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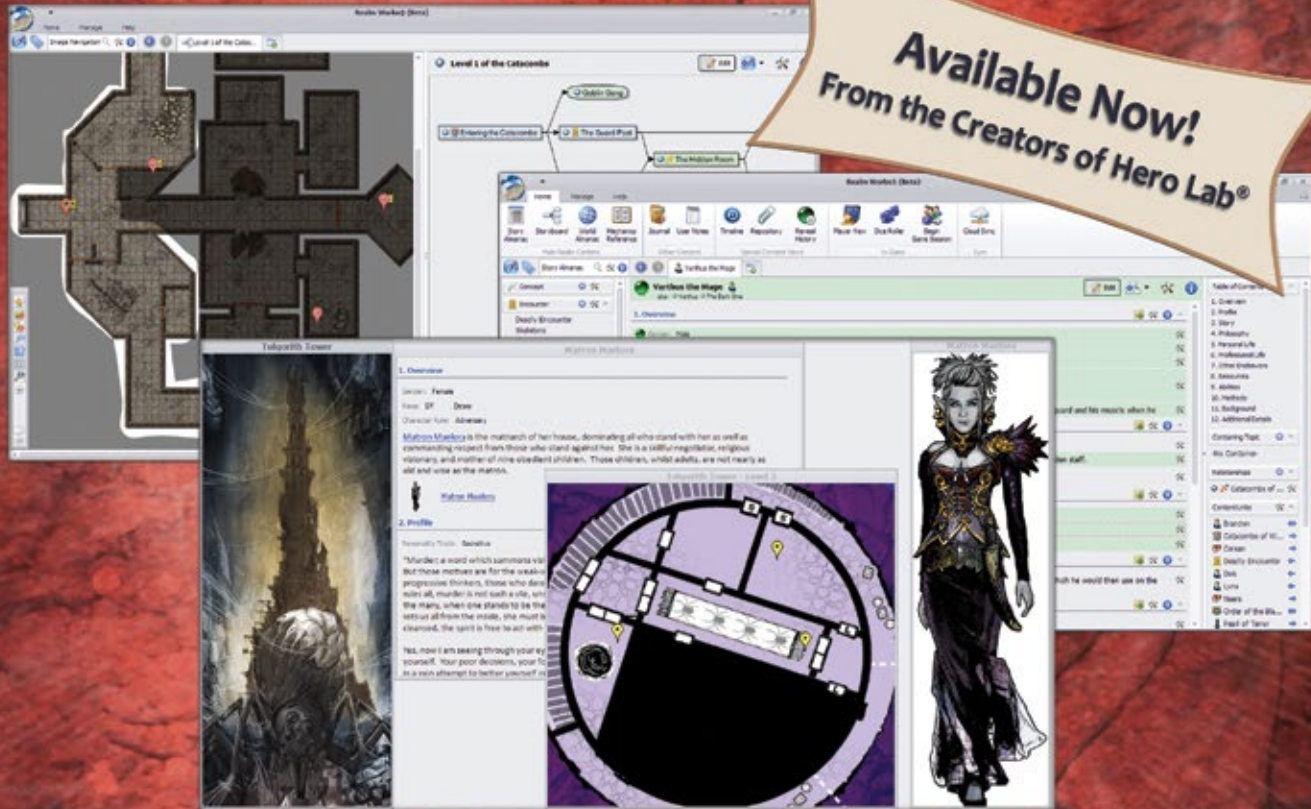
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A large dragon with red and blue wings is flying over a castle. The dragon's wings are spread wide, and it is breathing fire. The castle is in the background, and the sky is blue with clouds. The dragon's body is red and scaly, and its wings are a mix of red and blue. The dragon is breathing fire, and there are lightning bolts in the sky. The castle has several towers and spires. The overall scene is a fantasy aerial combat scene.

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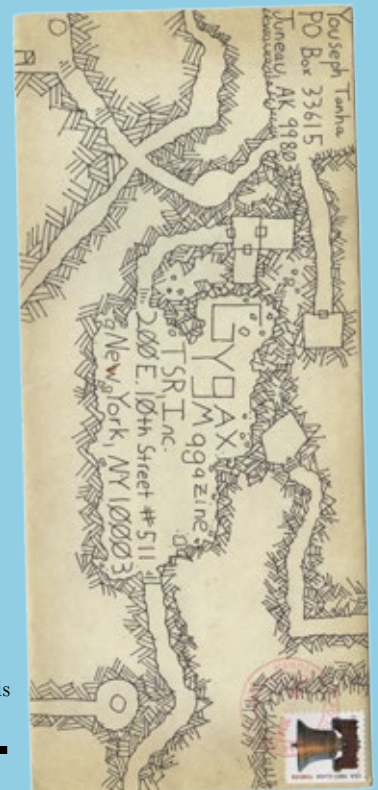
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# From the editor

Keen-eyed readers will spot that the cover for this issue is the fifth in a series by Den Beauvais. His chess paintings famously graced the covers of *Dragon* magazine issues 83, 86, 89, and 118. We're proud to continue the tradition with this new painting created for *Gygax* magazine. I'll keep things short for this issue, because we're finally starting to get letters here at the magazine. We've chosen one to reply to in print this time—keep them coming and we may devote more space in future issues. Thank you to everyone who's supported us so far, and we look forward to bringing you more great gaming content in our second year!

Jayson Elliot  
Editor-in-Chief

## The mailbag

Dear Gygax Magazine,

I have run my players through several different tabletop roleplaying games over the years searching for a game that would meet my expectations of what a pen and paper RPG is supposed to be. Just that, pen and paper. No miniatures. No vinyl mat with wet erase markers. No elaborate tile pieces. I believe I have found what I'm looking for in the game *Swords & Wizardry*.

I enjoy taking the time to draw out dungeons for my players to explore. The more time I spend drawing out the details of a dungeon, the easier I find it to describe the ambience of the place that my players are exploring. Where I struggle is with describing the shape and size of the place to my players. How do I best describe the distance of a tunnel or passageway? How do I handle describing a room that can't be fully illuminated by torch light? I try very hard not to show my players the map until after the game is over. More often than not, I end up having to relent and show them the map as I don't know how to describe the shape of the room they are seeing.

Youseph Tanha

*Running a pen & paper RPG as purely "theater of the mind" without minis or mats is a long-established and respectable tradition, but I should say right off the bat that there's no "right way" to run a game, except for whatever way the GM and players agree upon. Miniatures, dungeon tiles, and dioramas can provide a great gaming experience. Playing with only your dice and paper, though, can be an immersive experience with nothing to distract players' attention—and it means you can get a game going anytime, anywhere.*

*Describing the area the PCs find themselves in is an opportunity for you to exercise an author's craft, from sights to sounds, smells, all the senses. I recommend picking up a book like Sol Stein's "On Writing" for practical advice about description. What you don't have to worry about is whether you're being too literal if you tell your players a passageway is ten feet wide. The PCs are trained adventurers, even at first level, and can be assumed to have experience judging distance with enough accuracy for basic mapping. In game terms, it's advisable for an adventuring party to have one member as the mapper. That PC should have reasonably high attributes pertaining to perception, intelligence, or whatever else is relevant in your system; the GM may wish to penalize a PC without these attributes by giving misleading information from time to time, or "forgetting" to mention something, as a way of simulating the character's inattention to detail. Give your players a description of each room or passage, and go ahead and tell them the dimensions. The player whose character is the mapper in the game should likewise draw the map for the other players. Great fun can be had at the end of an adventure when the players get to compare their own map to the definitive one you have been using as the GM. Expecting the players to map their own way through a dungeon is an excellent way of ensuring that they pay attention—failure to do so means their map may lead them astray! Another feature of players mapping their own way comes when a hasty retreat is called for—the normal movement rate in a dungeon is slow (12" in AD&D), to account for actions like mapping. If the PCs find themselves on the run, it's impossible to map, so you should give them only the most cursory of descriptions ("it's a tunnel, there's a left turn, hurry!"). If they delay in the real world to try and draw their map, their characters should also be delayed, and might be caught by whatever is chasing them.*

*As for areas that are too dark to see fully, describe just the parts they can see, and describe the rest when the characters reach that area. Try playing some text adventure computer games, see how the game describes a room. The exact shapes are usually not as important as knowing where the exits are, or where the important features of the room reside.*

*Finally, try keeping a small dry-erase whiteboard behind your GM screen. Mark the locations of the players as they tell you, to avoid arguments over who was where. If absolutely necessary, you can show them the whiteboard with just their current location to resolve any misunderstandings or disputes.*

*Good luck, and good gaming!*

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# Men and monsters of Polynesia

by Michael O. Varhola

One of the most fascinating regions of our own world is most assuredly Polynesia, a vast triangular area in the Pacific Ocean that encompasses Hawaii, New Zealand, Easter Island, Samoa, and Tahiti. This area is home to numerous creatures and beings that can be readily adapted for use in role-playing games and used either in conjunction with campaigns that have a South Seas flavor or as part of one-off encounters. While they are popularly believed to be primarily tropical in nature, the islands of Polynesia include the full range of other environments, from hot rocky deserts and subtropical grasslands, to temperate forests and snow-capped subarctic mountains, and this is reflected in their diverse inhabitants.

This article contains descriptions and game stats for more than a dozen monsters from this huge, varied region and notes on existing monsters that might also be encountered within it. It includes both actual creatures, extant and extinct, and those derived from myths, legends, folklore, the reports of explorers, and other sources and is based on my personal adventures and research throughout the islands of Polynesia, notably Oahu, Hawaii, Kauai, Maui, Bora Bora, Moorea, Tahiti, and both main islands of New Zealand.

Creatures on the following pages are simply presented in alphabetical order and without consideration for things like the parts of Polynesia they might be unique to; a Game Master (GM) could include any one in conjunction with exploration of an unknown atoll or incorporate all of them into a campaign set on a single large island or archipelago. Native peoples, stranded explorers, foreign adventurers, or almost anything else, all of which go beyond the scope of this article, could be integrated into the same setting. Many sorts of interesting, and in some cases regionally peculiar, normal animals — innumerable sea-, tree- and rock-dwelling birds, and even ground avians like kiwi; lizards of every size, shape, and color; small mammals and marsupials, including bats and flying foxes; and many others — might also be found on various Polynesian islands, and GMs should feel free to both include them and refer to their presence as needed.

Some of the creatures described here, such as the Mo'o and Kupua E'epa, are sometimes revered as minor deities in the areas where they reside and given offerings by the local residents, which can help sustain the creatures and ensure friendly relations amongst all concerned.

This article does not put into game terms the actual greater deities worshipped by the peoples of Polynesia; the lesser deities known as Atuas that people sometimes call upon to bless their ventures; or the household deities known as Oromatuas, which include the spirits of ancestors and can be further classified as Varna Taatas, Eriorios, and Po'uaras, and which sometimes take the form of innocuous creatures like crickets and might also be found inhabiting things like trees or stones.

A number of creatures that can be found in Polynesia conform to the characteristics of existing monsters, and where this is the case GMs should refer to the statistics provided in the AD&D Monster Manual (or appropriate reference for whatever other system they are using).

Most of the creatures with native names that appear here have the same singular and plural forms.

## Guardian animals

Human natives of Polynesia generally have one or two guardian animals associated with their families, and these might include lizards, sharks, boars, turtles, or any other creatures that inhabit a particular area.

A normal creature of this sort will never attack a person for whose family it is a guardian, and its very presence within 30 feet of a such a character will grant it a +1 bonus on morale and "to hit" rolls. A supernatural creature of the sort associated with a person's family may attack that person if they behave in a way that would prompt this (e.g., a character who has a lizard as one of his totems might still be attacked by a Mo'o if he enters the domain of such a creature).

A person who knowingly enters an area protected by a supernatural version of his family's guardian creature suffers a -1 penalty on morale and "to hit" rolls while there and must make a saving throw versus Spell or this effect will be permanent until removed by appropriate magic. A person involved in killing either a normal or supernatural version of a creature that is a guardian of his family will not receive any experience points for this action and immediately afterward will be affected as if by the spell Bestow Curse until it is removed with appropriate magic.

## Divine creatures

Many normal sorts of creatures in a Polynesian setting, such as sharks or lizards, might be descended from, touched by, or

otherwise affected by various deities and should be considered paragons of their types.

Many such creatures will be unique in character, may be exceptionally intelligent, and may have spell-like or other supernatural abilities. At the very least, however, they will have two HD more than normal; have all damage dice upgraded to the next highest level (e.g., a bite that normally inflicts 1-8 points of damage would instead cause 1-10 points); have Semi-Intelligence; and be hit only by magical weapons. Divine creatures might also exhibit various physical anomalies; e.g., a boar associated with the god Kamapua'a might be identified as such by having eight eyes rather than the normal two.

Being of divine origin will not necessarily dictate the alignment of such creatures or determine their attitude toward people or the activities associated with them. They should be considered "very rare" for purposes of their frequency.

Characters that wantonly kill such creatures may or may not, depending on the circumstances and at the DM's option, suffer divine wrath or other repercussions, such as curses, for doing so.

## MONSTERS

### Boar, Monstrous

Frequency	Very Rare
No. Appearing	1
Armor Class	5
Move	18"
Hit Dice	12+12
% in Lair	50%
Treasure Type	Nil
Number of Attacks	1
Damage/Attack	6-36
Special Attacks	Nil
Special Defenses	Magic weapons to hit, see next page
Magic Resistance	60%
Intelligence	Semi-
Alignment	Neutral
Size	L (10' at shoulder)
Psionic Ability	Nil





A gigantic boar of this nature has been touched by the gods and is truly terrifying, devastating villages, ravaging agricultural areas, and killing many people before it is placated, moves on, or is slain by heroes. It is highly resistant to most normal attacks and magic.

At the GM's option, blood from a wounded or slain creature of this sort might be used in a special ritual by a spellcaster to bestow various temporary or permanent benefits or serve as a primary component for certain magic items (*e.g.*, *Potions of Heroism* or *Invulnerability*). Examples of the former include the powers obtained by the founding members of the Areoi, a secret society dedicated to the god of war, upon bathing in the blood of a monstrous boar.

### Crab, Giant

Many types of crab in all sizes can be found throughout the islands of Polynesia, from normal ones of the sort familiar to most people all the way up to giant ones that inhabit sandy atolls. Statistics from the AD&D Monster Manual can serve as a default for such creatures, and GMs can customize these by creating versions with thicker armor, one or two larger claws, faster movement, etc. In that such creatures often hide in underground burrows near the shore or beneath the sand, they can be a hazard to people who they catch off guard (*surprise on 1-3 on a d6*).

### Crayfish, Giant

Crayfish of all sizes can be found in streams and other bodies of fresh water in many areas of Polynesia. While they can be a threat to people who they catch off guard, they are also prized as a delicacy.

### Dinosaur

Large reptiles and sea monsters conforming to the characteristics of dinosaurs like the megalosaurus or plesiosaurus or to those of prehistoric creatures like the dinichthys — or actual creatures of these sorts — might be found on some Polynesian islands or the waters surrounding them.

### Dog

Polynesians brought dogs with them to many of the islands they settled and creatures of this sort — both normal and bred for war, tame and feral — can be found throughout such a campaign setting. Some peoples will also eat them, either as a matter of course or in times of need.

### Eel, Giant

Eels of all sizes, both saltwater and freshwater varieties — as well as those that can survive in either environment for at least short periods of time — can be found throughout the waters of many Polynesian islands. Such creatures might be encountered anywhere from coastal coral reefs to murky subterranean grottos.

### Lycanthrope

Several sorts of lycanthropic shape-shifters can be found throughout Polynesia, where they are known as E'epa. Types that might be encountered include Wereboars and Weresharks (described below under Kupua E'epa). Rarity or absence of silver throughout much of Polynesia makes such creatures considerably more powerful than they might otherwise be and goes a long way toward them sometimes being revered as minor deities. At the GM's option, however, creatures that can only be struck by silver or +1 or better magic weapons might also be hit by any weapon upon which a Polynesian spellcaster has cast the spell Bless.

### Giant

Giants appear in many of the myths and legends of Polynesia, as well as the reports of early explorers to the region. Specific examples include the Nawao, an ancient race of giants that inhabited many islands prior to Human settlement and who were noted for their skill as hunters.

Most giants will appear simply as very large people of the sort residing in a particular area and conform to the characteristics of Ogres or Hill Giants, those descended from divine beings might be based on Ogre Mages, and the most powerful might be similar to Storm Giants or Titans. Many such beings will also likely have augmented seagoing or swimming abilities. They might be of any alignment and those of an evil bent will engage in activities typical of their kind in other lands (*e.g.*, *kidnapping and holding captive in their lairs virginal princesses*).

### Green Lady

Frequency	Very Rare
No. Appearing	1 (see right)
Armor Class	0
Move	12"
Hit Dice	7
% in Lair	100%
Treasure Type	E, S
Number of Attacks	1
Damage/Attack	2-14
Special Attacks	See right
Special Defenses	+1 or better magic weapons to hit, see right
Magic Resistance	Standard
Intelligence	High
Alignment	Lawful Evil
Size	M
Psionic Ability	Nil

A Green Lady is a malignant undead spirit that has lost or even killed one of its own offspring in life and now haunts isolated bridges, ravines, forests, or other desolate areas, terrorizing travelers and attempting to abduct children. A Green Lady generally appears as a pale, corpse-like Human female of young to middle years who is covered with green moss and mold. It is usually dormant during the day and active during hours of darkness. It can see equally well under all conditions.

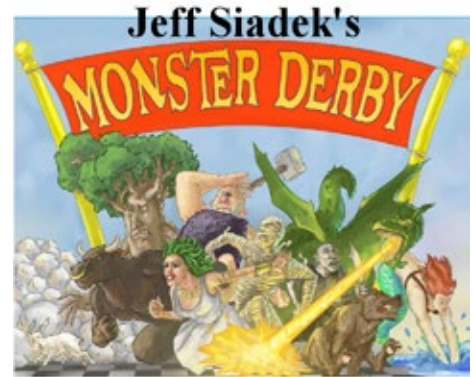
A Green Lady will often simply take back to the heart of its lair and then slay any child it abducts. If in its deranged states it thinks that a particular child is its own, however, the monster might attempt to care for it. This misguided effort will cause much distress to the child, usually kill it within about a week, and cause it to become a dependent undead creature that is half as powerful as a Green Lady and similar in appearance to it.

The touch of a Green Lady rots the flesh of its victims, inflicting a horrifying 2-14 hit points of damage upon a successful hit. A Green Lady is not affected by Sleep, Charm, Hold, or Cold-based spells, or by paralysis or poison. A Green Lady can be turned as if it were a spectre, holy water will inflict 2-8 hit points of damage for every vial-full that strikes it, and a Raise Dead spell will destroy it unless it makes its saving throw versus magic. Combat damage alone will not destroy a Green Lady and any apparently dispatched in this way

will rise up again on the night of the next full moon (although this does not apply to its half-strength progeny). A Green Lady can only be permanently laid to rest if it or its remains are subjected to a 10-minute ritual that involves an attempt to turn undead sufficient to affect a spectre (or a natural 20 in the case of a Cleric normally not powerful enough to do so).

#### Kawekaweau

Frequency	Uncommon
No. Appearing	1-12
Armor Class	5
Move	9"
Hit Dice	1+1
% in Lair	50%
Treasure Type	Nil
Number of Attacks	1
Damage/Attack	1-4
Special Attacks	See next page
Special Defenses	Nil
Magic Resistance	Standard
Intelligence	Animal
Alignment	Neutral
Size	S (2' long)
Psionic Ability	Nil



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Kawekaweau are large, brownish geckoes with reddish stripes. They are not overly aggressive, often hiding under loose bark, within hollow trees, or the like, but will fight if harassed or their lairs or egg clutches are threatened. Their diet consists mainly of large insects like the Weta (*q.v.*) and they are adept at crushing armor with their powerful jaws, receiving a +2 bonus on rolls to hit armored opponents (*but not those protected only by shields*). Furthermore, if a Kawekaweau rolls an attack that is four or more places above what it needs to hit an opponent, it will clamp onto it and automatically inflict 1-4 points of damage per round until either it or the victim is killed.

#### Kawekaweau, Giant

Frequency	Rare
No. Appearing	1-6
Armor Class	3
Move	15"
Hit Dice	3+3
% in Lair	50%
Treasure Type	Nil
Number of Attacks	1
Damage/Attack	2-8
Special Attacks	See right
Special Defenses	Nil
Magic Resistance	Standard
Intelligence	Animal
Alignment	Neutral
Size	M (6' long)
Psionic Ability	Nil

#### Kupua E'epa

Frequency	Very Rare
No. Appearing	1-2
Armor Class	3
Move	12"/24"
Hit Dice	8
% in Lair	30%
Treasure Type	F
Number of Attacks	1
Damage/Attack	2-8
Special Attacks	See right
Special Defenses	Silver or +1 or better magic weapons to hit
Magic Resistance	Standard
Intelligence	Average
Alignment	Neutral (Evil)
Size	M
Psionic Ability	Nil

**Giant Kawekaweau** are similar to their smaller cousins and, while they especially enjoy Weta (*q.v.*) of any size or type, are somewhat more aggressive toward man-sized creatures, which they are as inclined to eat as anything. They also have even more powerful jaws, receiving a +2 bonus on rolls to hit opponents with armor up to AC 5 in value and a +4 bonus to hit opponents wearing heavier armor (*but not receiving any bonuses against opponents protected only by shields*). If a Giant Kawekaweau rolls an attack four or more places above what it needs to hit an opponent it will clamp onto it and automatically inflict 2-8 points of damage per round until either it or the victim is killed.

**Kupua E'epa** is a lycanthrope that can variously take the forms of a Human, a shark, or a bipedal composite with humanoid legs and a shark head. Creatures of this sort often present as somewhat neurotic in Human form in that they have trouble staying still and often walk in circles when normal people would be sitting still (*although this is not necessary and they stop moving to sleep*). Most take the form of blacktip sharks or other roughly man-sized species native to the waters of Polynesia. While they are most comfortable in seawater they can function in freshwater as long as they might need to.

Up to once per day, if it is engaged with a wounded creature a Kupua E'epa can go into feeding frenzy, gaining +2 to hit and damage rolls, maintaining this state until it or all its wounded victims are dead.

Kupua E'epa are quite often solitary but sometimes a mated couple, pair of brothers, or some such will be encountered. While in fish form a Kupua E'epa may have a pack of 3-12 sharks that it associates with and if it has a land-based lair it might also have associates living there or nearby, to include one or more Humans and possibly even a supernatural creature like a Mo'o. Sea caves or other subterranean areas with access to the ocean are the preferred lairs for Kupua E'epa.

**Kumi** are large monitor lizards that, despite their size, are adept at climbing trees and can even travel through the canopies of dense forests. They are not averse to going after large game, to include Humans, demihumans, and humanoids.

A Kumi's bite and claw attacks can, in addition to normal damage, also cause terrible infections, and each time a victim is hit by one of these it must make a saving throw versus poison. Failing this, the wound in question will not heal normally, although it can be healed magically and all infection caused by Kumi wounds in a particular victim can be removed by a single application of the spell Cure Disease. For each such infected wound a creature has it will lose 1 hit point a day until dead. The infected creature will also exude a foul stench that either the original or other Kumi can use to track it.

The lizard will then either attack at its convenience or simply wait for the creature to pass out or die and then eat it.

#### Kumi

Frequency	Uncommon
No. Appearing	1-10
Armor Class	5
Move	12" (6" in trees)
Hit Dice	6+2
% in Lair	25%
Treasure Type	Nil
Number of Attacks	3
Damage/Attack	1-6/1-6/2-12
Special Attacks	See left
Special Defenses	Nil
Magic Resistance	Standard
Intelligence	Animal
Alignment	Neutral
Size	L (8' long)
Psionic Ability	Nil

#### Maero

Frequency	Uncommon
No. Appearing	1-20
Armor Class	4
Move	12" (6" in trees)
Hit Dice	4+4
% in Lair	40%
Treasure Type	D
Number of Attacks	3
Damage/Attack	1-6/1-6/2-8
Special Attacks	See below
Special Defenses	Regeneration
Magic Resistance	Standard
Intelligence	Low
Alignment	Neutral Evil
Size	M
Psionic Ability	Nil

Maero are man-sized cousins of Trolls that dwell in woodlands and are believed to have inhabited some islands prior to their settlement by Polynesians. They have long filthy talons, sharp fangs, unkempt dirty hair, and mottled green flesh, which allows them to blend into foliage and be hard for others to spot (*50% chance, plus 5% for each level over 1st; surprise on 1-4 on a d6*). They are strong, wiry, and tough, have infravision out to 60 feet, and move through the branches of trees in order to stalk and ambush their victims.

Maero are exceedingly violent and will kill and devour almost any sort of living thing, and especially relish hunting Humans and other sentient races for these purposes. They attack with their talons and sharp fangs and receive +2 to hit and damage for any attacks initially made by leaping from a tree or other height. A Maero can split its multiple attacks as it sees fit against up to two different opponents.

Three melee rounds after it is wounded a Maero will begin to regenerate damage at the rate of 2 hit points per round, and can survive even total dismemberment or decapitation; severed parts can fight on their own or wriggle back to rejoin with the main body of the creature, and will be regrown if totally destroyed. To kill a Maero, the monster must be burned or immersed in a corrosive like acid or lye, and damage from attacks of these sorts will not regenerate rapidly and must be healed normally.

Due to its fearsome appearance and deeply evil nature, anything fighting a Maero suffers a -1 penalty to its morale and "to hit" rolls. This foul effect will persist in areas like homes or temples that a Maero enters until such places have been ritually cleansed and blessed.

Such creatures hate even each other but will work together for large ventures like raids, and will generally render aid to any of their fellows who call for help against adventurers or the like.



### Menehune

Frequency	Rare
No. Appearing	2-40
Armor Class	See right
Move	6"
Hit Dice	1
% in Lair	50%
Treasure Type	Individuals Q; U, V
Number of Attacks	1
Damage/Attack	By weapon
Special Attacks	See right
Special Defenses	See right
Magic Resistance	Standard
Intelligence	Very
Alignment	Lawful Neutral
Size	S (c. 4' tall)
Psionic Ability	Possible but very rare

Menehune are small demihumans who were the original inhabitants of the sunken continent of Lemuria and dwelled on a number of Polynesian islands when they were colonized by Humans. They were driven underground, both metaphorically and literally, and tend to live in subterranean and isolated mountain, forest, and other wilderness areas, where they struggle

to survive and guard the ancient knowledge and ways of their people. They tend to be about four feet in height and to weigh around 120 pounds on average and to have dark brown skin and black hair.

For every 10 Menehune in a group of up to 30 there will be a character of 1st to 6th level, with any class being possible, and in a group of 40 there will also be a leader of 7th to 10th level. Their numbers tend to be more-or-less equally divided between males and females. If encountered in their lair there will be twice as many as normal and there will also be present 25% as many children as there are adults.

The favorite weapon of the Menehune is the adze (*treat as a hand axe for one-handed and battle axe for two-handed versions*). Beyond that they will typically be armed and armored similarly to the Humans of the areas they live in, but will generally have a higher proportion of magic armaments.

Menehune are resistant to magic and make saving throws against such effects at four levels above their actual hit dice.

These little people are especially afraid of owls and will generally flee in panic from them; a Menehune who wishes to stand its ground must make a saving throw versus Spells to do so and even if successful will suffer -2 to morale and "to hit" rolls while combating such creatures.

Menehune are adept at all forms of craft, especially stonework, woodcarving, and weaving, and tend to be able to perform about twice as much at tasks related to these things in any given period of time as would a Human. Once per year a group of at least 40 Menehune can draw upon the ancient magics of their people to perform in one night a task that would normally take them at least a month (*and a comparable group of Humans two months*). Historical examples include creation of fishponds, temples, roads, palaces, and other major works.

Menehune have infravision out to 60'. They can speak both the common and their own tongue. They can eat just about anything that other people do but are especially fond of bananas and fish (*and may respond well toward offerings of either*).

### Moa

Moa are large flightless birds native to some of the islands of Polynesia. There are several species of such creatures, ranging in size from about four feet tall (1 HD) to more than 12 feet tall (6 HD). Those of middling size conform to the characteristics of the Axe Beak (3 HD) and smaller and larger varieties can be extrapolated from the stats of this creature. Such animals are prized as a source of food in the places they inhabit and, as a result, have even been hunted to extinction in some areas.

## Moehau, Toangian, et al

Many sorts of ape-man, known variously as Moehau, Toangian, or by other names, can be found throughout Polynesia, often living near the periphery of Human settlements. Most of these conform to the characteristics of the Carnivorous Ape presented in the A&D Monster Manual. Such creatures are often aggressive and, while this is not always the case, they almost never have friendly relations with local Human populations.

Mo'o	
Frequency	Very Rare
No. Appearing	1
Armor Class	5
Move	12"/12"
Hit Dice	4
% in Lair	100%
Treasure Type	U
Number of Attacks	3 (Lizard) or 1 (Human)
Damage/Attack	1-4/1-4/2-8 (Lizard) or by weapon (Human)
Special Attacks	See below
Special Defenses	Magic weapons to hit, see below
Magic Resistance	20%
Intelligence	High
Alignment	Neutral (Evil)
Size	M
Psionic Ability	Nil

A Mo'o is a female guardian creature associated with a specific natural site, often a waterfall, spring, or pool. Such a monster will always be found either in or around the immediate vicinity of the feature she protects or a nearby lair, which is often a cave.

A Mo'o's natural form is that of a Human-sized lizard, and she can change her size in one round from Medium to Small or back again, often assuming the form of a small reptile in order to subtly watch intruders. A creature of this sort can also take the form of an attractive Human female, typically one with red hair, and she will assume this shape in order to seduce and kill young men who venture into her domain.

Once per day a Mo'o can invoke a magical effect appropriate to her lair or the site she protects. For a waterfall this will usually manifest as a sudden deluge of water choked with logs, rocks, and other debris, and in an underground area will generally take the form

of a cave-in. Whatever the case, damage from this effect is typically 4d6 to everyone in a 10-foot radius area (*save against Breath Weapon for half damage*), with the possibility of other appropriate side effects; e.g., being knocked off a cliff and suffering falling damage, becoming trapped under rubble, or the like.

Three times per day a Mo'o can also cast Charm Person, and will use this against young men to entice them to follow her into an area where they can or will be killed (*e.g., into her pool so that they will drown*). She might also use this spell on others to compel them to fight for her, act as minions, or otherwise serve her needs.

Mo'o speak the common tongue of whatever area they reside in and the shared language of supernatural Polynesian creatures. A monster of this sort can see equally well under conditions of light or darkness.

Treasure in a Mo'o's domain will often consist of items once owned by those who have fallen prey to her.

## Night Marcher

Frequency	Very Rare
No. Appearing	10-100
Armor Class	0
Move	12"
Hit Dice	2
% in Lair	0%
Treasure Type	Nil
Number of Attacks	1
Damage/Attack	1-10
Special Attacks	See next page
Special Defenses	+1 or better magic weapons to hit, see next page
Magic Resistance	See next page
Intelligence	Low
Alignment	Lawful Neutral
Size	M
Psionic Ability	Nil



Night Marchers are undead warriors who rise up from their graves on certain nights of the year or during the funerals of chiefs and go in procession along the trails they walked in life or to the ancient battlefields they fought upon. They look like shadowy warriors armed with spectral torches.

Anyone who encounters a formation of Night Marchers must make a saving throw against death magic or be seized by the ghostly warriors and forced to join them — and must make this saving throw again each round they insist on remaining around them. Anyone who flees before being able to make out the warriors clearly is safe, and those who attempt to flee or prostrate themselves after seeing the Night Marchers receives a +4 bonus on their saving throw (*and only need to attempt one save if they do not change their demeanor*). A character of Polynesian extraction is also safe from the marchers if one of his ancestors is among them, and the chance of this is 10% plus 5% for every point of Charisma over 11.

Anyone who wishes to engage in combat with Night Marchers can do so, being struck at by their spectral torches, but is still subject to making saving throws versus death magic each round to avoid being impressed into their ranks.

Night Marchers are immune to Sleep, Charm, and Hold spells and cold-based attacks.

### Pouakai

The Pouakai is a huge black-and-white raptor with green wingtips and a red crest that is native to some islands of Polynesia and which is noted for hunting large game, including Moa (*q.v.*) and people. Its stats are similar to those of a Giant Eagle.

### Shark

Sharks of all sizes are prolific throughout the seas surrounding all the islands of Polynesia and conform to the stats provided in the Monster Manual for both normal and giant versions of such creatures. They are associated with a number of gods and demigods and divine versions of sharks are sometimes encountered and, if approached properly (*especially by people for whom they are totems*), might render aid with navigation or other things.

## TIKI STATUE

### Wood Tiki Statue

	Small	Medium	Large
Frequency	Rare	Rare	Rare
No. Appearing	See below	See below	See below
Armor Class	5	5	5
Move	6"	9"	12"
Hit Dice	2	4	6
% in Lair	100%	100%	100%
Treasure Type	Nil	Nil	Nil
Number of Attacks	2	2	2
Damage/Attack	1-4/1-4	1-6/1-6	1-8/1-8
Special Attacks	Nil	Nil	Nil
Special Defenses	See below	See below	See below
Magic Resistance	See below	See below	See below
Intelligence	Semi-	Semi-	Semi-
Alignment	Neutral	Neutral	Neutral
Size	S (4'+)	M (6'+)	L (8'+)
Psionic Ability	Nil	Nil	Nil

Tiki are spirits who serve the will of the gods and can be summoned by priests and invested into wood or stone statues and thenceforth used to protect sacred sites. One such statue might be found at a small site and up to four might be found in a temple area, one at each corner.

Tiki attack opponents by pummeling them with their fists. All such statues have maximum hit points for their hit dice and are resistant to non-magical attacks, taking only half damage from them. They are immune to paralysis, poison, death magic, petrification, and polymorph that would affect living things, while stone Tiki receive a +3 bonus against all other effects and wood Tiki receive a +2 bonus.

If a Tiki is encountered randomly the GM should consider the possibility that characters have accidentally wandered into an unmarked or obscure taboo area.

### Tupapaue

Tupapaue are evil spirits that dwell deep within the depths of mountains, in forest-covered ruins, and other perpetually dark and ominous places and which conform in all ways to the characteristics

### Stone Tiki Statue

	Small	Medium	Large
Frequency	Very Rare	Very Rare	Very Rare
No. Appearing	See below	See below	See below
Armor Class	2	2	2
Move	6"	9"	12"
Hit Dice	3	6	9
% in Lair	100%	100%	100%
Treasure Type	Nil	Nil	Nil
Number of Attacks	1	1	1
Damage/Attack	1-8	2-12	2-16
Special Attacks	Nil	Nil	Nil
Special Defenses	See below	See below	See below
Magic Resistance	See below	See below	See below
Intelligence	Semi-	Semi-	Semi-
Alignment	Neutral	Neutral	Neutral
Size	S (4'+)	M (6'+)	L (8'+)
Psionic Ability	Nil	Nil	Nil

of Shadows. They are greatly feared and their haunts, some of which swarm with large numbers of them, are assiduously avoided by most people. Such undead monsters sometimes venture out in search of victims, but will not enter dwellings that are illuminated in any way, avoiding light at all costs and keeping to the darkness. Their presence near an inhabited place they cannot enter, however, can sometimes cause bad dreams or a sense of foreboding. Shooting stars are often taken to be wandering Tupapaue.

### Turtle, Giant Sea

Sea turtles of all sizes can be found throughout the waters of Polynesia and conform to the characteristics provided in the Monster Manual. A number of deities are associated with such creatures, they are among those that might serve as totems for native families, and divine versions of them are sometimes encountered.

## Undead

Many sorts of corporeal and especially incorporeal undead can be found throughout the lands of Polynesia, particularly in those areas that have been inhabited by people the longest. These beings might conform to the characteristics of whatever existing monsters the DM deems most appropriate, such as ghouls, spectres, wights, or wraiths. A number of undead creatures peculiar to Polynesia are also described in this article, among them the Green Lady, Night Marcher, and Tupapue. Frightening but otherwise harmless incorporeal undead beings might also sometimes be encountered.

**Weta** are a type of large, heavily armored, spiky cricket of which there are more than 70 species, including those associated with particular environments or sorts of terrain. Normal versions of such creatures can grow up to about four inches in length but much larger, monstrous varieties also exist and can be found especially in subterranean areas and places adjacent to them. They attack with large mandibles and anyone injured by one must save versus poison or have the wound become infected; such wounds take twice as long to heal as usual and curative magic only restores half as many hit points to them, but Cure Disease will remove this effect. About 10% also have tusks that they can use to push opponents and knock them off balance (*save versus paralyzation or suffer -2 to AC and "to hit" rolls for the following round*).

**Workshop Weta** look similar to and function physically just like their monstrous cousins but are much more intelligent and wield potent magical powers. Such creatures operate as 12th level illusionists and their spells always include the 4th-level spell Shadow Monsters (*3/day*), the 5th-level spell Demi-Shadow Monsters (*2/day*), and the 6th-level spell Shades (*1/day*), along with a random selection of 1st, 2nd, and 3rd-level illusionist spells.

Only one or two Workshop Weta are ever encountered at a time, but for each there might also be as many as 1-12 Monstrous Weta. A creature of this sort might also have other allied creatures, and sometimes one will even take on a Human or other person as an apprentice. They often live in caves or large buildings and use their illusory powers to transform the appearance of such places into whatever suits their needs.

Workshop Weta have an innate form of telepathy that allows them to scan the surface thoughts of other creatures, and this will often guide them in the sorts of illusions they opt to create. When dealing with adventurers from a traditional fantasy campaign setting, for example, they might use their most powerful spells to create groups of Orcs, Elves, and other traditional fantasy creatures.

Workshop Weta can speak audibly with their own kind and can communicate telepathically with other creatures, including Humans.

## Weta, Monstrous

Frequency	Rare
No. Appearing	1-12
Armor Class	3
Move	12"/12"
Hit Dice	6
% in Lair	50%
Treasure Type	Nil
Number of Attacks	1
Damage/Attack	2-12
Special Attacks	See left
Special Defenses	Nil
Magic Resistance	Standard
Intelligence	Animal
Alignment	Neutral
Size	M (6' long)
Psionic Ability	Nil

## Weta, Workshop

Frequency	Very Rare
No. Appearing	1-2
Armor Class	3
Move	12"/12"
Hit Dice	6
% in Lair	80%
Treasure Type	Nil
Number of Attacks	1
Damage/Attack	2-12
Special Attacks	See left
Special Defenses	Nil
Magic Resistance	Standard
Intelligence	Genius
Alignment	Neutral
Size	M (6' long)
Psionic Ability	Nil

## POLYNESIAN MONSTERS ENCOUNTER TABLE

The following table can be used to generate random encounters in a Polynesian setting. Encounters occur on a roll of 1 on a d20 and should be checked for at dawn, midmorning, noon, sunset, night, and midnight — although those marked with an asterisk (\*) will occur only during hours of darkness and should simply be disregarded at other times. DMs should also exercise common sense; e.g., a Giant Sea Turtle will not be found on a mountaintop. Encounters that can occur only in the water are not included on this table.

This table can also be used for determining the inhabitants of randomly encountered Polynesian islands. For every 1/4 square mile an island is in size, there is a 10% chance that it will be occupied by something from the encounter table. An island that is 1 square mile in area, for example, will have a 40% chance of being occupied by something from this table, one that is 2 1/2 square miles in area has a 100% chance of being so occupied, one that is 5 square miles will have two such encounters, etc. The smallest islands will generally be either coral atolls or rocks rising up from the ocean, while larger ones might have swamps, scrublands, forests or jungles, hills, and even grasslands and mountains on the largest. ■



## Roll

2d12	Monster
2	Tiki (1-4 wood, 5-6 stone)
3	Menehune
4	Giant
5	Lycanthrope
6	Pouakai
7	Moehau
8	Maero
9	Kumi
10	Boar (1-5 normal, 6 monstrous)
11	Crab, Giant
12	Men, Commoners
13	Men, Warriors
14	Men, Aristocrats
15	Animal (Normal)
16	Crayfish, Giant
17	Kawekaweau (1-4 normal, 5-6 giant)
18	Moa
19	Mo'o
20	Weta (1-5 monstrous, 6 workshop)
21	Undead* (DM's choice)
22	Tupapue*
23	Green Lady*
24	Night Marcher*

# Leomund's Secure Shelter

Playing with missile fire

by Lenard Lakofka

I'd like to say why I'm writing this article. AD&D has many tables used for various things or actions that have a chance of something happening (*some percentage chance per round, or so many blows every other round, spells that can be learned with a percentage chance based on Intelligence score, etc.*). These rules and chances often are grouped or have skips in strange ways that don't make a world of sense. Missile range subtractions for anything over "short range" is one of those odd skips.

The human, demihumans or humanoid firing a missile or hurling an object is subject to a reducing based on the total usual range for the missile. No adjustment for short range, -2 for medium range and -5 for long range. Here is the table we have been using for an assortment of usual missiles that are fired or hurled:

## EXPANDING RANGES

However, does that make sense? Why isn't there -1, -3 and -4 to hit? That must happen at some point in the given range. So here is a proposal on how that can be changed.

Here is my take on the expanded ranges.

	No adjust	-2	-5
<b>Weapon</b>	Short	Medium	Long
<b>Hand ax</b>	30	31-60	61-90
<b>Bow, composite long</b>	180	181-360	361-630
<b>Bow, composite short</b>	150	151-300	301-540
<b>Bow, long</b>	210	211-420	421-630
<b>Bow, short</b>	150	151-300	301-450
<b>Crossbow, heavy</b>	240	241-480	481-720
<b>Crossbow, light</b>	180	181-360	361-540
<b>Dagger</b>	30	31-60	61-90
<b>Dart</b>	45	46-90	91-135
<b>Hammer</b>	30	31-60	61-90
<b>Javelin</b>	60	61-120	121-180
<b>Sling, bullet</b>	150	151-300	301-600
<b>Sling, stone</b>	120	121-240	241-480
<b>Spear</b>	30	31-60	61-90

I've added "Target", "Intermediate" and "Extreme" to the usual Short, Medium and Long. I've also noted that "Archers" [the subclass] adds "Point Blank" as well.

This gives a scale (*for most missile fire*) of 0, -1, -2, -3, -4 and -5.

You can do the other weapons if you wish other than the Examples I've given.

*\*Archer adjustment means for the Archer subclass. Archer adjustments are for Bows only.*

You will note the new expanded range types have range subtractions of -1 through -5 not just -2 and -5.

This is more 'realistic' but requires some close examination of range determination.

The DM may well have to toss dice to determine the exact range. He likely will not announce the enemy is "at 264 feet" and to choose your missile weapon. He has to approximate and then based on target movement, if any, what is a good final ruling.



**Example: the Long Bow**

Point Blank	Short	Target	Medium	Intermediate	Long	Extreme
10-50*	51-210	211-310	311-420	421-490	491-540	541-630
Archers ADJ*	no adjust	-1	-2	-3	-4	-5

**Example: the Light Crossbow or Short Composite bow**

Point Blank	Short	Target	Medium	Intermediate	Long	Extreme
Not for crossbow	10-180	181-260	261-360	361-420	421-480	481-540
Archers ADJ*	no adjust	-1	-2	-3	-4	-5

**Example: the Throwing Dagger or hand axe or hammer or spear**

Point Blank	Short	Target	Medium	Intermediate	Long	Extreme
Not for dagger	4-30	31-45	46-60	61-70	71-80	91-90
Archers ADJ*	no adjust	-1	-2	-3	-4	-5

**Example: the Heavy Crossbow**

Point Blank	Short	Target	Medium	Intermediate	Long	Extreme
Not for crossbow	10-240	241-360	361-480	481-560	561-640	641-720
Archers ADJ*	no adjust	-1	-2	-3	-4	-5

Dice being the best decider in these cases. Targets can be stationary or moving in relation to the missile firing/hurling individual. Away and Toward are the easiest followed by from right to left or left to right at roughly 90 degrees to the line of trajectory. Unusual angles could allow you to get our Trig Tables but don't make it too complicated for yourself.

Short range missiles are vexing if the opponent is advancing, and worse, running right at you! The segment combat system and initiative are not designed well for an opponent that is running at you, does not get to you in a round, and then keeps on running. Does initiative still apply and can agility be applied to initiative on a charging figure [be he/she/it a player character, NPC or monster]? I vote for initiative of a running (*charging figure*) but use d4 instead of d6. But do not count agility. He/she or it is running toward something. What does dexterity have to do with that?

**(I use INDIVIDUAL INITIATIVE and NEVER GROUP INITIATIVE in every melee where the players and key NPCs are involved!)**

Some of the calculation the DM just makes up as he/she goes. There is no easy table to use.

Note that in cases where a shield is given with one kind of armor confuses it a bit. The DM might feel there is a -1 lurking in the cases where the shield is added to an armor type.

I always hated this chart because it is

**THE HURLED WEAPONS AND MISSILE CHART IN THE PLAYER'S HANDBOOK THE ARMOR CLASSES LISTED CONVERT AS FOLLOWS:**

10	no armor
9	shield only (that means you see the missile coming or put up in front of you knowing that missile fire is coming at you from a confined area, perhaps 60 degrees or so)
8	leather or padded
7	leather or padded with shield, studded leather or ring mail
6	studded leather or ring mail with shield, or scale mail
5	scale mail with shield or chain mail
4	chain mail with shield, splint mail or banded mail
3	splint or banded mail with shield or plate mail
2	plate with shield

confusing. Note that armor class does NOT include plusses due to magic, Bracers of Defense, Rings and Cloaks of Protection or dexterity adjustments! Do not consider those magic items or high dexterity in determining the "armor class". Bracers of Defense read as "armor class" as given in the table. The other things add or subtract after you determine the addition or subtraction (*if any*) for the type of armor being fired at.

Confusion aside there are some hurled weapons versus plate or plate and shield that should be considered for the subtractions given in the table. Specifically the hand axe, club, dagger, dart, javelin, sling stone and spear when thrown do not do well versus plate or plate and shield. Fired weapons like the short bow, short composite bow and sling bullet also bounce a bit on plate or plate and shield.

A number of weapons are also very good against weak armor specifically all of the bows and crossbows versus no armor, shield only, leather, leather & shield and studded leather.

Once you get to chain and chain with shield the adjustments are less or zero.

Do I urge you to use the chart? Yes and no. When you see +2 or better to hit versus an armor type or -2 or better versus the better types of armor you should certainly consider it.

The player who is in chain, splint, banded or plate will be very vexed if the peasants throw darts and clubs and get hits! Recall that vexation should also apply to your NPCs in those armor types.

Look at the chart versus armor type (*not armor class*) then see if magic or dexterity comes into play and go forth.

A usual movement rate is "9 inches" i.e. 270 feet per minute or about 3 miles per hour. Running doubles that rate to 540 feet per minute or 6 miles per hour. So if you are running towards a figure throwing a dagger at you your jeopardy is for up to 180 feet. You cover 180 feet in just over three segments ( $54 \times 3 = 162$ ,  $54 \times 4 = 216$ ). So if the dragger thrower has lousy initiative you are on him before he gets to toss it! Arrows are another matter because of longer range. A fired arrow flies about 200 feet or so in a second (for medieval long bow firing wooden arrows). So in a segment it reaches its target. I like to use fire at the beginning of a segment and arrive at the end of a segment. At short ranges that would make arrows too powerful in the AD&D combat system. Unbalancing the combat system for realism, in this case, harms the overall system. ■



# Adventuring without the magic

## How RPGs moved beyond fantasy

by Jon Peterson

When we think of role-playing games, we may automatically associate them with the wizards and fire-breathing lizards popularized by *Dungeons & Dragons* (1974) and its many imitators. Because fantasy fans made up so much of the early market for role-playing games, it took some years before designers tried relocating their adventures to the real world, as for example in the innovative game *Top Secret* (1980). But historically, role-playing games evolved from wargames with mundane settings, and we might well ask how it took so long for role-playing games to relinquish magic.

After all, the practice of role-playing in wargames began long before anyone applied the term “role-playing game” to *D&D*. Perhaps the seminal example of early role-playing was the vibrant interpersonal dynamics created by the seven-player board game *Diplomacy* (1959), a favorite in the communities that nurtured *D&D*. *Diplomacy* asks each player to adopt the persona of a political leader of one of the seven Great Powers in the years before the outbreak of the First World War, and then all must ally, negotiate, conspire, and perhaps betray their way to world domination. Gary Gygax and Dave Arneson, the co-authors of *D&D*, schemed through many postal *Diplomacy* games in the late 1960s, and surviving records from those games show us how they forged characters in this historical setting.

Another game set around the First World War, *Fight in the Skies* (1968), asks players to assume the character of a pilot: not just a generic pilot, but a specific pilot, with a name, a back-story and a style. In a 1970 issue of the fanzine *Aerodrome*, the game’s creator, Mike Carr, explicitly states that, “In *Fight* you control only one man, and in a sense, the way he performs is an extension of your personality... I would suggest that for each game in which your pilot is introduced... have him perform according to his personality, not yours.” Even in an aerial dogfight, we can treat combatants as real people and try to imagine how they would act in their circumstances. As a

member of the same wargaming clubs as Gygax and Arneson, and a frequent participant in Twin Cities games, Carr inspired a new respect for characters—and helped wargames to evolve into a new category of game.

Other activities in the Twin Cities brought role-playing right to the forefront of wargames. The most influential was the Braunstein family of multi-player games pioneered by Dave Wesely at the very end of the 1960s. Wesely’s first iteration took place in a Napoleonic setting, in which his fictional Prussian town of Braunstein faced a French invasion force. While some players took on the conventional roles of military commanders familiar in wargames, others assumed the parts of citizens of the town: the local Baron, the university chancellor, even students. Quickly, the battle component of the game took a back seat to role-playing interactions between the various protagonists. Dave Arneson himself played a student in this first Braunstein, though he recalled, “I ended up arrested by the Prussian General because I was ‘Too fanatical.’” Arneson consistently referred to Braunstein, from his perspective, as “the first RPG,” the game where he learned an innovative new style of play.

Braunstein inspired a series of multi-player games in the Twin Cities with very different settings, all of which drifted away from the battles typical of wargames. Wesely ran another Braunstein-style game set in a South American banana republic during a period of political upheaval. Local gamer Duane Jenkins developed a Wild West variant called *Brownstone*, in which Dave Arneson played the villain, the vile bandit El Pauncho. There was even a “gangster” Braunstein set in the early 1920s. Most famously, Arneson himself began an ongoing fantastic “medieval Braunstein” called *Blackmoor*, in which Carr, Jenkins and Wesely were all key players. It was this *Blackmoor* campaign that ultimately sparked the collaboration between Arneson and Gygax on *Dungeons & Dragons*.

So it would seem there was plenty of role-playing in the mundane world before medieval fantasy entered the picture and gave birth to *Dungeons & Dragons*. But fantasy is not the whole story—we must also acknowledge that the original setting of *D&D* described more than just swords and sorcery. Many of the magical effects featured in the earliest edition of *D&D* have a decidedly science-fiction bent to them: powers with names like teleportation, telekinesis, extra-sensory perception, disintegration, or polymorphing, to say nothing of passing between dimensions. In the encounter tables of *D&D*’s first printing, we find provisions for adventuring on John Carter’s Barsoom, or combating prehistoric monsters like a triceratops, right alongside opportunities to defeat goblins or zombies. *D&D* even proposes robots and androids as potential monsters. In the third issue of TSR’s *Strategic Review*, Arneson relates how in his local fantasy campaign “a band of heroes went through the ol’ teleporter” and ended up fighting a Second World War German patrol, complete with machine guns and mortars. Gygax recalls a similar action fought by his group in Lake Geneva, and asserts that “such mixing of historical periods with *D&D* makes for some interesting game situations.” Similarly, in a Twin Cities science-fiction campaign which would later serve as the basis for TSR’s space exploration game *Star Probe* (1975), an alien vessel ran into trouble when it inadvertently landed on the world of *Blackmoor*. One of our earliest glimpses into the *Blackmoor* setting, the *Loch Gloomen region* described in the “*Temple of the Frog*” scenario in *Blackmoor* (1975), features an antagonist who comes from another world, wears high-tech power armor, and keeps a spaceship in geosynchronous orbit above his fortress.

As Clarke’s Third Law teaches us, “Any sufficiently advanced technology is indistinguishable from magic,” and it is unsurprising that most early role-playing



games transpired in a setting that blurs the distinction between fantasy and science-fiction. *Empire of the Petal Throne* (1975), TSR's second role-playing game, takes place on a distant planet where, in the far future, human settlers lost contact with interstellar society and reverted to a medieval state, confronting indigenous "monsters" as they scour ruins to find ancient "magical" artifacts. The first TSR role-playing game to deem itself science fiction, *Metamorphosis Alpha* (1976), takes place in an enormous spaceship that effectively serves as its own fantastic enclosure, filled with mutated animals such as monsters and characters who reap quasi-magical benefits from physical and mental mutations. The year *Metamorphosis Alpha* debuted, it was no coincidence that Gygax ran a D&D tournament at Origins in which the adventurers raid the crash site of an enormous spaceship filled with mutants: these science-fiction and fantasy settings were virtually interchangeable.

Although more experimentation with role-playing genres took place over the next few years as TSR's competitors entered the market, most games still remained tethered to magic. Even rabbits, it turns out, must have fantastic abilities: *Bunnies & Burrows* (1976) allows rabbits to use their Wisdom to see the future, instill fear, or even control other rabbits; rabbits also can rely on the natural virtues of herbs as reagents for spell-like effects ranging from healing to causing blindness or sleep. The game *Bushido*

(1977) recasts fantastic adventures in a Japanese samurai setting, retaining spell casting and a variety of monsters. Even *Traveller* (1977), which draws on drier science fiction, still includes psionic powers reminiscent of magic, a recent addition to D&D at the time. This proved a serendipitous choice, however, as the release of the film *Star Wars* in 1977 spurred rabid enthusiasm for wielding such fantastic powers in a futuristic setting.

Sometimes these genre innovations strayed close to the contemporary world while keeping one foot firmly planted in fantasy, like Fantasy Games Unlimited's superhero romp *Villains and Vigilantes* (1979). But only as the 1970s wound to a close did the industry begin producing role-playing games without these fantastic elements. Many revisited familiar, and decidedly mundane, wargame settings and sprinkled a little role-playing on them. In 1979, TSR refactored their five-year-old *Wild West* miniature wargame *Boot Hill* into a fully-fledged role-playing game, one free of any mystical elements. This created opportunities for wargaming companies as well: that same year McEwan Miniatures released their *Triplane*, a set of rules for First World War aerial combat which, as the Introduction says, "contains elements of both a tactical level simulation plus role-playing games."

But what about a role-playing adventure in our contemporary, non-magical world? As role-playing games entered their second decade,

TSR rose to this challenge with a new release: *Top Secret* (1980). *Top Secret* allowed players to assume the character of a secret agent who uses their skills and accessories to overcome challenges and complete missions. While the stunts and gadgetry of espionage fiction can rival fantasy for sheer implausibility, they provide a wholly different experience than either a wargame or a dungeon crawl. If you want to try it for yourself, this month, Gygax Magazine features a new *Top Secret* adventure by the game's original designer, Merle Rasmussen.

In the years that followed the release of *Top Secret*, the twentieth century became an increasingly common setting for role-playing games. Sometimes they snuck the fantastic into the contemporary world by postulating that sinister conspiracies concealed the magical truth from the world, as would *Call of Cthulhu* (1981). Others found adventure in crime-fighting: a decade after the "gangster" *Braunstein of the Twin Cities*, TSR developed that setting into the role-playing game *Gangbusters* (1982). Avalon Hill would ultimately license the James Bond novels for its own spy role-playing game, *James Bond 007* (1983). These all demonstrate the incredible versatility of role-playing games which has kept them vital and captivating for forty years now. ■

# The necromancer's cookbook

Breathing new life into skeletons and zombies

by Dave Olson

“Crafting the mindless skeleton or simple zombie is a stunningly dull endeavor. Any cut-rate mage with an apprentice spellbook can create them. True power comes from working outside the bounds of accepted necromancy, from pushing the limits of flesh and bone respectively. Create something your enemies won't see coming and you will have ensured victory for your own endeavors.”

*-Excerpt from the Necromancer's Cookbook, original author unknown*

Skeletons and zombies are the staple of any good necromancer's armory. They are easy to animate and easier to control, tireless and devout in their duties. However, they can also be standard and predictable. Adventurers have been battling skeletons and zombies since they set foot in their first dungeon and the tactics capable of the mindless minor legions are less than flexible. What's an aspiring necromancer to do?

The answer is a rare book called the Necromancer's Cookbook. Within its pages are recipes and techniques for modifying and altering all manner of undead monsters available to a necromancer. In addition, its methods are not just limited to arcane magic-users – clerics of death gods can make use of the recipes as well. Detailed herein are five variations of skeletons and zombies from the pages of the cookbook for a Game Master (GM) to use in new and interesting ways.

## Origination

A secret cabal of mages, working for the betterment of their own order, put together notes and thoughts on the subject of improving the foot soldiers in the necromancer's army. The cabal had no intention of sharing its discoveries, its members going so far as to swear oaths in

the name of blasphemous deities to not share their secrets. Nevertheless, secrets have a way of getting out, especially when its keepers have taken the greatest pains to make sure they do not.

The exact details of the theft may never be known to anyone outside of the expert thief who pulled off the heist, but regardless the research was taken. Sorcery tracked down the perpetrator but not before the makeshift book had been delivered to the mysterious benefactor. In the years since the theft, necromancers and priests of death gods all across the land have put their hands on the tome now referred to as the Necromancer's Cookbook.

## Physical Appearance

Each copy of the Necromancer's Cookbook is a unique affair, usually with notes and comments from its owners that aren't in any other edition. However, several decades ago a priestess of a death god managed to get a copy and was determined to get it cleaned up and distributed for her own order. She procured the services of an order of faithless monks living in a remote monastery known for their dedication to book scribing and their vow of silence.

Roughly fifty copies of this transcribed version of the cookbook were produced before the monastery was set ablaze by an unknown arsonist. The priestess was taking copies out of the monastery as they were finished, so the completed works were already being distributed. Most of the copies in libraries around the land come from this source, and can be identified by the distinct black leather covers embossed with the image of three crossed bones creating a six-pointed symbol. The nature of this symbol has been lost as the priestess and her order vanished mysteriously in the past two decades.

Original copies of the Necromancer's Cookbook are often simply a collection of loose notes bound in a leather slipcase, allowing for the easy loss of individual pages and recipes. There is no known “complete” copy of the tome in the entire world, though some obsessed magic-users have made it their life goal to add all of the known recipes to their own collections.

## USING THE

## NECROMANCER'S COOKBOOK

The information contained within the Necromancer's Cookbook can at best be described as “family recipes” – not a lot of exact details into the process with a lot of “pinches” and “handfuls” in the ingredients. An intelligent mage, with a background in alchemy, or a priest of a death god with access to unusual materials, could make use of the book's contents, creating some of the creations contained within its pages given time and effort.

It would be best to give such villainous characters access to only a handful of the creatures at a time, both to limit the exposure of the cookbook's contents and to string characters along with a potential mystery. Perhaps a survivor from the original necromantic cabal has extended her life to unnatural lengths and is now unleashing undead monstrosities culled from a recovered copy. Perhaps the cabal itself has survived and seeks out the remaining copies to preserve their heritage and to punish the unworthy.

Specific details on how the potential necromancer uses the contents of the Necromancer's Cookbook are left intentionally vague. Suggested ingredients are provided with each creature entry.



## Statistic Blocks

The information provided with each entry in this article includes a statistic block for the monster's use in your favorite fantasy roleplaying game. The statistics are simple and easily usable in the original rule sets of Dungeons and Dragons or one of its "retro clones" including Swords & Wizardry, Labyrinth Lord, and OSRIC. The listing includes both the classic descending AC model (THAC0) and the ascending AC model (the latter contained in square brackets).

## SKELETONS

"Skeletons are amongst the necromancer's most plentiful tools, as living flesh rots away after a relatively short time in the grave. And bones, it turns out, are a perfect canvas for the innovative necromancer. They're tough and easy to work with, blending well with dark magic and alchemical reactions to create unique specimens of unwholesome and deadly designs."

The Necromancer's Cookbook has much to say on the subject of skeletons. The basic skeleton is easy to animate and easier to destroy, so the masters have dabbled with ways to enhance its functions. In a strange uncovering, it was discovered that an animated skeleton could be imbued through little additional effort with infusions from the elemental planes.

What follows includes five types of skeletons found in most copies of the Necromancer's Cookbook – dust skeletons, flaming skeletons, ice skeletons, rune skeletons, and shroud skeletons.

### Dust Skeleton

Hit Dice: 1

Armor Class: 8 [11], with shield 7 [12]

Attacks: Weapon or strike (1d6)

Saving Throw: 16

Special: Immune to sleep and charm spells; paralyzing death explosion

Move: 12

Alignment: Neutral

Number Encountered: 1d8

Challenge Level/XP: 2/40

"A dust skeleton is a kind of walking explosion of a paralytic powder distilled from powdered ghoulish teeth. It is best used in small numbers to weaken enemy forces and prepare them for more powerful threats behind. The aforementioned powdered ghoulish teeth must coat the skeleton and be left in the light of a new moon for a full night."

From a distance, a dust skeleton appears to be a normal undead creature, perhaps a bit more grayish than bony yellow but otherwise unassuming. Upon closer examination the

creature's steps and movements are followed by a fine gray powder that also covers the skeleton from skull to foot bones. A dust skeleton attacks as a normal skeleton, usually with its claws but occasionally with equipped weapons such as a sword or spear.

The difference in this variety comes when the creature has been defeated. Rather than crumble as the necromantic energy keeping it animated escapes, the power contained within the dust skeleton explodes out in a burst of grayish powder. Everyone within the range of the burst (*roughly twenty feet radius, similar to a fireball spell*) must succeed at a check against paralyzation as he becomes covered in dust. Those that fail the save are paralyzed for a minute.

### Flaming Skeleton

Hit Dice: 2

Armor Class: 8 [11]

Attacks: Weapon plus 1d6 fire damage or strike (1d6 plus 1d6 fire damage)

Saving Throw: 16

Special: Immune to sleep and charm spells; fiery aura

Move: 12

Alignment: Neutral

Number Encountered: 2d6

Challenge Level/XP: 3/85

"Setting enemies on fire is a good way to remove your foes, but there's a little known fact that setting your allies on fire can often achieve the same result. A legion of flaming skeletons can reduce the number of any rank-and-file soldiers to cinders with their fiery aura and claws. Making them, however, stinks – literally. The amount of bat guano you need to coat the bones is almost ridiculous, but the results are worth it."

A flaming skeleton is just as its name implies, a skeleton set ablaze. The fire keeping the undead monster lit is magical and does not douse with normal water, though holy water can be used to put out the fire (*which turns the flaming skeleton into a regular skeleton for 1d6 rounds*). Anyone striking the flaming skeleton in melee range while it is burning must make a saving throw to avoid taking 1d6 fire damage from the creature's fiery aura.

In addition, every claw attack from the flaming skeleton deals extra fire damage (1d6), an effect that also extends to melee weapons held by the flaming skeleton. Ranged weapons are not imbued with this effect. The fire, while originating from a magical source, is otherwise treated as regular fire and does burn flammable objects – only the foolish equip flaming skeletons with wooden shields.

### Ice Skeleton

Hit Dice: 2

Armor Class: 5 [14], with shield 4 [15]

Attacks: Weapon or strike (1d8)

Saving Throw: 16

Special: Immune to sleep and charm spells; half damage from piercing and slashing weapons; double damage from fire sources

Move: 12

Alignment: Neutral

Number Encountered: 1d8

Challenge Level/XP: 4/150

"Ice has numerous advantages for the undead, and the two pair quite nicely in most regards. Magically hardened ice sculpted around the bones of a skeleton creates a tough shock troop that is difficult to put down and can unleash chilling punishment. Each potential ice skeleton must be submerged under necromantically charged water for no less than one day, and then the incantations spoken within only a few minutes of their emergence. If done properly you should see the results immediately as the ice hardens around the bones, an effect that is really quite spectacular."

Ice skeletons are some of the most formidable of the rank-and-file undead creatures available to a necromancer. The process to create them forms a hard layer of ice between the monster's exposed bones, protecting it from physical damage sources. All damage suffered by the ice skeleton from a piercing or slashing weapon is halved due to the magically hardened surface protecting it from harm.

Unfortunately, the ice does come with a drawback. Any fire attack deals double damage against an ice skeleton, as the process to harden the ice around the bones is not without some drawbacks. Some death priests in the farthest reaches of the northern territories have been experimenting with magically treated black ice that is both harder and more resistant to fire than regular ice, but the results have been decidedly mixed.

### Rune Skeleton

Hit Dice: 1 (1st-level), 2 (2nd-level), 3 (3rd-level)

Armor Class: 8 [11], with shield 7 [12]

Attacks: Weapon or strike (1d6)

Saving Throw: 16

Special: Immune to sleep and charm spells; imbued spell

Move: 12

Alignment: Neutral

Number Encountered: 1d8

Challenge Level/XP: 2/40 (1st-level spell), 3/85 (2nd-level spell), 4/150 (3rd-level spell)

"It has been discovered that bones are an impressive conduit for magical energy contained in the form of runes. By applying similar theories to inscribing a spell onto a scroll, a specific

magical incantation can be etched into the bones of a skeleton for the undead minion's use. Owing to their unintelligent nature, the spells wrought upon the creature must be passive in nature. Make sure to use only the freshest elf liver ink while writing the spells and use a knife whittled from the bone of a murdered mage to carve the actual runes."

From a distance, a rune skeleton appears much like a regular undead skeleton, and can be equipped with any equipment available (*such as shields and weapons*). Within about a dozen feet or so viewers can see that the monster's bones are etched with fine black runes, especially around the skull and ribcage. Each such rune skeleton is carefully prepared with a single spell that triggers when the creature first takes damage (*and does trigger if that damage is enough to destroy it outright*), and the power of the spell also sustains the rune skeleton to make it more potent. So far necromancers have only been able to imbue spells of up to 3rd-level.

Common spells are listed below under a random table. Some spells are defensive in nature, while others are offensive. Any spell is cast as if by the minimum caster level for that spell and if applicable has an area of effect centered on the rune skeleton. So far, enterprising necromancers have not been able to perfect the art of triggering an area of effect spell like a fireball with a rune skeleton without turning it into a walking bomb. Results may vary.

## Rune skeleton spells

### 1st Level Spells

- 1 Sleep (magic-user spell)
- 2 Protection from good (magic-user or cleric spell)
- 3 Shield (magic-user spell)
- 4 Bless (cleric spell)

### 2nd Level Spells

- 1 Darkness 15-ft radius (magic-user spell)
- 2 Invisibility (magic-user spell)
- 3 Silence 15-ft radius (cleric spell)
- 4 Stinking cloud (magic-user spell)

### 3rd Level Spells

- 1 Haste (magic-user spell)
- 2 Protection from normal missiles (magic-user spell)
- 3 Dispel magic (magic-user or cleric spell)
- 4 Slow (magic-user spell)

## Shroud Skeleton

Hit Dice: 2  
 Armor Class: 6 [14], with shield 5 [15]  
 Attacks: Weapon or strike (1d6)  
 Saving Throw: 16  
 Special: Immune to sleep and charm spells; shroud attack; 25% miss chance  
 Move: 12  
 Alignment: Neutral  
 Number Encountered: 1d8  
 Challenge Level/XP: 3/85

"The ally your enemy can't see is one of the most useful allies of all. By employing a special necromantically-infused smoke created from the burning embers of the rare crawtooth bird, the essence of a dark shroud can be suffused with a prepared skeleton. If done properly the resulting shroud skeleton should disappear nicely within any darkened area, including torchlight and moderate shadows. Keep out of direct sunlight as the minions lose all potency in such conditions."

Surprise is an element often lacking in the necromancer's armory, so the shroud skeleton can serve as an effective twilight or darkness foe for any intruder. The process of creating it almost makes the bones of the monster translucent, though possessing a light smoky color when caught in firelight or moonlight. When not in direct sunlight, the shroud skeleton's attacks are difficult to detect so the opponent's armor class is considered three points worse.

When someone attacks a shroud skeleton with a melee weapon, ranged weapon, or targeted spell, there is a one in four chance that the attack misses regardless of the attack roll or spell effect. This effect and the shroud skeleton's own attack modification are both nullified if in the presence of daylight or any spell that creates daylight.

## ZOMBIES

"There's much to be admired about the zombie. They're tough right out of the ground, impervious to pain, and able to take quite a punishment before succumbing to destruction. Flesh is a much tougher subject than bones and requires alternate methods of sorcerous enhancement in order to create an effective soldier. We're not making golems here, so it's best to keep that in mind."

Animating a corpse with meat on its bones is the bread and butter of every death priest and necromancer, and also so common it's a bit stale. But the Necromancer's Cookbook has a wealth of options to spice up this otherwise mundane undead monster, and most of them can be created by simply finding the right set of alchemical ingredients and death scenarios.

What follows are five types of zombies found in most copies of the Necromancer's

Cookbook – charred zombies, feral zombies, plague zombies, drowned zombies, and stitched zombies.

## Charred Zombie

Hit Dice: 3  
 Armor Class: 5 [16], with shield 4 [17]  
 Attacks: Weapon or strike (1d8)  
 Saving Throw: 16  
 Special: Immune to sleep and charm spells; immune to fire; strength bonus  
 Move: 6  
 Alignment: Neutral  
 Number Encountered: 2d8  
 Challenge Level/XP: 3/85

"Normal burnt skin takes on a flaky, dry quality, brittle even, making the prospect of simply roasting your walking dead to create a new effect not enough. But if the zombie is doused in a special oil, prepared with at least a few drops of tears from a grieving lover (*NOTE - ONLY if they're grieving for a fellow lover who lost their life in a fire, very important*), the resulting creature's skin takes on a tough, blackened hide. Good for arming and keeping watch in dark places.

A charred zombie appears as its name suggests, with blackened skin and burnt clothing (*if any remain*). They move much like a typical zombie, with a slow shambling gait, but the charring creates a tough layer of natural armor that makes attacks against it difficult to deal real damage. Owing to its creation process a charred zombie is also immune to all fire-based damage sources, including magical and mundane fires.

The process of creating a charred zombie also gives it greater strength. Each of its melee attacks gains a bonus of +2 damage from this supernatural power. Though not hot enough to deal extra damage, the charred zombie radiates heat from its body, which is enough to ignite flammable objects that stay in contact with it for more than a few rounds. The smell of burning flesh gives these creatures away.

## Feral Zombie

Hit Dice: 2  
 Armor Class: 6 [14]  
 Attacks: Strike (1d8) x2  
 Saving Throw: 16  
 Special: Immune to sleep and charm spells; ferocity  
 Move: 18  
 Alignment: Neutral  
 Number Encountered: 2d10  
 Challenge Level/XP: 3/85

"The idea of creating a thinking zombie is a worthwhile endeavor, but with thought comes independent action, and with independent action comes inevitable rebellion. However, the consuming hunger of a person's spirit can

be bound to a corpse to create a very effective feral zombie, which has all of the cunning and ruthlessness of a ghoul without all of that independent thought nonsense. Keep plenty of meat on hand to keep them fed, though – they do tend to turn on themselves if not provided with a steady enough diet of fresh meat.”

Feral zombies are quite unlike the normal slow, shambling walking dead. They are fast, faster than a normal human, and move with an animalistic gait. Often mistaken for ghouls to begin with, these undead monsters are relentless killers. It is not uncommon to see wolves or dogs brought back as feral zombies as they are natural fits for the type. A feral zombie is able to attack twice in combat with its natural strikes; all attempts to equip them with weapons by their creators have so far failed.

Besides their increased speed and dexterity, feral zombies are much harder to put down than a typical zombie. When it suffers damage that reduces it to 0 or less hit points, the feral zombie has a 50 percent chance to be reduced to one hit point instead as the creature rebounds from an otherwise killing blow. This can only be triggered once per feral zombie.

#### **Plague Zombie**

Hit Dice: 3

Armor Class: 8 [11], with shield 7 [12]

Attacks: Weapon or strike (1d8)

Saving Throw: 16

Special: Immune to sleep and charm spells; sickening radius; vomit attack

Move: 6

Alignment: Neutral

Number Encountered: 2d4

Challenge Level/XP: 5/275

“Who can resist a good plague? Corpses are just walking cesspools of disease anyway, but with the right ingredients – most of which include the powdered bile of plague victims and a little essence of garlic – the true potency of a plague zombie can be unleashed. Their diseased flesh exudes a sickening aura strong enough to send the stoutest warriors to their knees, and the expulsion of vomit onto enemies means your supply of plague zombies can continue to grow.”

Amongst the most dangerous adaptations of the basic walking dead is the plague zombie, which is difficult to create owing mostly to the rarity and difficulty of finding ingredients. The skin of these creatures takes on a sickly green hue and the stench of poisoned meat permeates the air around them. The stench of decay and death becomes noxious within twenty feet of a plague zombie, and creatures not immune to diseases must make saving throws or become overcome with vomiting for 1d4 rounds.

Regardless of whether the save is successful or not creatures in the area suffer a -2 penalty to all rolls (*attack rolls, checks, and other saving throws*) while a plague zombie remains.

The primary attack of the noxious plague zombie is a sort of projectile vomit, though it can only affect opponents in melee range of the monster. The opponent must make a saving throw vs. breath weapon to avoid being vomited upon. If unsuccessful, the affected target must then make a saving throw vs. disease or contract a rotting green plague.

The rotting green plague is fast-acting. Within 2d10 hours the affected target loses 1d4 points of Constitution as patches of the skin turn gangrenous and begin to boil with pustules. Constitution loss continues in 1d6 hour intervals at a rate of 1d4 points until the victim completely wastes away (*reduced to 0 or less Constitution*). In such a case the victim rises as a plague zombie after only 1d10 minutes. Lost Constitution points can only be restored after the disease is treated, though the rate can be slowed with proper medicine (*trained clerics and medics can make checks against their Wisdom scores to slow the rate of Constitution loss to 2d6 hours*).

#### **Drowned Zombie**

Hit Dice: 3

Armor Class: 8 [11], with shield 7 [12]

Attacks: Weapon or strike (1d8)

Saving Throw: 16

Special: Immune to sleep and charm spells; damage resistance; double damage from electricity sources

Move: 6

Alignment: Neutral

Number Encountered: 2d8

Challenge Level/XP: 4/150

“Creating a drowned zombie is a tricky business. The body must have been from a drowned victim, which seems obvious, but there’s also a special elixir that must be prepared and then forced into the corpse’s mouth. The core ingredient of the elixir is a rare type of seaweed that seems to grow only around sunken ships where at least some sailors died, owing to its name – dead man’s seaweed. The resulting walking dead is a tough bit of monster, able to take punishments and keep on going. Keep it away from lightning, though.”

The drowned zombie appears very much as its name suggests – the walking corpse of someone who died underwater. Their skin is pale and constantly clammy as a result of the sorcery animating them with blue colorings around the lips and extremities. They walk with the shambling gait of a regular zombie, leaving a wet footprint trail behind them wherever they go and regardless of the temperature.

Drowned zombies are tougher than regular zombies as a result of their magically water-logged condition. They ignore the first 5 points of damage suffered from any physical source as their sponge-like bodies absorb weapon blows. Unfortunately, they are quite susceptible to electrical attacks, such as lightning bolt or shocking grasp spells – they suffer double damage from electrical attacks. No zombie or undead creature needs to breathe underwater, but few necromancers with access to the right resources can pass up the opportunity to hide a swarm of drowned zombies in the bottom of a lake to hide and wait for intruders.

#### **Stitched Zombie**

Hit Dice: 3

Armor Class: 7 [13], with shield 6 [14]

Attacks: Weapon or strike (1d10)

Saving Throw: 16

Special: Immune to sleep and charm spells; magic immunity

Move: 6

Alignment: Neutral

Number Encountered: 2d4

Challenge Level/XP: 5/275

“A little extra skin here, a little extra muscle there – stitching together the perfect zombie soldier can be a lot of work. Thankfully, the process is much more straightforward than creating a flesh golem though the results can be similar. Stitched zombies are some of the toughest undead minions available to the necromancer, and they’re immune to pretty much every form of magic owing to the special threads that keep all the pieces together. Special care must be given to this thread, which must have been treated in an alchemical bath containing the essential salts of a sorcerer and then woven with the hair of the black plated spiderlings.”

Stitched zombies appear very much like a flesh golem, with arms, legs, and patches of skin sewn together to form their humanoid body (*or whatever form they take*). They are stronger and tougher than a typical zombie, though just as slow, and packing quite a surprise for spellcasters. The black stitching that binds one of these monsters together acts as a powerful anti-magic defense, which makes them immune to all forms of magic. They are completely undetectable by magical means and any damage from a magical source is ignored.

The process to create stitched zombies is notoriously difficult, and they are usually used as personal guards for necromancers because of this fact. Usually equipped with the best armor and weapons available they are intractable foes for intruders, especially ones that rely heavily on magical support to reduce enemy ranks. ■

# Djinn

## Spirits between heaven and hell

by Lawrence Whitaker & Pete Nash

Mythological creatures of the Islamic world, jinn are magical entities that live in a realm beyond our own, unseen by the humans whose lives they capriciously meddle. Placed in Islamic theology between humans and angels, the djinni, ifrits and marids were powerful spirits. Capable of good or evil, they could be arrogant, malicious yet still be capable of benevolence when it suited them.

As creatures of “smokeless, scorching fire”, they are, for the most part, intangible, but could affect the world of mortals and perform great deeds of magic. This makes them a perfect creature to create for *RuneQuest 6*. Of course, the power and scope of jinn vary from Aladdin’s genie of the lamp to the desert haunting ghuls of Arabic superstition. However, for fun, we’ll model the following jinn on those from the popular *Bartimaeus Trilogy* by Jonathan Stroud (which I highly recommend); treating these supernatural entities as spirits which can be summoned and bound to the magician’s will.

### THE HIERARCHY OF THE JINN

The jinn in the *Bartimaeus* books are roughly in line with the mythological hierarchy of Islamic study. Jinn are categorized by their magical strength and standing within jinni society. Since *RuneQuest* already possesses a way of categorizing spirits based on their magical power, it is an easy matter to use the same mechanics to describe them.

#### IMPS

INT 2d6+6

POW 1d6+6

CHA 1d6

The weakest of the jinn, their magical abilities are relatively feeble but make good messengers of spies. They are often spiteful and rude.

Intensity 1 spirits, imps know 1d3 Sorcery spells and have skills starting at 50%.

#### FOLIOTS

INT 2d6+6

POW 1d6+12

CHA 2d6

Jinn of more capable strength, they make good servants and laborers, but show little imagination; nor even a likable personality, most being fawning lackeys. Intensity 2 spirits, foliots know 1d3+3 Sorcery spells and have skills from 70%.

#### DJINN

INT 2d6+6

POW 1d6+18

CHA 3d6

Potent spirits able to perform greater deeds of magical creativity, djinn often strain the skills of a magician to summon and bind to their will – not least because of their propensity to use their abilities is cunning, resourceful ways. Their personalities range from polite servility to intimidating rebelliousness. Intensity 3 spirits, djinn know 1d3+6 Sorcery spells and have skills of at least 90%.

#### IFRITS

INT 2d6+6

POW 1d6+24

CHA 4d6

Spirits of great ability and generally greater maliciousness, ifrit show a particular affinity to fire. Whilst thought of as less intelligent than the lower ranking jinn, this is not strictly true. Rather the ifrit rely more on flexing their tremendous magical strength in brute-force approaches, than insightful or clever application. Intensity 4 spirits, ifrit know 1d3+9 Sorcery spells and have mastered many skills to a minimum of 120%.

#### MARIDS

INT 2d6+6

POW 1d6+30

CHA 5d6

The most powerful of these spirits, they are rarely summoned due to their immense magical strength and dangerous inclinations. It often takes the coordinated efforts of several magicians to attempt such a feat, or a great deal of flattery. Most marids are overbearingly arrogant and conceited. Intensity 5 spirits, marids know 1d3+12 Sorcery spells and their skills start at 150%

#### TYPICAL SKILLS FOR JINN INCLUDE:

Brawn, Conceal, Customs, Deceit, Evade, Influence, Insight, Invocation, Locale, Perception, Sing, Stealth, Unarmed, Willpower, and one extra professional skill per Intensity of the jinn as a personal interest.

#### POWERS AND ABILITIES OF THE JINN

All jinn possess a number of inherent abilities as the result of their spiritual form. These powers cost no Magic Points, but still require the spirit to spend an Action to perform. Jinn abilities are as follows:

##### Invisibility:

Jinn are naturally invisible, but can make themselves visible with conscious effort. Since jinn can see others of their kind, invisible or not, they require the use of the Stealth skill to sneak past one another.

##### Intangibility:

Jinn pass through solid objects unhindered. This includes trying to lift or move objects, unless they use their Telekinesis ability (*see next page*). Likewise, they are immune to non-magical damage, although they can injure each other using ‘physical’ attacks.

##### Shape-Shifting:

Since they lack a corporeal body, jinn may change their appearance at will. This can be the form of a human, animal, or a monstrous hybrid

of the two. Imaginative jinn can even take the shape of inanimate objects or abstract visual phenomena. Most jinn have 1d3 favorite shapes with which they feel the most comfortable. A jinn can identify another jinn individual if they win an opposed test of Perception versus Deceit.

#### **Size-Shifting:**

When manifested jinn have similar proportions to a human of a SIZ equivalent to the jinn's POW. If the jinn desires they may further enlarge themselves by a multiple up to their CHA, or similarly shrink by applying the same number as a divisor. Of course as spirits they possess no true SIZ characteristic so can be bound into any object such as a ring or lamp, but some jinn like to overawe viewers by swelling up to gigantic proportions.

#### **Flight:**

Jinn usually travel by flying from place to place - although they are happy to mimic walking if fitted to their adopted form. At top speed they can move at INTx5 meters per round.

#### **Telekinesis:**

To interact with the physical world jinn instinctively move objects via telekinesis, provided that part of their intangible body is touching it. They have a pseudo STR equal to their POW, though for the expenditure of a Magic Point they can multiply this limit by a factor of five, solely for the purpose of shifting exceptionally heavy objects.

The Action Points, Strike Rank, and Magic Points of the jinn are calculated as described on page 203 of RuneQuest. Spirit Damage is based upon the Jinn's Willpower skill, whilst its Damage Modifier (*used for hand to hand combat*) is calculated using POWx2 instead of STR+SIZ.

### **SUMMONING AND BINDING JINN**

In the Bartimaeus stories, the summoning of jinn is a dangerous activity, with weak willed magicians often tricked to their deaths by the irritated spirit. Such attempts require extremely careful preparation, the use of various paraphernalia to aid concentration and drawing of pentacle or other magical wards to trap the jinn whilst it is being coerced to the summoner's will.

The most important aspect of jinn summoning is knowing the true name of the entity called. Each jinn holds this name as their most prized secret, for without this, a magician cannot summon them to perform years of enslaved servitude. As any jinn called to the material world is prevented from being summoned again, until they are released back to the realm from which they originated; most magicians hoard such snippets of information, being the basis of their personal power.

Conjuring a jinn is similar to the Animism rules concerning summoning spirits. The magician uses their Trance skill to perform the



ritual, which calls the named jinn (if available) to the prepared pentacle. This initial stage costs the conjurer a number of Magic Points equal to the Intensity of the Spirit. Once manifested, the real struggle occurs. This comprises of a battle of wits and will between the magician and the jinn, represented by the equivalent of a Spirit Combat using the Binding skill of the conjurer and the Willpower of the jinn.

If the jinn is reduced to zero Magic Points before their summoner, then they are chained

to the magician's will and can be forced to personally serve until released from service (or the premature death of the magician); or they can be eternally bound into an object from which there is no escape (*The Indefinite Confinement*). Although some jinn might willingly serve a master at first, extended enslavement twists their attitude so that the magician must force them to perform each and every task – requiring a successful Binding test and the expenditure of a Magic Point.

Conversely, if the jinn wins the battle they break free from the conjurer's control, allowing free use of their magic or immediate escape to their home realm. Whilst an unleashed imp may be an aggravating annoyance, losing control of a Djinn might result in the conjurer being consumed, leaving a pile of picked-clean bones.

### WEAKENING OF BOUND JINN

Jinns in the physical world, whether bound to attending the will of a magician or trapped within an object, are prevented from rejuvenating themselves. They can neither heal any damage suffered, nor recover Magic Points. Unlike normal RuneQuest spirits, jinn actually take damage to their POW characteristic which

can only be recovered if allowed to return to their home realm. Running out of POW leaves a jinn helpless, open to utter and final destruction.

Using magic drains jinn of their strength. A jinn can replenish its Magic Points if permitted to feast upon the life-force of a living creature, effectively recovering a number equal to the victim's POW characteristic. If a jinn performs the dubious act of consuming another jinn, then they absorb whatever Magic Points were left to the entity before its death.

### JINN MAGIC

Jinn use sorcery to perform their miraculous acts of magic. Whilst imps are barely capable of harming small animals, the largest marids can create vast palaces in a single night. Jinn do not use the Shaping skill per se, each spell costing a single Magic Point to cast with a Range of POW in metres, Duration of POW minutes, a single Target, and a Magnitude of twice the jinn's spirit Intensity.

The following spells are suitable for jinn with, where known, the associated names utilized in the Bartimaeus books placed in parenthesis **most of which are rather destructively orientated!** ■

### Jinn magic spell list

Abjure  
 Animate  
 Banish (*Void*)  
 Castback  
 Damage Resistance (*Shield*)  
 Diminish SIZ (*Compression*)  
 Enhance SIZ  
 Enlarge  
 Hide Life  
 Hinder  
 Holdfast  
 Imprison (*Nexus*)  
 Mystic Vision (*Pulse*)  
 Neutralize Magic (*Flux*)  
 Palsy (*Spasm*)  
 Phantom, Protective Ward  
 Repulse  
 Revivify  
 Sculpt  
 Sense  
 Shapechange  
 Shrink  
 Smother (*Convulsion*)  
 Spell Resistance (*Shield*)  
 Wrack (*Detonation, Plasm, Inferno, Pestilence, Essence Lance*)

# RARE ELEMENTS

𐌹𐌺𐌰𐌶𐌿 · 𐌸𐌵𐌹𐌶𐌰 · 𐌶𐌵𐌰𐌶𐌿 · 𐌲𐌺𐌰 · 𐌶𐌵𐌶𐌺𐌰𐌶 · 𐌹𐌺𐌰𐌶𐌿

FANTASY CURRENCY TO ENHANCE  
 YOUR QUESTS & CAMPAIGNS...

"Our elemental based set of die struck coins feature artwork from fine artist Kerry Bodenbender and are handcrafted in our Cincinnati Ohio facility."

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# Randomize your realm

Bacara: "Vala, look!"  
 Vala: "What is it, Bacara?"  
 Bacara: "A horde of Storm Giants came crashing into Fugitive Harbor!"  
 Vala: "[gasp] By the seventeen suns! Are they hostile?"  
 Bacara: "Yes, very!"

Many Game Masters (GM) have designed their own home-brewed realms from scratch. It can be difficult and a labor of love. This article is intended to be a "spice rack" for game masters. Sprinkle in a little of this. Sprinkle in a little of that. Each sprinkle gives your land a bit more flavor in an easy method of rolling and using tables. Give it a whirl and you will be able to bring the land to life in new detailed ways you may not previously have imagined.

First things first. Characters have their stats (*Strength, Intelligence, and so on*). But, why let characters have all the fun? This article offers a sampling of ways you can add statistics to your lands and create a way for players to interact with the lands on a new level.

Breathing life into a fantasy realm comes naturally to most referees. Sometimes a referee can use a helping hand, and that's what these charts represent. So, go ahead. Give your fantasy realm the swift-kick-in-the-pants that it so richly deserves. And, most importantly, have fun!

In our home-brewed realm of Benchleydale And Beyond, there is a prosperous island called Isle Have Another, with the following stats:

**Trade: 11**  
**Nationalism: 11**  
**Treasury: 275,000 gold pieces**  
**Timber: 7**  
**Mining: 7**  
**War: 6**  
**Defense: 7**  
**Health & Welfare: 10**  
**Food: 12**  
**Population: 19,000 people**

The above statistics were derived by rolling on the following charts. If a GM is looking to create a new land and would like a quick way to roll up the economy, livelihood and livability the following charts can serve as a base.

## REGION STATS

### Trade

1 - 6	Dismal. Treasury loses 8,000 gold per month.
7 - 10	Status quo. Treasury neither loses or gains gold.
11 - 14	Healthy economy. Treasury gains 5,000 gold per month.
15 - 20	Outstanding economy. Treasury gains 9,000 gold per month.

### Nationalism

1 - 5	Region teetering on the brink of revolution.
6 - 10	Population is largely apathetic towards the ruler.
11 - 15	People are proud to be citizens! Huzzah!
16 - 20	Ruler is adored by the population. Closely-knit society.

### Treasury

Varies per Region, depending on the spending policies of each ruler, and always at the discretion of the GM.

In most cases, the Treasury Factor rises at a constant rate. +5000 GP each month is a good rate to start with.

### Population

Varies per Region, depending on how much of the land is inhabitable, and always at the discretion of the GM.

In most cases, the Population Factor will not fluctuate by more than 1000 people per year, in either direction.

By Timothy Connolly

### Timber

1 - 8	Lumber is not commonplace here.
9 - 13	Solid lumber industry keeps employment steady.
14 - 17	Wood has tremendous financial value. Treasury gains 4,000 gold each month.
18 - 20	Trees falling left and right. Treasury gains 10,000 gold each month.

### Mining

1 - 6	Little or no precious metals.
7 - 9	Scraping the insides of the earth with minimal results. Treasury gains 500 gold each month.
10 - 16	Gems and precious metals give the treasury a fine boost, to the tune of 7,000 gold per month.
17 - 20	Incredible riches! Treasury booms at 20,000 gold per month.

### War

1 - 5	Small militias. No real military knowledge.
6 - 10	Can fight if needed to, but usually comes up short when outnumbered.
11 - 15	Formidable troops. Will always fight to the death.
16 - 20	Masterful leadership and a standing army will almost always win.



### Defense

- 1 - 4 Go ahead. Conquer me.
- 5 - 9 Will put up a fight, but won't win often.
- 10 - 17 Region is better off left alone. Can thwart most invaders.
- 18 - 20 Try it. Just try it. No, really. Try it. See, I knew you wouldn't.

### Health & Welfare

- 1 - 4 Poor sanitary conditions.
- 5 - 8 Lack of medicine, could hinder population growth.
- 9 - 18 All is well. Region can concentrate on other things.
- 19 - 20 Truly remarkable. Disease virtually unheard of.

### Food

- 1 - 3 People are near starvation. Citizens are outraged.
- 4 - 10 There is enough. Much subsistence farming and little trading.
- 11 - 19 There is more than enough. A surplus is growing.
- 20 Hyperactive farmland produces enough to feed twice the population of the region.

*Bacara: "Vala, look!"*  
*Vala: "What is it now, Bacara?"*  
*Bacara: "That horde of Storm Giants is fending off a gargantuan swarm of locusts, much to the delight of Fugitive Harbor!"*  
*Vala: "Zounds! What shall we do?"*  
*Bacara: "We wait until nightfall, and then..."*

Once you have run through the tables and created your new realm you will want things to happen there. Perhaps it will be something

that affects your adventurers like a blizzard or perhaps it will be more passive. Once per game session, roll 1d100 at the start of the session. Consult Chart A. Then consult the appropriate Sub Chart, and roll 1d100 again. Voilà! Watch your land come to life.

### EVENTS

#### Adventurers

- 1 - 25 Friendly adventurers arrive in the region, offering assistance.
- 25 - 50 Hostile adventurers arrive in the region, stirring up trouble.
- 51 - 75 Neutral adventurers arrive in the region, status quo remains intact.
- 76 - 100 Talkative adventurers tell of riches and treasure nearby.

1 - 2	Accident
3 - 4	Adventurers
5 - 6	Algae Bloom
7 - 8	Ambassador
9 - 10	Assassination
11 - 12	Bandit Activity
13 - 14	Birth Boom
15 - 16	Blizzard
17 - 19	Celebration
20 - 22	Civil Unrest
23 - 24	Colonization *
25 - 26	Comet
27 - 28	Contest
29 - 30	Disaster
31 - 32	Drought *
33 - 34	Espionage
35 - 36	Famine *
37 - 38	Financial Crisis
39 - 40	Flood
41 - 42	Forest Fire *
43 - 44	Haunting
45 - 46	Horrendous Monsters
47 - 48	Invention
49 - 50	Invitation *
51 - 52	Landslide
53 - 54	Land Purchase *
55 - 56	Major Incursion *
57 - 58	Marriage *
59 - 60	New Council Member *
61 - 62	New Religion Boom
63 - 64	Notorious Criminal
65 - 66	Peace Talks
67 - 68	Plague

69 - 70	Renaissance
71 - 72	Reprimand
73 - 74	Revolutionary Uprising *
75 - 76	River Dries Up *
77 - 78	Romantic Intrigue *
79 - 80	Scandal
81 - 83	Ship Arrival
84 - 86	Shortages
87 - 89	Showdown
90 - 92	Technological Breakthrough
93 - 94	Vampirism *
95 - 96	War ( <i>small scale</i> ) *
97 - 98	War ( <i>full scale</i> ) *
99 - 100	Zombie Outbreak *

(Note: "\*" indicates that there is no sub-table for this result. Further development of this result is entirely up to the referee.)

*Bacara: "Vala, look!"*  
*Vala: "Yes, Bacara?"*  
*Bacara: "While I was reading this issue of Gygax Magazine, the horde of Storm Giants took the fight elsewhere!"*  
*Vala: "Does that mean what I think it means, Bacara?"*  
*Bacara: "It sure does, Vala. It means we arrive safely into Fugitive Harbor, where things should be quieter for a while...at least until the referee rolls another d100 on this Events chart." ■*



### Accidents

1 - 32	Shipping collision -2 Trade
33 - 60	Hypnotized council member reveals top secret plans. -2 Nationalism
61 - 100	Fire in the council chamber kills 2 council members.

### Algae Bloom

1 - 25	Blue algae blooms up in lakes, ponds, rivers, streams, et cetera.
25 - 50	Green algae blooms up in lakes, ponds, rivers, streams, et cetera.
51 - 75	Red algae blooms up in lakes, ponds, rivers, streams, et cetera.
76 - 100	Yellow algae blooms up in lakes, ponds, rivers, streams, et cetera.

### Ambassador

1 - 24	Trade plea
25 - 41	Alliance plea
42 - 53	Declaration of war
54 - 70	Spying ( <i>see Espionage</i> )
71 - 85	Complaints ( <i>see Complaints</i> )
86 - 100	Invention demonstration ( <i>see Inventions</i> )

### Assassination

1 - 38	Council member -2 Nationalism
39 - 50	Duke -5 Nationalism
51 - 70	Duchess -5 Nationalism
71 - 85	Popular public figure -3 Nationalism
86 - 100	Notorious public figure +1 Nationalism

Bandit Activity	
1 – 25	Highway robberies -10,000 gold from Treasury
26 – 50	Terrorism -2 Nationalism
51 – 70	Massacre (see <i>Birth Boom</i> , in reverse)
71 – 86	Propaganda -1 Nationalism
87 – 100	Council member taken hostage. -40,000 gold from Treasury, for ransom paid
Birth Boom	
1 – 20	100 babies born
21 – 34	150 babies born
35 – 50	200 babies born
51 – 70	250 babies born
71 – 85	300 babies born
86 – 93	400 babies born
94 – 99	500 babies born
100	1000 babies born
Blizzard	
1 – 25	10 inches of snow
26 – 50	14 inches of snow
51 – 70	18 inches of snow
71 – 86	20 inches of snow
87 – 100	24 inches of snow
Celebration	
1 – 25	Solar festival
26 – 50	Lunar festival
51 – 70	Equinox festival
71 – 86	Harvest festival
87 – 100	Planting festival

Civil Unrest	
1 – 25	Citizens protesting peacefully, and marching
26 – 50	Citizens protesting arrogantly, and marching vociferously
51 – 70	Citizens rioting in the streets
71 – 86	Citizens rioting in the streets, and looting
87 – 100	Citizens rioting in the streets, looting, and storming the gates of the Council
Comet	
1 – 60	Good omen +2 Nationalism
61 – 80	Bad omen -2 Nationalism
81 – 00	Crashes into forest and ignites a forest fire
Complaints (from Amabassador)	
1 – 25	Region is becoming too worldly -1 Nationalism
26 – 50	Jealousy ( <i>re-roll, but base next result on jealousy</i> )
51 – 75	Accusations of the murder of a popular public figure -2 Nationalism
76 – 100	Threatens to kill duke and/or duchess +4 Nationalism
Contest	
1 – 24	Joust, regional +2 Nationalism
25 – 42	Joust, with contestants from other regions +3 Nationalism
43 – 57	Timbercutting +2 Timber
58 – 69	Mining Gala +2 Mining
70 – 88	Hunt +2 Food

89 – 93	Marathon race
94 – 100	Drinking competition
Disaster	
1 – 25	Earthquake
26 – 50	Acid rain
51 – 75	Tainted crops
76 – 100	Diseased rats
Espionage	
1 – 25	Spies learn that a neighboring region is planning to attack an ally region
26 – 50	Spies learn that a neighboring region is planning to attack this region
51 – 70	Spies plant evidence in a neighboring region, to ignite civil unrest there
71 – 86	Spies obtain some intel, very little of which is useful
87 – 100	Spies learn that a neighboring region is planning to attack an enemy region
Financial Crisis	
1 – 25	Citizens refuse to pay taxes -15,000 gold from treasury
26 – 50	Boycotts and riots -10,000 gold
51 – 75	Treasury is robbed -8,000 gold
76 – 100	Foolish government spending -4,000 gold
Haunting	
1 – 50	Fake
51 – 100	Real

<b>Horrendous Monsters</b>		<b>Notorious Criminal</b>		<b>Scandal</b>	
1 – 25	Storm giant horde remains for a time and helps in next battle +5 Defense	1 – 50	<i>(see Bandit Activity)</i>	1 – 20	Jewel forgeries -1 Trade -1 Nationalism
26 – 50	Beings from the quasi-elemental planes -2 Defense	51 – 70	Stolen war plans -2 War -2 Defense <i>(re-roll if not at war)</i>	21 – 36	Council member is exposed as being a traitor
51 – 80	Demonic horde -2 Timber	71 – 85	Mine robbery -2 Mining	37 – 45	Duke is exposed as being a traitor -2 Trade -2 Nationalism
80 – 100	Illusory tarrasque -1 Nationalism	86 – 100	Grand Larceny -100,000 gold from treasury	46 – 59	Duchess is exposed as being a traitor -2 Trade -2 Nationalism
<b>Invention</b>		<b>Plague</b>		60 – 73	Duke is caught having intimate relations with a commoner -1 Nationalism
1 – 33	Swifter ships +1 Trade	1 – 25	Locusts -2 Food -2 Timber	74 – 85	Duchess is caught having intimate relations with a commoner -1 Nationalism
34 – 66	Better tools +1 Mining	25 - 50	Disease -2 Health & Welfare	86 – 92	Duke gets his pants pulled down by a commoner in public -1 Nationalism
67 – 100	Weapon upgrades +1 War +1 Defense	51 – 75	Vermin -1 Food -1 Health & Welfare	93 - 100	Duke forgets lines of an important speech -1 Nationalism
<b>Landslide</b>		76 – 100	Moths -3 Timber	<b>Ship Arrival</b>	
1 – 25	20 minor mines wiped out -1 Mining	<b>Renaissance</b>		1 – 10	Friendly boat
26 – 50	5 major mines wiped out -1 Mining	1 – 8	Bountiful harvest +3 Food	11 – 20	Hostile boat
51 – 70	10 major mines wiped out -2 Mining	9 – 20	<i>(see Birth Boom)</i>	21 – 30	Friendly fleet
71 – 86	No mines wiped out, but use Birth Boom chart in reverse <i>(for casualties)</i>	21 – 35	Wave of patriotism +3 Nationalism	31 – 40	Hostile fleet
87 – 100	No mines wiped out, and no casualties -1 Nationalism	36 – 48	<i>(see Contest)</i>	41 – 44	Pirates
<b>New Religion Boom</b>		49 - 56	Open new trade lane +5,000 gold	45 – 51	Smugglers
1 – 20	New branch of popular religion +1 Nationalism	57 – 70	Ally gets an early harvest +2 Trade	52 – 57	Vikings
21 – 30	New branch of unpopular religion -1 Nationalism	71 – 83	Ally shipbuilding booms +2 Trade	58 – 62	Traders
31 – 45	A different deity altogether	84 – 90	<i>(see Invention)</i>	63 – 68	Slavers
46 – 60	Atheism on the rise -3 Nationalism	91 – 100	Country fair +3 Nationalism	69 – 74	Ghost ship
87 – 100	Excessive worship pleases the deities +2 War +2 Defense +3 Nationalism	<b>Reprimand</b>		75 – 79	Minstrel ship
		1 – 32	Popular public figure justifiably reprimanded by Duke -1 Nationalism	80 – 84	Wine merchants
		33 – 60	Unpopular public figure justifiably reprimanded by Duke +1 Nationalism	85 – 89	Fishermen
		31 – 45	Popular public figure unjustifiably reprimanded by Duke -2 Nationalism	90 – 94	Charlatans
				95 – 100	Sassy harlots

### Shortages

1 – 18 Timber -2 Timber

19 – 29 Iron ore and coal  
-2 Mining

30 – 41 Deserters leave the  
military, en masse  
-2 War -3 Defense

42 - 63 Medicines  
-2 Health & Welfare

64 – 100 Trade lanes dry up  
-4 Trade

### Showdown

1 – 50 Champion is challenged  
by an enemy champion,  
loses  
+1 Nationalism

51 - 100 Champion is challenged  
by an enemy champion,  
wins  
-1 Nationalism

### Technological Breakthrough

1 – 20 Miracle cure  
+3 Health & Welfare

21 – 40 Architectural  
achievement  
+2 War +2 Defense  
+2 Nationalism

41 – 60 New musical instrument  
+2 Nationalism

61 – 70 Literacy booms  
+2 Health & Welfare  
+2 Nationalism

71 - 80 Improved armor  
+2 War +3 Defense

81 – 90 Agricultural achievement  
+2 Food  
+2 Health & Welfare

91 – 100 Stronger rope  
+2 Trade



# Operation: Rendezvous Oasis

Top Secret game designed by Merle M. Rasmussen  
“The Administrator”

Operation: Rendezvous Oasis mission design and writing by  
Merle M. Rasmussen, with Jackie Rasmussen

Vehicle, desert equipment, and lethal weapon assistance by  
Jim “Crazy Eyes” Meek

Cartography by Diesel LaForce

**CODE NAME:  
SCORPION STING**

## Reconnaissance

*People:* Arab, Population: Uninhabited except at oases; Altitude: 1,640 feet to 3,281 feet above sea level; January Temperatures: Warm; July Temperatures: Hot (120 degrees F. to 130 degrees F.); Average Yearly Rainfall: Light (0 – 20 inches); Trade winds: Mostly from Northeast; Major Climate: Desert; Animals: Aoudad, Dromedary, Jerboa and Vulture; Plants: Date Palm; Land Use: Barren; Mining and Manufacturing Centers: None; Possible Natural Resources in Rocky Regions: Oil, Uranium, Iron Ore, Coal, Copper, and Phosphate; Transportation: No Railroad, No Automobile Road, No Inland Waterway, No Port, No Airport; Colonial Influences: Chad (British, French and German), Libya (British and Italian), Sudan (British).

## Agent mission briefing

*(to be read aloud to the team):*

“Good morning. The United States Army and Central Intelligence Agency have lost two microdrones on Middle East surveillance missions. The missing microdrones are two daytime, hovering “hummingbirds.” Recovery missions have not found any evidence of microdrone malfunction or disintegration. Internal device tracking shows each microdrone was successfully launched and on its way to its target when it ceased to follow remote control directions. Each moved laterally from the line of flight and to the proximity of Ahmed Pursun El-Karriah. Moments later the tracking systems stopped functioning and camera functions went blank.

El-Karriah is a known non-lethal arms and military surplus equipment dealer. Sources have learned he will be attending the annual rendezvous for battlefield scavengers. This year the rendezvous will be held at an oasis located where the borders of Chad, Libya, and Sudan meet. The remote oasis is far from known ground and aerial routes and satellite imagery shows little except irrigated date palms surrounded by a Sand Ridge.

It is believed that if El-Karriah has the microdrones, he will sell them to the highest bidders. If the microdrones fall into enemy hands and are reverse engineered, the US fears the loss of its high-tech surveillance edge.

Your cover will be as proxies for clients who prefer not to reveal their identities. Your “clients” are interested in purchasing less-lethal weapons and surveillance equipment. If pressed, you can “reveal” that you are American intermediaries or mercenaries hired by a currently unpopular regime.

Your mission, should you decide to accept it, is to attend the rendezvous and retrieve the two microdrones. If possible, find out how the microdrones are being intercepted and by whom. As always, should you or any of your Top Secret force be caught or killed, the Administrator will disavow any knowledge of your actions. This tape will self-destruct in five seconds. Good luck.

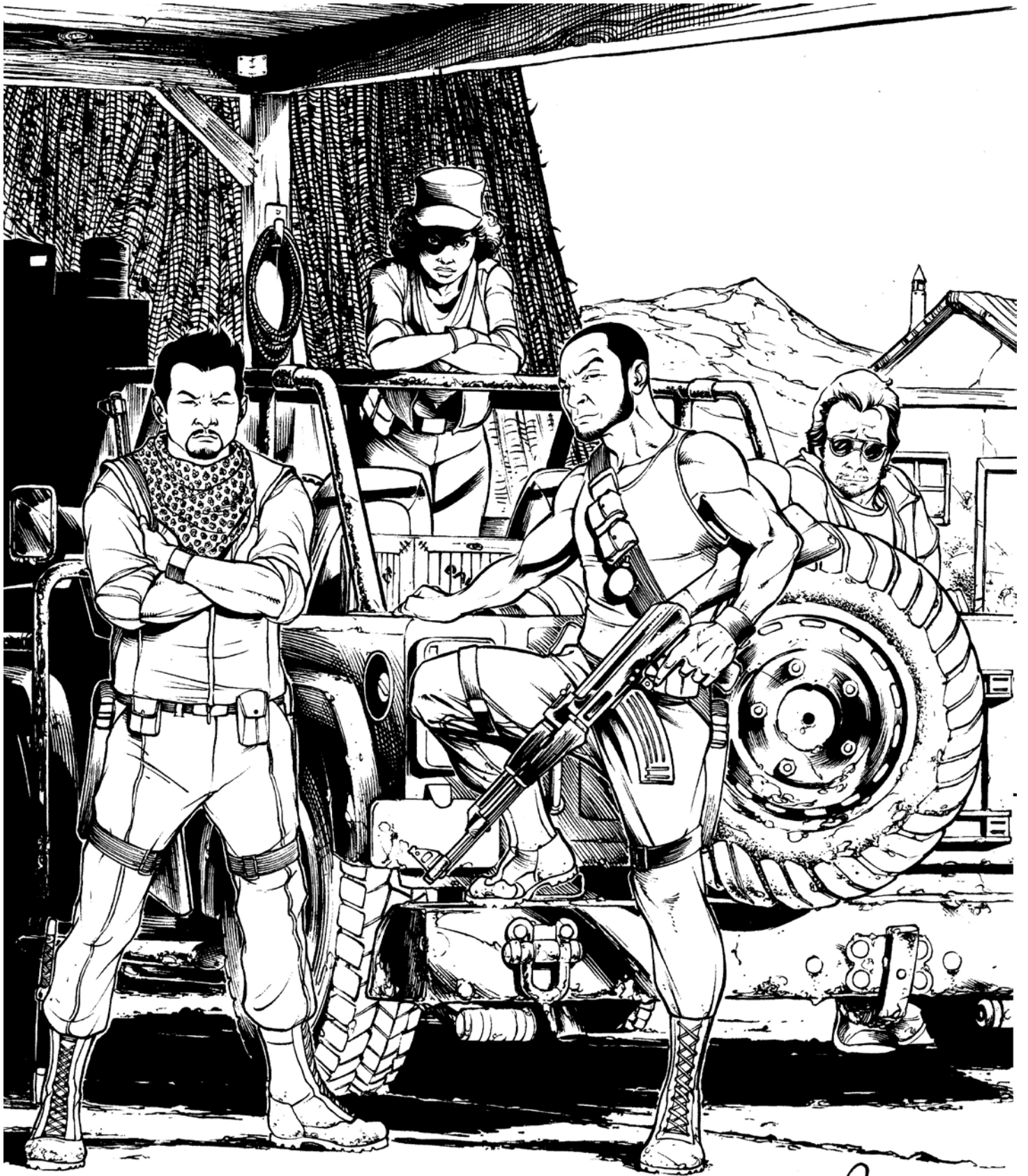
## TARGET

### AHMED PURSUN EL-KARRIAH:

El-Karriah is believed to be from somewhere on the Arabian Peninsula but his exact origin of birth is unknown. He is probably a Bedouin, part of a predominantly desert-dwelling Arabian ethnic group traditionally divided into tribes or clans. Bedouin translates in Arabic as “nomad” or “wanderer.” His marital status is unknown. His hobbies are also unknown. He has at least one close colleague, Ali Gori Kahli, who acts as a servant. El-Karriah’s personal interests are believed to be electronic technology and camel racing. He speaks Arabic, French and English. His personal wealth is believed to be in the millions of U.S. dollars.

## BUSINESS AND CULTURAL BRIEFING

Do not refuse offers of hospitality. Use your right hand for holding, offering, or receiving materials. Do not expose the soles of your feet when sitting. Never point at or beckon an Arab. An Arab may stand close to you in conversation. Avoid expletives. Never use the word, “God,” in any context. Do not inquire about wife or family. Refer to their ancient history and many contributions to world history. Do not praise home or office possessions for they may feel compelled to give you what you admired and you would have to give back an equally handsome present. Praise the home or office interior in general. An Arab is easily offended so avoid teasing and arguing. Men should wear dark but light-weight clothing, white shirts, and lace-up shoes. Women should dress very modestly. Women should cover their arms from shoulder to wrist, avoid clothes that reveal body contours, and avoid slacks. Have patience in business dealings. Take constantly offered tea or coffee. Engage in small talk, such as soccer, until the Arab is ready to talk business. It is rude, unfeeling, and counterproductive to try to hurry things along. Do not offer liquor or wine. Do not smoke unless your Arab host does. Arabs are extremely generous gift givers. Allow the Arab to be the first to present a gift. When you reciprocate, try to match the Arab’s gift in elaborateness and cost. Do not bring food since it can be construed as a criticism of the host’s hospitality.



*Q's*

### Prevailing Wind:

During the course of this mission, the wind will be blowing intermittently from the northeast unless interrupted by a dust storm from the same direction.

### Rumors:

Roll one 10-sided die per agent and tell that agent a rumor from this list in private. They can choose whether to share accurately their rumor with other team members.

1	You will be woven a tale of area denial.
2	The metalworker has a ringing in his ears.
3	The leatherworker will bring tears to your eyes.
4	The shish kebabs are dangerously good.
5	The sweets seller's goods taste better than they smell.
6	El-Karriah is training birds to hunt his hunters.
7	El-Karriah has more interests than the Sport of Sheiks.
8	El-Karriah is interested in breeding hybrid camels.
9	El-Karriah is a technophile.
10	"I against my brother, my brothers and I against my cousins, then my cousins and I against strangers." – a widely quoted Bedouin saying.

### Code Phrases:

Roll one 10-sided die per agent and tell that agent a code phrase from this list in private. They can choose whether or not to accurately share their code phrase with other agents.

- 1 SCARAB** = Daytime, wall-climbing microdrone of unknown national origin.
- 2 MAV** = Micro Air Vehicles are small drones resembling birds or insects.
- 3 ROBOTEDARY** = Solar and battery-powered single humped robotic camel for African and Middle Eastern use.
- 4 ROBOTRIAN** = Solar and battery-powered double humped robotic camel for Asian use.

**5 VAMPIRE BAT** = Nocturnal, flying microdrone with night and infrared vision of unknown national origin.

**6 ALBATROSS** = Solar-powered Long-Range Surveillance Drone for ocean use.

**7 VULTURE** = Solar-powered Long-Range Surveillance Drone for desert use.

**8 PEPPERBALL** = Paintball-like .68 caliber frangible plastic sphere filled with oleoresin capsicum, the active ingredient of pepper spray.

**9 CIA** = Central Intelligence Agency.

**10 SPORT OF SHEIKS** = Camel racing.

### Equipment:

All equipment is assigned a number from 00 to 99 to assist with determining random gains or losses during the mission. The vehicle itself starts with a 0 as the ten's digit and each part with a one's digit. The results of each part being shot are also listed.

### VEHICLE:

A solitary agent will be issued one off-road vehicle. Two to eight agents will be issued two off-road vehicles. Each vehicle has an enclosed passenger compartment. Each agent is issued an ignition, door, and spare tire key to their assigned off-road vehicle. Each vehicle comes with one spare tire mounted on the back.

**00** Light. If shot, light destroyed but vehicle has no other damage.

**01** Window. If shot, hole produced and safety glass fractures in place. No other damage.

**02** Spare Tire. If shot, air lost but vehicle has no other damage.

**03** Cooling/Heating System. If shot system fails but vehicle has no other damage.

**04** Body/Chassis. If shot, hole or dent produced but vehicle has no other damage.

**05** Motor. If shot, speed reduced 50%.

**06** Steering/Suspension System. If shot, driver cannot control.

**07** Brake System. If shot, vehicle cannot move.

**08** Tire. If shot, tire loses air and vehicle crashes.

**09** Fuel Tank. If shot, fuel in tank explodes and upholstery catches fire.

Each vehicle contains Camping Equipment (10-19), Cooking Equipment (20-29), Electronics (30-39), Photography Equipment (40-49), Recovery Gear (50-59), Spares / Mechanical Tools (60-69), plus Weapons (70-79), Special Devices (80-89), and Luggage (90-99) for each agent.

### CAMPING:

- 10 Rooftop tent or ground tent**
- 11 Case for spare clothes** (stored on roof rack for easy access from tent)
- 12 2.5 gallon water can – blue**
- 13 5 gallon water can – desert sand**
- 14 Solar powered shower system**
- 15 Folding camp chair** (2, someone always forgets theirs)
- 16 Sleeping pad** (for ground tent only)
- 17 Medical Kit Expedition Bag**
- 18 Water Filtration System**
- 19 Camp bowls**

### COOKING:

- 20 2 burner propane grill with two 16.4 oz. propane cylinders**
- 21 Nesting cooking pot, plate set, and reusable plastic eating utensils**
- 22 2.5 pint kettle with assorted seasonings including kosher salt, pepper, steak seasoning**
- 23 Large stirring spoon with double walled stainless steel mug**
- 24 Roll of aluminum foil with 7.5" propane burner**
- 25 Collapsible cooking table with 1 box strike anywhere matches** (waterproof)
- 26 Fire starter and Spatula**
- 27 Tongs and Can Opener**
- 28 Dish soap and Roll of Paper Towels**
- 29 Seven days (3 meals per day) Food Rations for each Team Member**



### ELECTRONICS:

- 30 Flexible solar panel and Solar controller
- 31 400 Watt inverter and Batteries
- 32 Personal computer and GPS device with USB tether cord
- 33 Computer case and 12 volt map light
- 34 Telephone with FM transmitter/charger
- 35 Topographical software with local topographical maps loaded
- 36 250 Gigabytes redundant storage kept in padded divider case
- 37 42 quart refrigerator/freezer
- 38 12 volt map light
- 39 Laptop mount

### PHOTOGRAPHY:

40-49 Handheld device. Each agent is issued one handheld device. The camera feature and memory will work if the device is energized. See Communications for Handheld device limitations.

### RECOVERY GEAR:

- 50 "High-visibility recovery bag" and four Rated D-Rings or "bow" shackles
- 51 48" Jack and Pully Block (1)
- 52 Winch damper and Traction aids (*sand mats*)
- 53 Leather palmed work gloves and Winch remote control (*not wireless*)
- 54 30 foot 17,500 pound recovery strap (1)
- 55 Winch (*rated to 1.5 times Gross Vehicle Weight*) and Winch line extension (1)
- 56 Tire repair kit and Tire deflators (*kept in center console for easy access*)
- 57 15 pound compressor tank with tire gauge
- 58 Kinetic recovery strap and Shovel
- 59 Ground anchor and Synthetic winch rope (*100 feet*)

### SPARES/MECHANICAL:

- 60 Roof rack with wind deflector to reduce wind noise. Roof rack has mesh floor and 7 solid steel can holders.
- 61 14 plastic jerry cans (*21 quarts fuel each*). This is enough fuel plus what is in the tank for a roundtrip from Argo, Sudan to the target and back to Argo, Sudan plus 111.5 miles.

- 62 Metric ratcheting wrench set (*8 – 19mm*) and assorted screwdriver bits
- 63 Metric wrench set (*with extra 10mm, 13mm and 17mm wrenches*) and Hand drill
- 64 Spare bulbs, fuses, belts and hoses, 2 quarts of oil, a 1 quart of 90 weight gear oil
- 65 1 quart automatic transmission fluid and 1 roll of fiberglass reinforced tape
- 66 Wobble socket extension and Ratcheting screwdriver
- 67 Pneumatic 3/8" impact gun and Wrench set
- 68 1/4", 3/8" and 1/2" socket wrenches and corresponding standard and deep well socket sets
- 69 Pry bar and Latex Gloves

### WEAPONRY:

Each team will be issued the following weapons. It will be up to the team to determine which weapon will be assigned to each agent.

- 70-71 Glock 19 with 3 magazines holding 15 rounds each of 9 x 19mm Parabellum cartridges.
- 72-73 12 gauge Remington M870 Mk 1 shotgun with 7 flechette rounds.
- 74-75 Taser with stun capabilities and 3 charges.
- 76 Swiss Army Knife
- 77 Hand Axe
- 78 Pickaxe
- 79 Steak knives (4)

### SPECIAL DEVICES:

Each team will be issued the following special devices. It will be up to the team to determine which special device will be assigned to each agent.

- 80 Satellite Uplink: This battery-powered device comes packaged in an attaché case. It can send and receive voice messages for an unlimited range if the dish antenna is focused on the agency's communications satellite. Any calls will be routed to the nearest regional office.
- 81 Night Goggles: Light amplifiers can be used while driving using only star and moonlight.
- 82 Citizen Band Radio: This battery-powered device can send and receive public voice messages up to 50 miles away.
- 83 Briefcase: This locked briefcase contains \$100,000.00 in bundled \$100 bills to be used if necessary to buy back the missing microdrones. The agent carrying the briefcase is issued the only key.

84 Commlink, Earphone, Throatmike: Each agent receives one battery-powered set and all are tuned to the same frequency so team members can communicate simultaneously up to 1 mile apart.

85 "Name Brand" Sterling Silver: This is a business gift for El-Karriah to thank him for the return of the missing microdrones.

86 "Name Brand" Porcelain: This is a business gift for El-Karriah to thank him for the return of the missing microdrones.

87 "Name Brand" Globe: This is a business gift for El-Karriah to thank him for the return of the missing microdrones.

88 "Name Brand" Crystal Bowl: This is a business gift for El-Karriah to thank him for the return of the missing microdrones.

89 "Name Brand" Linens: This is a business gift for El-Karriah to thank him for the return of the missing microdrones.

### LUGGAGE:

**Suggested packing for each agent for a desert expedition:**

- 90 Loose-fitting cotton trousers, Cotton t-shirts, and Long-sleeved cotton shirt
- 91 Comfortable walking shoes with thick soles, Sandals, and Cotton socks
- 92 Warm jacket, especially for winter nights (*Nov/Dec/Jan*) and Sunglasses (*2 pair, good ones that block UV rays*)
- 93 Moisturizing eye drops, Sunblock lotion, including lip lotion, and a personal medical kit
- 94 30 degree sleeping bag (*required*) and Rugged water bottle(s)
- 95 LED head lamp, with extra batteries and Water purification tablets
- 96 A good hat or cap. You should probably also buy a turban locally, to protect you from the sun, the wind and blowing sand.
- 97 Quick dry micro fiber towel, Personal toiletries (*including toilet paper*) and Down pillow
- 98 Backpack and personal water system worn on the back
- 99 Luminous wristwatch and 1 piece jumpsuit/coveralls

## INFIL or Embarkation

### NON-RECOMMENDED INFILS:

A HALO (*High Altitude Low Opening*) parachute drop is not recommended because team must find a means of EXFIL. A camel, horse, or mule caravan expedition is not recommended due to the time it takes to reach the target and return. There is also a lack of electricity-generating capability to operate equipment.

### RECOMMENDED INFIL:

It is recommended that one or more off-road vehicles be used to haul all necessary personnel and equipment to the target. Due to rugged terrain it is estimated off-road vehicles will travel 100-200 miles per day. The vehicles will be placed for your pick up in the settlement of your choice:

<u>Settlement</u>	<u>Country</u>	<u>Kilometers</u>	<u>Miles</u>	<u>Direction to Target</u>	<u>Fuel</u>
At-Taj	Libya	515	320	South	30 gals.
Argo	Sudan	676	420	West	39 gals.
Al Atrun	Sudan	322	200	Northwest	19 gals.
Fada	Chad	354	220	Northeast	20 gals.
Ounianga Kebir	Chad	378	234	East	22 gals.

Each off-road vehicle has a 13 gallon tank and a miles-per-gallon rating of 11. This means each vehicle has an effective range of 143 miles. One standard size 21 quart (5-1/4 gallon) jerry can hold enough fuel for 57-3/4 miles. Fuel efficiency can be reduced due to terrain, tire slippage, cargo weight, running engine while parked, and driving style.

## COMMUNICATIONS

### GPS:

Sixty-four GPS (global positioning satellites) have been launched and the oldest still in use date back to the 1990s. Any energized GPS device will work during this mission. The agency's regional office will know the GPS device's location when it is active.

### the Internet:

Over 30 percent of the world's population uses The Internet. The Internet will be available at the five Settlements listed under INFIL. Once the team leaves these Settlements, there are no antennas so no "bars" will appear on any handheld device or personal computer (PC). This "black out" also means no voice communication with the outside world is available via cell phone or between agent cell phones. The Internet service and voice communication will resume if the team reaches any of the five settlements and their handheld device or PC is energized.

### Satellite Uplink:

No one from the agency will be coming to the rescue.

### Citizen Band Radio:

There may be no one receiving the message that speaks the same language.

## "AGENT MISSION BRIEFING IS COMPLETE. GOOD LUCK!"

### (STOP READING ALOUD TO THE TEAM.)

### Random Encounters during INFIL or EXFIL:

After blistering monotony during the day and bone-chilling cold at night, more interesting random events may occur. One random encounter occurs per day and each occurs only once. Roll one 10- or 20-sided die to determine encounter. Roll again if encounter has previously occurred.

1. Recent camel track crosses route. If investigated, track leads 1-10 miles to a single rider wearing a turban and robe. He is armed with a rifle and will take 1-10 pot shots at pursuing vehicle. Each shot destroys one random piece of equipment in or on lead vehicle. Roll two 10- or 20-sided dice and refer to Equipment List. If the team circles ahead and waits, the camel and rider can be intercepted. He is a paranoid Terrorist on his way to a secret training camp hidden in the desert 1-10 miles in the direction he is traveling. At the camp there are 1-10 more terrorists each armed with a rifle. Each terrorist will take 1-10 pot shots at lead vehicle. Each shot destroys one random piece of equipment in or on lead vehicle. All of the terrorists are armed with .303 Lee-Enfield bolt-action rifles.

2. A body of water appears 2-1/2 miles straight ahead. When you arrive, the body of water disappears. It was a mirage reflecting the sky.

3. Abandoned oil well derrick surrounded by one to ten 55-gallon oil barrels. If barrels are searched, they contain: **1**=Crude Oil (*Will make a black smoke cloud when burned.*), **2**=Gasoline (*Will power one off-road vehicle for 605 miles.*), **3**=Diesel Fuel (*Will not work to power off-road vehicle. Makes a very black smoke cloud when burned.*), **4-5**=Uranium Ore (*Radioactive but not dangerous until purified.*), **6**=Iron Ore, **7**=Coal (*Ideal heat source.*), **8**=Copper, **9**=Phosphate (*Will work as a fertilizer, but not explosive.*), **10**=Stale water (*Safe to drink or use in radiator.*)

4. Circling vultures 1-10 miles off course. If investigated, they lead to lone camel. A search of its packs reveals: **1**=200 pounds of Barley, **2**=200 pounds of Millet, **3**=200 pounds of Dates, **4**=200 pounds of Firewood, **5**=One camel-hair tent, **6**=Two carpets, **7**=Four camel-hair blankets, **8**=Eight white robes, **9**=See Equipment: Camping List, **10**=See Equipment: Cooking List.

5. Military patrol (Libyan, Chadian, or Sudanese) will intersect with current course 1,000 to 10,000 feet ahead. Patrol vehicles and personnel outnumber team 2 to 1 and each member is heavily armed. They want to know what team is doing in this part of the desert. They are on a reconnaissance mission to guard against border incursion. They are suspicious of terrorists, criminals, especially, and foreign agents. They are not interested in trade.

6. Dust Storm approaching from northeast will strike in 1 to 10 minutes. One random piece of equipment will be lost or destroyed in the 1 to 10 minute Dust Storm. After Dust Storm, roll one 10-sided die. There is a 10% chance the Dust Storm will be followed by a Sand Storm. One to ten (1-10) random pieces of equipment will be lost or destroyed in the 10 to 100 minute Sand Storm.

7. Recent two-track crosses route. If investigated, track leads 1-10 miles to small active camp of people in western dress. Team of four paleontologists is studying, crating and removing fossilized dinosaur skeleton from a rock outcropping. The dinosaur had a big skull, high back vertebra, large claws and sharp, straight teeth. Equipment, except for weapons and special devices, is the same as one off-road vehicle supplied to the agent(s). One half of original water, food, fuel, and other consumables remain. Trade is possible, except for fossils. An agent who makes a successful roll against his or her Biology Area of Knowledge (AOK) can identify the fossil as a 26 foot *Carcharodontosaurus* ("Carcharodon lizard"), named after the great white shark, from the Cretaceous Period. It is worth tens of thousands of dollars to the right natural history museum.

8. The team is being followed. Two and one half miles behind the team are one or more vehicles. When the team stops, the vehicles behind them stop. When the team moves, the vehicles move. If the team hides or circles around and waits, the shadowing vehicles can be intercepted. The number of vehicles and people following them match the number of the team's vehicles and personnel. They have the same equipment with which the team started out. If talked to, they will explain that they are also headed to (or leaving) Rendezvous Oasis. They happen to be following the team by coincidence to the same destination and stopped when they stopped because they did not wish to impose. Their mission is (or was) to buy less-lethal weapons and surveillance equipment for clients they prefer not to reveal.

9. Two and one-half miles away are 1-10 vehicles traveling due north. On their present course the vehicle caravan will intersect the team's course. On closer inspection it appears there are 1-10 women and children in each

poorly provisioned vehicle. If encountered, the women will indicate they are without food and water. They are headed for the Mediterranean Sea from a strife-torn Sub-Saharan country where their men have already perished. Given the refugees' present desperate condition they will not make it alive to the Mediterranean without food, water, and as much fuel as the team can spare.

10. A ten camel caravan will intersect with current course 1,000 to 10,000 feet ahead. A search of each camel's packs reveals: 1=200 pounds of Barley, 2=200 pounds of Millet, 3=200 pounds of Dates, 4=200 pounds of Firewood, 5=200 pounds of Figs, 6=200 pounds of Grapes, 7=200 pounds of Wheat, 8=200 pounds of Corn, 9=200 pounds of Sugar Cane, 10=200 pounds of Oats. Each camel has a driver and each driver is interested in trading for manufactured goods. Each turbaned and robed driver is armed with a rifle, revolver, or dagger and they will fight as a group if any driver is attacked.

## DAILY LIFE AT RENDEZVOUS OASIS

### DEFENSES:

This location is surrounded by shifting sand dunes and rock at least 200 miles in all directions. From ground level (actually 4'), standing outside the Sand Ridge on a clear day one can see 2-1/2 miles. At 6' above ground level, one can see 3 miles. From the top of the Sand Ridge standing on a clear day one can see 18.75 miles. From the top of a 75' tall date palm on a clear day one can see 46.875 miles. A vulture 600' above the ground could see the horizon 33 miles away.

### GOVERNMENT, LAW, AND ORDER AT RENDEZVOUS OASIS:

There is **No** government or law at Rendezvous Oasis. There is a lot of order since everyone appears to be armed.

### Oasis Welcome:

Rendezvous Oasis comes into view two and one half miles ahead. Many Rendezvous Oasis locations have different descriptions based on the time of day. Look for **SUNRISE**, **DAY**, **SUNSET**, and **NIGHT** indicators corresponding to when the team encounters the location.

### DAY:

Circling above the oasis is a lone black bird. When the team reaches one mile away from the oasis, the black bird makes a beeline towards them even dropping in altitude to about 100 feet above them where it circles using desert thermals to gain altitude. (An agent with a successful roll against his or her Biology AOK will recognize the vulture.) (An agent using

binoculars and with a successful roll against any of his or her Engineering AOKs will recognize that the vulture is a solar-powered camera robot.) It is likely their presence is known by the drone's operator who is probably at the oasis whether or not the drone is destroyed.

### NIGHT:

The oasis is dotted with cooking fires, kneeling camels, and Bedouin tents. There appears to be a single sentry patrolling the Sand Ridge surrounding the oasis on foot. He is wearing a robe, turban, and sandals. He is armed with a large caliber rifle or shotgun. If hostilities break out he immediately begins firing one to ten .68 caliber gelatin capsules. Roll one die. The ammunition fired is luminous paintballs that are visible in the dark. The paintballs are fairly quiet but any live firing without a silencer will arouse everyone in the oasis.

### RENDEZVOUS OASIS LOCATIONS:

Farmers in the Sahara plant date palms and vegetables in large basins they have scooped deep enough in the sand so the roots can reach the underground water. They must constantly carry sand blown into the oasis out to the ridge so it will not smother the trees and vegetables.

#### 1. Sand Ridge:

This 30-foot high sand wall built completely around the oasis provides protection against wind-swept sand. It can easily be climbed from either side. From ground level to the top of the ridge from the northeast to southwest is 90 feet. On the leeward side of the ridge from the southwest to the northeast is 45 feet.

#### 2. Spring or underground stream:

Fresh, clear water flows from a rugged rock face. It is perfectly safe to drink where it exits the rock. The pool it empties into is 3 feet deep. Any off-road vehicle attempting to cross the pool will become stuck and require Recovery Gear and time to escape.

#### 3. Irrigation ditch:

Starting at a 3-foot deep pool, the irrigation ditch runs the length of the oasis between the date palms continuously growing shallower, narrower, and less drinkable. Any off-road



vehicle attempting to cross the irrigation ditch has a 50% chance of success.

#### 4. **Date palms:**

These climbable trees grow 70 – 75 feet tall with a crown ranging from 20 – 33 feet across. They are cultivated for their edible sweet fruit.

#### 5. **Fruit trees:**

These climbable trees grow 35 – 38.5 feet tall and 10 – 16.5 feet across. They are cultivated for the apricots, figs, peaches, and olives produced.

#### 6. **Ground Plants:**

These plants cover the ground between the trees. The vegetables provide little cover but one could hide by lying down in a patch of wheat, barley, or millet.

#### 7. **Bedouin Camel Seller Tent:**

**DAY:** A cooking fire is found smoldering safely outside the front of the tent. The tent flaps (ruaq) are rolled up. This Bedouin is selling camels and camel hair. He wears a jambiya hanging from a belt around his waist. If contact is successful, the camel seller will tell you he and his wife are members of the El-Karriah tribe. He is their Sheik. If hostilities break out he immediately grabs a sling and three smooth stones from under the low wooden sales counter. **NIGHT:** The tent flaps hang down like a curtain at the back of the tent and are sufficiently long to wrap around the entire tent and enclose it at night. The tent's furnishings are extremely simple, consisting of carpets and mattresses (dawashaks) spread on the floor, with pillows (masanad) placed on either side of the owner's camel saddle, so that guests can sit in comfort. Hammocks are stretched between the tent poles. The women's section contains food stores, cooking utensils, and spindles, together with the camel litters in which the women ride. Food includes camel milk, barley, millet, and dates. A woman can be found at the western end of the tent asleep on a mattress and under a blanket. The men's section is always situated at the eastern end of the tent. A man can be found at the eastern end of the tent asleep on a mattress and under a blanket. Lying on the floor beside the man is a jambiya. Underneath the sales counter are a sling and three smooth stones. One camel wearing a saddle is tied behind the tent.

#### 8. **Camel Enclosure:**

**DAY AND NIGHT:** A herd of ten adult camels is kept in a wooden corral. If disturbed, they begin bleating which attracts the attention of everyone in the Bedouin Camel Seller Tent. There are tan, black, and white camels in the pen. (An agent with a successful roll against his or her Agriculture or Animal Science AOK will recognize a working female Dromedary, racing male Dromedary, female F1 hybrid, male Bactrian, female F2 Bactrian hybrid, male F2 Dromedary hybrid, rare female black collectible Dromedary, rare male black



collectible Dromedary, rare female white collectible Dromedary, and rare male white collectible Dromedary.)

#### 9. **Bedouin Sheep Seller Tent:**

**DAY:** A cooking fire is found burning safely outside the front of the tent. The tent flaps are rolled up. This Bedouin is selling sheep and brown sheep's wool. He wears a jambiya hanging from a belt around his waist. If contact is successful, the sheep seller will tell you he and his wife are members of the El-Karriah tribe. He is their Sheik. They also have found a mechanical beetle. (An agent with a successful roll against any of his or her Engineering AOKs will recognize a daytime, wall-climbing "scarab" microdrone. It is of unknown national origin but will be of great interest to the United States Army and CIA.) If hostilities break out he immediately grabs a sling and three smooth stones from under the low wooden sales counter. **NIGHT:** The tent flaps hang down like a curtain at the back of the tent and are

sufficiently long to wrap around the entire tent and enclose it at night. The tent's furnishings are extremely simple, consisting of carpets and mattresses spread on the floor, with pillows placed on either side of the owner's camel saddle, so that guests can sit in comfort. Hammocks are stretched between the tent poles. The women's section contains food stores, cooking utensils, and spindles, together with the camel litters in which the women ride. Food includes camel milk, barley, millet, and dates. A woman can be found at the western end of the tent asleep on a mattress and under a blanket. The men's section is always situated at the eastern end of the tent. A man can be found at the eastern end of the tent asleep on a mattress and under a blanket. Lying on the floor beside the man is a jambiya. Underneath the sales counter are a sling and three smooth stones. One camel wearing a saddle is tied behind the tent.

## 10. Sheep Pen:

**DAY AND NIGHT:** A herd of 1-10 brown sheep are kept in a wooden pen. If disturbed, they begin bleating which attracts the attention of everyone in the Bedouin Sheep Seller Tent.

## 11. Bedouin Goat Seller Tent:

**DAY:** A cooking fire is found smoking safely outside the front of the tent. The tent flaps are rolled up. This Bedouin is selling goats and black goat's hair. He wears a jambiya hanging from a belt around his waist. If contact is successful, the goat seller will tell you he and his wife are members of the El-Karriah tribe. He is their Sheik. They also have found a mechanical bat. (An agent with a successful roll against any of his or her Engineering AOKs will recognize a nocturnal, flying "vampire bat" microdrone with night and infrared vision. It is of unknown national origin but will be of great interest to the United States Army and CIA.) If hostilities break out he immediately grabs a sling and three smooth stones from under the low wooden sales counter. **NIGHT:** The tent flaps hang down like a curtain at the back of the tent and are sufficiently long to wrap around the entire tent and enclose it at night. The tent's furnishings are extremely simple, consisting of carpets and mattresses spread on the floor, with pillows placed on either side of the owner's camel saddle, so that guests can sit in comfort. Hammocks are stretched between the tent poles. The women's section contains food stores, cooking utensils, and spindles, together with the camel litters in which the women ride. Food includes camel milk, barley, millet, and dates. A woman can be found at the western end of the tent asleep on a mattress and under a blanket. The men's section is always situated at the eastern end of the tent. A man can be found at the eastern end of the tent asleep on a mattress and under a blanket. Lying on the floor beside the man is a jambiya. Underneath the sales counter are a sling and three smooth stones. One camel wearing a saddle is tied behind the tent.

## 12. Goat Pen:

**DAY AND NIGHT:** A herd of 1-10 black goats is kept in a wooden pen. If disturbed, they begin bleating which attracts the attention of everyone in the Bedouin Goat Seller Tent.

## 13. Tent weaver:

**DAY:** Three women dressed in black burqas are gathered here. The spinning of the goat's hair is done by the women of the tribe on a simple drop spindle (maghzal). The thread is then woven on a horizontal ground loom (natui), which is extremely portable and can easily be rolled up and carried when it is time for the tribe to move on. An ancient measurement is

used for the width of the loom, making the cloth strips of a standard breadth. This measurement is based on the length of the forearm. If contact is successful, the women will tell you that they and their husbands are members of the El-Karriah tribe. He is their Sheik. **NIGHT:** No one is here. Only the ground loom and an unfinished cloth strip can be found.

## 14. Fellaah (farmer) home:

**DAY:** A man in robes and a turban and a woman in a black burqas live and work at this oasis. This dried mud hut with palm frond roof is the home of the oasis's farmers. A man and woman carry sand outside the Sand Ridge with the help of a lone work camel. They also irrigate the date palms, harvest the fruit, and thresh the ripe grain. The door to their home is surrounded by sacks of produce for sale. Each sack weighs 50 pounds. Roll one 10-sided die to find out how many sacks are available each day. Roll one 10-sided die to determine which crop is available each day: **1** = Dates; **2** = Apricots; **3** = Figs; **4** = Peaches; **5** = Olives; **6** = Wheat; **7** = Barley; **8** = Millet; **9** = Camel Dung (for cooking fuel); **10** = Roll Again. If contact is successful, the farmers will tell you they are members of the El-Karriah tribe. He is their Sheik. In an eastern room, a man can be found asleep on a mattress and under a blanket. He is the single night sentry who patrols the oasis on foot. Lying on the floor beside the sentry is a loaded paint gun. If hostilities break out he immediately begins firing one to ten .68 caliber gelatin capsules. Roll one die. The ammunition fired are luminous paintballs that are visible in the dark. The paintballs are fairly quiet but any live firing without a silencer will arouse everyone in the oasis. **NIGHT:** The humble home is dark and the only door is locked from inside. One to 10 unsold sacks of produce are stored in the room inside the door. The hut's first room furnishings are extremely simple, consisting of carpets and mattresses spread on the floor, with pillows placed on either side of the owner's camel saddle, so that guests can sit in comfort. A second room contains food stores, farming equipment, cooking utensils, and empty sacks. Available food includes camel milk, barley, millet, and dates. In a western room, a woman can be found asleep on a mattress and under a blanket. In an eastern room, a man can be found asleep on a mattress and under a blanket. Lying on the floor beside the man is a grain flail. Treat it as a nunchuk [or "nunchaku"] in hand-to-hand combat. One camel wearing a saddle is tied behind the hut.

## 15. Weaver Tent:

**DAY:** The tent flaps are rolled up and the weaver is open for business. This merchant is selling hammocks, carpets, and camel hair felted pouches. (An agent with a successful roll against his or her Arts and Crafts AOK

will recognize the wares were not produced locally and were probably not produced by this merchant.) If contact is successful, the weaver reveals that he actually deals in area denial weapons and, in particular, a thermal beam weapon. If hostilities break out he immediately grabs a thermal beam weapon from under the low wooden sales counter. **NIGHT:** The tent flaps hang down like a curtain at the back of the tent and are sufficiently long to wrap around the entire tent and enclose it at night. The tent's furnishings are extremely simple, consisting of carpets and mattresses spread on the floor, with pillows placed on either side of the owner's camel saddle, so that guests can sit in comfort. Hammocks are stretched between the tent poles. The weaver can be found in a hammock asleep under a blanket. There is a simple sales counter at the front of the tent. Underneath the sales counter is one thermal beam weapon. One locked off-road vehicle loaded exactly like the team's is parked behind the Weaver Tent.

## 16. Metalworker Tent:

**DAY:** The tent flaps are rolled up and the metalworker is open for business. This merchant is selling weapons. He is selling a blackjack that can be used in untrained and boxing hand-to-hand combat. He is selling weapons from 1 to 30 centimeters in length: blackjack, caltrop, garrote, hunting knife, jambiya, katar, stiletto, switchblade, and throwing knife which can be used in knife fighting hand-to-hand combat. This merchant is also selling weapons greater than 30 centimeters in length: ax, foil, epee, saber, nunchuk, sai, spear, and sword that can be used in swordplay hand-to-hand combat. (An agent with a successful roll against his or her Arts and Crafts or Metallurgy AOK will recognize the wares were not produced locally and were probably not produced by this merchant.) If contact is successful, the metalworker reveals that he actually deals in area denial weapons, in particular, infrared weapons. If hostilities break out he immediately grabs ear protective headphones and an infrasound weapon from under the low wooden sales counter. **NIGHT:** The tent flaps hang down like a curtain at the back of the tent and are sufficiently long to wrap around the entire tent and enclose it at night. The tent's furnishings are extremely simple, consisting of carpets and mattresses spread on the floor, with pillows placed on either side of the owner's camel saddle, so that guests can sit in comfort. Hammocks are stretched between the tent poles. The metalworker can be found at the eastern end of the tent asleep on a mattress and under a blanket. There is a simple sales counter at the front of the tent. Underneath the sales counter is one set of ear protective headphones and one infrasound weapon. Near the sales counter are one of each weapon listed above. One locked off-road vehicle loaded exactly like the team's is parked behind the Metalworker Tent.

## 17. **Leatherworker Tent:**

**DAY:** The tent flaps are rolled up and the leatherworker is open for business. This merchant is selling belts, sandals, camel saddles, wallets, purses, pouch, and a white, oversized, padded, right-hand glove. (An agent with a successful roll against his or her Arts and Crafts AOK will recognize the wares were not produced locally and were probably not produced by this merchant.) If asked about the pouch, the leatherworker will boast that the Sheik has one just like it for carrying tidbits to reward his pet falcon. If asked about the glove, the leatherworker will boast that the Sheik has one just like it he uses for falconry. It can be made in any color you wish. If contact is successful, the leatherworker reveals that he deals in less-than-lethal spray gasses. If hostilities break out he immediately grabs a gas mask and a spray can from under the low wooden sales counter. Roll one die. The chemical sprayed in the direction of the hostilities is: **1-2** = Pepper Spray; **3-4** = Mace; **5-6** = Tear Gas; **7-8** = Psychochemical; **9-10** = Sleep Gas. **NIGHT:** The tent flaps hang down like a curtain at the back of the tent and are sufficiently long to wrap around the entire tent and enclose it at night. The tent's furnishings are extremely simple, consisting of carpets and mattresses spread on the floor, with pillows placed on either side of the owner's camel saddle, so that guests can sit in comfort. Hammocks are stretched between the tent poles. The leatherworker can be found at the eastern end of the tent asleep on a mattress and under a blanket. There is a simple sales counter at the front of the tent. Underneath the sales counter is one gas mask and five spray cans. One locked off-road vehicle loaded exactly like the team's is parked behind the Leatherworker Tent.

## 18. **Shish Kebab Seller:**

**DAY:** The tent flaps are rolled up and the shish kebab seller is open for business. This merchant is selling lamb, goat, and camel on a stick with and without peppers and onions. (An agent with a successful roll against his or her Home Economics AOK will recognize the wares were not produced locally and were probably not produced by this merchant.) If contact is successful, the shish kebab seller reveals that he actually deals in less-than-lethal grenades. If hostilities break out he immediately grabs ear protective headphones and a canister from under the low wooden sales counter. Roll one die. The grenade tossed in the direction of the hostilities is: **1-5** = Flashbang (stun); **6-10** = Sting (pain). **NIGHT:** The tent flaps hang down like a curtain at the back of the tent and are sufficiently long to wrap around the entire tent and enclose it at night. The tent's furnishings are extremely simple, consisting of carpets and mattresses spread on the floor, with pillows placed on either side of the owner's camel saddle, so that guests can sit in comfort.

Hammocks are stretched between the tent poles. The Shish Kebab Seller can be found at the eastern end of the tent asleep on a mattress and under a blanket. There is a simple sales counter at the front of the tent. Underneath the sales counter is one set of ear protective headphones and two grenades. One locked off-road vehicle loaded exactly like the teams is parked behind the Shish Kebab Sellers Tent.

## 19) **Sweets Seller Tent:**

**DAY:** The tent flaps are rolled up and the sweets seller is open for business. This merchant is selling a wide variety of candies and sweet confections. (An agent with a successful roll against his or her Home Economics AOK will recognize the wares were not produced locally and were probably not produced by this merchant.) If hostilities break out he immediately grabs a gas mask and a spray can from under the low wooden sales counter. Roll one die. The malodorant sprayed in the direction of the hostilities is: **1** = Bathroom Malodor; **2** = Rancid Dairy; **3** = Who Me?; **4** = Sweat; **5** = Rotten Fish; **6** = Rotten Eggs; **7** = Strong Cheese; **8** = Skunk; **9** = Rotten Meat; **10** = Rotting Carcasses. These concentrated malodors will cause Malodor Involuntary Reactions. **NIGHT:** The tent flaps hang down like a curtain at the back of the tent and are sufficiently long to wrap around the entire tent and enclose it at night. The tent's furnishings are extremely simple, consisting of carpets and mattresses spread on the floor, with pillows placed on either side of the owner's camel saddle, so that guests can sit in comfort. Hammocks are stretched between the tent poles. The Sweets Seller can be found at the eastern end of the tent asleep on a mattress and under a blanket. There is a simple sales counter at the front of the tent. Underneath the sales counter is one gas mask and ten spray cans. One locked off-road vehicle loaded exactly like the team's is parked behind the Sweets Seller Tent.

## 20. **Ahmed Pursun El-Karriah Tent:**

**SUNRISE:** El-Karriah leaves his tent with a pouch on his belt and an oversized red leather glove on his right hand. He carries a wooden pedestal on which perches a hooded bird of prey. He also wears a jambiya hanging from a belt around his waist. Ali Gori Kahli, his servant, follows carrying a large silver metal box. The two climb to the nearest highpoint of the Sand Ridge. Inhabitants of the oasis not otherwise occupied approach for a better view. El-Karriah plants the pedestal in the sand and removes the hood from the bird. The bird hops from the pedestal onto El-Karriah's outstretched glove. (An agent with a successful roll against his or her Animal Science AOK will recognize a Saker Falcon.) Kahli sets down the silver metal box, opens the lid, and removes a handheld

device with a telescoping antenna. (An agent with a successful roll against his or her Electrical Engineering AOK will recognize the remote control for some electronic device.) Next Kahli removes a small colorful bird from the silver metal box. (An agent with a successful roll against his or her Biology AOK will recognize the hummingbird indigenous to North or South America. An agent with a successful roll against any of his or her Engineering AOKs will recognize the missing microdrone.) Kahli tosses the small colorful bird into the sky and immediately adjusts the handheld device. The small bird hovers a moment and then climbs straight up. A few seconds later, El-Karriah releases the bird of prey. It spirals upward eventually reaching the height of the smaller bird. In a short burst of speed, the bird of prey closes in on the small bird and snatches it with both talons. The audience applauds while calling out the words, "Sheik Ahmed Pursun El-Karriah," as the bird of prey returns to perch on El-Karriah's outstretched glove. El-Karriah rewards the bird of prey with a snack from his pouch and pries the small bird out of the talons. El-Karriah hands the small bird to Kahli who places it back in the silver box. Kahli removes and unfolds a large black bird from the silver metal box. (An agent with a successful roll against his or her Biology AOK will recognize the vulture.) (An agent with a successful roll against any of his or her Engineering AOKs will recognize the Solar-Powered Surveillance Drone.) Kahli launches the vulture into the wind and immediately adjusts the handheld device. The vulture slowly flaps its wings until it finds a desert thermal and begins gaining altitude to circle above the oasis. El-Karriah then transfers his bird of prey to the pedestal and ties on its hood. He carries the pedestal with perched bird down the slope of the Sand Ridge toward his tent. Kahli places his handheld device into the silver box and carries it down the slope behind El-Karriah. El-Karriah enters his tent followed by Kahli.

**DAY:** The tent flaps are rolled up and El-Karriah is open for business. (An agent with a successful roll against his or her Electrical Engineering AOK will recognize that the tent roof is covered with black flexible solar panels.) Anyone approaching the tent will be met by Ali Gori Kahli, El-Karriah's assistant. El-Karriah will welcome anyone into the central section of his tent using a Code Phrase. See Code Phrases. El-Karriah asks Kahli to provide refreshments and invites the visitors to sit down. The tent's furnishings are extremely luxurious, consisting of thick carpets and plush mattresses spread on the floor, with fluffy pillows placed on either side of the owner's camel saddle, so that guests can sit in comfort. After a silver tray holding little cups of mint tea and overly sweet black coffee are served by Kahli, El-Karriah asks what he can do for the team and business negotiations can begin. If the team asks about buying the microdrones, El-Karriah's eyes begin to twinkle. He makes a counteroffer. If any of the agents can outrace his camel, he will give them

one microdrone. Outrace his camel twice and he will give them two microdrones. However, if the team loses to his camel, they must give him one of their off-road vehicles. If they lose two races, they must give him two of their off-road vehicles. To be fair, the team can choose the inside track or outside track for the first race but the opposite track for the second race. If the agents agree to the bargain, El-Karriah smiles and claps his hands to summon Kahli. El-Karriah tells everyone the races will begin as soon as the team has chosen a jockey and a camel from the Bedouin Camel Seller's Camel Enclosure. Everyone will meet outside the extreme north edge of the oasis with their camels on the hour. (See #21: Camel Race Track.) If hostilities break out, Kahli will flee to the west section of the tent. El-Karriah will flee to the east section of the tent. SUNSET: Ali Gori Kahli, El-Karriah's assistant, exits the tent carrying a silver metal box. He climbs to the nearest highpoint of the Sand Ridge. Kahli sets down the silver metal box, opens the lid, and removes a handheld device with a telescoping antenna. (An agent with a successful roll against his or her Electrical Engineering AOK will recognize the remote control for some electronic device.) Kahli adjusts the handheld device. A large black bird circling the oasis changes direction and takes a bee line directly toward Kahli. (An agent with a successful roll against his or her Biology AOK will recognize the vulture.) (An agent with a successful roll against any of his or her Engineering AOKs will recognize the Solar-Powered Surveillance Drone.) The large black bird lands ungracefully on the sand beside Kahli. He folds the large black bird and places it into the silver metal box. Kahli places his handheld device into the silver box, carries it down the slope, and enters the tent.

**NIGHT:** One locked off-road vehicle loaded exactly like the team's vehicle is parked behind the west end of El-Karriah's Tent. The tent flaps hang down like a curtain at the back of the tent and are sufficiently long to wrap around the entire tent and enclose it at night. The tent's furnishings are extremely simple, consisting of carpets and mattresses spread on the floor, with pillows placed on either side of the owner's camel saddle, so that guests can sit in comfort. Hammocks are stretched between the tent poles. The western section contains food stores and cooking utensils. Available food includes camel milk, barley, millet, and dates. Kahli can be found asleep on a mattress and under a blanket. Lying on the floor beside Kahli is a large caliber rifle or shotgun. If hostilities break out he immediately begins firing one to ten .68 caliber gelatin capsules. Roll one die. The ammunition fired in the direction of the hostilities is: **1-2** = Pepperball; **3-4** = Blue Paintball; **5-6** = Luminous Paintball (*visible in the dark*); **7-8** = Ultraviolet Ink Paintball (*invisible except under black "ultraviolet" light*); **9-10** = Yellow Paintball. There is also a television monitor with controls in this area connected to batteries and cables from the tent roof. (An

agent with a successful roll against his or her Electrical Engineering AOK will recognize a Solar-Powered Video Surveillance System.) The silver box is also stored here. (An agent with a successful roll against his or her Electrical Engineering AOK will recognize a Faraday Cage. The Cage prevents electromagnetic energy from reaching the drone inside.) Inside the silver box are two large folded birds, one black and one white. (An agent with a successful roll against his or her Biology AOK will recognize the black bird as a vulture and the white bird as an albatross. The vulture is indigenous to deserts. The albatross is indigenous to the open ocean.) (An agent with a successful roll against any of his or her Engineering AOKs will recognize both birds as Solar-Powered Surveillance Drones.) Also within the silver box are two small colorful birds. (An agent with a successful roll against his or her Biology AOK will recognize the hummingbirds indigenous to North or South America. An agent with a successful roll against any of his or her Engineering AOKs will recognize the two missing microdrones.) Beside the silver box are a remote control and an aluminum-framed device with a "thorax" about the size of a large book from which extend small hinged arms. (An agent with a successful roll against any of his or her Engineering AOKs will recognize a Battery-Powered Robot Jockey.) El-Karriah can be found at the eastern end of the tent asleep on a mattress and under a blanket. Lying on the floor beside El-Karriah is his jambiya. Standing on two pedestals either side of El-Karriah are hooded birds of prey. (An agent with a successful roll against his or her Animal Science AOK will recognize two Saker Falcons indigenous to the Middle East.) If hostilities break out, El-Karriah pulls two long cords connected to the hoods of each falcon. He then commands the trained falcons to attack the intruders. During the falcon attacks El-Karriah will attempt to exit the room into another section. In that section is an immobile dromedary camel covered in black, flexible squares. Beside it lies a remote control device. El-Karriah exits the tent riding a camel. (An agent with a successful roll against any of his or her Engineering AOKs will recognize a Solar-Powered Robotic Camel.) He immediately gallops to the nearest highpoint of the Sand Ridge shouting, "Help me! Help me!" towards the Bedouin Tents. El-Karriah gallops into the desert away from the oasis. A maximum of five Bedouin men from the oasis mount their camels and immediately follow him into the darkness attacking anyone pursuing their Sheik.

## 21. Camel Race Track:

Outside the perimeter of the Sand Ridge is an oval track poorly marked with small fluorescent orange flags. The start and finish line is a line scratched into the sand at the extreme north end of the oval. Anytime a race is about to begin the inhabitants of the oasis, not otherwise engaged, climb to the top of the Sand Ridge to watch. Kahli will serve as race starter and judge. If anyone's camel strays inside the orange flags, the rider is disqualified and loses a two-camel race. If anyone jumps the gun, the rider is disqualified and loses a two-camel race.

If the team has agreed to a camel race, they must choose which of them will be the rider. They must decide if they will start on the inside or outside track. They must also choose a camel from the Bedouin Camel Seller's Camel Enclosure. (The color of the Dromedary does not matter.) Camel choices are the first six listed below:

<u>Camel Type</u>	<u>Shoulder</u>	<u>Hump</u>	<u>Short Burst</u>	<u>Sustained Speed</u>
Dromedary, Working	6'1"	Single	20 mph	10 mph
Dromedary, Racing	6'1"	Single	40 mph	25 mph
Bactrian	5'9"	Two	20 mph	10 mph
F1 Hybrid	7'7"	Single large	35 mph	30 mph
F2 Bactrian	6'1"	Two	25 mph	15 mph
F2 Dromedary	5'9"	Single	20 mph	15 mph
Robotedary, Racing	6'1"	Single	35 mph	30 mph

Once the team has arrived, El-Karriah will arrive for the first race with a Racing Dromedary ridden by a Robot Jockey. The Robot Jockey is lighter than any member of the team, therefore the camel runs faster. El-Karriah climbs the Sand Ridge to remotely control the Robot Jockey. When both camels are on the starting line, Kahli fires a paint gun into the air and the race begins.

The Short Burst lasts 1/8 of the distance around the track and can be performed twice during the race. The Sustained Speed lasts 3/4 of the distance around the track and is performed whenever the Short Burst is not being used.

Each race is run counterclockwise around the oasis. Each race is run in eight segments. The agent must roll against his or her Coordination. If successful, the camel stays on track. If unsuccessful, the camel strays from the inside track to the outside or from the outside track farther to the right. The Admin must roll against El-Karriah's Coordination to see whether or not his camel stays on track. If two camels enter the same track, they collide and the riders may be injured (lose 1 Life Level) or knocked off (roll against Physical Strength). Either rider can try to change tracks during the next 1/8th of the race. The faster camel completes the segment first. The faster camel is determined by the speed of the camel minus 1/10th the rider's weight. A robot jockey weighs 2 to 3 kilograms (4.4 to 6.6 pounds). For example, a 150 pound agent riding a racing camel in a short burst can reach 25 mph or at a sustained speed of 10 mph. A robot jockey riding a racing camel in a short burst can reach 39.34 mph or a sustained speed of 24.34 mph.

If there is a second race, the team can choose a different rider or Robot Jockey and any camel. If they chose the inside track in the first race, they must start the second race on the outside track. If they chose the outside track in the first race, they must start the second race on the inside track. The first camel used is tired and incapable of another Short Burst. El-Karriah will arrive for the second race with a Racing Robotedary. He will personally ride the solar-powered robot camel.

### EXFIL OR DEBARKATION

After the team has procured the two hummingbird microdrones, or is fleeing for their lives, it is recommended they immediately proceed to one of the five settlements listed under INFIL or Embarkation. Internet service and voice communication will resume if the team reaches any of the five settlements and their handheld device or PC is energized. Any pursuit will also cease if the team reaches any of the five settlements. One random encounter occurs per day and each occurs only once. Roll one 10- or 20-sided die to determine encounter. Roll again if encounter has previously occurred.

### NON-PLAYER CHARACTERS (NPCs)

Character	PS	CH	W	CO	K	CD	OF	DP	EV	DA	MV	LL	HTH	SV
El-Karriah	90	50	92	99	78	63	81	75	57	71	245	18	147	132
Ali Gori Khali	95	90	94	47	61	96	72	69	93	79	285	19	188	162
5 Bedouin Men	85	93	88	54	95	53	54	74	73	74	226	17	158	147
5 Merchants	40	91	99	86	60	99	93	89	95	80	238	14	135	184

### SPECIAL DEVICES AND WEAPONS (ALPHABETICALLY LISTED)

El-Karriah has 8 superior Areas of Knowledge: Animal Science, Biology/Biochemistry, Business/Industry, Economics/Finance, Electrical Engineering, Law, Mechanical Engineering, and Military Science/Weaponry.

Ali Gori Khali has 7 superior Areas of Knowledge: Animal Science, Biology/Biochemistry, Business/Industry, Electrical Engineering, Home Economics, Military Science/Weaponry, and Political Science/Ideology.

Each Bedouin has 10 superior Areas of Knowledge: Agriculture, Animal Science, Astronomy/Space Science, Biology/Biochemistry, Botany, Ecology/Earth Sciences, Geology, Home Economics, Military Science/Weaponry, and Religion.

Each Merchant has 6 superior Areas of Knowledge: Arts and Crafts, Business/Industry, Home Economics, Law, Military Science/Weaponry, and Political Science/Ideology.

#### Bathroom Malodor:

This stink was developed to test deodorant cleaning product efficiency. This malodor smells like concentrated fecal matter.

#### Faraday Cage:

The Faraday Cage is an enclosure formed by conducting material or by a mesh of such material. It blocks external static and non-static electric fields. Faraday Cages are named after the English scientist Michael Faraday, who invented them in 1836. The reception or transmission of radio waves to or from an antenna within a Faraday cage is blocked by the cage.

#### Flashbang Grenade:

This device stuns the victim with a bright flash and loud explosion. This explosion disorients the victim for 1-10 seconds by temporarily blinding and deafening them.

#### Glock 19

With 3 magazines holding 15 rounds each of 9 x 19mm Parabellum cartridges: The Glock 19 is a reduced-size Glock 17, called the "Compact."

### RANGE MODIFIER

PWV	53
PB	-0
S	-50
M	-165
L	X
WS	VF
RATE	1
AMMO	15
COST	450
DECP	-10
A	6
C	5
F	5
P	4
R	6
HWV	43

# Adventure Module special insert:

## **Operation: Rendezvous Oasis**

The following two spreads are available in the print edition of Gygax magazine as a fold-out spread for ease of use. In this digital edition, they are located in the regular flow of the PDF. Readers may wish to print the maps on tabloid (11" x 17") paper in order to view them as originally intended.

**STOP**

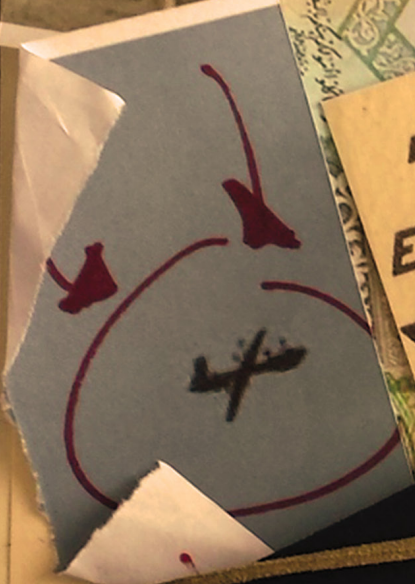


مصر للطيران  
**EGYPTAIR**



بطاقة صعود  
BOARDING PASS

793 FLO



**ESPIONAGE GAME**  
OPERATION

**RENDEZVOUS OASIS**

**IBERIA**  
1992

Vuelo	Destino	Hora limite	Puerta	INFORMACION AL PASAJERO	
BQ 829	BRU	19.50	3	Su asiento	
Flight	Destin	Time limit	Gate	✗	

FOR PASSENGER INFORMATION

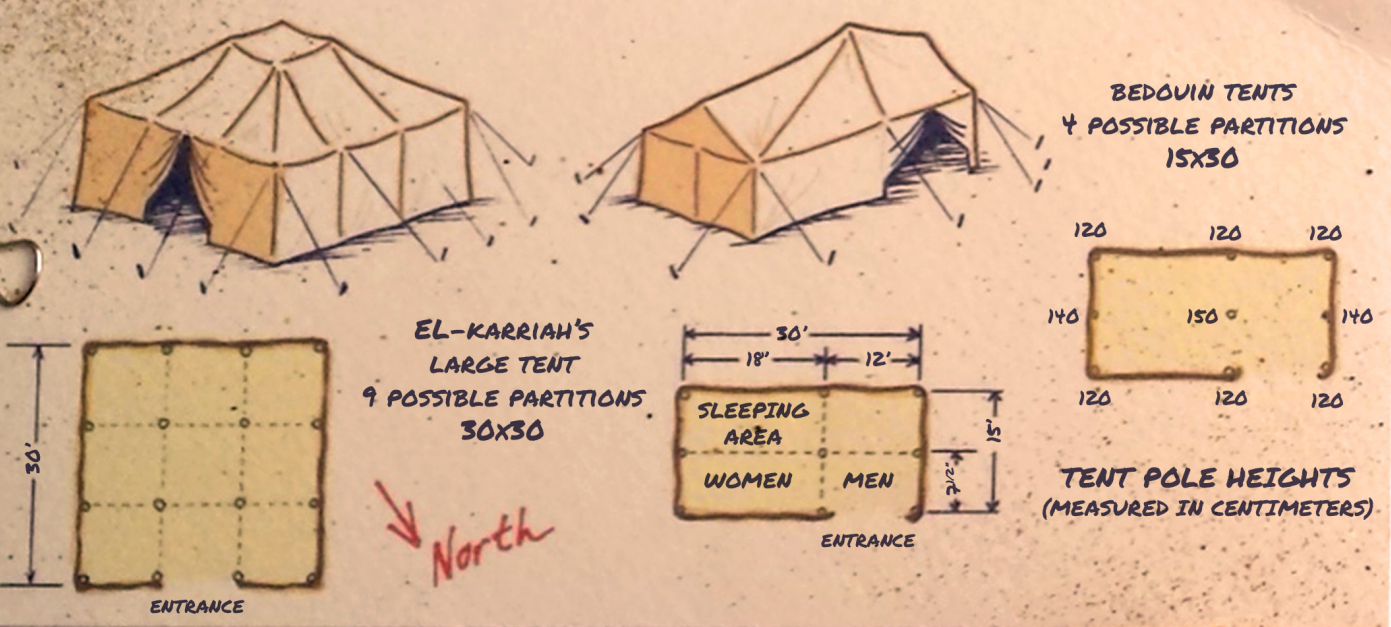
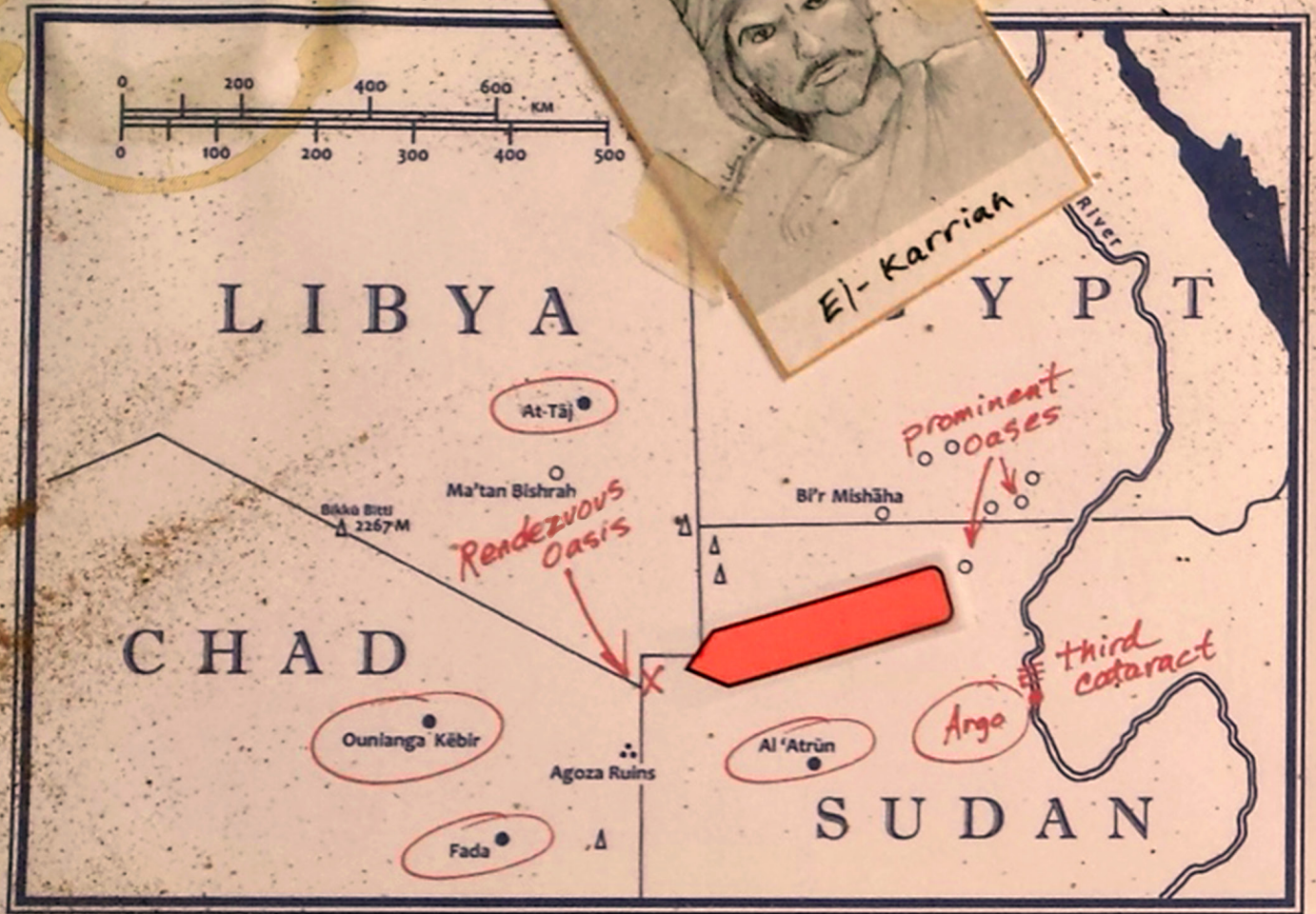
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Conserve esta tarjeta hasta su destino.  
Keep this card until your final destination.

Y 126



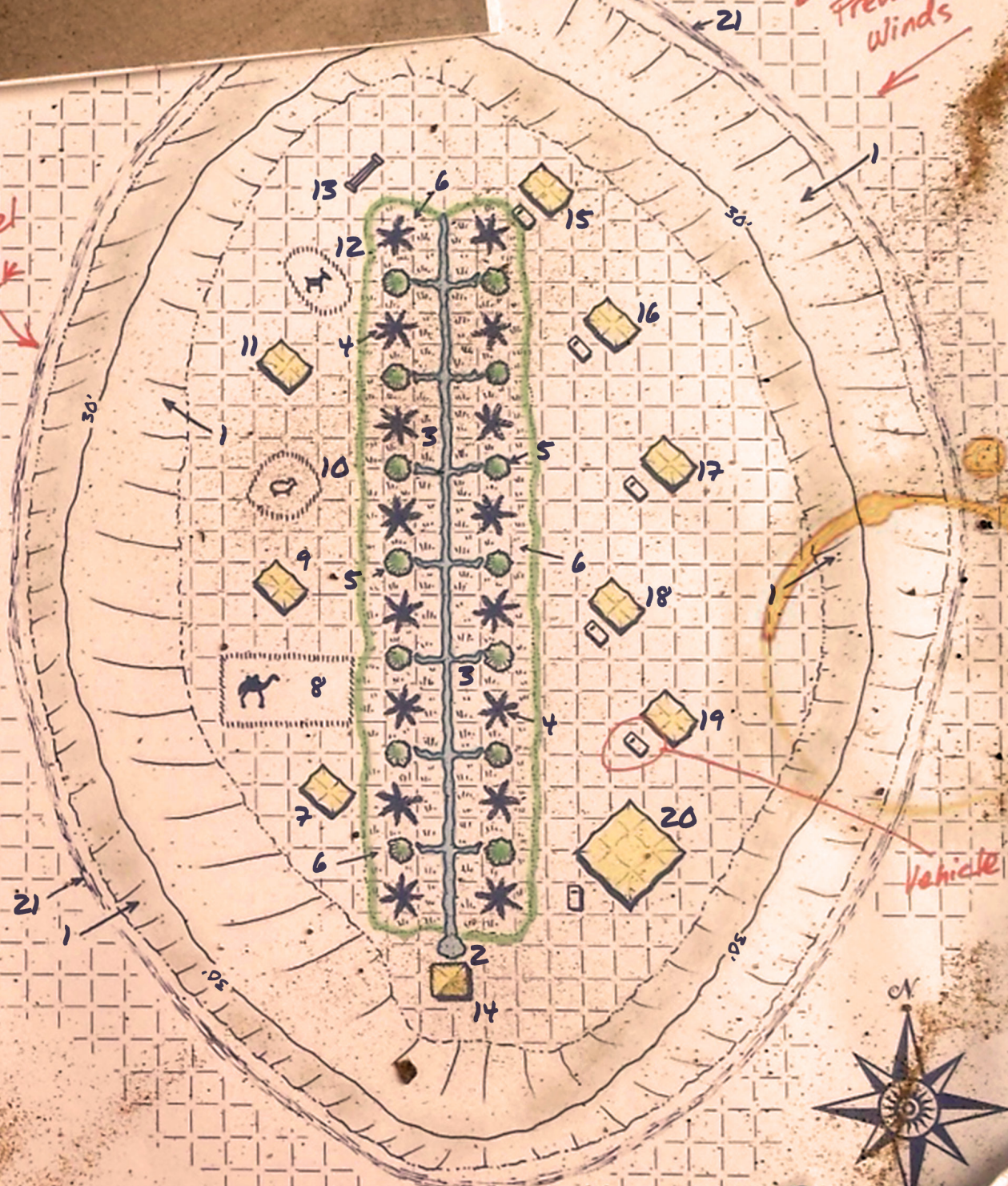


	OPERATION CODE NAME: SCORPION STING	
	PURPOSE: OPERATIVE INFORMATION	
DRAFTING: Diesel	TECHNICAL PRINTOUT: T5-101	RELEASED: SUMMER 2014
DIRECTOR APPROVAL: <i>R. Taylor</i>	DIESEL	
OPERATIONS PLANNER: <i>Merle M. Rasmussen</i>	SCOTT TAYLOR	
	MERLE RASMUSSEN	

**RENDEZVOUS OASIS  
LOCATIONS**  
SQUARES ARE 25 FEET EACH

Camel  
race  
track

Prevailing  
winds



**OASIS ELEVATION**



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ACOMMODATE GATEFOLD**



**Infrasonic Weapon:**

This handheld device is an active denial system. A dish projects infrasonic waves just powerful enough to stimulate the human ear. The infrasonic wave stimulates the nervous system so the victim thinks his or her eardrums are being pierced although no damage is done. Think Taser without the dart or conducting wires. The involuntary reaction is to cover one's ears to block the pain. If the victim covers his or her ears, the Infrasonic Weapon ceases effectiveness.

**Jambiya:**

This specific type of dagger has a short curved blade that is worn on the belt. It is also known as the Janbiya, Janbia, and Jambia. Since the blade bends toward the opponent, the user need not angle the wrist. It is more comfortable as a stabbing weapon than a straight-bladed knife. Heavy blade inflicts deep wound and cuts through muscle and bone. The blade can be twisted upwards slitting internal organs such as intestines. It can also reach heart, lungs, or liver more easily. The jambiya is a formidable and much feared weapon. This chart shows characteristics for a thrown jambiya with the Hand-to-hand Weapon Value listed last.

**RANGE MODIFIER**

PWV	-9
PB	-5
S	-41
M	-150
L	X
WS	S
RATE	1
AMMO	-
COST	375
DECP	-7
A	-
C	-
F	-
P	-
R	-
HWV	43

**Malodor:**

During this mission, the team may encounter up to three concentrated malodors: Bathroom Malodor, Skunk, and Who Me? (Other bad odors will not cause these involuntary reactions.) When an unprotected person breaths in a concentrated malodor, consider the time as 0 seconds. After inhaling they experience involuntary reactions for the next few seconds.



**MALODOR INVOLUNTARY REACTIONS**

<b>Seconds</b>	<b>1 gas</b>	<b>Seconds</b>	<b>2 gasses</b>	<b>Seconds</b>	<b>3 gasses</b>
0	Inhale	0	Try to Identify	0	Breathe In
1	Hold Breath	2	Hold Nose	3	Try not to Breathe
2	Tear Up	4	Cry	6	Curse/Scream
3	Choke	6	Gag	9	Retch
4	Experience Nausea	8	Vomit	12	Spit Up
5	Panic	10	Fear	15	Apprehension
6	Run Away	12	Flee	18	Take Flight
7+	Stay Away	14+	Avoid	21+	Shun

If the gas is a single malodor, the involuntary reactions last six seconds. If the gas is a mixture of two malodors, the involuntary reactions last 12 seconds. If the gas is a mixture of three malodors, the involuntary reactions last 18 seconds. If the unprotected person is unable to run away, flee, or take flight, they become incapacitated for 1-10 minutes. Concentrated malodors can last 1-10 days.

**Paint Gun:**

A paintball will sting if it hits bear skin but is primarily dangerous to the eyes if not protected. The paintballs are fairly quiet but any live firing without a silencer will arouse everyone in the oasis.

<b>WEAPON</b>	<b>PAINTGUN</b>
<b>WT</b>	<b>2</b>
<b>COST(\$)</b>	<b>125</b>
<b>DAMAGE</b>	<b>NA</b>
<b>RANGE</b>	<b>10/30/100</b>
<b>AMMO</b>	<b>1</b>
<b>LOAD</b>	<b>100</b>
<b>Modifiers</b>	<b>1</b>

**Pepperball:**

United State's SWAT teams use frangible plastic capsules, filled with oleoresin capsicum, the active ingredient of pepper spray, as a non-lethal incapacitation method. However, pepperballs make shots more painful for faster incapacitation. Pepperballs can be shot out of lower velocity paint guns.

**Pepper Spray:**

The active ingredient, oleoresin capsicum (OC), is an active irritant chemical derived from cayenne pepper plants. Each released

capsule or canister reduces Coordination temporarily by 1/3 if the spray enters the eye, nose, or mouth. Consider the effective range to be 10 feet.

**Psychochemical:**

Psychochemical weapons are psychoactive drugs designed to have a disorienting effect. Each released capsule or canister reduces Coordination temporarily by 1/3 for 1-10 minutes.

**12 GAUGE REMINGTON M870 Mk 1 SHOTGUN WITH 7 FLECHETTE ROUNDS:**

<b>RANGE MODIFIER</b>	
<b>PWV</b>	<b>69</b>
<b>PB</b>	<b>+9</b>
<b>S</b>	<b>-5</b>
<b>M</b>	<b>-80*</b>
<b>L</b>	<b>X</b>
<b>WS</b>	<b>A</b>
<b>RATE</b>	<b>1</b>
<b>AMMO</b>	<b>7</b>
<b>COST</b>	<b>375</b>
<b>DECP</b>	<b>NC</b>
<b>A</b>	<b>17</b>
<b>C</b>	<b>0</b>
<b>F</b>	<b>2</b>
<b>P</b>	<b>6</b>
<b>R</b>	<b>6</b>
<b>HWV</b>	<b>16</b>

\*Note: The Range Modifier for all shotguns at medium range is as follows—at 51-150 feet the subtraction listed is halved, at 150-300 feet the subtraction is as shown, and shotguns have no effect beyond 300 feet.

The flechette rounds do not tumble. Add 10 to shooter's chance to hit. If the target is hit, roll 1d20 and add 1-20 points of damage. The flechette round from the shotgun is very good at shooting through the leaves of trees and hitting snipers.

**Robot Jockey:**

This device, whose development was initiated by the Qatar government, is used on camels in camel racing as a replacement for human jockeys. The robot jockey is remotely controlled by its operator. This lightweight, rugged robot's small hinged arms control the whip and reins. The robot can also monitor and transmit the speed and heart rate of the camel.

**Saker Falcon:**

This bird of prey is indigenous to the Middle East. It can be trained to hunt small birds. These two falcons have also been trained by El-Karriah to attack people. Each unhooded falcon has a Life Level of (1-10) minus 2 (minimum of 1). Each falcon inflicts (1-10) minus 2 (minimum of 1) injury points when it attacks. Humans fighting animals get no surprise bonuses. Two falcons attacking with beaks, wings, and talons should provide enough distraction for El-Karriah to escape the room.

**Skunk:**

This malodor was developed as a non-lethal weapon used for crowd control by the Israeli Defense Forces. Skunk is dispersed as a form of mist which leaves a terrible odor of rot or sewage on whatever it touches. Skunk may be ingested without causing harm.

**Sling:**

With experience, a 4 ounce smooth stone can be accurately hurled 1,320 feet at a speed of 60 mph. If hit, an unprotected target's Life Level is reduce by 1/2 a point. Twenty accurate stones hurled against an unprotected target with a Life Level of 10 will kill them. An inexperienced agent can sling a 4 ounce smooth stone 13.2 feet for every point of Physical Strength. An inexperienced agent can only aim in the direction of the target with a dice roll less than the Coordination Value. Therefore, an agent could be coordinated enough to sling a smooth stone in the correct direction but not strong enough to hit the distant target.

**Sting Grenade:**

Instead of metal shrapnel, the sting grenade disintegrates into rubber fragments. The pieces sting, but do not damage the skin. They may cause damage to unprotected eyes.

**Thermal Beam Weapon:**

This handheld device is an active denial system. A dish projects electromagnetic radiation just powerful enough to penetrate human skin. The radiation stimulates the nervous system so the victim thinks his or her skin is on fire although no damage is done. Think Taser without the dart or conducting wires. The involuntary reaction is to try to look at the "burning" skin and shake off the pain. If the victim covers the exposed skin, the Infrared Weapon ceases effectiveness.

**Who Me?:**

This noxious fluid was developed by the Office of Strategic Services during WWII as a weapon for use by the French Resistance. The aim was to humiliate German officers by making them smell foul. It is a concentrated malodor simulating spoiled food or rotting carcasses.

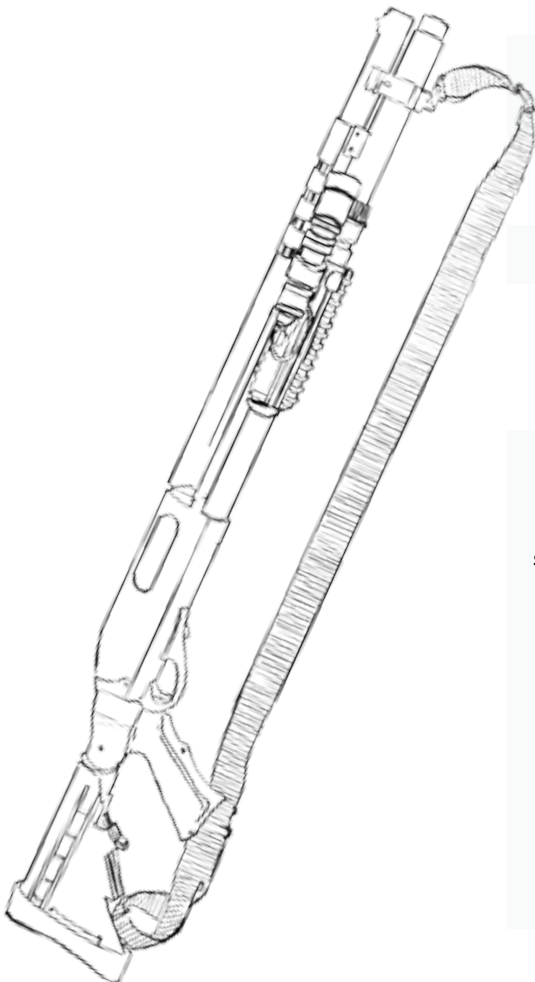
**TASER WITH STUN CAPABILITIES AND 3 CHARGES.**

<b>WEAPON</b>	<b>TASER</b>
<b>WT</b>	4
<b>COST(\$)</b>	70
<b>DAMAGE</b>	<b>Incapacitation</b>
<b>RANGE</b>	5/20/50
<b>AMMO</b>	1
<b>LOAD</b>	2
<b>Modifiers</b>	1

**SURVIVAL IN THE SAHARA**

An inactive agent may give off as much as a quart of sweat during a day. A very active agent may give off as much as five gallons. When an active agent exercises strenuously in hot weather, that agent can sweat away as much as two quarts of water in an hour, enough to actually cause his or her weight to drop. When the sweat evaporates, it has a cooling effect.

A gallon of fresh water at room temperature weighs 8.34 pounds, or about 1 pound per pint. Therefore, an agent on foot in the Sahara losing five gallons a day needs to carry 41.7 gallons of water to replace what he or she perspires. The amount of time without water and the amount of water available for each agent should be kept by the Administrator.



	<u>Sahara Survival Limits</u>			
<u>Willpower Value:</u>	<u>0-40</u>	<u>41-73</u>	<u>74-100</u>	<u>100+</u>
<u>Perseverance Rating:</u>	Weak	Average	Strong	Super
<u>Environment</u>				
Cruising around in air conditioned off-road vehicle (water loss in 24 hours):	0.4 quarts	0.73 quarts	1 quart	1.22 quarts
Water weight:	0.84 lbs.	1.52 lbs.	2.09 lbs.	2.56 lbs.
Walking, camel riding, standing in 120-130 F. heat: (water loss in 24 hours):	2 gallons	3.65 gallons	5 gallons	6.1 gallons
Water weight:	16.68 lbs.	30.44 lbs.	41.70 lbs.	50.87 lbs.
Running, camel racing, climbing a date palm, digging, struggling in combat (water loss in 1 hour):	0.8 quarts	1.46 quarts	2 quarts	2.44 quarts
Water weight:	1.67 lbs.	3.04 lbs.	4.17 lbs.	5.09 lbs.



What happens when it is so hot that an agent's body cannot sweat fast enough and cool down enough to maintain a constant body temperature of 98.6°F.? The agent may actually stop sweating entirely, which causes his or her internal temperature to soar to 105° F. or higher—which in turn, causes his or her pulse and respiration rate to double. These are the first signs of heatstroke—and if the agent does not seek medical attention or take steps to cool down immediately, the agent can experience delirium (see Delirium rule below), slip into a coma (see UNCONSCIOUSNESS rule in TOP SECRET rulebook), and even die. Left untreated, heatstroke is always fatal. (See FAME AND FORTUNE rule in TOP SECRET rulebook.)

**Delirium:**

Because delirium is “a temporary state of mental confusion and clouded consciousness, characterized by anxiety, hallucinations, trembling, and incoherent speech,” the Admin can make up and tell the affected agent whatever he or she is seeing, hearing, smelling, tasting, or physically feeling. The delirious agent cannot tell what is real or imagined. (Hopefully, the agent is unarmed.) Untreated, the delirium can last as long as a coma (see UNCONSCIOUSNESS rule in TOP SECRET rulebook) which may follow. ■

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# Psionics, without the points

## Psychics as just another spell caster

by Bill McDonald



### PSYCHIC

#### Ability Score Requirements

Intelligence	16
Wisdom	15
Constitution	14
Charisma	15

**Races:** Human, half elf, dwarf, and other races who have psionic powers

Psychics need high ability scores in order to increase in power and survive psychic duels. Psychics need a sixteen or higher intelligence to gain the highest power level possible. Wisdom of fifteen or higher allows the psychic to gain bonus powers. A constitution of fourteen and higher will allow a psychic to gain an edge over his opponent during psychic duels. A charisma of fifteen and higher makes his targets more susceptible to his mental commands.

Psychics use powers of the mind. Psychics are fueled by will, concentration and focus, not arcane energy or gods' blessings. Psychics focus on balance and flow of energies inside and outside of self. Psychic abilities are not guaranteed to work all the time; mortals are imperfect and have their own flaws that can interrupt psychic abilities. Psychics focus on the skills of clairvoyance, precognition, telekinesis, telepathy, empathy, biofeedback, spiritual awareness, energy awareness, and teleportation. The spells associated with these skills are referred to as powers.

Psychics must be of lawful alignment to unlock the hidden parts of their intellect. The psychic uses the priest saving throw tables.

Psychics acquire weapon proficiencies as a magic-user. The psychic use the thief's THAC0. Psychics defend themselves with simple weapons and tools such as a dagger, dart, staff, club, short bow, short sword, hammer, mace, and sickle. Armor and shield include leather armor and any small shield. The psychic gains nonweapon proficiencies as a priest. The dwarf and half-elf psychic can multi-class as a cleric, fighter, or thief. Humans can dual class.

Psychics gain a +2 to saving throws vs. enchantment/charm, mind affecting illusions and the spells detect scrying, ESP, false vision, and mind blank or any spell that the wisdom magical attack adjustment applies to. Psychics use their combined wisdom and constitution scores when determining modifiers vs. magic jar. The following spells work as written vs. psychic skills: forbiddance, free action, mislead, non-detection, Otiluke's resilient sphere, protection from evil/good spells, and trap the soul.

### Experience

Level	Points	d6
1	0	1
2	2,200	2
3	4,400	3
4	8,800	4
5	16,500	5
6	30,000	6
7	55,000	7
8	100,000	8
9	200,000	9
10	400,000	9+2
11	600,000	9+4
12	800,000	9+6
13	1,000,000	9+8
14	1,200,000	9+10
15	1,500,000	9+12
16	1,800,000	9+14
17	2,100,000	9+16
18	2,400,000	9+18
19	2,700,000	9+20
20	3,000,000	9+22

Psychic powers do have certain limitations. Psychics must have an available line of sight in most cases with the exception of clairvoyance, telepathy and empathy. Powers requiring touch attacks vs. AC 10 are usable through these exceptions. The following materials shield targets from psychic abilities: lead and iron at least an inch thick, obsidian at least two inches thick, stone at least one foot thick, and the anti-magic spell.

The following is an explanation of each skill and the possible powers associated with it. The GM will have final say as to what power belongs to each skill.

#### Clairvoyance

Clairvoyance allows the psychic to scry on locations on the plane the psychic currently occupies. This ability works exactly like the clairvoyance and clairaudience spells. The targets of these spells are living or inanimate objects. The psychic's power may mimic locate or find spells if the psychic has an object owned by the target, personally knows the target, or has the owner of the object in his presence. Clairvoyance allows the psychic to detect others' scrying on him.

## Precognition

Precognition allows the psychic to gain impressions of the past, present, and future. Precognition allows the psychic to gain visions from the past or premonitions of the present or future by touching objects or passing through psychic charged areas. Spells like augury, commune, commune with nature, divination, and others reflect the premonition power of this ability. Psychics do not speak to entities or receive cryptic messages; they merely gain insights into the situation at hand.

## Telekinesis

Telekinesis allows the psychic the power to move living beings and inanimate objects exactly like the telekinesis spell but also affect living and non-living things similar to the hold spells, slow, haste, paralysis, knock, lock, levitation, feather fall, and free action spells.

Psychics can manipulate kinetic energy existing around them in sources including fire, noise, light and moving objects. Some effects include affect normal fires, burning hands, chill touch, flame arrow, wall of fire, light, faerie fire, heat/chill metal and flaming sphere. Psychics can never create or summon fire or other energy sources. Psychics manipulate kinetic energy causing spontaneous combustion or manipulate existing energy sources such as camp fires, rivers, streams, ambient light or direct light from torch or other source. Psychics

cannot cast fireball, lightning bolt or other flashy powerful spells.

## Telepathy

Telepathy allows the psychic to detect thoughts of any creature not protected against such abilities. Psychics can reach out to others including animals with their thoughts and receive messages. This power mimics such spells as detect thoughts, ESP, speak with animals, whispering wind, and message. Telepathy allows a psychic to force their thoughts on others similar to the spells of suggestion, and dream, feeblemind, and domination. Telepathy can hide the psychic's thoughts burying them deep in her unconscious similar to the spell protection from scrying or non-detection.

## Empathy

Empathy is similar to telepathy except it deals with emotions. The psychic can read emotions of his targets. The psychic can send her emotions to others of her choosing including animals. The psychic can instill emotions on others similar to the spells of friends, scare, fear, and emotion, animal friendship, confusion, antipathy-sympathy, and the various charms spells including snake charm but excluding charm plants. Empathy can also allow the psychic to hide her emotions deep within her being, allowing protection from detection such as invisibility to animals and non-detection.

## Biofeedback

Psychics can attempt incredible physical feats such as strength, spider climb, pass without trace, infravision, ultra vision, and resist.

## Energy Awareness

Energy Awareness allows a psychic to identify energy imbalances and attempt to regain maximum flow within them, in others, and their surroundings. The psychic can use their own energy to heal self and others, withstand and repair damage mimicking the powers of cure light wounds, bless, aid, and restoration. The psychic cannot cast raise dead, reincarnation, or resurrection. Psychics can unleash their own energy, in similar ways to shocking grasp, magic missile, and ray of enfeeblement.

Psychics can attempt to undo alignment changes from involuntary compulsions such as geas, and quest. Psychics can attempt to remove curse.

Energy awareness allows the psychic powers similar to detect evil, good, magic, invisibility, phase, spirits, and undead.

Energy awareness allows the psychic to protect him and his companions by absorbing or rendering other energies inert. This power reflects the spells of shield, armor, (minor) globe of invulnerability, wall of force, spell turning, dispel magic, and protection spells.

Energy awareness can change the physical makeup of physical objects. Spells including rusting grasp, crystal brittle, warp wood, soften earth and stone, and glass steel cover this power.

## Psychic Spell Progression

### Power (Spell) Level

Psychic Level	1	2	3	4*	5**	6***	7***
1	1	--	--	--	--	--	--
2	2	--	--	--	--	--	--
3	2	1	--	--	--	--	--
4	3	2	--	--	--	--	--
5	3	3	1	--	--	--	--
6	3	3	2	--	--	--	--
7	3	3	2	1	--	--	--
8	3	3	3	2	--	--	--
9	4	4	3	2	1	--	--
10	4	4	3	3	2	--	--
11	5	4	4	3	2	1	--
12	6	5	5	3	2	2	--
13	6	6	6	4	2	2	--
14	6	6	6	5	3	2	1
15	6	6	6	6	4	2	1
16	7	7	7	6	4	3	1
17	7	7	7	7	5	3	2
18	8	8	8	8	6	4	2
19	9	9	8	8	6	4	2
20	9	9	9	8	7	5	2

### Notes

\* Usable only by psychics with 16 intelligence

\*\* Usable only by psychics with 17 intelligence

\*\*\* Usable only by psychics with 18 intelligence

\*\*\*\* Usable only by psychics with 19 intelligence

Psychic powers do not require casting times; the psychic does roll initiative as normal

The psychic does not use any components when using powers even if they are required for other casters with the exception of personal affect.

Ability Score	Wisdom Psychic Power Success%	Wisdom Bonus Powers	Opponent's Save Penalty
15	60%	1st	
16	75%	1st	-1
17	80%	2nd	-1
18	95%	2nd	-2
19	success	3rd	-2

## Teleportation

Psychics are proficient at astral projection which allows the psychic to detach his soul from his physical body and roam the other planes of existence exactly like plane shift. Psychics may attempt to plane shift bringing their whole beings into another plane of existence. Other powers include dimension door, shadow walk, etherealness, and teleport.

The psychic's ability scores determine the potency of his powers and any bonus powers similar to a cleric. A psychic with wisdom score of 18 has a 95% chance of success using any power. A psychic with wisdom of 18 gains 2 2nd level and 2 1st level powers. The psychic's charisma regulates the amount of penalty the psychic bestows on opponents attempting to save vs. any spells high wisdom protects from and any power able to inflict physical harm such as ray of enfeeblement.

# POWER (SPELL) LISTS FOR PSYCHICS

## 1ST LEVEL

Affect normal fires  
**Animal friendship**  
Barrier  
Catapult  
Chill Touch  
**Combine**  
**Detect disease**  
**Detect evil**  
**Detect harmony**  
Detect magic  
**Detect phase**  
**Detect poison**  
Disarm  
Empathy  
Empathic seizure  
**Entangle**  
Feather Fall  
**Find water**  
Hold portal  
Hypnotism  
Invisibility to animals  
Invisibility to undead  
Jump  
Light  
**Locate animals/plants**  
**Magic stone**  
Message  
**Om**  
Paralyzation  
**Pass without notice**  
**Pass without trace**  
**Past life**  
**Portent**  
Precognitive sense  
**Protection from evil**  
Push  
Rapid reflex response  
Rary's Empathic Perception  
Ray of fatigue  
Regenerate self  
**Regenerate light wounds**  
Release weapon  
**Remove Fear**  
Resist  
Run  
**Sanctuary**  
Shocking grasp  
Sleep  
Speak with animals  
Spider climb  
Spook  
Tenser's Floating Disc  
Ventriloquism

## 2 LEVEL

**Altruism**  
**Astral awareness**  
Audible glamour  
Blur

Bind  
**Bat sense**  
Blade leap  
Blast bones  
Cat's grace  
Choke  
Combust  
Compose mind  
**Cure moderate wounds**  
Death recall  
**Detect charm**  
**Detect illusion**  
**Detect invisibility**  
Detect psychic ability  
**Detect Life**  
Empathic control  
Enhanced olfaction  
ESP  
**Ethereal barrier**  
**Feign death**  
**Find traps**  
Fire arrows  
Fool's gold  
Forget  
Ghoul touch  
**Heat metal**  
**Hold person**  
**Karma sight**  
Knock  
**Know alignment**  
Levitate  
Locate object  
Magic ear  
Misdirection  
Move object  
**Omen**  
**Protection from spirits**  
Pyrotechnics  
Ray of enfeeblement  
**Restore strength**  
**Safe fall**  
Scare  
Shatter  
**Silence 15' radius**  
**Slow poison**  
**Snake charm**  
**Speak with animals**  
Strength  
Trip  
Wizard lock  
**Warp wood**  
Whispering wind  
Withdraw

## 3 LEVEL

**Ability alteration**  
**Accelerate healing**  
Animate dead  
Blink  
Clairaudience  
Clairvoyance  
**Cure blindness/deafness**  
**Cure disease**  
Delude  
**Detect curse**  
Dispelling magic

Empathic link  
**Etherealness**  
Explosive runes  
**Flame walk**  
Haste  
Healing touch  
**Hold animal**  
**Hold person**  
**Hold undead**  
Infravision  
**Magnetism**  
Memory  
Mental block  
Mental transport  
Non-detection  
One-way lock  
**Protection from evil 10' radius**  
**Protection from fire**  
Protection from normal missiles  
Protection from normal weapons  
**Remove paralysis**  
**Resist injury**  
Suggestion  
**Speak with dead/spirits**  
**Splinter wood**  
**Telepathy**

## 4 LEVEL

**Animate statue**  
**Circle of privacy**  
Confusion  
**Detect lie**  
Detect Scrying  
**Divination**  
Emotion  
Enervation  
**Exorcize**  
Fear  
Fire shield  
Fire trap  
**Find Person**  
Fumble  
**Hold plant**  
**Join with astral traveler**  
Life bolt  
Minor globe invulnerability  
**Negative plane protection**  
**Neutralize poison**  
Phantasmal killer  
Protection from possession 10' radius  
Psychic reversal  
Psychic protection  
Rary's memory alteration  
Rary's mind scan  
**Regenerate serious wounds**  
Repel insects  
Repulse metal  
Shout  
**Sustain**  
**Tongues**  
Ultra-vision  
Wall of fire  
**Warp stone or metal**  
Wizard eye

## 5TH LEVEL

**Adaptation**  
**Atonement**  
**Cure insanity**  
Dispelling Evil  
Domination  
Dream  
Empathic wound transfer  
Feeblemind  
Hold monster  
Rary's mind shield  
Rary's replay  
Rary's telepathic bond  
Read object  
**Regenerate critical wounds**  
Rip  
Sending  
**Shatter stone and metal**  
**Strengthen stone**  
Telekinesis  
Teleport  
True seeing  
Wall of force

## 6TH LEVEL

**Animate object**  
Energy transformation  
**Find the path**  
**Fireseeds**  
Geas  
Glassee  
Globe of invulnerability  
Heal self  
Mass suggestion  
Multi-lock  
Pain  
Rary's protection from scrying  
**Reflection**  
Repulsion  
**Revelation**  
Reverse missiles  
**Speak with monsters**  
**Stone tell**  
**Wound**

## 7TH LEVEL

Animate rock  
Antipathy/sympathy  
**Astral Projection**  
Call  
Conflagration  
Crystalbrittle  
Demand  
Enhanced Empathy  
Glassteel  
Mass charm  
Mass domination  
Mind blank  
Protection from hunger & thirst  
Power word, stun  
**Regenerative heal**  
**Restoration**  
Temporal stasis  
Time stop  
Vision  
Wound conferral

*Notes:*

*Bold face spells are cleric spells. Italicized spells are reversible.*

*Psychics cannot conjure, summon, or create things out of nothing.*

*Psychics do not create colored rays, ghostly or phantom images when using spells that otherwise describe such phenomena*

*Wall of fire and elemental spells work only if the element exists around the psychic. The psychic does not conjure or summon elements*

*Wall of force is created by the psychics will*

*Protection from normal weapons include edged and blunted spell versions*

*Astral Projection is as the astral spell*

*Call includes planar call. At 18th level, the psychic can call an individual from another plane.*

*Multi-lock in this case is reversible; the psychic can open as many locks instead.*

A psychic must roll his success % each time he attempts to use a power. This reflects the mortal imperfections of the psychic when compared to the supernatural powers of the magic user and cleric.

The psychic does not memorize or pray. Psychics train themselves to unlock their hidden powers. The previous table gives the number of powers per day per level. Psychics are different than the other spell casters in one respect. The psychic can use a power a number of times equal to its full duration; use the power at its full duration, or a mix. The psychic does not have to have a power run out its duration before casting again. In essence, the psychic power lasts as long as the psychic concentrates on it up to its full duration as per the psychic's level once cast. Success checks only need attempted on the original casting. This does not allow the psychic to cast more magic than the other casters, just customizes casting durations.

At first level, the psychic meditates as a shukenja of equal level. The psychic enters a state of deep concentration. One hour of meditation is equal to two hours of sleep. The psychic has no need for nourishment during this time and is aware of his surroundings, receiving no penalties for surprise.

At 3rd level, the psychic can choose to focus on a particular type of power. The psychic will then be known by his focus, i.e. clairvoyant, empath, telepath, etc. The psychic gains a +5% success bonus with the focus group. He also bestows a -5% penalty to other psychics when engaged in psychic duels. The psychic bestows an additional -2 penalty to saving throws, when applicable with any focus power.

At 7th level, psychics can bestow a -2 penalty to any victim when attempting a mental or physical attack when he has a personal effect – a prized possession or an actual piece of the

victim such as a lock of hair. The psychic knows where the victim is whether on the same or different plane.

The psychic can attempt to create a psychic feat, a power (spell) he has access to but at a higher caster level. The chance of failure, or other bad effect, is 5% per level difference between the character's present level and the level at which he wants to use the power. The psychic rolls d100. Success results when the psychic rolls the number or lower and the power is activated as desired. If he rolls above, he fails. In addition, harmful or reverse effects may fall upon the psychic after a failed attempt. Regardless if he succeeds or fails, the psychic cannot attempt any other psychic powers for 1 turn per level of the attempted caster level.

When two psychics duel, both psychics roll percentile dice. The difference in the loser's dice roll to the victor is applied to the loser's system shock percentage. The loser then rolls their modified system shock roll. Success means the loser takes 1d4 hitpoints per victor's level in damage. Failure means the loser takes the damage and subtracts one point of relevant ability score per 10% point's difference. These ability scores affected are determined randomly by the GM. The loser regains those points through healing and curative magic.

The psychic's powers are spells of both magic-users and clerics. The following spell list is grouped together by level, not by school or sphere. If the GM or players do not have access to any spell listed, the GM can use the spell creation rules or ignore such spells. All of the spells listed here are found in the 2nd edition Spell Compendiums.

### **Translating Existing Psionic Creatures**

GMs can translate existing psionic creatures by identifying experience level by their base hitdie.

### **Psychic Wild Talents**

GMs determine if characters have psionics during character creation. Races eligible for psychics are half elf, dwarf, and humans. Characters with Int, Wis, and Cha of seventeen and higher may have psychic abilities. The player rolls a d100 with the following modifiers. For each point of intelligence above seventeen, the player subtracts three to the roll, for each point of wisdom above seventeen, the player subtracts two, and each point of charisma above seventeen subtracts one to the roll. A minimum of a six point modifier is applied, requiring a roll of ninety four. Wild Talents are characters from other classes possessing an inkling of psychic ability. Wild talents acquire first level powers regardless of experience level.■

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# Ed's Effulgent Euphuism

Suggested Vancian verbalizations for *13th Age* RPG  
by Ed Greenwood

The 13th Age roleplaying game is the loving work of veteran game designers who enjoy storytelling, and it shows. Some of its most attractive elements are integral to a setting (*the icons, for example*), but others are readily portable, on the fly, to almost any roleplaying rules system or campaign world.

One of these, an optional class talent for wizards, is “Vance’s Polysyllabic Verbalizations.” Simply put, it raises the idea of renaming, in grand fashion, standard wizard spells. By that renaming, the caster gains small bonus effects to the spell.

I love this notion, and I can see it being dropped into any long-running ongoing campaign. In some campaigns it should be used sparingly, but in others it can fly wild and free, depending on your play style. As the 13th Age rulebook suggests, GMs and players can have a lot of fun making up their own new names and variant effects that may well change with each casting—but there will, of course, be occasions when weariness or lack of time rob the mind of ready inspiration. Hence this collection of one longtime gamecrafter’s suggested verbalizations.

Base spells appear in the order they are presented in the 13th Age rulebook. All of the descriptive words in the spell names are real, not my inventions—though most are archaic to the point of being lost to today’s speakers.

### **EFFULGENT VERBALIZATIONS AND FORMS OF DRESS**

Disguise self, cast as Flandaerl’s fucatory flourish, cloaks the caster in an overblown, exaggerated, and obviously false guise. As they choose, their adopted features may be an oversized caricature. Their illusory garments may be a parody of good taste with total color coordination, or their voice may be slightly altered to gently imitate a known real individual—or all of these. The style of falsity may match, if the caster desires, a nearby or remembered example such as mummies’ costumes, or the period, hue, or “look” of dress adopted by an acting troupe, allowing the caster to seem a member of such a group. If the skill check to avoid unmasking fails horribly, this may involuntarily be an insulting parody of a respected ruler, cleric, or locally popular figure.

The same spell, cast as the Granddragon’s gnathonic glamer, allows the caster to become more beautiful by minimizing self-perceived flaws of personal appearance and by altering the shape, size, and hue of eyes, mouth, nose, ears and those parts of a body that collectively give it “curves” (so a caster could become more buxom or banish a paunch). If the caster’s skill check fails, its alterations may “slip” momentarily in random places here and there around the caster’s body, to reveal the truth beneath.

### **GRAVITATIONAL FLUCTUATIONS**

Feather fall, cast as Skult’s mitescent tollation, bends light to project an image of the falling caster to another spot other than where the caster really is. The true location of the caster appears as empty air, while the caster seems to be above or below their true location, or to one side or the other. The illusory displacement can be vertical or horizontal, but not both. The location of the false image is as the caster wills, but once chosen it can’t be changed—only ended by the caster choosing it to disappear, or trying to change their choice; either causes the image to vanish. The false image serves to misdirect foes’ attacks. The image moves as the caster does, so the caster can’t secretly ready a weapon while their image does something else. A caster can feign reaction to attacks, acting “hit” or “wounded” when they are actually elsewhere and unharmed.

The same spell, worked as Manthar’s labascular sarcinarity, allows the falling caster to speed up and slow down their falling to try to avoid missile attacks or the actions of flying creatures, or to try to catch falling items, and even to “hover” for up to a round so as to ready weapons or rearrange equipment. The caster might even cast a swift and simple spell while falling, though the GM will likely give such a spell a chance of missing or going completely awry.



### SEAL THE PORTAL

Hold portal, cast as Blackhelm's incatenation, prevents passage through a door just as the base spell does, but it adds a crisscrossing web of massive illusory chains binding the door. Regardless of its true nature, that door then seems sheathed in riveted, overlapping plates of thick iron, lacking flaws or any trace of rust. An enchained (*incatenated*) door is no more resistant to passage than a normal held portal, but it looks impregnable and signals visually to all that this door is closed and guarded.

The same spell, cast as Asaerelle's carceral embattlement, holds a portal shut in the usual way, but it makes the door itself seem a trap to any magical or class means of detecting traps—a trap whose means of deactivation can't be discerned. The door seems to be crossed by seams suggesting it can open in huge "mantrap" jaws to bite or swallow anyone who gets too near. From time to time, the door seems to open an eyelid, momentarily displaying a baleful crimson glare, and a very faint wailing, screaming, or pleading-for-release voice emanates from the door.

Alternatively, Asaerelle's carceral embattlement makes the held portal emit loud screams, wails, and pleas. At random times, the door opens by itself as a pair of snapping, clashing (but entirely illusory) jaws. While open, the jaws permit beings to see through the portal—which remains an unbroken physical barrier—and observe what's beyond it.

### HIGHWIRE WORK

Levitate, cast as the Erlking's elevatory circumfulgent celsitude, functions in the usual way, but its magic surrounds the rising and falling caster with an impressive glow studded with drifting motes of light, and a soaring, wordless sound like that of an unseen ethereal choir. This can and has been used to impress other beings with the caster's magical might. The motes of light are illusory unless the caster rolls a critical fumble on any action taken while levitating. In such situations the caster's concentrations fails and they become real sparks that can ignite the caster's clothing, cause stinging pain, hamper the caster's vision, or even cause momentary blindness if they swirl into the eyes (*roll 1d4 or choose an effect*).

The same spell, cast as Oncible's acclivitar, allows the caster to release small items no larger or heavier than the caster's own head to hover in the air where released. This lasts either until the spell expires (*whereupon they fall to the nearest surface below, obeying normal local gravity*) or until the caster touches them again (*whereupon they acquire the caster's movement and momentum, and move with the caster even if not firmly grasped*).

By means of this effect, a caster can leave an array of items at different midair locales, for others to snatch, to drop on others when they fall, or to form guiding arrows or trails. If the caster is staggered while levitating, all items released by the caster during acclivity

immediately "fall" in random directions (*including upwards*), at twice the caster's normal (*not levitating*) movement rate.

### WORDS ON THE WIND

Message may be cast as Waelund's whispered missive, and in this form must be whispered for the magic to work at all. After reaching its intended recipient, the message goes to a room, cavern, stairwell, grove, or other small, confined location familiar to the caster (and visualized by the caster during casting). It lingers there for 12d12 days, eddying about so anyone passing through or lingering within that location cannot help but hear it at least once an hour (*if they tarry that long*).

Such whispered messages have been used as wider warnings, as a form of misdirection against foes, or as signals to others that the caster reached a specific place or completed a particular task. Certain locations prolong whispered messages, retaining dozens of such missives from down the centuries, and these are commonly deemed haunted. A few such sites contain so many messages, and of such arcane import, that they are sometimes visited by wizards seeking enlightenment.

If the caster fails the required skill check, the recipient receives a garbled, sinister whisper suggesting the sender is unwell, possessed, or has become hostile.

The same spell, cast as Elvaero's distant mimicry, allows the caster to speak a message while touching another being. That message is then delivered to the intended recipient in a high-perfect imitation of the touched being's voice, so a gravel-voiced male caster could deliver a loving message in the tones of an affectionate high-pitched female (*or vice versa*).

If the caster fails the required skill check, the magic delivers not the intended message, but the GM's choice of two random sentences spoken at another time by the touched being. The touched creature's voice is still counterfeited with the random message.

### CHATTY OBJECTS

Speak with item, cast as Ethnarra's dweomic colloquy, compels the magic item the caster is talking with to fully reveal its own aims, desires, or purposes (*if it has any*) or any that its maker had at the time of its making. Nothing is omitted or misrepresented, to the full extent of the item's limited knowledge.

The same magic, enacted as Canthar's aesopian quacritation, enables the caster to

identify precisely any spells or rituals cast during the making of the item, and their sequence and details. In other words, this form reveals how to make—and perhaps destroy—the item. This does not include information describing the sourcing of the physical materials or anything crucial about their composition, and it does not necessarily include any unique (but non-magical) actions required to make the item, such as carrying it across a vast desert, or hiding it beneath an emperor's throne for a fortnight.

### UNDER THE SEA

Water breathing, cast as Chelsar's bathysmal suspiration, enables the caster to take no harm from water, blood, vomit, or other liquid or viscous substances in their lungs; that is, they can breathe, speak, and otherwise function normally. Chelsar used this property to survive execution by drowning, for it was the favored punishment of a cruel ruler to pour bad wine by funnels down the throats of bound unfortunates. Chelsar drank the bad king's cellars dry, according to the tale.

The same spell, cast at 5th level as Ieirivar's demersal insufflation, allows a submerged caster

to breathe "airified" water into the mouth of 1d3 adjacent allies, and thereby keep them alive and functioning underwater. If they are merely drifting to the surface, swimming slowly, or not moving at all, one breath per round will suffice (they suffer 1 hp damage for every round missed), but if they are engaging in combat or other strenuous activity, they must breathe the caster's airified outflow at least twice a round, robbing the caster of any chance to cast additional spells. If the caster is aiding more than one active being in this manner, he can do nothing else except drift or swim very slowly.

### DISTANT VISIONS

Scrying, cast as Tasso's furtive castophrenic, allows the caster a chance to uncover some recent past thoughts of the scryed target with an Intelligence skill check (*including an applicable background*). The GM sets the difficulty; the probability of success increases if the caster concentrates on a specific person, place, item, or topic, and decreases based on the target creature's intelligence, and relative alienness to the caster's race and species. If any thoughts

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are learned, they are most likely to be very recent, and never more than a month old except in exceptional cases.

The same spell, cast as Omurl's mnemonic conspurcation, allows the caster to use an item used for at least a year by one being and carried on a more or less daily basis by the same being (such as swords, belts, and boots), to peer at what the being did with, said, and went while using or wearing the item. The caster can hear snatches of conversation, see who was near, and view surroundings, but only from times when the focus item was worn or handled by the being.

### ACID ARTILLERY

Acid arrow, cast as Antharr's escharotic beloid, delivers the same acidic missile as the standard spell; but this richer verbalization allows the caster to adjust the sort of acid, so that it either eats away all metals but does only light harm (*1d10 acid damage and 2 ongoing damage*) to leather, cloth, and the skin of the target creature, or so that it is very weak, doing 1d8 acid damage and 1 ongoing damage.

The same spell, cast as Bulvur's corrosive telifur, alters the acid of the missile to a jellylike, clinging mist that does 1d4 acid damage when it hits, then 1d10 acid damage on the next round, then 1d10 acid damage

on the subsequent round, but no ongoing damage thereafter.

In both cases, miss damage from the spell is not affected.

### A BLURRING OF VISION

Blur, cast as Larbuckler's eximious repandity, causes illusory images (*"echoes" of the target*) that continually wink into and out of sight to overlie the blurred spell target, so attacks against that target miss 30% of the time (*35% as a 5th level spell, and 40% as a spell of 7th level or higher*). The images aren't visible to the protected being.

The same magic, cast as Zalonder's anaclastic obnubilation, allows the caster to choose up to four spell targets, who must be visible to the caster during casting. These targets can include the caster, and they need not be willing or aware of the caster's intent. The first round of the obnubilation will blur the caster, but for every round thereafter, the blurring effect will protect a random member of the caster's choice of targets. (*Such effects are never visible to those they protect, and they cannot distract them.*)

### CHARMING INDEED

Charm person, cast as Landaere's bewitching captation, makes the target quite infatuated with the caster. The target creature wants to be near to, serve, and submit to the caster, giving the caster gifts of what they're carrying, and protecting the caster from all danger regardless of personal peril. Indeed, the charmed being eagerly leaps to interpose itself between the caster and attacks, and it loudly defends the caster from perceived verbal or social slights and insults.

This infatuation ends when the spell expires or the caster gives them a firm, clear, "do this right now" (*i.e. without "when, in the future" or "if" qualifiers*) order—which the subject creature tries its best to carry out, even if obviously life-threatening. If the spell misses, the caster is temporarily infatuated with the target.

The same spell, cast as Orlyn's branular expugnation, brings about a temporary inability to see consequences or act of one's own volition. The target becomes a passive slave who moves and acts only as the caster orders. If not directed, the target continues to stand and breathe, but for all else it must be ordered to act, each and every round. For example, motion requires constant orders to "keep walking in the same direction."



# RUNEQUEST



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If the spell misses, the target repeats the first order it was given, until the expugnation expires or is dispelled, or the target is rendered unconscious. For instance, if ordered to “Charge the wyvern!” and the wyvern flies away, the target creature keeps running in the same direction. If the creature runs into a tree, wall, or other barrier, it presses against the barrier and keeps trying to run.

### A MIGHTIER SHIELD

Shield, cast as Qelant’s aspidate barrier, gives the caster a possible benefit against the attacker’s rerolled attack. Roll a die for both caster and attacker; if the caster’s result is higher, subtract the difference between results from any damage suffered by the caster. Ties and caster rolling lower confer no benefit or penalty.

The same spell cast as Pelanther’s sospital cloison allows the caster, when faced with an unwanted result in a rerolled attack (*i.e. the attacker hits*), to sacrifice 1 hp to force a second reroll. This second roll is binding and final, and more hp cannot be expended to force additional rolls.

### CONFUSION TO OUR FOES

Confusion, cast as Enthor’s garbollic, befuddles all nearby living creatures (*but not undead*) and they are confused for 1 round, unless they save against the spell. As a 5th level spell, the confusion lasts for 2 rounds. At 7th level, it lasts for 3 rounds, and at 9th level for 4 rounds. The caster can touch up to three adjacent creatures during casting to exempt them from the spell effects. If this spell misses, the caster can’t cast any spells for 1d4 rounds.

The same magic, cast as Gelt’s deleterious galimatiac, causes a nigh-irresistible assault on a single nearby target creature having 100 hp or less (*the attack becomes Intelligence + Level + 1d4+1, vs. MD*). If the target saves, they are slowed for 1 round; if they are confused, the confusion lasts for 2 rounds (*no save allowed*). If this spell misses, the caster can’t cast any spells for 1d2 rounds (*odd/even roll*).

### SHOW OF FORCE

Force salvo, cast as Baerendro’s aculeiform coruscation, creates three force bolts that must all be hurled at the same target creature, each dealing 4d10 force damage. If any bolt does 16 hp or less of damage, the effect is reversed and the target actually gains the “damage” of the other two bolts as healing or additional hit points. The same spell, worked as Selvur’s comburivorous accendalors, generates six force bolts. These can be directed against a single target or any combination of multiple targets, as the caster sees fit—but each of these bolts does only 4d4 hp damage.

### HOLD, MONSTER!

Hold monster, cast as Eoarlo’s bestial colytic rigescence, roots one to five target creatures to their locations when casting is done for 1 round (no saves). The targets are selected by—and must be visible—to the caster during casting. After one round, the rooted creatures are slowed for up to three rounds thereafter. Creatures gain a saving throw at the end of each round to be free of the rigescence.

The same magic, worked as Narl’s akinesiac vellicle, creates an aura of hardened air around a single target creature. The target can breathe, but it cannot not hear, be heard, or move in the slightest. The creature is frozen in one spot, like a statue, until the end of the caster’s next turn—unless a successful attack strikes it. Even then, it cannot launch a direct attack against the caster until the end of the caster’s next turn (*though it can attack others and launch area-effect attacks*).

### MASTER THE LIGHTNING

Lightning bolt, cast as Azlur’s foudroyant discharge, allows the caster to direct his or her lightning bolt to make a single sharp turn (*45 to 90 degree*); that is, the bolt can be made to turn a corner, left or right or up or down.

The same spell, cast as Imber’s fulgurous astranna, travels a straight-line distance of the caster’s choosing and then splits into 1 bolt per caster level, radiating outwards from the splitting point in 20-degree arcs and then deflecting or arcing as normal. In many situations this means a single foe may be struck by multiple bolts, and precision in avoiding undesired targets beyond the splitting point is nigh-impossible. In some situations enough bolts are produced to even send some back toward the caster or the caster’s allies. If this spell misses, the bolts ricochet off each other, losing much of their force (*and all bolts do only half damage*).



## YOUR EYELIDS GROW HEAVY

Sleep, cast as Klathra's somandric accoyment, allows the caster to powerfully target only a single visible creature (*Intelligence + Level + 1d4+1, vs. MD*) for instant collapse into unconsciousness. Duration and ending are unchanged from the base spell.

However, if sleep is worked as Pulbruck's lethnil, the caster can choose specific target creatures seen during casting. The caster's first choice of target is always affected in some fashion, though the details vary by the strength of the target. If the target has more than 100 hp, it collapses and is slowed for 1 round, but it does not lapse into unconsciousness; a target with less than 100 hp falls asleep. The lethnil can affect 100 hp worth of creatures, so if enough hp remain after the first choice of target to equal or exceed the hp of the second creature, they fall asleep, and so on. Any target partially affected by this spell collapses and is slowed for 1 round.

## CATEGORICALLY DENIED

Denial, cast as Tantar's keleusmatical conation, affects a single chosen target creature visible to the caster during casting, attacking as *Intelligence + Level + 1d6+1, vs. MD*.

When denial is cast as Yorloth's sevidical embarment, it does 4d10 psychic damage to a single chosen target creature visible to the caster during casting, attacking as normal for a denial spell. The target is then stuck for a round, then confused for the next round, then stuck again for a round (*no save*).

## LET ME SHOW YOU TO THE DOOR

Dimension door, cast as Urlock's clamant summotion, teleports not the caster, but a touched spell recipient creature (*willing or not*), or an item touched or held by the caster and chosen by the caster. There's no save to avoid this, but if the item is magical, the GM should determine (*base 2 in 6 chance*) that it teleports no farther than intended, but in a random direction. If it goes up into the air, it plummets to earth.

If the same spell is worked as Farl's fugacious relocation, the caster can teleport to a destination seen during casting, leave a single item or grab a single item at that destination, and then teleport either to another known location no more than 20 feet away (into a room, or to the other side of a fortress wall), or back to the caster's exact point of origin.

Taking an item requires a Dexterity check; if the item is held by another being, locked up, shut inside a container, or otherwise hampered, taking it is impossible. This spell is often used to acquire weapons or protective magic items, take valuables to safety, or shatteringly deliver an incendiary like a lit oil pot or lantern.

## THE FAITHFUL OLD COMBUSTIBLE ORB

Fireball, cast as Wulvur's orumpent ambustion, creates a roiling ball of flame about the size of the caster's head. It is intensely hot and races through the air, turning and bending to reach or follow a single target creature very much as a magic missile does—and explodes in a “tight” burst when it hits that creature, for the usual fireball effects on that creature only. Adjacent creatures and flammables may be harmed by stray goutts of flame and the flailings of the blazing target, but they won't suffer the full percussive conflagration of the ambustion.

The same spell, cast as Delm's ignivomous plenisphere, creates the usual fireball—but its fire is vomited forth by the caster. The caster's eyes momentarily flicker with tongues of flame while doing so, allowing some casters to fool gullible audiences into thinking they may have draconic heritage or other unusual powers. These tongues of fire can occasionally ignite a hooded cloak or especially overgrown eyebrows.



## A CLOAK OF SHADOWS

Invisibility, when cast as Gorroth's mantle of the unseen, can only affect the caster, and it allows up to nine rounds of invisibility within four minutes. During this time, the caster becomes visible for a round after every successful attack he makes, but he can then choose to become invisible again until another successful attack makes him visible for another round. Attacks landed on the caster do not force visibility.

However, the moment four minutes have elapsed or when the caster has been invisible for (parts of) nine rounds, the mantle expires. After using this variant of the spell, the caster cannot be rendered invisible by any means for 9 days.

The same spell, when enacted as Indibur's relative operiment, makes a weapon (often a sword or missile weapon) invisible until it hits a creature and does damage. The moment the weapon first successfully strikes, the operiment ends. The weapon can be magical, but it cannot be aflame. It must be touched by the caster thrice during casting.

This spell makes the vicinity of the weapon seem magical, though it does not reveal an outline that enemies able to detect invisible objects can identify or specifically locate. That is, they can tell that the area near the weapon's wielder is somehow magical, but they cannot tell “that person's apparently empty hand is holding a concealed sword!”

## NOW YOU SEE ME

Blink, when cast as Hobald's durative gliff, enables the spell recipient to teleport somewhere nearby as a move action for the rest of the battle (*or for five minutes*). The recipient can also give up the move action and instead become invisible. Only when the caster does so can foes able to detect invisible creatures ignore the recipient's resist damage +16 benefit; otherwise, it applies to their attacks.

The same magic, worked as Qezmur's commovitant evanition, creates an illusory duplicate image of the blinking creature. This duplicate teleports and winks into and out of visibility at the same time as the real being, and it seems to launch attacks at nearby creatures or cast spells. It is insubstantial and is entirely a distraction for foes to waste spells or other attacks on. An evanition spell otherwise provides the same benefits as a standard blink spell.

## SOARING MAGIC

Flight, when cast as Yethna's accipital caducity, functions as a flight spell but allows the spell recipient to swoop or dive at double speed during any round in which they have sufficient height or room to do so. Attacks launched during a swoop suffer -3 to hit, but they gain +6 to damage. The GM determines damage suffered through unintended impacts during a dive.

The same magic, enacted as Xorrava's essorant exodromy, grants the usual powers of a flight spell, but instead of the swoop of a caducity, it imparts triple normal movement rate when rising. Soaring creatures launching an attack double the damage they do to a foe, though they suffer half of this doubled damage (*round fractions up*) themselves. When a soaring creature strikes an obstacle, they often suffer triple the maximum damage of the most puissant physical attack they can launch. Soaring is therefore usually used not to attack, but to reach a high point or aerial steed.

## MAKE HASTE

Haste, when cast as Delvauna's arreptitious agentivar, grants the caster an additional standard action at the end of the round of casting, and its extra potency is then exhausted. This spell cannot be cast on an ally, only on the caster personally.

The same spell, cast as Umbarrlyn's flender, functions as a haste spell usually does (*that is, taking effect on the target's next turn*). However, it also doubles the target's movement rate and

allows an additional 1d2 (*odd/even roll*) free actions, per round, for 4 rounds.

### ALL IS REVEALED

Invisibility purge, cast as Alannath's latibular propalation, also prevents any creature or any item from becoming invisible within the caster's view for the rest of the battle (*or the next ten minutes, whichever comes first*). This negates the usual benefits of a normal blink spell. In addition, portals to other planes, dimensions, or worlds, and the precise locations in which teleporting creatures have just departed from or appeared, glow faintly for the duration of the propalation (*visible to all*).

The same magic, enacted as Kalanth's imboskilar epuration, functions as an invisibility purge, but if any invisible creatures are revealed the caster may choose to immediately become invisible per the invisibility spell.

### RESISTANCE? FUTILE!

Overcome resistance, cast as Jastr's debellative obstrilligation, allows the caster and any one touched ally to ignore the resistance power of any specific form of creature (*for example, all orcs, or all dragons of a particular type—but not half-orcs as well as orcs, or all sorts of dragons*). This extends not only to races but also to shapechanging creatures in any shape, that have used the creature form selected by the caster at the time of casting or for 7 hours thereafter.

The obstrilligation lasts for 7 hours. The caster chooses the creature form to be overcome during casting and cannot alter it thereafter. During those 7 hours, no subsequent obstrilligations cast by the same caster will be successful, meaning a caster cannot use multiple such spells to overcome the resistances of multiple sorts of creatures.

The same spell, worked as Zelasko's anatreptic quiddity, works as overcome resistance usually does, but it also imparts to the caster (only; not allies, though such allies do gain the usual overcoming benefit of the spell) an inkling of any special or secret powers or abilities possessed by any creature targeted by the caster for an attack. Even if a monster battling the caster hasn't yet belched acid, teleported, or cast a spell, the caster will be warned that it can do so. (*At the GM's discretion the caster may be warned of all such abilities, only a few, or only one.*)

### THE CURSE OF ENCHANTMENT

Transfer enchantment, when cast as Belorma's arcane attornment, works only for the caster (*not a nearby ally*), and it has all the usual effects of a transfer enchantment. The attornment remains in effect for the next hour; if the caster suffers the same harmful condition as was transferred, it will again be transferred—automatically, this time,

regardless of the caster's current activities—to the same target. (*This continuing effect ends if the caster dies.*)

The same spell, cast as Chenneth's forfending enduement, does no psychic damage, but allows the caster to transfer a harmful condition from themselves to a target, and during the same round a harmful condition from an adjacent (*not just nearby*) ally to another target creature—or the same target creature. The conditions can be the same affliction or very different.

### DISINTEGRATION MOST FOUL

Disintegrate, cast as Xuld's comminution, instantly vaporizes one of the target's limbs (*of the caster's choice*). The magic cauterizes the wound and no shock is suffered by the target, and even if they are reduced to 0 hp, they don't entirely disappear.

The same spell, cast as Hanthar's cataclasm, allows the caster to disintegrate only non-living or formerly-living material, leaving all living tissue unharmed. So undead could be vaporized, or all of the clothing, armor, and weapons of a foe, or even a door, throne, or manacles the target is touching. The caster of a cataclasm can choose to deal the target creature the usual damage or leave them physically unscathed. (*Use of a cataclasm usually doesn't harm true magic items, but rather it teleports them away in random directions.*)

### DEADLY SWARM

Meteor swarm, when cast as Nodarr's anaerectic bolide, allows the caster to create a meteor swarm of silently-bursting force globes, so 4d4 × 10 force damage is suffered thanks to a shock wave; there is no cold, fire, or lightning. This attack is numbing-deafening to those affected and other creatures nearby, though not as loud as the usual forms of meteor swarm. Objects affected by this spell suffer as if struck by crushing blows.

If this spell is enacted as Vanthele's rogalian aeroliths, only fiery meteors are created and only fire damage is dealt; but it always creates four meteors. Within the blast area of Vanthele's rogalian aeroliths, the air itself remains afire for 10 minutes. This fiery cloud does 2d4 hp of damage per round to anyone caught in it or passing through it. The spell creates no smoke, but for 2d10 minutes in the wake of this fire the affected area is airless darkness that no creature can breathe.

### TELEPORTATION: THE ONLY WAY TO TRAVEL

Teleport, when cast as Cortarr's instantaneous journey, always reaches its destination unerringly when used to travel to a previously-visited location in the world (though not the underworld or overworld). In other words, there is no d20 roll to go astray.

The same magic, when cast as Ranthar's momentary absquatulation, allows the caster

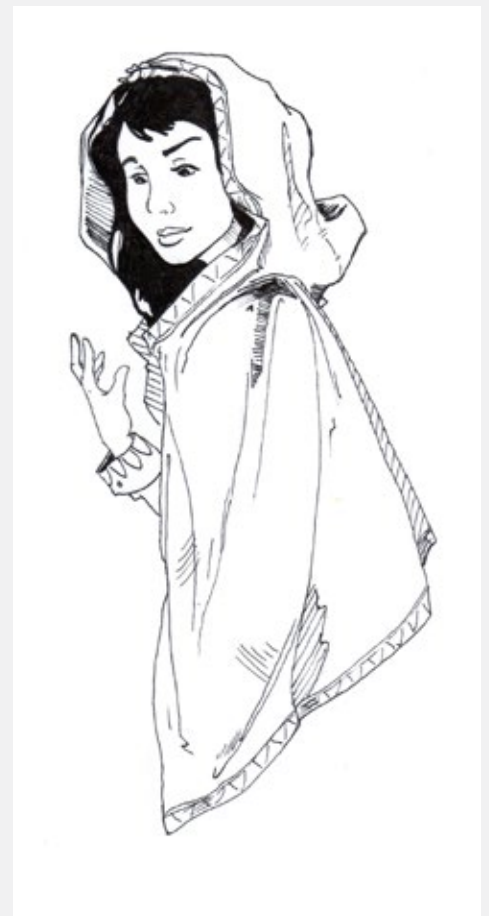
to send themselves and up to 4 adjacent allies to as many destinations. For example, an absquatulation can be used to send five creatures to five different places, or one to a specific spot and the other four somewhere else, or any combination.

The allies have no say in where they go unless they are touching the caster—which means they'll go to the same destination as the caster. They are usually unaware of where they're being sent, unless informed by the caster (this spell is often used to send a mistrusted ally into trouble, far from the caster's trusted companions). The usual 1 in 20 possibility of any of these teleports going awry applies.

Alternatively, the caster can use this spell to send four items to specific previously visited locations, rather than creatures—but upon doing so, loses contact with them. The caster does not see what happens to them or who may gain possession of them thereafter.

### PRACTICE MAKES PERFECT

If a wizard player character makes repeated use of any of these verbalization variants, it is suggested that they begin to understand ways in which the spells can be further modified (usually becoming a level higher in the process) to gain greater control, and prevent unintended results. If they ignore their increased perception, well of course the unintended should lurk and grow more likely. Most GMs will readily see that not only fireballs can be cast recklessly. ■



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GYGAX MAGAZINE

# Melee masters

## Three new class builds for *13th Age* RPG

by Brian Liberge

One of the largest issues we've seen with tabletop games as they become popular is the inevitable arrival of option glut. More and more choices get published, making it difficult to keep track of and balance. A classic victim in d20 system is class glut, with the introduction of new classes that are very similar to the core classes we already enjoy with just slight tweaks. Worse can be when designers make more tweaks than they really wanted to try and make the new classes unique. It makes system mastery frustrating and can be the source of accidental imbalance.

In the 13th Age roleplaying game, designers Rob Heinsoo and Jonathan Tweet offer some interesting solutions to counter option glut. Backgrounds and One Unique Things provide free-form mechanics to create unique characters; and it's easy to swap features and talents between classes without breaking the game. However, these solutions require some work—and d20 players who aren't used to having the freedom to hack the game's core classes might be overwhelmed.

Another option introduced in some games—and made popular in *Pathfinder RPG* with archetypes—is the use of class builds. Instead of presenting a brand new class, with its own progression, proficiencies and abilities, you present only the changes needed to turn an already familiar class into a class that feels very different thematically. Class builds offer a good middle ground between the extremes of option glut and pure do-it-yourself class customization. We present three such 13th Age compatible classes here: the corsair, the reaver, and the vallyrie.

The flavor of these class builds draws from the Midgard Campaign Setting, but these classic ideas will fit into many high fantasy or dark fantasy settings without trouble. In the spirit of 13th Age we don't presume to give you hard guidelines to create an ultimate build. Each series of talents is designed to work well together, but players should pick and choose what they like, along with the classes' core talents.

It's not a perfect solution to option glut, but it's a huge step in the right direction—while staying fun, and easy to use.

### CORSAIR (RANGER)

The corsairs of Triolo are notorious from the White Sea to the great Western Ocean. These sea raiders strike any shipping other than their own, seize cargos of all kinds, and

ransom captives from every nation. From proud minotaurs to diabolic gnomes, the Triolan corsairs contribute to the prosperity and security of the republic. Triolo is not the only nation to support corsairs, but its corsairs are the most renowned and feared.

Their friends call them daring adventures of the sea, and their victims call them villainous pirates—both have the ring of truth. Corsairs have a reputation as rough, noisy and boastful swordsmen, which contribute greatly to their romantic appeal.

As a corsair, you know that a fierce reputation can help end a fight before it truly begins, and that an unexpected smile can be as much of a weapon against your foes as a well-placed blade.

A life of raiding makes a corsair skilled at dealing with the unexpected. You know how to take advantage of surprise when others might miss a crucial opportunity, and your ability to adapt to the sudden movements of a ship at sea enables you to keep your place in the turmoil of battle.

#### Class Talents

Always shuffling

When you roll a disengage check, roll two d20s instead of 1d20 and take the higher result.

**Adventurer Feat:** You make disengage checks as a free action instead of a move action.

**Champion Feat:** If you roll a natural 11+ with both dice you can make a basic melee attack before disengaging.

**Epic feat:** You do not get stuck.

### DREAD CORSAIR

Corsairs have a reputation for bloodthirsty savagery, and you know how to play it to the hilt. Once per day as a free action, after hitting a foe with an attack, you can activate your dread aura until the end of the battle. You gain +2 AC against enemies engaged with you.

**Adventurer feat:** You gain a +2 to hit any enemy engaged with you.

**Champion feat:** You gain a +1 bonus to damage rolls for every foe that is engaged with you beyond the first, up to a bonus of +4.

**Epic feat:** Your maximum damage bonus per engaged foe is increased to +12. You can also use this talent twice per day.

#### Roll and Move

Once per battle when an enemy intercepts you, you can take an immediate opportunity attack from the intercepting enemy. If the attack misses, you may continue moving to

engage your intended target.

**Adventurer feat:** You can use your Mental Defense instead of Armor Class to defend against the opportunity attack.

**Champion feat:** You can use this talent twice per battle, but only once per round.

**Epic feat:** You can move on to your intended target even if the intercepting foe hits you with their opportunity attack.

### REAVER (BARBARIAN)

The reavers of Midgard's frozen northlands are feared by all sane men and women. They are proud of being barbarians and idealize the threefold path of their ancestors: to hunt, to explore and to ravage the coasts of weaker nations. Walking all three paths simultaneously is the greatest way to honor self, family, and the gods. They hold these paths as ideals in all things.

The closest a true reaver comes to peace is in their craft. All reavers create as part of their lives, with the most common trades being farming, brewing, and stonework. Every true reaver is also familiar with runecraft, learning to read the ancient dwarven runes even if they cannot work them to their own ends. To many, tracing the ancient runes helps prepare their spirits to walk the three paths.

Despite their long heritage, the reaver traditions of the North are slowly dying. Entire reaver clans among the dwarves have migrated south to seize new lands and opportunities. The northern humans have mellowed the region's bloodlust—at least compared to how it was described in the sagas. Humans have impressed a kind of restrained diplomacy upon the dwarves, the trolls, and even themselves, smoothing over some disputes that would have led to blood feuds in an earlier age. The number of raiding ships setting forth each year declines, though perhaps the tales of the golden age also exaggerate the fleets of old.

Reavers have survived, though—and you are among their number. You take the three paths of your ancestors very seriously. As dwarves have moved south, so too have some reavers, practicing their ways in a loud and bloodthirsty way wherever war sweeps the land. Warlords know it is good to gather reavers before waging war. The foolish ones try to control the reavers, telling them when to march, rest and kill. The wise put gold in their hands, point them at the enemy, and have mead waiting for them when they return.



## ADVENTURER TIER TALENTS

### Hurl Weapon

You can throw any melee weapon as if it were a thrown weapon. Use Strength instead of Dexterity when calculating attack and damage.

**Adventurer feat:** If your attack hits and drops a foe to 0 hp, you can make a move action directly to your weapon and pick it up, as a free action.

**Champion feat:** Once per round, if your attack hits and drops a non-mook foe to 0 hp, you can make a basic melee attack after recovering your weapon.

**Epic feat:** As part of the standard action used for a ranged attack, you hurl yourself as well as your weapon, moving adjacent to the target as if making a successful check to leap.

### THE POWER OF MEAD

You treat a draught of ale or mead as an Adventurer Tier healing potion, even if an ally is pouring the draught down the gullet of your unconscious body. Until the end of the battle you take a -1 to AC and Physical Defense and gain a +2 bonus to your Mental Defense and damage.

**Adventurer feat:** Nearby allies who partake in a draught of ale or mead also gain the effects as long as they remain nearby.

**Champion feat:** You and your allies do not take a -1 to AC and Physical Defense.

**Epic feat:** If a character feeds you a draught of ale or mead while you are dying, you can enter a rage for free (it doesn't count against your normal usage). You can immediately take a standard action.

### VOLUND'S HAMMER

Once per day as a quick action you draw runes across your chosen weapon. Choose cold, fire, lightning, or thunder. That weapon now deals that damage type on all attacks until the end of the battle.

**Adventurer feat:** You also ignore damage resistance 12+ or lower until the end of the battle when attacking with your Volund's Hammer weapon.

**Champion feat:** You may choose two damage types instead of one. Your chosen weapon deals both types on all attacks until the end of the battle.

**Epic feat:** You ignore damage resistance 16+ or lower until the end of the battle when attacking with your Volund's Hammer weapon. If you hit with your Volund's Hammer weapon while only targeting one enemy, deal miss damage to each enemy adjacent to the target.

## CHAMPION TIER TALENTS

### The Hunter's Path

You gain a +5 bonus on checks to track a

known foe and to find hidden enemies.

**Champion Feat:** When you deal a critical hit, that enemy becomes stuck until the end of your next turn.

**Epic feat:** You treat invisible creatures as visible.

## EPIC TIER TALENTS

### Absorb Magic

When a foe attacks you using arcane or divine power and rolls less than or equal to the escalation die, you can heal using a recovery action.

**Epic feat:** You also gain 20 temporary hit points.

## VALKYRIE (PALADIN)

These holy warriors are not true Valkyries from beyond the mortal realm but emulate their abilities through deep devotion to their gods. These warriors walk the plane of men, and strive to uphold the teachings of their gods so they can someday serve them in the celestial realms.

True Valkyries traditionally serve the god Wotan, who sends them to decide the course of battles and harvest the souls of brave fallen warriors. Riding savage, whitefurred, winged wolves, they descend on battlefields surrounded by crows and ravens. Valkyries are invisible during these missions and nudge the odds in favor of one side or the other as Wotan decrees.

As a mortal Valkyrie you are more direct in your actions. The gods rarely give you specific instructions on where to fight and whom to support—it is up to you to find battle and pronounce judgment according to the lights of your faith.

Valkyries love animals, especially birds. They can be quick to judge mortal humanoids as weak and cowardly until they prove otherwise. You love battle and bloodshed, which can lead others to see you as savage and callous. But you are your god's law, forged for combat. It would be an offense for your talents to lie idle.

### ANIMAL ALLY

You can choose the ranger's Animal Companion or Ranger's Pet talent as one of your paladin talents. Animal Companion still takes up two paladin talent slots. Wolves, bears and ravens are common Valkyrie companions.

### CLOAK OF DOOM

Once per day as a quick action, you activate your cloak of doom talent. Until the end of your next turn, all nearby enemies take -2 to their attack rolls against you or any of your allies.

**Adventurer feat:** Whenever the escalation die is 4+, as a quick action, you can activate your cloak of doom for free (it doesn't count against your normal usage). The penalty to attack rolls does not stack.

**Champion feat:** The cloak of doom effect now lasts until the end of the battle. In addition,



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enemies adjacent to you take a -5 on saves versus fear.

**Epic feat:** You can activate the cloak of doom freely when the escalation die is 2+.

#### DEATHWATCH

As a standard action you can determine the condition of creatures near death, so long as you can see them. You instantly know whether each creature is dead, has fewer than 10 hit points (excluding mooks), is undead, or is neither alive nor dead (such as a construct).

**Adventurer feat:** You can see invisible creatures during this action, and any creature whose appearance is hidden by magic but which you would otherwise be able to see. Creatures hidden by non-magical means stay hidden.

**Champion feat:** You become invisible when you perform the deathwatch. Your invisibility ends if you make an attack, or if you choose to end it.

**Epic feat:** You can activate this talent as a quick action, but you are unable to attack until the end of your turn.

#### HARVEST THE FALLEN

As a standard action you can bind a soul from a recently slain body to your weapon, shield or armor. You can only have three souls bound at once, with only one soul bound into an individual object. Individuals who have their

souls bound in this way can only be resurrected through divine intervention, or by the acts of an icon, at the GM's discretion. You can release the soul, or transfer the soul to another appropriate object with a standard action. Once bound, a soul in a weapon grants you +1 to attack and damage rolls. A soul in a shield increases your AC by +1, and a soul in armor increases your physical defense by +1. Only you get the benefit from the bound soul. Binding a soul to a true magic item causes it to count as one tier higher when determining how many true magic items you are carrying.

**Adventurer feat:** You can bind a soul into your helmet. Doing so grants you a new +1 background that belonged to the deceased. You only have access to the background while the soul is bound to your helmet, and while you are wearing it.

**Champion feat:** You can bind up to two souls per object, granting a cumulative bonus. You can bind up to six souls total. A true magic item with two souls bound to it counts as two tiers higher.

**Epic feat:** You can bind up to three souls per object, granting a cumulative bonus. You can bind up to 10 souls total. A true magic item with three souls bound to it counts as three tiers higher. You can also bind a soul into your boots, granting you the ability to fly at the same speed you run on land. ■

## Note to GMs

Harvest the Fallen is a very appealing talent and an excellent source of roleplay. Feel free to have the souls in the valkyries' care occasionally find the strength to speak to the player or have the player glimpse moments from the captured souls memories. How does a soul trapped in a sword respond differently than that in a helm? Can a soul repent after it has been slain?

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# FULL FRONTAL NERDITY

by Aaron Williams • www.dogooderpress.com

WITH A MIGHTY ROAR, THE DRAGON'S MOUTH FILLS WITH THE FIRST FLICKERS OF DEADLY FIRE! "YOU FOUGHT WELL, BUT NOT WELL ENOUGH!"

WE ROLL TO DISBELIEVE!

HAVING ONLY THREE HIT POINTS SHOULD GIVE ME LOADS OF INCENTIVE TO THINK THIS IS ALL AN ILLUSION!

ME AND MY TWO HIT POINTS MIGHT AS WELL GO ALONG WITH THIS WHOLE "DENY REALITY" THING.

WHAT? YOU CAN'T JUST DISBELIEVE SOMETHING THAT'S ABOUT TO KILL YOU, ESPECIALLY WHEN YOU'VE SPENT THE LAST HOUR FIRMLY BELIEVING YOU WERE TRYING TO KILL IT.

CALL IT A CRISIS OF FAITH IN THE NARRATIVE.

HEY, YOU LIKE IT WHEN WE TRY TO ROLE-PLAY, SO I'LL START. DRAGONS CAN'T BE REAL BECAUSE THEIR SKELETONS COULDN'T SUPPORT THEIR WEIGHT.

FOOLISHNESS. DRAGONS ARE CREATURES OF MAGIC, OUR BONES LIKE MITHRIL, STRONGER THAN STEEL YET LIGHT ENOUGH TO FLY.

WE'VE GOT MAGIC, TOO, BUT STUFF STILL BREAKS.

YEAH, SO YOU'VE GOT TO HAVE SOME PHYSICAL LAWS INVOLVED.

HOW MANY PRINCESSES HAVE YOU EATEN LATELY?

YOU WISH TO KISS A FAIR MAIDEN BEFORE YOU DIE, THEN?

A NOBILITY-ONLY DIET CAN'T POSSIBLY SUPPLY ENOUGH BIOMASS TO KEEP YOU GOING.

DRAGONS ARE CREATURES OF--

BLAH, BLAH. EVEN MAGIC MONSTERS GOTTA EAT.

FINE. THERE'S CATTLE, WILD GAME, INTRUDERS...

AND THAT GIVES YOU ENOUGH ENERGY TO LET YOU FLY, BREATHE FIRE, AND REDUCE ME TO HALF HIT POINTS WITH ONE TAIL-SWIPE?

THAT'S MORE TO DO WITH MASS AND INERTIA.

SO IT'S MADE OF REAL MEAT. IF WE SLAY A DRAGON, IT SUDDENLY DOESN'T GET SMALLER OR START LEAKING MAGIC.

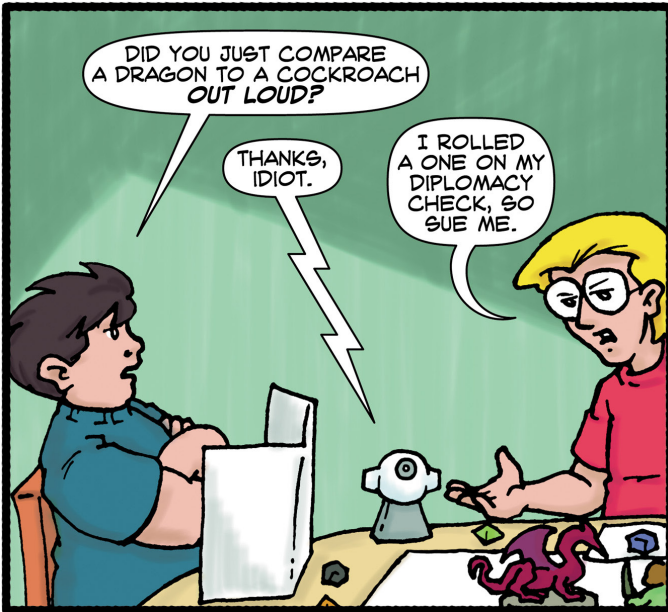
SPELLS CAN CREATE FOOD.

THAT'S DIVINE MAGIC. THE ONLY TIME WIZARD-MAGIC HAS BEEN SEEN TO MAKE FOOD IS IN HARRY POTTER, AND IF YOU WON'T LET US USE THE AVADA KEDAVRA CURSE IN THIS GAME, THEN THERE'S NO WIZARD-GRUB, EITHER.

DRAGONS HAVE GODS WHO EAGERLY GRANT US POWER. ANY MORE AMUSING OBSERVATIONS BEFORE I DINE ON YOUR FLESH?

SURE! YOU'RE A VERTEBRATE! THAT'S FOUR LIMBS, MAX.

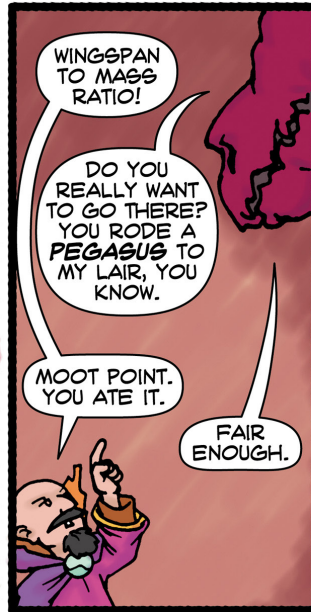
UNLESS YOU'RE A SCALY-LOOKING COCK-ROACH, THE WINGS OR A SET OF LEGS HAVE GOT TO GO!



DID YOU JUST COMPARE A DRAGON TO A COCKROACH OUT LOUD?

THANKS, IDIOT.

I ROLLED A ONE ON MY DIPLOMACY CHECK, SO SUE ME.



WINGSPAN TO MASS RATIO!

DO YOU REALLY WANT TO GO THERE? YOU RODE A PEGASUS TO MY LAIR, YOU KNOW.

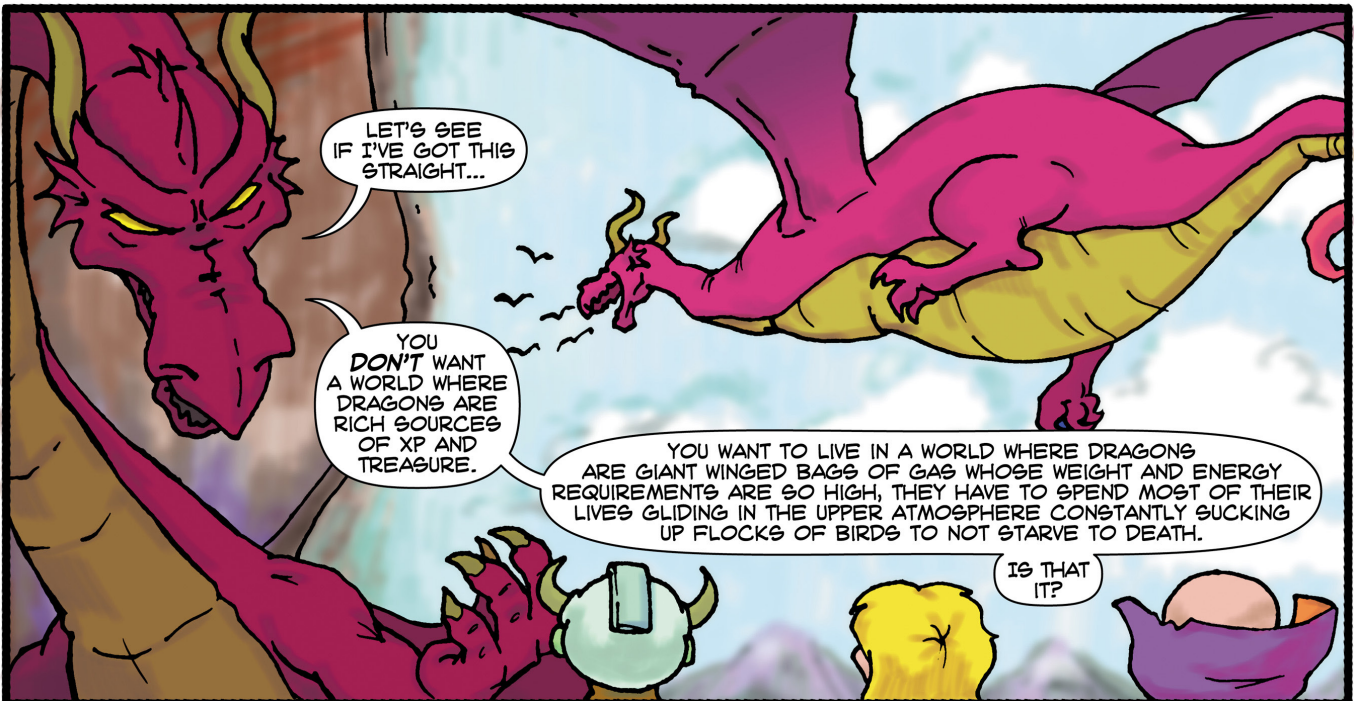
MOOT POINT. YOU ATE IT.

FAIR ENOUGH.



THE FIRES THAT BURN WITHIN ME COULD BE A SOURCE OF LIGHTER-THAN-AIR GASES.

SO SHOULDN'T YOU GET HEAVIER THE MORE YOU USE YOUR BREATH WEAPON?

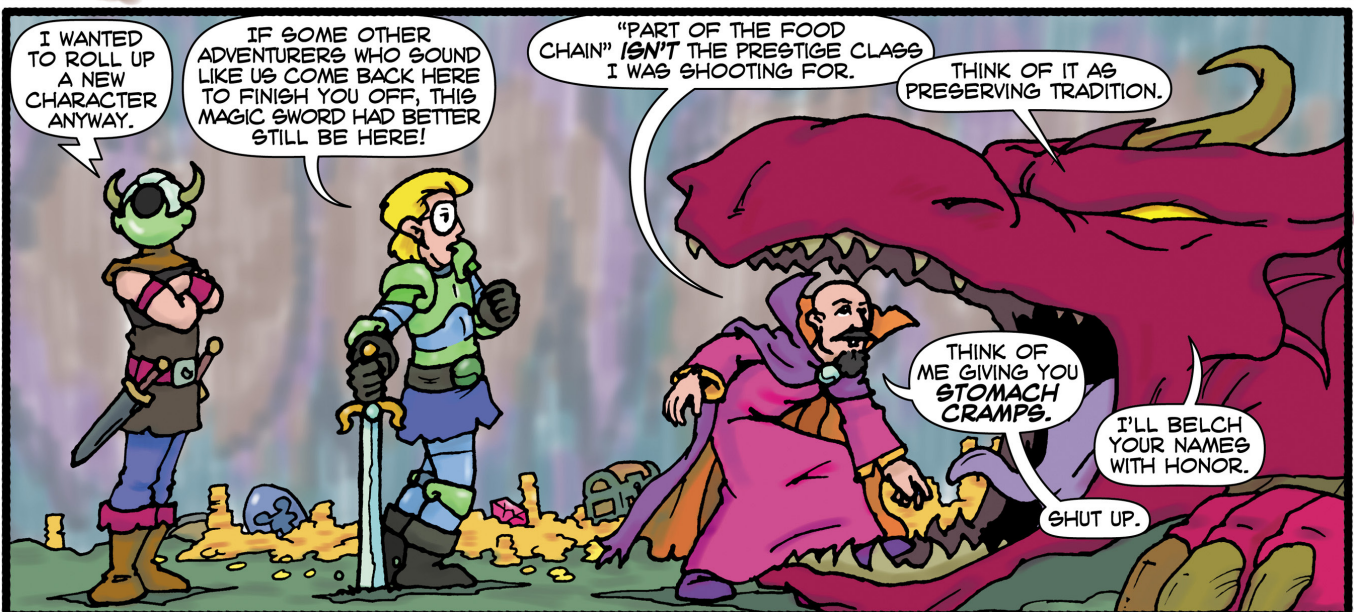


LET'S SEE IF I'VE GOT THIS STRAIGHT...

YOU DON'T WANT A WORLD WHERE DRAGONS ARE RICH SOURCES OF XP AND TREASURE.

YOU WANT TO LIVE IN A WORLD WHERE DRAGONS ARE GIANT WINGED BAGS OF GAS WHOSE WEIGHT AND ENERGY REQUIREMENTS ARE SO HIGH, THEY HAVE TO SPEND MOST OF THEIR LIVES GLIDING IN THE UPPER ATMOSPHERE CONSTANTLY SUCKING UP FLOCKS OF BIRDS TO NOT STARVE TO DEATH.

IS THAT IT?



I WANTED TO ROLL UP A NEW CHARACTER ANYWAY.

IF SOME OTHER ADVENTURERS WHO SOUND LIKE US COME BACK HERE TO FINISH YOU OFF, THIS MAGIC SWORD HAD BETTER STILL BE HERE!

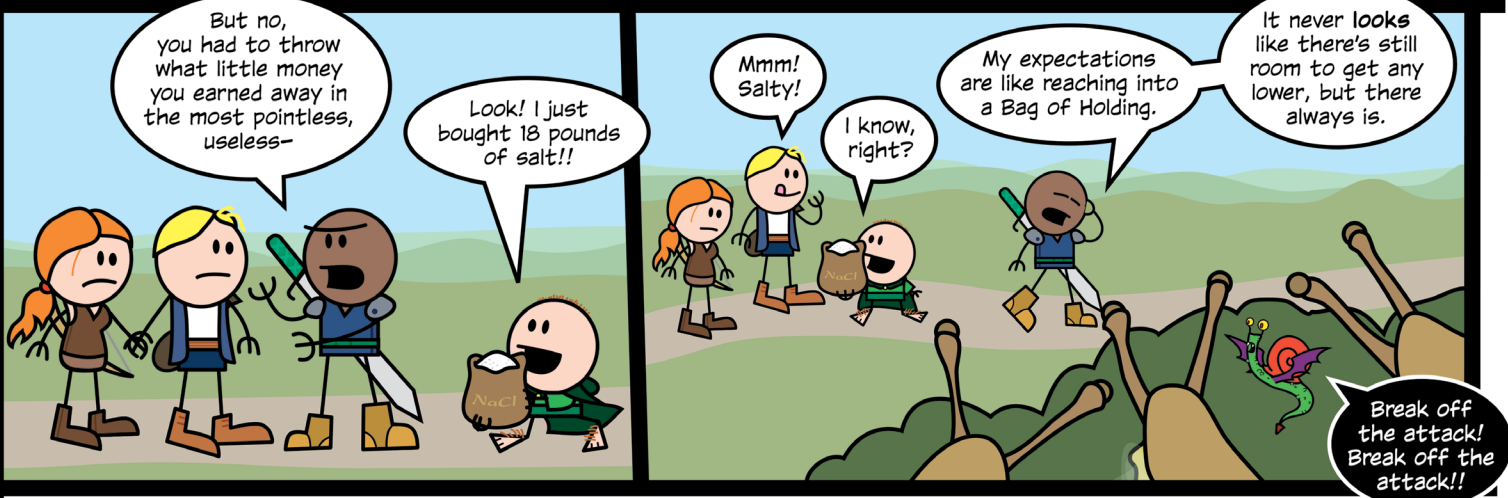
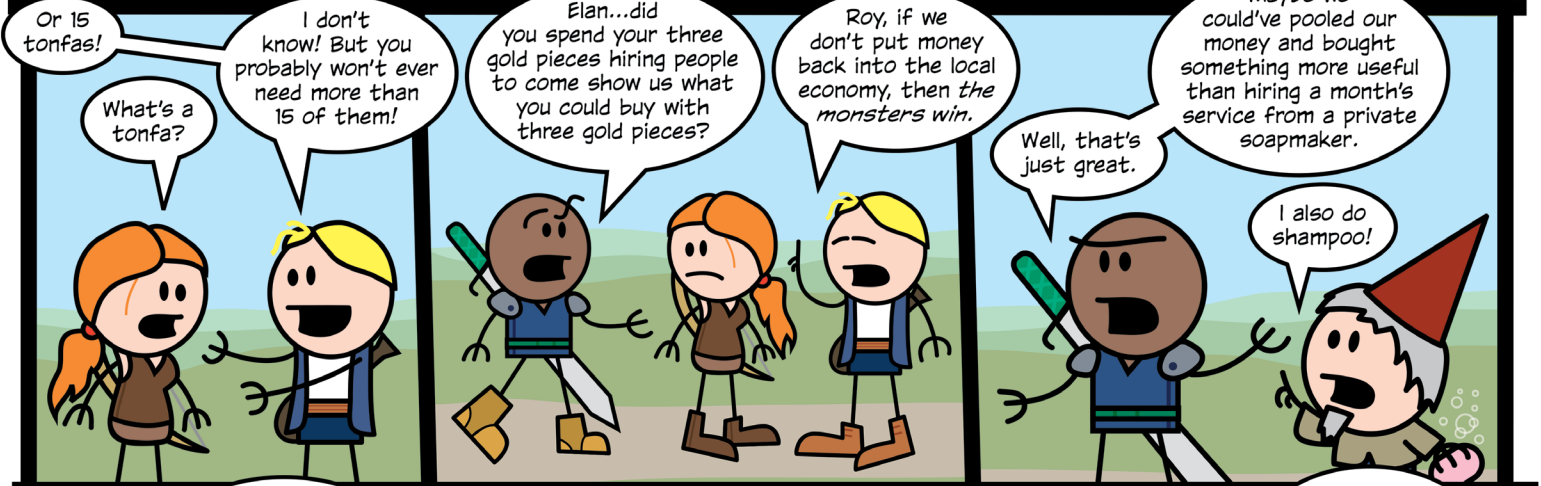
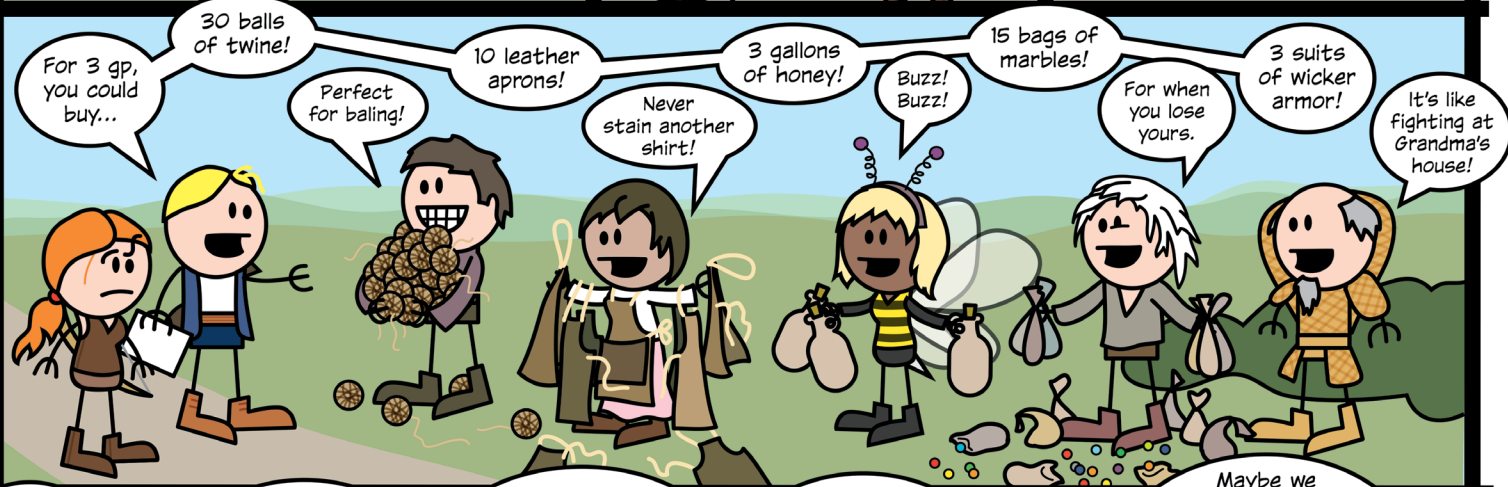
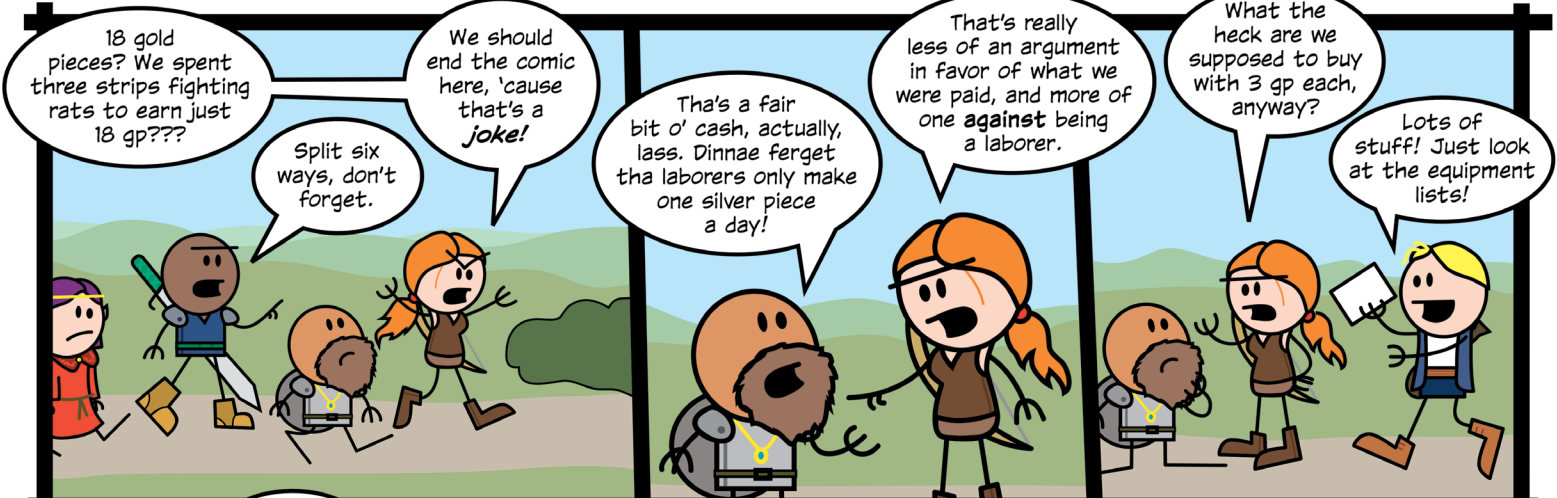
"PART OF THE FOOD CHAIN" ISN'T THE PRESTIGE CLASS I WAS SHOOTING FOR.

THINK OF IT AS PRESERVING TRADITION.

THINK OF ME GIVING YOU STOMACH CRAMPS.

I'LL BELCH YOUR NAMES WITH HONOR.

SHUT UP.



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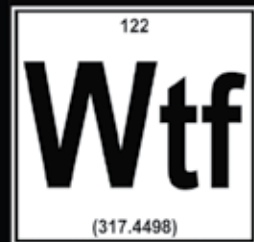


Happiness is



a warm Tauntaun

The Element



of Surprise

COME AT ME BRO



GEN CON  
The Best Four Days in Gaming!  
2014



ROCKS FALL, EVERYONE DIES.



GOOD.



SCIENCE

I'm one accident away from being a Super Villain!



ESSENTIAL  
NPC

THE SUCCESS OF THE MAIN QUEST DEPENDS ON MY CONTINUED SURVIVAL

DO NOT MAIM, ROB, OR KILL

NPC IS NOT WORTH SIGNIFICANT SP AND DOES NOT CARRY FACED WEAPONS OF GREAT VALUE, CLOTHING, OR ARMED WEAPONS

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# MUMMY'S MASK

## MUM'S THE WORD

While Pathfinders flock to explore Osirion's ancient tombs, a mysterious sect called the Cult of the Forgotten Pharaoh has their own goal – to find the mask of the Forgotten Pharaoh and bring him back to life to reclaim his long-lost throne. Only by defeating the risen pharaoh and sending his reunited soul into the Great Beyond can Pathfinders save Osirion from the rule of a mummy from the ancient past.

# PATHFINDER

## ADVENTURE PATH™

*Pathfinder Adventure Path: The Mummy's Mask* begins with *The Half-Dead City*, a new adventure for first level characters, and the perfect starting point for new players or experienced gamers beginning a new campaign.

*The Mummy's Mask* is comprised of 6 monthly, full-color, softcover volumes, which include:

- In-depth adventure scenarios
- Stats for several new monsters
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- Tie-in products: *Mummy's Mask Item Cards*, *Pathfinder Player Companion: People of the Sands*, *Pathfinder Campaign Setting: Legacy of Pharaohs*, and more

THE MUMMY'S MASK  
ADVENTURE PATH KICKS OFF  
**FEBRUARY  
2014**



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