Fun in Games

POLYHERDON NEWSPER

The Road to Living City

Revolution

Issue #34

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About the Cover

On the cover of this issue is a landscape from “BROWNIE MISERY”, a submission from member Michael Lach, which is included in the “ROAD TO THE LIVING CITY” article on page 6. Art by Roger Raupp.

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Greetings

Hello: I’m Jean Rabe, the new RPGA™ Network Coordinator. I began work March 23rd, and at press time I was still discovering various aspects of this position and things I am responsible for, such as writing Notes From HQ. I am also discovering some interesting things in drawers in the HQ cubicle and in endless piles of material Harold Johnson gives me. Harold is TSR’s director of Consumer Services, of which the RPGA™ Network is a part.

I have been an avid gamer since 1977, and have been a member of the RPGA™ Network since October, 1984. Before coming to the Network I worked as a journalist. It was a hard decision to leave that field, but I am finding I definitely made the right choice, as this is much more fun. I have been involved with helping several conventions in the south Midwest. And now I have a chance to work with GEN CON® Game Fair, setting up the 33 RPGA™ Network-sanctioned tournaments it is going to feature.

My predecessor, Penny Petticord, is responsible for getting me involved with the RPGA™ Network and for encouraging me to apply for this position, for which I thank her. Her commitment to high quality and her dedication to the Network makes her a hard act to follow.

I have found the position of Network coordinator to be exciting and frustrating — exciting because the work is really fun, and is similar to what I was doing for a hobby. But it is also frustrating because there are not enough hours in a week to accomplish everything I would like.

Now that I’ve introduced myself, let’s talk about the direction the RPGA™ Network is headed.

Where We Are Going

The RPGA™ Network is working diligently to broaden its horizons so it can better serve its members and encourage others to join the organization.

Among the Network’s new features is the Living City project, which will be developing with the help of the members. It is premiered in this issue with the feature, On The Road To The Living City, a series of introductory adventures. Other plans include an improved club program, which offers real benefits to people who belong to RPGA™ Network clubs. The Network also is striving to be more representative of the gaming industry by sponsoring an increasing number of tournaments from companies throughout the country. At this summer’s GEN CON® Game Fair, 15 of the 33 RPGA™ Network-sanctioned tournaments feature products for companies other than TSR, Inc., our parent corporation.

Despite all the favorable news and ambitious plans, there is a concern the Network must face. We are losing members in a time when the Network needs to grow. During the past few years the Network’s membership has dropped from about 10,000 to a little less than 9,000. This is a situation that needs to be turned around soon. The RPGA™ Network has so much to offer, and to continue to be a vital organization the Network must flourish. The greater the number of members, the more opportunities there will be for everyone. The Network is continuing to get new members, but renewals are steadily decreasing.

We think one of the factors that has caused the Network’s decline in membership is our failure to get the Polyhedron™ Newszine on schedule. This is a situation that will change. The Polyhedron™ Newszine is going to get on schedule. It has to. A few issues are in production now, and we are confident that by the end of the year our deadlines will be met, signaling the banishment of the white rabbit which has been frequenting the Notes From HQ during the past many issues. We would like to know, however, if we are correct in our assumption about the Polyhedron™ Newszine’s sporadic delivery causing the decline? Are there other reasons? Let us know.

How You Can Help

The members can help keep the Polyhedron™ Newszine on schedule by contributing articles and modules. There are several regular contributors to the newszine. However, there needs to be more. An organization with about 9,000 creative and talented members should be receiving more material than is presently stored in a few file folders in my desk.

Consider sharing with us some of your choice encounters for the many game systems you play. How about sharing some of your favorite NPCs? Or how about sharing some of the unique magic items, monsters and alien races you have developed? The Polyhedron™ Newszine is a wonderful format that can be used by the members to trade ideas and to express their opinions about a variety of game systems. It is time more RPGA™ Network members started taking advantage of the opportunities the Polyhedron™ Newszine presents.

HQ also needs the members’ help with providing tournaments for conventions. There is an increasing demand for RPGA™ Network-sanctioned tournaments. However, the pool of tournaments we have to draw from is severely low. Again, there are several members who regularly contribute two- and three-round tournaments. But I am confident many more RPGA™ Network members are creative enough to write tournaments for a variety of game systems. We especially need tournaments for the AD&D® game, MARVEL SUPER HEROES® system and GAMMA WORLD® Game system. We also welcome tournaments for games which are produced by companies throughout the industry. However, please note that these tournaments must also be approved by the companies which created those games before the tournaments can be run as RPGA™ Network events. Guidelines for writing tournaments are available from HQ. All you have to do is ask for them. In addition, C6, The Official RPGA™ Tournament Handbook, which is available in book stores and hobby shops, includes guidelines on how to write and run tournaments. Do not be discouraged if your first submitted tournament is rejected. And do not be offended if we send any tournament back for revisions. Rewriting is essential if the Network is to maintain its reputation of high quality.

Before you submit a tournament to the RPGA™ Network, please send a detailed outline of the adventure, the encounters involved and a copy of the characters that you will use.

We also would like to hear from the members about the type of material and subjects they would like included in the Polyhedron™ Newszine. We want to know what features you enjoy in the newszine. In addition, we know the Network is doing something right because we are getting renewals and new members. We’ve already asked the non-renewers to tell us what they don’t like. We’d also like to know what our loyal members like about your Network so we can continue those services.

Take care,
Jean Rabe
Letters

Answering the call
I would like to volunteer my services to the RPGA Network no matter how small they may be. You must understand, though, that I cannot go to even the closest tournament because I do not have a drivers license yet and I find it difficult if not impossible to get a ride. I have no previous writing experience although I am compiling a module to send in to DUNGEON Magazine right now. I would like to help with anything I can, but that would be extremely limited. Also I was wondering if non-RPGA members could submit articles as well. I am the only RPGA Network member in my campaign.

Larry Christian
Vincennes, IN

I have been playing the AD&D® Game for over seven years and have been a member of the RPGA Network for about five. I have never been active in the organization and would like to begin now.

Not only would I love to contribute to the city project, I would love to write articles on topics such as game theory, campaign design, character development, etc. How would I go about submitting such articles? I would also like to submit a comic strip to you. The strip would be a humorous serial about the exploits of a hapless kobold. The story is designed to fill a single page of each issue of the Newszine, and continue from issue to issue, similar to Larry Elmore's SNARFQUEST Strip. One question I wish to ask is can I retain a copyright on the artwork I send?

Steve Morton
Moundsville, WV

I just started my membership with the RPGA® and when I received the Newszine I started to read it right away. I discovered, by reading the letters section, that there was a lack of material for the Newszine and members were saying that participation goes along with the membership. This — and the fact that none of the articles in the Newszine interested me very much — started me thinking of contributing some work of my own.

I’m a little vague on how to submit articles and tournament scenarios to you. I’d appreciate it if you could clear me up on this. I have a list of things that I’d like to know.

1. Are there any guidelines for submissions?

2. Where would I send them?

3. How do you want them sent to you?

4. What kind of topics do you want the submissions to be about?

Also, to get more people to help, you could award improvements on their rank or something like that.

William Larsen Portland, OR

Complete information on how and where to submit articles, tournaments, or artwork, and the obligations a member incurs by doing so, is included in this issue. We’ll look at submissions from any member, no matter how inexperienced. We will only publish the best, but we can’t say yes to your submission unless you send it in.

We do not accept submissions from non-members — not because we think that what non-members have to say isn’t worth hearing, but because the RPGA Network exists for the sole purpose of promoting interaction and communication among its membership.

We do not currently award either judge or player points for submissions; how well or how often a member submits material for publication does not reflect how good a player or DM that member is. There has been some consideration given to creating new rankings for members who write tournaments, submit to the newszine, and coordinate events, but the jury is still out.

By the way, are there any members in the Vincennes, IN area who are willing to give Larry a lift to a convention or two?

A Question of Advancement

There should be a compromise between RPGA Network rules on individual advancement in RPGA Network sponsored AD&D tournaments and the idea of group advancement.

In some cases the idea of individual advancement discourages role-playing and kills the group’s spirit. The event degenerates into chaos, with individuals trying to score “role-playing” points by taking any real or imagined character trait and driving it to the extreme. Thus the individual advancement idea should not be an inflexible rule, instead it should be a general guideline open to compromise.

The RPGA Network sponsored AD&D Snowcrystal Odyssey tournament is my case in point. In years past advancement in the Snowcrystal tournament was by group, as is advancement in most non-RPGA Network AD&D tournaments. However, the advancement was based on a careful balance of role-playing and group effectiveness. This emphasis on role-playing encouraged the development of interesting character personalities and encouraged a real group spirit. Many people so enjoyed playing a certain character that they have returned, year after year, to play the same character. Less experienced players were encouraged and helped to better their role-playing by the more experienced players. This mutual support was good for the newer players and established a congenial, enthusiastic atmosphere for role-playing. Each character tried to contribute to the group’s efforts and such contributions helped define the characters to many of the players. The structure of the Snowcrystal tournament was well suited for this type of group effort.

There were situations where every character had a chance to shine. The adventure introductions and summaries also helped define the personality of the characters.

When strict individual character advancement was used in the Snowcrystal tournament at the GEN CON® 19 Game Fair, most of the group spirit was lost. Suddenly everyone was competing with each other rather than cooperating with each other. Players new to Snowcrystal, without a lot of exposure to the Snowcrystal Mythos, seemed to be at a decided disadvantage.

Snowcrystal is not well suited to individual advancement. Characters are designed with an aim for clarifying their place in the group. Certain characters are at a decided disadvantage when it comes to individual role-playing ratings. Also certain characters were almost guaranteed of advancement. Monis, a nut case ranger, was a winner. Stormwind, an introverted magic-user, was far more difficult to play well and still advance. Those few players that did advance playing Stormwind all admitted to going out of character to do so.

I have a compromise suggestion. Let the first round of the tournament be individual advancement with the top 3-5 players from each group advancing to the second round. The first round teams would have to be randomly assigned to ensure fairness. For the second round everyone forms up into teams of their own choosing, and advancement is by team from there on. M.V.P.'s from losing teams could still advance as alternates. Individual ratings would still exist, both to encourage role-playing within the group and for RPGA Network rating purposes. I suggest that all other players should be told, before they rate their fellow players, how the character was written up. This prevents a player from ignoring his character's write-up.
Individual advancement is great. The majority of the tournaments that I have seen use it have been fine. But tournaments like Snowcrystal Odyssey should be encouraged by RPGA® Network also.

I would like to thank Mr. Przytarski for an enjoyable tournament and advance the hope that he and the RPGA Network can come to some sort of compromise.

Don Herz
Lowell, IN

You seem to have more problems with the way individual advancement was used with the Snowcrystal tournament than with individual advancement in general. Your points are well-taken. The member review group that looked at the 1986 Snowcrystal tournament had some very similar observations about the way the tournament was written, particularly the characters. Unfortunately, the tournament coordinators didn’t see to it that Network HQ’s suggestions were implemented. Needless to say, HQ is working on ways to keep that from happening again.

Your suggestion smacks more of changing horses in mid-stream than of compromise. As you point out, a tournament must be written and played with individual advancement in mind or it won’t work properly; requiring the designers and players to shift gears in the middle of the event would probably cause more problems than it would solve.

Your idea about requiring players to reveal their characters’ backgrounds is already Network policy. In any Network sponsored tournament, play is supposed to stop a half-hour early so that each player can explain why he played his character the way he did. Voting is not supposed to start before all the players have had their say. The DM is supposed to oversee this process and make sure that everybody gets his two cents in, and the DM is expected to add his own comments to the discussion. If your Snowcrystal DMs didn’t do this for you then you let them down.

You are not the only person to complain about “ham” role-playing. Another member reported that he heard a Snowcrystal player say “I’m going to advance even if I have to act like an idiot!” This problem is not confined to the Snowcrystal event.

There is no reason why Network members should have to put up with such boorish players. A team advancement system, however, won’t necessarily put an end to the problem. In fact, such systems encourage another kind of boorishness — the “Great General Syndrome.” We’ve all encountered this type of player. He has all the answers, tries to speak for the other players, and keeps everybody so busy trying to “succeed” in the scenario that nobody has time to enjoy himself. And if the DM should do anything so human as to make a mistake, look out for rough weather! The “Great General” isn’t about to have his chances for advancement ruined by a mere DM.

As things stand right now, you — the individual member — have the means to change the way Network events are played. You can do this with your vote. If you think a player acted like a ham instead of playing the game seriously, don’t vote for him. If a player took time to make a newcomer feel welcome, vote for him if you think this is the right way to play the game. The current system lets individual players decide what the criteria for advancement will be. You can use your votes, and your speaking time in the summary session, to promote whatever gaming style you think is best. That’s the beauty of the current system.

Finally, a sad note for you Snowcrystal fans. Mr. Przytarski and his Snowcrystal staff have not submitted an event for this year’s GEN CON® Game Fair, and it appears that they don’t intend to do any more tournaments, so we can all say goodbye to the Snowcrystal Odyssey.

Better Late than Never?

I would like to express my dissatisfaction with the RPGA Network. About 8 months ago I was trying to form an official RPGA Network Club. I had approximately 50 people interested in joining. I worked very hard to work the bugs out of everything. I had everything perfect except for one thing. None of my POLYHEDRON™ Newszines or my membership directory showed up until too late. People had to wait so long to see the advantages of an official RPGA Network club that they just weren’t interested anymore. So far I haven’t seen any reason to renew my membership. I would suggest you speed things up some, then I might join again. I have no problem with the magazines, mind you, just the service.

Joe Wilson
Robertsville, MO

Yes. We are behind. This is mainly due to an ever-increasing workload, mostly tournament requests. There is a limit to how fast we can work and still maintain the quality that you admire. The loss of our Network coordinator didn’t help us deliver the goods any faster.

Fortunately, we now have a brand new coordinator and getting back on schedule is our top priority. Those of you who have requested tournaments should have seen the difference already, as we are now running a month ahead of tournament requests. (If you have requested a tournament, but haven’t heard from us recently give us a call or send a note. You may have been lost in the coordinator shuffle.) Some improvements will soon be appearing in Newszine delivery as well. This issue, for example, is late, but it should find its way to your mailbox right on the heels of number 33. Number 35 is not far behind. We have begun using the talents of several freelance editors. This allows us to start work on several issues simultaneously, and it will free the Newszine from delays caused by the workload at HQ.

Also, Network coordinator Jean Rabe and TSR Consumer Services Director Harold Johnson are working on an overhaul of the club policies. Soon, we hope, the Network will have more to offer clubs than a Newszine that’s on time.
On the Road to the Living City

Follow this road to the Living City.

On the Road to the Living City is a new column intended to serve as a vehicle to keep you updated on the progress of the Living City Project, and to showcase some of the excellent submissions we already have received from members.

We have plans for a Living City campaign book. This product will be titled Gateway to the Living City, it will contain 64 pages of campaign information on the Living City, including an overview of the city's neighborhoods, capsule descriptions of important NPC's, and even a list of the city's laws. The neighborhood in the immediate vicinity of the city gates will be covered in detail. In addition, the campaign book will contain an eight-page insert with a complete city adventure and ideas for further adventures. The campaign book will also feature fold out maps of the city and the gateway neighborhood. We hope to be able to offer more Living City products in the future — member submissions permitting. Also in the works is a monthly newsletter which will feature current events within the city and the best member submissions of city material. The newsletter will be eight pages long and will be available by subscription. Cost is yet to be determined.

Guidelines for submitting buildings, residents, and events for the Living City will appear in an upcoming installment of this column. We will publish a few early member submissions at the same time, examples of an establishment or two and the occupants.

The city will be an invaluable source of adventures for RPGA members' campaigns. More plans will be revealed soon about the Living City, and the city's name will be announced after the RPGA members' ballots from the name the city contest are totaled. In the meantime, journey down the road with us. Rather than presenting the city itself in this issue, we decided to present first the road that one must travel to get there (this shouldn't be surprising considering this column's title). The road should whet your appetite for the city at its end.

**Encounter #1 — Brownie Misery by Mike Lach**

Brownie Misery is principally a role-playing encounter. It takes place while a party of player characters is traveling through a forested area in late spring or summer. It has been written with a good-aligned and well-balanced party of levels 5-7 in mind, but may be altered to suit any type of party with little effort.

Read or paraphrase the following text to the players.

The lush forest crowds the trail closely on either side. The foliage is not heavy, but light and airy. The air is filled with a warm breeze and the song of birds. Patches of sunlight dot the forest floor, which is carpeted with swaying grasses, multi-colored toadstools, perky flowers, and delicate ferns. The atmosphere is balmy and relaxing.

As you descend a slight grade in the path, you begin to hear voices softly crying. The sounds come from a small glade to the side of the path, maybe twenty-five yards ahead.

Seven brownies are making the sounds the PCs hear. They are crying because one of their number has been stricken with a strange disease — temporary catatonic insanity. That brownie, named Oberon, was using his dimension door ability when he was attacked by a brain mole, with disastrous effects.

**Brownies:** 7; **AL LG; INT High; SZ S (1 1/2’); MV12”; AC 3(7); HD 1/2; hp 3 each; THAC0 20; #AT 1; Dmg 1-3.

Special Attacks/Defenses: Blends for invisibility; never surprised; Dex 18;
Saves as CL 9; Aids LG alignments 50%; Once per day: protection from evil, ventriloquism, lighting dances, continual light, mirror image (3 images), confusion, and dimension door.

Brain Mole: 1; AL N; IN Animal; SZ S

Running The Encounter: Brownies are usually quite shy, but these need the PCs’ help. While remaining invisible on the clearing’s edge, they will timidly ask for assistance. If the party members are relatively amiable, the brownies will quickly open up, and become talkative. They will ask the characters what they are doing in the forest, what are their favorite dancing songs, invite them to play musical toad-stools, etc. Use your imagination and the personality notes below to really make these guys come alive!

Once the brownies determine the PCs are friendly, they ask them to help Oberon. Oberon was playing, using his dimension door just for the fun of it, when he suddenly appeared in a trance-like state, and didn’t move. He still breathes, but does not respond to anything. He currently lays in a small nest a short hike off the trail. As the characters walk to the nest, one of them (selected at random) will notice that the ground seems particulary squishy underfoot. Close examination will reveal that this is due to extensive mole tunnels right beneath the surface. If the PCs use any psionic power or spell that resembles one (see DUNGEON MASTERS GUIDE Tome, Appendix C, page 182. Or see POLYHEDRON™ Newsissue #13, page 21, Psionic spells by Kim Mohan) the brain mole will attack. Simply collapsing the tunnels will force the mole to the surface, but this makes it so angry that it will attack a random target each round until killed.

Special Note On Curing Insanity: It is permissible in this instance only to allow a cure disease or wish to remove Oberon’s insanity. This can be justified by the following: brownies are less susceptible to insanity than are humans and demi-humans due to their high intelligence, inherent physiology, and healthy living environment, and catatonia is so diametrically opposed to a brownie’s general personality. Remember that this is a special case, and shouldn’t be used in any other instance.

Once Oberon is healed and the brain mole slain, the brownies will be overjoyed. They will sing and dance all around the PCs, and give them their most valuable (and worth a decent offer) a brain mole. In this encounter, the brownies will be unusually sad and melancholy. They are upset about the attack on Oberon, and wish to help him. Try to invoke your players’ sympathies in this situation. They will get very angry and will attack — to kill if the party isn’t made up of Good-aligned characters, wound and hararess otherwise.

Encounter #2 — Canaries’ Song by Jean Rabe

Canaries’ Song is an adventure playable by characters of any level; however, it is recommended for groups of six players or less. This is primarily a role-playing encounter, but the players also have to be observant and do some quick thinking. The encounter takes place on a road through a lightly wooded area. If you are using this encounter in conjunction with Brownie Misery it allows the characters to leave the forest (see above).

In this encounter the party meets Mortimer Mittlemer, a chaotic neutral illusionist who is trying to make passers-by believe that he is the platinum dragon so that he can swindle them out of their money. Using oil, Mortimer scorches a part of the ground to make it appear as if a dragon breathed there. He adds to this bits of bone (from his supper), scraps of leather and a broken weapon or two. He is so slippery that a single set of human footprints leads away from the point of the triangle from where he pretends he realizes they come. The unpleasant scent of burned grass and leather. Glancing to the side of the road you discover its source. There is a large, triangular scorched area where the grass has been burned to a blackened stubble.

If the party examines the scorched area:

The triangle of scorched earth is about 90 feet long, and 30 feet wide at the base. A single set of human footprints leads away from the point of the triangle. The impressions are quite deep, as though they have been made by something very heavy.

Careful examination of the scorched area reveals bits of burned leather and bone, a few partially-melted silver pieces, a broken short sword, and a small yellow feather that has not been harmed by any flames. The ash in the area is cool, but fresh, not more than an hour old. A closer look at the footprints reveals that the ground is damp and slightly muddy.

The footprints lead to a small clearing containing an unusual old hermit.

The language is gold dragon. If one of the characters speaks this language he will not catch what the man was saying to the birds, but will understand the man’s question to the party: “How are you?”

The man is Mortimer Mittlemer, the seven birds are normal canaries. The birds remain with Mortimer because of his ring of animal friendship. They have been trained to sit and listen quietly whenever Mortimer speaks to them in gold dragon.

If the characters do not follow the footprints, Mortimer cuts them off a short distance down the road, crossing in front of them with his canaries in tow. In either case Mortimer will be very friendly, will eventually talk to the characters in common when he realizes they cannot understand what he is saying and will ask for gems and gold from the characters to aid his “cause.”

Mortimer will begin talking to the player characters in gold dragon, changing to common when he pretends they can’t understand dragon speech. He puts a
gold piece in his mouth to suck on, and begins telling the party he is in need of gems and other treasure. Read or paraphrase the following speech to the players:

“My friends, I, Platonious, need your assistance to help the good creatures of the kingdoms to the north. The riches are needed to support and pay for food for armies which have gathered to protect the borders. What can you spare, my friends? I have already exhausted much of my great wealth to aid these good creatures.”

Mortimer might talk about how he has flown over the area and has seen the hungry soldiers. He will hint that his friends the canaries are also aware of the problem. If the players seem interested in the situation, he will say he intends to add his awesome might and that of his canaries to aid the armies. Mortimer, of course, has no plans to help any armies. And the canaries can’t do anything to help a fight. It wouldn’t matter anyway. There are no armies gathering in the north. And there is no war about to be fought.

If the characters give Mortimer treasure, Mortimer will be pleased. However, he might be tempted to ask them for more, as he is very greedy. While Mortimer is talking to the characters, the two thieves will sneak up to some of the character by moving silently, and will attempt to pick their pockets and their horses’ saddle bags. Mortimer does not want the horses to get too close to him, for he fears his ring of animal friendship could effect them. He will ask the characters to keep the horses back, saying his canaries don’t want the horses too close. It might be too tempting for them.

If the characters suspect Mortimer is the platinum dragon, or ask him for some sort of proof, Mortimer will drink a potion of fire breath, hiding the vial in his sleeve. He will breath near the party, but not too close, as he does not want to harm the two thieves, who are nearby waiting to pick the characters’ pockets. However, if the party threatens him, he will breath on a character or two, hoping the thieves will get out of the way.

If the characters challenge Mortimer, he will throw dust of disappearance on himself and the canaries and begin a spell assault. If the party appears too strong, Mortimer will use the dust of disappearance to escape. The thieves also will retreat, keeping themselves hidden with the dust of disappearance and cloak of elvenkind.

If the characters catch on to Mortimer’s scheme, and Mortimer is forced to flee, he will try to fly using his dust of disappearance and his alter self spell to grow wings. If Mortimer has difficulty shaking a determined pursuit, he flies into the forest where he uses his massmorph to turn himself and the birds into trees. He will include the two thieves in the massmorph if he can do so without risking himself. He might even search for the thieves after he has successfully escaped the party to see if they’re safe—only if he believes he can do so without endangering himself. If he finds the thieves in trouble he might help them if he can do it safely.

If Mortimer is able to bring in a good amount of treasure from conning a party, he and the thieves will lay low for a week. They will work an area for a few months and then move to another city for a time. They consider their base of operation along this road.

Mortimer and his wife have invested much of their wealth in a lending institution and a tavern in the Living City. They also spend a considerable amount of gold pieces on dust of disappearance. They frequently and Marilyn live in a room above the tavern when they stay in the Living City. They usually go to the Living City when they have run a few too many scams and fear they might be facing the law. Near their cabin about four miles from the spot they are running their current con game, they carefully have hidden 2,500 gold, 3,100 silver, 200 copper, three emeralds worth 1,000 gp each, a ruby worth 2,000 gp, three small diamonds worth 2,000 each and a wand of magic detection with 18 charges.

**Mortimer Mittlemeer**

*8th Level Male Human Illusionist*

**STR:** 9  
**INT:** 14  
**WIS:** 16  
**DEX:** 17  
**CON:** 10  
**CHA:** 10  
**COM:** 8

**Alignment:** Chaotic Neutral

**Equipment:** bracers of defense (AC 5); ring of animal friendship; dagger +3; staff +1; two potions of fire breath; five applications of dust of disappearance; three potions of healing.

**Spells carried:**

- Level 1: audible glamer; change self; chromatic orb; hypnotism.
- Level 2: alter self; improved phantasmal force; ventriloquism.
- Level 3: non-detection; spectral force.
- Level 4: massmorph.

**Personality:** Mortimer is selfish and greedy. Although he now loves his wife, Marilyn, he married her because he saw her as being a dollar better than some of the other girls he had been able to find. He is always looking for ways to get richer.

**History:** Mortimer Mittlemeer never had much luck adventuring. He tried joining a few small bands of adventurers, but they did not appreciate his greediness. Mortimer’s favorite magic item is dust of disappearance. When the band he was with found treasure, Mortimer was quick to spread a little dust of disappearance on some of the gems so the group could take them without his comrades knowing about it. He reasoned that way he could get a double share of the treasure. Unfortunately — from Mortimer’s perspective — the party found out and relieved him not only of the extra treasure he took, but of all of his own personal wealth and magic items. So Mortimer was forced to begin rebuilding his wealth.

His last attempt to adventure with a group also resulted in disaster. The small band had virtually cleaned out a tavern that had been inhabited by ogres and a few trolls. The treasure gathered was considerable. But it didn’t remain in the band’s possession long. On the journey home the adventurers crossed the path of three very large black dragons. The black dragons took the treasure, and Mortimer was the only adventurer to escape with his life — thanks to his dust of disappearance.

Although Mortimer was once again thrown into poverty, he now had a better idea of how to become wealthy. Mortimer decided he would become a dragon and take treasure from adventurers.

Mortimer took a job with a wealthy merchant, and was paid a decent wage to entertain the merchant’s children. When he raised enough money in wages and pilfered treasures from the merchant’s home he purchased more spells, several pots of dust of disappearance and a few potions. In addition, Mortimer paid for language lessons from a scholar who spoke gold dragon. Mortimer had been unable to find someone who could speak black dragon.

Next, Mortimer began to study about dragons and learned of a tale about a sage who saw a hermit with seven gold canaries flitting about the hermit’s head. The hermit’s and canaries’ true forms, the platinum dragon and gold dragons, were revealed when a few trolls wandered into view. Immediately Mortimer had a plan. He purchased a dozen canaries (five of which remain in a cage he keeps). With his ring of animal friendship, which he stole from the merchant, he was able to get the canaries under his influence so they would always remain near him and sit quietly while he talked.

(Continued on page 30)
REVOLUTION!

Part two of the Maiden of Pain Series
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by Robert J. Blake, Anita B. Frank, and Rex A. Zinn
Development: “Skip” Williams

An AD&D® Adventure for 6-10 Characters Levels 8-10
Players' Introduction

Your party has just returned to Kittala after completing a quest assigned to you by no less a personage than Ukko, the supreme deity of Kalevala. Your adventure began one night when a friend of yours, the cleric Bierk, was kidnapped. When you discovered Bierk missing, you enlisted the aid of two of Efel’s colleagues, both thieves. You soon tracked Bierk to a shrine thought to be dedicated to Ukko, but actually dedicated to the evil god Sikkar. As you entered the shrine, you saw in the book’s pages. Uriel, one of Ukko’s air maids, appeared. She explained that the tome was the Book of Fate, an evil artifact that reveals half-truths and distortions about the future, and not in mere written words but in vivid illusions. Uriel explained that the opening of the Book of Fate precipitated a conflict the outcome of which will decide the supremacy of one nation, either yours of Kalevala or your enemy, Pohjola. She also helped you understand the visions you saw in the book’s pages.

The first event depicted in the book was the resurrection of the evil hero Urho, destined to lead the Pohjolan armies. To thwart this, you recovered Mordvin, Urho’s sword, from its dwarven guardians, dealt with murderous ice dwarves and a treacherous cleric, and solved the Ice Maze. In the end Urho was slain with his own weapon, the sword bursting from the evilness of its former master.

As you examined the wreckage of the shrine, Uriel, one of Ukko’s air maids, appeared. She explained that the tome was the Book of Fate, an evil artifact that reveals half-truths and distortions about the future, and not in mere written words but in vivid illusions. Uriel explained that the opening of the Book of Fate precipitated a conflict the outcome of which will decide the supremacy of one nation, either yours of Kalevala or your enemy, Pohjola. She also helped you understand the visions you saw in the book’s pages.

With that Uriel disappeared, leaving you with the shard, a chunk of stone roughly two inches long and one inch wide, with an arrow scribed along its length. Now you stand on the roadside, wondering how to use the shard. You attribute Uriel’s abrupt departure to the growing sounds of battle. She appears to have left you to learn the use of the shard on your own.

Additional Equipment: The party has eight light horses and two medium horses in addition to the equipment listed on the character sheets.

Notes for the DM

DM INTRODUCTION

Kerch’s story is true — the pohjolans did kidnap his brother. To hide the kidnapping, they staged Torval’s murder and framed Kerch. The pohjolans have taken Torval to their citadel (encounter #8) in order to “persuade” him to change his mind.

Crispin’s story is not true, he has not attempted to confirm Kerch’s story with the clerical help because he is vacillating. He is considering a pohjolan offer of a handsome payment, in money and tides, to assassinate King Gerhardt. He’s trying to decide if he will gain more by turning traitor or staying loyal. He fears that the truth about the Torval affair might ruin his chances to negotiate with the pohjolans, or expose him as a traitor. In order to gain time, and to give observers at the capital the impression he is actually doing something about the current crisis, he has sent the party to Vadya to complete the divine quest! Through the actions of your comrades, the gods of Kalevala and Pohjola do battle in the outer planes. Both sides pay dearly for mortal foolishness and greed, but until now it seemed that both were evenly matched in skill and numbers.

Crispin then asked for your aid: “The peasant leader Torval is the key to this whole affair,” Crispin said. “The rumors of his death could be true, but the only certainty is that he has disappeared, perhaps, as his followers believe, to consult with his pohjolan allies. We have Torval’s alleged murderer, his brother Kerch, in custody here. Kerch’s only defense against the charge of fratricide is bald denial; furthermore, he claims that his brother has come to distrust the pohjolans as truly evil men when he used the serfs. I tried to persuade Kerch, and his brother threatened to expose the plot and the pohjolans kidnapped him in order to “persuade” him to continue with the revolt. Kerch adds that he has been framed for the murder. There is considerable circumstantial evidence against Kerch, and our clerics have been strangely unable to confirm or disprove his plea. Kerch says that someone called Filden, who usually be found at Bisogale Inn, will corroborate his story. If Torval is dead, we must keep the news quiet, if news of the murder becomes generally known, the revolt will begin in earnest, for the murder will be blamed on the king’s agents. If Kerch speaks the truth Torval must be rescued so that he may stop the revolt. I must send someone trustworthy to Vadya to seek out this Filden and learn the truth about the situation.

Crispin told you that agents of Pohjola have convinced the serfs that they can overthrow the king and enjoy the benefits of self-rule. The party must pause and check their bearings periodically. Whichever method they choose, the shard will point off into the woods, away from the road, to the southeast. If the party leaves immediately, go to Encounter #1. If the party tries to locate the battle and join it, they will not be able to find it. It is taking place on another plane, although it can be heard here.

Notes for the DM

Using the Shard: The shard works like a compass needle, but instead of being magnetic, it is linked with the aura of the mirror and will always point directly to it. The proper method of use is to float the shard in a bowl of any type of liquid. An alternate method is to tie a string or thong around the balance point of the shard so that it may swing freely. Once the party has used one of these methods, the shard will point directly toward the mirror, wherever it is. It is not possible to walk around holding the shard out, taking constant headings. The liquid will spill or the string way too much to make this ploy effective. The party must pause and check their bearings periodically.

In the end Urho was slain with his own weapon, the sword which gutted the shrine and killed the thieves. It affected Bierk not at all for he was already dead.

Blood trickling from an unbound wound on her arm turned the snow at her feet crimson. “At Ukko’s behest,” she announced, “I have come to charge you with another divine quest! Through the actions of your comrades, the gods of Kalevala and Pohjola do battle in the outer planes. Both sides pay dearly for mortal foolishness and greed, but until now it seemed that both were evenly matched in skill and numbers.

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Crispin did not foresee Uriel’s appearance, but it will not materially affect the plan. Other unforeseen circumstances will, however. The proprietors of though he is chief adviser, does not have complete information about the royal spy system and does not know that there are royal spies in Vadya. The spies, however, are sharp-eyed and quick witted, they have a good chance of spotting the party and foiling Crispin’s plan by giving the party the right information, even though they don’t know about Crispin’s agents or his plan. Finally, Crispin slipped when he said “soon we must all choose sides.” Sharp players will catch this and be wary of him.

**Encounter #1: The Rune-reader’s Cottage**

In spite of the Seeker Shard, the duergar have arrived at the cottage ahead of the party. They have been here about a half hour; only their leaders, a human cleric, Capella, and her twin sister, Silvera, a mage, have been inside. Capella and Silvera tried to go through the mirror through bluff, prettending to be Ukko’s servants. Sikkar told the sisters that Ukko’s servants would certainly be able to find the mirror on their own. Frustrated by this, Silvera charmed Sikkar and took him into the woods for interrogation while Capella stayed behind to look for the mirror.

Two duergar remain in the cottage with Capella, invisible, the other five are with Silvera. Capella has located Sikkar’s scrying device, a mirror with the power of ESP. She will offer the scrying mirror, trying to pass it off as the artifact for which she is looking. When the party arrives Capella will play the role of Sikkar and will offer the scrying mirror, trying to pass it off as the artifact. If this fails, she continues to play Sikkar and tells them to find the true mirror themselves. If they do find it, the sisters and their guards will try to take it from them.

The trip to the Rune-reader’s cottage takes the entire day. The going has been hard. The Seeker Shard points steadily toward your destination, but it’s impossible to maintain a straight line in the forest. You have to recheck your bearings frequently in order to stay on course. The weather is fair and calm but for the rustling of leaves and the movement of small game in the underbrush. During the last few hours, however, visibility has been getting worse. Although sunset is still two hours away, the forest has become a dark and gloomy place. Your forced march is beginning to make you all weary and hungry.

A lighter patch of evening gloom indicates a clearing. Soon the trees give way to a meadow that contains a small cottage with a thatched roof. Several sets of footprints leave the heavily trodden road that runs behind the cottage, go up to the door where the snow has been trampled into a muddy mess, and then go off to the north into the trees. The door to the cottage is ajar.

The Seeker Shard will point directly to the cottage. If the party searches the woods at the edge of the meadow they will find Silvera and Sikkar, the five duergar are hiding nearby, invisible. The party cannot surprise Silvera, because the duergar are watching for the party’s approach. One duergar also watches the cottage, in case Capella needs help. If the party tries to approach and Silvera sees them they will flee into the woods, trying to draw the party after her. If they follow, the duergar will fall on them from behind. Silvera will then tell Sikkar, still charmed, to hide from the “bad” people while she and her friends deal with them. Then she circles behind the party and begins using her spells (see If a Fight Breaks Out below). Unless she has to deal with the PCs herself, Capella will join the fight on the third melee round. If the PCs approach the cottage, Capella comes out to meet them.

The door swings fully open and a short, plump, rosy cheeked woman rushes out. She seems agitated as she speaks. “At last! Thank the gods you have come! Not half an hour ago a filthy little band of dwarves broke in my door and demanded I give them the mirror! I was able to deal with them, thanks to my father’s gifts, but it was a near thing. What was left of them fled to the north. The runes say that they will be back, best you take the mirror and go quickly, you aren’t protected as I am. Come in out of the cold.” The woman holds the door open and motions you inside.

If anyone checks the door, they will see that the simple latch mechanism has indeed been broken off. Capella did it in order to lend credence to her story.

The interior of the cottage is neat and tidy, but the furnishings are crude. There is only one room, about 30’ by 20’, divided into a living area and, you assume, a sleeping area by a curtain hung between two free-standing cloths. The living area contains a large fireplace with a stone mantle and hearth, a long trestle table with mismatched chairs and a crude wooden bench, a cushioned chair, and a thick woven rug. A large flat object wrapped in a black velvet cloth lies on the mantelpiece. The sleeping area is hidden behind the curtain.

The object on the mantle is Sikkar’s scrying mirror, it is normally hidden in a secret compartment in the stonework. The two duergar are standing in the sleeping area, behind the closets. They are psionically invisible and observe the party by peaking from behind the curtain. A character who is watching the curtain carefully will see it move occasionally. If the character spots the movement and points it out, Capella dismisses it, explaining that the cottage is drafty.

Capella is evil, but does not radiate evil. A true alignment spell will reveal her true alignment (lawful evil). If confronted with this she will stall, act indifferent, tell the party that her alignment has nothing whatsoever to do with the successful reading of runes. If anyone challenges her claim and asks for a reading, she will agree, but have a bit of “trouble” locating the rune stones. (“Now let’s see, they were right here, hmmm...”) When she does find them, she will do a very good job faking a reading. This woman is a consummate actress and not easily caught off guard (see Reading below). If anyone asks what her father’s gifts are Capella gives a sidelong glance and says, “Some things are best left unexplained, it is sufficient for you to know that I am not without protection.”

If the party attacks, Capella uses her word of recall to escape. The two duergar remain where they are in order to observe the party. If the duergar are discovered, they will use their expansion ability and attack. With their extra height, they can shake the thatch roof, warning their comrades outside that something is amiss.

Whether the party comes right out and asks for the mirror, Capella will tell them she must give them a reading to make sure that all is in order before giving it up (see Reading), then hands over the scrying mirror. This mirror is large, about nine by twelve inches, and has a frame carved with charms and mystical symbols. With the proper command words, it functions as a crystal ball with ESP. When it is not operating as a scrying device it gives a normal reflection. It radiates a dweomer, but is NOT the artifact. The party can determine this by testing it with the Seeker Shard. The shard will not point to this mirror. If the party discovers the deception, Capella smiles and says apologetically, “Ah, you are indeed the All Father’s chosen. Only true servants can identify the true mirror. You have passed the first test. Your second is to locate the true mirror. These tests are necessary, the runes are accurate in their own fashion, but cannot see into the hearts of mortals.”

**Reading:** Capella will locate the rune stones and scatter them on the table in front of the characters. She will carefully arrange them and speak, she makes the following statements, pausing after each:

- “The gods are locked in mortal combat.”
- “(hmm, yess,) You have faced many dangers to reach me!”
- “You have already lost three friends.”
- “The Lady of Pain grows stronger.”
- “One of you is a traitor!”
- “Ukko demands much from you, Lovitar’s minions will inflict more death upon you.”

**Finding the mirror:** The actual dark mirror is in a lead box, buried ten feet beneath the stones of the hearth. The entire cottage was built on top of the mirror to make it impossible to find with detect magic or by searching for secret doors. The only way to find it is by using the Seeker Shard or with a ring of X-ray vision.

If the shard is employed by the flotation method, it will point at the fireplace if held further than five feet away. If the shard is within five feet of the fireplace, it will tip down into the liquid indicating the hearth.

If the shard is suspended on a string, however, a downward tilt will be evident if the shard is within ten feet of the fireplace, but it will oscillate so much that it will take at least five minutes to get a true reading.

Do not volunteer information about where the shard is pointing. Wait for the players to ask. As noted above, the shard can be used to test the decoy mirror; the true mirror can be used to move the shard, much as a magnet influences a compass needle. Sikkar’s scrying mirror has no such effect.

It takes one turn to pry up the hearthstone. If confronted with this more to dig up the mirror. The mirror is kept in a lead box which is in turn kept in a very old, ornately carved wooden box. The wood is so rotten with age the act of
removing it causes it to crumble away, revealing the plain lead box underneath. The mirror itself is wrapped in a large, red velvet cloth.

Unwrapping the cloth reveals a round, dish-like object; absolutely black, showing no reflection at all, bearing the closed eyes symbol of Untamo on its back. If anyone decides to look into it, there will be no reflection; in fact no effect of any kind. The character will not be able to see his reflection from any angle. This is the Dark Mirror. It has the power to restore souls lost to the Pilgrim's Pool, and when used in conjunction with a cure serious wounds it can cure insanity.

If Capella's charade hasn't been discovered by the time the party finds the mirror, she will try to get it from them. If the party is in a hurry to be on their way, Capella's job is easy, she simply shows them to the door and waves them off. This puts Capella and her two duergar behind the party. The duergar outside will see the party leaving and attack. If the party is inclined to spend the night at the cottage, Capella tells them that they are welcome, and offers them a meal. She asks one character to go and cut her some firewood. If the character goes, the duergar outside will jump him. If the character has the presence of mind to shout when he is attacked, the fight should be on. If not, Capella will wait for twenty minutes or so, then send someone out to look for the missing character. She will keep this up for as long as she can get away with it.

If the party accepted the decoy mirror and did not check its authenticity, Capella lets them go. She will eventually locate the mirror. She takes it and Sikkar to the citadel (Encounter #8).

If a Fight Breaks Out: The evil forces will try to fight outside where the duergar can use their expansion ability to the best advantage. Capella will cast protection from good, resist fire and spell immunity (magic missile) on herself. Her guards will place themselves between Capella and the party, using expansion at the first opportunity. Thereafter, Capella casts silence 15' radius, trying to catch the largest group of spell casters, then her hold person spells at any spell casters not affected by silence, or, if they are all affected, at two randomly determined, non-cavalier characters. Next she casts spiritual hammer and uses it to disrupt any spell casting. When the hammer runs out or is disrupted, she casts command (die) on the nearest PC, or paralysis if no PC is in range. If she fails, she will cast command or paralysis, depending on what she has left at the time, then uses her fail +2. If reduced to 15 hp or less, she will use her word of recall to escape. If the party has the true mirror and the character carrying it is killed or incapacitated Capella will try to get it either personally, or by directing a duergar to get it for her. Once Capella has the mirror she uses her word of recall and escapes to the citadel.

Silvera casts stoneskin and protection from normal missiles upon herself, and haste on herself and her five duergar. Thereafter she casts mirror image, then Eoard's black tentacles, in the midst of the party. Next she casts shout, placing the cone where it will miss Capella and cover the most PCs and the fewest duergar. Next she casts feebblemind on a magic-user (or cleric if the MUs are out of action). Then she casts her magic missile spell. Whenever she thinks she will be attacked she will cast command or paralysis, depending on what she has left at the time, then uses her fail +2. If reduced to 10 hp or less she teleports to the citadel, arriving safely.

The Rune Reader: Sikkar remains hidden in the woods during the melee, following Silvera's instructions. If the party loses, Sikkar will come and take the mirror to the citadel. If the party wins, Sikkar will make his way to the cottage to take the mirror. He will be in a daze, his thinking fogged by the magic missile spell. If he is found, he will show the party with the characters looking like and each character's general condition. Each character can be viewed only once, for ten minutes. This is not enough time for the mirror's ESP function to reveal anything useful (the characters viewed will not have any interesting random thoughts). See the appropriate encounter for details on the characters: Torval, #8; Meave, #4; Fildin, #3B. Sikkar can tell the party what the Dark Mirror does, if they think to ask. If one of the PCs has been feebbleminded, he offers the information about the mirror's ability to cure insanity.

Dueragr: 7; AL LE; INT Very; SZ S (4’); MV 6”; AC 2; HD 4 + 2; hp 22 each; THACO 15; #AT 1; D by weapon.

Special Abilities: Psionic ability 79, BCD/FGH; psionic disciplines at 4th level mastery: expansion (B+), invisibility (IF 10), molecular attraction, reduction; +4 ST bonus vs. magic, immune to paralysis and poison; weapons: hammer, short sword.

Special Note on Duerag Abilities: The dueragr in this module all have the psionic discipline of invisibility, this ability is to be handled in a fashion different from the discipline's description in the PLAYERS HANDBOOK® Tome. The SA section of the dueragr's monster description includes an invisibility factor (IF). If the IF is equal to or greater than an opponent's level, the opponent cannot see the dueragr when it is using the discipline, and all of that opponent's attacks against that dueragr are made at –4. If the opponent's level is higher than the 1A, subtract the IA from the level and multiply the remainder by ten — this is the percentage chance that the opponent has to see the dueragr. Thus an 8th level character has only a 20% chance to see a duergar with an IA of six (8 - 6 = 2 * 10 = 20). Each use of the discipline lasts one turn, and may be used once per turn at most. A character has one chance to see a duergar per use of the discipline. Note that when the encounter begins you must determine which characters can see which dueragr. The invisibility discipline otherwise functions exactly as described on page 113 of the PHB. Each dueragr also has the expansion discipline, the height increases and damage bonuses bestowed by this discipline are given in the monster description.

Capella: AL LE; S 13; I 12; W 17; D 17; C 16; Ch 16; Co 12; AC 0; G7; hp 53; THACO 16; #AT 1; Dmg by weapon.

Equipment: Staff of striking (21 chg), bracers of defense AC 4.

Spells Carried: Magic missile (x3), charm person (cast), mirror image (x2), wish, ESP (cast), protection from normal missiles, haste, dispel magic (x2), stoneskin, Eoard's black tentacles, shout, feebblemind, teleport, dismissal.

Sikkar: AL N (G); INT Genuis; SZ M; MV 22 each; THACO 19; #AT 1; D Knife.

Special Abilities: Can use scrying devices as 10th level ranger; rune casting (like legend love except any question can be asked) at will but a second casting cannot be started until the first is finished.

Encounter #2: The Fork

The road from Kitalla has led east and slightly south. Just ahead the way splits, one branch leading to the southwest and the other southeast. A weathered signpost at the junction wobbles in the breeze. Its crosspiece, bearing the lettering “Vadya,” points southeast.

If a ranger or thief closely inspects the post, he can see that the earth has been recently disturbed, though the tampering was quite skillful and almost unnoticeable. It looks like the post has been turned in its hole.

The sign now points down the road that leads to the southeast. Crispin's assassins (encounter #3B) did this to misdirect the characters into the bog, and eventually to the night hag's cottage (encounter #7).

Encounter #2A: The Second Fork

You have traveled more than 40 miles from the fork and its sign. Now you've found a second fork and another sign. One branch leads
This new sign was placed to direct the characters away from Vadya and toward the night hag.

**Encounter #3A: The Streets of Vadya**

Vadya, though a small place, is the meeting area for serfs from the surrounding baronial lands. It is enclosed by a 15-foot high wooden wall, a recent addition. The only entrance or exit to Vadya is by way of the three gates (north, south, and east). The characters should head for the inn as quickly as possible, for Crispin was quite correct: a band of armed men not attired as pohjolans or serfs will be looked upon as kingsmen and attacked.

If the characters are so disguised, they will have the run of Vadya, though they will learn nothing of import. Groups of serfs will pester them about when the revolution will begin, etc. Unless the characters say something stupid, the serfs will never catch on to the deception.

If not disguised, the party has ten rounds to reach the inn after entering the village; if they do so, go to Encounter #3B. If they are undisguised and still on the streets after that, a mob will begin to form and turn ugly, shouting threats and other nasty things; go to Encounter #3C.

In either case, the characters will not be delayed at the gate; it is wide open and no guards are to be seen. It is likely they will want directions to the Bogside Inn, and a townsman will always be nearby if they wish to inquire. Otherwise, they will have to ride around until they find it.

**Encounter #3B: Bogside Inn**

The Bogside is a busy little tavern, located near the east gate and close to the large area of swamp just outside the walls. The common room is very crowded, though not as much as one would expect; other common folk. A group of five men in dark cloaks sit brooding at a corner table, oblivious to the surrounding hubbub, one of them is carefully cleaning the rust off an old dagger. A burly man and a nondescript woman tend the bar, practically hurling mugs of brew at several serving wenches in an effort to keep up with the demand.

The couple behind the bar is Fildin, the innkeeper, and his “wife,” Marta. They are royal spies and will give the proper response if given the pass-phrase. Fildin is not the man’s real name, just his code name. That’s why Crispin’s assassins (see below) have not found him yet. If the PCs begin talking to the assassins, Fildin and Marta will become suspicious. If Sikkar was able to locate Fildin for the PCs in encounter #1, they will recognize him immediately.

The five dark-cloaked men are assassins who Crispin has hired to eliminate Fildin and to be sure that party is misdirected to the night hag. These assassins have failed miserably in their first task; there is no person named Fildin in Vadya, and there never has been (Fildin is using the name Lanark for his identity as the proprietor of the Bogside). The five are now mulling over their failure, cursing their misfortune, and drinking heavily. They are trying to keep an eye peeled for the party, but the drink has dulled their wits. (They’re not intoxicated, but they’re not as sharp as they should be.) They are also hopeful that their trick with the signposts will suffice to misdirect the party, since they don’t want to tangle with a group twice their number. This also serves to dull the assassins, who are totally at a loss and will simply gape.

If the PCs ask about Meave, Fildin and Marta say that she is a wise-woman who lives to the east. She knows a great deal about history and lore, but has little knowledge of current events. She is no loyalist, but knows enough about Pohjola to be against the pohjolans.

If the party contacts the assassins they get the following story as soon as they complete the pass-phrase:

1. The pohjolans have established a base in a naked tower on the far side of the Great Spruce Bog. An assault now should catch them by surprise. A quick blow struck there will probably disrupt their military plans long enough to delay the revolt and allow the king to regain control. Fildin and Marta can direct the party to the tower (Encounter #8).

2. A group of heavily armed pohjolans passed through Vadya four days ago. Fildin recognized Torval in the center of the van, securely bound hand and foot to his mount. The troop rode hurriedly through the south gate. Thus Kerch did not kill Torval. Fildin does not know exactly where Torval was taken, but guesses the citadel.

3. The way to the citadel is guarded by a nearly undefeatable pohjolan agent, a night hag. The only way to avoid the hag is to detour through the swamp, along a secret path (encounter #6). Fildin and Marta tell the PCs how to find the path. The only way to defeat the hag is with some sort of special weapon. The spies don’t know what kind of weapon.

4. The dark-cloaked men have been in Vadya for more than a week, they are wearing the pohjolan garments that Crispin gave them, Fildin and Marta will watch them surreptitiously, trying to determine their business and intent. The assassins, on the other hand, will recognize them immediately (Crispin told them what the party would be wearing) and one of them will rise and quietly greet the PCs with the first half of the pass-phrase: Fildin and Marta will miss this exchange, it’s lost in the general hubbub of the tavern.

Most of the patrons in this busy tavern don’t even give you a second glance as you enter, but you seem to have drawn the attention of the five men in the corner. They appear to have begun a quick discussion as soon as they spotted you, and now one of them has risen and is approaching. When he gets within carshott he whimpers softly, “Uneasy lies the crown...” He waits tensely for a reply.

If the party is wearing their own garments an immediate hush falls over the inn when the PCs enter. The hostility they encountered on the street is echoed in the tavern. Everyone in the tavern will stare angrily at the PCs except Fildin and Marta, who wear nervous smiles, and the five assassins, who are totally at a loss and will simply gape.

The noisy joviality of the tavern vanishes as you enter. In a moment the low roar subsides and you could hear a pin drop as most of the crowd stares belligerently at you. The five men in the corner seem more anxious than annoyed, the weapons they hold are not as sharp as they should be. The couple at the bar smile nervously, “Belly up to the bar my lords and ladies,” says the man. “The door of the Bogside is open to all, here there you louts! Make space for the newcomers, their silver’s as good as yours.” A space at the bar large enough for all of you slowly clears. The barman beckons you to come and fill it. The tavern’s patrons shrug off their resentment and go back to drinking and talking. The five men at the table gallantly vacate their table in order to accommodate these displaced drinkers, then leave through the back door.

When and if the PCs approach the bar, Fildin greets them as any good bartender would; “What are you drinking today?” he asks with genuine cheerfulness. When he has the party’s orders he and Marta hustle to fill them, making a considerable clatter, as he serves the drinks he quietly gives the pass phrase.

If the PCs have donned their own disguises, neither Filden nor the assassins will recognize them, and nothing will happen until the PCs start something. If the PCs simply begin asking questions, Fildin and Marta will be quick to realize who the PCs really are, the assassins, who are getting farther into their cups, will be oblivious until the PCs approach them directly.

If the party contacts Fildin and Marta they will get the following information as soon as they complete the pass-phrase:

1. The pohjolans have established a base in a naked tower on the far side of the Great Spruce Bog. An assault now should catch them by surprise. A quick blow struck there will probably disrupt their military plans long enough to delay the revolt and allow the king to regain control. Fildin and Marta can direct the party to the tower (Encounter #8).

2. A group of heavily armed pohjolans passed through Vadya four days ago. Fildin recognized Torval in the center of the van, securely bound hand and foot to his mount. The troop rode hurriedly through the south gate. Thus Kerch did not kill Torval. Fildin does not know exactly where Torval was taken, but guesses the citadel.

3. The way to the citadel is guarded by a nearly undefeatable pohjolan agent, a night hag. The only way to avoid the hag is to detour through the swamp, along a secret path (encounter #6). Fildin and Marta tell the PCs how to find the path. The only way to defeat the hag is with some sort of special weapon. The spies don’t know what kind of weapon.

4. The dark-cloaked men have been in Vadya for more than a week, they are wearing the pohjolan garments that Crispin gave them, Fildin and Marta will watch them surreptitiously, trying to determine their business and intent. The assassins, on the other hand, will recognize them immediately (Crispin told them what the party would be wearing) and one of them will rise and quietly greet the PCs with the first half of the pass-phrase: Fildin and Marta will miss this exchange, it’s lost in the general hubbub of the tavern.

If the players know who Fildin is and point out that Fildin is standing behind the bar, the assassins simply contradict them. “Naw, that’s Lanark, the guy who owns this joint!” If the players reveal how they know that this is Fildin, the assassins simply point out that it’s all the more important that the PCs question their Fildin and discover his true identity. If Fildin and the assassins are brought face-to-face, Fildin will not reveal himself, his story being (if it is true) the assassins are evil, but only a know alignment or true seeing will reveal this. If the PCs are in doubt, Fildin will suggest that the party stay the night and see what the party’s clerical spells will reveal in the morning. The assassins will readily agree to this, but will quietly leave during the night.

If the characters agree to go with the assassins, they will be led out the south gate toward encounter #7. If the PCs know that Meave lives to the east and point this out the assassins say that the east road tends north, the south road actually goes farther east than the east road. This
Scale: 1 hex = 2 miles
Movement Rates = 1 hex/day
Mounted  Foot
Clear: 20  10
Road: 20  10
Forest: 3  3
Swamp: 0  1

Legend
- Swamp
Road
Unmarked hexes west of the road between #1 and Vadya are clear; all others are forests.

The Citadel
### Eliel
7th Level Dwarf Female Fighter

### Ability Scores

**STR:** 17 + 1 hit/+1 dam, +50 wt, BB-LG 13%  
**INT:** 10  
**WIS:** 9  
**DEX:** 15 - 1 AC bonus  
**CON:** 16 + 2 hp/die SS 95, RES 96  
**CHA:** 12  
**COM:** 9 homely

### Description

**Age:** 58  
**Height:** 4'  
**Weight:** 130#  
**Hair/Eyes:** Black/brown  
**Alignment:** NG  
**Deity:** Ahto

### Combat Data

**THACO:** 14  
**AC normal:** 2  
**AC rear:** 3  
**Armor type:** Splint +1 & Shield  
**Hit Points:** 62  
**Weapon Proficiencies:** falchion (specialist), battle axe, hand axe, dagger

### Polymorph

**Saving Throws**  
Poison, paralysis, death  
Petrefaction, polymorph  
Rod, staff, wand  
Breath Weapon  
Spells

---

### Mika
6th-Level Male Half-Elf Ranger

### Ability Scores

**STR:** 18/55 +2 hit/+3 dam, +125 wt, BB-LG 25%  
**INT:** 13  
**WIS:** 14 SS 88, RES 92  
**DEX:** 15 +15% reactions  
**CON:** 16 +2 HP/die SS 95, RES 96  
**CHA:** 15 +15% reactions  
**COM:** 17 good-looking, +17% reactions, fascinate females WIS 8 or less

### Description

**Age:** 49  
**Height:** 5'9"  
**Weight:** 130#  
**Hair/Eyes:** Gold/violet  
**Alignment:** NG  
**Deity:** Mielikki

### Combat Data

**THACO:** 16  
**AC normal:** 2  
**AC rear:** 5  
**Armor type:** Leather +3  
**Hit Points:** 41  
**Weapon Proficiencies:** Long sword, short bow

### Saving Throws

Poison, paralysis, death  
Petrefaction, polymorph  
Rod, staff, wand  
Breath Weapon  
Spells

---

### Juhani
Female Human Thief/Magic-User (2/6)

### Ability Scores

**STR:** 10 Drs 1-2, BB-LG 4%  
**INT:** 17  
**WIS:** 9  
**DEX:** 16 +1 reactions/missiles, -2 AC bonus  
**CON:** 15 +1 HP/die SS 91, RES 94  
**CHA:** 16 +35% reactions  
**COM:** 20 beautiful, +30% reactions, fascinate males WIS 15 or less, fascinate females WIS 10 or less

### Description

**Age:** 29  
**Height:** 5'9"  
**Weight:** 130#  
**Hair/Eyes:** Black/brown  
**Alignment:** CN  
**Deity:** Tuoni

### Combat Data

**THACO:** 19  
**AC normal:** 3  
**AC rear:** 4  
**Armor type:** Bracers AC 4  
**Hit Points:** 27  
**Weapon Proficiencies (as magic-user):** staff  
**NPP:** -2

### Saving Throws

Poison, paralysis, death  
Petrefaction, polymorph  
Rod, staff, wand  
Breath Weapon  
Spells

---

### Eemil
6th Level Elven Male Magic-User

### Ability Scores

**STR:** 9 Drs 1-2, BB-LG 1%  
**INT:** 18  
**WIS:** 14  
**DEX:** 14  
**CON:** 15 +2 HP/die SS 97, RES 98  
**CHA:** 12  
**COM:** 10 average

### Description

**Age:** 280  
**Height:** 5'  
**Weight:** 98#  
**Hair/Eyes:** Silver/black  
**Alignment:** LG  
**Deity:** Ilmatar

### Combat Data

**THACO:** 19  
**AC normal:** 7  
**AC rear:** 6  
**Armor type:** ring of protection +3  
**Hit Points:** 59  
**Weapon Proficiencies:** dagger, dart  
**NPP:** -3

### Saving Throws

Poison, paralysis, death  
Petrefaction, polymorph  
Rod, staff, wand  
Breath Weapon  
Spells

---

### Eino
8th-Level Female Human Cleric

### Ability Scores

**STR:** 12 +10 wt, Drs 1-3, BB-LG 4  
**INT:** 14  
**WIS:** 17 +3 ST bonus, +2 each LI, L2 spells, +1 L3 spell  
**DEX:** 13  
**CON:** 16 +2 HP/die SS 95, RES 96  
**CHA:** 16 +25% reactions  
**COM:** 17 good-looking, +17% reactions, fascinate males WIS 8 or less

### Description

**Age:** 31  
**Height:** 5'7"  
**Weight:** 130#  
**Hair/Eyes:** Blond/green  
**Alignment:** LG  
**Deity:** Ukko

### Combat Data

**THACO:** 16  
**AC normal:** 2  
**AC rear:** 4  
**Armor type:** Chain +2 & Shield +1  
**Hit Points:** 59  
**Weapon Proficiencies:** mace, hammer, sling  
**NPP:** -3

### Saving Throws

Poison, paralysis, death  
Petrefaction, polymorph  
Rod, staff, wand  
Breath Weapon  
Spells

---

### Tbivo
7th-Level Male Gnome Thief

### Ability Scores

**STR:** 9 Drs 1-2, BB-LG 1%  
**INT:** 10  
**WIS:** 9  
**DEX:** 13  
**CON:** 9  
**CHA:** 9  
**COM:** 9 homely

### Description

**Age:** 90  
**Height:** 3'9"  
**Weight:** 80#  
**Hair/Eyes:** Brown/brown  
**Alignment:** CN  
**Deity:** Tuoni

### Combat Data

**THACO:** 19  
**AC normal:** 4  
**AC rear:** 7  
**Armor type:** Leather +1  
**Hit Points:** 36  
**Weapon Proficiencies:** dagger, short sword, club  
**NPP:** -3

### Saving Throws

Poison, paralysis, death  
Petrefaction, polymorph  
Rod, staff, wand  
Breath Weapon  
Spells

*Add +2 race bonus where applicable  
*Add +3 Dexterity bonus where applicable
Racial & Professional Skills
Attacks: 1/1
Languages: common tongue, lawful good
Spells/day: 5 4 2

Equipment
Magic Items: chain +2, shield +1, mace of disruption, potion of fire resistance
Normal Equipment: spell components, holy symbol, iron rations, leather backpack, waterskin, war hammer, tinderbox, 100gp, 2 small sacks, 15' rope, sling, 20 bullets, 3 vials holy water, 6 torches

Saving Throws
Poison, paralysis, death 11
Petrifaction, polymorph 12
Rod, staff, wand 13
Breath Weapon 13
Spells 14
*Add +3 Dexterity bonus where applicable

Racial & Professional Skills
Attacks: 1/1
Special Abilities: Normal half-elf abilities, +5 to damage vs. giant-class creatures, normal ranger tracking abilities. Bow hit at point blank range (up to 30') inflicts double damage
Languages: Normal Half-Elf Languages

Equipment
Magic Items: leather +3, long sword +1, 6 arrows +1, periapt of proof against poison +1
Normal Equipment: short bow, 35gp, spear, 50' rope, wine skin, 3 flask of oil, leather backpack, large sack, silver mirror, club, tinderbox, 20 arrows (quiver), iron rations

Thieving Skills
PP OL FT MS HS HN CW RL
65 67 66 65 53 35 79 35

Equipment
Magic Items: bracers AC4, wand of fire (10 charges), potion of extra-healing, girdle of many pouches, slippers of kicking
Normal Equipment: 2 large pouches, leather backpack, 10' pole, iron rations, staff, waterskin, tinderbox, spell books, spell components, hooded lantern, 5 flask of oil, 10pp, thieves tools, 4 daggers

Level 1 Spells (Memorize 4)
Dancing Lights Detect Magic
Feather Fall Hold Portal
Magic Missile Read Magic
Shield Sleep

Level 2 Spells (Memorize 2)
Continual Light Detect Invisibility
Invisibility Knock
Levitate

Level 3 Spells (Memorize 1)
Dissip Magic Fireball
Hold Person Hold Person
Lightning Bolt

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**Vaino**  
6th-Level Male Human Paladin  

<table>
<thead>
<tr>
<th>Ability Scores</th>
</tr>
</thead>
</table>
| STR: 16        | + 1 dam, + 35#wt, Drs 1-3, BB-LG 10%  
| INT: 12        |  
| WIS: 16        | + 2 ST bonus  
| DEX: 15        | - 1 AC bonus  
| CON: 15        | + 1 hp/die SS 91, RES 94  
| CHA: 18        | + 35% reactions  
| COM: 15        | good-looking, + 15% reactions, fascinating females WIS 7 or less  

**Combat Data**  

| THACO: 16 |  
| AC normal: | 1  
| Armor type: | Chain +1 & Shield +2  
| Hit Points: | 42  

**Weapon Proficiencies:** lt. lane (choice), longsword (choice), horsemen’s mace (choice), dagger, short sword  

**Saving Throws:**  

- Poison, paralysis, death  
- Petrifaction, polymorph  
- Rod, staff, wand  
- Breath Weapon  
- Spells  

*Add +1 Wisdom bonus where applicable*

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**Minna**  
6th-Level Human Female Cleric  

<table>
<thead>
<tr>
<th>Ability Scores</th>
</tr>
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<tbody>
<tr>
<td>STR: 15 + 20#wt, Drs 1-2, BB-LG 7%</td>
</tr>
<tr>
<td>INT: 9</td>
</tr>
<tr>
<td>WIS: 18 + 4 ST bonus, + 2 each L1, L2 spells, + 1 each L3, L4 spells</td>
</tr>
<tr>
<td>DEX: 15 - 1 AC bonus</td>
</tr>
<tr>
<td>CON: 15 + 1 hp/die SS 91, RES 94</td>
</tr>
<tr>
<td>CHA: 17 + 30% reactions</td>
</tr>
<tr>
<td>COM: 16 good-looking, + 16% reactions, fascinating females WIS 8 or less</td>
</tr>
</tbody>
</table>

**Description**  

**Combat Data**  

| THACO: 18 |  
| AC normal: | 2  
| Armor type: | Splint & Shield +1  
| Hit Points: | 62  

**Weapon Proficiencies:** hammer, footman’s mace, staff  

**NPP:** -3

---

**Alkessi**  
6th-Level Human Male Cleric  

<table>
<thead>
<tr>
<th>Ability Scores</th>
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</thead>
<tbody>
<tr>
<td>STR: 15 + 20#wt, Drs 1-2, BB-LG 7%</td>
</tr>
<tr>
<td>INT: 10</td>
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<tr>
<td>WIS: 14 + 2 L1 spells</td>
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<tr>
<td>DEX: 11</td>
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<tr>
<td>CON: 17 + 2 hp/die SS 97, RES 99</td>
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<tr>
<td>CHA: 12</td>
</tr>
<tr>
<td>COM: 14 good-looking, + 14% reactions, can fascinate females WIS 7 or less</td>
</tr>
</tbody>
</table>

**Description**  

**Combat Data**  

| THACO: 18 |  
| AC normal: | 2  
| Armor type: | Plate Mail & Shield  
| Hit Points: | 65  

**Weapon Proficiencies:** med lane (choice), longsword (choice), horsemen’s military pick (choice), horsemen’s flail, broad sword  

**NPP:** -3

---

**Players’ Background**  

The adventure you are about to play is set in the Finnish Mythos from the LEGENDS & LORE Tome. A brief overview of the mythos is provided here for the benefit of those players not already familiar with it. All of your characters are assumed to understand it as well, so this should also be considered background material for each PC.

The mythos is based on the continuing battle of two lands, Kalevala (land of good) and Pohjola (land of evil). All Kalevalans know that Pohjola is constantly trying to impose its way of life on all of Finland. As it is, Finland is really two countries, divided more or less equally between the two factions. All your characters are Kalevalans, and reside in the capital city of Kitalla.

Kalevala’s protector is a creature called the Great Bear. Each spring the king conducts a ceremony before a cave in the wilderness to awaken the creature from hibernation so it may resume its patrol of the border between Kalevala and Pohjola.

Of a more mystical importance to all of Finland are the Pilgrim’s Pool, the Path of Purification, and the Great Tree. The Pool is a place of any world, a link between the mortal and the immortal. The Path provides a means of understanding and improving oneself spiritually, though the process can prove deadly, even to the most devout. The Tree is an Astral link between the Prime Material Plane and the Outer Planes. Near its top is a shrine. The deity who controls it to a large extent dictates the fortunes of the warring factions of Finland. Needless to say, control of the Tree’s shrine is often a bone of contention among Finland’s deities.

The following is the common knowledge each PC has about the others.

**Elieel** once met the Water Dwarf, a servant of the deity Ahto. She has become quite smitten with him and knows how makes her home in a cave near the sea in order to honor him. She has frequently adventured with Mika, and they are very close friends. Elieel went adventuring with Toivo in her younger days. They are still friends, though not as close as they used to be.

**Mika** is the son of Eemil’s sister, and he likes his uncle very much. He is also very close to Elieel, even though he cannot understand her obsession with the Water Dwarf. Being a ranger and worshiping Mielikki, he dislikes anything or anyone that would do harm to forests or forest creatures.

**Eino and Juhani** are half-sisters. Her father was slain and she and her mother were abducted by marauding bandits when Eino was two years old. Eino eventually escaped, but her mother did not. Effectively orphaned, she was reared by clerics of Ukko, and became one herself. Juhani’s only family, until recently, has been the bandit chieftain who abducted her. Juhani’s only family, until recently, has been Toivo, a kindly gnome who took the infant Juhani into his care and instructed her as best he could. A few months ago the two journeyed to Kitalla, where the half-sisters were reunited.

**Eemil**’s sister (Mika’s mother) insisted that he keep a watch over her son. He does this, even though the boy is fully capable of taking care of himself.
TOIVO was a member of the raiding band that abducted Juhani’s mother. Seeing that the young Juhani was considered a slave (even though the daughter of the bandit chief), Toivo took her into his care (his own ideas about personal freedom obviously weighing heavily in this decision) and trained her in the ways of thievery. Later, when she exhibited an aptitude for magic, he did not dissuade her; in fact, he encouraged her to pursue her talent. Toivo and Eliel adventured together in their younger days and were close friends. Eliel’s infatuation with the Water Dwarf has caused the two to drift apart.

VAINO is wedded to Eino. He is a poor paladin, sworn to poverty and the service of Ukko, but a good husband. He often advises Alvar about her profession and her life.

ALEKSIS is a devout cleric who sees his service to his deity, Mielikki, as more important than adventure. He has, however, infrequently adventured with Mika and Eliel whenever his clerical duties have allowed. He feels especially close to Mika through their shared faith and love of the forest and its creatures.

MINNA and Alvar are sisters, cousins to Vaino. Minna gets along well with her sister and admires Vaino very much. She is altogether too proper a lady to allow her admiration to develop into anything serious. Minna wears a magic girdle that gives an indication of her general state of health and helps to heal her wounds.

ALVAR is Minna’s sister. Like Vaino, she has taken a vow of poverty. Vaino is her mentor in many ways, he provides her with guidance about her profession and her way of life. Their relationship is strictly business, however.
Level 1
Tower Roof

G = Greek Fire
HC = Hot Coals
F = Level 2 Fighter
Scale: 1 Square = 5'
All Ceilings = 15'

Level 2
Ground Level

Circular Stairs Down
→ Ladder to Roof
↑ Portcullis
F = Level 2 Fighter
B = Brindle
K = Kolan

Drawbridge
Level 3
1st Dungeon Level

© Circular Stair up to Level 2
T = Crossbow Trap
Stairs Down to Level 4
A = 3rd level Assassins
G = Garik
Scale: 1 Square = 5'
All Ceilings = 15'

Secret Door
Tunnel

Level 4 -
2nd Dungeon Level

T = Torval
F = Fighter
S = Shrieker Alarm
statement is true. The assassins allow the party to set the group's marching order, and set the watches on any overnight stops. They do nothing hostile until reaching the night hag's cottage. If party discovers the assassin's subterfuge and attaches, they will try to flee, their light horses giving them a good chance to do so. Any assassin unable to flee will fight to the death (see encounter #7 for the assassins' stats).

If the party is undisguised when they leave the inn they are still under the ten round limit (see encounter #3A).

The party cannot buy adventuring supplies of any sort in Vadya, they've all been sold to peasants who are anticipating the revolt.

**Encounter #3C: The Mob**

If the PCs are undisguised while they are on Vadya's streets, a crowd begins to gather as they approach the ten round limit.

The residents of Vadya have been giving you the cold shoulder, but now they seem to be taking an ominous interest in your wanderings, and a crowd of townspople has begun following you. All are carrying farm implements or clubs, and quite a few have picked up large rocks. Evidently Crispin was right about the welcome you’d be getting in Vadya if you didn’t disguise yourselves.

Over the next five rounds a total of 100 club and rake wielding serfs will have gathered, and the eastern road will be blocked. The characters should not attack the serfs, no matter how sure they kill there always will be more. If they move quickly and get off the streets or out of town they’ll have no trouble. As long as they’re mounted they can easily outdistance the serfs. If they are on foot they’ll probably get caught. Mounted or on foot, however, they must act quickly. On the 19th round the southern road will be likewise blocked. On the 23rd round the village will be sealed off and the characters automatically overwhelmed. Their horses will be taken away, but they will be allowed to retain all other equipment. They will then be unceremoniously booted out the northern gate. They may not enter the village again. If the PCs try to fight they will likewise be overpowered.

**Serfs: 200 +, AL N; IN Low-Average; SZ M; MV 12"; AC 9; HD 0; hp 5 each; THAC0 20*; AT 1; Dmg 1-4.**

Special Attacks: Automatically overpower after 1d4 rounds due to weight of numbers, damage 2d12 + rear AC.

**Encounter #4: Meave**

You see a small hut nestled amongst the great firs to the north of the road. No one can be seen, though a wisp of smoke climbs lazily into the air. The trees are very thick, and the road is barely visible. In the trees there is a small door. The hut is a simple wattle and daub affair with one door and no windows. It is in excellent repair. If the PCs make their presence known (by shouting, knocking, or simply examining the hut carefully), a woman calls from inside the hut. “Be ye friend or foe?” This is Meave, wondering aloud who has come calling. Regardless of the answer, Meave invites the party inside. “Then enter Meave’s house if it be knowledge you seek, I’ve little else to offer.”

Meave is a bent old woman who leans on a staff as she shuffles forward. She appears to be fragile and decrepit, but her eyes betoken wisdom and understanding. The hut’s interior is cluttered with books and scrolls, household items, and a haphazard heap of cloaks. Three tabby cats stretch lazily by the hearth.

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If the characters announced themselves as foes, are dressed as pohjolans or serfs, or simply entered unannounced Meave will allow them to enter the hut, then calmly point the staff at them and ask them to identify themselves and state their business. Her cats scurry to hide under the hem of her robe. Meave will wait up to three rounds for an acceptable answer before she blasts the characters. Any reasonable answer will do, Meave is not in the mood for a fight. Meave does not know the pass-phrase, but will recognize its purpose and will surmise that the characters are on the king’s business. If the party has difficulty understanding Meave’s hostility, she asks them to explain their actions or garments (or both).

If attacked, Meave will try to defend herself and drive the intruders away. If proper identification is not forthcoming in three rounds, she will fire a cone of cold from the staff. If melee, she will attack using the

The road has degenerated to a twisty, boggy trace, requiring some care to avoid sinkholes and the like. There have been many stands of willows along the path, these trees and thick stands of spruce thrive in the soggy ground. When you entered the bog you occasionally heard large creatures grunting and wallowing in the undergrowth. Now the sounds have increased. You hear more wallowings, now accompanied by a chorus of bellowings. When these sounds diminish somewhat you can hear quieter, slurpy, slithering sounds. Just ahead is a particularly nice stand of three willows, ringing a slight rise of ground. The rise looks defensible, and promises dry wood.

Normal bog creatures are making the noises, the party has disturbed them. The creatures are not hostile, and if the party simply ignores them and moves on there is no encounter here.

If the party enters the rise the trees do nothing at first. They wait for the what the to rest a little, then you hear the whoosh of leaves rustling or the sound of wind. If any characters do so, the trees will use their drowsiness aura, putting those characters to sleep (no saving throw), even in the middle of the day — the trip through the bog has been tiring. Once they have sleeping victims, the willows take them inside (see monster description) and attack any remaining characters with their limbs. If no characters climb or rest...
against the trees, they simply lash out, gaining surprise on a 1-4 on 1d6.
If the party defeats the trees and opens them up they will find five 100 gp emeralds in a partially digested leather bag and two rusty iron broad swords. A dwarf or a character with a weapon-multiplying ability will recognize these as iron weapons.

Black Willows: 3; AL N(E); INT Low-Very; SZ L; (8’ diameter); MV 1/4”; AC 2; HD 3; hp 70 each; THACO 8; #AT 9 (within 30’ of trunk); Dmg 1-4 each.
Special Attacks/Defenses: Aura of drowsiness puts tired creatures to sleep, no save (20’ range); Sleeping victims resting on trunk or in branches are taken inside trunk, digestive juices fill trunk at rate of 1’/round until trunk is full (Dmg 1-4 hp/round if immersed), victims inside trunk may only use short, sharp weapons; regenerate 1 hp/turn; 90% undistinguishable from normal trees.

Encounter #6: The Hidden Path
The entrance to this path through the depths of the spruce bog is hidden in thick undergrowth. The party can find it only if Meave or Fildin told them about it. The party must go on foot in order to use this path, but they can travel at the “road” rate of ten hexes per day.

Encounter #7: Forest Hag
Ahead of you a small vine-covered stone cottage stands at a three-way intersection in the road. From the intersection the road branches southwest, northeast, and southeast. The cottage’s door is closed and its windows shuttered. There is no sound coming from the chimney, but the pungent smell of woodsmoke bites your nostrils, suggesting that a fire is still smoldering on the hearth. A lean, ancient hound, its fur coal black, sits near the intersection. The dog’s tail wags once or twice as you approach.

The dog is the night hag, polymorphed. Only true seeing will reveal it to be anything but a normal dog, and it does radiate evil, however. The hag sits near the road, using its know alignment ability on passers-by, looking for Kalevalans to attack. The paladin’s protection from evil will help the hag from approaching within ten feet, even in dog-form. If the paladin willingly comes within ten feet of the hag, however, the barrier is broken and the hag can attack anyone inside (still at -2 “to hit”) until she moves out again. The paladin, however, might break the barrier again, voluntarily or otherwise. If the paladin does get within ten feet, the hag will try to stay in range (the dog seems to have taken a shine to the paladin). If the party has not confronted the five assassins in Vadya, they will be here, waiting outside the cottage. They will explain that they are waiting for the wise-woman Meave to return, they seek her advice. They tell the PCs that they think the dog is Meave’s, and act surprised that the dog seems to like a party member (they are).

Once the hag has checked each character with know alignment she changes into the form of an elderly woman, and introduces herself as Meave. She apologizes for appearing in disguise, but explains that one can’t be too careful these days. Then she invites the PCs into the cottage. If the assassins are present, she instructs them to wait outside, saying that the party’s business with her is more important. The assassins’ daggers, or the two broadswords from the bog will work. Some of the party’s spells might work (remember to adjust the hag’s magic resistance upwards 5% for each level the caster is below 11th), and any. The assassins’ daggers, or the two broadswords from the bog will work.

Encounter #8: The Tower
As you push farther south, the forest deepens. You seem to be leaving civilization behind. The road appears to meander as though it is going nowhere in particular, then plunges into a clearing. Well, mostly clear anyway. Stands of fir trees and clumps of brush dot a plain surrounding a moated tower 200 yards away.

The tower’s drawbridge is down and the portcullis is open. Two armored men stand guard on the drawbridge. Atop the tower three armored men keep lookout and tend several nasty looking war engines. The men in the tower don’t appear to have seen you, yet.

The tower is a pohjolan foothold in Kalevala, garrisoned by fighters and assassins. If Capella or Silviera survived encounter #1 they will be here too. If Sikkar was captured he will be imprisoned in the dungeon (level 4). If the party failed to get the Dark Mirror Capella will have it with her. The tower is two stories tall, with twoungeon levels (four levels total). They are numbered from the top down.

Encounter #9: The Tunnel
The tunnel entrance is located in the star-shaped stand of ten trees 30 yards to the right of where the path enters the clearing. If the players have the night hag’s map, mark the entrance to the tunnel on the players’ map of the clearing. The tunnel cuts under the moat and enters the tower on Level 3. If Meave told the party about the star they may spot this feature and find the entrance. If they have the night hag’s map, they will have no difficulty in finding the tunnel. If they do not, they can find the entrance by going to the star and conducting a successful search for secret doors or shifting walls. If either is successful, the party finds the entrance. An elf might spot the entrance accidentally, but only if he actually enters the star.
If the characters can sneak in via Level 3, avoid the trap there, and go directly to Level 4 without being seen, they may retrace their route and exit before anyone knows what has happened.

If the party does not find the tunnel they must cross the clearing. If they cross while mounted they will be seen. If they are disguised as pohjolans, however, the garrison will sound the alarm, but let them approach unnoticed.

They can cross the clearing unseen by going on foot and using the available cover (see boxed text above), and taking other precautions such as waiting for the guards to turn their backs to the parapets, which they do for one round out of every three. The party must watch for two turns to establish the pattern. Hidden movement is very slow, one third the normal rate.

Level 1 — Tower Roof Guards: 3 level 2 fighters.

This area serves as a lookout and a platform for repulsing invaders. It is actually an elevated wooden walkway reached from ground level by ladders. The three fighters here are in charge of the ballistae, vats of Greek fire, and braziers filled with hot coals in addition to keeping a watch on the surrounding terrain. They spot any non-hidden movement in the clearing, and will open fire with the ballistae upon any suspicious characters. The roof is surrounded by a wooden parapet that gives these guards 50% cover.

Ballistae: The edge of the clearing is 20" away, and well within ballista range. The rate of fire is one bolt every four rounds, so it is likely that each will only make one shot, and then only if the party is seen approaching. The ballistae need to roll an 11 to hit a PC, regardless of the character's armor class. Damage is 2d6.

Greek Fire: Greek fire can be dropped over the outside of the walls, or on the inside of the wall if invaders breach the portcullis. Potential targets must roll their dexterity or less on 1d20 to avoid the missiles. Hot coals do 1d6 points of damage (save vs. breath weapon for half damage). Any character hit must make an additional save vs. poison, failure indicates that the coals have lodged in clothing or armor and will inflict another 1d6 points the next round. The character may do nothing the following round except try to remove the coals (save vs. poison at +2). If he is again a target, the hit is automatic.

Level 2 — Ground Level Guards: 9 Level 2 fighters, Kolan, and Brindle.

This section of the tower serves as quarters for the fighter garrison. The main and only visible entrance to the tower is over the drawbridge and through the portcullis. The starting positions for the guards are noted on map #3.

If the lookouts spot the party approaching, they will call for the portcullis to be dropped. While this is being done, Kolan will detail two more fighters to guard the gate, then take the rest of them, including Brindle, to the walkway (Level 1) to help with the greek fire and hot coals.

If the fighters are disguised as pohjolans, they will be allowed to cross the bridge, but the portcullis will still be closed. They may bluff their way past the fighters if they can be convincing enough. Assuming an authoritative manner and acting as if under orders to take Torval from the tower is adequate. The pohjolans command through arrogance, power and threat. If the PCs act important, the garrison will think that they are. Kolan, however, will come down to the courtyard on the second round after the party enters and will demand to know what is going on. A gibber tongue will not be enough to convince Kolan to hand Torval over.

If the party has approached unseen, they can simply rush across the bridge and into the courtyard. The three guards attack, shouting for help. On the second round the three guards from Level 1 will clamber down the ladders and Kolan will emerge from room 6 and bellow, "They're trying to rescue Torval! Get to the dungeon and kill him!"

This order will cause two guards to break off melee and run to room 1, thus revealing to the characters the way down. Brindle and the remaining three fighters will enter the melee on the third round. The off-duty guards join the melee on the 6th round.

The garrison will make every attempt to position themselves between the characters and room 1 to prevent them from going into the dungeon.

Rooms 1-9 These rooms contain only normal items appropriate to the type of room.

Room 1: empty except for the stairway down.

Rooms 2-3: weapon storage for the rebellion (normal melee and missile weapons).

Rooms 4-5: empty (Portcullis winch in #4; Capella and Silvera in #5 if present at the citadel; the sisters join Kolan if an alarm is raised).

Room 6: Kolan's quarters, with a strongbox containing the tower's password. It is locked (Kolan has the key), and holds 1,275gp.

Room 7: garrison leader.

Room 8: Brindle's quarters.

Room 9: guards' barracks (seven off-duty guards).

Level 3 — First Dungeon Level: Guards: 6 level 3 assassins, Garik

This level has been taken by the assassin teams as their quarters, the rooms contain only normal items.

The door at the end of the south corridor is the trigger for a crossbow trap (point "T"). A thief stating he is checking the door for traps, or a find trap spell on the door will reveal the triggering mechanism. If it is triggered (the door opened), the party's first rank is fired upon by three crossbows at the end of the corridor (point-blank range, THACO 10, D 2d4 + 2). The quarrels are also poisoned with a Type B insinuative poison (onset 2 rounds, save vs. poison at +2 or take 25 points of damage).

The assassins' starting positions are noted on map #4. If the characters enter this level by the stairs and no fight has been out before, Garik will move to the stairs AFTER they have passed (attracted by the footsteps) wondering what is going on. Thus he and the rest of the assassins will be waiting for the characters on their way up.

If a fight has broken out in the courtyard and no fighter has been allowed to get downstairs, Garik and his men will not be in the hallways until the seventh round. If he has been warned of the trouble the assassins suffer from the many niches shown on the map and lie in wait. Not knowing which way the party may go, the assassins will occupy niches along the west and south walls, in an effort to protect the secret door. They will not attack until the characters come back up the stairs, attacking from behind with their poisoned daggers.

LEVEL 4 — Second Dungeon Level Guard: one 2nd level fighter

This is a large, open area with two cages for prisoners. Torval occupies one cage (marked with a "T"); Sikkar occupies the other if he is here. The usual torture chamber accouterments (chains, whips, irons, braziers, etc.) are visible.

The characters may still trigger an alarm. The small box at the foot of the stairs contains a shrieker. If it is kicked or opened, the creature will shriek in alarm, thus alerting the entire tower. The guard will not go for the box until he hears the characters' footsteps on the stairs.

Getting Out — Tower Alerted: If the fighters and assassins are aware of a rescue attempt in progress, three assassins and Garik will lie in wait in the niches on the south wall on Level 3 to jump the party on their return, while the remaining assassins join the fighters on Level 2. If it becomes apparent that the intruders are leaving through the secret entrance, the assassins and all but four veterans will run to the star to intercept them as they come out.

If the party tries to go up to Level 2, cauldrons of Greek fire will be dumped down the two stairways. Figure hits on characters, if such are possible, as before. There is some flammable material in the stairwells. The resulting blaze is just like a wall of fire that burns for 10 rounds. Beginning on the 5th round, the wooden supports (beams, etc.) will ignite, and by the 8th round the stonework will begin collapsing, any characters that are lying in wait will be hit (treat as an attack vs. AC 10, modified by dexterity bonus and magical armor pluses, THACO 20). Falling stonework does 3d4 points of damage per hit. If a target remains within 10 feet of the same location and suffers four hits, he is assumed to be buried by the rubble.

If They Try a Second Time: Even if the characters withdraw, everyone will remain on alert, watching not only the portcullis but the secret entrance as well; Brindle and three of the fighters will be waiting just next to the trap on Level 3, while Kolan and the rest of the fighters guard the drawbridge.

When the party escapes from the citadel, with or without Torval, they are free to return to Kittala, the garrison will not pursue, as they will either be unaware of the party, or have done their best to keep the party from escaping.
## DENIZENS OF THE CITADEL

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<th>Description/Number</th>
<th>Class/Level</th>
<th>AC</th>
<th>hp</th>
<th>Wpns</th>
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<td>F/8</td>
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<td>Silvera/1</td>
<td>MU/11</td>
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<td>34</td>
<td>Staff of Striking</td>
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Introduction

Welcome to the very first installment of a brand new column dedicated to the proposition that gaming should be fun. In this and future issues we’re going to examine lots of different aspects of gaming, specifically the role-playing type, in an effort to try to put back some of the fun that gaming, in my opinion, has lost.

Now in order to achieve this lofty goal I’m going to need your help. Yes, you, the one who just retrieved this issue out of the stack of bills and advertisements that came in the daily mail, grabbed a cola, stretched out on the couch, and thought to yourself, “Gee, another Newszine, let’s see if there’s anything in here for me.” Well, I hate to be the one to rock your boat, but when you joined the RPGA™ Network you joined as a club member, not a magazine subscriber. If I can sit here typing while everyone else is out adventuring, so can you. Go ahead and finish reading the column, but when you’re done I want to hear from you. I want your ideas and opinions, good or bad. I want to get some discussions going, get some controversy going, and I want to have some fun doing it. And now if you’ll excuse me, I’ve got a column to write.

Monsters

What comes to mind when you think of the word “monster”? I think of Frankenstein’s creation shambling through the fog enshrouded countryside, or Dracula rising from his earthy coffin with dried blood staining his lips. Get the picture? Monsters are supposed to be scary! When I’m playing in a role-playing game I want to break out in a cold sweat when my character opens a door and comes face to face with a creature from my darkest nightmare. I want to feel my scalp tingle and my mouth go dry as a hungry, long-dead body. Let them hear the sound of yellowed bones cracking and separating in protest of once again being forced into mobility. Perhaps a clump of hair still clings to a cracked skull, or a milky eye still hangs from a hollow socket. And then it opens its jaws to emit a silent scream before charging. Let your players see this in their minds. I guarantee that your monsters will regain the respect they deserve.

The Convention Scenario Part 1

I’m a GEN CON® Game Fair junkie, I admit it. Usually around June the craving gets so bad I find myself perusing old convention programs in anticipation of this year’s event. For those of you who have never attended, let me tell you there’s nothing like it. It’s almost like spending four days on another planet with no one but gamers. Imagine picking out a perfect stranger on the street or in a store in the real world and trying to strike up a conversation about your favorite RPG or, heaven forbid, your current character. Good Luck! But at the GEN CON Convention, the nearest gamer is standing right in front of you in line at the concession booth. My first GEN CON Convention was an overwhelming experience, not only seeing all those people, but having a chance to actually meet and talk to the superstars of the gaming world, the writers, the artists, and all those dealers and designers selling products I never knew existed. And the games! Of course, I never would have dreamed of DMing my own game in those days. No, I was content to be a humble player, enthralled by the DMing artistry of such illustrious semi-gods as Jim Ward.

By my second GEN CON® Game Fair a little of the awe had worn off. I saw lots of familiar faces, I remembered my way around, and I started to learn the ropes of conventioneering. However, the big realization was that just because a game is run at the GEN CON® Game Fair doesn’t mean it’s a good game. Same for the DMs. Although the event was just as enjoyable as the year before, I found myself playing in some games and thinking “I can write better stuff than this.” So I did. Let me tell you, nothing beats the thrill of seeing your own game listed in the convention program and realizing that people are spending their hard-earned cash, that could have bought a hotdog and cola, to play in your event. Now at the GEN CON® Game Fair, people are always coming up to me and saying, “How did you ever come up with that great scenario? I loved it!” (Well maybe not exactly in those words, but close enough.)

Food for Thought

Unless you’re into nail biting or thumb sucking, chances are you partake of some kind of edibles during your gaming sessions. Since most players hate to break off the adrenalin rush they’re experiencing during a particularly intense game, most foodstuffs are consumed during play, which leads to the big question, namely what kind of snacks go well with role-playing games? Pizza is out, it’s messy and those tomato stains never will come out of your character sheets. And imagine the horror when you open your rule book to look up a certain passage and a big glob of gummy cheese and sauce plops onto the page. Crackers and cookies, although they keep your hands relatively clean, do pose some serious drawbacks. An excited player who tries to yell out actions for his character with a mouthful of cookies is a guarantee of disaster, unless you’ve got a big mouth (and no cracks about the author). Besides, every time you take a bite you’re going to drop some crumbs. The strange thing about crumbs is they usually find their way into the binding of your books, making a craking sound every time you turn a page. Candy bars? No way! Chocolate covered fingers lead to chocolate covered dice which are not only hard to roll, you have to lick them off in order to see the numbers. So what’s left? Well, here’s some of my favorites. Summer sausage, or any other kind of large meat roll. If you’re playing a fighter you, can rip off a hunk between your teeth and growl during a particularly intense game, most

The Convention Scenario Part 1

I’m a GEN CON® Game Fair junkie, I admit it. Usually around June the craving gets so bad I find myself perusing old convention programs in anticipation of this year’s event. For those of you who have never attended, let me tell you there’s nothing like it. It’s almost like spending four days on another planet with no one but gamers. Imagine picking out a perfect stranger on the street or in a store in the real world and trying to strike up a conversation about your favorite RPG or, heaven forbid, your current character. Good Luck! But at the GEN CON Convention, the nearest gamer is standing right in front of you in line at the concession booth. My first GEN CON Convention was an overwhelming experience, not only seeing all those people, but having a chance to actually meet and talk to the superstars of the gaming world, the writers, the artists, and all those dealers and designers selling products I never knew existed. And the games! Of course, I never would have dreamed of DMing my own game in those days. No, I was content to be a humble player, enthralled by the DMing artistry of such illustrious semi-gods as Jim Ward.

By my second GEN CON® Game Fair a little of the awe had worn off. I saw lots of familiar faces, I remembered my way around, and I started to learn the ropes of conventioneering. However, the big realization was that just because a game is run at the GEN CON® Game Fair doesn’t mean it’s a good game. Same for the DMs. Although the event was just as enjoyable as the year before, I found myself playing in some games and thinking “I can write better stuff than this.” So I did. Let me tell you, nothing beats the thrill of seeing your own game listed in the convention program and realizing that people are spending their hard-earned cash, that could have bought a hotdog and cola, to play in your event. Now at the GEN CON® Game Fair, people are always coming up to me and saying, “How did you ever come up with that great scenario? I loved it!” (Well maybe not exactly in those words, but close enough.) In next issue’s column, I’m going to give away some (but not all) of my secrets for writing a successful convention scenario. Besides the obvious points that have been listed before, I’ll reveal startling new facts to guide you on the road to a lucrative (or at least fun) career in convention DMing. Don’t miss it.
those long, long sticks of red licorice are nice. Bite off the ends and use them for straws to drink your favorite cola-flavored beverage and then eat 'em when the pop's gone. If you've got a favorite junk food that you think is perfect for role-playing games, you can't pass in the supermarket without stirring up memories of that last great play session, let me know. I'll print a menu of the best foods for role-playing in a future column.

Nostalgia
The year is 1979. Gaming miniatures are hot items. So are pre-cast dungeon blocks and floor plans so DMs could create a 3-D dungeon in a matter of seconds. If you played the D&D® Game, you had the blue boxed set (a classic in my opinion), which included the KEEP ON THE BORDERLANDS® Module. I think almost everyone cut their teeth on this one. For the AD&D® Game you had the eagerly awaited PLAYER'S HANDBOOK and the famous “G” and “D” series modules with crude covers and artwork, but lots of gaming excitement. If you were really desperate for adventures, you could always pick up the offerings of a company called Judge’s Guild. Noted for their garishly colored covers, flimsy paper stock, and a wealth of misprints, typos, and missing text, maps and sometimes whole pages, Judge’s Guild adventures presented a real challenge for the fledgling DM.

Besides the slick gaming publications like DRAGON® Magazine, there were dozens of homegrown fanzines offering all kinds of weird encounters, traps, monsters, and spells submitted by the readers. Of course, a lot of them really stretched the limits of believability, but at that time no one cared. Without a proliferation of rules and rule books, you made up your own, and anyone who could play the D&D® Game let alone DM it, really felt unique.

Language
Almost every language has its own set of slang words. Words that, although they may not be found in a dictionary, have gained popular acceptance and wide usage, mostly through word of mouth. So why should the AD&D® Game’s common tongue be any different? Therefore, I challenge you to come up with a list of slang words, and their meanings, that your AD&D® Game character might use in his or her day-to-day conversations. These words do not have to be expressions that only your particular type of character would use, but they should relate somehow to the profession of adventuring. Here are some examples to get you started: FUSER Originally a condensed form of the term Fighter/magic-USER, now used to describe any multi-classed person.

SLANG

BC Abbreviation for the phrase “bite & claw” and all its variations. “That’s a nasty BC wound, should I call a cleric?” or “That sucker really BCed poor Hepzibah!”

GLITTER Based on the expression, “All that glitters is not gold,” used to describe a hoard of treasure which may contain gems, jewelry, silver and copper as well as gold. “Wow, check out that pile of GLITTER underneath that sleeping dragon!”

Please, limit yourself to no more than five examples. I’ll publish the best words in a future column. Your deadline is September 1st, 1987 so start thinking!

In Closing
Join us next issue for some new businesses for your favorite game town, Part 2 of Convention Scenarios, secret societies that your character can join, and lots more fun and surprises. In the meantime, get busy writing those cards and letters. I’m counting on you to help me fill future columns. And put down that cola! It’s bad for your teeth!

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ARCANE ACADEME

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Submission Guidelines

All submissions to POLYHEDRON™ Newszine must be typed, double-spaced, on one side only of 8 1/2" by 11" white paper. The only exceptions to this rule are short letters to the editor or to “Dispel Confusion,” convention listings, and classified advertisements. These short submissions may be legibly handwritten (preferably printed), on lined paper only, using every other line. Whether your submission is typed or handwritten, be sure to leave a 1” minimum margin around all four sides of your text. Computer-generated dot matrix print is acceptable only if it is dark and legible.

We need your real name, address, and telephone number on the first page of each submission. If you wish to use a pen name on your article, include it after the title of the article and the word “by.” In the form “by (your pen name)”. Include your name, a short form of the article title, and the page number in the top right corner of each page after the first page.

Even if your spiffy electronic typewriter or computer can do it, do not use italic or boldface type in your submission. Underline any words which must be set in italics in finished copy. Boldface type (use sparingly) should be underlined with a squiggly line. Indent each paragraph five spaces. Avoid dashes, ellipses, and semi-colons and please try to remember that exclamation points are used to indicate exclamations, not to provide emphasis. (Note that the preceding sentence did not end with an exclamation point.) Stick to the more common forms of punctuation, and use them correctly. When in doubt about punctuation or the proper usage of a word or phrase, ask an English teacher or consult a good style book. The most-used style books are *The Chicago Manual of Style* by the University of Chicago Press, and *The Elements of Style* by William Strunk and E.B. White. Both can be found in the reference sections of most libraries.

Be sure to include a business-sized (#10), self-addressed, stamped envelope (SASE) for the editor’s reply or return of your manuscript (or both). If your manuscript is more than six pages and you want it returned, send a larger SASE (9” by 12” or larger) with more postage. Be sure to keep a copy of your manuscript, even if you send a SASE for its return. We cannot be responsible for the loss of manuscripts.

Because it is written by and for the RPGA® Network membership, POLYHEDRON Newszine does not pay for articles or module submissions. You do, however, get the gratification of seeing your name in print. Note: TSR, Inc.’s professional products departments will only look at submissions from previously published writers, and a publication in POLYHEDRON Newszine counts.

When we accept any written material from you, we acquire one-time rights to publish this material in POLYHEDRON™ Newszine and, in the case of a module submission, may use it in RPGA® Network sanctioned tournaments, conventions, and events for one year. All other publication rights remain the property of the author, except that, after we publish an article or module the publisher (TSR, Inc.) is granted the right of first refusal to purchase any and all such publication rights offered for sale by the author. In other words, once your material sees print in the POLYHEDRON™ Newszine, you have to offer it to TSR, Inc. first if you decide you want to try actually selling it.

In the event an article submitted for publication in Polyhedron™ Newszine contains material copyrighted by TSR, Inc., to such an extent as to make it impractical to separate those materials from the submission, TSR will retain copyright ownership of the article upon submission for publication.

However, if TSR makes use of the materials contained in the article for any product or commercial purpose beyond RPGA® Network use, TSR will pay the author the then current fee for such product or purpose.

Please refer to the submission form on the back of this issue.

**Art Submissions:**

All art must be drawn in black ink on white paper. We cannot take responsibility for the safety of original artwork and prefer high-quality copies. If you do send original artwork, be sure to send it properly packed, protected with cardboard stiffeners, and write “artwork” on the envelope. Make sure that your SASE has enough postage to ensure its return. If your best work is done in pencil, charcoal, or pastels, send screened velox prints. Smaller fill pieces are more useful than full-page art. Cartoons are always welcome.

**Photo Submissions:**

Black and white photos are welcome in POLYHEDRON Newszine. The subject of the photo must be interesting to our network of gamers. Pictures of people sitting around playing games are not interesting. We would especially like photos of demos or other activities that project a positive image for gamers. Be sure to pack your photos in protective cardboard for mailing, and include the proper return postage if you want them back.

**Ethical Considerations:**

We expect all submissions to be in “good taste.” Material which is profane, salacious, or gratuitously violent or gorey will be rejected or altered at Network HQ’s discretion. Remember that HQ does not accept modules with evil PCs or any material that shows evil in a complimentary manner. Likewise, we will not accept material that depicts substance abuse, racial prejudice, chattel slavery, perversion, discrimination, or crime as anything except wrongs to be righted. Your own common sense should guide you. If you would be ashamed to show your material to your employer, minister, parents, teachers, or co-workers don’t send it to us.

All submissions to POLYHEDRON™ Newszine should be mailed to:

POLYHEDRON™ Newszine
% RPGA Headquarters
P.O. BOX 509
Lake Geneva, WI 53147
RPGA™ Network Tournament Winners List

The following conventions have held official RPGA Network Tournaments. Congratulations to all the winners! This list includes data from several conventions which have not yet been reported in the newsletter.

PLEASE NOTE: Many of these results have NOT been processed by HQ. Processing was delayed in hopes that the player/judge ranking system would first be in place on the computer. The ranking system is still in final test stages, therefore, rather than delay publication any longer, we are printing the results, some may be subject to verification. If there are any corrections or changes once verified, that information will be printed in a future issue.

**D&D® Game JUNIOR TOURNAMENT**

Scenario: Staff of Oondina

1st Place 2nd Place 3rd Place
Aric Newhouse Johnny Melton Shane Connelly
James Stutler Paul Stern Michelle Palmer
Benjamin Swainbank Eric VonGunten Matt VonGunten

**CALL OF CTHULHU TOURNAMENT**

Scenario: "Super Soldier" Project

1st Place 2nd Place 3rd Place
David Shaw James Sensenbrenner Sheldon Shaw

**BASIC D&D® Game TOURNAMENT**

Scenario: The Death Coach

1st Place 2nd Place 3rd Place
Mike Cormack Ruel Lacsmas James Alan
Jay Hove Linda Rastle Jason Kraft
Brian Leikam Randy Solo Irving Lockett
Richard Pakalenko Russ Werner Kevin Webster

**BOOT HILL® GAME TOURNAMENT**

Scenario: Sundown at Lizard Rock

1st Place 2nd Place 3rd Place
Don Bingle Linda Bingle Jonathan Haring
Rick Reinesch Jim Minz Cisco Lopez-Fresquet

**HEROCON**

(Aug. 23 & 24, 1986 — Austin, Texas)

**AD&D® Game TOURNAMENT**

Scenario: Misfits by Rembert Parker

1st Place 2nd Place 3rd Place
David Conroy Ian Hense Jim Minz
Bill McConnell Ken Ureste Mike McIntyre

**NOWSCON**

(Sept. 27 & 28, 1986 — Middlesburg Heights, Ohio)

**AD&D TOURNAMENT**

Scenario: The Long Way Home by Bruce and Jean Rabe

1st Place 2nd Place 3rd Place
James B. Alan Charles Sagui Mike Hirsch

**FRONTIER WARS 2.5**

(Oct. 4 & 5, 1986 — Bloomington, Illinois)

**AD&D TOURNAMENT**

Scenario: Escape From The Tower of Midnight

1st Place 2nd Place 3rd Place
Kathryn Asbury Linda Bingle Mike Asbury
Don Bingle Cheryl McNally Eric Kuehn

**FLUFFY QUEST TOURNAMENT**

1st Place 2nd Place 3rd Place
Mike Asbury Don Bingle Chad Brinkley
Chuck Quilty Jose' Herrera Troy Jessen

**LINCON VIII**

(Oct. 17 - 19, 1986 — Lincoln, Nebraska)

**AD&D TOURNAMENT**

Scenario: The Long Way Home by Bruce and Jean Rabe

1st Place 2nd Place 3rd Place
Dave Johnston Nathan Foulk Samuel K. Adams
James Minz Rick Stotts
Ed Peterson
Marilyn Mittlemer  
*5th Level Female Human Thief*

**STR:** 14  
**INT:** 10  
**WIS:** 10  
**DEX:** 18  
**CON:** 17  
**CHA:** 12  
**COM:** 13

**AC normal:** 4  
**AC rear:** 8  
**Hit Points:** 32  
**Alignment:** Chaotic Neutral

- **Pick Pockets:** 60%  
- **Open Locks:** 57%  
- **Find and Remove Traps:** 45%  
- **Move Silently:** 50%  
- **Hide in Shadows:** 41%  
- **Hear Noise:** 20%  
- **Climb Walls:** 90%

**Equipment:** cloak of elvenkind; dagger +1; potion of flying, two potions of healing; leather armor; silver mirror; three 40 gp pearls.

**Personality:** Marilyn adores Mortimer. She tries very hard to please him. Marilyn knows Mortimer is keeping most of the treasure for himself, but that does not matter to her. She would gladly give Mortimer everything she owned if it would make him happy. Marilyn enjoys the scams the trio works on unsuspecting adventurers and merchants. It is a great game to her, and she delights in developing different con games. Marilyn met Mortimer when she tried unsuccessfully to pick his pocket. Rather than turn her in, Mortimer asked her out on a date, and they married shortly thereafter. Marilyn's mother gave her the cloak of elvenkind for a wedding present. Marilyn would have even given Mortimer the cloak, but her mother insisted she keep it. Marilyn believes Mortimer should have been a thief, and she plans to teach him thieving skills in the future.

Elmerth Willowit  
*4th Level Male Half-Elven Thief*

**STR:** 17  
**INT:** 7  
**WIS:** 6  
**CON:** 18  
**DEX:** 18  
**CHA:** 10  
**COM:** 14

**AC normal:** 3  
**AC rear:** 7  
**Hit Points:** 25  
**Alignment:** Chaotic Neutral

- **Pick Pockets:** 65%  
- **Open Locks:** 52%  
- **Find and Remove Traps:** 40%  
- **Move Silently:** 43%  
- **Hide in Shadows:** 40%  
- **Hear Noise:** 15%  
- **Climb Walls:** 40%

**Equipment:** leather armor +1; dagger +2; two applications of dust of disappearance; small sack of hard candy; silver neckchain worth 100 gp; three large pieces of jade each worth 350 gp; piece of quartz worth 50 gp.

**Personality:** Elmerth was an initiate of a thieves guild in the Living City until he tried to pick the pocket of a man named Ren. Elmerth learned too late that Ren is one of the most famous thieves in the city. And Elmerth was promptly kicked out of the thieves guild for this act. In shame he left the city and fell victim to one of Mortimer's and Marilyn's scams. However, when the Mittlemers discovered Elmerth was a thief, they asked him to join in their escapades. He accepts his share of the treasure and does not try to steal from the Mittlemers. They are obviously very honest, he believes, since they give him the large pieces of jade and only take the small gems for themselves. He admires Mortimer and hopes to someday become smart enough to devise elaborate cons.

During the scam, Elmerth will use his dust of disappearance and sneak up on the characters talking to Mortimer. He and Marilyn usually have their plan mapped out in advance so they do not bump into each other. Elmerth goes after the treasure on the larger characters, and Marilyn, the smaller characters.

Elmerth plans to stay in the company of the Mittlemers for several more months. He believes he will have enough skills to then operate his own scams.

Elmerth will never use the thief ability of back attacks, as he believes it is wrong to strike at someone from behind. However, he believes it is all right to strike someone from the front — even though that person can't see him.
The Critical Hit

by Errol Farstad

ORCBUSTERS
Magic Invades PARANOIA!


"Say, has anybody seen my Horn of Valhalla?"

— ORCBUSTERS, page 1

What’s this? Are the creators of the PARANOIA® Game cropping out and converting their system to fantasy? Have they sniffed the residue of their laser barrels too often? Has our friend, The Computer, finally gone off the Deep End? (Well, he only needed a shove, anyway.)

One may surmise as much from the ORCBUSTERS Module, written by Ken Rolston (West End Games $6.95). Actually, the good folks at West End assure us they are just giving Mr. Rolston a chance to let off some creative steam by allowing him, in this one instance, to bring fantasy into the science-fiction world of the PARANOIA® Game. (Maybe. But one never knows with the PARANOIA® Game, especially with Mr. Rolston’s warped, eh? I mean, fine mind at the wheel.)

Packaging

Since this is a spoof of “The Other Game” (Hint, it’s initiated with an ampersand and two ‘D’s’ not necessarily in that order.), the cover and the rest of this module will look strangely familiar to you, as a player, get three guesses, and the first two don’t count.

As mentioned earlier, the module comes with several cut-out maps including one that must be mapped by the players (Ah, nostalgial, and six pre-generated characters for play with the module, should new gamers not wish to generate characters of their own.

ORCBUSTERS is a fun addition for the PARANOIA® Game, and is written well enough to be understood easily. There is even a magic system figured out for the spell-casting wizards. One may surmise as much from the ORCBUSTERS Module, written by Ken Rolston (West End Games $6.95). Actually, the good folks at West End assure us they are just giving Mr. Rolston a chance to let off some creative steam by allowing him, in this one instance, to bring fantasy into the science-fiction world of the PARANOIA® Game. (Maybe. But one never knows with the PARANOIA® Game, especially with Mr. Rolston’s warped, eh? I mean, fine mind at the wheel.)

Rules and Explanations

It is assumed that those who play this module know the PARANOIA® rules. However, newcomers can play just as easily. Just remember, fellow trouble-shooters, new characters get the front of the marching order, for the greater glory of The Computer. (Ken Rolston is known for having designed the LANKHMAR® play-aid for the AD&D® Game (to be reviewed in a later issue). He’s also been turned loose at West End and uses his crazy creative genius to the utmost. However, one cannot possibly compare the two products. It’s like comparing a cheap supermarket wine to a French import (I won’t say which is which. There are libel laws).
CLASSIFIEDS

Looking for other gamers in your area? Starting a new club? Put it in the POLYHEDRON Newszine classifieds! There is no charge for the "MEMBERS ONLY" service. No commercial advertising accepted. Ads should be typed or printed neatly, 25 words or less, and submitted with name and current membership number to: Classified Ads, c/o POLYHEDRON Newszine, P.O. Box 509, Lake Geneva, WI 53147. Accepted ads will be run in two consecutive issues, space permitting. NPCA Newszine No. reserves the right to accept, reject, edit, and limit quantity per member if necessary.

CALIFORNIA: I'd like to find someone in the San Bernardino area who likes to play the D&D® and TOP SECRET® Games. If you are interested in putting together a game, please contact: Gene Mikkelson, 2056 Nolan S.D., San Bernardino, CA 92405.

CALIFORNIA: I would like to form or join a role-playing group. My interests include the D&D®, STAR FRONTIERS®, BattleTech, AeroTech, Traveller, Star Fleet Battles, Car Wars, James Bond 007, and Ringworld Games. Contact: Kelly Alexander, 48871 Gamay Drive, Fremont, CA 94539, Phone (415) 656-7178.

FLORIDA: I would like to form a role-playing group (ages 14-18 preferred) in the South Miami area. I have four years of experience in the AD&D® game. Contact Brad Preuss, 7260 S.W. 133rd Terrace, Miami, FL, 33156. Phone: 305-251-0250.

FLORIDA: Boca Raton Area: Experienced 14 year old role-player trying desperately to start a role playing group in the Boca Raton area. I specialize in D&D® and AD&D® Games, but am willing to learn any game. Anyone welcomed! I'm dying of boredom, so please respond. Contact: Tibe Jordan, 9085 Vista Del Lago, Boca Raton, FL, 33433 or call: (305) 482-0903.

FLORIDA: Attention Miami Gamers! 14 year old gamer looking for those to share adventures in AD&D®, BattleTech, and STAR FRONTIERS® Games. Contact Mike Idziorek, 740 Wren Ave., Miami Springs, FL, 33166.

ILLINOIS: Stranded Player. Knows how to play AD&D®, GAMMA WORLD®, and STAR FRONTIERS® Games. Interested in beginning an AD&D® campaign with other experienced gamers, ages 15 & up, in Washtenaw County and surrounding area. Role-players preferred, problem solvers welcome, hack and slashers rejected without hesitation. Also interested in many other games, especially Paranoia®. Contact: Alan Ristol, 589 Crestwood Circle, Saline, MI 48176-1335 Phone: 313-429-2754. Half-ogres and Druids encouraged.

MISSOURI: WANTED: Experienced players to join and form a RPGA Network Club. All games acceptable. We play the D&D® BASIC, CONAN, INDIANA JONES and GAMMA WORLD® games. If interested contact: Charles Chapman, Route 1, Kingsville, MO, 64061 or call 816-597-3504.

NEW JERSEY: Looking for AD&D® players in North Bergen County, New Jersey, ages 12-16. Call Zachary, Hillsdale, NL (201) 358-1194.

NEW JERSEY: You! Do you live in or near Union County? Good! Well, you can join D.R.A.G.O.N. Tool (Daring Raiders and Gamers of New Jersey) which is obviously a silly attempt at an acronym by us silly guys). Contact Rich or The Badger at (201) 355-1813 or write (please don't, it's silly also) to DRAGON, 23 Ridgway Ave., Hillsdale, NJ 07205. Moderners call 'The Badger's Den' (300 bps/24hrs) at (201) 355-2649.


RHODE ISLAND: Wanted; AD&D® Campaign. No Monty Haul or variant stuff. Doesn't any¬body go straight anymore! Well I do. All I need is some like minded folks. Contact: Roland Bruno Jr., 97 Sutton Ave., E. Providence, RI 02914.

RHODE ISLAND: Small, experienced band of adventurers is seeking mature and intelligent AD&D® players in the Narragansett (U.R.I.) area. Experience is preferred and hacking and slashing is frowned upon. Contact: Paul Soares, Jr., 341 Sayles Hill Rd., N. Smithfield, RI 02956.

TENNESSEE: I am looking for interested players in the Memphis area to form a role-playing club. Experience preferred, ages 18 years and older. Any female players welcome. My interest is the ADVANCED DUNGEONS & DRAGONS® Game. I am also willing to try other role-playing games. Contact: Maurice Patterson, 1724 Hester Rd. Memphis, TN 38116-8511 Phone: 901-396-2415 (after 4:00 p.m.).

TEXAS: Experienced player of the AD&D® Game would like to find other gamers interested in forming a group in the Garland area. I'm bored to death, so please contact Ryan Mattes, 1526 Archley Ln., Garland, TX 75042.

Phone: (214) 495-2805 (after 3 p.m. and before 9 a.m.).

WISCONSIN: Gamers in Southeastern Wiscon¬sin who enjoy playing TSR's "Dawn Patrol" game of WWI Air Combat are invited to monthly games in Lake Geneva. Contact Mike Carr (363-4775) or Will Niebling (248-3687).

WISCONSIN: CALL FOR PLAYERS: In July of 1982, fifty-five gamers gathered in Lake Gene¬va for a special event — a 24-hour board¬game simulating the 24 hours of LeMans auto race. The event ran from Noon Saturday to Noon Sunday, with multi-player teams compet¬ing against each other. The game was a rousing success. Now, another 24-hour race is in the works for 1987, to be run in June or July in Milwaukee. Anyone interested in more information should send a SASE to: Paul Schwab, 3854 S. 57th. St., Milwaukee, WI 53220.

SPECIAL

PBM GAME: Am starting an all new, computer assisted, PBM of the STAR FRONTIERS® Game. Have experience running PBMs. Contact: Clay Fowler, 1202 Berrywood Lane, Houston, Texas 77077

TRADE OFFERED: I would like to trade my SAGA Age of Heroes Minigame, and the INDIANA JONES® Role-playing game with Modules L1 INDIANA JONES AND THE TEMPLE OF DOOM, and U2 RAIDERS OF THE LOST ARK the following old edition modules for the AD&D Game: G1 STEADING OF THE HILL GIANT CHIEF, G2 GLACIAL RIFT OF THE FROST GIANT JARL, G3 HALL OF THE FIRE GIANT KING. Contact: Jimmy Nugent, 420 East Wayside, Nungten, TX 77486, Phone: (409) 532-3976.

GAMES FOR SALE: Rescue From The Hive, Champions, Dragon Quest, INDIANA JONES, and lots of AD&D and D&D Supplements. Almost every AD&D and D&D module for sale for cheap prices. Contact Andy Cogswell at 8 Fred Place, Edison, NJ 08817 or call 494-5417 or 494-8278.

PBM GAME: 8 players of ORIENTAL AD&D® wanted to travel through oriental play-by-mail world. TOTALLY Free (except cost of mailing). First come, first served! Write: Andy Cogswell, 8 Fred Place, Edison, NJ 08817.

GAMES FOR SALE: Private collector wishes to sell (at reasonable prices) mint and used DRAGON® Magazines & other role-playing and Wargame materials. SASE gets list. Write: Timothy Stabosz, 45 Country Manor, Orland Park, IL 60462. Phone: (312) 361-2999.

PBM GAME: Gamer seeks PBM candidates for modified AD&D® campaign. Send SASE if in Canada and envelope & $.35 if in USA (International Reply Coupon Costs More) Contact: Michael John Wybo II, P.O. Box 84, Talbot St. N. Courland, Ontario, Canada, NOJ 1E0

GAMES WANTED: Pre ’72 SP titles: Strike Force; Task Force; Green Fields Beyond; Agincourt, Crimean Quad, The Conquerors Prestige Masterpack; Napoleon at War; Last Battles, Seelowhe; Search and Destroy. Send letters to: A.C. Morrison 25124 16th Ave. S, Kent WA 98032.

POLYHEDRON
AD&D® Game 2d EDITION QUESTIONNAIRE

The AD&D® Game 2d Edition is rolling, but...WE NEED YOUR HELP! Our thanks to the many players who have already sent in their suggestions, ideas, and thoughts on the future of the game. What we need most is concrete details about how you play the game.

Make LOTS of photocopies of the answer form, so your friends can get in on the fun, too! Also, there are a few short rules to follow (harumph)...

1. Use this form (or a photocopy of it). Our dragon eats handwritten or homemade versions of this form.

2. Please include your name and address (for our Scroll of Many Names).

3. If your answer doesn’t exactly match the choices given with some questions, just pick the closest one (it’s like hand grenades—close enough is good enough).

4. Answer every question. If you have no opinion or the question does not apply, write in a “0” and take a pass.

5. Be neat. If we can’t read it, we won’t (our fire elemental is a lot more efficient than our crystal ball).

6. Give your honest opinions. If you like or don’t like something, we want to know.

7. The space at the bottom of the form can be used for comments. This won’t affect your score; it’s just for our inspiration, write.

Abbreviations: APH = Advanced Players Handbook; DMG = Dungeon Masters Guide; MM = Monster Manual; MM II = Monster Manual II; FF = FIEND FOLIO® Tome; LL = Legends & Lore (formerly DEITIES & DEMIGODS® Cyclopaedia); UA = Unearthed Arcana; DSG = Dungeon Master’s Survival Guide; WSG = Wilderness Survival Guide.

A. WHO GOES THERE?

1. No question.

2. What is your age: 1 = 8 or less; 2 = 9-12; 3 = 13-16; 4 = 17-21; 5 = 21-30; 6 = over 30.

3. Sex: 1 = male; 2 = female.

4. Formal education (number of years): 1 = 0-2; 2 = 3-4; 3 = 5-6; 4 = 7-9; 5 = 10-12; 6 = more than 12 years (use this for formally educated 13-16, 21-30, over 30 only).

5. How old were you when you started playing the AD&D® game? 1 = 8 or less; 2 = 9-12; 3 = 13-16; 4 = 17-21; 5 = 21-30; 6 = over 30.

6. How many years have you been playing role-playing games? 1 = less than 1 year; 2 = 1-2 years; 3 = 3-4 years; 4 = 5-6 years; 5 = 6 to 10 years; 6 = more than 10 years.

7. Are you an RPGA® Network member? 1 = yes; 2 = no.

8. Do you belong to a local gaming club? 1 = yes; 2 = no.

9. How many regular members does it have (play at least once per month)? 1 = up to 5; 2 = 6-10; 3 = 11-20; 4 = 21-30; 5 = over 30.

For questions 10 through 21, please rate your reading preferences in each subject area, on a scale of 1 (never read) to 5 (enjoy immensely).

10. Science fiction

11. Fantasy fiction

12. Pulp/action adventure

13. Spy/thriller

14. Mystery

15. Historical adventure

16. Historical/gothic romances

17. Ancient/medieval history

18. Modern history

19. Sociology/psychology/anthropology

20. Physics/hard sciences

21. Comic books/graphic novels

22. What is your favorite genre of role playing: 1 = heroic fantasy; 2 = science fiction; 3 = comic book superhero; 4 = spy/espionage; 5 = horror; 6 = other (list below)

YOU TELL US

23. How did you find out about the AD&D® game? 1 = a friend had one; 2 = saw a magazine ad; 3 = read about in newspaper or magazine; 4 = saw in store; 5 = other.

24. How do you currently find out about new TSR® products? 0 = I don’t; 1 = through friends; 2 = see it in store; 3 = see ads in magazines; 4 = see previews in gaming magazines; 5 = see previews in DRAGON® Magazine; 6 = other.

25. Where do you most often buy AD&D® game products? 1 = local hobby shop; 2 = local book store; 3 = national chain bookstore; 4 = toy store; 5 = mail order.

26. About how much do you spend a month on game products? 1 = 0-5; 2 = $6-10; 3 = $11-15; 4 = $16-25; 5 = over $25.

27. How many AD&D® game products have you bought in the last year? 1 = none; 2 = 1-3; 3 = 4-6; 4 = 7-10; 5 = more than 10.

28. How many months have you been buying AD&D® game products (not a magazine)? 1 = 0-3; 2 = 4-6; 3 = 7-9; 4 = 10-12; 5 = 13-16; 6 = more than 16 months.

29. If the answer to question #28 is 5, why? 1 = I don’t like the subject matter; 2 = I can’t afford it; 3 = I haven’t been playing lately; 4 = I have switched to another game system; 5 = other. If the answer is 4 or 5, please list system or reason below.

30. Describe AD&D® game product quality in the last two years: 1 = consistently superior; 2 = generally improving; 3 = about the same; 4 = generally declining; 5 = consistently poor; 6 = haven’t been playing that long.

31. How do you view TSR, Inc.? 1 = very favorably; 2 = basically favorably; 3 = neither favorably nor unfavorably; 4 = basically unfavorably; 5 = very unfavorably.

32. The thing I like best about the AD&D® game is (answer “0” if there is nothing you like best): 1 = I get to create a unique character; 2 = I get to make decisions that affect what happens in the game; 3 = I get to beat up monsters; 4 = I like the challenge of mastering the rules; 5 = I like to socialize with my friends; 6 = other (list below).

33. My biggest criticism of the AD&D® game is (put a “0” if you have no complaints): 1 = it takes too much time; 2 = it costs too much money; 3 = the rules are too complex; 4 = I don’t have anyone to play with; 5 = other (list below).

34. Do you use miniature figures? 1 = yes; 2 = no.

35. If the answer to the previous question was yes, how many do you own? 1 = none; 2 = 1-5; 3 = 6-20; 4 = 21-50; 5 = 51-100; 6 = over 100.

36. Do you play large-scale battles with miniatures? 1 = yes; 2 = no.

37. How much time do you expect to spend on the AD&D® system in the future? 1 = more; 2 = about the same; 3 = less.

38. How much money do you expect to spend on the AD&D® system in the future? 1 = more; 2 = about the same; 3 = less.

39. If you were starting a fantasy role playing group today, would you use the AD&D® system? 1 = definitely yes; 2 = probably yes; 3 = undecided; 4 = probably not; 5 = definitely not.

40. If not, suggest why: 1 = AD&D® game rules are too complex; 2 = AD&D® game rules are poorly explained; 3 = AD&D® game rules are not realistic enough; 4 = I have mastered the AD&D® game system and am bored with it; 5 = other (list below).

41. What system would you use? (list below).

42. How many role playing games (from all publishers) do you own? 1 = 0; 2 = 1-5; 3 = 6-20; 4 = 21-50; 5 = 51-100; 6 = over 100.

In questions 43 to 60, rate the following fantasy role playing systems or settings. 0 = have not played; 1 = have played, but don’t own; 2
IT'S A BOY!

The exact shape, form, and numbers of books in the 2d Edition line is still under discussion. The questions below offer different choices for the various books. Select the answer that you like best from those given. "0" means you don’t own the book.

20. Players Handbook
21. Dungeon Masters Guide
23. Legends & Lore
24. FIEND FOLIO® Tome
25. Monster Manual II
26. Unearthed Arcana
27. Oriental Adventures
29. Wilderness Survival Guide
30. Manual of the Planes

B. YOU'VE GOT A SECRET?

1. No question.

2. Which of the following statements best describes your experience with the AD&D® game? 1 = started with the AD&D® game and have played it ever since; 2 = started with D&D® and switched to AD&D®; 3 = started with another role-playing game and switched to the AD&D® game; 4 = played AD&D® game, switched to another, and started with another role-playing game and D&D® game and switched to AD&D®; 3 = own, but use mainly as a source of ideas; 4 = play occasionally (less than once/month); 5 = prefer to other systems and play regularly (at least once/month).

3. Original D&D® game set (3 books, published 1974)
4. D&D® game set (5 boxed sets, Basic-Immortals)
5. AD&D® game hardbounds (APH, DMG, MM)
6. Later AD&D® hardbounds (FF, MM II, UA, DSG, WSG)

7. AD&D® Oriental Adventures
8. BATTLESYSTEM® Fantasy Combat Supplement
9. DRAGONLANCE® Fantasy Setting
10. WORLD OF GREYHAWK® Fantasy Setting
11. DRAGONQUEST® Game (SPI)
12. Middle Earth game (I.C.E.)
13. Fantasy Role Playing game (Palladium)
14. Runestorm game (The Avalon Hill Game Company)
15. Bushido game (Fantasy Games Unlimited)
16. Chivalry & Sorcery game (Fantasy Games Unlimited)
17. G.U.R.P.S. game (Steve Jackson Games)
18. Fantasy Hero game (Hero Games)
19. Pendragon game (Chaosium)
20. Stormbringer game (Chaosium)

21. What do you like best in play: 1 = defeating monsters, finding magic and advancing levels; 2 = working out puzzle areas and tactical problems; 3 = roleplaying my character's interaction with those of the DM and other players; 4 = creating my character's personal history; 5 = creating memorable moments in play; 6 = investigating mysteries and figuring out where the plot is going; 7 = going on epic adventures that change the history of the campaign world; 8 = socializing with the other players; 9 = other (list below).

22. How do you feel about variants: 1 = anyone using variant rules isn’t playing the AD&D® game; 2 = variant rules are usually too complex to use; 3 = variant rules are OK for campaigns, but standard rules are needed for tournaments; 4 = variant rules should be used often to keep the game fresh and exciting; 5 = the whole idea of standard rules for the AD&D® game is wrong, everything is a variant.

23. How frequently do you consult the rules during play: rate from 1 (almost never) to 5 (constantly use). "0" means you don’t own the book.

24. Which of the following AD&D® books on a scale from 1 (read once only) to 5 (constantly use). "0" means you don’t own the book.
25. What is the best size for the 2d Ed. DMG: 1 = under 256 pages; 2 = 256 pages (current size); 3 = 150-160 pp; 4 = 180-200 pp; 5 = 240-270 pp (DMG size); 6 = over 300 pp
26. What is the best size for the 2d Ed. APH: 1 = 90-110 pp (less than current); 2 = 128 pp (current size); 3 = 150-160 pp; 4 = 180-200 pp; 5 = 240-270 pp (DMG size); 6 = over 300 pp
27. What is the best size for the 2d Ed. D&d: 1 = under 256 pages; 2 = 256 pages (current size); 3 = up to 300 pp; 4 = up to 400 pp; 5 = over 400 pp

Various formats are being considered for the revision. This is a brief summary of their strengths and weaknesses.* Hardbound. Good wear, unit expense higher than other options. Hardbounds are difficult for the DM to reorganize and update.
44. One core monster manual; additional hard or softbound manuals, each organized as a world setting core (e.g. Krynn, Kara-Tur, WORLD OF GREYHAWK™ settings, etc.)

45. A binder-style Monster Manual with the "classic" monsters and "design-your-own" forms included. Additional monsters would be available through modules, DUNGEON® Adventures, DRAGON® Magazine, and special monster packs

46. How many monsters should be considered "classic" for the core system (D&D® Basic/Expert has about 170; MM has about 370; and MM/MMP nearly 700). 1 = up to 199; 2 = 200 to 299; 3 = 300-399; 4 = 400-499; 5 = 500-599; 6 = 600-699; 7 = 700-799; 8 = 800-899; 9 = 900+

47. Assuming that the monster listings were published in binder form, with a full color illustration back-to-back with the description (about 130 monster listings per 256 page collection—roughly three of these would equal the current MM), would you prefer this form to the current hardback format? 1 = definitely yes; 2 = probably yes; 3 = undecided; 4 = probably not; 5 = definitely not

Would you pay $5 more for the following hardbound books if they included illustrations in full color? 1 = yes; 2 = I would like to but cannot afford it; 3 = no

48. Advanced Players Handbook

49. Dungeon Masters Guide

50. Monster Manual

51. Legends & Lore

In questions 51 to 59, rate the following writing styles for the rules from 1 (absolutely hate) to 5 (strongly favor).

52. Short rules using simple language and having a low level of abstraction (as D&D® Basic rules)

53. Chatty NPC dialog interspersed with text (as MARVEL SUPER HEROES® game rules)

54. Block paragraphs combining general guidelines and specific rules, with few examples (as current APH).

55. Block paragraphs with numerous examples and diagrams (as Call of Cthulhu system)

56. Block paragraphs with numerous historical notes and design comments (as Pendragon system)

57. Comprehensive numbered rules that feature extensive cross-referencing (as in the DROGONQUEST™ rules)

58. Would you like to see more examples and diagrams in the rules? 1 = yes, even if it means cutting text; 2 = yes, but only if existing text is not sacrificed; 3 = no, existing examples and diagrams are sufficient; 4 = no, there are too many already, try to cut some

59. Do you like the humorous cartoons in the APH and DMG? 1 = yes, add more; 2 = yes, try to keep the ones you have; 3 = yes, but cut them if you need space; 4 = I don’t care one way or the other; 5 = no, they’re stupid, cut them

60. Do you want the rules oriented more toward standardizing rule applications (and less DM adjudication), or toward general guidelines that let you create your own options? 1 = standardize rule applications; 2 = increase options available; 3 = balance both approaches

C. IF YOU RAN THE ZOO...

1. No question.

2. What type of revision does the AD&D® game system need: 1 = no revision needed; 2 = edit only, fix contradictions and organization; 3 = kill individual problem rules and replace with new material; 4 = expand the game with new systems; 5 = replace major existing systems (spell memorization, character classes) with different ones; 6 = simplify existing rules as much as you can to speed play

3. Do you prefer using similar rules to simplify judging similar situations, or diverse systems to add texture and detail to your judging: 1 = use same systems; 2 = use different systems; 3 = forget systems, give me enough guidelines to wing it

4. Which rules section is most in need of revision: 1 = character generation; 2 = combat; 3 = spells; 4 = adventuring rules/advancement; 5 = the campaign milieu

5. Which of the above is next most in need of revision

6. Should more historical elements (culture guidelines, social hierarchies, weapons limited by period, etc.) be added: 1 = yes, add detailed historical rules to the system; 2 = yes, but add general rules only; 3 = yes, but concentrate on flavor instead of rules; 4 = no, it adds too much complexity; 5 = no, it detracts from the fantasy element; 6 = other (list below)

Character generation:

7. How long should it take to set up a character: 1 = 10 minutes or less; 2 = 11-20 minutes; 3 = 21-45 minutes; 4 = 46-60 minutes; 5 = longer than 60 minutes

8. Should player character ability scores have maximums: 1 = yes, 18; 2 = yes, 20; 3 = yes, 25; 4 = yes, 30; 5 = other (list); 6 = no

9. Should human female scores be the same as male scores: 1 = yes, eliminate all differences; 2 = no, but give females offsetting advantages (plus to dexterity or constitution, for example); 3 = no, leave as in the current rules

10. Should human characters have advancement limits: 1 = yes, level 15; 2 = yes, level 20; 3 = yes, level 25; 4 = yes, 30; 5 = yes, other (list below); 6 = no

11. Should demi-humans have level limits: 1 = keep APH limits; 2 = keep UA limits; 3 = modify limits upward; 4 = replace limits with
other restrictions (hit dice, XP penalties, spell levels); 5 = remove limits altogether

12. How should non-weapon proficiencies be handled: 1 = replace character classes with them; 2 = use them to define subclasses; 3 = use them to replace subclasses; 4 = give the DM the option to use them or not; 5 = make them optional, but put them in a special appendix for experienced players only; 6 = delay them to a special expansion book; 7 = kill them altogether

13. What is the best way to present proficiencies: 1 = any character can learn any proficiency; 2 = any character can learn any proficiency, but certain classes get special benefits; 3 = most proficiencies should be restricted to certain classes; 4 = most proficiencies should be restricted to certain social backgrounds

14. How detailed should proficiency descriptions be: Rate 1-5, where 1 = general description and base success chance (exact application left to DM judgement), and 5 = in-depth treatment with multiple sub-functions as per horsemanship in the DSG

Spells:

15. How much revision does the spell section need: 1 = not much, edit out the contradictions and kill problem spells; 2 = change specific spell descriptions to enhance play (example, shorten chant casting time); 3 = extensive re-evaluation of spell power level, including the shifting of spells between level lists; 4 = radical change in the spell system needed (conversion to spell points, etc.)

16. Would you like to see Schools of Magic within the given spell lists: 1 = no; 2 = don't care, as long as existing MU's are legal; 3 = yes, but make it optional; 4 = yes, and use this to create MU specialists; 5 = yes, as in 4, and use this to replace the Illusionist subclass, too

17. Should magical effects have an upper limit: 1 = yes, level 15; 2 = yes, level 20; 3 = yes, level 25; 4 = yes, other; 5 = no

18. Should higher level spells have saving throw adjustments to offset better saving throws of high level characters: 1 = yes; 2 = yes, but if so, a roll of 20 should always save; 3 = no

Combat:

19. How many rounds should a typical combat go: 1 = 1-2 rounds; 2 = 3-5 rounds; 3 = 6-8 rounds; 4 = 9-12 rounds; 5 = 13-15 rounds; 6 = over 15 rounds

Rate the following combat rule ideas from 1 (hate) to 5 (support strongly):

20. Add critical hits

21. Add hit location

22. Add special rules to make each weapon different

23. Drop some of the obscure pole arms

24. Cut longsword damage vs. large opponents

25. Convert surprise system to a d10 roll

26. Convert initiative to a d10-roll

Adventuring:

27. How much should the experience point system be modified: 1 = not at all, it works; 2 = it works, but needs to be explained better; 3 = it's too complicated; 4 = change it, too much emphasis on monster killing and treasure looting, but keep the complexity low; 5 = replace system with a detailed breakdown of experience points for actions by class (and possibly alignment); 6 = other

For questions 28 to 39, how much of the core books should be devoted to each of the following adventure settings: 1 = no change; 2 = need just enough more information to let me wing it; 3 = develop in core rules, even if it means cutting something else; 4 = cut from core rules and develop elsewhere

28. Aerial adventures

29. Seaborne adventures

30. Undersea adventures

31. Siege rules

32. Town rules

33. Arctic setting

34. Desert setting

35. Jungle setting

36. Ethereal plane

37. Astral plane

38. Inner planes

39. Outer planes

Campaign milieu:

Questions 40 to 47 relate to the campaign milieu section; rate these questions from 1 (disagree strongly) to 5 (agree strongly).

40. The value of money should be changed so copper is worth something

41. The value of money should be converted to a decimal system to simplify math

42. The gold standard should be changed to a silver standard

43. The "boom town" economy should be changed to something that works for a stable kingdom

44. More ideas on how to take money out of the campaign should be added to this section

45. Rules for incorporating gunpowder should be added

46. Rules for incorporating SF/high-tech should be added

47. System crossover rules are needed for other TSR rule sets (TOP SECRET® game, GAMMA WORLD® game and others)

48. Any rule that gives an automatic adverse result should be revised to give at least a small chance of success. One that gives an automatic favorable result should be revised to give a small chance of failure. Rate from 1 (disagree strongly) to 5 (agree strongly)

49.-59. No question

60. Do you DM a campaign: 1 = I have never been a DM; 2 = I have never been a DM, but want to start my own campaign; 3 = I used to DM, but neither play nor DM regularly (at least once a month) 4 = I used to DM, but now play regularly; 5 = I only DM regularly; 6 = I both DM and play regularly

D. FOR DM'S ONLY

If you answered the previous question "0", "1", or "2", write a "0" for questions 1 to 30.

1. No question.

2. Which most closely represents your experience as a DM: 1 = I started as a player, then became a DM; 2 = I watched the game being played, and became a DM when I got the books; 3 = I never saw the game played before I taught myself how to run it from the books

3. What is your DMing style: 1 = a character should never die permanently as long as the player wants to keep playing it; 2 = what's going on in the campaign doesn't make any difference if the players are having fun; 3 = the characters are heroes and the world revolves around them; 4 = the players have a part to play in the campaign world and should be encouraged to do it; 5 = the world is a harsh place, but the characters can learn to survive if they learn how to cooperate and find NPC help; 6 = the characters are small fish in a big uncaring pond, and must grow strictly by their own efforts; 7 = if the characters can't survive the monsters and traps I throw at them, they don't deserve to advance

4. How do you spend most of the time you devote to the AD&D® game: 1 = running adventures for players; 2 = making up adventures; 3 = working on my campaign world; 4 = making up new monsters and magic; 5 = making up new rule variants; 6 = other

5. How do you use AD&D® game source material: 1 = use only official AD&D® game modules and accessories; 2 = use AD&D® game materials; 3 = convert materials designed for other game systems; 4 = convert AD&D® game materials to another commercial system; 5 = convert AD&D® game materials to own personal game; 6 = do not use AD&D® game source materials

6. How do you use adventures by TSR, Inc. (0 = I do not use these adventures): 1 = I read the adventures only to get ideas; 2 = I use bits and pieces of the adventure that I like; 3 = I use the entire adventure, but adjust it for my campaign; 4 = I play the adventure as is, with player characters from my own campaign; 5 = I play the adventure as is, with the pre-rolled characters

7. Where is your campaign setting: 0 = no particular setting; 1 = own campaign world; 2 = Oriental Adventures world; 3 = WORLD OF GREYHAWK™ Fantasy Setting; 4 =
Do you run more than one campaign setting: 1 = no; 2 = yes (list below)

How many players are in your campaign: 1 = 1-2; 2 = 3-4; 3 = 5-6; 4 = 7-9; 5 = 10 or more

How many of these attend 50% or more of the gaming sessions: 1 = 1-2; 2 = 3-4; 3 = 5-6; 4 = 7-9; 5 = 10 or more

Has the number of players and frequency of attendance been increasing or decreasing: 1 = generally increasing; 2 = generally decreasing; 3 = about the same; 4 = don’t know

Do you allow players to run more than one character at a time in the same adventure: 1 = no; 2 = sometimes, but only if the party is understrength; 3 = usually, yes, as many as I think I can handle

What is your average party size: 1 = 3 or less; 2 = 4-5; 3 = 6-8; 4 = 9-12; 5 = over 12

What is the starting level for new characters: 1 = make up new and more powerful monsters; 2 = make up more difficult traps and puzzles; 3 = get players involved in society (or politics) and deemphasize combat; 4 = retire characters that advance beyond a certain level; 5 = adapt rules for high level play from the D&D game system; 6 = other (list)

How long does it take to reach level 9 in your campaign: 1 = less than a month; 2 = 1-3 months; 3 = 4-6 months; 4 = 7-9 months; 5 = 10-12 months; 6 = a year to 18 months; 7 = 18 months to two years; 8 = over two years; 9 = don’t know, nobody has made it yet

How deadly is your campaign (counting characters): 1 = very deadly; 2 = moderately deadly; 3 = usually, yes, as many as I think I can handle; 4 = seldom occurs; 5 = deaths are fairly regular; 6 = nothing; 7 = the player gets to bring in another of his characters; 8 = other (list)

The rest of the questions are completely optional. They evaluate many rules in the game system. Rate each answer as follows: 0 = do not own the book or do not care; 1 = keep as is; 2 = revise to simplify or better explain; 3 = keep the idea, but rewrite rules heavily; 4 = yes, and it worked all right; 5 = yes, and it works better than the current AD&D game system

From the APH:

From the UA book:

From the DMG:

From the UA book:

E. YOU CAN MAKE IT

1. No question.
2. Effects of alcohol and drugs
3. Training (Gaining experience levels)
4. Magical research/fabrication
5. Random dungeon generation
6. Random wilderness generation
7. Gambling

THE LAST HURRAH

The rests of the questions are completely optional. They evaluate many rules in the game system. Rate each answer as follows: 0 = do not own the book or do not care; 1 = keep as is; 2 = revise to simplify or better explain; 3 = keep the idea, but rewrite rules heavily; 4 = shift to a later book; 5 = kill from revised system

From the APH:

32. Half-orc race
33. Half-elf race
34. Druid class
35. Ranger (APH) class
36. Paladin (APH) class
37. Illusionist class
38. Bard class
39. Multiclass characters
40. Dual class characters
41. Alignment languages
42. Alignment system
43. Weapon vs. armor class table
44. Weapon speed factors/casting times
45. Weapon space required
46. Spell components
47. Familiars (cf. first level magic-user spell)
48. Infravision
49. Ultravision
50. Falling damage (APH)
51. Psionics
52. Secondary skills
53. Aging
54. Disease/parasites
55. Insanity
56. Sages
57. Spying
58. PC expenses
59. Loyalty/morale checks
60. Evasion/pursuit
21. Bow specialization
22. Ranger expansion
23. Thief armor table
24. Cantrips
25. UA new armor types
26. Spellbooks
27. Social class and rank
28. Weaponless combat I
29. Weaponless combat II
30. UA nonlethal combat

From the DSG book:
31. Ability checks
32. Swimming checks
33. Climbing rules
34. Falling damage (DSG)
35. Fatigue/exhaustion
36. Fighting in water
37. Mounted combat
38. New equipment

From the WSG book:
39. Encumbrance/movement for animals
40. Vehicle movement
41. Waterborne vehicle table
42. Capsizing
43. Flying mounts
44. Vision and visibility
45. Fatigue and exhaustion

46. How do you feel about the standardization of combat bonuses and penalties to affect “to hit” rolls, damage rolls and saving throws introduced in DSG: 0 = I don’t have the book; 1 = It adds a lot to the game; 2 = It simplifies the game; 3 = It doesn’t affected play; 4 = It restricts my ability to fine-tune encounters; 5 = It destroys game balance

Rate the following combat situations for how long it should take to play it out: 1 = under 5 minutes; 2 = 6-10 minutes; 3 = 11-20 minutes; 4 = 21-30 minutes; 5 = 31-45 minutes; 6 = 46-60 minutes; 7 = over 60 minutes

47. Melee combat between five 2d level fighters and eight orcs (melee only)
48. Same as above, except two fighters and four orcs have bows (adds missiles)
49. Combat is between a 2d level party (two fighters, cleric, thief, mage without sleep spell) and seven orcs (four with bows) and a shaman/witch doctor, two levels in each

HELLO DR. RORSCHACH

For each of the following statements, rate your feelings on a scale of 1 (absolutely disagree) to 5 (absolutely agree). “0” means no opinion or that the statement does not apply.

50. Character classes are too restrictive and contrived. They should be replaced with proficiencies that allow you to choose the abilities you want your character to have.
51. I hardly ever look at the rules while I’m running a game. I make things up according to what I think is right instead of following the rules.
52. Characters should be generated by rolling 3 dice with no re-rolls. Any other method creates super characters.
53. There should be character classes for every profession, PC and NPC, since this is the only way to measure character abilities.
54. The AD&D® game books should be written for experienced gamers only. Beginners can learn with the D&D® game.
55. The combat system needs a lot more detail: critical hits, exact hit location, knockdown, and more special rules to make each weapon different.
56. People who enjoy playing a Monty Hall campaign or have characters of 50+ levels don’t understand what the AD&D® game is all about.
57. The AD&D® game is too confusing. There are too many different tables and systems. They should all be resolved by a single table to resolve everything.
58. Player characters need better reasons to do things than just killing monsters and getting treasure.
59. Alignments are stupid and without redeeming features. They should be removed from the game.
60. Too many people forget that the idea of playing the AD&D® game is to have fun. They become too involved in their characters and the rules.

THE END
### AD&D® Game 2e Edition Questionnaire

#### A: Who Goes There?

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#### B: You've Got a Secret?

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#### C: If You Ran the Zoo

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#### D: For DM's Only/The Last Hurrah

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#### E: You Can Make It.

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Address ________________________ State __________________
Country ________________________ ZIP/Postal Zone __________

Comments: ________________________________