

FIRST ENCOUNTER

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- 5) All entries become the property of R.P. Game Masters. Exceptional submissions may be considered for publication.
- 6) Winners will be notified by regular mail. The names of winners will be published in July, 1983.

RPGGame Masters

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New Book Will Turn RP World Upside Down

"RUNNING THE GAME", a reference book by J. Everett Steele and published by RP Game Masters will soon be ready for release. The work will cover all aspects of moderating ANY role playing game. Topics will include campaign development, providing players with motivation, Game Moderators organization, reasons to role play and much, much more. The book is recommended for both new and experienced game moderators alike. Any Game Moderator will benefit from the practical advice presented in this excellent guide.....
(continued on page 4)

BC FOG A Big Success!!

The first BRITISH COLUMBIA FESTIVAL OF GAMES, held in Vancouver, B.C. on February 26 and 27 was dubbed a big success by all. War games of all types were presented and played. The Tournament Dungeons, designed by R.P. Game Masters were particularly well received. It has been announced that the elimination dungeon, "IN SEARCH OF THE EMERALD DOOR" will soon be available in expanded form as a module. Look for IN SEARCH OF THE EMERALD DOOR, along with other quality R.P. Game Masters modules such as KELTEK: SERVANT OF STAWITCHI and TOWER OF STAWITCHI, in finer hobby and game stores.

R.P. Game Masters Fantasy Modules may be used with any FRP system. R.P. Game Masters Science Fiction Modules may be used with any SFRP system. R.P. Game Masters Espionage Modules may be used with any Spy RP system.

SHORT & SWEET

Hello Folks, and How are you doing ? actually what I meant to say was, Have you seen Return of the Jedi yet ? A great movie, isn't it. Anyways after breaking the ice, I am going to tell you the reason for the \$2 cover. Reason being that FIRST ENCOUNTER has cut back on advertising space (You should have noticed), and is constantly expanding and doing improvements (adding another colour to cover, more pages).

Although We do not have as many pages as our competitors (Dragon, White Dwarf, etc), we like to think that the bulk of our articles are in the same caliber as far as interest anyways. We are sure we will lose some readers on account of this price increase, but to survive as a totally game orientated magazine serving a reserved crowd, this must be done.

Effective next issue, John Frazer will be the Editor of First Encounter. I will be doing articles on weapons and the Have You adventures and many other articles, but handling the bulk of articles will be John. John is well qualified and since I finally found a Suck--, I mean ah , a good man to handle the job, I will be covering other projects- to be seen at a later date.

If you have any complaints about content, price increase, etc sent letters in care of Editor John. Boy, poor John doesn't know what he's gotten himself into. Anyways, sent in those letters and see you in a short.

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MORE MAIL

Dear First Encounter,

....I have enjoyed your books and have picked up some useful information. I really like your "Have You" and the secondary skills columns. I think all your ideas so far have been fantastic and hope you will continue publication for a long time.

PAUL CAVE
VANCOUVER, B.C.

Dear First Encounter,

I think your magazine is great. In issue #5, I especially enjoyed the article on "Bows and Crossbows". I find your tips useful when I play AD & D . I have one complaint though. Why don't you have any articles on Gamma World?

ANDREW MCCRACKEN
CLEARBROOK, B.C.

WELL ANDRE I AM ACUALLY GLAD YOU WROTE THIS LETTER, AND HAVE INQUIRED AS TO WHY WE HAVEN'T DONE ANY GAMMA WORLD ARTICLES. I AM PERSONALLY AN AVID GAMMA WORLD PLAYER. YOU WILL SEE NOT ONLY IN THIS ISSUE BUT IN FUTURE ISSUES AS WELL SOME GAMMA WORLD ARTICLES AND SCENARIOS. THESE WILL ACTUALLY BE PRESENTED ON A TRIAL BASIS, SO WE EXPECT A RESPONSE ON YOU GAMMA WORLD MUTANTS OUT THERE. I REALLY WOULD LIKE TO CONVEY THE MESSAGE TO OUR READERS THAT ALL THE STAFF AT FIRST ENCOUNTER ARE TOTAL GAMING FANATICS, AND IF YOU WOULD LIKE TO SEE A WIDER VARIETY IN THE GAMING ARTICLES IN THIS MAGAZINE, TELL US WHAT YOU WANT...WE USUALLY DELIVER.

Dear First Encounter,

The quality of your magazine is great and I am very pleased to have a years subscription. The "Have You" adventures are excellent and really make you think. The Gun Gallery one and two are superb and please ask John Frazer to keep it coming. Once again your magazine is good, but watch the typing mistakes.

BRENDAN RALFS
VICTORIA, B.C.

I KNOW WHAT YOU MEAN BY #1& SPELLING MISTAKES. I'M AFRAID LAST ISSUE WAS A BIT OF A MESS. PEOPLE WERE WONDERING WHY THERE WERE WORDS WITH LINES STROKED THROUGH THEM. WHAT HAPPENED WAS THIS... WHEN WE PROOF READ WE PUT A LINE THROUGH ANY WORD SPELLED INCORRECT, THEN WE PASTE OVER IT THE CORRECTION. EITHER BECAUSE OF BAD GLUE, HOT LIGHTS ETC., THE CORRECTIONS FELL OFF AT THE PRINTERS. BOY, TALK ABOUT BAD EXPERIENCES.

Dear First Encounter,

I was wondering if you could answer the following question for me. Is it possible for a low levelled character, or even a high leveled character to have a God-like score in abilities (a 20-25 in strength, constitution, dexterity or charisma) in the AD&D system? I know it is possible to have a 19, if you are a dwarf, elf, half-orc, or halfling, but I want to know if you can have a high ability score without the help of magic items (such as a girdle of giant strength)? If you can, how do you go about obtaining it? I as also wondering, what class do you like the most? I just want to say I like Paladins.

I really enjoy reading your "First Encounter", even though it is a buck! I can't wait to get your first annual! If possible, I would like to know, how I can obtain the first two "First Encounter" books.

CHRIS PUCHNIAK
SURREY, B.C.

I LIKE PRAISE, BUT I LIKE LETTERS (LIKE YOURS) WITH QUESTIONS IN THEM A WHOLE LOT BETTER, SO I'LL START ANSWERING. TO ANSWER YOUR FIRST QUESTION, TO MY KNOWLEDGE, THERE IS NO WAY OF GETTING HIGH ABILITY SCORES WITH A NORMAL CHARACTER, HOWEVER IF YOU HAVE A CHARACTER LIKE HERCULES, SINBAD ETC., YOU DEFINITELY HAVE A CHARACTER WITH HIGH ABILITY SCORES. MANY REFEREES WILL NOT ALLOW THESE "SUPERHERO" TYPE CHARACTERS IN A CAMPAIGN OR REGULAR GAME, BUT I PERSONALLY DON'T MIND THEM (BUT NOT IN A CAMPAIGN). TO ANSWER YOUR SECOND QUESTION; MY FAVORITE CHARACTER IS DEFINITELY A PALADIN. MY FAVORITE QUOTE WHEN FIGHTING ORCS OR DEMONS IS "DIE, EVIL, UGLY, LOATHSOME SLUGS THAT YOU ARE, THAT CREEP FROM THE VERY BOWELS OF CRETINVILLE".

BY THE WAY, THE ANNUAL SHOULD PROBABLY BE OUT BY THE TIME YOU READ THIS, AND ONCE AGAIN I MUST EXPLAIN THAT THERE ARE NO #1,2,3 OR 4'S LEFT.

Taking the Initiative



By Rod Mont & Doug Greening

It is a well-known fact by AD&D players that the melee round is made up of ten segments, each six seconds long. The sections in the PLAYERS HANDBOOK (PH) and in the DUNGEON MASTERS GUIDE (DMG) regarding surprise both state that the results from dice rolls correspond to the number of segment a "ready" party can attack a surprised party. However, once the effects of surprise have been calculated, the segment system is junked and initiative is determined by allowing only three options: party A has initiative, party B has initiative, or neither party has initiative. The purpose of this article, therefore, is to present an initiative system which allows individuals to have their own initiative and to more fully make use of segments in the melee round.

Though this system may seem to be overly complicated and adds a few more dice rolls to each melee round, it has been used with great success and it brings each member of the party more into the game. By having each party roll for their initiative, the Dungeon Master solves two problems: each player will be given the chance to do something each round (even if they are not involved in the community cut-and-slash) and the DM will not miss anyone in the excitement of combat.

BASIC COMBAT

In order to fully allow the ten segments in each melee round, it makes sense to have each character roll a ten-sided die to determine which segment his hit is attempted.

This basic ten-sided die roll is made for all actions in the round except spell-casting (see Use of Magic) and multiple attacks in one round (see Multiple Attacks). For those who wish to have an even more realistic initiative system, the following optional rules may be added, in part or in whole, as the individual Dungeon Master sees fit.

Weapon speed factors should have an effect on how quickly a person or monster can strike. For an average strength human, the following additions should be made: for weapon speeds of three or less - no change, for weapon speeds of four to six - add one to the die roll, for weapon speeds of seven to nine - add two to the die roll, and for weapon speeds of ten or more - add three to the die roll. Please note that these additions will NEVER make someone lose an attack in a round. If the number is greater than ten, always allow the attack in the tenth segment.

A DM may also wish to give players and creatures with exceptional dexterity an adjustment. It is recommended that these subtractions be given only to proficient weapons, and to characters with sufficient strength to wield the weapon properly. With a dexterity of fifteen or sixteen subtract one from the initiative and with a dexterity of seventeen or higher subtract two. These subtractions may never allow the resulting total be less than one, therefore totals such as zero are in the first segment.

One last option is to give players or monsters with extremely high strength less additions when calculating with weapon speeds. This makes sense when you consider the size of an axe usable by a storm giant. Obviously a storm giant (or something with equivalent strength) would be able to use the weapon more effectively than a creature who could barely lift it. The following adjustments are recommended: for strengths of eighteen/51 percentile to twenty - add one for weapon speeds of six or more, otherwise no additions, for strengths of twenty one or higher do not add for weapon speed.

For the DM to calculate all these modifiers for his monsters would literally be a monstrous job. For most large monster encounters simply roll a ten-sided die for each group perhaps only calculating weapon speed.

USE OF MAGIC

Spell casters roll a four-sided die to determine what

segment (from one to four) the spell casting time begins. The casting time from the PH is added to this roll to determine when the spell finishes being cast. Any spell caster disturbed while in the segments of the casting time, will have wasted his spell. Note that it is possible to begin a spell one round and have the casting time spill into the following rounds. If a spell-caster casts a spell that overlaps in the next round, he will be unable to do further actions that round.

If a spell-caster has not readied his spell, anywhere from one to five segments must be added to his initiative roll as he gets his spell components ready. The spell-caster must claim which spell he is going to cast at the beginning of each round but can halt the spell without losing it if he does so before the segment in which his casting time begins. For example; the party has been fighting an ogre in the fifth round, the magic-user decides to cast his magic missiles. If the m-u rolls a three for initiative and the ogre is killed in the second segment, he can choose not to cast the spell.

Any intelligent creature will attempt to disturb a spell-caster if the spell-caster tries to cast a spell while in hand-to-hand combat. The spell will be disturbed if the creature hits the caster during any segment of casting time. The creature can attack once each segment of the round if it is within striking distance and is attacking the spell-caster. These attacks do not do any damage but will distract the caster if hit. Spell casters get no dexterity bonus for their armour class while casting the spell.

MULTIPLE ATTACKS

For more than one attack per round, different dice rolls are needed. For two attacks per round, use two six-sided dice. The first die indicates the segment that the first attack is in and is subject to modifications while the second die roll is added to the first and gives the second attack segment with no modifications. For three attacks per round use three four-sided dice, for four attacks per round, use four three-sided dice, and for five attacks per round, use five two-sided dice. Please note that no attack is lost because of high rolls. Treat all rolls above ten as being in the tenth segment.

For characters attacking with two weapons, refer to page 70 of the DMG. For initiative roll an eight-sided die for the first attack (subject to modification) and a four-sided die for the second.

CONCLUSION

This article has given Dungeon Masters a chance to explore the finer aspects of combat in terms of the game segments in the melee round. The system allows the DM to call out the segments in order (from one to ten) and to do each segment as it comes up. It gives an advantage to spell-casters using spells with shorter casting times and it gives a character a chance for the first blow when attacking a creature with more than one attack per round (see DMG pp 62, 63). Remember that low initiative rolls NEVER allow a second attack in a round if the character or monster does not ordinarily have that capability. Good luck with your adventuring.

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Gamma Rays



By John Frazer

REFEREE: Let's see. Okay, you rolled a 04. That's a body structure change of some sort.

PLAYER: A defect?

REFEREE: Uh, huh. It sez 'much latitude is left up to the referee on this defect', so I guess I better make something up.

PLAYER: Yeah? Like what?

REFEREE: Ummm.....I know! How about lack of intestines?

PLAYER: Huh? What's that gonna do?

REFEREE: (chuckles) -You'll run from everything 'cause you have'nt got any guts!

PLAYER: Oh, funny, very funny. Bah-ha-ha. How'd you like a faceful of clenched fingers?

REFEREE: Is that a threat?

PLAYER: No. A promise.

REFEREE: I could make this campaign real hard for you.

PLAYER: I could make life real hard for you. Since this defect is left up to the ref's discretion, I'll only have you to blame.

REFEREE: But that's not fair!

PLAYER: So who said life was fair?

REFEREE: This is extortion!!

PLAYER: Nuh-uh. It's called subtle persuasion.

The poor GM in the above situation (and any others out there) can now relax. In every issue, starting with this one, I will be fleshing out the physical and mental mutations presented in the GAMMA WORLD rulebook (p-14). Several of these will be done every two months to aid the hassled ref. Mutations that don't need expansion will be left as they are. Anyway, on with the subject....

PHYSICAL MUTATIONS

#1 ATTRACTION ODOUR (D)

Increase the encounter chance by 2 points on the dice. Eg. if the normal encounter chance is 1 in 12, it will be raised to 3 in 12. If it was normally 1 in 6, it will be raised to 3 in 6 etc. After a check is made, and if an encounter is indicated, replace all non-carnivores with something that eats meat.

#2 BODY STRUCTURE CHANGE (D)

Roll on the table below.

D8	Structure Change	Effect
1	No fingers	No delicate manipulations allowed
2	Lack of calcium in bones	Blunt weapons do double damage
3	No jaw	Verbal communication impossible
4	No tongue	No taste sense (beware of poison)
5	Lack of body hair	Take 3D6 damage per day in desert
6	One eye only	No depth perception. -3 to hit
7	Muscle deficiency	Strength and movement cut in half
8	No eyelids	Blinded (-4 to hit) in bright light

Surrounding	Percentage of Success*
Forest	90%
Grasslands	80%
Clear	75%
Desert	80%
Underground, lit	65%
Underground, dark	95%
Darkness	100%

* indicates the subject is effectively invisible. However, the subject may still be heard and smelt. If attacked, the subject's assailant rolls at -4 to hit.

MENTAL MUTATIONS

#1 ABSORPTION

Roll below (expanded table)

D10	1 Cold
	2 Sonic
	3 Heat
	4 Explosive
	5 Light
	6 Paralysis Rays
	7 Radiation
	8 Mental Blasts
	9 Kinetic (i.e. physical blows, bludgeon attacks, slug throwers - NOT blade attacks)
	10 Roll twice ignoring rolls above 8.

#3 COMPLETE MENTAL BLOCK

Roll first on table one, then roll again on the appropriate table.

TABLE I (D4)

- 1 - Robotic
- 2 - Technological (non-robotic)
- 3 - Plant
- 4 - Animal

TABLE II (ROBOTIC) (D12)

- 1 - Cargo Lifters
- 2 - Cargo transport
- 3 - Ecology Bots
- 4 - Engineer Bots
- 5 - Med. Robotoid
- 6 - Security Rob.
- 7 - Gen. House Rob.
- 8 - Supervisory Borg
- 9 Def/Att Borg
- 10- Warbot
- 11- Death Machine
- 12- Other or re-roll

TABLE III (TECHNOLOGICAL) (D12)

- 1 - Pistols*
- 2 - Rifles*
- 3 - Energy Weapons*
- 4 - Grenades*
- 5 - Bombs or missiles* (roll for specific types)
- 6 - Misc. Energy Devices**
- 7 - Medical Equipment**
- 8 - Armor**
- 9 - Vehicles**
- 10- Androids (1,2-Thinker 3,4-Worker, 5,6-Warrior)
- 11- Other or re-roll
- 12- Other or re-roll

*see rulebook, p29

**see rulebook, p30

PLANTS AND ANIMALS

It is suggested that the ref chooses one randomly, since a chart or table would only include creatures encountered in a particular campaign.

Well, that's that. When the next issue rolls around I'll have another set of mutations done up and expanded, to be added on to the list that this set has started. Now the refs that are hassled by players that threaten their lives can blame it on the tables and the dice. Just don't tell 'em who wrote this article.

Secondary Skills

BOWYER / FLETCHER



OLIVER THOMAS '83 by Kelly P. Villemaire

Advantages

- can tell quality of workmanship of bows found (25% chance of telling if it is magical)
- can tell quality of arrows - if they are either magical (as above) or if they can be used again.
- can make your own bows or arrows.

Disadvantages

- must also rely on armorer or smithy to help make arrow heads, or even a founder in the case of whistling arrow heads.

Bows

Before showing the charts used for this secondary skill, I will explain about bows & arrows, and exactly how they are made. First of all there are two types of bows; the self bow which is made from one piece of wood (or bone); or the composite bow which is a bow made of wood, horn and sinew. Simple bows can be made from yew, witch hazel, ash or elm. Although other woods can be used, these are the prime types used. In tropical forests, they can be made from bamboo, palm or even eucalyptus.

Composite bows are basically a bow built up of a wooden core that is merely a support to hold the other parts together (usually a horn belly and sinew back). When these parts are adhered together, it creates a very powerful bow. Sinew, by the way, is from the great neck tendon of either an ox, stag, deer, bear, or even (if desperate) horse. From one of these animals is enough sinew for 1-3 bows.

The string of the bow is either made of hemp (soaked in some form of beeswax) or even silk.

Arrows

Arrows are made up of four parts. Arrow heads are either made of bone, obsidian, horn, shell, steel or flint. Although with flint heads being the hardest, steel offers versatility in shapes (example - barbed heads). The heads can be fastened to the shafts in four ways. The first method is by a tang (on the arrow head) which fits into the end of the shaft. This is always used with reed (bamboo) shafts. Some heads simple fit on the end of the shaft, and some are set on the end of the shaft, and tied on via a string or straps of leather. The fourth method is by simply gluing the end onto the end of the shaft.

The body of the shaft of the arrow is made of either light wood (yew) or a reed (bamboo). The feathers are either glued or tied on the end of the shaft to steady the arrow's flight. They are placed on the end in spirals to cause the arrow to rotate in flight and help it maintain its speed. Feathers used can be from geese, ducks, pheasants,

peacocks, etc. Actually, virtually anything with feathers can be used. On a rough estimate, from each small bird (duck, goose etc.) enough feathers for 20 arrows can be used. For larger birds use your discretion. The fourth part is the bone nock at the other end of the shaft which is put into the end by a tang usually, or glued on. Of course these are used to hold the arrow against the string securely. Overall the best arrow that can be produced, would be made from birch wood for the shaft, flint for the head, goose feathers, and a bone nock.

How To Make Bows & Arrows in FRP Games

The first chart to check is to see what the player can make (chart A), then how good the player is in making bows (chart 1) and arrows (chart 2). Roll percentile dice to see how he or she fares in the art of making this weapon. Whatever is rolled, is the player's permanent rating (with adjustments included). It takes 2-5 hours to make a self bow, and 2-5 days to make a composite bow to make this bow, the player must either buy the wood or find it in the forest (whichever is cheaper) using (chart 3). After checking off the time it takes to make it, then roll on the end result table for every bow made (chart 1) or arrow made (chart 2). Adjustments on the end result table are made by which woods are used - see Charts 4 & 5.

Production Chart

01-30% Long Bow
31-85% Long or Short Bow
86-98% Composite Short Bow
99-00% All self & composite bows

Adjustments

+10% if Elf
+5% if Halfling
-5% if Dwarf
+4% if Half-Elf
+4% if Carpenter for other secondary skill

CHART 1

Character's Bowyer Skill Rating

% Rating	End Result
01-25 Mediocre	01-75% 1 Bow, 76-00 Normal
26-65 Fair	Normal bow always
66-85 Good	01-70% Normal, 71-00 +1 to hit
86-95 Excellent	01-30% Normal, 31-00 +1 to hit
96-00 Masterful	01-05% Normal, 06-95% +1, 96-00 +2

Adjustment to Character's Permanent Rating

+5% if carpenter for extra secondary skill
+7% if player is an Elf
NOTE: BONUSSES TO HIT ARE NOT MAGICAL

Chart 2

Character's Fletcher Skill Rating

% Rating	End Result
01-35 Mediocre	01-75%: -1 arrows, 76-00: Normal
36-75 Fair	(Always Normal Arrows)
76-90 Good	01-70%: Normal, 71-00: +1 to hit
91-98 Excellent	01-30%: Normal, 31-00: +1 to hit
99 Masterful	01-05%: Normal, 06-00: +1 to hit
00 Artisan	01-02%: Normal, 03-95: +1 to hit
	96-99%: +2 to hit, 00: +3 to hit

Chart 3

Forested Areas	Mountain Forested Areas	Tropical Forested Areas
40% Yew trees	70% Yew	35% Mahogany
30% Witch Hazel	70% Spruce	56% Palm
75% Ash	40% Hemlock	80% Bamboo
60% Elm	55% Douglas Fir	05% Eucalyptus
65% Pine	70% Pine	45% Teak
60% Maple	50% Cypress	35% Ebony
45% Birch	10% Eucalyptus	25% Date Palm
75% Fir		
45% Oak		
05% Magnolia		

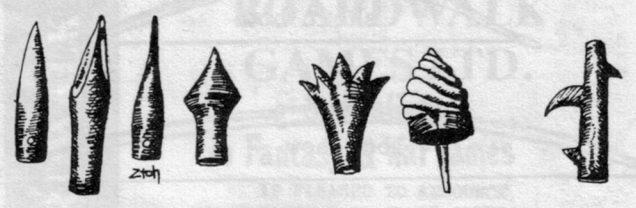


Chart 4

Adjustments for making a bow on end result

- +8% using yew
- +5% using witch hazel
- +4% using elm
- +4% using eucalyptus
- +3% using palm
- +2% using bamboo
- 40% using other

Chart 5

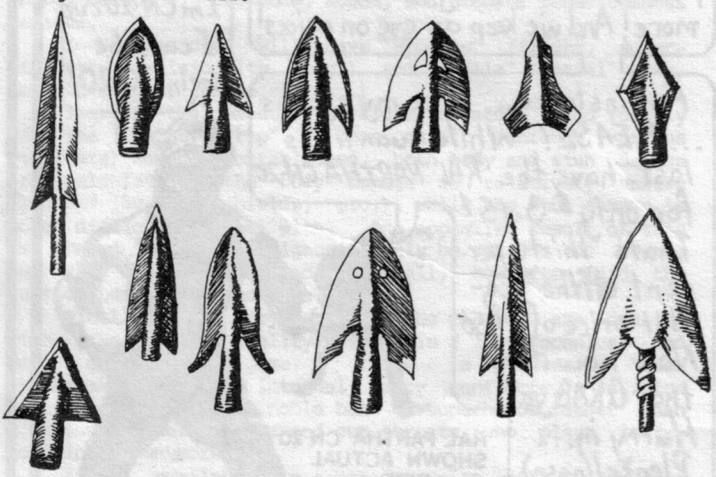
adjustments for making arrows on end result

- +8% using birch
- +4% using pine
- +3% using bamboo
- +3% using maple
- +2% using elm
- +1% using Eucalyptus
- 47% using Other

Arrowheads

As you can tell by the charts you gain bonuses to hit by making a good bow or arrow. I have also included bonuses to hit with arrowheads that can be used by yourself as well (at your option).

The two standard arrow head types are the hunting and the armor piercing. Varied hunting arrows are shown (1) with detachable head. This means the shaft of the arrow could be easily retrieved. The armor piercing arrowheads (2) are also detachable and are exactly what they are called. Because of the fine point on the end of the head, and because of its general shape these heads can pierce anyone or any creature in padded, leather, studded leather, ring and chain mail.

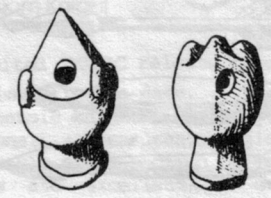
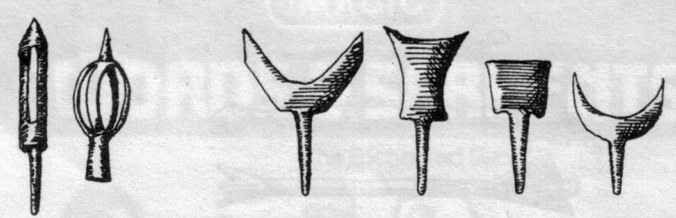


Some types of arrows gain bonuses to hit, like (3) which are simply blunt arrowheads which give +1 to give any character clad in scale, banded splint or plate mail. To keep this system from becoming too complicated, I will refrain from giving minuses to hunting arrows against plate mail, although odds are that they would simply bounce off.

Barbed heads (4) are excellent fishing arrows (+1 to hit creatures underwater), plus can be used to rip sails on an enemy ship. Since many people I know feel that some FRP systems don't have enough damage inflicted by arrows, I feel a +2 on damage could be recommended when using barbed arrowheads.

Incendiary arrowheads are simply arrowheads used to be dipped into wildfire, and then shot. As you can tell by (5) they are perfect for holding these fiery globs of death. The bonus for using these heads is that there is no penalty for shooting arrows that are aflame with greek fire. If a character wishes to use normal arrow heads for the task or shooting this substance it is then done at -3 to hit.

Hamstring-cutter arrowheads are used when shooting at a rope holding a mast or captive or whatever. The point is that when using this type of head, a +3 to hit a rope is then issued. The armor rating of the rope, however is up to the referee.

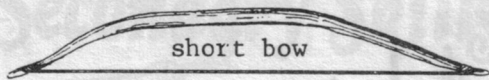


A rare type of head is the whistling arrowhead. These are made out of cast iron by a foundry worker (if you find one in your campaign). This is probably one of your more interesting arrowheads. When firing overhead of your enemies it can lower their morale and cause them to flee (for how long is up to referee). The following is suggested:

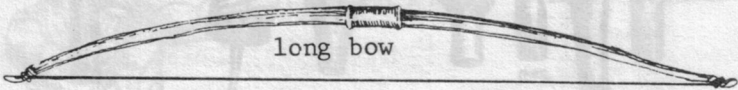
- There is a 20% chance the following will flee - Boring Beetle, Bugbears, Camels, Cockatrice, Griffin, Harpies, Hippogriff, Mules, Giant Otter, Giant Owl, Orcs, Giant Skunk, Wolves.
- There is a 30% the following will flee - Axebeaks, Baboons, any Boar, Gnolls, Hyena, Pegasi, Unicorns.
- There is a 40% the following will flee - Ape, Horses, Giant Beaver, Irish Deer, Jackal, Giant Porcupine, Rhinoceros, Wild cattle, Deer, Rabbits.

Costs to get these made by a smith or foundry worker are as follows.

- Hunting - 3 silver piece per dozen
- Armor Piercing - 3 silver pieces per dozen
- Barbed - 5 silver pieces per dozen
- Blunt - 3 silver pieces per dozen
- Incendiary - 6 silver pieces
- Hamstring Cutter - 3 silver pieces per dozen
- Whistling - 2 gold pieces each



short bow



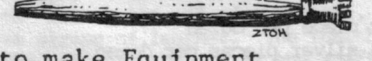
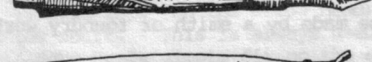
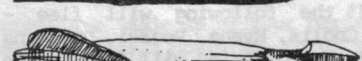
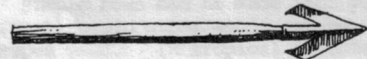
long bow



long composite bow



short composite bow



2704

Time to make Equipment

- arrow shaft: 10-20 minutes per shaft
- Short Bow: 1/2-2 hrs
- Long Bow: 3/4 -2 3/4 hrs
- Comp. Short Bow 1-2 days
- Comp. Long Bow 2-5 days

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GAME REVIEW by Gary Harper

Champions

Have you bashed one too many Orcs recently? Gotten to the point where the destruction of an evil wizard's castle and rescue of the princess is old hat? Have you just finished re-reading this month's X-men for the seventeenth time? Then perhaps, just perhaps, you're ready for CHAMPIONS and Dr. Destroyer and friends.

CHAMPIONS (from HERO GAMES) adapts fantasy role playing to the world of super-heros, super villains, secret identities, and of course, saving the world (or at least the femme fatale!). The appeal of CHAMPIONS and its increasing popularity stems from a number of features which set it apart from the multitude of sword and sorcery FRP games.

Firstly, it deals with a modern era of the comic book genre - and therefore is a little "looser" as to what powers and technology exist, without requiring the player to have a PhD in aero-technology to understand things.

Secondly, its unique method of character generation allows players to create a custom-made character of their own choosing. This is done by "spending" power points in exchange for abilities. Characters can "purchase" additional power points (thus creating a more powerful character) by assuming "disadvantages" - such as a secret identity, noisy girlfriend, psychological quirk, or the enmity of a particular group or organization. As points are earned for successful completion of a mission, they may be used to beef up existing abilities or create new ones. The new powers or weapons, however, must be within the "character concept" (ie "The Ice Man" could not install a flame thrower in his costume!). In addition to the six traditional characteristics, CHAMPIONS rates endurance (of powers), physical and energy defenses, presence, speed, and stun or consciousness defence.

Your character will have "powers" (flight, super-strength, invisibility, etc.) and "skills" (martial arts, detective work, languages, etc.)

Thirdly, the combat is straight forward - based roughly on "The Fantasy Trip". Once a hit (through various modifiers) has been established, both body and stun damage are calculated. The body damage is relatively easily absorbed (by force shields, etc.), while the stun damage is more difficult to deal with. One appealing result of this is that characters may ignominiously be out for the count, but they are seldom killed (after all, how often did the justice League lose someone?)

Finally, the very fact that the players are dealing with a comic book reality results in a less technical and more cooperative game. There is generally less "backstabbing" and internal party conflicts, as the adventuring group is a noble band of superheros rather than a group of mercenaries and cut-throats (who plays lawful good in D&D anymore).

It is available in a boxed version with a revised rulebook, dice, streetmap, and three scenarios (for about \$25.00). Supplements dealing with super-villains, expanded rules, and additional scenarios are available, along with scenarios published in the Spacegamer, White Dwarf, and Pegasus.

It is easy for anyone with FRP experience to learn and is also easy for new players to learn. Mostly though, it is just plain fun!

(Thanks to Scott Bennie for his insights into the game).

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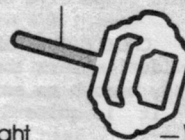
IMAGIC

SWORDS & SERPENTS™

The Enchanted Sword



— Phantom Knight



— Warrior Prince

This long awaited IMAGIC release provides the best two-player dungeon simulation to date. The expected elements are all there: a heroic knight with a magic sword, his sidekick wizard (optional), treasures, magic, scrolls, and of course, the inevitable cross-section of evil creatures.

The graphics are excellent - an overhead view of a dungeon which follows the knight on his travels. The knight and his sword are maneuvered by the hand controller to battle evil knights and to ward off spells thrown at him by evil wizards.

The fascinating aspect of the game however, lies with the wizard. As benefits tradition, the wizard is unnamed, save for his spells. He always has a "delay" (hold person) spell which can be valuable to his knight. In one version of the game, the wizard starts with three uses each of "fast feet" (doubles the knight's speed), "heal", and the proverbial "fireball". In a more difficult version, all spells must be obtained by discovering the scrolls - each good for 10 uses of a given spell (rechargeable if you return to the location of the scroll). Such additional spells as "destroy walls", "Invincible Knight" and "Invincible Wizard" are available. As is the norm with any sort of dungeon adventures, the deeper into the four-level dungeon one goes, the tougher the obstacles, more powerful the spells, and more valuable the prize. The ultimate completion of the quest lies guarded by a dragon on the fourth level.

Each character has 9 re-incarnations (which seldom seem to be enough). Bonus lives are awarded when certain amounts of treasure have been gathered - and returned to the treasure chest. This, combined with teleportation rooms, keys to be found for each level, and scattered scrolls makes adventuring very interesting.

The game is exciting to play - and difficult to put down. The teamwork necessary makes it a truly exciting cooperative game, for neither wizard nor knight is likely to survive for long on their own!

Highly recommended by our test play panel, especially to work off some of those rush-hour traffic frustrations.

Traders Far And Wide

An Expansion of the Merchant Service
By John Frazer

MERCHANT, n; one who buys and sells goods for profit. Talk about a lousy definition! Merchants are perhaps some of the most complex of characters in TRAVELLER. Much like the Scout, Merchants need a wide variety of skills to enable them to survive. The merchant generation system allows, unfortunately, only a very general character to be designed. Neither the dictionary definition nor the generation system does the Merchant any credit, but this can be set to rights. Below is a tested and tried system to bring the Merchants up to par with Mercenary and High Guard generated characters. So, read on...

ENLISTMENT

Enlist into the Service as normal. However, after successfully gaining entrance into the Merchants (or by draft), refer to the following system. Terms are resolved in four separate one-year assignments.

BASIC/ADVANCED TRAINING

The first one year assignment of a character's first term consists of combined basic and advanced training. The individual receives two rolls on the BSS (Branch Service Skills) table of their respective branch.

CHOICE OF BRANCH

When an individual enters the Merchant Service, the player may choose any branch to enter. Note that once a branch is chosen, it is quite difficult to transfer to another.

ASSIGNMENT DETERMINATION

At the beginning of each year, the character must determine which specific assignment he/she has been placed in. The assignment is then resolved in terms of survival, decorations, promotions and skills.

RESOLUTION

Each and every assignment involves up to four rolls - Survival, Decorations, Promotions and Skills. However, if 'special' is rolled, shift to the special training chart.

SURVIVAL

As per the normal TRAVELLER system. If the exact number (after DMS) is rolled, the individual receives the Purple Heart as an award.

DECORATIONS

Individuals in the Merchant Service may receive medals and awards for conspicuous acts of bravery in the line of duty. If the roll is equal to or higher than the number needed, the character is awarded the Medal for Valiant Action (MVA). If the roll is 3 or higher than the number needed, the individual is awarded the Citation for High Gallantry (CHG) instead, or if the roll is 6 or more than the number needed, the Civil Cross of Courage (CCC) is awarded instead.

PROMOTION

A character may receive a promotion by throwing the indicated number or greater on two dice. If a number is listed in parenthesis, officers may not roll for promotion. Though an officer may not normally receive more than one promotion per four-year term, an individual receiving a commission (through OCS) does not prohibit the receipt of promotion during that term. Apprentice Masters may only advance further in rank via OCS (Officer Candidate School). Promotions are subject to DMS received through decorations. If a character has received one or more decorations during the current four year term, the following DMS are allowed: per MVA +1, per CHG +2, per CCC +3, No DMS are allowed for the Purple Heart.

SKILLS

A character may receive skills as a result of his or her assignment. If the individual rolls the indicated number or higher, then he or she becomes eligible for one skill, to be determined immediately. Eligibility for skill types are as follows: Any Merchant personnel may roll on the Traders Life or appropriate BSS table. Junior officers and senior officers may roll on their respective tables. Merchants on a smuggling assignment may roll on the Underground Table. If the character has been assigned to Shore Duty, he may roll on the Shore Duty Life table. Assignments other than Shore Duty allow the character to roll on the Shipboard Life table.

SPECIAL DUTIES

Enlisted Men:

CROSS TRAINING: The individual may roll once on the BSS table in any other branch. A character cross trained in a branch may re-enlist in that same branch at the end of the four year term, provided that the re-enlistment throw is successful.

SPECIALIST SCHOOL: The character has been transferred to a school which instructs in a specific field. Roll 1D6 to determine which skill (one level of expertise) is acquired: 1-Medical; 2-Computer; 3-Communications; 4-Gravitics; 5-Liaison; 6-Vacc Suit.

GUNNERY SCHOOL: A select few in the Merchants are trained in Gunnery to help protect the ship they serve on from piracy. Roll 3+ on one dice for each of the following aspects of gunnery skill: Ship's Lasers, Ship's Missiles, Ship's Energy Weapons.

COMBAT SCHOOL: The individual has been selected for an intensive course in hand-to hand and ranged combat. Roll 5+ on one die for each of the following skills: Brawling, Dagger, Blade, Auto pistol, Carbine, Rifle.

OCS: The individual has been sent to Officer Candidate school and has received a commission in the Merchants as a Junior Officer (rank 01) in his or her original branch, or any branch which the character has been cross-trained in. The character receives a roll on the appropriate BSS table, one roll on the Junior Officers table and a roll on the Trader's Life table.

Officers:

RECRUITING: The character has been assigned to a recruiting post and receives an automatic recruiting skill.

COMMAND COLLEGE: The character has been selected for training in the more advanced aspects of command. Roll 4 or more on one die for each of the following skills: Leader, Instruction, Ship Tactics, Administration. In addition, if the character is not already in the Command branch of the Merchants, he or she may automatically receive cross training in that branch for his or her next assignment, at the character's option.

SURVIVAL TRAINING: The individual has been selected for instruction in the techniques necessary for survival in a hostile environment. Roll 4 or more on one die to receive of the following skills: Survival, Vacc Suit, Vehicle, Medical.

FLIGHT SCHOOL: The character has been sent to flight school for training in piloting. Roll 4 or more on one die to receive of the following skills: Pilot, Navigation, Ship's Boat, Engineering.

SPECIALIST COLLEGE: This is exactly the same as specialist school for enlisted men.

CROSS TRAINING: Follow the same procedures as listed under cross training for enlisted men.

SPECIFIC ASSIGNMENTS

Dice	Assignment
2	Smuggling
3	Smuggling
4	Mail Service
5	Shore Duty
6	Trading Run
7	Training
8	Trading Run
9	Mail Service
10	Shore Duty
11	Special
12	Special

ASSIGNMENT RESOLUTION TABLES

	Smuggling	Mail Service	Shore Duty	Trading Run	Training
CARGO:					
Survival:	6+	4+	3+	5+	auto
Decoration:	none	12+	12+	9+	none
Promotion:	7+	9+	10+	6+	(7+)
Skills:	7+	8+	9+	7+	8+
[DMS: For survival, +1 if intel 8+, for promotion, +1 if intel 9+]					
NAVIGATION:					
Survival:	4+	5+	3+	5+	auto
Decoration:	none	11+	12+	8+	none
Promotion:	9+	7+	11+	6+	(7+)
Skills:	8+	6+	9+	7+	8+
[DMS: For survival, +1 if intel 8+, for promotion, +1 if educ 8+]					

SPECIAL DUTIES

Die	Enlisted Men	Officers
1	Cross Training	Recruiting
2	Specialist School	Command College
3	Gunnery School	Survival Training
4	Combat School	Flight School
5	OCS	Specialist College
6	OCS	Cross Training
7	OCS	

ENGINEERING:					
Survival:	5+	4+	4+	5+	auto
Decoration:	none	11+	11+	9+	none
Promotion:	8+	8+	10+	6+	(7+)
Skills:	7+	7+	8+	6+	8+
[DMS: For survival, +1 if intel 7+, for promotion, +1 if intel 9+]					
COMMAND:					
Survival:	4+	5+	4+	6+	auto
Decoration:	none	11+	12+	8+	none
Promotion:	8+	9+	11+	6+	(7+)
Skills:	7+	8+	9+	6+	8+
[DMS: For survival, +1 if intel 7+, for promotion, +1 if intel 9+]					

DMS: +1 to roll (optional) if intel 8+

BRANCH SERVICE SKILLS (BSS)

Die	Cargo	NAVIGATION	ENGINEERING	COMMAND
1	Admin	Pilot	Vehicle	Pilot
2	Recruiting	Jack-O-T	Engineering	Leader
3	Steward	Navigation	Mechanical	Jack-O-T
4	Vehicle	Commo	Engineering	Vacc Suit
5	Vehicle	Ship's Boat	Jack-O-T	Liaison
6	Jack-O-T	Navigation	Electronics	Instruction
7	Vacc Suit	Pilot	Vacc Suit	Leader

TABLE OF RANKS

- Enlisted Men
- E1 - Apprentice 4th Class
 - E2 - Apprentice 3rd Class
 - E3 - Apprentice 2nd Class
 - E4 - Apprentice 1st Class
 - E5 - Senior Apprentice
 - E6 - Apprentice Chief
 - E7 - Apprentice Master

DMS: +1 to roll (player's option) if intel 8+

- Junior Officers
- 01 - Junior officer
 - 02 - Sub-Officer
 - 03 - Fourth Officer
 - 04 - Third Officer

DIE	UNDERGROUND	TRADER'S LIFE	SHIPBOARD LIFE
1	Brawling	Brawling	Ship's Boat
2	Brawling	+1 Str	Vacc Suit
3	Gambling	+1 Dex	+1 Str
4	Forgery	+1 Endur	Steward
5	Bribery	Streetwise	Jack-O-T
6	Streetwise	Navigation	Blade Cut
7	Carousing	Navigation	
8	Interrogation	Pilot	
9	Liaison	Pilot	

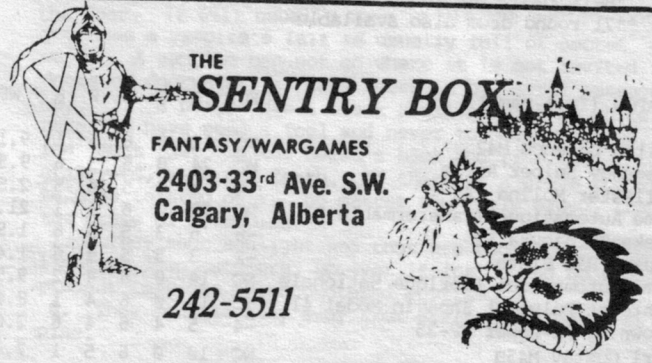
- Senior Officers
- 05 - Second Officer
 - 06 - First Officer
 - 07 - Captain

DMS:
 +2 if Junior Officer +1 if Junior Officer
 +3 if Senior Officer +3 if Senior Officer

DIE	SHORE DUTY LIFE	JUNIOR OFFICER	SENIOR OFFICER
1	Carousing	Admin	Instruction
2	Carousing	Commo	Navigation
3	Streetwise	Navigation	Commo
4	Vehicle	Leader	Leader
5	Gun Cbt	Computer	Pilot
6	Jack-O-T	Pilot	Pilot
7	Vacc-Suit	Instruction	Ship Tactics

DMS:
 +1 if Senior Officer +1 if 04 +1 if 06+

That wraps it up for the Merchant Service, folks. Pretty soon an expansion for the Other will roll around, and we'll take a look at the darker side (darker as in shady) of the TRAVELLER universe. Now we're REALLY gonna have fun...



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GUN GALLERY THREE

GUN GALLERY THREE

Hey, is there a war goin' on out there or smethin' ? I keep getting requests for more weapon stats for TOP SECRET, and I'm beginning to wonder if you guys are staging Her Majesty's Secret Service's version of D-Day. Well, I won't pry. This time around I'll expand on three of the ten weapons listed below. The first is the Carl Gustav M45B submachinegun. This fine weapon was the trademark of CIA men in Vietnam during the 1960's. The gun used a special type of ammunition with armor piercing qualities. The cost of the ammo is equivalent to Gyrojet, but damage done is raised by 4 points (this gives you the equivalent of a weapon that has the power of a magnum!). Normal bullets may be used by the M45B, but range modifiers will worsen by 10 if regular ammo is used. The second weapon I will expand upon is the PPSH-41, or Pistolet Pulyemot Shpagin Model 1941 (if you can pronounce that I'll give you some land I have in Florida). This machine gun had only one fire mode: fully automatic. The weapon was robust and reliable, and though the vertical round ammunition drum was heavy and troublesome to load properly (12 phases to reload in game terms), The Soviet soldiers who used the weapon found it comforting to have 71 rounds available when in a close-quarters firefight. Since the weapon also has an elementary compensator to reduce muzzle climb, reduce automatic weapon penalties by five. The last weapon I shall take a detailed look at is the Soviet Dragunov Sniper's Rifle. The Dragunov is a very well made rifle and is plainly expensive to manufacture. It is one of the very few semi-automatic sniping rifles in existence and is an extremely high-class weapon. The sights that are included with the Dragunov are of excellent quality. There is a compensator and equalizer built into the weapon which in effect negates muzzle climb almost completely. There are NO consecutive shot penalties, which also affects the automatic weapon penalties by subtracting ten from each number. Called shots fired by this weapon are only at a penalty of 25, not 50 as listed on page 45 of the TOP SECRET manual.

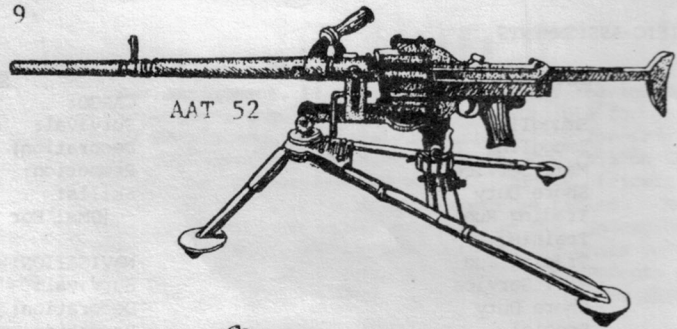
Here we go with another ten stats for new TOP SECRET weapons. Now that's thirty...count them...thirty weapons added to the list in the rule book. If weapons are what you want, then that's what you'll get, providing you keep sending in those letters telling us your needs. TOP SECRET is a fine game, and n1[YOU can make it better by finding the holes and flaws that need to be filled in or corrected. Oh, and by the way, I'd like to thank the marvellous people who sent in those very complimentary letters. Flattery will never get you anywhere, but I like what you're saying.

WEAPON	PWV	PB	S	M	L	WS	RATE	AMMO	COST	QRC	HWV	CLSN
9mm M42 (US)	80	5	-25	-100	-290	BA	4	20	290	A-21	12	SMG
7.62mm Dragunov(USSR)	89	0	-2	-15	-50	S	2	10	500	A-22	15	Rifle
AAT 52 (Fr.)	94	5	-10	-45	-150	S	6	100*	420	A-24	10	Hvy MG
7.62mm CZ52 (Czech)	45	0	-35	-145	X	VF	1	8	300	A-25	4	Pistol
7.65mm Mauser HSc(Ger)	30	0	-50	-155	X	VF	1	8	295	A-26	3	Pistol
7.92mm SAFN (Belg)	80	0	-12	-62	-150	S	4	10	310	A-27	15	AutRfl
7.62mm PPSH-41 (USSR)	76	5	-20	-90	-260	BA	5	35**	290	A-28	12	SMG
9mm GP-35 (Belg)	38	5	-40	-165	X	VF	1	13	330	A-29	4	Pistol
9mm M45B (Swe)	75	0	-18	-90	-253	BA	4	36	320	A-30	12	SMG

*Belt Feed, 100 round belts
**71 round drum also available

WEAPON (full name)	DECP	A	C	F	P	R	WP	WK	QRC
United Defence M42	NC	12	0	6	5	1	9.13	4.14	A-21
Dragunov Sniper Rifle	NC	24	0	5	3	6	9.5	4.31	A-22
Ballester Molina .45	-4	4	4	5	4	5	2.5	1.134	A-23
Arme Automatique Transformable 52	NC	20	0	6	4	1	21.75	9.88	A-24
Ceska Zbrojovka 52	-6	6	3	5	3	6	1.94	0.88	A-25
Mauser HSc Pistol	-2	3	5	5	4	6	1.41	0.6	A-26
Semi-Automatique Fabrique Nationale	NC	14	0	5	4	2	9.5	4.31	A-27
Pistolet Pulyemot Shpagin Model 41	NC	13	0	6	4	1	8.0	3.64	A-28
Browning Hi-Power GP-35	-4	5	4	5	4	6	2.0	0.91	A-29
Carl Gustav M45B	NC	10	0	6	5	1	7.67	3.48	A-30

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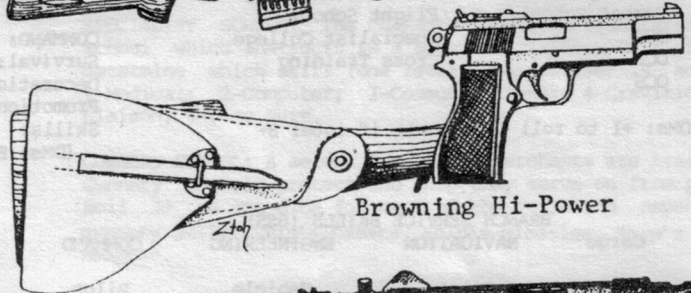
AAT 52



SAFN



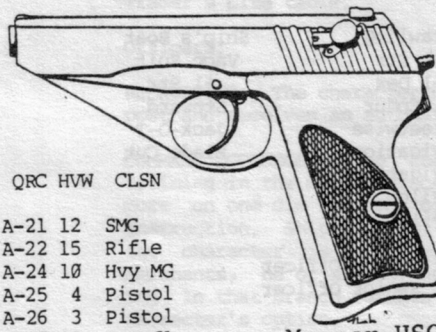
Dragunov



Browning Hi-Power



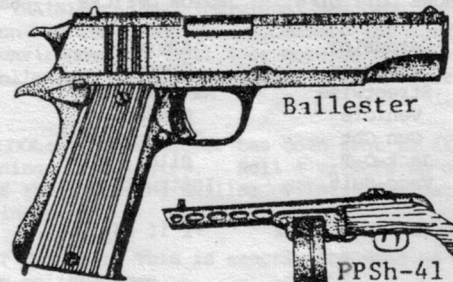
Carl Gustav SMG



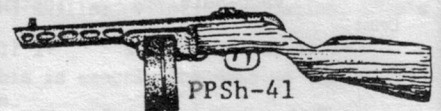
Mauser HSC



CZ 52



Ballester



PPSh-41



United Defense M42

A Look at VAMPIRES

by Kelly Villemare



The reason for this article is that I feel that the information on Vampires in the Monster Manual D&Ders is detailed, but not detailed enough. After much research on vampires, I have found out there are five types of vampires excluding the Penanggalan. You can use the following information and charts at your option. Read on...

How can you tell a vampire from a human when first approached? Is it because it has long fingers, pointed ears etc. Listed is general information on the appearances of the five types.

- | | | |
|--|---|--|
| <p>1
Human Looking
Charisma 14-17</p> | <p>2
Bald headed
Pointed ears
Long fangs
Claws, pointed
Darkened eyes
Bright Red Lips
Pale Complexion</p> | <p>3
Pointed Ears
Greenish white fur
Glaring red eyes
Sharp claws
Humanoid Face
Long Fangs</p> |
| <p>4
Human looking
Big build
Charisma 14-15
Usually with moustache
or beard.</p> | <p>5
Always Female shape (Human)
Long tapering fingernails
Wears green robes
Shining jet black hair that
falls to near ankles.
Charisma 16-18</p> | |

As you can tell, the most dangerous of the five are types 1, 4, and 5, for they are almost impossible to distinguish from the fact that they are vampires not Humans. these types have the strongest charming abilities.

Presented are methods of telling a vampire from a human.

1. No reflection is cast from any nearby mirror.
2. No mirrors or windows will be found in a vampire lair.
3. The cast no shadow from torchlight, lantern, continual light spell etc. The vampires main chambers will be well lit by lanterns, candles, torches etc., so no shadows will be cast, for you see these creatures are highly intelligent, and wise.
4. Horses shun vampires and will not come within 20' of one. A vampire will quickly come up with an excuse for this odd behavior. Maybe making up a story of a curse put on him or her, so that horses will not come near, or maybe about a curse where no hooved animals may approach him or her.
5. If chased or being entertained by a vampire, if you are in a room, it will knock once only. If you do not answer the door, it will usually come in via the secret door, for you see a vampire's lair is usually full of secret passage ways. A vampire can not go where it is not invited in (by doors or doorways), so they sneak in by secret passages.
6. If a player has a black stallion with no white hair, never to have seed a foal and never to have stumbled, he or she must get on the horse's back and ride him through a graveyard, back and forth. If there is a grave the stallion refuses to step over, no matter how it is urged, then it is the grave of a vampire.
7. They shun sunlight and thus are encountered from twilight to dawn outdoors, however if inside and no sunlight is present they can be encountered anytime.
8. They tend to stay away from garlic, to eat, or otherwise.

Statistics for vampires is the same as Monster Manual for D&Ders, however listed below is each vampire type, plus what powers they have, what keeps them at bay, what kills them and what does damage to them.



TYPE 1

Name: Referred as the Northern type.
Appearance: Human looking, charisma 14-17.
Powers: Charm, climb vertical surfaces, shape change to bat, summon rats, bats or, wolves.
Keeps at bay: garlic, mirror face, lawful good holy symbols or holy wafers.
Kills them: Sunlight exposure, stake in heart, running water.
Does Damage: Holy water, +1 weapon.

NOTE: These types of vampires are usually found in large castles guarded by controlled vampires. They are hard to tell that they are indeed, vampires unless the signs listed in this article, tell what it is. These types have much gold, and treasure and being quite crafty, usually get their victims by simply, inviting them into the lair (castle) for, a quest. It will then try to trap or imprison a party, and then attack at an opportune moment.



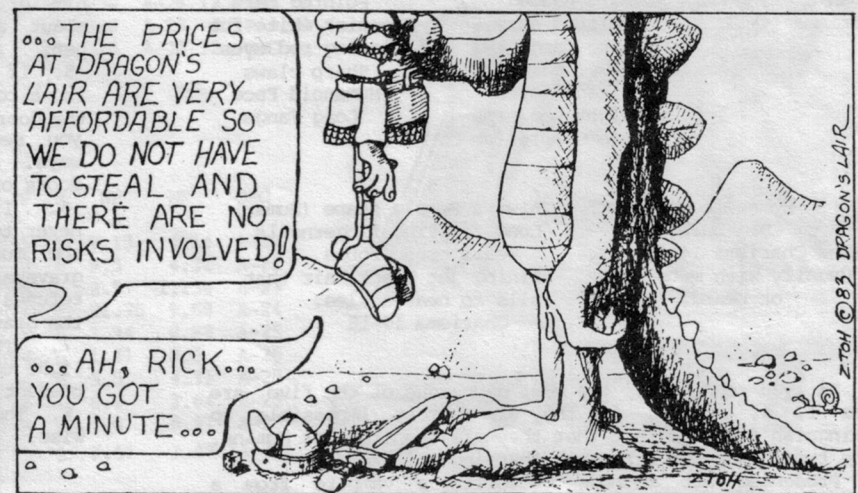
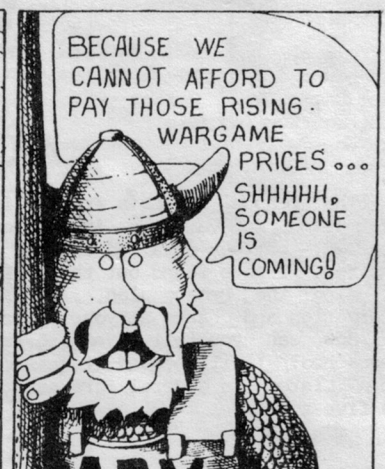
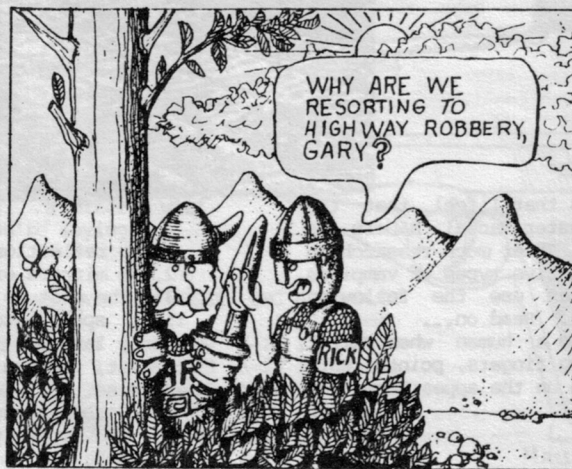
TYPE 2

Name: Referred as the Western type
Appearance: bald headed, pointed ears, long fangs, claws, darkened eyes, bright red lips, pale face.
Powers: charm, regenerate, shape change into large bat, drain energy levels.
Keeps at bay: garlic, mirror, lawful good holy symbols or wafers, rooster.
Kills them: Sunlight, stake in heart, hearing a rooster crow
Does damage: holy water, +1 or better weapon, or blunt blessed weapons.

NOTE: As these type of vampires are quite ugly, and have no way of hiding their hideous features, they simply usually, attack without trying to fool the party like type 1, 4, and 5 vampires can do. they lair in the coffin in which they are buried hiding in village or town cemeteries. many town or village people will put up, money for Vampire Killers, as these creatures have tunnels running underneath, a cemetery. The entrances and exits to a lair are well hidden. As the vampire heads other controlled vampires, the tunnels get larger and longer, as he or she employs their help. Various entrances and exits have been known to be holes. Under bushes, false tombstones, under trees stumps, etc.

continued on page 16

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SOLDIERS OF MERCY

New beings for AD&D by John Frazer

If the Chaotic Evils have their demons, the Lawful Evils their devils, then what pray tell do the minions of Lawful Good have backing them up? Angels, that's what. So, all you Anti-paladins and Evil High Priests, cringe in fear and pray for mercy, for the saints of the air are now among you...

There are three basic types of angels: Arch-Angels, Greater Angels and Lesser Angels. all angels (especially Arch-angels) have many unusual characteristics. Traits and abilities which are common to all angels are covered here. Specific information of each angel will be under individual treatment.

Angels are able to move from their own plane (the Seven Heavens) to those of the Twin Paradises, Elysium and Arcadia at will. They occasionally roam the Astral plane, but may not enter the Prime Material plane unless sent there by an Arch-Angel's direct order (the latter may, of course, enter the Prime Material plane at any time). Rulership is by, naturally, the Angel Lords, who are most capable of taking care of the other angels through their wisdom. Angels who are committed to battle will never retreat unless ordered to do so by an Arch-Angel. Angels cannot be subdued, nor will they serve any but the Arch-Angels. Because of their beauty non-evil creatures must save vs. spells or be effectively charmed by the angels in their presence. Only one check must be made per angel, however.

GENERAL CHARACTERISTICS: All angels have these abilities (unlimited use, one spell per round)

Cure Disease	Bless	Invisibility
Light	Detect Evil	Remove Fear (effect varies)
Teleportation (no error)	Detect Magic	
Cure Wounds (effect varies, see each angel for exact spell)		
Detect Invisibility		

Angels cast spell at the following levels:

Angel Lords	18th level Cleric
Angel Knights	16th level Cleric
Demon Hunters	10th level Cleric
Angel Maids	14th level Magic
Guardian Angels	User/14th level Illusionist/5th level Cleric
Empaths	9th level Cleric
	7th level Cleric/
	5th level Magic User
Courier Angels	5th level Cleric

All angels can use a special form of telepathic communication, which enables them to understand and converse with any intelligent creature. Angels are affected by the listed attack forms as noted below.

ATTACK	MAXIMUM DAMAGE WILL BE
Acid	Full
Cold	Half
Electricity	None
Fire	Half
Gas	Half
Iron Weapon	None
Silver Weapon	None
Magic Missile	Full
Poison	None

If an angel is killed on any plane except the Seven Heavens, the spirit returns to the aforementioned plane to recuperate for seven years. If slain on the Seven Heavens, the angel is permanently felled. Note that all angels are immune to Fear type spells.

Arch-Angels

Angel Lords, Angel Knights

Angel Lords

Frequency: Very Rare
No. Appearing: 1 or 2
(10% chance)

Armor Class: -6
Move: 15"/24"
Hit Dice: 20
% in Lair: 75%
Treasure Type: F,G,V,X
No. of Attacks: 1
Damage/Attack: 7-14

Special Attacks: See Below
Special Defenses: +3 or better
weapon to hit

Magic Resistance: 90%
Intelligence: Suora-Genius
alignment: Lawful Good
Size: L (12' - 14' tall)
Psionic Ability: 360
Attack/defense Modes: all/all



There but eight of these powerful holy spirits in the angel hierarchy. Each Angel Lord rules over a specific plane in the Seven Heavens, leaving one to preside over the other seven Lords. After a full millenium, the Lords rotate rulership of the planes, and the presiding Angel Lord changes places with another Lord who has ruled over each of the seven planes over the last seven thousand years. Each Lord commands a body of Angel Knights who are dedicated to the protection of their rulers. Angel Lords have the following powers, besides the ones listed at the start: Know alignment., extra powerful Chant (quintuple power of the normal spell), Cure Blindness, Cure Insanity, Cure Critical wounds, Command, Hold Person, Continual Light, Dispel magic, Locate object, Remove Curse, Detect Lie, Exorcise, Neutralize Poison, Raise Dead. These may be cast once per round. Lords can use the following once per day: Flame Strike (triple power), Dispel Evil, Quest, Heal, control Weather, Holy Word, Regenerate. They can always summon one Angel Knight, two Greater Angels, or four Lesser Angels in one round.

Description: Angel Lords appear as middle aged men (perhaps in their mid-thirties) in good health. They all have a wise, distinguished look, and an air of calm about them. Like all Angels, Lords have brilliant and handsome features.

Angel Knights

Frequency: Very Rare
No. Appearing: 1-10
Armor Class: -4
Move: 24"/48"
Hit Dice: 15
% in Lair: 55%
Treasure Type: Q (x10), R, X
No. Attacks: 2
Damage/Attack: By weapon - see below (+12)

Special Attacks: see below
Special Defences: +3 or better
weapon to hit

Magic Resistance: 80%
Intelligence: Genius
alignment: Lawful Good
Size: L (10'-14' tall)
Psionic Ability: 300
Attack/Defense Modes: A,B,D,E/F,H,I



As guardians of the faith and elite soldiers of the Seven Heavens, the Angel Knights are perhaps the deadliest of foes for the minions of evil. Angel Knights often lead bodies of Demon Hunters, numbering from 4-24 on the average. In combat the Angel Knights use a Holy Avenger (bastard sword) and a +4 mace of disruption, attacking with each once per round. All Angel Knights can cast the following once per round: Command, Detect Charm, Hold Person, Know alignment, Continual Light, Dispel Magic, Remove Curse, Cure Serious Wounds, Exorcise, Neutralize Poison, Quest. They may always cast the following spells once per day: Flame Strike, Heal, Restoration. Angel Knights may gate in other angels (1-2 Angel Knights/2-5 Demon Hunters - 50%/50%) once per round.

Description: Angel knights typically wear glittering silver armor and helms. They appear as muscular young men in the prime of their life. Their features are handsome and strong, and they possess an air of assurance not unlike that of the Angel Lords.

GREATER ANGELS

Demon Hunters - Angel maidens

Demon Hunters

Frequency: Rare
 No. Appearing: 3-12
 Armor Class: -3
 Move: 15"/48"
 Hit Dice: 12
 % in Lair: 60%
 Treasure Type: M,Q,X
 No. of Attacks: 2
 Damage/Attack: By weapon -
 see below (+12)
 Special Attacks: see below
 Special Defenses: +2 or better
 weapon to hit
 Magic Resistance: 70%
 Intelligence: Exceptional
 alignment: Lawful Good
 Size: L(9'-12' tall)
 Psionic Ability: 250
 Attack/Defense Modes: A,B,D/F,H,I



ZENRIE

These powerful warriors are the ones who make up the bulk of the heavenly guard. Though they are usually lead into combat by one or more Angel Knights, they are quite capable of taking their own action. In battle, Demon Hunters use Holy Avenger Bastard Swords, with which they attack twice per round. They may cast the following spells once per round: Cure Serious Wounds, Dispel magic, Know Alignment, Hold Person, or Gate in 2-5 Courier Angels (80%) or another Demon Hunter (20%). Once per day a Demon Hunter may cast a Flame Strike. When walking or standing, Demon Hunters use legs like any other angel, but when they take off to fly, the legs turn into a wash of flames. Beings caught within the backlash (excluding angels of course) - within 5 feet that is - take damage as a 20 point burning hands spell, but a save is applicable, and if the save is made, no damage is taken.

Description: Demon Hunters appear as very well muscled warriors in the prime of their life. They characteristically wear silver and gold armor that sparkle with the radiance of the sun. Their features are very masculine and handsome.

Angel Maidens

Frequency: Rare
 No. Appearing: 1-6
 Armor Class: 4
 Move: 15"/24"
 Hit Dice: 6
 % in Lair: 70%
 Treasure Type: Q(x3),
 S(x3),T(x2)
 No. of Attacks: 1
 Damage/Attack: by weapon
 (usually Dagger)
 Special Attacks: see below
 Special Defences: +1 or better
 weapon to hit
 Magic Resistance: 85%
 Intelligence: Genius
 alignment: Lawful Good
 Size: M(5'-5 1/2' tall)
 Psionic Ability: 280
 Attack/Defense Modes: all/all



ZENRIE

These beautiful spirits are the mages of the Seven Heavens. They all have the ability to cast spells while in the air, and rarely fail to do so, for if attacked while in the middle of casting a spell, and are struck, they may save versus spells to avoid the spoiling of their magic. Angel Maidens may cast the following once per round: Bless, Know Alignment, Cure Light Wounds, Dispel magic, Remove Curse. As 14th level Magic-User/Illusionists, Angel maidens may cast 5 1st, 5 2nd, 5 3rd 4 4th, 4 5th, 2 6th, and 1 7th level spell of the magic user variety, OR 5 1st, 5 2nd, 4 3rd, 3 4th, 2 5th, 2 6th, 1 7th level spell of the illusionist type. Note a particular Angel Maid will only be capable of casting either Magic-User or Illusionist spells (50%/50% chance). These spells may only be cast once per day, then the Maiden must "recharge" her spells.

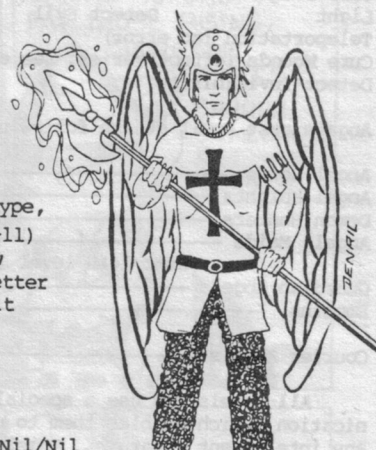
Description: All Angel maidens are seen as excruciatingly beautiful young women of prime age. They all wear white gowns of flowing silk, and have fair complexions. An air of beauty is always present among them.

LESSER ANGELS

Guardian Angels - Empaths - Courier Angels

Guardian Angels

Frequency: Uncommon
 No. Appearing: 2-12
 Armor Class: -2
 Move: 18"/24"
 Hit Dice: 9
 % in Lair: 70%
 Treasure Type: Q(x3), T, Y
 No. of Attacks: 2
 Damage/Attack: by weapon type,
 see below (+11)
 Special Attacks: see below
 Special Defenses: +2 or better
 weapon to hit
 Magic Resistance: 50%
 Intelligence: Exceptional
 alignment: Lawful Good
 Size: M(6'-7'tall)
 Psionic Ability: Nil
 Attack/Defense Modes: Nil/Nil



ZENRIE

For every Lawful Good cleric of 5th to 10th level, there is a Guardian Angel who watches over him or her. The Guardian Angel also grants that cleric spells of third, fourth, and fifth level. When the cleric is in immediate danger, there is a 25% chance that the Guardian Angel will come to his/her aid. The chance goes up to 50% if the cleric is in danger of dying at the hands of a demon or an agent that opposes the Seven Heavens. If the Angel is to appear, the cleric will have a Cure Critical Wounds and a Protection from evil 10' Radius cast around him. The Angel will then appear in a wash of golden light, interposing himself between the cleric and the cleric's enemy. The Guardian Angel will always get the first attack and will do so with a silvery light that bursts forth from his being. The light is equivalent to a Sunburst (see Wand of Illumination) in all ways, except that the light affects



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Have any of you Dungeon Masters wondered what the Outer Planes really looked like? I'm sure that many players who've aquired an amulet of the Planes or have access to a planar travel spell wonder the same thing. What I'm offering below is a set of rough guidelines that describes the Outer Planes in terms of geography and weather. Then, every issue (starting with this one), there will be a further look into one of the 17 Outer Planes, detailing appearance, creatures encountered, governmental structure, spell effectiveness and other miscellaneous subjects that pertain to that particular plane. But first, a basic understanding of planar structure is necessary. Planes are of infinite size but do have definite boundaries (I know this is a contradiction in terms, but bear with me a little longer). Perhaps the best way to illustrate this concept is by comparing our minds with the planes. Humans (okay, Elves and Dwarves too) can store an unlimited amount of information in their brains, yet the brain is of finite size and has definite boundaries. Similarly, planes can contain an unlimited amount of beings, yet have a set of definite borders. When travelling in the planes, a foreign creature (or soul/spirit) moves at a rate of feet equal to the average of its intelligence and wisdom, dropping fractions. Thus a being wills itself to move through the use of willpower and imagining the destination. Though the planes are infinitely large, movement by mind in effect transports a character at infinitely high speeds (though some are faster than others). Even at such speeds it does take time to get from one plane to the other, which is simply equal to the being's speed subtracted from 20 in turns. Since beings need no food or water to sustain themselves, nor do they age, time is not a factor in anything but encounter rolls, combat and spell durations. The planes are connected to each other as shown in the DDG cyclopedia. Each plane is also layered (take a look at the Abyss for example). To change levels, or layers, the creature merely wills it and will appear on the next layer (above or below) in the position corresponding to the one it left. Below is a generalized list describing the various planes. Remember that each one will be detailed in future articles.

As I delved into D&D over the next few weeks, I discovered it was more than a game - it was an entire world; a world that I could enter through a character I created and developed myself.

As a kid, I had always loved to play army, crawling across the backyards on my belly, picking off snipers with my Mattel Tommy gun. But I found it (D&D) to be more challenging than childish. I soon purchased a variety of books that explained all the rules and laws of the D&D universe with encyclopedic detail: the Dungeon Masters Guide Monster Manual, and Gods, Demi-Gods and Heros. then I bought dice, figures, dungeon modules and I ended up investing more than \$100 in D&D paraphernalia.

Each day in school we'd play during lunch hour and study halls, and after school I'd go right home, disappear into my bedroom and work on D&D. After I'd played for three months, Kevin and his brother Shaun invited me to a tournament at their house. Sixteen hours and two boxes of graham crackers later, the game ended. From that point on, D&D was my favourite topic of conversation throughout my sophomore year of high school, I made countless trips to the library to check out dozens of books on the middle ages. I'd lie in bed and read about Medieval Knights - their customs, dress, training, and fighting maneuvers. I even made my own life sized pieces of armor from old refrigerators or washing machines that people threw out.

One day late in October of my senior year, several of my D&D friends came to me with an idea. "Hey Warren, waddya say we go down to Plutonium Creek on Halloween night and summon a few spirits? We can bring some of our D&D spells and give them a whirl" "No", I said. "I don't want to get into the spirit stuff, and you shouldn't either. It could be dangerous."

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PLANE

GEOGRAPHY

WEATHER

Elysium
Twin Paradises
Seven Heavens
Arcadia
Nirvana
Acheron
Nine Hells
Gehenna
Hades
Tarterus
Abyss
Pandemonium
Limbo
Gladsheim
Olympus
Happy Hunting Grounds
Concordant Opposition

Rolling hills, light woods
Rolling hills, medium woods
Flat templelands, medium woods
Flatlands, light woods
Flatlands, light woods
Flatlands, gnarled trees
Flatlands, gnarled trees
Broken ground, few gnarled trees
Broken ground, few gnarled trees
Rocky ground, few gnarled trees
Rocky ground, barren
Rocky ground, barren
Rocky ground, barren
Rocky ground, light woods
Mountainous, virgin woodlands
Rolling hills, medium woods
A mix of flat, rocky, broken
and rolling lands, woodlands
ranging from thick to sparse

Sunny
Sunny
Sunny
Clear
Cloudy
Cloudy
Dim (twilight)
Dim (twilight)
Dark
Pitch black, stormy
Pitch black, stormy
Dark
Dim (gloomy)
Sunny
Sunny
Sunny
Ever changing, from
sunny to stormy

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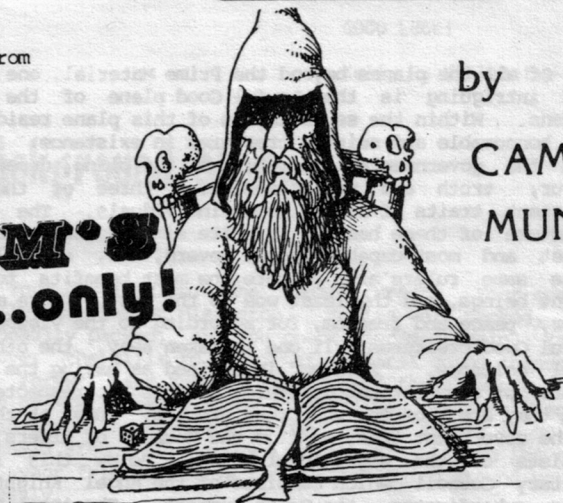
HARRY KREMER

(519) 744-5571

That's it for now. I hope you enjoy the article on the Seven Heavens, as it is the first plane to be expanded on (the angels are a bonus). The next planes to be expanded on will be the three outer extremes (Nine Hells, Abyss and Olympus). Then the neutral planes will be done, with the in-between planes following. By the way, does anyone out there have an astral plane spell handy? I need a ride home.

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continued from Page 11



TYPE 3

Name: Referred as the Eastern type
Appearance: They are invisible, however after dying they become visible as ugly humanoids with greenish white fur, sharp claws, red glaring eyes, pointed ears, and long fangs.
Powers: invisibility, roar once a day causes paralyzation (illusion spell).
Keeps at bay: garlic
Kills them: Sunlight, stake in heart, fire (save at -3) and take double damage.
Does damage: Fire, +1 or better weapon.

NOTE: These types of vampires are found usually in mountainous regions either in dense forest or in caverns. Their invisibility is an obvious good defense, and their attacks include their roar which, paralyzes any not making their savings throw. The range is 40 feet.

Hello Boys & Girls. This issue's topic is on magic swords. Can you say Magic Sword ? Sure, I knew you could.

Well, the real question is how and when does a magical sword work. The type of swords we'll be dealing with in this issue, are those empowered with special abilities such as TELPORT, SPEECH, LIGHT, DETECT TRAPS, DETECT GEMS, DETECT MAGIC, or SECRET DOORS.

A sword, when made, can be made to have special powers or to be magicked. The basic to hit bonuses are included in the sword not by any spell put on it, but rather the expert craftsmanship with which it was made. The materials for a sword can make a big difference as well. For example: with "Mithral" being used to make a sword, it could be anywhere between a +1 to +5. These bonuses are always in the sword.

The special abilities of a sword are cast into it by its maker. These special abilities work only within the hands of its owner because the energy flow which is created by master and servant is necessary so that the special powers it was crafted with can function. The only sword which can function out of its owner's grip is the one empowered with TELEKINESIS and this can only be used to levitate itself to its owner's hands. The owner must be within 30' of the sword, for it to work.

Any magic sword must be in the hand of its rightful owner to function properly. All magic swords which have special powers, have some kind of personality. This is called its EGO. The reason that the sword will not work in someone else's hand other than its owner, is because of the close affinity which is created between the sword and its master. If, for example, the master fall unconscious, the sword will REFUSE to function in any others hand. Even if the master commands it to do so. The sword is actually looking out for its best interest and since it has a presumably good owner, it will wish to stay with that owner. Of course a +2 sword will still perform as a +2 sword, but if it has any special abilities it will not allow them to be used.

Remember that a sword will always try to get itself to the most compatible owner (ie. alignment) and then to the most powerful. If for example, Zen (CN); a 4th level fighter is fighting Yen (CN) of 15th level, with a magically empowered sword, it would be very likely that the sword would try to lose so that the more powerful master could take over. A sword becomes lifeless when its owner dies until a new owner is found. So play your swords to the hilt.

continued next page

Behind the Pearly Gates



A Look at the Seven Heavens By John Frazer

Of all the planes beyond the Prime Material, one of the most intriguing is the Lawful Good plane of the Seven Heavens. Within the seven layers of this plane reside the most honourable and saintly creatures in existence. Indeed, even the governmental structure of the plane depends on honour, truth and unselfishness... three of the most important traits of Lawful Good individuals. The ruling structure of these heavens is quite simple, being that the wisest and most capable should govern, if, and only if, those same rulers also promote the most benefits to most decent beings, and the least woe to the rest. There must be order, peace and freedom, for according to the viewpoint of Lawful Good creatures, if one is taken away, the other two shall collapse. "Freedom" is defined as having the basic rights of any sentient creature, and to be respected for what they are, not for what they are not. Thus, at the peak of the government tree, we find the Council of Elders, which consists of the eight Angel Lords. Below this is the Military Council which consists of the Angel Knights and their subordinates...the Demon Hunters. The Angel Knights also head the next governing section, the Council of the Faith, which is subordinated by Guardian Angels. The Angel Maidens, Empaths and Courier Angels all make up the bottom most section of the government, the Council of Worship.

The heavens consist of seven "layers" of practically indefinite size. Each Layer represents one of the Seven Prime Traits of good which are (in order): Truth, Honour, Loyalty, Unselfishness, Mercy, Love and Beauty. Souls that transgress from the Prime Material Plane to the Seven Heavens will be placed into the layer which represents his strongest trait of good. All souls start out as Courier Angels and remain as such for a few centuries. The next step depends upon the class and gender of the soul. Females will become Angel Maidens, unless the female was also a Magic-User, in which case the soul may instead become an Empath. All Magic-Users become Empaths, all fighters, rangers and paladins become Demon Hunters, and all clerics become Guardian Angels. A paladin who was outstanding in his mortal life would become an Angel Knight instead of a Demon Hunter. However, a soul must qualify to become an angel type beyond that of Couriers, and will not gain such status automatically. During their mortal life, Lawful Good souls must have a strong dose of certain traits, depending on the angel type that the soul wishes to become:

Angel knight: Honour, Mercy, Truth
 Demon Hunter: Loyalty, Honour, Unselfishness
 Guardian Angel: Truth, Mercy, Unselfishness
 Empath: Love, Beauty, Mercy

The seven layers of the heavens appear as beautiful gardenlands, complete with woodlands, flowing creeks, bright sunlight, and prayer temples. When a soul enters the Seven Heavens (through the topmost layer), they shall be confronted by a silver and gold gateway, guarded by seven Demon Hunters with full hit points. When travelling in the heavens, a being moves at the rate equivalent to the average of its wisdom and intelligence (dropping fractions). When shifting levels, there is no pre-requisite, but the journey is usually from 20-120 miles. Since up in the Outer planes food is not needed, time is trivial, but time keeping must still be done to regulate encounter checks. Every hour a check must be made. The chance is one in four.



TYPE 4

Name: Referred as the Southern type
 Appearance: Human looking, charisma 14-15, usually clad in beard, moustache or both, very muscular looking.
 Powers: charm, summon creatures (rats, bats and wolves), roar (fear), regenerate, assume, gaseous form, shape change into wolf.
 Keeps at bay: garlic mirrors, lawful good holy symbols, holy wafers.
 Destroys them: Sunlight, stake in heart, running, water.
 Does damage: Holy water, +2 or better weapon.

NOTE: These creatures are found in cities and towns usually around tavern and pubs at night time. When encountered by a party they feel is well equipped and well prepared to do away with it, it will use its roar (Fear) to frighten them away, then it will make a hasty retreat usually taking a victim with him.



TYPE 5

Name: Langsuir or Lilith
 Appearance: Always a female wearing green robes, with long shining jet black hair that falls almost to her ankles, long tapering fingernails, very beautiful, charisma 17-18
 Powers: Shape change into a screech owl, charm, suggestion, regenerate, sleep.
 Keeps at bay: Mirrors, garlic, lawful good holy symbol.
 Kills them: stake in heart, sunlight.
 Does Damage: +1 or better weapon, holy water.

NOTE: These creatures are found just about everywhere, from cemeteries to cities to mountainous regions. She is very beautiful and has many magical forms of attack, like sleep (same as 1st level MU, spell), suggestion (same as spell), and charm.

DESTROYING VAMPIRES

The type 2 vampire can be killed by hearing a rooster crow. Reason being that it fears the idea of dawn so much it frightens itself to destruction. Problem is, in bringing a rooster with you adventuring, how do you get it to crow when approached by a vampire. The best suggestion is it can be taught by a player with animal husbandry as a Secondary Skill, or by the various Druidic spells that enable communication with animals.

Driving a stake through the heart of a vampire also kills it, however there are a couple of things to know. It must be a wooden stake. After doing much research, in both books it says oak and ash are the best woods to use. Broken bows or arrows being best choice, or even broken chair legs. Willow, maple and aspen are equally good choices however if evergreen is used the destroying effect is negated. Evergreen is a symbol of immortality to a vampire, so it will not destroy this unliving creature. Long bows are usually made of Evergreen (Yew).

Have you ever played a...

Druid seeking REVENGE?



by *Kelly Villemaire*

CHARACTER STATS

NAME: Kodor Thistlebush ALIGNMENT: Neutral

CLASS: Druid LEVEL: 11 RACE: Human SEX: Male

HIT POINTS: 60

ARMOR: Cloak +4, Ring of Protection +3

SUPPLIES: Waterskin, 2 vials of Holy Water, Mistletoe, Holy Symbol

WEAPONS: Sickle, Staff, Club

STRENGTH: 13 INTELLIGENCE: 14 WISDOM: 14 DEXTERITY: 11
CONSTITUTION: 15 CHARISMA: 16

MAGIC ITEMS

Potion of Speed, Scroll - Hold Animal

Spells

Entangle, Faerie Fire, Pass Without Trace, Shillelagh (2), Barkskin (3), Trip (2)
Call Lightning, Cure Disease, Tree Control Temp 10' Radius, Hallucinatory Forest, Plant Door, transmute Rock to Mud, Wall of Fire
Fire Seeds

NOTE: After changing form, before going to next encounter he reshapes to normal form. Change three times maximum.

The HAVE YOU, which will appear in almost every issue of this magazine, is a quiz designed to test your skill as a Fantasy Role Player, plus to test 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 wherever, 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 character classes, where you decide the fate of your player. How to play is simple, pick the best choice for every situation, then check the answer sheet to see what is the result from your choice.

GOOD LUCK!

Kelly P. Villemaire

Background Story

Your destination: the "Segan" forest. Your quest: to finally get Greater Mistletoe. You're well packed, though not heavily packed, and you check your map again. You must go over the hills to Malg, after first going through the Rhen Forest, and then to the "Segan" forest where a great patch of Mistletoe is to be found. You leave well-equipped at mid-day. The sky is clear and sunny, and it is quite hot and humid around 80 degrees Fahrenheit. As you leave your home, your friendly birds flutter and chirp around you quite aimlessly.

You trek through a well known patch of the Rhen forest which is a bit rough but no time to complain when you're only a few hundred yards away from your home. As you move on ahead, you whistle to cheer yourself up, when you hear a branch or twig snap behind you. You quickly turn around pulling out your sickle ready to strike your unsurprising foe...a wolf. "Oh no!" you think to yourself. It seems that your friend MESOR wants to come with you as he frantically starts licking your hand. Knowing his past record of obstinance, you gladly welcome his company whether you want it or not. One thing about Mesor you know, is, that he will listen to your commands if danger presents itself.

As you proceed down the path with Mesor, you both look at each other at the same time. somehow you both sense a presence of someone or something. So you put your hand on your sickle and keep on walking, watching ever so carefully in the dense foliage that surrounds the path. At the same time you try to concentrate on your footing, while constantly cursing and looking in the brush. You look at Mesor just as you both hear a loud screech and a grunt. He cocks his ears back and you both try to detect the direction that the sound had come from. as you move on, you mentally try to put an image to that horrible sound previously heard. It sounded something like a wild boar and some other creature's battle cries. Your thoughts are interrupted as Mesor starts whining and motions in front of you. Appearing down the path are two wereboars and from behind you, you see two more rushing out from the dense brush about forty feet away. You:

- A-1 Attack the creatures in front of you with your silver sickle and have Mesor defend your rear.
- A-2 Cast ENTANGLE on the creatures in front of you, and run past them with Mesor at your side.
- A-3 Cast HOLD ANIMAL on creatures in front you, then run past them with sickle in hand for defense.
- A-4 Cast CALL LIGHTENING on the creatures in front of path, then run by with sickle in hand with Mesor at your side
- A-5 Cast BARKSKIN on self, then attack creatures in front with silver sickle with Mesor keeping the creatures in the rear at bay.
- A-6 Throw vials of holy water at oncoming creatures, then

run by with silver sickle in hand.

- A-7 Cast SHILLELAGH on club, then attack oncoming creatures with Mesor protecting your rear.
- A-8 Throw fire seeds at oncoming creatures, then run by with sickle in hand.
- A-9 Cast CURE DISEASE on oncoming creature, then attack other with sickle while Mesor defends the ones in the rear.
- A-10 Turn into an eagle and fly ahead telling Mesor to outrun them and meet ahead.

You move on down the path with no other interruptions well into dinnertime. "Dinnertime" you think to yourself. "What a lovely idea". You suggest to Mesor to go look for some rabbits or something to eat while you look for some berries, agreeing to meet back in 10 minutes. You search around for a while and then spot a beautiful apple tree on top of a small hill. You climb up the tree and start picking and eating. As you start to climb down, you're shocked to see about 12 giant ants starting to climb up after you. You:

- B-1 Throw some apples away from the tree to distract some, and attack any that stick around with your sickle as you flee.
- B-2 Cast BARKSKIN, then run attacking with sickle as you flee.
- B-3 Turn into an ant-eater, then start attacking them (or eating them).
- B-4 Cast PLANT DOOR, then wait in tree until they leave.
- B-5 Cast ENTANGLE using the apple tree, then flee with sickle in hand.
- B-6 Cast SHILLELAGH on club, then attack as you descend and flee.
- B-7 Throw Fire Seeds at them, then flee with sickle in hand.
- B-8 Cast CALL LIGHTENING on them, while descending with sickle in hand for any missed.
- B-9 Drink Potion of Speed, then run away with sickle in hand.
- B-10 Hit them with staff while staying in tree.

You get back on the trail feeling much better after eating, and you travel well into the sunset. The sky starts to get cloudy and you hope that the weather will permit your quest to be completed. As you start to leave the path into scattered forest patches, near the Hills of Malg, you spot some large winged creatures coming over the horizon at a fast speed. You hop into a nearby patch of wild roses and spy the winged creatures to be in fact.....3 Wyverns. You look for mesor and find he is not around. out of the corner of your eye you spot him near a large tree spying on a chipmunk. You whisper to him to get the #!*@? over into the cover before he is spotted by the now quite close for comfort creatures. Unfortunately you are too late. You see the shadow fly overhead towards the now fearful wolf followed by 2 other shadows. The first one is almost on top of poor Mesor and the others are a halberd's length behind it when you complete your idea to:

- C-1 Cast ENTANGLE on all three Wyverns using oak tree nearby, then flee with Mesor.
- C-2 Cast CALL LIGHTENING on them.
- C-3 Attack them immediately with sickle.
- C-4 Turn into a Cave Bear and attack all three.
- C-5 Throw fireseeds at them, then attack with sickle.
- C-6 Drink Potion of speed, then turn into a Cave Bear and attack.
- C-7 Cast CONTROL TEMPERATURE 10' RADIUS and increase to highest temperature, then attack with sickle.
- C-8 Cast WALL OF FIRE in front of wolf to protect him, then flee as they try to get by.
- C-9 Throw 2 vials of holy water on them, then attack with staff.

You finally see the beginning of the Hills of Malg, when darkness really sets in the sky. You proceed ahead on a very rough trail made of rock. You light a torch and notice no trees or bush around. Along the path, every now and then are sticks in the ground with skulls of boars on top of

them. you recognize these as Hill Giant markings from your teachings in the past. They evidently use these instead of fences to mark off their lots. Funny thing though, is that these ones were not spoken about to you by any of the local mappers. You hope there is a mistake and move on only to be almost hit by a large boulder obviously tossed from the hill to your right. You see at the top of the hill a Giant. Beside him; a large club and a Giant Lizard. You recognize his tongue as he speaks to you. He tells you that if you want to cross his land you must defeat his "champion" lizard in battle. You try appealing to his senses, stating your quest, but he just laughs and tells signals the lizard to proceed. You tell mesor to move back and you:

- D-1 Simply CALL LIGHTENING on it.
- D-2 Attack it immediately with sickle.
- D-3 Cast BARKSKIN then attack with staff.
- D-4 Turn into an Ape, then attack it.
- D-5 As it runs down the hill towards you, cast TRIP, then run in and attack with sickle.
- D-6 Cast CONTROL TEMPERATURE 10' RADIUS and fry it as you attack with sickle.
- D-7 Throw Fire Seeds at it, then attack with sickle.
- D-8 Cast TRANSMUTE ROCK TO MUD, then rush in and attack.
- D-9 As it approaches cast WALL OF FIRE in front of you, then attack if it still lives.
- D-10 Cast SHILLELAGH on club, then attack.

After the giant had abruptly left, although a bit angry, you move on through the hills ignoring the land symbols. You have no more encounters all the way to your destination, near the spot in the Segan forest where the Mistletoe patch is. You thank Mesor for travelling with you, and as you like your solitude, you tell him he can go back home now. You move on ahead to where the patch is only to find it dead, with only withered up plant in its place. It seems someone or something sat on it and ate the berries. there are a large set of tracks leaving from the area, and after all you have been through, revenge must be made. You detect that detect that the creature you are following, flies, for the simple fact that every now and then the tracks disappear then reappear many yards away. The tracks are quite huge, and they lead to the forest edge near the Callan Path. As you proceed, you see your culprit, and just then you ponder if revenge is such a good idea, for hovering just above the brush above you is a large Green Dragon. It carelessly flies very slowly and then it moves as if looking for something. As he quickly turn towards you, you realize it has smelled you. You decide to:

- E-1 Quickly cast HALLUCINATORY FOREST and wait in it, till it leaves.
- E-2 Quickly cast HALLUCINATORY FOREST and wait in it, till it leaves after using PASS WITHOUT TRACE.
- E-3 Cast BARKSKIN, then attack it with sickle.
- E-4 Quickly cast ENTANGLE on it as it is still over the brush and trees, then run.
- E-5 Cast CONTROL TEMP 10' RADIUS, then fry it as it attacks, having sickle ready.
- E-6 Cast CALL LIGHTENING on it.
- E-7 Cast PLANT DOOR, then wait in tree until it leaves.
- E-8 Hide behind a tree, then try to hide in shadows until it leaves.
- E-9 Turn into a frog, then hide near a tree.
- E-10 As it approaches cast WALL OF FIRE in front of you and fry it.

After that encounter you decide to go back home and try another night, at another location where mistletoe might be. You travel through the Segan forest, quite peeved about what that dragon had done to the mistletoe bush, and now of all times. You slowly walk through the dense foliage, when the usual noise of crickets, owls etc. is interrupted by a loud whining noise. The whine of something hurt. You listen again and follow the sound to a small clearing where you see poor Mesor, but all tied up on a spit, alive but beaten. Around him are 2 Minotaurs, that seem to be talking to each other while pointing at Mesor. They stop talking, their nostrills flare and the abruptly turn towards you. They have caught your scent so you:

- F-1 Turn into a Cave bear and attack.
- F-2 Attack immediately with sickle.
- F-3 cast CALL LIGHTENING on them.
- F-4 Cast BARKSKIN, then attack with sickle.
- F-5 Throw Fire Seeds at them then attack with staff.
- F-6 Since its dark, cast FAERIE FIRE, then SHILLELAGH on staff then attack.
- F-7 Cast WALL OF FIRE in front of you as they are near and fry them.
- F-8 Cast TRIP spell then rush in and attack with sickle as they lie there.
- F-9 Take out 2 vials of holy water, throw it at them, then attack with sickle.
- F-10 Drink Potion of Speed, then attack with sickle.

As they are wounded, they start bellowing loudly, and you realize there must be more around, so you quickly untie Mesor, carry him and start running. Soon you hear heavy steps behind you, about a couple hundred feet away, but definitely more Minotaures, by the sounds of branches being busted behind you. You see by the light of the moon that three more are on your trail. You:

- G-1 Cast ENTANGLE then run ahead.
- G-2 Cast HOLD ANIMAL using scroll on them, then run.
- G-3 Sit back in shadows and when they approach cast WALL OF FIRE, then fry them.
- G-4 Throw Fire Seeds at them, then attack with sickle.
- G-5 Cast FAERIE FIRE then attack with sickle.
- G-6 Sit back in shadows, then cast CALL LIGHTENING on them.
- G-7 Turn into a Jaguar and attack them.
- G-8 Cast BARKSKIN then attack with sickle.
- G-9 Cast SHILLELAGH on club, then attack.
- G-10 Cast TRIP on them, when in range, then run.
- G-11 Cast PLANT DOOR and enter tree, leaving Mesor outside in shadows, if they get too close, attack with sickle.
- G-12 Attack immediately.

After you leave those Minotaures, you move on again. You estimate the time to be about 3 hours before midnight, the temperature is about 60 degrees fahrenheit (still quite hot), and you are becoming quite tired and hungry, so you decide to stop for a quick rest under the cover of a tree. Mesor is quite tired too and quickly falls asleep. "The poor little trop" you think to yourself. Almost becoming a Minotaures dinner, what a most frightening thought. Then you think to yourself "that's it, Trop". You see "Trop" is the name Centaurs give to wolves and you just remember you are near the Isla Centaur colony. You decide to rest for a bit longer, and then to move on to the colony right away. Unfortunately rest turns into a deep slumber and somehow to your luck you awaken to find yourself half tangled in something. You don't see Mesor nearby, and as you look around you notice a large spider lowering down from the tree branch that was above where you slept. Beside him is a large wrapped bulky form, obviously poor Mesor. Those mandibles do not look useless, as it approaches you, although you are quite tangled up, you:

- H-1 Pull out holy water and throw it at it, then attack with sickle.
- H-2 Throw Fire Seeds at it.
- H-3 Cast BARKSKIN, then attack with sickle.
- H-4 Cast SHILLELAGH on club, then attack with it.
- H-5 Cast FAERIE FIRE on it, then attack with sickle.
- H-6 Cast ENTANGLE on spider using tree that it occupies, then kill it.
- H-7 Immediately attack with sickle.
- H-8 Drink Potion of Speed, then attack with sickle.
- H-9 Cast HOLD ANIMAL using scroll, than attack with sickle.

Quickly you untie Mesor, to find that he's been bitten, so you decide that the sooner you get out of this forest at night, the better. You run as fast as you can with poor Mesor, unconscious in your arms. You finally come to the Hills of Malg, but instead of going south towards your home, you go west towards Isla where Mesor could get some help. Unfortunately you must pass the Battlefield if Islaven; a place known for undead occupance, but Mesor's life is at stake so on you run. This field is where the Centaurs fought back the undead from returning to kill more. There

was a battle many years ago between men and goblins. Many men died. Throughout this featureless field there are many skulls and dismembered skeleton bodies. You see, some of the fighters from long ago were almost totally dismembered during the battle by those viscous goblins, and giving a total decent burial was almost impossible, so they say. Many bodies were left still scattered on the field. The Centaurs faught many of the restless years later, giving many remains a decent burial, thus the undead status was revoked.

Animals still sense the evil in the area and do not pick at the old remains, nor do they come within the area. As you are in the middle of the field, you feel an odd feeling inside, suddenly the ground breaks in front of you, and to your horrified view climb out three skeleton fighters clad in plate mail with one equipped with a halberd, the second; a scimitar, and the third; a glaive. They run towards you. You decide to:

- J-1 turn into a tiger and attack.
- J-2 Take out 2 vials of holy water, and throw them, then attack with sickle.
- J-3 Drink Potion of Speed, then attack with staff.
- J-4 Attack immediately with staff.
- J-5 Throw Fire Seds at each one, then attack with staff.
- J-6 Cast TRIP, then attack with sickle.
- J-7 Cast BARKSKIN, tnen attack with staff.
- J-8 Cast CALL LIGHTENING.
- J-9 Cast FAERIE FIRE, then attack with staff.
- J-10 As they approach, cast WALL OF FIRE, and fry them.
- J-11 Cast CONTROL TEMPERATURE 10' RADIUS, and fry them, while attacking.



After quickly leaving those skeletons, you run (actually you bump) into a large stone building and decide to enter it to rest. You lay down the limp body of Mesor and catch your breath. You light a torch and let your eyes adjust for a while. You look around this room, and see much scribbling on the walls and again more skeletons on the floor. To play it safe, you step on them, and separate the pieces, all the while thinking and chuckling about the well known quote "tis better to nip it in the bud" before anything develops. You disgust yourself, thinking about that old druidic joke at a time like this. Your thoughts are again interrupted by a noise, and behind you about twenty feet away, you see a mummy moving towards you ever so slowly. Holy #@@!*, where did that come from? You curse yourself for being caught unawares (again). This creature slowly moves towards you hand extended. You put Mesor over your shoulder, then:

- K-1 Present Holy Symbol strongly, then back out with sickle in hand.
- K-2 Throw Fire Seeds at it, then attack with torch and sickle.
- K-3 Cast BARKSKIN, then attack with torch in one hand, and use sickle to parry.
- K-4 Cast SHILLELAGH on club then attack.
- K-5 Throw 2 vials of holy water on it, then attack with torch using sickle to parry.
- K-6 Turn into a Black Bear, then attack.
- K-7 Turn into a Mule, kick it back into the room, then turn back, pick up Mesor and run.
- K-8 Attack immediately with sickle.
- K-9 Cast CONTROL TEMP 10' RADIUS, then heat it up, while attacking with sickle.
- K-10 Cast CURE DISEASE on it, then attack with sickle.
- K-11 Cast FAERIE FIRE on it, then attack with torch using sickle to parry.
- K-12 Drink Potion of Speed, then attack with torch using sickle to parry.

- M-6 Turn into a wolf and attack.
- M-7 Cast BARKSKIN, then attack with sickle.
- M-8 Cast HALLUCINATORY FOREST and hide in it.
- M-9 Cast PLANT DOOR then wait until it leaves.
- M-10 Run into bush and cast PASS WITHOUT TRACE.
- M-11 As it approaches, cast WALL OF FIRE and fry it.
- M-12 Drink potion of speed, then attack with staff.
- M-13 Throw Fire Seeds at it then flee.
- M-14 Cast HOLD ANIMAL using scroll, then flee with sickle.
- M-15 Attack with bare hands.

After that weird encounter you stick to the path all the way home. You sit down in your favourite chair, and think to yourself "borrowed mistletoe isn't bad". It will have to do for now, anyways.

continued from page 15

"Aw, c'mon, Warren," they pleaded. "We won't hurt anything. Tell you what - we'll all dress up and make it real AUTHENTIC"

At the word AUTHENTIC, I perked up. If I went, I could wear some of my new pieces of armor. "Well, maybe I'll go," I said, "but only for its historical value, I'm not looking for any spirits." At the creek that night, Warren went ahead with the group, but later became scared and left for home. That night Warren had weird dreams, actually nightmares

WARREN LATER STATES: All these dreams and my experience at Plutonium Creek made me wonder whether D&D was affecting me more deeply than I thought. The game affected me in other ways, too. For instance, even though I killed only evil people (playing a paladin) in the game, I derived a sadistic sort of pleasure from it. The image of my brother in my nightmares, brought to mind my family, and how D&D had sapped away practically all the time and emotional energy I used to give them.

I happened to catch a Christian TV show one afternoon. I would have changed the channel, but I heard someone on the show mention Dungeons and Dragons, so I kept watching. I heard some of the things they said about the game just weren't true, but they did say that the Bible forbids us to use sorcery, witchcraft, divination, or to commune with spirits. And they felt that it was wrong even to use them in a game. All along I had avoided getting into the evil aspects of D&D, but now I wondered whether I was still contributing to evil by playing the game anyway. Today, although I've maintained my interest in the middle ages, I've quit playing D&D.

Well, this is one view of Dungeons and Dragons. Now here's another article printed in the March 1982 edition of AWAKE; a Jehovah's witness pamphlet.

The heading of the article reads, in big red print: "Dungeons and Dragons - Dangerous Entertainment". The story starts with a scenario where some adventurers attack goblins then telling roughly about the game, and how popular it is. Then it states the following sentences.

One young man who recently gave up Dungeons and Dragons offered this comment: "The game is very deceptive. In the beginning it just seems like harmless fun and adventure, but soon you are drawn into it. You get hooked." Another former player agreed. "Dungeons and Dragons is addictive." It then continues with a heading in bold print - Mythological World of Violence. It then again continues stating roughly how the game is played, then statements are made about the game as such... "The level of violence in this make-believe world runs high. There is hardly a game in which the players do not indulge in murder, arson, torture, rape or highway robbery." These were quotes taken out of an interview with veteran DM John Eric Holmes in an article in Psychology Today. Other comments by Holmes include: "When one of these alter-egos (characters) gets killed, the game player sometimes suffers psychic shock and may go into depression. A question quickly follows: Does that sound like harmless fun?"

Other comments by another former player includes: "The game makes you selfish." "At first the players are all noble and self-sacrificing, but after a while they change. They learn that if they don't look after themselves, somebody will stab them in the back and take their treasure. Pretty

You quickly leave this crypt and get to the Centaur camp a half an hour later. There you rest for a few hours, while the Centaurs use their healing potions on your canine friend. Resting in their hut made of foliage, you awaken to a wet feeling on your nose, and open your eyes to see Mesor happily licking you. He's not as spunky as usual, but is looking a lot better. The chief Centaur Maura enters and tells you in his usual monotone voice, that you must leave right away. The wolf can stay for a day or two longer though. It seems they prefer wolves to men here. Centaurs, you see, are friendly, but not too friendly. Taking the hint, you thank him and tell him you will leave now. Before you leave he gives you a wooden mug with some green liquid in it. He tells you to drink it, all the while laughing. It tastes horrible, but you know its their medicine. These creatures really care, in their own way. (Drinking liquid will cure 10 hp or disease if touched by mummy). You go on your way with a map and more torches from Maura, The map shows how to avoid the Battlefield of Islaven and to cross the small river of Stanew, then go south-east towards your home, then through the Rhen forest. When you reach the river, you laugh as you see it is only a creek. Its about 25 feet wide and about 2 feet deep. Weeds and tall grass outline the banks and the water is crystal clear. Even though it is still pretty dark out you can see the bottom perfectly, for the rocks on the bottom, glow a greenish colour. You start crossing when you spot some snake-like creatures that appear out of the weeds about 20 feet away. They are Eels, and they're coming towards you quite fast. You:

- L-1 Cast BARKSKIN and attack with sickle.
- L-2 Cast HOLD ANIMAL, then attack with sickle.
- L-3 Turn into a crocodile, then attack.
- L-4 Turn into a duck and fly away, leaving behind sickle staff, and equipment.
- L-5 Attack with bare hands.
- L-6 Cast Entangle on Eels using weeds.
- L-7 Cast CONTROL TEMPERATURE 10' RADIUS and lower temperature to lowest it can go and attack with sickle.
- L-8 Cast CALL LIGHTENING on them.
- L-9 Cast SHELLELAGH on club, then attack.
- L-10 Attack immediately with sickle.

You travel on through the Rhen Forest, near the end of the Hills of Malg, quite fatigued, and it is almost dawn of the next day. The sky is clear and the day is a bit cooler than the last. As you pass a bush you hear a rustling noise, so you quietly move up in front of it. You shoot back aghast at what you see. A creature with the body of an eagle and the head of a deer was biting out the heart of a dead human. From the looks of him, he used to be a bandit. You turn and flee, only to hear the flapping of wings behind you. You turn and see the thing hovering above the bush. It slowly hesitantly approaches. You:

- M-1 Cast SHILLELAGH on club, then attack.
- M-2 Throw 2 vials of holy water at it, then attack with sickle.
- M-3 Cast CALL LIGHTENING on it.
- M-4 Cast TREE on self, and wait until it leaves.
- M-5 Cast ENTANGLE on it, using nearby bush, then flee.

ANSWERS TO HAVE YOU

- A-1 You kill them all but take 35 hp damage from melee.
- A-2 No damage, you outrun others.
- A-3 Doesn't work, take 40hp damage before escaping.
- A-4 Doesn't work, its sunny, take 40hp damage before killing them.
- A-5 You kill them all, but take 30hp damage in melee.
- A-6 Nothing happens, except they strike first, take 42hp damage.
- A-7 you kill them all but take 28hp damage.
- A-8 You kill them as they burn, no damage.
- A-9 Same as A-6.
- A-10 No damage.

- B-1 Some leave but some stay, take 6hp damage from bites.
- B-2 they attack and bite, take 8hp damage before getting away.
- B-3 No problem, take only 2hp damage from bites.
- B-4 It works, they leave.
- B-5 It works, no damage.
- B-6 Take only 2hp damage.
- B-7 Kills many and others flee, no damage.
- B-8 Doesn't work, its sunny, take 9hp before escaping.
- B-9 You're pretty fast, no damage.
- B-10 Works not bad, take only 3hp damage.

- C-1 It works, no damage.
- C-2 No damage, you fry them.
- C-3 You die from too many hits plus sting.
- C-4 You kill them, but take 40hp damage from melee.
- C-5 You hurt them quite a bit, but take 27hp damage in melee.
- C-6 You kill them, but take 14hp damage in melee.
- C-7 Two leave as the temperature is too unbearable, but one stays and attacks, doing 10hp damage before leaving.
- C-8 They flee, no damage.
- C-9 They immediately attack, water does no good, and you die.

- D-1 It fries, and Giant runs away, no damage.
- D-2 You kill it after taking 10hp damage in melee.
- D-3 You kill it after taking 14hp damage in melee.
- D-4 You kill it after taking 6hp damage.
- D-5 You kill it on first hit.
- D-6 You kill it, but take 2hp damage on a lucky strike.
- D-7 Kill it, no damage.
- D-8 You get first hit as it gets stuck, take only 2hp.
- D-9 Kills it, no damage, Giant runs away really fast.
- D-10 You kill it, but take 8hp damage in melee.

- E-1 It doesn't fall for it, and attacks and kills you.
- E-2 It doesn't fall for forest and attacks after sniffing you out, you die from gas.
- E-3 You get a few good hits in, but it breathes poisonous gas and you die.
- E-4 It works, no damage.
- E-5 You kill it, but take 10hp damage in melee.
- E-6 Kill it, no damage.
- E-7 It works, no damage.
- E-8 It works, no damage.
- E-9 It works, no damage.
- E-10 It works, no damage.

- F-1 You kill them, but take 8hp damage.
- F-2 You kill them, but take 20hp damage.
- F-3 You fry them, no damage.
- F-4 You kill them, but take 13hp damage.
- F-5 Fire Seeds damage them, but take 4hp damage after attacking with staff.
- F-6 You kill them, but take 10hp damage.
- F-7 Fry them, no damage.
- F-8 You get 2 lucky shots in, no damage.
- F-9 No good, they get first attack. You kill them, but take 29hp damage.
- F-10 You kill them, but take 6hp damage.

- G-1 It works, no damage.
- G-2 Doesn't work, they catch up to you and attack, take 20hp damage before killing them with sickle.
- G-3 It works, no damage.
- G-4 It damages them, but take 8hp damage in melee.
- G-5 It helps, but take 12hp damage before killing them.

- G-6 It works, no damage.
- G-7 It helps, but take 2hp damage before running them off.
- G-8 It helps, but take 10hp damage before running them off.
- G-9 You kill them, but take 9hp damage.
- G-10 They soon catch up and attack. Take 18hp damage before killing them.
- G-11 They smell you out and attack, take 15hp damage before killing them.
- G-12 It works, no damage.

- H-1 No good, take 18hp damage before killing them.
- H-2 Good hits, kills them.
- H-3 Helps, take only 8hps damage in melee.
- H-4 Same as H-3
- H-5 Helps, take only 9hps damage in melee.
- H-6 No damage.
- H-7 Take only 10hp damage in melee.
- H-8 No damage, as it gets no hits.
- H-9 Doesn't work, take 18hp damage before killing them.

- J-1 Helps, take only 8hp damage in melee.
- J-2 Holy water does damage, take only 3hp damage in melee.
- J-3 Great choice, no damage.
- J-4 Good choice, take only 3hp damage in melee.
- J-5 Good choice, take only 3hp damage in melee.
- J-6 They all break on impact as they fall, no damage.
- J-7 Good choice, take only 1hp damage on lucky shot by skeleton.
- J-8 No damage.
- J-9 Take only 5hp damage in melee.
- J-10 No damage.
- J-11 Does good, take only 2hp damage in melee.

- K-1 Doesn't work, you're not a cleric. He kills you with much damage.
- K-2 Great choice, take only 3hp damage on lucky hit.
- K-3 Good choice, take only 8hp damage in melee.
- K-4 Take only 10hp damage in melee before destroying it.
- K-5 Good choice, take only 3hp damage in melee.
- K-6 You destroy it after taking 8hp damage in melee.
- K-7 Lucky choice, no damage.
- K-8 It kills you.
- K-9 Take only 8hp damage in melee.
- K-10 No good, and you die as it gets first attack.
- K-11 Good choice, take only 5hp damage in melee.
- K-12 You destroy it taking only 1hp damage in fight.

- L-1 You take 42hp electrical damage before escaping.
- L-2 No good, they electrocute you, you die.
- L-3 Not bad choice, but they do 48hp electrical damage before you escape.
- L-4 No damage, but now cannot use weapons, potions, scrolls or vials of holy water.
- L-5 You die very quickly from electric eels.
- L-6 No damage.
- L-7 It works, they take off as they dislike cold water.
- L-8 They fry.
- L-9 It helps, but you take 46hp electrical damage before escaping.
- L-10 Same as L-2.

- M-1 You kill it after taking 5hp damage in fight.
- M-2 No good, take too much damage as you need magical weapon, you die.
- M-3 No damage.
- M-4 It works.
- M-5 No damage.
- M-6 It does too much damage, you die.
- M-7 Same as M-2.
- M-8 It works.
- M-9 It works.
- M-10 It works.
- M-11 It works.
- M-12 Potion helps, but you take 48hp damage before realizing staff is no good against this creature. You need magical weapon.
- M-13 It works, it flees.
- M-14 No good, see M-2.
- M-15 Same as M-2.

soon you can't trust anybody. Following this in italics reads this statement by the magazine - "The game teaches greed and materialism." Quotations from the bible soon follow, then the following paragraph.

The game teaches polytheism and demonism. A mere look at some of the characters and monsters in the basic D&D rulebook should convince any Christian that the game is not for them. Included are Magic-users (Mediums, seers and conjurers), goblins, hellhounds, hobgoblins, ogres, skeletons, spectres, vampires and zombies to name but a few. Experienced game players are expected to learn a great deal about the characteristics of such grisly playmates. Yet Christians are told not to get to know the "deep thing of Satan"- Revelation 2:24.

In the early stages of play such demonic overtones may seem like harmless fun, but at more advanced levels the demonism gets serious. "Some of my high level characters had advanced psychic powers," recalls an ex-player, "and during one game they were fighting directly against demons and devils. there was something wierd going on. We were scared by it, and never tried it again.

Following these paragraphs is yet another heading in bold print - Satanic Thinking. Below this is a reference to the Deities and Demigods Book. It reads as follows: In higher levels of play, characters are expected to dedicate themselves to a mythological god. "Serving a deity is a significant part of D&D says one of the games publications (Ed. Note: Probably a reference to a Dragon Mag)," and all player characters should have a patron god." Patron gods include most ancient Greek, Egyptian, or Babylonian deities (Zeus, Ra or Marduk, for example) but the only true god, Jehovah, is nowhere referred to.

Indeed, the underlying assumption to D&D is that there is no true god, only a universal struggle between the abstract forces of "good and evil, law and chaos", with their assorted champions. This is the sort of teaching long held by such enemies of Christianity as the Gnostics. D&D is permeated by the ideas of Satan the Devil, who has always championed greed, violence and demonism.

Well, those are two statements by people who are definitely not for the game of D&D. I have failed to mention the numerous banning of the game in some states,

plus protests by irate citizens in Canada about either teaching or playing the game. Could all these people be right? Could all these people be wrong? Good questions, eh?

My personal feelings about it, are that there are some correct points made in these articles, however there are many misunderstandings of the game. Examples of misunderstandings include references not mentioning the one God: Jehovah in the D&D books, or in the case of Warren's buddies talking about using D&D spells or "giving them a whirl" as they state. For one thing, I feel Mr. E. Gary Gygax did not include any reference to the one true God (Jehovah) for obvious reasons of one: Why put your butt in the burner, when it doesn't have to be there, and two: if he referred to Jehovah with stats, etc, he would have to cater to the faiths of the Moslems, Hari Krishnas, Buddhists, etc. In the case of Warren's friends talking about using spells or giving them a whirl, that's bunk to scare the readers. There are NO spell incantations in the books AT ALL. It tells how they work, damage they do, spell range, spell lasting, etc.

On the other side of the coin however I do agree with some points which I hope will help your gaming in the future For one, I do know people that go overboard with the game. Examples - want to actually play your character, they skip school to play virtually seven days a week. I personally have cut my D&D playing to once a week - every Wednesday night from 6:30 to 11:00. I've heard stories about people pulling knives on friends after being upset about a D&D game, however I've also heard that story with games of Monopoly, Poker, Risk, Ping-Pong, etc. I've heard about people that go out of their way to snuff a character. This is a special note to DMs. My main feeling about the game is this. D&D is a Fantasy Role Playing game. Somehow, I don't know how, but somehow people have forgotten this. some people play themselves which defeats the purpose of this type of game. If you want to use your own tactics, play Risk, Monopoly, Rise and Fall of the Third Reich or whatever. Another thing is, that the most important thing about playing (when I DM) is that EVERYONE has a good time. I'm sure you can see how people get these ideas about the game.

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Opinions of the game go from one extreme to another. One party says that the Devil is putting in their minds (sub consciously) ideas of murder, rape, arson, etc. Another party says its addictive taking time away from family and friends. Then there is another direction where people eat, sleep, breath and think D&D 24 hours a day.

Religious groups complain that the books teach basically "Immorality", and D&D comes under heavy fire by many Christians. However something comical that I noticed was when I showed the books to a known occultist (or devil worshipper), he stated the books had nothing interesting in them. Sure, Occultists play D&D as well. When religious or Moralists groups hear about Occultists playing D&D, they put the connection of sorcery to this game. Well sure Devil worshippers play the game, but so do golfers, soldiers, priests, etc. Professions and other hobbies have nothing to do with the game at all. I do however agree that D&D has become an obsession with many people, but the same can be said about ski enthusiasts, coin collectors, hockey fans, and baseball card collectors. Sometimes D&D becomes an obsession because the person has nothing else to do. In the article about Warren he stated that "I was always singled out for 'special attention', and the kids always made fun of me because I didn't like sports or date girls like everyone else. I felt like a misfit and fell behind in my classes. many of the guys called me 'the flake' and 'faggot' and a host of other names. During those years I developed a deep hatred for those people that I never really got over.

So you see these two articles I have presented, is what many people in the public see, and that is all. Many people that don't (and some that do) know the game misunderstand what it presents. I personally feel it is for many a great way to channel their artistic (dramatic) skills in role playing. I the article of Warren he later states that: "When I played D&D, I kept reliving and re-enacting those old conflicts (being called names, harrasment etc.). If an evil character threatened me, I'd subconsciously treat him just like one of those junior-high jokers, who put me down. Except in the game I'd get revenge.

Many people I know play themselves (chaotic neutral) which is alright but limits your skills at role playing, because if you're playing yourself, it is not a role other than your own. Chaotic Neutral by the way is an attitude where you do what you want, when you want, how you want, where you want etc. There is basically not many limitations to this alignment. A paladin is indeed a challenge.

This is all I'm going to present about the game. It was presented for the benefit of FRP gamers, to know why and how many people feel negatively about FRP gaming.

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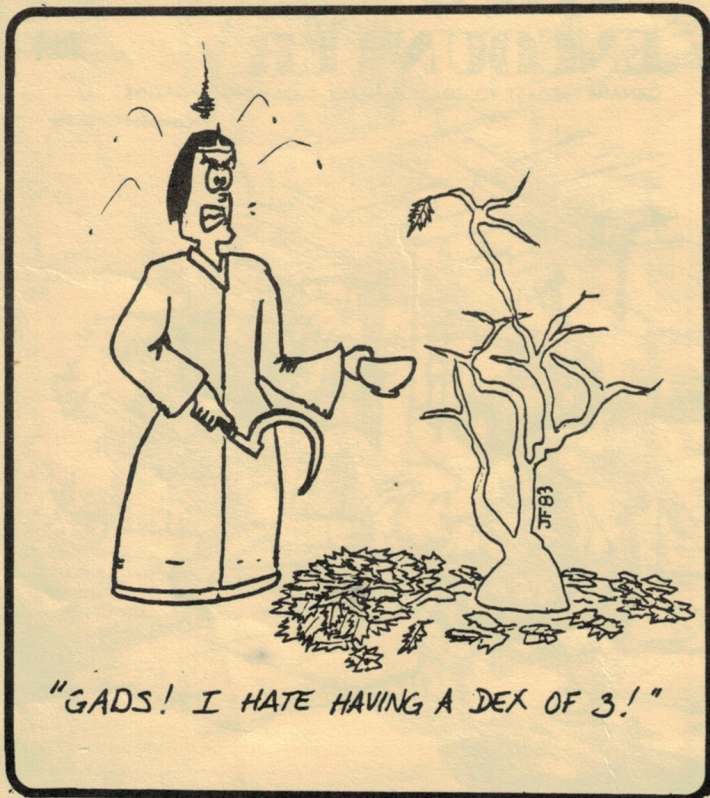
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