6
16-18	Left Arm	7/6
19-20	Head	7/7
Total Hit Points		20

DARK TROLL (B on map)

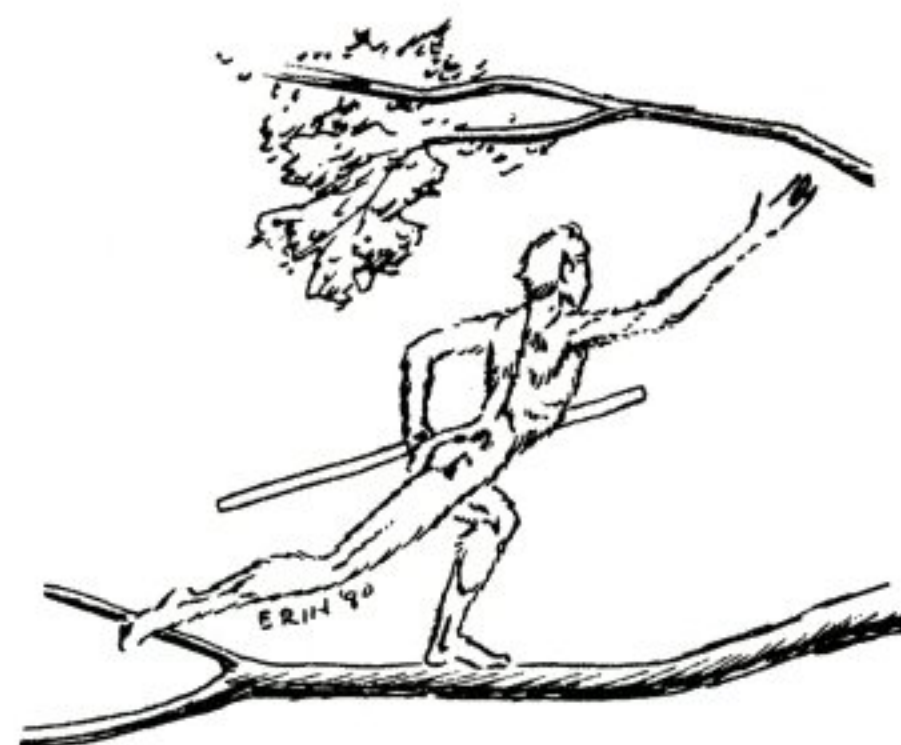
STR 18 CON 11 SIZ 18 INT 8 POW 13 DEX 12 CHA 16
Maul (2D8+1D6) 55% SR 5 Parry (15) 50%
Spells: Bludgeon 3; Healing 2; Disruption; Demoralize
Defense: 0%

1-4	Right Leg	6/5
5-8	Left Leg	6/5
9-11	Abdomen	6/5
12	Chest	6/6
13-15	Right Arm	6/4
16-18	Left Arm	6/4
19-20	Head	6/5
Total Hit Points		13

TROLLKIN (C on map)

STR 10 CON 9 SIZ 9 INT 8 POW 3 DEX 17 CHA 8
Mace (1D6+2) 25% SR 6 Parry (20) 30%
Spells: Healing 2
Move: 6 Defense: 0%

1-4	Right Leg	3/3
5-8	Left Leg	3/3
9-11	Abdomen	3/3
12	Chest	3/4
13-15	Right Arm	3/2
16-18	Left Arm	3/2
19-20	Head	4/3
Total Hit Points		8



TROLLKIN (D on map)
 STR 15 CON 10 SIZ 12 INT 10 POW 9 DEX 18 CHA 5
 Mace (1D6+2) 35% SR 6 Parry (20) 35%
 Spells: Disruption
 Move: 6 Defense 10%

TROLLKIN (E on map)
 STR 6 CON 12 SIZ 8 INT 11 POW 7 DEX 11 CHA 8
 Spear (1D6+1) 35% SR 6 Parry (15) 35%
 Spells: Bladesharp 1
 Move: 6 Defense: 0%

TROLLKIN (F on map)
 STR 11 CON 9 SIZ 12 INT 7 POW 9 DEX 10 CHA 6
 Spear (1D6+1) 30% SR 6 Parry (15) 30%
 Spells: Disruption

RUNNER (1 on map)
 STR 6 CON 10 SIZ 9 INT 10 POW 12 DEX 12 CHA 8
 Whipstick (1D6) 35% SR 8 Parry (10) 30%
 Move: 5/9 in trees Defense: 0%
 Spells: Healing 2; Mobility

RUNNER (2 on map)
 STR 12 CON 17 SIZ 7 INT 17 POW 8 DEX 16 CHA 5
 Whipstick (1D6) 45% SR 6 Parry (10) 40%
 Move: 5/9 in trees Defense: 15%
 Spells: Healing 2; Disruption

RUNNER (3 on map)
 STR 10 CON 16 SIZ 10 INT 11 POW 9 DEX 16 CHA 11
 Whipstick (1D6) 40% SR 6 Parry (10) 35%
 Move: 5/9 in trees Defense: 5%
 Spells: Healing 2; Befuddle

ELF (4 on map)
 STR 12 CON 12 SIZ 7 INT 16 POW 18 DEX 15 CHA 15
 Elf Bow (1D8+1) 75% SR 2
 Copper Staff (1D8) 75% SR 4 Parry (15) 75%
 Move: 9 Defense: 15%
 Spells: Multimissile 4; Speedart; Fire Arrow; Harmonize;
 Extinguish; Invisibility; Repair; (known by Allied Spirit)
 Healing 6; Protection 4; Disruption
 Rune Magic: Arrow Trance; Shield 4; Multispell 1
 Magic: 8 point Power Storage Crystal
 Allied Spirit: INT 11; POW 14

1-4 Right Leg 3/4
 5-8 Left Leg 3/4
 9-11 Abdomen 3/4
 12 Chest 3/5
 13-15 Right Arm 3/3
 16-18 Left Arm 3/3
 19-20 Head 4/4
 Total Hit Points . . . 10

1-4 Right Leg 3/4
 5-8 Left Leg 3/4
 9-11 Abdomen 3/4
 12 Chest 3/5
 13-15 Right Arm 3/3
 16-18 Left Arm 3/3
 19-20 Head 4/4
 Total Hit Points . . . 11

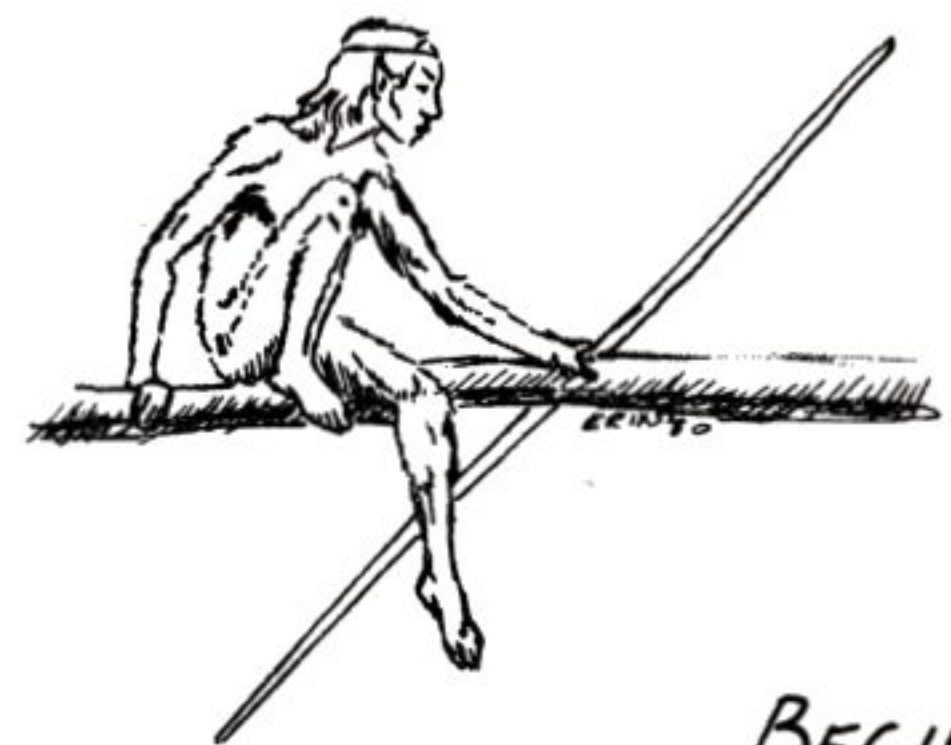
1-4 Right Leg 3/3
 5-8 Left Leg 3/3
 9-11 Abdomen 3/4
 12 Chest 3/4
 13-15 Right Arm 3/2
 16-18 Left Arm 3/2
 19-20 Head 4/3
 Total Hit Points . . . 9

1-4 Right Leg 0/4
 5-8 Left Leg 0/4
 9-11 Abdomen 0/4
 12 Chest 0/5
 13-15 Right Arm 0/3
 16-18 Left Arm 0/3
 19-20 Head 0/4
 Total Hit Points . . . 10

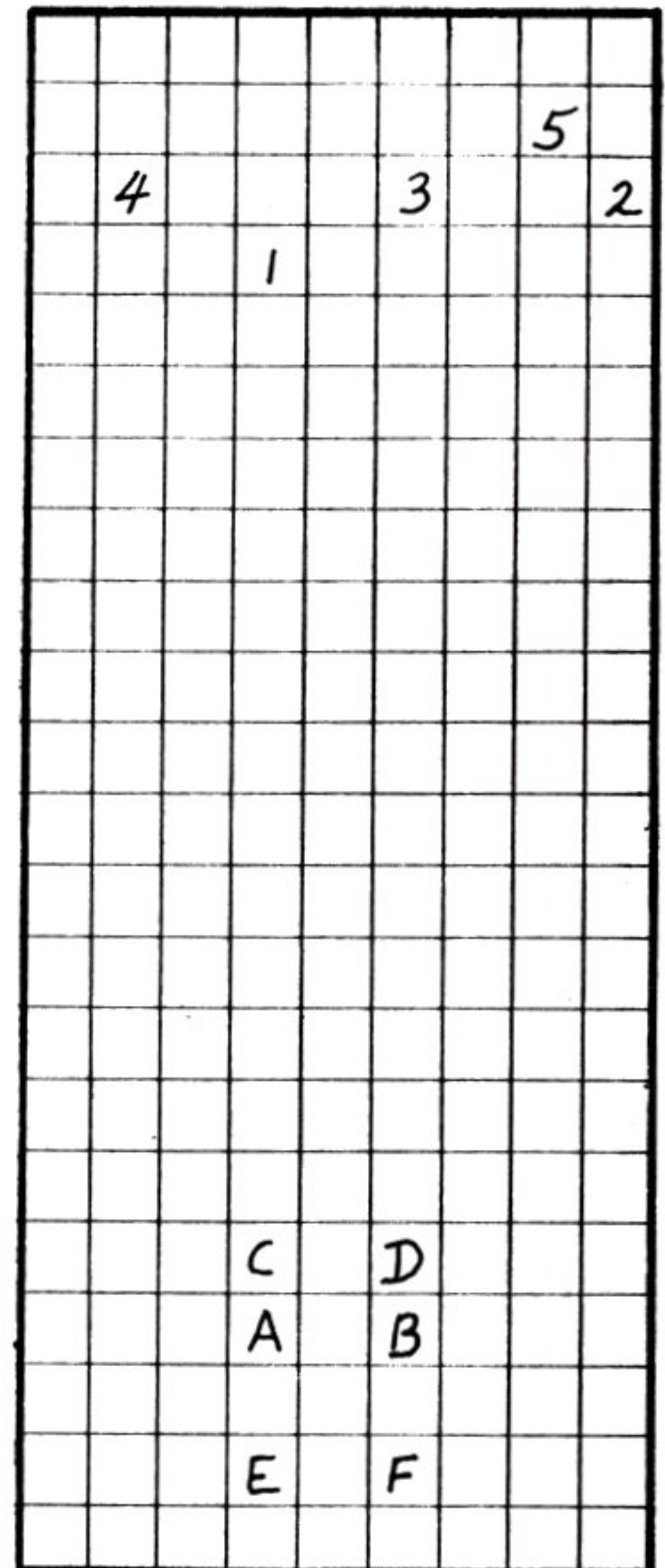
1-4 Right Leg 0/6
 5-8 Left Leg 0/6
 9-11 Abdomen 0/6
 12 Chest 0/7
 13-15 Right Arm 0/5
 16-18 Left Arm 0/5
 19-20 Head 0/6
 Total Hit Points . . . 16

1-4 Right Leg 0/6
 5-8 Left Leg 0/6
 9-11 Abdomen 0/6
 12 Chest 0/7
 13-15 Right Arm 0/5
 16-18 Left Arm 0/5
 19-20 Head 0/6
 Total Hit Points . . . 16

1-4 Right Leg 2/4
 5-8 Left Leg 2/4
 9-11 Abdomen 4/4
 12 Chest 2/5
 13-15 Right Arm 2/3
 16-18 Left Arm 2/3
 19-20 Head 5/4
 Total Hit Points . . . 12



BEGIN



1-4	Right Leg	9/6
5-8	Left Leg	9/6
9-11	Abdomen	8/6
12	Chest	9/7
13-15	Right Arm	9/5
16-18	Left Arm	9/5
19-20	Head	9/6
Total Hit Points		16

MELEE
ROUND ONE

Melee Round One

- ### Resolution of Attacks:

- [illegible]

- ### Melee Round Two

- Note: It might help at this point to clarify how to calculate the Strike Rank at which each spell is cast. As each of the four spells used 4 points of Power, they each (according to the "Strike Rank Table") use 3 Strike Ranks for that. Size and weapon length are not relevant to the casting of spells. The final consideration is the Dexterity of the casters. Both Spirits have a Dexterity of 20 which adds no Strike Ranks so their spells go off during Strike Rank 3. The Human has a Dexterity of 17, which adds 1 Strike Rank (spell goes off in Strike Rank 4) and the Elf has a Dexterity of 15 (spell goes off in Strike Rank 5).

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MELEE ROUND TWO

- [illegible]

- abdomen so there are twelve points of extra damage. Six points of extra damage to the abdomen is enough to kill, so Trollkin C is clearly dead.

- 10) Strike Rank 10 through 12: Nothing Happens.
- 11) Bookkeeping Phase: Two points of Power is deducted from that of the Elf's Spirit and the Spirit puts a check by its Power to indicate a successful spell attack. The Elf puts a check by his Elf Bow attack because he has used that skill successfully. It is also in the bookkeeping phase that a record is kept of the duration of those spells (such as Protection) which are not instantaneous. However, this battle will end up lasting less than the full duration of any such spells, so this factor will be ignored.

9) Strike Rank 9: The Elf fires one arrow. (It is fired in this Strike Rank because it takes 5 Strike Ranks to prepare a weapon and the Elf's Dexterity adds another 2 Strike Ranks. This totals 7 Strike Ranks. As the Elf's last action was in the second Strike Rank, this action takes place in Strike Rank $7 + 2 = 9$.) The Elf fires the arrow at Trollkin C. His base chance with an Elven Bow is 75%. The Arrow Trance doubles that to 150%. The Elf rolls a 25 which hits and impales (the chance to impale is $1/5$ the chance to hit or, in this case, 30%). The base damage of an Elven Bow is $1D8+1$. An impale does additional damage equal to the maximum possible with a normal roll or, in this case, 9. Thus the impalement will do $1D8+1+9$. The die roll is a 8 so the total damage is 18 points. A D20 is rolled to determine location hit and a roll of 10 indicates a hit in the abdomen. The Trollkin has 3 points of armor in that location so the actual damage is reduced to 15 points. However, the Trollkin can only take 3 points of damage in the

- 1) **Statement of Intent:** The Elf's Spirit will do nothing except be prepared to heal the Elf should it become necessary. The Elf will shoot at the Mistress Race Troll with a Multimissile 4. The Human will close and attack Trollkin D. The Mistress Race Troll will cast a Multi-spell 1 and two Disruptions at Runner 2. The Mistress Race Troll, herself, will cast her Blinding spell at the Elf. The Dark Troll will heal himself and then attack the nearest enemy. The Runners and Trollkin will all engage the nearest enemy (see map).
- 2) **Movement of Non-engaged Characters:** The Human is moved adjacent to Trollkin D and the Elf is shifted to enable it to shoot its arrow at the Mistress Race Troll.

Resolution of Attacks:

- 3) Strike Rank 1: Nothing happens.
- 4) Strike Rank 2: The Mistress Race Troll's Spirit casts a Multispell 1 and two Disruptions. The die roll is a 58, so the Multispell works. The Spirit's Power is currently 22, while Runner 2's Power is 8. The is gives the spell a 95% chance of success. Unfortunately, the die roll is 00 and the spell fails.
- 5) Strike Rank 3: The Mistress Race Troll's Blinding spell will not effect the Elf because of his Shield 4 spell. However, the Troll should still roll the dice and the judge should only reveal that the spell failed, not why. In this case, the die roll is a 96, and the Troll has no idea why the spell failed.
- 6) Strike Rank 4: The Dark Troll casts a Healing 2 on himself. He rolls a 04, so the spell works. His leg goes from 1 Hit Point to 3 and his body from 10 to 12.

- 7) **Strike Rank 5:** Nothing happens.
- 8) **Strike Rank 6:** Lots of different things happen in this Strike Rank. Instead of doing them in their exact order, we will divide them into separate melees and resolve each one in turn.

Trollkin D and Runner 3 are fighting each other and they both strike in this melee round. As Trollkin D's Dexterity (18) is higher than Runner 3's (16), Trollkin D strikes first. Trollkin D hits 35% of the time, but rolls a 65 and misses. Runner 3 parries 35% of the time, but rolls a 65 and misses. In return, Runner 3 hits 35% of the time but rolls an 81 and misses and Trollkin D misses his 35% parry with a roll of 46.

Trollkin F and Runner 2 are fighting each other. They also both attack in this Strike Rank. Trollkin F has a Dexterity of 10 while Runner 2 has a Dexterity of 16. Thus, Runner 2 strikes first. Runner 2 has a 45% chance to hit but rolls a 57 and misses. Runner F has a parry of 30%, but misses it with a roll of 34. In response, both the attack and parry are missed.

Trollkin E also attacks in this round. He hits 35% of the time and rolls a 12, which hits. His opponent, Runner 1, parries at 30% and rolls a 10. As the Spear will not damage the Whipstick (as a Spear is a hafted weapon) and the damage the Spear can do is less than the maximum the Whipstick can take, there is no need to roll the damage for this attack.

- 9) Strike Rank 7: The Elf shoots at the Mistress Race Troll. Due to the Multimissile 4, there will be five arrows (only one of which is the real arrow). They all hit at 150%. The Elf rolls 67, 50, 66, 75, and 58. All five arrows hit, but the maximum damage an arrow can do is 9 (1D8+1) and this is less than the armor of the Troll, so they will have no effect. (Note: The Elf will still roll damage for the arrows as he would not know how much armor the Troll has.)

MELEE ROUND THREE

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□ A

- 10) Strike Rank 8: The Human attacks Trollkin D. He hits 95% of the time and rolls a 47, which hits. His damage is 1D8+1 (doubled by the Truesword to a maximum of 9) +1D4 (for Strength and Size). He rolls a 4 and a 3. The damage is $(4 + 1) \times 2 = 9 + 3 = 12$. The roll for location (on 1D20) is a 1, which refers to the right leg. The armor stops 3 points, but the leg takes another 9 reducing it from 3 to -6. The leg is chopped off. Furthermore, the Trollkin's Hit Points go from 8 to 2 (in one blow, only Hit Points equal to double that of the area can be lost off the body's total). Trollkin D falls to the ground, out of action.
- 11) Strike Rank 9: The Dark Troll attacks Runner 1. He hits 55% and rolls a 45. The Runner has already used his parry so the blow actually lands. Damage is 2D8+1D6. The rolls are 7, 4 and 3 totaling 14. The location is 4, the right leg. As the Runner has no armor, his leg goes from 4 to -10. This chops off the leg and reduces his total Hit Points from 10 to 2.
- 12) Bookkeeping Phase: Trollkin E, the Human, and the Dark Troll all check the weapons they hit with. Runner 1 checks his parry. The Elf deducts four points of Power from his Power Storage Crystal to account for the Multimissile 4 spell.

Melee Round Four

- 1) Statement of Intent: The Elf will shoot at the Dark Troll with a Multimissile 4 (he has a clear line of fire because Runner 1 has fallen down). The Human will charge to attack the Mistress Race Troll. His Spirit will cast a Bladesharp 4 on his Sword. Runner 1 will heal himself; Runner 2 will fight Trollkin F; and, Runner 3 will charge the Mistress Race Troll. The Mistress Race Troll will charge the Elf. The Dark Troll will finish off Runner 1 with an aimed blow to the head in Strike Rank 12. Trollkin D will moan in pain (he is incapable of any other action because he doesn't know a Healing spell). Trollkin E will finish off Runner 1 and Trollkin F will fight Runner 2.

- 2) Movement of Non-engaged Characters: The judge rules that the Mistress Race Troll cannot get to the Elf because of the intervening trees. He also rules that the Human and Runner 3 will be blocked off from the Mistress Race Troll by the melee around the fallen body of Runner 1 (see map).

Resolution of Attacks:

- 3) Strike Ranks 1 and 2: Nothing happens.
- 4) Strike Rank 3: The Human's Spirit casts a Bladesharp 4 rolling a 43. The spell works.
- 5) Strike Rank 4: Runner 1 casts a Healing 2 spell rolling a 64. The spell works and his leg goes from -10 to -8, which does not allow him to use it, but it does stop the bleeding.
- 6) Strike Rank 5: Nothing happens.
- 7) Strike Rank 6: Trollkin E attacks Runner 1 with a 55% chance (plus 20% because opponent is on the ground). He rolls a 99 which is a fumble. On the Fumble Table, he rolls a 47, which says that he loses his next attack and parry.

As before, Runner 2 gets to attack before Trollkin F. He rolls an 18, which hits. Meanwhile, Trollkin F rolls a 10 on his parry. The Whipstick does 1D6 (a 5 is rolled) damage to the Trollkin's Spear, reducing it from 15 to 10. In the response, Trollkin F misses and Runner 2 makes his parry, doing another 1D6 to the Spear. The roll is a 2 lowering the Spear from 10 to 8.

- 8) Strike Rank 7: The Elf shoots another Multimissile 4 arrow, this time at the Dark Troll. The Elf's 5 rolls are 03 (for the real arrow) and 53, 28, 12, 46 (for the others). A 03 is both an impale (as it is less than 1/5 of that needed to hit) and a critical (because it is less than 1/20 of what is needed to hit). The damage for this arrow is thus 1D8+1+9. A 6 is rolled making the damage 16 and for location, a 19 is rolled, which is the head. As the hit is critical, the armor is ignored. The Dark Troll can only take 5 points in the head so he is instantly killed.

- 9) Strike Rank 8 to 11: Nothing happens.
- 10) Strike Rank 12: The dead Dark Troll obviously does not get his chance to strike.
- 11) Bookkeeping Phase: The Elf uses the remaining 4 points of Power in his Power Storage Crystal. The Human's Spirit uses 4 points of Power, dropping his Power from 14 to 10. Runner 2 checks his hit and parry with the Whipstick and Trollkin F checks his parry with the Spear.

MELEE ROUND FOUR.

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5 2

A 1 3 D F

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Melee Round Five

- 1) **Statement of Intent:** The Elf will back up shooting at the Mistress Race Troll with a Speedart spell on the arrow. The Human will charge at the Mistress Race Troll. Runner 1 will do nothing. The other two Runners will fight the adjacent Trollkin. The Mistress Race Troll will go after the Elf fighting anyone who gets in her way. Her Spirit will cast a Bludgeon 4 spell onto her Maul. The two Trollkin will engage their respective Runners (although Trollkin E can do nothing because of his fumble last round).
- 2) **Movement of Non-engaged Characters:** The judge determines that due to the Elf's greater speed in trees he will be able to avoid the Mistress Race Troll long enough to allow the Human to intervene. The judge rules that they will reach each other on Strike Rank 5.

Resolution of Attacks:

- 3) Strike Ranks 1 and 2: Nothing happens.
- 4) Strike Rank 3: The Mistress Race Troll's Spirit casts the Bludgeon 4 spell (rolling a 45).
- 5) Strike Rank 4: The Elf shoots the arrow. It has a 150% + 15% chance to hit. The Elf rolls an 08, which is a critical impale doing damage of (1D8+1+9+3; the roll is a 2) 15. The location is (on 1D20) 20. This is the head. As the Mistress Race Troll can only take 7 points in the head, she is dead.

At this point, the judge will end the combat, as the remaining Trollkin will run away. It is possible that they will be killed trying to escape, but it is very unlikely that they will hurt anyone. Probably the Elf (still in an Arrow Trance) will wipe them out as they run off.

RUNELETTERS

by Paul Jaquays (Part II)

Welcome to a second edition of Runeletters, the Fanzine within a zine. Runeletters is an informal letter/article mostly written by Paul Jaquays and devoted to the discussion of Runequest.

Since the first edition of this column appeared in **The DUNGEONEER 14**, there has been no rush of mail forwarded to my door concerning any of the topics I threw out for discussion, so I will assume that nobody wrote or the editors neglected to forward any pertinent mail. [Sorry, Paul, we didn't get any mail - ed.]

This time around I thought that I would do a few things I had mentioned the last time around. Namely, discuss non-Glorathan RQ, throw out a couple of questions that I had concerning the rules (real niddling things that, even so, meant a scenario going one way or the other), quickie review a couple of Runequest products that are available, illustrate a pair of new monsters from one of the campaigns I play in and, of course, discuss what I all know you are dying to hear, "What has Paul Jaquays done since he no longer works [full time] for Judges Guild" (What?!? What do you mean you don't care what I've been doing? I'm hurt. Just for that, I'll synopsise anyway.)

Since leaving Judges Guild, Paul Jaquays has become a full-time, free-lance artist, continuing to work in the gaming industry for a variety of companies [including JG] but, also, becoming involved in advertising, children's illustration, institutional promotion and editorial illustration. (See . . . that hardly took up any space at all.)

With the more interesting material out of the way, I think I can satisfactorily deal the remainder of the "mundane commentary" in this piece.

First, a couple of monsters. These two were taken from a campaign that I run a character in. Randy Cox, the Author, has graciously consented to let me make use of them in this column (graciously my eye! He'll take the check and walk with it, just like I would).



Morths

CHAR. Ave Score

STR 2D6+18 24 Move: 6
CON 2D6+12 18 Hit Points: Average 17
SIZ 1D4+2 4-5 One Chaotic Feature
INT 2D6 6 Treasure Factor: 16
POW 3D6 10-11 Defense: 0%
DEX 3D6 10-11

WEAPON SR Attack

Grapple 10 65%

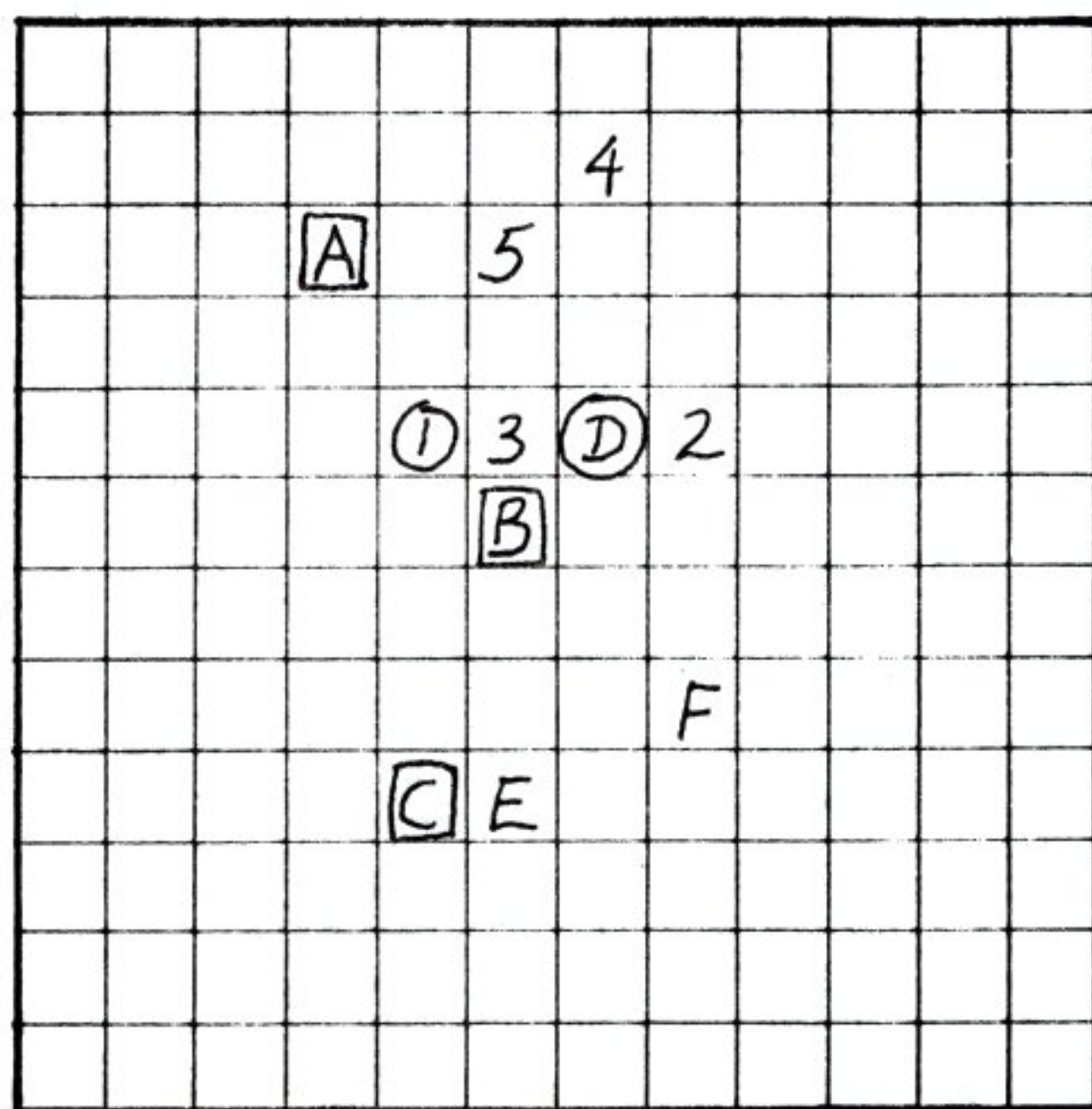
Armor: 8 point skin due to their extreme density. No other armor is worn.

Created by the same desert people responsible for the Trodan, the Morth is a transformed humanoid. Through an awesome and disgusting ritual, the dead body is condensed into an extremely dense Dwarvish creature and then animated similar to a Zombie. As a result of this unnatural act, a Chaotic feature is bestowed upon each Morth during its creation. Morths are detectable as Undead.

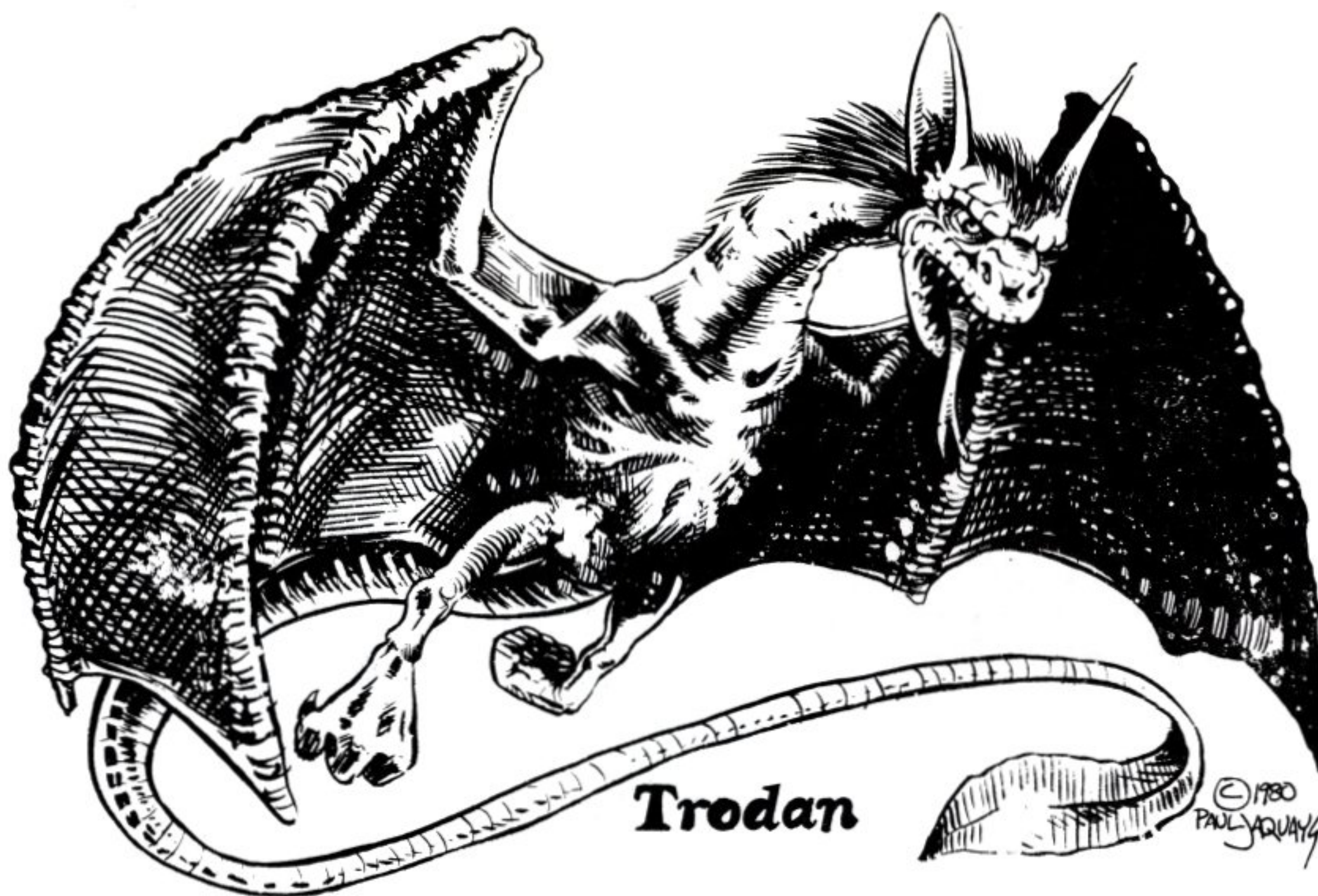
However, the Morths are not true Zombies. They have a limited Intelligence and normal Power. They are affected by disruption, but such spells as Demoralize, Befuddle or Harmonize have no effect on them. They may cast no spells. Unless directly commanded to attack by their Creator or Master, Morths will only seek to grapple an opponent and keep him subdued.

Fire and cold have no effect on the Morths except in the form of Rune Magic such as a Fire Elemental or Sun Spear.

Morths are always clothed in a hooded robe. If the robe is torn away, a waxy-skinned, hairless, disproportionately large featured, eyeless thing will be seen. When killed, the body will ooze a thick yellow fluid out of wounds and all body openings; eyes, mouth, nose, etc., and will deflate into a mass of foul-smelling yellow-gray puss.



MELEE ROUND FIVE



TRODAN

CHAR. Ave Score

STR 4D6+12 26 Move: 6/12
 CON 2D6+6 13 Hit Points: Average 18
 SIZ 2D6+24 13 One Chaotic Feature
 INT 2D6 7 Treasure Factor: 19
 POW 3D6 10-11
 DEX 1D6+12 16
 CHA 2D6 7

WEAPON	SR	Attack	Damage
Bite	5	50%	1D8+3D6+2D6 systemic pois
Claw*	5	50%	1D6+3D6
Wing Beat**	6	40%	1D8***

Armour: 6 point skin

Skills: Listen 65%

** Can wing-beat only while on the ground. Can wing-beat one attacker per wing plus bite one opponent. Both wing-beats are simultaneous.

*** Average of SIZ-STR of Trodan against average of SIZ-STR of victim on resistance table for knockdown of 1D3 meters distance.

This large, wyvern-like creature of chaos was bred from the magical union of lizards and bats. The Trodan has large bat wings and a thick, leathery skin that protects it from much damage. The bat-like lizard head is able to bite and inject a systemic poison up to three times daily.

The Trodan were created by a chaos-serving desert race for use as mounts and protectors. It is rumored that while their human creators were destroyed or driven into hiding, the Trodan still roam the merciless deserts, awaiting the return of their masters.

News and Reviews

The following are some mini-reviews of several newly available Runequest products from Judges Guild and Chaosium, plus a view of coming attractions. The first three are from Chaosium, Inc.

Runequest, 2nd Edition: If you play Runequest and you don't have this book, you're missing a lot of clarifications and additions. Basically, the same book, the 2nd Edition has been reset in areas (no more typewriter type-face) and some new, optional rules added. The presentation/cover looks better in color anyway. Armor has been restructured to types of armor, rather than by just location. A random encounters table has been added and several more of John Sapienza handy character sheets, much improved on the first ones.

Cults of Prax: A must if you are running a campaign of any kind, where characters don't just "get" magic and abilities without worrying wherefore they came from. Provides a view into the structures of Gloranthan society and mythology. Even if you are designing your own deities for a personalized pantheon, the gods listed are a great guide. Of the three campaigns running in my area, two are using variant/amalgamations of the COP deities (the third is not using gods of any kind, but then again he also designs things like Trodans and Morths whole steal from honest adventurers...grumble...grumble). Of the fifteen gods written up, there is nary a one that is not useful. Highly recommended.

Foes: by David Forthoffer. At less than a penny a monster, you can't go wrong. Foes provides over 1200 pre-rolled Runequest monsters, ready to play. Listed are all the intelligent creatures from the Runequest rules, divided up by general type (all dragonewts together, all trolls together, etc.) and further subdivided into categories of average, better, best. There are even a few turkey monsters like a poor dream dragon. Also included are a set of standard Inn occupants to amuse and entertain players, not to mention relieve them of any jingly burdens. This book is COMPLETE!! (even down to the Nasty Tax Collector and Co.). The physical presentation is up to par with Chaosium

standards. It is 112 pages long using the so-called perfect binding method of book construction (so called, because all pages lie permanently flat, not like saddle stitched booklets) with a heavy cover stock. I don't personally care for the rendering of the cover (at least its not another pseudo frazzetta) but the cover in no way affects the quality of the contents. The interior illustrations help provide a scale between the various creatures and peoples and I especially liked the silhouettes in the inside front cover. If you judge RQ and have spent hours rolling dice and speccing stats, you will appreciate this book. Less time has to be spent on rolling up the creature allowing more time to personalize it.

Questions and Answers Concerning Runequest

Occasionally, my work requires me to talk with Greg Stafford of Chaosium fame and when I do, I usually pop a few questions that have come up in the games I run and play in into the conversation. Here are the few that come to mind:

Q: Can an elemental be Demoralized, Befuddled, etc.?

A: Yes. A Demoralized Elemental will be treated as a Demoralized creature in all respects. However, in the case of a Darkness Elemental (shade) its fear/shock ability is still usable, since it is a natural ability and not a magic spell.

Q: Does the Disruption portion of the Warding Rune Spell automatically hit a character passing through, or does the character get to make a resistance roll?

A: It automatically hits. That is what makes it so nasty.

Any other questions sent or that I come up with will be answered in future columns.

An Idea for a New Spell

Force Blast: Duration instantaneous, Range 80 m.; Non-reusable.

This 2 point Rune Spell, is in effect a last ditch suicide spell, usable against a single opponent when all hope is lost. When cast, it hits the opponent desired with a single Disruption Spell in each and every hit location, with damage rolled separately for each location. To do this, it also drains a point of battle magic power for each location affected. Thus a Snake would only drain 3 points of power, but a Walktapus would drain for 15 points of power. Remember, a character at zero power is a dead character. This spell may also be backed up with additional battle magic power to punch past counter magic or shield. However, then that power used will not be available to power the blast. This spell will not use stored power, but may be drawn from a Bound or Allied Spirit. It will drain all power from one source before tapping another.

From the Judges Guild we get the following offerings:

Broken Tree Inn is a grouping of loose scenarios surrounding an Elven Wood, a suspicious Inn and a Human Fort. It provides an interesting selection of pre-rolled Elves and Soldiers along with a possible way stop station for just about any campaign. This is not a Dungeon adventure.

Hellpits of NightFang: This one I've got to be careful on. Y'see, I wrote it, so anything I say will be backpatting. This is a dungeon adventure. It takes place in a trio of Limestone sinkholes that just reek of Chaos, Undead and Unfriendly inhabitants. I just recently got a hold of it and I can see that it will be some time before the characters in my campaign reach sufficient level to tackle it (by level, here I mean level of ability, not the ever present LEVEL found in other role-playing games). Its a good scenario. Just make sure you've got a Humakti priest along with you and you may survive.

Legendary Duck Tower and Other Tales: This is one I co-wrote with Rudy Kraft. Actually, I started it and turned it in unfinished when I departed the Guild. Rudy picked up the ball and did a fine job of finishing it. I am actually impressed. OK, so it has a funny name. Yeah, and its got a cover that parodies my Dark Tower scenario. Ducks? yeah, Ducks. Pretty nasty Ducks too. This is a flex-keyed scenario. By this, it means that most of the encounters are not located in any one spot. Their location on the map of the ruined city is determined by a roll of a D100. With Judge discretion, an encounter could be found anywhere. Who will dare Death-Drake Temple? Who will find the legendary Sword of Yäkkerpuhpie? Another good scenario that allows the Judge a lot of creative freedom, and yet does not require a lot of work to slide it into a campaign (hmmmm. . .my arm is getting tired patting my back).

Coming Attractions

I'm not going to reveal anything big, but coming from the Chaosium Inc. soon is the long awaited sequel to **Cults of Prax**. Written by a variety of writers at the behest of Greg Stafford, Cults II, better known as **Outland Cults** takes up where COP left off. It should be known as Outlawed Cults since many of the described religions are for the bad guys. No secrets will be revealed here, but there are Chaos Cults a-coming that will make even a well-heeled Rune priest or Rune Lord shake in his boots (I ought to know, I wrote one of the nasty ones). One of the characters encountered by Virturian Barosh in COP will be featured as the continuity character this time around. I think a summer release is projected and format will be the same as COP and RQ.

Money Saving (and Booklet Saving!) Hints

Take transparent shelf paper, available at most Department stores and cover all your Runequest booklets with it. Also use it to cover the center tear out pages from the RQ rules. By overlapping the edges and folding in, one creates a cover that won't tear, wrinkle easily or stain. This will greatly extend the life of your rules.

Time will tell what will be in store for the next selection of this column, if there will indeed be a next selection. If you've got Runequest ideas, send em in. While I don't think that **The Dungeoneer Journal** would become a strictly Runequest book, we could give the D&D crowd a run for their money, so to speak. Keep those cards and letters coming in (One card? One letter? Please???)

[In the next Runeletters Column, Paul talks about transfer Portalist Giant Spiders - ed.]

ANNOUNCING . . .

STEVE JACKSON GAMES

Yes, it had to happen. Steve Jackson — the designer of OGRE, G.E.V., and THE FANTASY TRIP — is now in business on his own. An independent publisher. Designing the kind of games you want to play — and producing them with the quality you'd expect from far more expensive packages. Full-color maps and covers . . . illustrated rules . . . multi-color counters . . . at \$3 per game! Read on . . .

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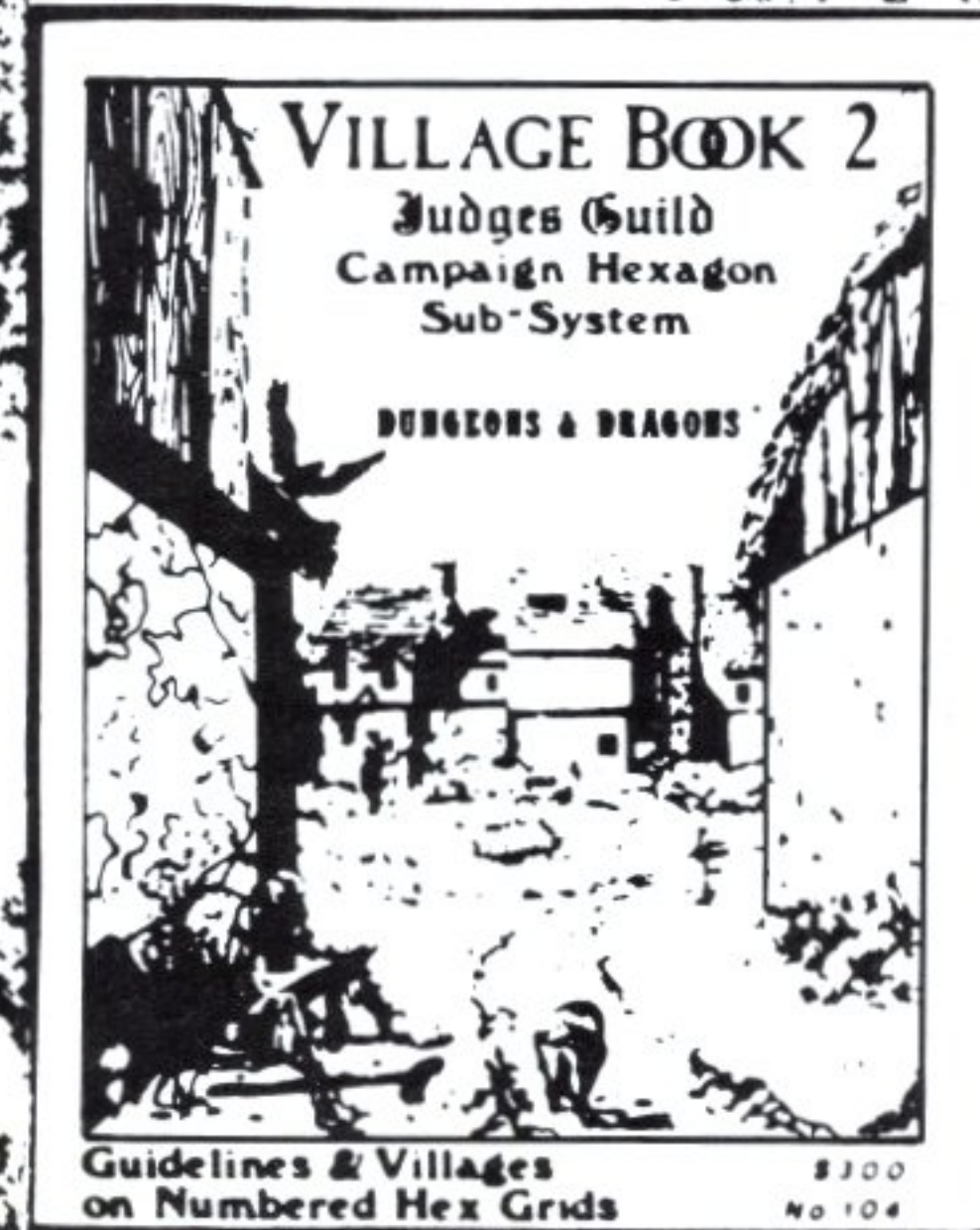
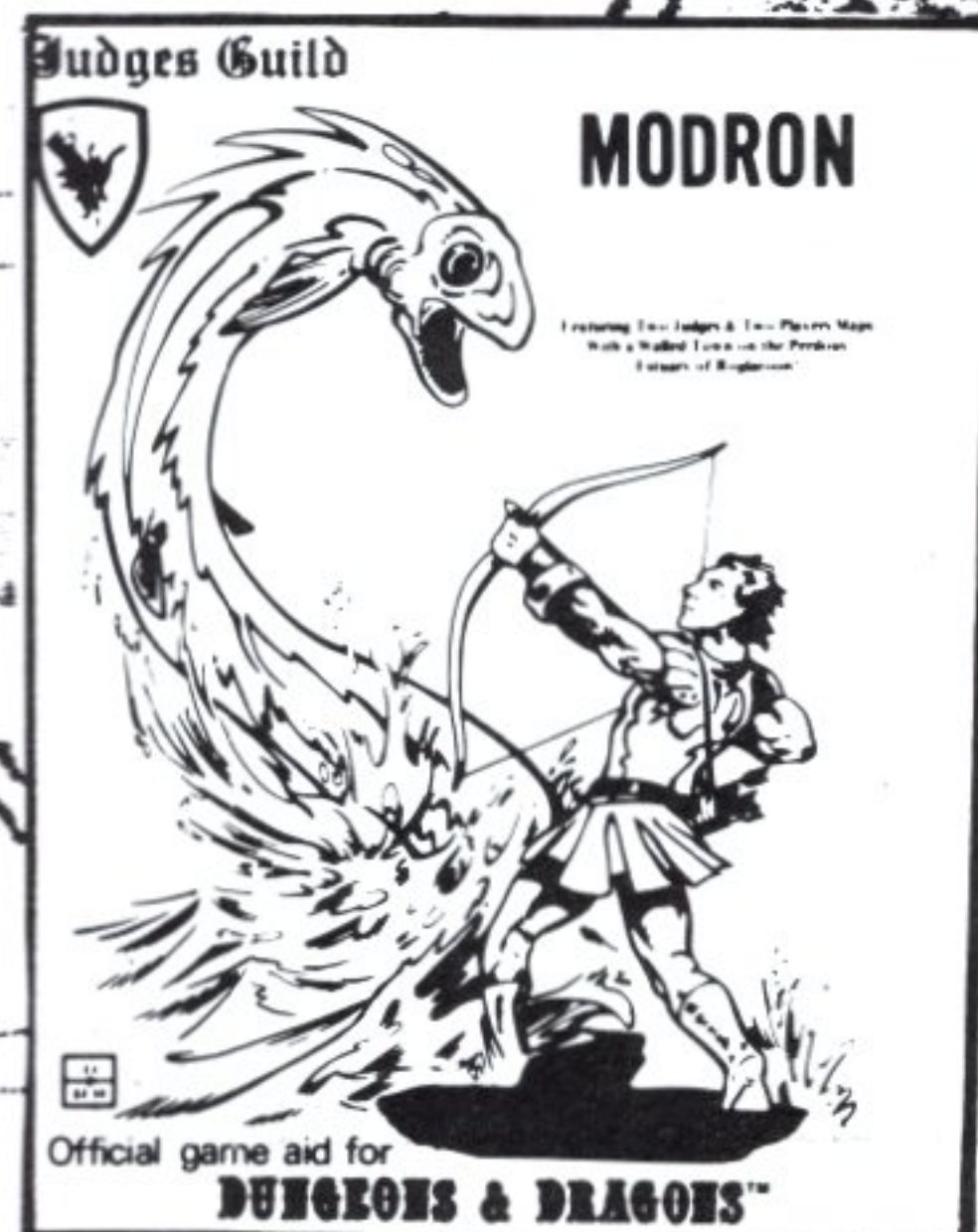
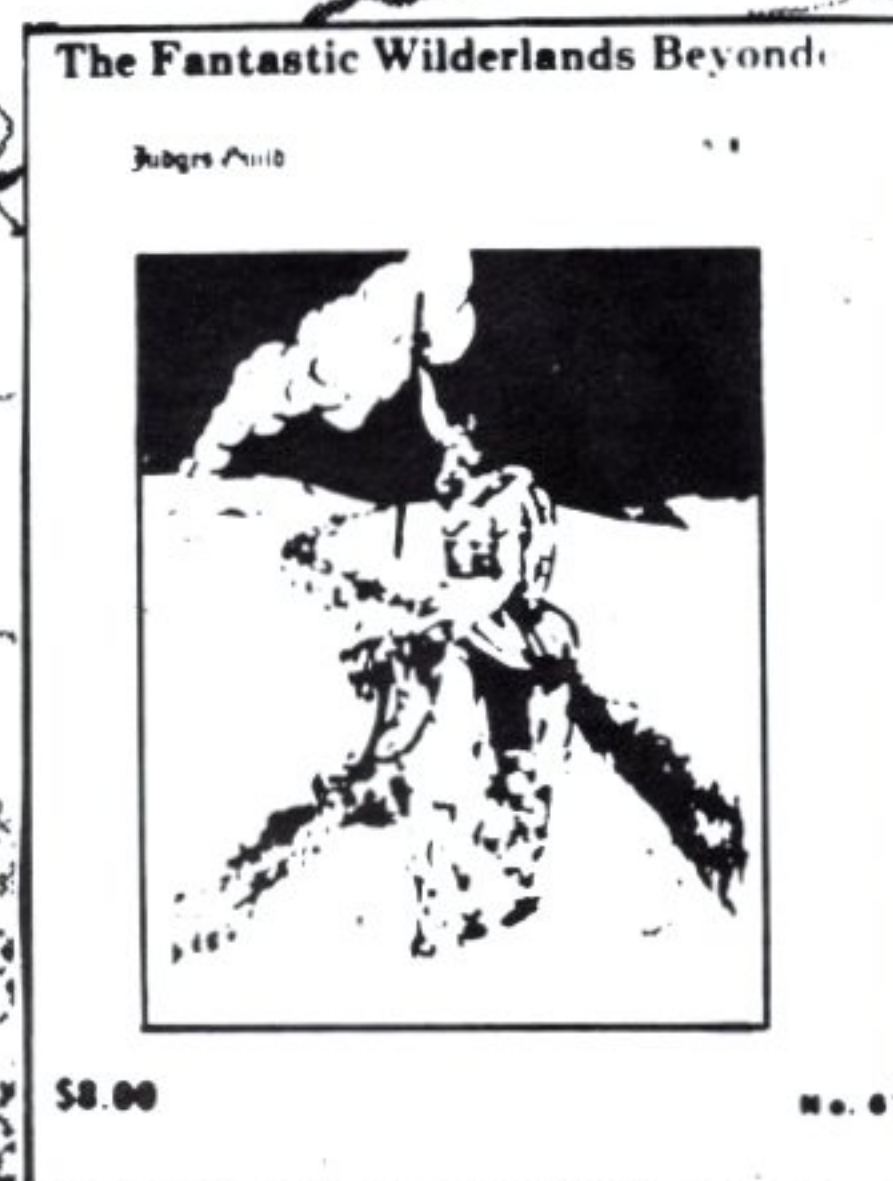
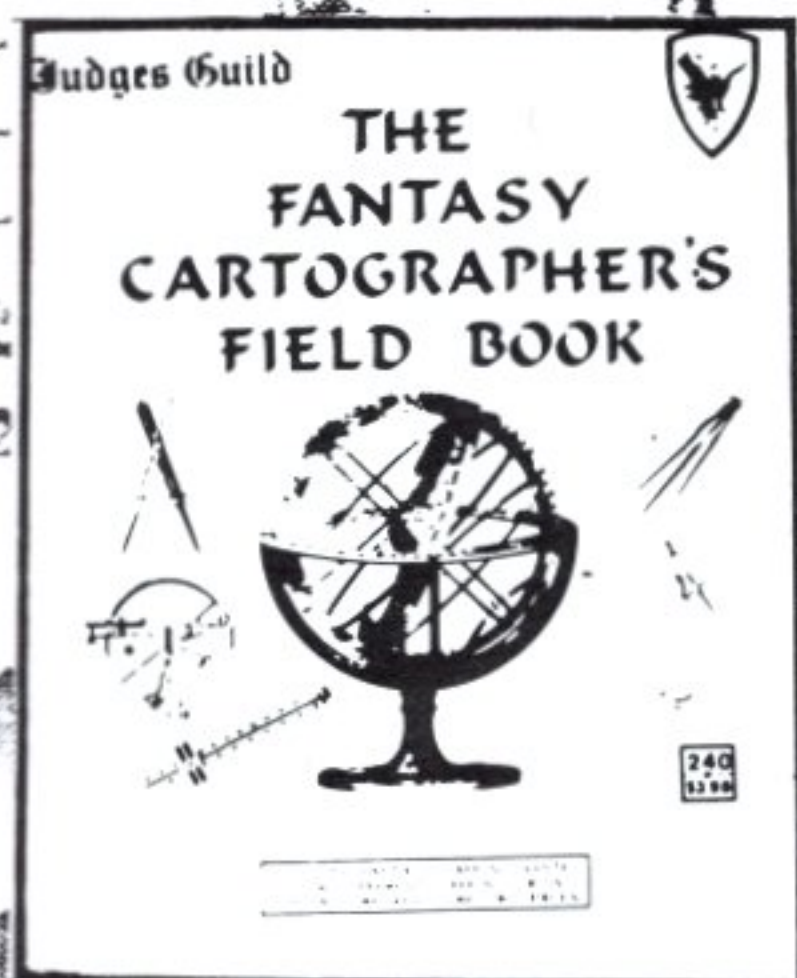
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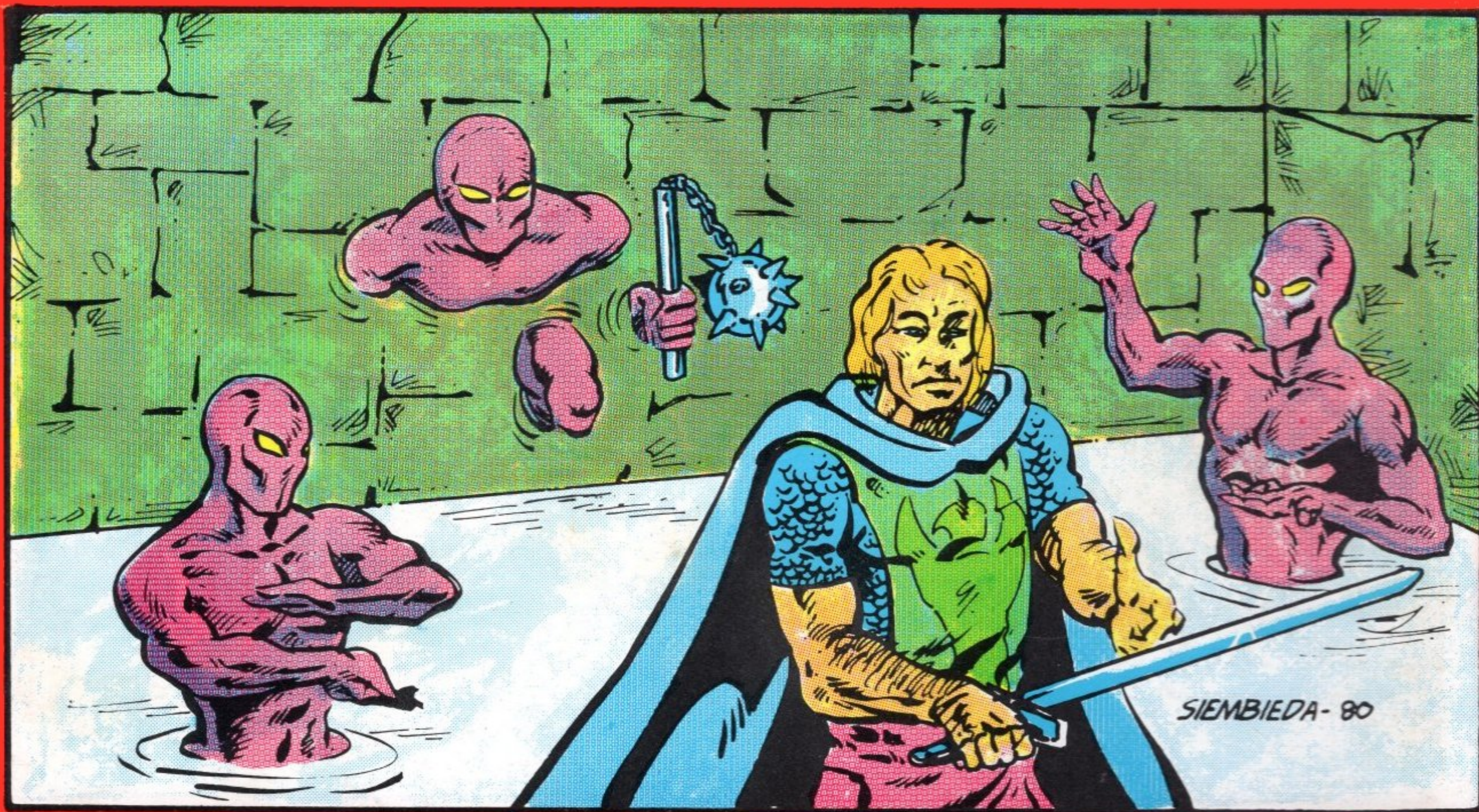
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