

FIRST ENCOUNTER

October 1982 NO. 3
FREE

ARTICLE ON HELMETS
PALADIN SOLO ADVENTURE
CRITICAL HITS & FUMBLES CHART
PUZZLE
ASSISTING COLUMNS
LISTED NSCA EVENTS



The 2nd Dragons Lair Open D & D Tournament

Held October 16 & 17, 23 & 24
at The Dragons Lair
7487 Edmonds St. (Vista Plaza)
Burnaby, B.C. Phone 521-4945

1ST PRIZE

CAVERNS OF THRACIA-CITY STATE INVINCIBLE OVERLORD-SWORD OF HOPE-CITADEL OF FIRE-DARK TOWER-ESCAPE FROM ASTIGARS LAIR-MINES OF CUSTAICON-MASTERS OF MIND-UNDER THE STORM GIANTS CASTLE-OF SKULLS AND SCRAFFAGGOT GREEN-OPERATION OGRE-WILDERLANDS HIGH FANTASY-GLORY HOLE DWARVEN MINE-WILDERLANDS OF THE MAGIC REALM-SURVIVAL OF THE FITTEST-FANTASTIC WILDERLANDS BEYOND-F'DECH FO'S TOMB-RESTROMEI -FIRST FANTASY CAMPAIGN-TOWER OF ILLUSION-TEMPLE OF RA-WILDER LANDS OF FANTASTIC REACHES-TOWER OF INDOMITABLE CIRCUMSTANCES-FRONTIER FORTS OF KEINORE-MALTESE CLUE-TREASURE VAULTS OF LINDORAW-PORTALS OF TORSH-THIEVES OF BADABASKOR-PORTALS OF IRONTOOTH-SPIES OF LIGHTELF-PREY OF DARKNESS-HEROIC EXPEDITIONS-WRAITH OVERLORD-INFERNO-TEGAI MANOR-MODRON-RAVENS CRAG, or A DRAGONS LAIR GIFT CERTIFICATE: VALUE \$250.00

2ND PRIZE

THIEVES GUILD I-RULES AND SCENARIOS
THIEVES GUILD II-TOMBS OF SHALE-CHUUN
THIEVES GUILD III-DUKES DRESS BALL
THIEVES GUILD IV-AGAINST THE BLACK HAND
THIEVES GUILD V-THE RADISHA MUST DIE

3RD PRIZE

DRAGONQUEST-ENCHANTED WOODS-PALACE OF ONTONCLE
THE CAMP OF ALLA-AKABAR-FRONTIERS OF ALUSIA-ARENA OF DEATH

Details

- 1.-Entrance Fee is \$7 per team member
- 2.-Team must consist of (5) Five Players
- 3.-Preregistration suggested-for further information call the Dragons Lair

SHORT & SWEET



R.S.C.A.

Events

- September 18-19 Michalmas Tourney
In Montengard (Calgary, Alberta)
- September 18-19 Feast of the Crescent Moon
In Wastekeep (Tri-Cities, Washington)
- September 25-26 Fall Tourney
In Appledore (Okanagan Valley)
- October 9 Harvest Feast
Blatha an Oir (Olympia, Washington)
- October 16 Marshals ball
In Wastekeep (Tri-Cities, Washington)
- October 30 Sambain
In Madrone (Seattle, Washington)
- November 6-7 Guy Fawkes Revel
In Sea Girt (Victoria, B.C.)
- November 13 Baronial Banquet
Lions Gate (Vancouver)
- November 20 Dirty Old ladies Revel
In Three Mountains (Portland, Oregon)

Welcome to Issue # 3 of the FIRST ENCOUNTER magazine; Western Canada's Fantasy and War Gaming magazine. Well, I thought it had a nice ring to it anyways. I have lots of news to tell you readers. First, as you've might have noticed, the quality of the magazine has improved tremendously and there are quite a few new things in the magazine. The magazine is now printed on quality paper and we like to think, is full of quality articles. The magazine is now printed on 11"x17" paper, folded and of course stapled, and with the support of the advertisers, will stay this way. Again another new thing about the magazine, is the fact that I am no longer creating the magazine all by myself, (It's about time). As you might have noticed from the credit list, below, I have some writers and artists helping me, and they do deserve a lot of credit for their advise, work, and time spent helping me. I would like to thank publicly ERIC HOTZ who did last Issue's Cover and this Issue's cover as well.

Kelly P. Villemaire
First Encounter-Editor

Credits

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Advertising Information

First Encounter is published bi-monthly by Western Canada Press. If You or your business would like to advertise an announcement, convention, sales, etc in our magazine, these are the rates for 1982.

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To the Editor:

Great magazine! The "Seige Engines and Castles" article (In Issue No. 2) was fantastic; thanks! The secondary skills section was also very good. I'm looking forward to more. In addition, I thought all the ad's were very good; lots of good deals. I'm really looking forward to the next issue.

Good Luck in the future
 Paul Charman
 North Vancouver, B.C.

DITTO! EDITOR.

Mail to: First Encounter, 5249 Rumble St., Burnaby, B.C. V5J 2B7

To Kelly P. Villemaire

Sir, As referee in a large group of avid personnel in the science fiction role playing game called 'Traveller', I feel it is my right to protest the absence of Traveller articles in your First Encounter magazine I have picked up, in my nearby hobby store, The Hobby Horse. Here, out on Trin (3235), I found a need for good Traveller articles, similar in quality to your Dungeons and Dragons Tm. information.

I know I would find such articles a tremendous help in engineering exciting and more accurate adventures in which my players will endeavour to complete.

Capt. Grant Berezan
 Senior Scout,
 Scoutship; Starburn
 Surrey, B.C.

DEAR GRANT, IN THE NEAR FUTURE (ABOUT 2-3 ISSUES FROM NOW), I HOPE TO HAVE THE MAGAZINE ABLE TO CATER TO YOU SPACE GAMERS, BUT UNFORTUNATELY, AT THIS POINT, IT IS NOT POSSIBLE. PLEASE BE PATIENT .

Search-A-Word Puzzle

Sponsored by Good Stuff Games, Mission, B.C.

Find the words, listed on the right hand side of the page, as they are hidden in the puzzle horizontally, vertically, diagonally and backwards.

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 F C A E Y E E N N U R Q I W G X
 G V O U C M R M I E F U D V R L
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Helmets

by Kelly P. Villemaine

The reason for this article on helmets is simple.....to put a bit of realism into Role playing games. This article can be helpful along with the OOPS & OUCHES chart in this Issue of the magazine. An example of where it can be used, is in using the critical hit chart with Edged/Cleaving weapons, where a player has rolled with percentile dice a #97 as it states the opponents throat is cut; immediate death unless helmed. Well, What if the opponents helmet doesn't protect his throat? Don't you think he then should be dead?

Have you ever noticed on your character record sheet it states for your statistics - Armour type, condition of Armour, Shield types, helmet type? What do you put down for helmet type? What does it look like? What areas of the head and face does it protect? A lot of unanswered questions, eh?

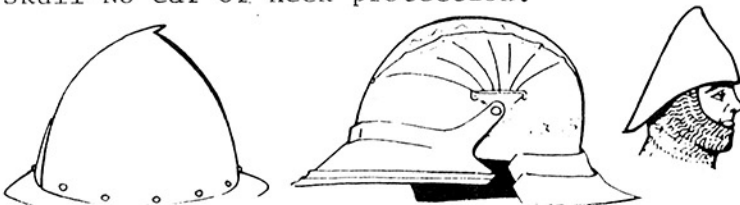
Well, I have developed a system that identifies your helmet type and it is in fact a simple system, using diagrams in many cases. I will also explain about coifs and the help that they give to your protection.

The system devised is simple, you write down in abbreviation form, what part of the head and face is protected, using these prime letters, making combinations.

- S-Skull protected
- B-(Brow) Eyes
- E-Ears
- Ch-Cheeks
- N-Nose
- Ne-Neck
- M-Mouth area including chin, jowls, cheeks.

One letter always preceding the others in combinations, to form a helmet type is the letter S representing skull protection. Read on, and look at the illustrations and you'll quickly see how simple the system is.

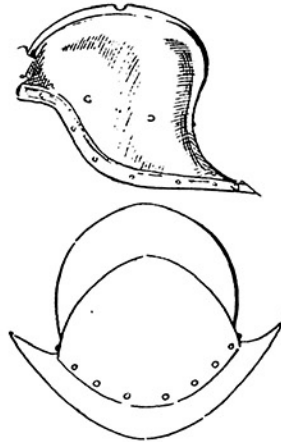
This is simply a skull cap, so this is simply labelled as a "S" type helmet. This helmet offers no viewing penalties, as the other types often do, but again it only protects you against critical hits related to the skull - No ear or neck protection.



The skull cap is available in many different styles much like the other helmets, and the going rate for one is 10 g.p. This helmet can be worn by Fighters, Paladins, Clerics, but for rangers, this is the only type of helmet they can wear.

The next type of helmet is the S,N. type which of course protects the Skull and Nose. This type of helm causes no viewing penalties much like the skull cap, and is available for a cost of 10 g.p., 16 s.p.

A very popular type of helmet, is the S,E. type which protects only the skull and ears. These retail for 11 g.p. and are available in the various styles shown below.



S,E Type helmet attached to coif






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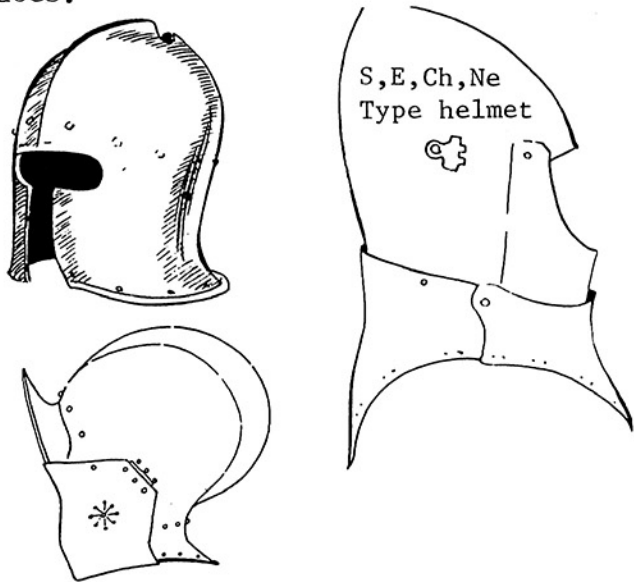
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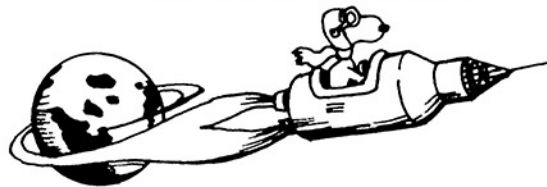
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Another very popular type of helmet is the S,E,Ch type (Shown Below) which offers great protection for the entire Skull and side of the face. This type of helmet retails for 11 g.p. and 16 s.p., and it is a type of helm that causes no viewing penalties, although at first glance you would think it does.



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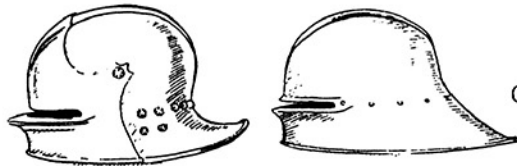
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It seems that in this system, that has been devised, that certain combinations in protection of the face, can produce a lengthy Abbreviation. A good example is the helmet shown on the right. It is labelled as a S,E,N,Ch, type helmet, which seems like a lengthy title, but that's about as long as it gets, so it really is not a complicated system, you understand. This helm retails for about 12 g.p. and 9 s.p., and like the others cause no viewing penalties



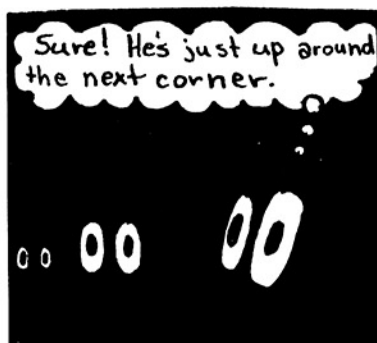
Shown below is a S,N,E, type helmet which obviously protects the skull, ears and nose. The helmet retails for 12 g.p., 7 s.p., although the one shown below on the left, which has a visor that lifts up, retails for 13 g.p. When using SEN helmets the wearer suffers a -1 to hit an object or opponent. Even though a fighter is trained to fight with helmets, there is a -1 to hit, because of the limited vision. This even applies to players with an 18 dexterity. If you like, you can say that magical helmets of this type cause no viewing penalties.



Continued on Page 7

Q- CAN YOU MIX D&D WITH VIDEO GAMES?

A- NO, GAME ENDS TOO QUICK



The system, we have designed here for Critical Hits & Fumbles is for A D & D Playing Mainly. The procedure is simply a roll of a Natural 20 is a perfect hit, and a 1 is a pitiful miss.

What if the creature, or character Needs a 20 to hit a person or thing? Is it fair that, if it does hit, it will be a critical Hit? What we have done to answer these questions is this.... if a 20 is needed to hit, and is in fact rolled, then roll percentile dice, where upon 15% or less is rolled, it is indeed a critical hit. If over the 15% margin is rolled, then just normal damage is done.

A DM or GM, must use their discretion on certain critical hits. A good example is a Halfling rolling a 20, then using his dagger, rolling a critical hit stating-Leg cut off at Torso. Great, except what if he is fighting a Storm Giant.

FUMBLE RULES

After a fumble, the opponent, always gets first hit in the next melee round.

CRITICAL HIT RULES

- After a critical hit is scored, the attacker immediately gets the next attack, regardless of whether he/she or it attacked first or last.
- Any good hit or bad miss, which is a result in bodily damage done to any creature or humanoid type, must roll versus system shock. If the roll fails, the creature or character falls unconscious until revived or 2-12 minutes which ever comes first.
- Any weapon dropped or broken, must be regripped or picked up, thus attacker gets one free immediate attack.
- On any hit, which involves damage taken to the hands, fingers or thumb of a character, the following abilities will suffer; rolls, for the remainder of the battle. Climbing ropes/walls are impossible Picking pockets/locks are at penalties depending on damage and up to the DM.
- On any critical hit, which either severs crushes or punctures any appendage---- (Arms or legs), the victim of the critical hit, then attacks at a -2 on all to hit
- When an attacker is using a weapon, which has more than one function, he/she must state the method of attack. Two good examples are spears, which can be both a thrusting or missile weapon. A glaive is both a thrusting or edged/cleaving weapon.

OOPS and OUCHES

(Critical Hits and Fumbles)

by *Cameron Munn, Kelly Villemaire,*
and *John Edwards*

- If at any time, a player's weapon arm is incapacitated and/or the player chooses to use other arm or hand, he or she hits at -4, unless ambidexterous. To see what hand your player is roll a d10. 1-7 right handed, 8-9 left handed, 10 ambidexterous.
- Any hand, foot, arm, leg etc., totally severed (cut off), causes the wounded person to lose 1 hp, each 3 segments, until bound properly.

<u>REMEDIES</u>	<u>RESTRICTIONS</u>	<u>FUNCTIONS</u>
Cure Critical Wounds (Clerical)	must be obtained within 3 weeks	cures any injury except amputations and/or loss of Intelligence and Wisdom
Cure Blindness (Clerical)	Cures eye injuries except where the eye has been removed	regain total sight
Heal Spell (Clerical)	must be obtained within 6 wks	Cures everything except amputations
Wish (MU)	None	Anything
Regeneration (Clerical)	Will not restore Intelligence or Wisdom	Mends amputations
GOD LIKE INTERVENTION	Up to DM	Up to DM

Weapon, Armour, and Shield Damage

NOTE: If any of the following rolls do not apply, (i.e. A magic user does not wear armour) DOUBLE DAMAGE is then inflicted!

- 01-04 Helm slips; roll Dex. to fix each segment, no attacks until corrected
- 05-06 Helm Removed
- 07-09 Helm destroyed
- 10-11 Helm destroyed; lose ear and 1 pt. of charisma
- 12-13 Helm destroyed; stunned 1-6 segments
- 14 Helm destroyed; stunned 1-4 rounds
- 15 Magical Helm destroyed; all magical properties negated
- 16-21 Shield knocked away: (Roll d8 for direction and a d10 for distance in feet)
- 22-37 Shield broken; Wooden Only
- 38-44 Shield broken; Studded or wooden Only
- 45-49 Shield broken; Any, except magical
- 50 Shield broken; Any
- 51-54 Weapon knocked away: (Roll d8 for direction and d10 for distance in feet)
- 55-57 Weapon breaks; Tip, top or head snaps; (Pole arm is useless, any sword is usable, but at -2 damage)
- 58-62 Weapon breaks; Shaft snaps; pole arms useable, doing 1-4 hp damage when used, all other weapons useless
- 63-64 Weapon breaks; handle or tail snaps; any pole/arm still usable at full damage, but must be regriped
- 65 Opponents magical weapon broken; useless
- 66-69 *Leather or padded armour damaged; no effect if blunt weapon used
- 70-71 *Leather or padded armour damaged
- 72-75 *Studded Leather, leather or padded armour damaged; no effect if blunt weapon used
- 76-77 *Studded leather, leather or padded armour damaged
- 78-80 *Ring, Chain, Studded leather, leather or padded armour damaged; with puncture weapon only
- 81 *Ring, chain, studded leather, leather or padded armour damaged; with puncture or edged/cleaving weapon only
- 82 *Ring, chain, studded leather, leather or padded armour damaged
- 83-86 *Scale, banded, or splint armour damaged; by blunt weapon only
- 87-88 *Scale, banded or splint armour damaged
- 89-90 **Any non-magical armour damaged; by edged weapon only
- 91-92 **Any non-magical armour damaged; by puncture weapon only
- 93-94 **Any non-magical armour damaged; by blunt weapon only
- 95-99 **Any non-magical armour damaged
- 00 Magical armour damaged; all +'s or -'s lost, (non-magical armour takes -3 penalty on armour Class

* Denotes a -1 penalty on any armour class

** Denotes a -2 penalty on any armour class

Critical Hit: Edged/Cleaving Weapons

Axes, Bardiche, Dagger, Fauchard, Glaive, Glaive-Guisarme, Guisarme, Guisarme-Voulge, Halberd, Partisan, Scimitar, Scythe, Sickie, Sword, Voulge

- 01-30 Double Damage
- 31-50 Triple Damage
- 51-60 Weapon or Armour Damage
- 61 Thumb removed on shield hand; (Use of this hand limited permanently)
- 62 Thumb removed on weapon hand; (-1 to hit and -10% on appropriate thieving abilities)
- 63 Nose Cut off; -1 on Charisma (If helmed nose broken; -1 Charisma for 6 weeks Only)
- 64-66 Nose cut off; -2 on charisma (If helmed, nose broken, -1 Permanent deduction on Charisma
- 67 Vocal cords severed; Now mute (No effect if helmed)
- 68 Ear removed; -1 on Charisma (No effect if helmed)
- 69 Ear removed; -1 on Charisma (Helm Removed if Helmed)
- 70-71 Eye removed; -1 on Dexterity and to hit, permanently (No effect if helmed)
- 72 Eye removed; -1 on Dexterity and to hit permanently
- 73-74 Knee Split; Movement halved and dexterity loss of 1-2 pts.
- 75 Knee Split; No movement for 2-12 rounds
- 76 Foot removed at ankle; -1 on Dexterity
- 77 Leg removed at knee; -2 on Dexterity; -1 with wooden leg
- 78 Fingers removed; -5% on thieving skills for every finger cut off (Roll a d4)
- 79 Shield hand removed at wrist (No effect if Shield)
- 80 Shield Arm removed at elbow (No effect if Shield)
- 81 Shield arm removed at shoulder (No effect if Shield)
- 82 Leg removed at hip; -4 on Dexterity; -2 with wooden leg
- 83 Shield hand removed at wrist
- 84 abdominal injuries; carrying capacity halved
- 85 Shield Arm removed at elbow
- 86 Chest injuries; carrying capacity halved
- 87 Shield Arm removed at Shoulder
- 88 Weapon Arm removed at wrist-See Rules
- 89 Weapon Arm removed at Elbow -See Rules
- 90 Weapon Arm removed at shoulder-See Rules
- 91 abdominal injuries; Death in 2-7 days
- 92 Chest injuries; Death in 1-4 days
- 93 abdominal injuries; Death in 1-10 turns
- 94 Chest injuries; Death in 2-7 turns
- 95 Abdominal injuries; Immediate Death
- 96 Chest injuries; Immediate Death
- 97 Throat cut; immediate Death (No effect if helmed)
- 98 Throat cut; immediate Death
- 99 Decapitated; immediate Death (No effect if helmed)
- 00- Decapitated; immediate Death

Critical Hit: Missile Weapons

Arrows, Bolts, darts, Javelin, Spear, dagger, Sling-bullets, Sling-stones hammer, hand axe, club, *

*for club and hammer used as missiles, consult critical hit; blunt weapons chart. For hand axe used as missile consult the critical hit; edged/cleaving weapons chart

- 01-60 Double Damage
- 61-82 Triple damage
- 83 Weapon arm struck; -1 to hit permanently
- 84-85 Weapon Arm struck; -2 to hit for 30 days
- 86 Weapon Arm struck -2 to hit permanently
- 87 Larynx pierced; no speech permanently (No effect if helmed)
- 88 Larynx pierced; no speech permanently
- 89 Blinded in one eye (No effect if helmed) -2 to hit
- 90 Blinded in one eye; -2 to hit in melee, -3 to hit using missile
- 91-92 Abdomen pierced; half movement for one week
- 93 Lung pierced; No movement or attacks until helped and no movement on own for 2 weeks
- 94 Struck in chest; death in 2-12 days, Further attacks at -2 to hit and movement at half speed.
- 95 Struck in Chest; death in 1-4 days, Further attacks at -4 to hit and movement at quarter speed.
- 96 Heart struck; instant Death
- 97 Throat pierced, Jugular ruptured; Death in 1-6 rounds, movement at quarter speed and further attacks at -6 to hit (If Helmed, no effect)
- 98 Throat pierced, Jugular ruptured; Death in 1-6 rounds, No movement or further attacks
- 99 Head struck; immediate death (No effect if helmed)
- 00 Head struck; immediate death

Critical Hit: Puncture Weapons

Bec De Corbin, Bill-Guisarme, Fauchard-Fork, Military Fork, halberd, Glaive-Guisarme, Guisarme, Guisarme-Voulge, Lucern Hammer, Lance (All), Partisan, Military Pick (All), Pike, Ranseur, Spear, Spetum, Trident, Voulge

- 01-40 Double Damage
- 41-66 Triple Damage
- 67-70 Weapon, Armour or shield damage
- 71-74 Abdominal injuries; hit at -1 and movement halved for 1 week
- 75-76 Chest injuries; Hit at -1 and No movement for 2 weeks, unless carried or helped
- 77-79 Shield arm struck; No use of shield arm for 1-4 days
- 80-81 Weapon Arm struck; Permanent -1 to hit
- 82-83 Weapon Arm struck; Permanent -2 to hit
- 84 Weapon Arm struck; Permanent -3 to hit
- 85 Weapon Arm struck; Permanent -4 to hit
- 86 Larynx punctured; No speech permanently (No effect if helmed)
- 87 Larynx punctured; No speech permanently-see note on cures
- 88 Blinded in eye; -1 on dexterity and to hit permanently (No effect if helmed) -3 to hit using missile weapons
- 89 Blinded in eye; -1 on dexterity and to hit permanently, -3 to hit using missile weapons
- 90-91 Abdominal injuries; Death in 2-12 days and half movement
- 92-93 Chest injuries; Death in 1-4 days and half movement till then
- 94 Chest injuries; Death in 1-10 turns, and half movement till then
- 95 Abdominal injuries; Death in 2-8 turns and half movement
- 96 Head run through; Immediate death (No effect if helmed)
- 97 Head run through; Immediate death
- 98 Heart punctured; immediate Death
- 99 Throat struck; immediate death (No effect if helmed)
- 00 Throat struck; immediate death

Critical Hit: Blunt Weapons

Mace, Flail, Club, Bo Stick, Hammer, Jo Stick, Morning Star, Quarterstaff

- 01-30 Double Damage
- 31-50 Triple Damage
- 51-60 Weapon, Armour or Shield damage; Consult Chart
- 61 Nose Broken; -2 on Charisma for 1 month (Unless helmed)
- 62 Nose Broken; -2 on Charisma for 1 month
- 63-66 Weapon arm struck; -1 to hit for one day
- 67-69 Weapon Arm struck; -2 to hit, 1st day; -1 to hit 2nd day
- 70-71 Weapon Arm struck; -3 to hit, 1st day; -2 to hit 2nd day etc.
- 72 Weapon Arm struck; -4 to hit, 1st day; -3 to hit 2nd day etc.
- 73-75 Leg struck, Fall to ground (No attack this round)
- 76-77 Ribs broken, Lung punctured; No movement or attacks until helped; No movement on own for 2 weeks
- 78 Groin struck; No movement or attacks, for 1-12 turns
- 79-81 Leg broken; -1 on dexterity for 6 wks.; 1/2 movement for 6 wks, then full movement afterwards
- 82-83 Leg broken, Multiple fracture; No movement for 6 wks, and -2 on dexterity permanently
- 84 Shield hand broken (No effect if shield being used)
- 85 Shield hand broken; Useless for 6 wks; -1 on dex. for 6 wks
- 86 Shield arm broken, Multiple fracture; Useless for 6 weeks and -1 on dexterity permanently
- 87-88 Weapon Hand broken; No attacks for 6 wks., with this hand and immediately drop weapon
- 89 Weapon Hand crushed; Drop weapon; No attacks permanently with this hand
- 90 Weapon Arm broken; No attacks with arm for 6 weeks
- 91 Weapon Arm broken, Multiple fracture; No attacks with this hand permanently
- 92 Chest struck; stunned 1-6 segments
- 93 Chest struck; stunned 1-4 rounds
- 94 Skull hit; lose 1-4 pts of Intelligence & 1-2 pts of wisdom (No effect if helmed)
- 95 Skull hit; Lose 1-4 pts of Intelligence & 1-2 pts of Wisdom
- 96 Skull hit; Lose 1-8 pts of Intelligence & 1-4 pts of wisdom and unconscious for 24 hours
- 97 Skull crushed; Death
- 98 Rib cage crushed; Death
- 99 Head hit, Neck broken; Death (no effect if helmed)
- 00 Head hit, Neck broken; Death

Fumbles

- 01-20 Off Balance and -1 to hit next segment
- 21-28 Off Balance and -2 to hit next segment
- 29-35 Off Balance and -3 to hit next segment
- 36-40 Off Balance and -4 to hit next segment
- 41-42 Sweat runs in eyes; blinded for 2 segments, -4 to hit
- 43-48 Slip and fall; opponent gets free attack (Roll dex. to save)
- 49-50 Slip and fall; opponent gets free attack
- 51-54 Weapon tangled with opponents; neither attacks next segment
- 55-56 Shield tangled with opponents; No attacks for either next segment (No effect if both opponents or if only one has no shield)
- 57-58 Drop shield; (No effect if no shield)
- 59-60 Twist ankle; -1 on dexterity for 1-6 rounds & half movement
- 61 Twist ankle; -2 on dexterity for 1-6 rounds & half movement
- 62-63 Trip and fall; stunned for 1-6 segments
- 64 Trip and fall; unconscious for 1-4 rounds
- 65-69 Dropped weapon; Opponent gains one free attack
- 70-72 Weapon knocked away (Roll d8 for direction, d10 for distance in feet)
- 73-75 Helm slips (Roll dex. to fix each segment or fight at -2)
- 76-77 Helm slips (Roll dex. to fix each segment or fight at -4)
- 78-80 Weapon breaks; Useless (100% chance minus 25% for each plus or ability of weapon)
- 81-84 Hit friend; Half damage
- 85-87 Hit self; Half damage
- 88-90 Hit friend; Normal damage
- 91-92 Hit self; Normal damage
- 93-94 Hit friend; double damage
- 95 Hit self; double damage
- 96-97 Roll twice, ignoring this, and duplicate rolls
- 98-99 Critical hit friend
- 00 Critical hit self

Critical Hit: vs. Animals

This includes the ape family, birds, bears, reptiles, giant insects, arachnids (Spiders), canines (Dogs), felines (Cats), herd animals, fish, dinosaurs, dragons, amphibians, ottyughs, horse type creatures, rodents, etc

This does not include mollusks, slimes, jellies, oozes, etc

- 01-40 Double Damage
- 41-53 Triple Damage
- 54-57 Limb injured; -1 to hit for 1-12 days
- 58-60 Limb injured; -2 to hit for 1-12 days
- 61-62 Limb injured; -3 to hit for 2-12 days
- 63 Limb injured; -4 to hit for 3-18 days
- 64-65 Limb removed or dislocated; Lose 1 hp every 3 segments.
- 66-68 Limb removed or dislocated at (claw, paw, tentacle, hand etc); lose 1 hp every 3 segments
- 69-70 Mouth area or jaw damaged, No attacks by peck, bite etc.
- 71 Eye blinded; -2 to hit every attack
- 72-75 Snout, beak, tentacles, mandibles, etc struck; immediate retreat
- 76-77 Chest struck; stunned 1-6 rounds
- 78-80 Head struck; stunned 1-10 segment
- 81-82 Abdominal injuries; death in 2-8 days
- 83-84 Chest injuries; Death in 1-6 days
- 85-86 Abdominal injuries; Death in 2-8 turns
- 87-88 Chest injuries; Death in 2-8 turns
- 89-90 Abdominal injuries; Death in 2-12 segments, No movement
- 91-92 Chest injuries; Death in 1-10 segments, No movement
- 93-95 Decapitation; Immediate Death
- 96 Abdominal injuries; Immediate death
- 97-98 Chest injuries; immediate death
- 99-00 Skull crushed; immediate death

For any creature over 25' in length, height, width etc, treat

- 01-80 Double damage
- 81-98 Triple damage
- 99 Throat cut; immediate death
- 00 skull crushed; immediate death

Answers to Search A Word puzzle on Page 1

K K I W P Q I X Z C G B A P C X
 L U Z N Z E C H T W Z I N D D T
 H Z P T T I U N Q F Q G T C Y D
 F C A E Y E E N N U R Q I W G X
 G V O L C M R M I E F U D V R L
 F A P M P N L S L V B D O J A E
 T P S I M Z A L T R E B T L V X
 O X U T W U E Y B E E R E W I I
 R O S V A V N M O L L B S T T W
 E W X X A R Y I N V W L C E A X
 F O G R A C S U C I R Y A C T I
 E U T E W R O H J A E I L R I R
 R G H R E C L U I G T M A O O T
 E E O S N E R E U P V O P I N A
 E C A E P S I O N I C U R E C M
 P L G Z S N O I T C N U F L A M

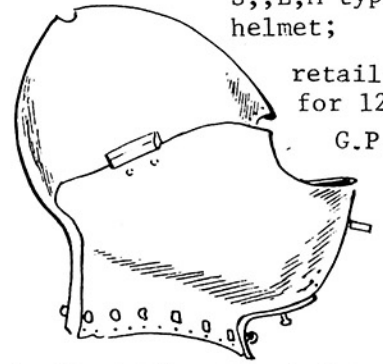
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NEXT ISSUE :
THE MONSTERS
STRIKE BACK !

In regards to any helmet with a thin eye slit for viewing, when wearing these type of helmets—Fighters, Clerics and Paladins all fight at -1 until they reach 3rd level. By 3rd level the player is used to fighting with this style helmet. To the right is a picture of a S,M,N, type helmet which by now, everyone should know protects the Skull, Nose and Mouth. Worn underneath the helmet is a coif, which will be explained about later in the article. Again, the thin eye slits on this helm causes a -1 to hit until your player reaches 3rd level.

Shown below on the left, is what is regularly a S type helmet, but with the hinged visor is put down, you can tell from the diagram, that it covers the mouth and chin area, thus there you have a S,M, type of helmet. On the right can be seen a S,E,Ch,Ne type helm, which retails for @ 13 g.p. A side view of one of these can be seen on page 3 of this magazine.



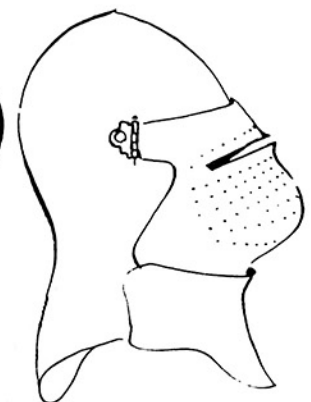
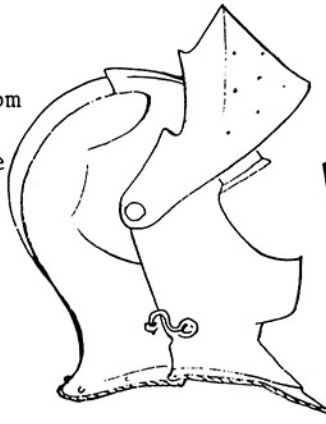
Here is a S,,E,M type helmet;

retails for 12 G.P.

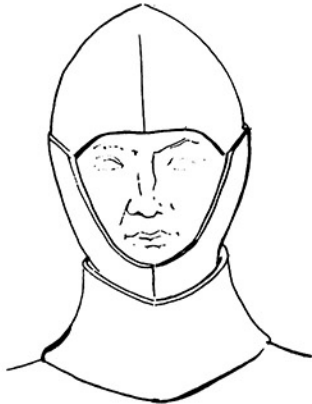
Closed Type helmets

Shown below are C,Ne type helmets which protect the skull, face and neck area, with only eyes vulnerable.

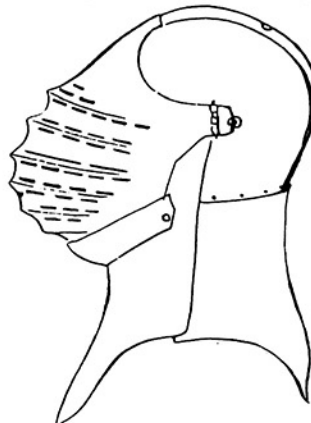
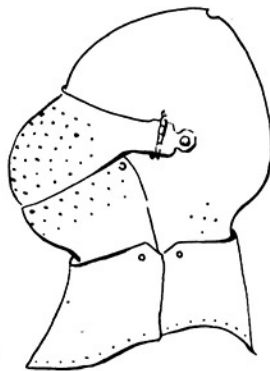
Cost; 14 gp, 14 sp



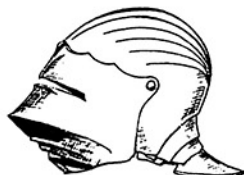
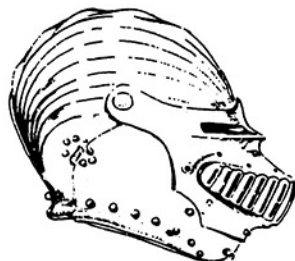
The best type of helmet is the C,Ne,B Type helmet, which retails for 16 G.P. The penalty for using these type of helmets is that there is a viewing penalty which causes -2 to hit at first level, until 3rd level is reached. At third level the fighter, Paladin or Cleric fights at -1 until 5th level is reached. If you find or buy this type of helm at later levels, you must keep the helm for the appropriate amount of time.



The next best type of helmet now, is one that would protect your skull, nose, mouth, Cheeks, and ears, but we're not going to call it a S,N,M,Ch,E, type helmet, because that is too lengthy, so instead we call it a C type helmet, or better known as a Closed type helmet. The only thing not protected is the eyes, and neck. Shown below are variations in styles of the C type helmet. They all retail for 15 g.p. Again, this type of helm causes a viewing penalty, and a -1 to hit until the player reaches 3rd level.



-Continued On Back inside Cover



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Gilligan Sting Speaks

by

John Edwards

The most effective offensive AD & D Magic User spell is of course, a fireball, right? NO! Then it must be a Meteor Swarm, right? NO! Then what you ask? How about that almighty AFFECT NORMAL FIRES? Joke, eh! Well, as you all know, this spell is a defensive spell, used to make fires larger to maybe scare away animals in the night.

It is sometimes mentioned Affect Normal fires only increases or decreases the amount of light, produced by the fire. Not So! If this were the case, I feel this should be called Affect Normal light. It states in the Players Handbook by T.S.R., in regards to this spell, that THE HEAT OUTPUT IS NOT ALTERED. The heat produced by the fire is not altered by the spell, only the area of the fire is. So, it only makes sense that any creature within the area of the fire should receive damage.

Example: In the last episode of a campaign I am in, a first level MU, (AC:7), stepped in front of me (A fourth level fighter AC:-1), to battle a troll, that surprised our party from the rear. All he had in his hand, was the torch we use to light our way. He cast his affect Normal fires Spell, as the troll was putting the finishing touches on snuffing out our cleric. The DM was surprised as the rest of the party, when The MU announced that he was affecting the fire of his torch, to increase outwards in the direction of the troll. The spell was looked up, and no damage was written up for this type of attack. The DM was put on the spot. Should the spell be allowed to be used for attacking? If so, what damage should be inflicted? The decision of the DM and some of the party members was interesting.

We decided that, since the spell exists for AD & D Tm., that it had to be allowed. The MU should be congratulated for using a normally laid back 1st level MU spell, usually labelled as Useless, in such an offensive manner.

The next decision on regards to this spell was about the damage, this spell would inflict to creatures caught within the area of a flame increased from a torch. We decided that the spell would do more damage than a normal torch (1-4 hp) but probably not as much as a Fireball. We figure that since the spell is only use -full, when the foe is within 5 feet (at 1st Level), The Troll (In our example), would easily strike back, nullifying the spell.

You must figure that an intelligent creature would either move out of the spells effective range or (If fearless) attack and take their medicine. The damage, we thought to be most appropriate, was 2-12 hp damage to any creature in range for the first segment. For each additional segment that this spell is still effective, or that the creature is still in range for, it receives 1-6 hp damage.

I thought that this spell should be brought to the attention of other Magic User's who got stuck with this "Useless" spell.

NOTE: All monsters that are attacked in this manner are eligible for saving throws vs. spell. If saving throws are made, only half damage is taken.

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The HAVE YOU, which will appear in almost every issue of this magazine, is designed to test your skill as a dungeoneer and your knowledge of AD & D Rules, monsters etc, as per the T.S.R. Handbooks. This mini-test, or Quiz offers adventure in various caverns, rooms or whatever, where you are to choose what seems to be the

best decision on handling your type of encounter. In certain cases, your best choice may be one, which will minimize the damage taken, but cannot prevent damage altogether. In every issue (We hope) we will have this Mini-test, using different races, and classes where you check off the decisions at the bottom of the page, and then when you are done, check the answers.

Good Luck!

Kelly P. Villemaire
et al.

CHARACTER DESCRIPTION

NAME: Edward Goodheart CLASS: Paladin RACE: Human SEX: Male LEVEL: 14
ALIGNMENT: Lawful Good LANGUAGES KNOWN: Common, Lawful Good Alignment
STRENGTH: 17 INTELLIGENCE: 13 WISDOM: 13 Religion: Greek
CHARISMA: 17 CONSTITUTION: 10 DEXTERITY: 13 Goddess; Athena

ARMOUR: Plate Mail, Large Shield, MAGICAL Closed Helmet that masks Telepathy
ARMOUR CLASS: 2 ARMOUR CLASS WHEN FIGHTING EVIL CREATURES: 0

WEAPONS: Normal dagger
+1 Long Sword, +3 vs. regenerating creatures
+2 Footman's Flail
+3 8 ft. spear

NOTE: Sword, dagger and spear head made of Steel

Clerical Spells-1. Command, Cure Light Wounds, Light
2nd Level : Speak with Animals, Slow Poison
3rd Level: Dispel Magic

MAGIC ITEMS: Ring of Invisibilty (One Charge) and it
lasts for 10 minutes at best

Special Abilities: Detect Evil
: Immune to Disease
: Cure Disease (Usable three times per week)
: Protection from Evil (Always)
: Can lay hands on self and cure
28 hit points anytime during adventure
so long as not at 0 hit points or less

SUPPLIES

Backpack
Vial of Holy Water in small sack
5 torches
4 flasks of Oil in Backpack
Garlic Bud in small sack
Silver Cross hung around neck
Silver Mirror in Backpack
1 week of standard rations
Sprig of Belladonna in Backpack

HINT FOR SUCCESS

Play your alignment
and study Demons and
devils in Monster Manual
by T.S.R.

HIT POINTS TO START WITH: 75

ENCOUNTER SELECTIONS Be sure to circle your one choice for each encounter

A-1 A-2 A-3 A-4 A-5 A-6 A-7 A-8 A-9	H-1 H-2 H-3 H-4 H-5 H-6 H-7 H-8
B-1 B-2 B-3 B-4 B-5 B-6 B-7 B-8 B-9	J-1 J-2 J-3 J-4 J-5 J-6 J-7 J-8 J-9 J-10 J-11
C-1 C-2 C-3 C-4 C-5 C-6 C-7 C-8 C-9	K-1 K-2 K-3 K-4 K-5 K-6 K-7 K-8 K-9
D-1 D-2 D-3 D-4 D-5 D-6 D-7 D-8 D-9 D-10	L-1 L-2 L-3 L-4 L-5 L-6 L-7
E-1 E-2 E-3 E-4 E-5 E-6 E-7 E-8 E-9 E-10	M-1 M-2 M-3 M-4 M-5 M-6 M-7 M-8 M-9 M-10 M-11
F-1 F-2 F-3 F-4 F-5 F-6 F-7 F-8 F-9 F-10	N-1 N-2 N-3 N-4 N-5 N-6 N-7
G-1 G-2 G-3 G-4 G-5 G-6 G-7 G-8 G-9 G-10	O-1 O-2 O-3 O-4 O-5 O-6 O-7 O-8 O-9 O-10

As you come out of the Bolt woods, and approach the house of the Sage you seek, you wonder if this will be your final adventure. You wonder if this Sage can help you...after all, you will be requesting a means to travel to the Planes of Abyss, in search of your friend Singus, the Magic User. Mere hours ago, Singus was showing you and your friends (Morgan Rayer; the Cleric, Gilligan Sting; a Paladin like yourself and Gilligan's linkboy Nobb), his new Gate Spell, he just learned. "Watch this guys" Singus said, and Poof! A Vrock (Type 1 Demon) suddenly appears! Singus could not have known this spell too well, or what it involved, because the demon seemed pretty ticked off. Just before the gate closed, the Vrock grabbed Singus, dragging him back to the planes from whence he came. Before we could help Singus, he was almost totally pulled in by this Demon, but he did have time to shout "QUICK, FIND CHUCK THE SAGE IN EXELTOR, ".

So here you are, just before Chuck's house and he might not even be here. My friends Morgan Rayer, Gilligan Sting and his linkboy went ahead, the fools. You decided to get some supplies first, before you started the search for poor old Singus.

You are just about to enter Chuck's house when you notice the house, which is usually well lit, is in fact very dark and dim. You slowly look into the slightly open doorway, and see nine giant sized Goblins torturing Chuck the Sage. You are about to charge in attacking these obviously Evil creatures, when you see a Map on the nearby table, with instructions on how to get to the Planes of the Abyss. Obviously Gilligan, Morgan Rayer, and Nobb were here earlier and found the way to help Singus. You now decide it is time to:

- A1-Cast Light Spell, then attack Goblins with Spear in hand
- A2-Cast Cause Light Wounds on the biggest looking goblin, then attack with Sword
- A3-Pull out Holy Symbol and attempt to turn them, holding spear ready in other hand
- A4-Walk up to them with Garlic bud in one hand, sword in the other
- A5-Grab the Map and instructions on table, then leave quietly
- A6-Attack immediately with Sword
- A7-Use Ring to turn invisible, then attack the goblins with your spear
- A8-Command one of the Goblins to sleep, then attack the others with your flail
- A9-Shout Surrender or Die, then attack with Flail if resisted

As you leave, you look at the map and instruction sheet of paper, more closely, and see that you must go through the Inkolon Forest, then enter the Mansion of the Undead, where supposedly there is a gateway to the Planes, you seek, in the cellar of the mansion. You are suddenly

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startled as two brownish coloured dogs appear in front of you and slowly approach you sniffing. You see the Inkolon Forest just up ahead, over the hill, and when you see the dogs are about 6 feet away from you, and no time to detect evil, will you;

- B1-Pull out holy symbol and attempt to turn them holding flail ready in other hand
 B2-Attack immediately with Flail
 B3-Attack first one immediately with Sword, then run to forest and hide in there
 B4-Cast cause light wounds on one, then attack with spear
 B5-Pull out spear, then wait for reaction, giving dogs initiative.
 B6-Cast light spell, then attack them with your spear
 B7-Quickly pull out vial of holy water, and sprinkle it on them
 B8-Throw two flasks of oil, then light them and attack with spear
 B9-Cast Speak with Animals, then wait for reaction, after saying greetings in Common, holding spear in other hand.

As you enter the Inkolon Forest, you notice that the closer you get towards the mansion, you seek, the worse the trees and bushes look. In fact, you notice that

when you have the mansion in sight ahead of you, it is surrounded by dead trees and red coloured rocks. About a thousand feet away from the porch at the front of the mansion, you see a creature, come around the right side of the structure. This large cat with two long tentacles coming from its sides was followed by two others of its kind. They slowly approach you, and you detect No Evil, from this beast, so you then decide to;

- C1-Pull out your spear and wait for reaction
 C2-Pull out dagger and immediately attack
 C3-Throw two flasks of oil at these beasts, light them ablaze, then attack with flail
 C4-Pull out Vial of Holy water, sprinkle it on them, then attack with sword
 C5-Use ring to turn invisible, then sneak past them, holding spear in hands
 C6-Cast cause light wounds on one of the creatures, then attack others with your spear
 C7-Use ring to turn invisible, then attack them with spear
 C8-Cast Speak with Animals, then try to talk to them, if no response, run to mansion, using sword for defense
 C9-Pull out all your rations, through it towards the creatures, then attempt to slip by them, holding dagger ready in hand

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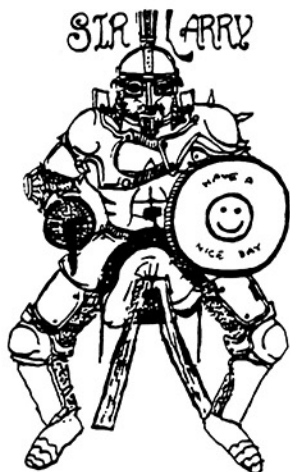


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 PARKWOOD MALL.....PRINCE GEORGE, B.C.
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 WOODGROVE MALL.....NANAIMO, B.C.
 LONDONDERRY MALL.....EDMONTON, ALTA.
 EDMONTON CENTER.....EDMONTON, ALTA.
 KINGSWAY MALL.....EDMONTON, ALTA.
 WEST EDMONTON MALL.....EDMONTON, ALTA.
 DEERFOOT MALL.....CALGARY, ALTA.
 CHINOOK MALL.....CALGARY, ALTA.
 MEDICINE HAT MALL.....MEDICINE HAT, ALTA.
 PARKLAND MALL.....RED DEER, ALTA.

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When you enter the mansion, after the past encounter, you see that inside this shabby building is rotted furniture, and there is in fact no windows. It is quite dark in there, so you light up a torch, then you hear the door close behind you, you turn around, and to your relief, you see nothing behind you. The first room that you now stand in, is roughly 40' x 40' and you notice that there is a door on the other side of the room. You go to it, open it, and see on the other side of this doorway is a 40' x 40' room, much like the one you just left. On the other side of this room is another door, and there is also one door to the left of you. You decide to go to the door on the left. You open the door and see a staircase running down, hopefully to the cellar. Suddenly, you hear a hissing noise coming from behind you, and you turn to see a vampire running at you, with two more coming from the doorway, that you decided against going to, in the first place.

Well, you decide to drop your torch and;

- D1-Attack them immediately with your spear
- D2-Cast Cure Light on self, then attack them with your spear
- D3-Use ring to turn invisible, then attack the Vampires with your sword
- D4-Pull out holy symbol and attempt to turn them, holding dagger ready in other hand
- D5-Pull out garlic bud, and leave it hanging by doorway, then run down staircase with your dagger in your hand
- D6-Pull out sprig of belladonna, bite it, then attack with spear
- D7-Pull out silver mirror, and leave it to hang by doorway, then exit down staircase with flail in hand
- D8-COMMAND one of the Vampires to Sleep, then attack others with spear
- D9-Use ring to turn invisible, then attack them with your sword
- D10-Pull out Vial of holy water, and sprinkle it on closest vampire, then attack the others with your sword.

As you go down the staircase, you see that the walls are of dirt, and when you reach the bottom of the staircase, you see it leads into a dirt tunnel, that is ten feet wide and turns to the right. You proceed down the tunnel, then you see a Giant Slug approaching you, half blocking the way. You decide to;

- E1-Use Ring to turn invisible, then attack the Giant Slug, with the flail
- E2-Cast Cause Light wounds on the creature, then attack it with your spear
- E3-Attack it immediately with Sword
- E4-Cast Speak with Animals, and offer it your food rations, holding flail in hand for defense, in case of a-tack
- E5-Present Holy symbol and attempt to turn it, Holding flail ready in other hand
- E6-Pull out vial of holy water, sprinkle it on the creature, then slip past it, with spear ready in hand
- E7-Throw two flasks of oil in front of it, throw torch to light, then run past it.
- E8-Attack immediately with shield held high, and hitting hard with flail
- E9-Walk past it slowly, ignoring it, holding flail ready in hand, in case it attacks
- E10-Walk past it cautiously, with flail in one hand and Holy symbol in the other

After you finally get past the Giant Slug, you move on down the tunnel, where you see an open chamber. It is quite dark there, so you cannot see the entire area, to see where an exit is, unless you explore the chamber entirely. You decide to go in the direction to the right, when you hear a muffled sound coming from the left. You quickly run in that direction, where you see your friend Morgan Rayer, half engulfed by a blob of green slime. You decide to;

- F1-Cast a light spell on the green slime, holding spear in other hand in case it attacks you.
- F2-Burn Morgan and the Green Slime with a Torch immediately
- F3-Cast cause light wounds on Green slime
- F4-Pull out holy symbol, and attempt to turn green slime off of Morgan
- F5-Pull out vial of holy water and sprinkle it on the green slime
- F6-Cure disease on it, holding dagger ready in other hand
- F7-Quickly scrape it off Morgan, using Sword
- F8-Cast Slow poison on Morgan, then burn the green slime with torch
- F9-Stab Morgan, with dagger and put him out of his misery
- F10-Hit the creature with the flail, quickly

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After the past encounter, you look a bit more in this dark chamber, and in fact you find an exit, which you promptly go through. A bit up ahead in the ten foot wide tunnel, you see a definite Black pudding moving in your direction. It sees you and slowly moves up in your range, about twenty feet away from you. So you wait until he is five feet away, then you;

- G1-Attack it with spear immediately
- G2-Throw two flasks of oil at it, then throw torch, and attack with flail
- G3-Throw Spear into it quickly
- G4-Cure disease on it, then leave
- G5-Use ring to turn invisible, then attack it with your sword
- G6-Slowly walk past it, with torch in one hand and flail in the other
- G7-Pull out mirror and move in towards the Black pudding, holding spear in hand for defense
- G8-Cast Speak to Animals spell, then approach with spear, telling it to leave
- G9-Cast cause light wounds on it, then attack with spear
- G10-Try to go around it, and outrun it, using dagger for defense

You proceed down the ten foot wide tunnel, for about a hundred feet, when you come across another chamber like the one before, except this one is much smaller, and appears empty, except for a body you see sprawled out in the middle of this fifty by fifty foot wide room. You quickly notice the body to be in fact the body of your paladin friend known as Gilligan Sting. You see that his plate Mail armour has no dents in it, and that his shield is only slightly damaged, but he does appear motionless. You decide to look at this room more closely before entering and all you can see is that it is an empty fifty by fifty foot wide room with a ceiling of fifteen feet in height. You do however see a potion of some sort of liquid in a bottle lying beside Gilligan's motionless body. You slowly approach the middle of the

room, before going towards the body of your friend Gilligan, you decide, it is time to;

- H1-Cast Cure Light Wounds on self, approach with sword in hand and pick up bottle after checking your buddy out
- H2-Use ring to turn invisible, approach with flail in one hand while picking up bottle with other, after checking body out
- H3-Cast Light Spell, near ceiling to fully illuminate the room, then check body, holding vial of holy water in hand, and then pick up bottle
- H4-Check body quickly, holding flail and holy symbol ready in hands, then pick up bottle
- H5-Check body quickly, holding dagger in hand and then pick up bottle
- H6-Cast Light spell, near ceiling to fully illuminate the room, then check body, holding Sword in hand, then pick up bottle
- H7-Light two torches, walk in room, check body, then pick up bottle
- H8-Check body quickly, holding holy symbol in one hand and dagger in other, then pick up bottle.

In this same chamber, you find a secret door which is very lucky for you. Behind the secret door, you see a corridor going down about sixty feet, ending at another opened chamber. As you proceed down, you notice that for some reason your torch seems to get dim and you keep thinking you're seeing something coming towards you. All of a sudden you see and realize that it is a shadow in front of you, and you realize that you must either be in or near the negative planes. You decide to;

- J1-Command (Spell) Shadow to Die
- J2-Attack immediately with Sword
- J3-Cast Light Spell, then attack with spear
- J4-Pull out bud of garlic, then approach it with spear in hand for defense
- J5-Throw two flasks of oil at it, then light with torch and attack with spear
- J6-Use ring to turn invisible, then attack it with spear
- J7-Pull out holy symbol and attempt to turn it, holding flail in other hand
- J8-Pull out dagger and attack immediately
- J9-Attempt to cure disease on creature to kill it, having spear ready in other hand
- J10-Throw dagger at it, then attempt to run past it, holding flail in other hand
- J11-Cast Dispel Magic, holding Spear in other hand for defense.

After the last encounter, you proceed down into the chamber you saw. Inside this chamber you see two ugly looking witches, both with black hair, and glowing red eyes. Their hands are taloned and their finger nails are of jet black. They appear to be making a deal of some sort, pointing occasionally at these medium sized sickly yellow worms with faces on them---faces of humans. You don't seem to detect Evil from the ugly females, but you definitely detect Evil, coming from the direction of the ugly yellow worms. Also in the one corner of this room you see what looks like a portal. Beyond the portal, you see something you and your friend Gilligan had seen before---the "Devils Pass" . You can tell because you simply see nothing beyond the portal---no darkness, no light, just a corridor going upwards. As you are lost in thought thinking about the feeling of being in hell again as you had been in the past, your thoughts are broken, by a shriek and you see one of the old looking witches pointing at you while the other one is trying to do a magic missile spell at you. You notice she keeps doing it incorrectly at you, for you have seen your MU friend Singus, do the spell many times. You realize she is slowly remembering the spell incantations, so you think quickly and;

- K1-Approach the yellow worms and threaten to kill them with sword, if she doesn't stop
- K2-Pull out garlic bud, then attack them with spear
- K3-Drink the potion, you found in room where you found Gilligan's body
- K4-Cast dispel magic, then attack with spear
- K5-Pull out holy symbol and attempt to turn them holding sword in other hand
- K6-Throw two flasks of oil at them, light them then attack them with spear
- K7-Pull out silver mirror and approach them with spear in hand for defense
- K8-Cast dispel magic, then approach yellow worms threaten to kill them, using Spear
- K9-Drink the potion, found, then run past the ugly witches, using spear for defense



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You leave the last room and run up the corridor which you know leads to the Astral Gate, which will get you the Planes of the Abyss, where you'll find Singus. At the top of the corridor you see a large portal, and at the right of it is a small tuning fork, hanging by a string, that dangles to the ground. You sit down, cross your legs, then ring the tuning fork against the wall. With the sustaining ring coming from the fork, the Portal opens up and you feel yourself leaving your body--turning into your astral form. You quickly go through the portal before it closes, catching a quick glance back at your motionless body beyond the portal. You go quite a ways travelling through this plane, and all the time you're travelling you think, it seems like hours, since you left your physical body beyond the portal, but in reality in the Prime Material plane it is mere seconds. Following the corridor for quite a while, you finally approach an opening, which leads into endless space. You are definitely in the Astral planes now, and you quickly move ahead gaining in altitude. You see a figure flying towards you,

and as it gets nearer, you see it as a creature with the body of a lion, face of a human and long feathery wings. You detect no evil coming from it, so you wait until it moves in much closer, and then you;

- L1-Attack it immediately with your spear, while telling it in Common to surrender
- L2-Pull out holy symbol and attempt to turn it, holding spear ready in hand
- L3-Use ring to turn invisible, then attack it with your spear
- L4-Drink potion found in room H, then attack it with sword
- L5-Wait for it's reaction holding dagger ready in other hand
- L6-Throw spear at it, then wait for reaction after telling it to leave, holding flail in other hand
- L7-Attempt to speak to it in Lawful Good, Holding Spear ready in hand

Leaving the last encounter you move on through the planes occasionally passing small boulders that float around you. These are roughly 30' in diameter, and seem to float about aimlessly. You notice on one of them ahead of you, there seems to be rotating, quite fast, which seems odd, then you see why that

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boulder and others like it, start dispersing and rotating past you at a tremendous speed. Ahead of you, you see psychic wind, approaching fast, and before you can move out of it's path, you are swept along with it, so fast everything passes by you, and after you are let go you realise you are indeed lost, ending up at a portal leading into yet another plane.

Beside this closed portal is yet another tuning fork which you hit against the portal creating an opening. Inside the other side of the portal you see, what looks like human blobs of melted flesh. In your carelessness in approaching these things to look at them you had let yourself be surrounded by these things. Ten of these creatures slowly move in towards you and you definitely sense Evil coming from these creatures, so you decide to;

- M1-Do cure disease on them, with flail ready if it fails, heading to the portal, to get out
- M2-Attack with Sword immediately, fighting towards the Portal, to get out.
- M3-Throw vial of holy water at ones closest to Portal, then fight your way out with Sword
- M4-Pull out garlic bud, and fight your way out towards portal, with flail in other hand
- M5-Command, one closest to portal, to Sleep, then jump by it, holding spear in hand
- M6-Use Ring to turn invisible, then attack them with spear
- M7-Cast Cause light wounds on creature, closest to portal way, then fight towards it, with Sword in one hand, dagger in other
- M8-Throw two flasks of oil, at ones closest to portal, light them ablaze, then attack with Spear.
- M9-Pull out holy symbol and attempt to turn these things, holding dagger in other hand
- M10-Pull out Sword, and wait for reaction
- M11-Cast Slow poison on these creatures, holding spear and dagger in other hand.

As you quickly leave the portal from, that last plane, you end up again in the Astral Plane. You slowly move about, passing many portals, much like the last one, all of a sudden you see salvation. In front of one of the Portals you see an Angel, dressed in a see-through white gown, with beautiful feathered wings, jetting out from her back. At her feet, tied up, by an odd looking rope is a body of a human of some sort. She greets you, and asks about your quest, and of what aid you require. She shows you the unconscious body of this human, which she says is a demon in disguise. She says she will help you in your quest, in the planes of the Abyss, which is beyond the portal behind her. But, you must kill this Evil creature, that is tied up. You approach, the body, which you recognize to be Nobb; your Paladin friend's linkboy. He

starts to become conscious, when she warns you about his spell casting, so kill him quickly before he kills you, she said. She then kills him quickly with a dagger,

- You quickly see her deeds as one of an Erinyes, and she to, can tell that you have seen through her disguise; You decide to;
- N1-Use ring to turn invisible, then attack her with your spear.
- N2-Pull out holy symbol and attempt to turn her with dagger ready in other hand
- N3-Throw two flasks of oil at her, then burn her and attack her with flail
- N4-Cast dispel magic on her before she summons other erinyes, then attack her with Sword
- N5-Cure disease on her to kill her, with Spear in other hand in case of failure
- N6-Pull out garlic bud, throw it at her, then attack her with Spear
- N7-Use ring to turn invisible, then attack her with your flail

After you enter the portal, and procede through this gloomy planes of the Abyss, your pathway is suddenly blocked by the Vrock, which captured Singus, who by the way, was being pulled by the hair, from this vile creature. The minute he sees you, you see him close his eyes for about three seconds, as you approach him. All of a sudden another Vrock suddenly appears beside him, plus a darkness surrounds them in a 5' radius, you then decide to;

- O1-Cast Light spell, in front of them, then attack with Spear
- O2-Cast Light Spell in front of them, then attack with Flail
- O3-Throw vial of holy water in the darkness area, then run in fighting with sword
- O4-Pull out holy symbol, attempt to turn, then attack with Spear
- O5-Drink potion found in Encounter H, then attack them with flail
- O6-Cast Light spell in front of them, drink potion found in encounter H, then attack with Sword
- O7-Cast cure light wounds on self, then attack with Spear.
- O8-Pull out holy symbol, attempt to turn, drink potion found in room H, then attack with dagger in one hand, sword in other
- O9-Use ring to turn invisible, then attack with Sword in one hand, dagger in other
- O10-Attack immediately with spear.

After your battle, and you untie, the now conscious Singus, you travel Home via spell from Singus, knowing you'll never forget this adventure in Hell!

For **DM'S** ...only!

by CAM MUNN

on Thieves: PICKING POCKETS

Thieves will usually find at some time during their adventures that they aren't really using their abilities to the fullest extent. I mean after all, what is a thief supposed to do; why STEAL of course!! Stealing from one another within a party can cause many INTERESTING incidents but can also cause just as many problems for you, the DM, and the players alike.

The ideal situation for a thief is of course a highly populated area such as a village or town. But what could a thief possibly do in such a busy town with crowded streets?! Pick Locks? Quite possible, but not a prime choice. Find and Remove Traps? Of course not! The thief will obviously help himself to some of the personal riches carried around by the townsfolk.

The thief loves to pick pockets and given the right opportunity will exercise his prerogative as often as possible, especially in a town situation. I find that there is little information to be found for the DM's use to determine the thief's REWARD for his efforts. By following the steps I've suggested below and by consulting the appropriate tables the DM, (with a few quick rolls of the dice) can determine the outcome of the thief's venture.

Step I: Roll percentile dice as determined in the TSR Player's Handbook tm. for thieving ability Picking Pockets.

Step II: If the attempt is successful roll percentile dice to determine if an empty pocket or pouch has been stolen. Any pouch or pocket has a 30% chance of being empty. Roll percentile dice. If 30% or less has been rolled the pouch stolen is empty. If the thief fails in his attempt consult the

the Reaction Chart. If the thief is successful in his attempt the consult the Pouch or Pocket Content Chart provided that the pouch is not empty!

POUCH OR POCKET CONTENT CHART

Roll percentile dice to determine contents.

<u>% roll</u>	<u>Contents and Amounts</u>
01-45	2-40 copper pieces (roll 2d20)
46-70	5-20 silver pieces (roll 5d4)
71-84	2-16 electrum pieces (roll 2d8)
85-94	2-12 gold pieces (roll 2d6)
95-99	1-4 platinum pieces (roll d4)
00	Special* gems, jewelry, magic, etc. (This pouch will contain only the Special item! up to DM).

*Note: The pouch or pocket will contain any or all of the COINS for. i.e. A roll of 97 will contain cp, sp, ep, gp, and pp; a roll of 43 will only contain cp.

VICTIM REACTION TABLE

Roll a d8 and play the NPC as stated!

- 1 attack thief and shout for guard.
- 2 attack thief immediately.
- 3 draw weapon, call guards forcing thief to wait. Strike if he tries to leave.
- 4 shout thief, attempt to grapple him, and call guards.
- 5 shout thief, and point him out
- 6 shout thief and run to guards.
- 7 give dirty look (hand on hilt of weapon, roll again if thief remains).
- 8 Laugh at his ineptness possibly directing him to a place of higher learning for thieves, (Thieves Guild).

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- A1-No damage as you momentarily blinded the goblins and gained the upper hand
 A2-Killed them all, but take 1 hp damage
 A3-They do not turn, and you take 2 hp damage
 A4-They smell you coming, take 3 hp damage
 A5-Take no damage, but lose all Paladin powers, for alignment deviation. No more Cure diseases, no laying of hands, no spells, and add 2 hp damage, to any damage taken, from evil creatures
 A6-Great Fight, kill all goblins, take 1 hp dam.
 A7-Great, No damage
 A8-Take 1 hp damage in exchange of blows
 A9-Take 2 hp damage, but for pleasing your Goddess and playing your alignment, to a T, you are granted a spell known, to be useable twice instead of the usual once.
- B1-No damage, these blink dogs, sniff at you, then leave
 B2-Take 6 hp damage, from battle with blink dogs
 B3-You kill first blink dog, but second one suddenly appears in front of you and attacks you on your retreat.
 B4-Take 4 hp damage from these blink dogs
 B5-No damage, these blink dogs sniff you, then leave you.
 B6-Take 5 hp damage from these blink dogs
 B7-These blink dogs enjoy the bath, then leave
 B8-Take 2 hp damage from these blink dogs
 B9-You can't speak to these blink dogs, but the leave you alone after sniffing you.
- C1-Take 10 hp damage from the displacer beasts
 C2-Take 12 hp damage from the displacer beasts
 C3-Take 7 hp damage from the displacer beasts
 C4-Take 12 hp damage from these displacer beasts
 C5-You sneak past two displacer beasts, but since they are 3' from where they actually there, you take 2 hp damage after bumping into 3rd displacer beast
 C6-Take 4 hp damage from displacer beasts
 C7-Take no damage from these displacer beasts
 C8-Take 12 hp damage from fast moving displacer beasts
 C9-Two displacer beasts, go for rations, 3rd one attacks, take 4 hp damage
- D1-Take 40 hp damage of incurable damage, due to energy drain, plus you lose all spells, lose one cure disease, and you now can lay hands for only 12 hit points. Lose 8 Levels
 D2- Take 30 hp damage of incurable damage, due to 6 level losses from energy drain. You also lose all spells, a cure disease, and now only lay hands for 16 h.p.
 D3-Take 5 hp damage of incurable damage, due to 2 level losses from energy drain, plus you lose a dispel magic spell, light spell and you now lay hands at 24 hp
 D4-You turn two of them, but third one, summons bat to knock cross out of hand, and you die due to usage of non-magical weapon (dagger) against Vampire.
 D5-No damage, they do not approach-Good choice
 D6-Same as D1
 D7-No damage, they do not approach-Lucked out
 D8-Same as D1
 D9-Same as D3, except take 10 hp of incurable damage
 D10-Same as D9
- E1-He doesn't see you, but sort of feels you, Take 1 hp damage from Acid spit, then run past it, as flail is useless
 E2-Take 4 hp damage from Acid spit
 E3-Take 8 hp damage from Acid spit
 E4-Doesn't understand, it attacks; take 24 hp damage, as flail does no damage against it
 E5-Doesn't work & Same result as E4
 E6-Take 15 hp damage from spit acid; Holy water does nothing
 E7-No damage, Slug retreats
 E8-Take 12 hp damage, before getting past it
 E9-Take 28 hp damage from four acid spits as you go by it
 E10-Take 24 hp damage from four Acid spits, as you go by it
- F1-Your friend dies, turns into green slime, you pray for him, then leave
 F2-You killed them both, you pray for Morgan then leave
 F3-Your friend turns into green slime, you then pray for him, then leave
 F4-Same as F1
 F5-Same as F1
 F6-Kills Green slime, Morgan gets up, thanks you, heals you for 2 hp, then finally leaves after trying to talk you out of going after Singus saying "It's impossible to help him"
 F7-You save Morgan, who cures you for 2 hp, then leaves, after trying to talk you out of going after Singus saying "It's impossible to help him now!" Also your Sword disintegrates and is no longer usable

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F8-Spell doesn't work,Morgan turns into Green Slime,they then both die from fire
 F9-He Dies,and there is no alignment penalties,as you killed him out of mercy
 F10-Same as 1,except your flail disintegrates and is no longer usable

G1-Your spear dissolves,but you do manage to get around it without taking damage
 G2-No damage;it retreats from flames,and you get around it no problem
 G3-Same as G1
 G4-No effect,take 12 hp damage,before you get around it
 G5-Sword dissolves,but you do get around it taking no damage
 G6-No damage,it avoids flames
 G7-It attacks you,eats through mirror,and you take 10 hp damage,before getting away
 G8-It attacks you,eats through spear,plus you take 24 hp damage,before getting away
 G9-Spear dissolves,plus touching it,to do Cause light wounds gives you 18 hp damage before you get around it
 G10-No damage,but you drop dagger

H1-Suffocated by surprise attack from Lurker Above-Dead
 H2-You find on paladin's dead body, an unknown potion,2 flasks of oil,2 days rations, a broken mace. As you leave room you notice a lurker above drop on the paladin's body-the obvious killer
 H3-You see a Large lurker above,fall on Gilligan's body,after the light spell is cast. You move in and kill it easily plus on b body you find items listed at H2
 H4-Same as H1
 H5-Lurker above drops on you,you attack it with dagger and kill it,but take 8 hp damage,You find paladin's items listed at H2
 H6-Same as H3
 H7-Same as H1
 H8-Same as H5,except holy symbol breaks

J1-No response;it attacks;you take 5 hp damage before getting away
 J2-Take 3 hp damage,before killing it
 J3-Take 2 hp damage,before killing it
 J4-Same as J2
 J5-No damage;you kill it
 J6-Same as J5
 J7-It flees,no damage
 J8-Take 20 hp damage,before fleeing and realising you need a magical weapon to hit this shadow
 J9-Take 4 hp damage,before killing it
 J10-Lose dagger and take 2 hp damage
 J11-Take 2 hp damage before killing it
 K1-After taking a magic missile attack giving 9 hp damage,they agree to leave you alone if you don't damage larvae which they prize

K3-You take 9 hp damage from initial Magic Missile attack,but the Haste Potion,allows you to outrun them,taking no further damage
 K4-Take 26 hp damage,before killing them both
 K5-You turn one of them,but attacking other with Sword is useless,as you need a +3 or better weapon or silver or iron weapon to harm it. Take 50 hit points damage,before fleeing towards portal entrance
 K6- Fire has no effect against them;Take 32 hp damage,before killing them with spear
 K7-Silver mirror no good against it,take 30 hit points damage before killing it
 K8-No damage,they go for deal ,Spell worked.
 K9-Take 10 hp damage from magic missile attack,then same as K3

L1-You take 12 hp damage while in battle, with this Lammasu. It answers back in Lawful good,then leaves you alone after you both realise your mistake
 L2-It doesn't turn,but instead approaches and talks to you in Lawful Good tongue, then cures you for 4 hp,if needed
 L3-In your attack,you lose 10 hp damage before this Lammasu dimension doors away. You also lose Paladin powers for attacking a non Evil creature-You now have no spells, No cure diseases,No immunities to disease, No more laying of hands and because you lose paladin powers you lose protection from Evil,so when fighting Evil creatures add 2 hp damage to damage taken from these creatures,if any taken at all
 L4-You take 5 hp damage,before this Lammasu dimension doors away. Lose Paladin Powers see above choice for details
 L5-This Lammasu introduces itself in Lawful Good tongue and cure you for 4 hp damage
 L6-This Lammasu dimension doors away after you hit it with spear,You lose spear, No loss of paladin powers-you're lucky
 L7-Same as L5,except you are cured for 5 hp from this Lammasu
 M1-Cure disease does no good,take 5 hp damage before getting away from these Lemures

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- M2-You kill four of these Lemures which block your exit, and take 1 hp damage before getting away
- M3-Great choice-No damage; Sword is +3 vs. regenerating creatures, which these are
- M4-Garlic is no good against Lemures; take 6 hp damage before getting away
- M5-Command spell does not work; You kill a couple before getting out, take 4 hp damage
- M6-Take 1 hp damage only before escaping
- M7-Great choice all the way around; No damage
- M8-Fire has no effect; take 6 hp damage, before getting past them
- M9-You turn two of these Lemures, but must fight other one blocking exit, take 3 hp dam.
- M10-They get initiative; take 4 hp damage, before escaping from these lemures
- M11-These lemures get 5 hp damage on you, before you realise Slow Poison doesn't work, and you escape these devils

- N1-She detects your invisibility; take 12 hp damage in battle before killing it
- N2-Turning Fails, Take 20 hp damage in battle before you kill her
- N3-Fire is no good against this creature; Take 15 hp damage before killing it
- N4-She wasn't casting, so spell is wasted and gives her initiative; Take 16 hp damage before killing her
- N5-Cure disease doesn't do anything; take 13 hp damage before killing her
- N6-Garlic bud does nothing; take 12 hp damage from battle
- N7-She detects your invisibility; take 13 hp damage before killing her

- O1-Light helps to see; Take 37 hp damage only
- O2-Light helps to see; Only take 42 hp damage
- O3-Take 55 hp damage before killing them both; but that's pretty good for fighting in dark
- O4-You turn one of them, but take 16 hp damage from battle with other
- O5-Haste potion works well, but you still take 28 hp damage for fighting in darkness
- O6-Light helps, so does Haste Potion, but still take 25 hp damage because you are fighting two Vrocks
- O7-Cast Cure light wounds helps for 5 hit points, but in melee, take 41 hp damage
- O8-You turn one of them, Haste potion helps, but fighting in darkness, although both weapons help; Take 12 hp damage
- O9-They detect invisibility, you take 48 hp damage, from battling two Vrocks in darkness
- O10-Take 43 hp damage from fighting two Vrocks in darkness

Next Issue!



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- And More.....

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If chain coif is worn underneath a helmet, when a critical hit is struck to the head, where even the helmet does not protect against the critical hit, for recipient of the blow, wearing the chain coif, there is a 10% chance that the coif will prevent the critical damage to the head. They retail for 4g.p. and after preventing the critical hit, they lose their protection status.

Even if worn alone, the 10% saving throw applies to the wearer.

Putting on the coif



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