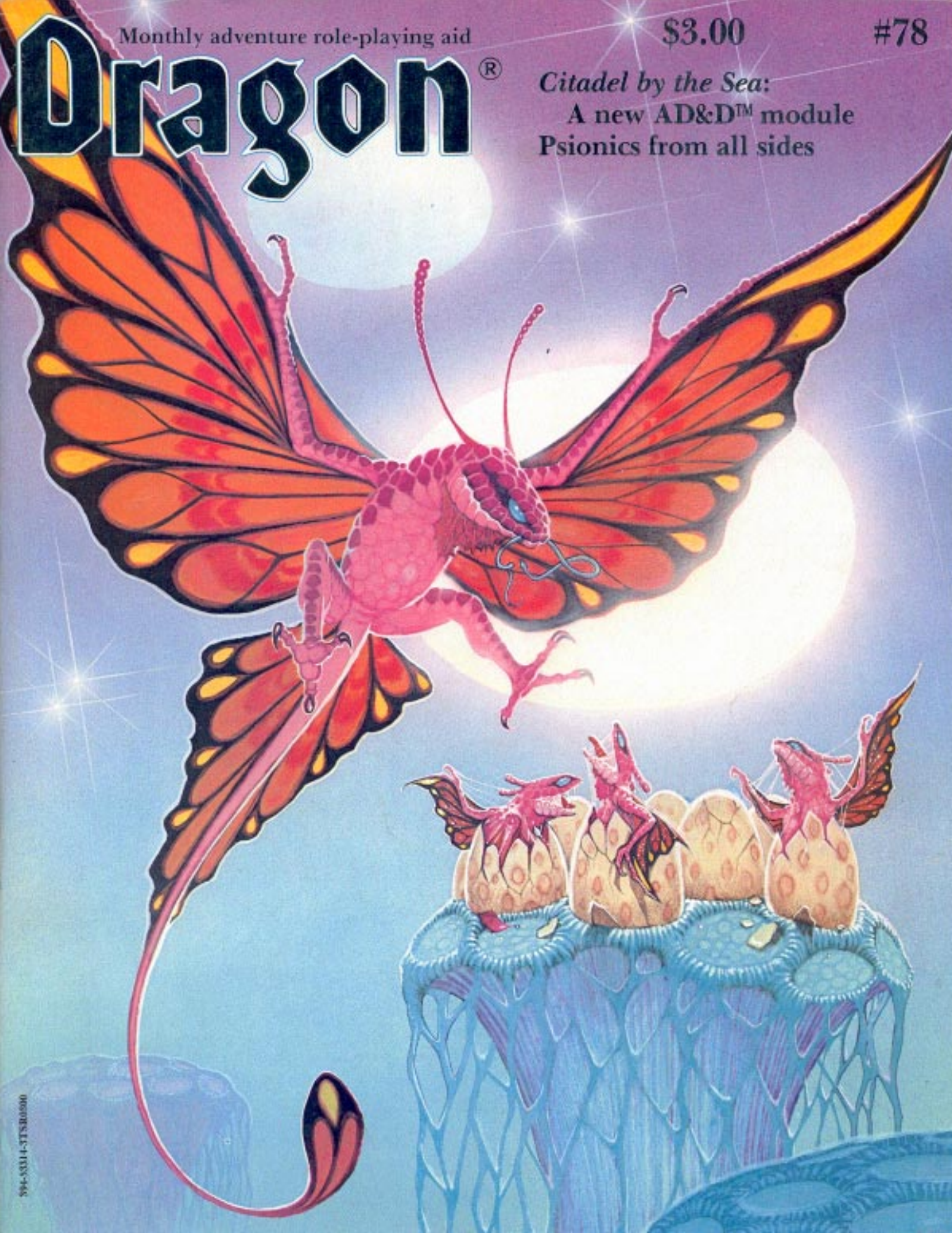
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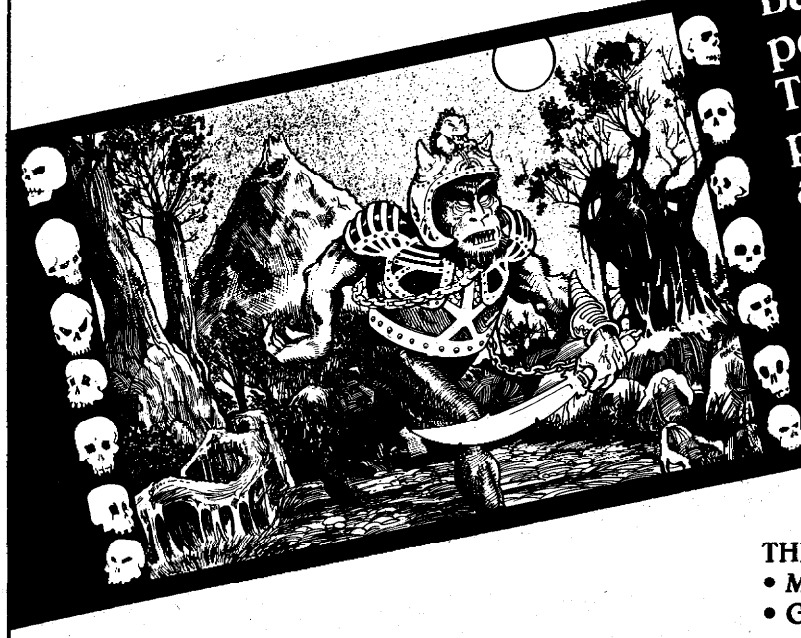

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MIND GAMES

Psionics in the AD&D™ world

Psionics is different

. . . And that's putting it rather mildly

by Arthur Collins

Psionics is a very misunderstood part of the AD&D™ game system. The rules in the Players Handbook have some glaring inconsistencies, and some confounding problems are left hanging. I had hoped that all would be solved when the Dungeon Masters Guide appeared, but some difficulties remain. So, here is an attempt at a basic introduction to what the AD&D psionics system is and how it operates. If we find more snakes than we can kill, we'll just fight our way out and go home.

This article is divided into two parts. First is a set of speculations on the theory of psionic power. Given the facts as presented in the rules, how can we account for them in terms of the game system in order to cover questions that arise later? The second part of the article concerns psionic operations as a practical matter, and gets down to answering questions and dealing with some of the hows and the how-abouts.

Power from the mind

The first problem with psionic power is that its origin is not explained, and what we can infer about its nature doesn't fit in well with the explanations given for the source of magical spell power.

Where *does* psionic power come from? It is stated and restated in the rules that the energy used in casting spells does not come from the individual; no individual could possibly be the source of such world-shaking power. Rather, the energy expended in casting spells comes from the multiverse itself, usually from the Outer Planes. The casting of a spell is just a way of unlocking an opening for that energy to make its presence felt in our world, and the ritual components channel that raw energy in the direction desired. This is the same for cleric spells (whose power is given by the gods) and for magic-user spells (which siphon energy directly from the physical multiverse's surging energy fields).

But psionics is different. Psionic power comes from the mind of the individual. How, then, can we account for the duplication of certain spell effects by psionic power, and how to account for the world-shaking powers of the disciplines that psionic characters and creatures employ?

In order to stay within the bounds of the rules as they read, we must say that the power of psionics does indeed come from the mind of the individual. We can go on to speculate that the brain is very powerful, and most individuals never use more than a tiny fraction of the full capacity of their brains. (That would be true in the game system just as it is in reality.) This helps to explain how the use of psionic powers depletes an individual mentally (and ought to, physically) in a way that spell casting does not. Casting spells is a matter of form and concentration only; the mind is merely a conduit for the energies involved. But psionic power uses mental energy, and each psionics-user has a finite (but variable from individual to individual) amount of such energy. The psionics-user must "spend" his ability points to do his thing, after which he must rest to build his capacity back up. And there are limits to psionic power, too. Such spells as *wish, alter reality,* and the like call upon energies beyond the ability of any mortal mind to summon up.

Duplication of effects is thus explained this way. Psionically related spells and psionic powers that duplicate spell effects are all energies that affect the brain. But one can do the same thing in different ways. *Detecting magic* by spell uses the energies of the multiverse to feed information to your mind without straining your mind itself; using psionics to do the same thing involves tapping the resource of your mind to seize upon a physical object and rip out of it what you want to know about it. In the same way, you can strike a tuning fork or a piano and hear the sound, which takes very little effort, or you can give voice to the same pitch yourself, which involves some strain on your brain and your vocal cords.

Not for everyone

However, very few individuals can summon up this latent power in the brain. All people have such power within them, but some beings' brains are structured in such a way as to make these energies inaccessible to their conscious minds, and most do not have the ability to consciously tap the power they do have. By accident, some individuals are able to reach into their minds and intentionally exercise this power. These are the psionics-users.

The Talent, then, is present in everybody, but for the mass of folks it does not function very much. Most people's latent Talent is represented by their occasional lucky hunches, flashes of insight, and so on. Anything more is beyond them. A few have the potential to exploit the power of their minds, but cannot unlock its full power. These are the characters who have the requisite ability scores in intelligence, wisdom, and charisma for psionic powers, but have failed to make that near-impossible die roll to make them psionic.

Many player characters have fairly high scores in the psionics-related abilities, enabling them to undertake professions like magic-user or cleric — classes that allow them (and require them) to employ their minds in more powerful ways than most people, but this still falls short of employing psionic energy directly.

And then there are the very few, the very special ones, who not only have potential Talent, but by some accident of their individual natures are able to tap into the power rolling around in their heads. In game terms, these are the lucky few who had the high ability scores *and* made that incredibly difficult die roll. Their Talent is accessible and capable of being developed.

But there is no science of mental research in these legendary times, so even the question of how far into their powers they can go is pretty much an accident. The Players Handbook assigns their combat modes and potential for acquisition of disciplines in a random manner. Many times, those with great powers (high ability scores) have only a smattering of combat modes and disciplines. On rare occasions, further powers can be unlocked, as when a psionic uses *probability travel* to handle a *sphere of annihilation* and the resulting mind wrench opens up the possibility of a new power use for him. But everything is random. That's why psionics constitutes an appendage to the game system instead of being the foundation of a class unto itself. It's just too random to be developed in an orderly manner.

Ah, but the tantalizing prospects of research! A companion piece to this article outlines a variant form of psionics which does make the Psionicist a class unto himself. But this character would be even rarer than the already rare "regular" psionics-user. The path of the Psionicist is a road seldom travelled. . . . But, more about him later.

Psionics is not entirely random. Some strictures in the rules dictate who can use these powers, and some questions about those strictures come to mind.

For instance, I have been told that monks and druids cannot use psionics. I find no reference to this in the present AD&D rules, but I have been told that this is a holdover from the original rules. *[Editor's note: Monks and druids were prohibited from having psionics in the*

Original D&D® game rules (Eldritch Wizardry, p. 2), but this stricture does not apply to the AD&D rules.] And then, there have been some changes in later editions of the Monster Manual, which changed the listing under psionic ability for elves (for example) from "Nil (possible to exist in unusual characters)" to just "Nil." Roger Moore writes in issue #60 of DRAGON® Magazine that the structure of the elven brain precludes the use of psionic powers. *[Editor's note: The question of whether elves have psionics or not has proved to be a fluid one. See the "Sage Advice" column hereafter for more information.]*

And then we have the puzzling problem of the immunity to psionic attack possessed by certain creatures and divine beings. And also the saving-throw bonuses given to certain races and classes when attacked with a *psionic blast* (DMG, p. 78). And the class restrictions on the use of certain disciplines, as listed in the Players Handbook. And what happens when one (or more) of a psionics-user's pertinent ability scores changes? Do that character's psionic powers change accordingly? These are tangled matters, indeed. Let's try to tackle them one at a time.

1. Who can have psionics: In the AD&D game, characters of any class can have psionic power. No doubt psionics-using monks and druids would be rare, but then psionic individuals are about as plentiful as hen's teeth anyway. The matter of race is more tangled, particularly as regards elves. Despite the change in the Monster Manual text and Roger Moore's pronouncement in the magazine, the fact remains that some elves *do* have psionic powers. Eclavdra, the evil drow organizer of the giant conspiracy in those superlative modules culminating in *The Vault of the Drow,* has psionic powers. (The listing for drow in the FIEND FOLIO® Tome says their psionic ability is "unknown.") Nevertheless, only the most unusual of elves would have such powers. If one desires to make elves non-psionic in general, that's okay, but I would suggest one additional decree to straighten it out. If left up to me, I would say that *all player characters,* of whatever race, being *unusual* individuals in the first place, would be eligible for psionic powers, given the requisite ability scores and a successful dice roll.

2. Psionic immunity: Immunity to psionic attack does not include immunity to the attack, or effect, of a psionic discipline. It pertains only to the forces of one of the psionic attack modes. The disciplines of *cell adjustment, domination, ESP, hypnosis,* and the like will operate against such a creature, although one must remember that certain individuals get bonuses to saving throws vs. mental attack forms because of high wisdom.

Non-psionics are already immune to all attack forms except *psionic blast* because of the structure of their minds, although certain situations alter that stipulation. For instance, a non-psionic spell caster employing a psionically related magical power leaves his mind open to a *mind thrust* attack from a brain mole. Those creatures or beings that are immune to psionic attack have minds that simply are not open to entry in any of the five ways that psionic combat operates. Typically, such creatures cannot employ psionic powers, either; their minds just don't run in those channels. No doubt some psionic powers somewhere could affect them, but no one has yet discovered any way to summon up the mental energy to do so. Such creatures can, however, leave themselves open to attack in special circumstances, as in the example of the brain mole given above.

3. Saving throws for psionic blast: This attack mode is a disruptive one, referred to as a shock, like that of receiving stunning news which the mind cannot process. This explains why certain races (elves, dwarves, and halflings) get bonuses on their saving throws vs. this attack form. The structure of their minds is such that their brains are more physiologically adaptable to unusual information more quickly, and they are steadier in their thinking processes than humans. Thus, they are less likely to be unhinged by the *blast.* Magic-users and clerics also get bonuses in this regard, because of their mental training. The other bonuses and penalties listed refer to situations where a protective device or procedure is being employed, where the individual is under a state of reduced mental capacity, and where a psionically related spell or device is being used which opens up one's mind to psionic receptivity. These require no further explanation.

4. Discipline restrictions for psionics-users of various classes: I have to admit that I see little reason for these. Magic-users cannot employ *body weaponry,* when it seems made to order for them to cover their vulnerability in combat. Clerics cannot use *expansion* or *reduction.* Thieves cannot use *domination, object reading,* or *mass domination.* Fighters are banned from ***empathy*** and *telempathic projection.* For the life of me, I can't tell why. The use of a certain discipline might be judged to be a bit out of character for a member of some class, but the same character is not barred from doing other things that are similar. A magic-user can cast *shield* and *enchanted weapon* spells; a cleric can drink potions of *diminution* and *growth;* a thief certainly deals in mind manipulation (being a con artist) and is certainly interested in the personal items he filches; fighters are more involved with raw emotions than anyone else.

But it is the purpose of this article to interpret the rules if they can be interpreted. So, we'll try this: Fighters may not use the empathic disciplines, because to employ them, one must be able to master one's own emotions completely, and thus the fighter's training would preclude the dispassionate regard necessary for employing this discipline. Magic-users may not employ *body weaponry* because their training neglects the physical aspect so much that their minds do not possess the knowledge needed to guide all of the little neurons and cells of their bodies in the intricate maneuvers necessary to produce the physical alterations. Clerics can neither *expand* nor *reduce* because the gods (who are often of unusual size) do not want their loyal henchmen to get the idea that they can use their puny powers to rival the gods. Thieves' subtle minds cannot reach the deepest centers of raw domination, and they are "blinded' by their greed if they try to pick up elusive psychic traces from the objects they handle. Such are possible explanations, but I think it would be better to drop all the class prohibitions on disciplines. The only completely consistent rationale for these restrictions is to say that they are necessary for the sake of game balance; the gods have so decreed it. But that is not an answer that satisfies the mind.

5. Ability score fluctuations: Certain events in a character's life can affect his ability scores in intelligence, wisdom, or charisma, positively or negatively. These fluctuations affect psionic ability. A change in any of these scores reflects something happening in the character's brain: something damaged, something improved. Thus, if a character's charisma is lowered, his psionic ability will be lowered accordingly. And so on.

These ability scores are ways of measuring the inner resources of the individual. Intelligence is not merely a measure of cognitive ability, but also a way of gauging the ability of that person to correctly perceive the outside world. Highly intelligent monsters have the ability to see invisible objects; this is a function of their latent Talent, bound up with their intelligence.

Wisdom corresponds to intelligence as inner does to outer. The wiser a person is, the more perceptive he is regarding what goes on inside the mind and body. This is the reason for the magical attack adjustment accorded to those with high wisdom, divine beings' immunity to certain kinds of spells, and so on. It is a function of their Talent, latent or operable, which enables them to react to mind-influencing actions and objects better than the mass of folks.

Charisma is far more a mental phenomenon than a physical one. It is a measure of one's presence and effect on others. Note the divine beings' awe/horror power, a product of their unusually

high or low charisma. Consider Adolf Hitler's charisma: No one could call him beautiful — but man, did the guy have an effect on people. This ability to project yourself outward to others is very much a part of psionic ability.

So much for speculations about the source and development of psionic power. It remains, then, to look at the practical side of things.

How to play with psionics

The first thing to get straight in using psionics is the matter of strength points and ability points. A psionic character has a fixed number of strength points, depending on his ability scores and a dice roll. If the numbers come up 60, then he will have 60 attack strength points and 60 defense strength points. Put together, he has 120 psionic ability points. He can use only attack points to attack with, and defense points to defend with. If he runs out of one or the other, he may find himself able to attack, but not defend, or defend but not attack. So far, so good.

The confusion comes from the use of psionic disciplines. The PH says, "Note that the employment of these powers costs psionic strength points, the equivalent of 1 point each of attack and defense points." Now, does that mean:

A) To *detect evil,* which costs 2 strength points per round, the character subtracts 1 from his attack strength and 1 from his defense strength (presumably subtracting evenly, unless one category is used up)?

Or, does it mean:

B) "Psionic strength points" constitute a third category of psionic points, each point being equal to 1 each of attack and defense points, so that to *detect evil,* the character subtracts 2 points of attack strength and 2 points of defense strength (or 4 points from one if the other is exhausted)?

And what about ability points? These are not worth 2 strength points apiece. A total of 120 psionic ability points is merely 120 psionic strength points, divided evenly between attack strength and defense strength. And while we're muddying the waters, what about half-points, if they exist? What about subtracting all of the point cost from just one category if the other is getting low?

I've heard of this being played both ways (A and B above), and I do not know what was originally intended when the PH was written. However, having played with psionics for quite some time, and thought about it a lot, I offer this resolution: *A strength point is a strength point is a strength point.* One's psionic ability is measured in total strength points, this being one's attack strength points and one's defense strength points added together. Using psionic disciplines involves the expenditure of strength points which are equivalent to the strength points talked about in all other circumstances. In cases where a discipline costs 2 strength points, 1 point comes from attack strength and 1 point from defense strength. One does not have the option of taking the entire cost from the better-supplied category; one must subtract the points evenly. This means:

1) One is going to have to reckon with half-points, since a discipline that costs 1 point must come equally from attack and defense strength (and remember, possessing ½ defense strength point means that character gets one last defense before the DM shifts to the *Psionic Attack Upon Defenseless Psionic* table); and

2) When one category is depleted, the full cost comes out of the undepleted category. A character with 0 attack strength points and 20 defense strength points can employ *detect good/evil,* and afterward he will have 0 attack points and 18 defense points. Further clarification: One must use up both categories as evenly as possible. *Dimension door* costs 10 strength points. If you have 15 attack points and 2 defense points, you cannot subtract 5 points from each category; instead, you will exhaust the one category and take the remainder from the other, ending up with 7 attack points and 0 defense points after the discipline is employed.

Implementing all of this means that

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the psionic character is even more burdened with record-keeping than other characters. I recommend that the player of a psionic character keep a running account of the character's psionic strength in double lines to enable him to keep it all straight. Such an account (including reasons for expenditure of points, which is not necessary in game play) may be kept thusly:

BALDWIN BANDERSNATCH

(140 psionic ability pts.)

Attack Points (70)	Defense Points (70)
70 (capacity)	*70 (capacity)*
-20 (psi-fry orcs)	
50 (new total)	
- 3 (etherealness)	- 3 (etherealness)
47 (new total)	*67 (new total)*
	-10 (tower of iron will entering suspected mind flayer lair)
	57 (new total)
- 7½ (cell adjust.)	- 7½ (heal 15 pts.)
39½ (new total)	*49½ (new total)*
+12 (sleep 1 hour)	+12 (+24 pts. total)
51½ (new total)	*61½ (new total)*

Recovering psionic points

Another murky area is in the recovery of points. Can the psionic character use his powers while building up his strength, or must he cease from using them at all while he is recharging his batteries? And how does this relate to the defense mode *thought shield,* which "can be kept up at all times, unlike the others"? Recovery of points takes place in one-hour periods, and the rate of recovery depends upon the amount of physical (and presumably mental) exertion the character gives out during that hour. That's pretty straightforward and easy to understand. Roger Moore points out in issue #71 of DRAGON Magazine that the recovery goes on even while using mental exertion to move in the Astral Plane. And that's okay: One is not using psionic energy to move about, just ordinary mental effort like everyone else there.

But what about that *thought shield?* Can one employ it *all* the time, even while sleeping, and will it interfere with recovery of points? Can one add the points being recovered while at the same time subtracting the cost of the *shield,* storing up the difference? And just how much does that little beggar cost, anyway? Psionic combat is done by segments, not rounds, which would mean that *thought shield* at 2 points per usage would cost 20 points per round — a constant drain which even sleeping (at 24 points/round, of which only 12 points would be recovered defense strength) could not make up for.

Here, too, recurs the old bugaboo about what is a strength point. The PH says, as regards recovery of points, "Note attack and defense points are considered as ½ strength point, as it is quite possible to have disparate amounts of one or the other of these points after combat." Does this mean that recovered points are that elusive "third kind of point" worth two of the others? Does that mean that a discipline costing 2 points/round really costs 2 points of attack strength and 2 points of defense strength? Recovering 24 points in an hour of sleep would seem to mean 24 attack strength "half-points" and 24 defense strength "half-points"; in other words, dividing the amount recovered evenly between the two as the "half-points" are recovered.

If either a character's attack or defense strength is restored to its original full-capacity level and other recovered points are left to be assigned, they are *not* applied 1-for-1 to the still-deficient category, but are still only gained on a "½-for-1" basis. For example: A character with psionic ability of 150 goes to sleep at a point when his attack strength is 138 and his defense strength is 102. If he sleeps for three hours, he has the opportunity to recover as many as 72 psionic strength points (if that many are usable). He can use 24 of those points to bring his attack strength up 12 points, back to maximum, and raise his defense strength by 12 points up to 114. This leaves 48 recovered points unaccounted for, and these points must be considered as two sets of 48 "half-points." Since his attack strength is at its maximum, the 48 "half-points" that might-have been devoted to that category are lost. The 48 "half-points" that can be applied to recovering defense strength are used to increase his defense point total by another 24, up to 138.

Defense mode costs and fatigue

To straighten out the matter of defense modes, these interpretations are offered. A defense mode's usage cost is expressed in points *per round* when the defense is not being used in actual psionic combat. That means that a *thought shield* will be effective for a whole round at a cost of 2 points (defense points only), so long as the psionics-user is not attacked psionically. When that happens, the defense is burnt up in the attack, and we get into the high-energy-burning process of segment-by-segment combat. Likewise, a *tower of iron will* or *intellect fortress,* which helps shield the rest of a psionics-user's party, will be effective for an entire round at the stated costs, unless that particular application of the defense mode is burnt up by a psionic attack. Which means that the psionics-user doesn't have to worry about exorbitant defense costs just for being prepared, and his party doesn't have to worry about which segment he put the *fortress* over them vs. which segment that mind flayer got ornery in. The *thought shield* is the only defense mode which the psionics-user can employ "until further notice." All other defense modes must be renewed each round, and this intent must be so stated

to the DM. But the psionic character using a *shield* just subtracts his 2 defense points each round automatically as long as he has the *shield* up.

However, I would say that as long as he is employing a *thought shield,* he cannot recover any psionic power. Likewise, if the character uses any psionic discipline or attack/defense mode, any recovery during that hour is foregone. This means that the psionic character can't be 100% prepared at all times. And no, I wouldn't allow him to keep up his *thought shield* while he was sleeping, either.

Another practical matter that is sometimes hard to adjudicate in game terms arises from the discipline *mind over body.* While the description of this power is quite adequate, it and spells such as *dispel exhaustion* raise the whole issue of tiredness and its effect upon performance in the AD&D game. There is not a comprehensive treatment of this subject in the game literature, so DMs need to be aware of it and treat it with care. The problem is, why should one use these spells and powers if there is no penalty for overexertion and lack of sleep in the game? What point is *mind over body* unless the DM says, "You are now beat, and your hit probability is -1, with damage -1 accordingly." To which the player will reply, "Baloney! My character has a constitution of diddley-ump, so he ought to be able to go for 70-odd hours without rest!" The DMG has some things to say about exhaustion in certain circumstances, but in general, the whole problem is dumped in the DM's lap. Be sensitive and be firm. And either make those player characters use up the resources they're holding back, or force them to break off pursuing your harried monsters and rest.

Levels of mastery and combat

From here, we can go on to consider how psionics are employed in combat. But first, a word or three is necessary on the concept of "level of mastery." The PH states flatly, "The level of mastery of any discipline equals the level of experience of the character who possesses it unless otherwise specified."

This is official. It also makes no sense. It means that a character with 1 major and 3 minor disciplines would not receive the major discipline until he reaches the 7th level of experience, and therefore, he would automatically acquire that major discipline at the 7th level of mastery, which is pretty hard to swallow. And note that no major disciplines are going to be. acquired by anybody before 5th level, at lowest (in a case where the character is to receive 2 minor and 1 major discipline). Therefore, no major discipline should have any level of mastery listed below 5th; however, lots of major disciplines have levels of mastery listed in the range from 1-4 inclusive.

Should psionic characters merely jump to the 5th level of mastery (or higher) the first time they acquire said major discipline? This is not an illustration of unreasonable rules: these are rules that are blatantly contradictory. As a suggested resolution of this problem, here is a new way of interpreting level of mastery: *The level of mastery of any discipline for a particular character equals the number of experience levels the character has attained while possessing it, starting the count at the level where the discipline was first acquired.* Thus, the character of the preceding example, when he reaches the 7th level of experience, has one minor discipline which he exercises at 7th level of mastery (the one he started with), one minor discipline which he exercises at 5th level of master, another minor discipline which he exercises at 3rd level of mastery, and a newly acquired major discipline which he exercises at 1st level of mastery.

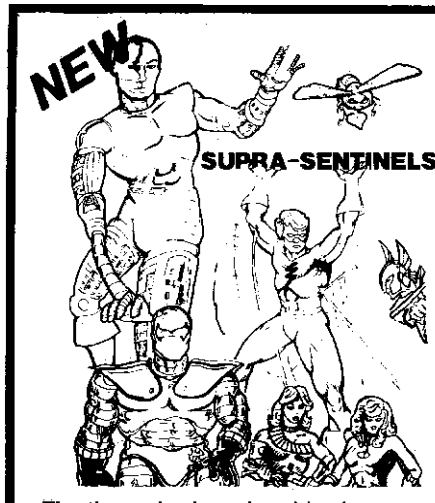
That's the only way to get all the data to make sense together. Multi-classed characters might find it easier to choose which class they will use for this criterion. And now, on to psionic combat.

Psionic combat is really of two different types: when a psionic is involved in combat with non-psionics, and when psionics are battling other psionics. When psionic characters battle each other, the adversaries get into their combat trances and grab at each other's minds, nearly oblivious to all else, exchanging mental swipes at each other. Their cohorts' efforts are needed to shield them from magical or physical attack, since they are going to be even more vulnerable to these dangers than an unarmored magic-user attempting to cast a spell.

However, most likely a psionic attacking a bunch of psionics will be fighting with other means than his attack modes, or maybe mixing psionic attacks with magical or physical attacks, and that's a different kettle of fish. In addition, one must remember that psionic-vs.-psionic combat is moderated in segments, whereas normal combat is conducted in rounds. There must be a way of meshing the two for occasions when a psionic is employing his powers in a melee with non-psionic foes.

The first question, then, is: How much can you do in a single round? Sure, it only takes 1 segment to hurl a *psionic blast,* but then do you have the rest of the round to take swipes with your sword? How long does it take to perform a discipline: 1 segment, as for an attack mode? Are psionic characters vulnerable and helpless when using a discipline? No one who has conducted a melee with all these factors going at once is insensitive to what I'm trying to get across. The key to understanding it all is the combat trance that psionics get into when they fight other psionics.

When a psionic is engaged in mental combat with another psionic, he enters a



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state of near-total concentration. While he is in this trance, he cannot normally attack or defend himself, and is an easy target for normal attacks. But it is this concentration that enables him to employ his powers by the segment, rather than by the round. He can still use his powers, but in a more limited fashion, if he does not go into that trance state (see below).

While in the trance, he can employ a defense mode every segment, and simultaneously either throw out an attack mode or employ a discipline, such as *dimension door,* to escape. The duration of the discipline is not speeded up accordingly, however.

When a psionic is fighting non-psionic opponents, he does not (and cannot) achieve this combat trance, and the use of his powers more closely parallels the casting of spells by magic-users and clerics, or the use of innate spell-like abilities by creatures possessing them. He can maintain a defense mode, at the stated cost, for a full round instead of just a segment (just in case he is attacked psionically), and can use an attack mode or a discipline the same way a caster or scroll-user employs a spell — with this difference: While spells (and disciplines) come last in a round, psionic attack modes come first, simultaneous with missile fire.

The psionics-user cannot employ both an attack mode and a discipline in the same round. He also has the option of maintaining a psionic defense mode and attacking normally, hand-to-hand or with missiles, etc. Taking damage will spoil a discipline by breaking the user's concentration, just as a magic-user's spell would be botched if he were hit, and the point cost will be expended anyway. But, taking damage will not disrupt attack and defense modes; they are engaged and disengaged, and take effect, too quickly for normal attacks to have any effect on their usability.

So far, so good. Now, when a psionic is engaged with a mixed force of psionic and non-psionic characters, he has the option of going into a combat trance, which will persist for the entire round, or of maintaining his defense mode(s) and using either disciplines or physical attacks, or the one allowed attack mode per round, prior to shifting his attention to normal combat. If the psionic character is one who gets multiple attacks per round, he will be able to use an attack mode and still get in one of his physical attacks, whether the specific target of the attacks is psionic or not.

Meanwhile, his psionic opponent may very well be content to go into a combat trance and pound the other psionic's defenses. In this case, the psionic character attacking physically is still subject to the effects of 10 psionic attacks per round (one per segment) from the opposing psionics-user. It should be noted that psionic-vs.-psionic combat is an awesomely depleting affair. Most full exchanges will only last a round, or merely part of a round, before one or the other of the adversaries is stripped of psionic power and defeated.

Another hairy situation is multiple psionic operations, where two or more characters link minds and fight under the direction of the lead character. This is not too difficult to adjudicate, although it presents a problem for the poor non-psionics in their party who are trying to keep them from getting killed while they do it.

In general, a psionics-user will be at the head of a party of creatures and, being smarter than the average, will attempt to use the others as protection to cover himself. A psionic magic-user with a guard company of orcs, for instance, will probably begin an encounter with a magic device and/or an attack by his troops, reserving his psionic attack for situations where its use is imperative. For one thing, he can't direct his troops if he's in a trance, and for another thing, unless he knows there's a psionic character in his opponents' party, why should he expose himself as a psionic and risk that combat? (Keep in mind the disadvantages of psionic combat.) Chances are, the psionic leader will hold his powers in reserve unless he really needs to use them. After all, if he depletes his powers too rapidly, who will save him when his orcs are trounced? As in all such situations, a good leader doesn't jump to the forefront of the fray; he saves himself for the decisive moment, if he can.

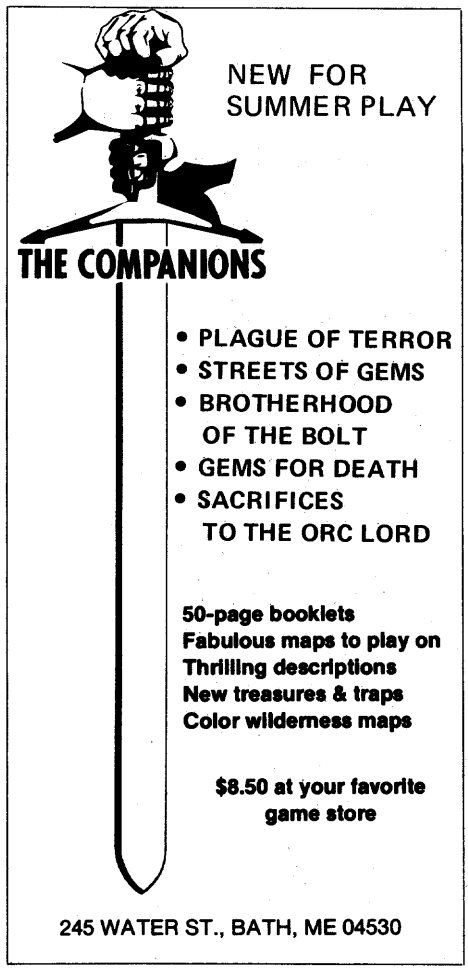
Combat combinations

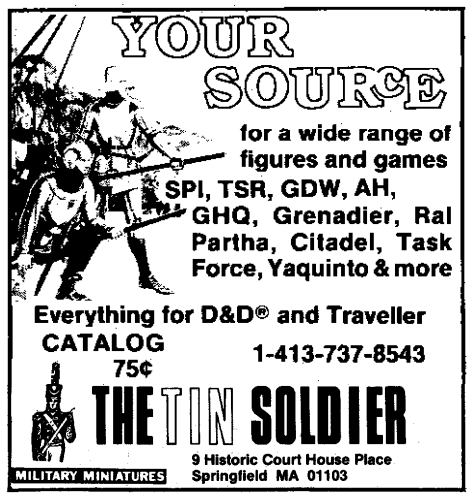
The combat system in the DMG flows pretty well, until you get in the situation of combining psionic combat with regular melee. Then the segment-by-segment system of hidden resolves, tabulation of results, and so on can really bog down a group of gamers. I recommend splitting the psionic activity into two parts of 5 segments each, placing them at the beginning and the end of the round and doing them *en masse* then. It isn't authentic, but it keeps the players of non-psionic characters from getting bored while the psionic-users have it out.

Psionic characters get saving throws, of course, against psionic disciplines flung at them. But it's a little different situation when a *psionic blast* is hurled at a party, when only one or two of its members are psionic. In that case, the non-psionic characters make their regular saving throws, while any psionic characters in the party find themselves engaged in psionic combat, and must decide whether to respond by going into a combat trance or putting up defenses and reacting in some other way.

A psionic character wearing a *helm of telepathy,* of course, does not get a saving throw vs. the *blast,* but rather finds himself in psionic combat. What, then, happens when a psionic wearing a *helm of telepathy* is attacked with a *blast?* What advantages does he get, and what happens to the attacker? No one knows. But I would say that the *helm of telepathy,* when worn by a psionic character, radiates a *tower of iron will* (the effects of which are confined to the person wearing it) which will last until he is attacked psionically. The *helm* expends no strength points to do this, and it saves the psionic wearer from having to keep up a defense all the time.

Once the psionic wearer is attacked psionically, the *helm's* automatic *tower* absorbs the first attack (without any stunning of the attacker), then lapses into





quiescence while the wearer puts up his own defenses. The *helm* allows the psionic wearer to attack and defend as if he were one category higher on the combat matrices than he really is. Thus, if his psionic strength was 24, he would attack as if it were 26-50, and if he has been stripped of all psionic strength, he would still defend on the *Psionic Attack Upon Defenseless Psionic* table as if he had from 10-59 strength points left. This won't save him forever, but it ain't bad.

The *helm,* of course, also adds 40 strength points to the psionic wearer's total as long as he wears it. Other items, such as certain *ioun stones,* will also grant the psionic character extra points (different *ioun stones* and such things as a *pearl of wisdom* will affect his ability scores, and thus his psionic strength total, while he posesses them).

These extra points are split evenly between attack and defense, and are employed just as the character's "natural" strength points are, with the exception of their mode of recovery. The extra points bestowed on a character by a magic item are recovered separately from the character's natural strength points (but at the same time). As long as the magic item is not in use, it is "resting" and will recover 5 points per hour. Using the item for any purpose other than merely as armor (as with a *helm of telepathy* or similar sort of item) will negate any recovery during that entire hour. The same applies to the *stones.* Extra points added by increasing a player's ability scores, however, are considered "natural" strength, and are simply added to his normal total and recovered in the normal way, as long as the items are in his possession.

More complex questions

Further questions on psionic-vs.-psionic combat: When someone employs a *psionic blast* against what he assumes is a non-psionic party, would he know that he had also (accidentally, perhaps) attacked a psionics-user? Would he be able to single out which individual in the party is the psionic one? Would the psionic character being attacked be able to know which of the individuals confronting him has hit him with the *blast?* In psionic combat in general, can a psionic know from whom certain attacks come, and can he direct his attacks toward an individual if he doesn't know which individual is attacking him? This becomes important in psionic melee, where multiple psionic characters on either side have elected not to link up.

Anyone could guess that it was the mind flayer who slammed you psionically and not the bugbears with him. And it would be fairly obvious which is the psionic character in an opposing party, if one figure hangs back from the attack but doesn't seem to be casting a spell.

But then again, who says you have to see a psionic character to engage him in combat? The psionic combat trance operates from mind to mind, independent of vision. One can engage in psionic combat in total darkness and be aware of the mind(s) with which one is engaged, *so long us those minds are also still engaged.* If one of the psionic characters breaks off the attack and an attack is not immediately pressed home against him, he stands a good chance of being lost in the darkness or in a crowd.

Yes, an attacking psionics-user would know he has *blasted* another psionics-user; he would feel the recoil of energy from contacting that mind. But he would not necessarily know immediately which of his foes was the psionic one, in order to direct his henchmen to attack that character physically. Of course, he need not know which foe is the psionics-user in order to continue the psionic combat. The defender will have no problem realizing he's being attacked (and if he's not ready, he may be in real trouble), but is under the same restrictions as far as locating his opponent by sight; the identity of the psionics-user may not be visually obvious, but psionic combat could be conducted without the defender knowing for sure whom he's battling.

In psionic melee, the opportunities for confusion are wonderful indeed. Smarter psionics will close their eyes, go into their

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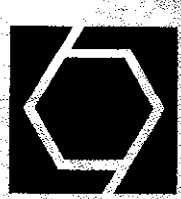

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combat trance, and launch wide-area attacks that allow them to hit several minds at once, so as to know what they're up against. They will be able to distinguish the individual mental signature of each mind, so in a dark warren of caves, they will be able to keep track of how many minds they are engaging. It gets confusing when the combat is combined with sight. In such a case, one may direct an attack at an individual and then find out that person was not the one you intended to attack, and in fact he is not attacking you; he's engaging someone else. In psionic melee, everyone attacks and defends simultaneously, and it is very possible for one individual to attack several psionics-users and be attacked psionically by several others, while someone gets off scot-free in the middle of the whole affair.

If someone is killed or controlled by psionic power, that phenomenon is apparent to the one doing the killing or controlling, Psychic wounds and the like are not apparent to the inflictor. And if a psionic character breaks off an attack and flees in the dark, the pursuing psionic may easily lose him, for without constant mind contact, he is reduced to casting about mentally with attacks to try to locate his prey.

At this point, some words are in order about the role and strategy of the psionic character in an adventuring party. The psionic character is of great benefit to the rest of the party, especially with his abilities of *cell adjustment, psionic blast,* and the various means of detecting and prognosticating things. Others must use up precious spells to do this, but the psionic character gets his "strength" back more quickly than spell casters do, and can perform the same action as many different times in a day as he wants, subject to the availability of strength points.

And, it should not go without saying that the party is of great benefit to the psionic character as well, for at those times when he is under a psionic attack to which the other party members are immune, he needs their assistance and protection.

Making thoughtful choices

It is generally a bad idea to go about blowing away all and sundry with one's psionic powers. This advertises your presence and wastes energy that you might need later on (the accuracy of this observation depends greatly upon the number of psionic encounters and adventures the DM works with). But, keeping up a *thought shield* while nothing much is happening and checking out various objects or areas with judicious application of one's psionic powers doesn't take a lot of energy and keeps most of the rest in reserve.

The best general defense if you don't know what is going to be thrown at you might well be *mental barrier.* It doesn't cost much and is reasonably effective against most attacks. The best general offense if you don't know what to hit somebody with is probably *ego whip,* for the same reason: it doesn't cost much and hits most defenses well. The list below gives the "best possible" relationships between attack and defense modes:

Best attacks:
- vs. *mind blank* — *mind thrust or ego whip.*
- vs. *thought shield* — *psionic blast* or *id insinuation.*
- vs. *mental barrier, tower of iron will,* or *intellect fortress* — *id insinuation.*

Best defenses:
- vs. *psionic blast or psychic crush* — *tower of iron will.*
- vs. *mind thrust or ego whip* — *intellect fortress.*
- vs. *id insinuation* — *mind blank.*

Note, however, that short of having one of the opposing combatants yell out, "Here comes an *ego whip,*" there's no way of knowing for sure what attack is on the way. Which all leads up to saying that, if the DM is running his psionic encounters right, being one of the "lucky few" is no bed of begonias. It can be rough to be a psionic character, and that ought to be made apparent to the players. After all, you can be attacked by so many more monsters! . . . . And those monsters are everywhere. Some, like the brain mole, are ever watchful for anyone exercising psionically related powers in their vicinity. Some are adventurer types, just like the party members, with nothing to set them apart from "normal" encounters until it's too late. And some, like the mind flayer, have "psi-fry menace" written all over them.

Disciplinary matters

There remains only the necessary clarification of how certain psionic powers operate. First of these, and an obvious candidate for Most Useful Psionic Discipline, is *cell adjustment.* With this power, one can heal lost hit points, cure diseases, and be voted best buddy of your band of berserkers. The question here is, how come one can't use *cell adjustment* to damage as well as heal? It would seem sensible that if one can repair, one can wreck. Sure, you can't create a disease, since this discipline doesn't give you the power to create life forms that cause another to sicken. But if you can kill disease-causing organisms, why can't you kill healthy cells? The answer must be that one doesn't *kill* disease cells, but rather the discipline amplifies the body's recuperative powers — powers which both repair damaged cells and also combat disease. Speeded-up (practically instantaneous) meiosis provides new cells by normal division and production of antibodies to fight disease. Such a gift can only work for health, not harm.

And then there's *body weaponry,* which lasts as long as one concentrates upon it. The only problem here is that one is trying to concentrate and engage in active melee at the same time, something which spell casters obviously cannot do. The answer is that this is not a spell, nor even an attack mode, which would normally require one to enter a combat trance. This is the kind of concentration that a superb basketball player has when running down the court full tilt, totally aware of himself and the actions of nine other people, seemingly without effort. It follows, then, that there is no possibility of breaking the user's concentration short of a *psionic blast,* and even then a good defense mode will prevent any bad effects.

A word also needs to be said about psionic *invisibility.* Unlike the spell effect of the same nature, this is not a general sort of *invisibility.* Like the Players Handbook says, it is weaker in some ways and more powerful in others. It cannot be detected the way magical *invisibility* can. But then, it is more limited in its ability to fool others.

Mind bar is also an incredibly useful piece of "equipment" to counter all forms of magical possession dangers, as well as foiling *charms* and such. The DM who intends to do a lot of psionics ought to brush up on the whole subject of magical mind attacks, including *magic jars,* ghosts, *trap the soul,* and so on.

Perhaps the most difficult discipline to adjudicate is the minor discipline of *precognition.* Unlike *augury,* the 2nd-level cleric spell, *precognition* gives definite answers about the future. This is a pain, because then the DM has to make sure that things fit into this prearranged pattern, which can involve a lot of fudging on dice rolls and a lot of labor lost after it was spent setting up an encounter. It is a further pain because the DM must assign the probability of success almost by intuition. Players are sure to argue about it, and it's generally a bummer.

The best thing to do is to work on one's style of refereeing. I never admit to fudging on dice rolls, but I have been known to shave points for both monsters and party members (without saying that's what I'm doing) if I think that the melee is not going well. Certain monsters should never be too easy, and certain stupendously bad things really ought not to happen to the 1st-level player character you're trying to show a good time. If you can learn to manipulate the dice results while retaining your basic fairness and integrity, then you can learn to handle such things as *precognition,* without seeming too obvious about it. Your players may even grant you semi-legendary status at your sage-like ability to foretell how an encounter will go, if you can pull the strings with a straight face and give them the impression that the dice are being honestly interpreted. And a little respect never hurt any DM. Just don't let anyone get the impression you can be wheedled into giving somebody a break.

The same basic principle applies to moderating the use of *sensitivity to psychic impressions.* It is up to the DM to communicate what the psionic character senses. Mostly, this will be vague, fleeting impressions, but the DM can use this to advance (or retard) the accumulation of information by the player characters.

In the matter of planar travel, certain disciplines can be employed to admit one to planes and places other than the Prime Material. *Dimension door* and *dimension walk* enable one to slip through the keyholes of reality to get places. The *door* is stated to be in some relationship with the Astral Plane (at least, one can get stuck there), but *dimension walk* involves no dangers like that, nor does it allow egress into other planes.

Etherealness is a free ticket to the Inner Planes for bag and baggage. *Probability travel* is an improved form of *astral projection,* both of which are very handy. *Astral projection,* like the *astral spell* employed by a cleric or magic-user, projects only an astral body, leaving the physical body at home, connected to the projector by a silver cord.

Unlike the spell of similar effect, *astral projection* permits only the individual possessing the power to go into the Astral Plane. On the other hand, the psionic character using *probability travel* can get to just about anywhere, Inner or Outer Planes included, and can transport himself physically into other planes. Only a few items will work so well. After all, it's nice to know when you're astrally projecting that your chance of being really killed is small; what's an astral body among friends? Going astral with one's physical body while *probability travelling* is thus riskier. But the consolation is, you can take more than just magic items with you on your trip, so you'll have it when you disembark somewhere else: stuff like armor, food, regular weapons, letters of recommendation, and so forth.

The last word

To sum up: This article has endeavored to provide a rationale for some of the rules that govern psionics in the AD&D game, along with a general theory of what psionics is all about. We've also tried to unsnarl some tangled questions of procedures and interpretations in the use of psionics. The last word, then, must belong to the role of psionics in the game itself.

The psionic monster is in the game to add excitement and variety. When the players (through their characters) risk nothing but being worn down by melee, they will eventually get bored. Sure, if you toss psionic monsters at them, the players will complain (at least at first) that you're perpetrating some awful acts against their characters. But the players will only fully appreciate the adventure and the larger campaign if their characters escape with their booty by the skin of their teeth.

The psionic non-player character is there for adventurers to interact with. Psionic ability adds all kinds of hidden factors to an encounter. While some AD&D campaigns may be not improperly affected by some NPC magic-user strolling down the avenue turning people into frogs, virtually no one in the campaign should advertise his psionic powers. Let your player characters find out the hard way (if they ever do find out) that so-and-so is one of *them.*

And most importantly, the psionic player character exists to give the player a chance to try on yet another fascinating set of abilities, and to do battle with unmentionable monsters. The only caution that can be issued here is the cardinal rule of the whole game system: *Don't upset the game balance.* If you are going to have psionic characters in the campaign, increase the number (and ferocity) of the psionic monsters they will encounter. But don't add psionic nightmares to every dungeon and keep your players explore. Let the possibility of psionics always be in the background, lurking around, waiting to surprise, horrify, and delight them.

How often should a character check for possession of psionic abilities?

Once when the character first begins play; afterward, psionics checks are made only when powerful magics or special circumstances permit this to occur; see the next question.

If a non-psionic character has his intelligence, wisdom, or charisma increased by powerful magics (tomes, wishes, etc.), would this allow for a new chance to become psionic?

Yes. The benefits of a *tome of clear thought, leadership and influence,* or *understanding* (which raise intelligence, wisdom, and charisma respectively) automatically allow for a new chance to become psionic. A *wish* spell, properly worded, would automatically give a character psionic ability, as long as the recipient has an intelligence, wisdom, or charisma score of at least 16. The action of a deity (far rarer than even a ***wish*** or a magical ***tome)*** would automatically give *any* character psionic ability, regardless of his ability scores. Increases in ability scores which occur naturally, such as through normal aging, would also allow for a later check if the character was not already psionic.

As an example, consider the character described on p. 110 of the Players Handbook, with Int 17, Wis 12, and Cha 17. Suppose the player fails to roll 97 or higher on the character's initial psionics check, and the character later gains a point of intelligence so that score is now 18. The player would then make a new check for the character's psionic potential, adding the additional bonus for the extra point of intelligence to the dice roll, so that now a result of 95 or higher is needed.

Also, it is possible for a character's psionic strength to be automatically increased, if an increase in an ability score raises that score higher than 16. If the character in the above example started with a charisma score of 16, and was determined to have psionic ability, he would receive no "doubling" bonus on the roll for psionic ability points, since only one of his ability scores is higher than 16. But if a later event raised the character's charisma to 17, he would immediately benefit from the change by having his psionic ability doubled.

Can a character lose his psionic potential if he suffers a decrease in one of the three important ability scores?

It is possible for a character to be stripped of psionic ability by the loss of one or more points of intelligence, wisdom, or charisma. If the change leaves the character without a score of 16, then the character fails to meet the minimum requirement for psionic potential, and any psionic ability he once possessed is now lost.

If a character suffers a decrease in one of the three important ability scores, but still meets the minimum requirement (one score of 16 or higher), he has not lost his psionic potential, but will possibly suffer a decrease in his psionic strength point total. If the ability score in question was formerly 13 or higher (allowing a bonus to the psionic strength roll), then that bonus is lost and must be subtracted from the character's psionic strength. If a character originally had scores of 16 or higher in two of the three ability areas (permitting the doubling or quadrupling of the number of strength points) and suffered a loss that brought one of those scores below 16, then both the "doubling (or quadrupling) bonus" and the single bonus point originally awarded for that score must be subtracted from the character's psionic strength.

How can the chance for psionic abilities be quickly assessed for NPCs who have no previously noted scores for intelligence, wisdom, and charisma?

The DM can roll a d6 for any NPC in question; if a 1 comes up, then a roll of 00 on percentile dice (or 98-00 for a member of the magic-user or cleric class) indicates that this NPC has psionic ability. This should make psionic NPCs rare enough so that the game balance is not disrupted.

Which player character races in the AD&D™ game can possess psionic ability?

Human, dwarven, and halfling player characters are allowed the chance to have psionic ability. Initially, in early editions of the Monster Manual, elves (or at least leader-type elves) were also included in this group. But in later editions of the AD&D books, elves were defined as non-psionic. Based on this ruling, Roger Moore's article on elves in issue #60 of DRAGON® Magazine stated that elves had a brain structure that prohibited them from having psionics. However, judging by E. Gary Gygax's comments and additions in later articles (most notably the "Featured Creatures" and Astral Plane articles in #67), it would seem, after all, that elves *can* have psionic ability. Thus, player-character elves *should* be allowed the chance to be psionic, and so, by assumption, should half-elves.

Is it possible for a character to use a *wish* spell to become immune to psionic attack?

Yes, it's possible. One *wish* spell, properly worded, would bestow immunity to one particular psionic attack mode; the end result of five such *wishes* would be a character possessing what the DEITIES & DEMIGODS™ Book calls "Class VI" psionics. The character is immune to the effects of any psionic attack mode, and cannot possess any psionic powers from that time forward — but the character is still subject to the effects of psionic disciplines employed by others. If a character tries to get around this by wording a *wish* so as to obtain immunity from attack while retaining his own psionic powers, something awful is bound to happen as a result; a *wish* of this sort can never be granted. It would be possible to "stop short," using four *wishes* to get immunity from all but one particular attack mode and still retain one's own psionic powers, but vulnerability to that single attack mode could turn out to be an Achilles' heel.

If a psionic character is surprised by a psionic monster, does the monster get to attack the character as if the character were defenseless?

No; psionic defenses will go automatically into action once an attack from another psionic creature gets under way, unless the character has exhausted all of his defense points. The "psionic attack on defenseless psionic" table is only used when the target character or creature has no defense strength left at that time.

Shouldn't psionic attacks or defenses put up by experienced and high-level psionic characters be more effective than those put up by lower-level characters or creatures?

No; just as a sword blow does the same amount of damage whether the weapon is wielded by a 20th-level Lord or a 1st-level Veteran (not counting a certain character's bonuses or penalties), the psionic attacks and defenses of all psionic characters work the same way and with the same potential power.

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Can a psionic character cast a spell while employing any sort of psionic power (attack, defense, or discipline)?

A psionic character can maintain a *thought shield* defense while fighting, casting a spell, or being involved in some other strenuous activity. This won't work for any other defense mode or any attack mode, however; a psionic character cannot mount a physical attack and a psionic attack at the same time (although certain monsters, like the intellect devourer, can), and also cannot employ both a spell and a psionic discipline simultaneously, since it's impossible to fully concentrate on both activities.

If a psionic spell caster has a thought shield defense up while casting a spell, would a psionic attack made against the character cause the spell to be lost, or would the defense hold and allow the spell to be cast to completion?

The spell casting will continue uninterrupted as long as the *thought shield* defense holds out. If a physical attack takes place, of course, the spell will be ruined; the same applies if the spell caster is made subject to certain disciplines such as *telekinesis, body weaponry,* and the like. If the defender runs out of defense strength and takes damage from a psionic attack, this will also ruin any spell the defender may have been casting at the time.

If a character is slain by psychic crush, can he be *raised* or *resurrected?* Would he still then possess psionic abilities?

The character can be ***raised*** or ***resurrected,*** but all psionic abilities will be permanently lost.

The Players Handbook states that *thought shield* is the only defense against *psychic crush,* but the charts in the Dungeon Masters Guide contradict this. Why?

Anyone who's confused on this point has misinterpreted the statement in the PH. The psionic character employing *psychic crush* as his attack mode can only use a *thought shield* defense, or else must have no defense mode up at all. The character or creature being attacked by *psychic crush* may use any defense mode at his disposal.

What does the Players Handbook mean when it says that *thought shield* can be kept up at all times, unlike other defenses?

Thought shield, like all psionic defense modes, may be activated even when there is no psionic attack in progress against the "defender." However, *thought shield* is the only defense that may be used when the character is engaged in active pursuits like physical fighting, spell casting, escaping, etc. Once put into operation, a *thought shield* does not require attention to continue to be maintained — but, by the same token, the user must specifically declare his intention to "turn off" the shield when deactivation is desired; otherwise, his defense points will keep dwindling automatically.

During multiple psionic operations, when two or more psionic characters are transferring strength points back and forth, how are the points distributed after the operation is ended?

The points that were transferred in series among the psionic characters are all dissipated and lost to all characters, but may be recovered in time. It is possible for a character to be left with no psionic strength points after an operation of this sort, but that strength can be regained in the usual manner.

The line at the bottom of p. 77 of the DMG ("Damage accruing beyond the point . . .") is unclear. Can you explain?

This line refers to the attack strength point reductions taken as a result of using the "Psionic Attack Upon Defenseless Psionic" table; if the defender runs out of attack points because of these reductions, then real hit points are deducted instead.

Can psionic creatures or persons sense the presence of other psionic beings? If so, at what range does this ability function?

According to the DMG (p. 182), it is apparent that the use of any psionic talent or attack/defense mode will attract the notice of other psionic beings in the vicinity. The attracted creatures will not instinctively sense the nature of the power(s) being employed, or exactly how powerful (psionically) the "source" of the power is, but they will be aware of the general direction from which the psionic emanations came and will be able, for short periods of time, to track accurately back in the direction of the other psionic character or creature. This "tracking back" can be done for as long as a turn (10 minutes) if a true psionic talent was used, or for a round (1 minute) if the energy came from a magical effect that resembles a psionic power.

The range of this ability, which is innate and common to all psionic characters and creatures, is 1" (30 feet) per level or hit die of the detecting creature; certain monsters (su monsters and gray ooze, for example) are able to detect psionics-users at distances greater than normal, but these are exceptions.

Note that a psionic character or creature not expending psionic strength points cannot be detected *at that time.* Also, a being using *mind bar* or the discipline of *invisibility* cannot be detected while employing those skills.

To a limited extent, psionic characters and creatures (particularly those with a high psionic ability score and those with the *sensitivity to psychic impressions* discipline) can judge how great an amount of psionic strength points were being used by the detected being at the moment of detection, but this assessment will be very rough, and is not necessarily a good clue to how psionically powerful the detected being is.

If a fighter gains the discipline of *domination* and then switches to the thief class (as a bard would do), would this character lose the *domination* power?

Yes. The instant that the character crosses over to begin earning experience as a thief, he is subject to the benefits and restrictions of that class — one of those restrictions being that a thief cannot possess the psionic discipline of *domination.* The discipline is lost, and the character may not replace it with another ability. This principle may be applied to any instance involving a two-classed character and a discipline that is prohibited to one of the two classes.

Why can't thieves use *domination* in the first place? Well, as Arthur Collins points out in an article elsewhere in this magazine, it may be rationalized that *domination* is a concept alien to the thieving frame of mind; thieves do not desire or intend to control their victims, merely to rob them, taking their goods unseen (preferably) and without the victim's knowledge. Stealing is an art to thieves, and *domination* is the antithesis of that art.

Can the psionic discipline *animal telepathy* be used to communicate with humans? After all, humans are animals.

Nice try, but no go. The word "animal" in this use should be interpreted the same as for spells like *speak with animals* and *animal friendship* — that is, animals are "basically normal, nonfantastic creatures such as apes, bears, cats, dogs, elephants, and so on" (Players Handbook, p. 46, *speak with animals* description). They are "of at least animal intelligence but not above semi-intelligent rating" (p. 54, *animal friendship* description). Generally, any sentient creature with a measurable intelligence score of 4 or lower can be affected by *animal telepathy* — and at extremely high levels of mastery, even communication with intelligent plants is possible. Although some humanoids could qualify under this "4 or lower" definition, the term "animal" in this usage does not encompass humans or humanoids.

Could someone possessing the *cell adjustment* discipline become aware of his own or someone else's hit-point total by using this power? How long does it take to use this discipline, in terms of "casting time"?

The answer to the first question depends in large part on how your campaign is run with respect to players' (and characters') knowledge of hit-point totals. If the DM is the only person with this information, then it is not necessary to reveal any hit-point information to a character employing (or being helped by) the *cell adjustment* discipline. If, as a matter of procedure, players are made aware of their characters' (and perhaps others') current

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hit-point totals, then the DM is obliged to give out specific hit-point information in the course of moderating the use of this discipline.

Even when hit-point totals aren't common knowledge, the psionics-user knows how many hit points he can restore with a single application of the discipline, and he knows that each hit point of damage healed costs 1 psionic strength point. He doesn't know — or need to know — how many hit points of damage the recipient of the healing is suffering from; if and when the recipient is restored to his full original hit-point total, no more benefit can be gained from *cell adjustment* — but if none of the characters has a way of being sure when full restoration of hit points is complete, the user of the discipline may very likely spend strength points that go to waste because no additional healing is possible. (A *cure wounds* spell would operate on the same principle, with a chance of theoretically healing more damage than it is possible to heal.)

How long does it take to use? In "actuality," the healing or curing from an application of *cell adjustment* takes place instantaneously. But, to prevent the abuse of the power by continuous and repeated use, it could be ruled that only one application of the discipline can be made in a round. To further tone down the "wham, you're cured!" aspect of this discipline, you might try a variation that limits a cleric to healing 5 points of damage in a round, a fighter 4 points, etc., regardless of the level of mastery involved. Alternately, the "level of mastery" provision can be kept, but the DM might rule that the discipline is only usable once per day on a certain recipient, or once per day, period. The fair and consistent use of this discipline is a matter for individual DMs to arbitrate as they see fit.

Can a character with the discipline of energy *control* negate the effects of a powerful spell such *as wish, feeblemind,* or *disintegrate?* Does "spell level" refer to the level of the spell caster throwing the spell at the psionic character, or to the level of the spell on the spell tables in the Players Handbook?

Because the description of the discipline doesn't specifically exclude any types of energy, we can assume that *energy control* works against even the most powerful magic. If the "die of-damage normally delivered by the energy" is not applicable or able to be determined, then the point cost of this discipline is equal to the minimum level of spell caster able to employ the spell which produces the effect. (This interpretation makes the use of *energy control* against powerful magic reasonably expensive, as it should be; under a different interpretation, it might only cost 9 points to undo a wish, and that doesn't seem like much of a price to pay.)

Thus, it costs 18 points to negate the effects of a wish, whether the wish was in the form of a cast spell, a scroll spell, or from a ring, because a caster employing a *wish* spell must be at least 18th level to cast it. By the same reasoning, dissipating a *feeblemind* spell costs 11 points, and negating a *disintegrate* spell costs 12 points.

Does the "Detection of Invisibility" table on p. 60 of the DMG apply to psionic *invisibility? Can* a character using the discipline of *invisibility* attack another creature and still remain invisible to that creature?

No on both counts. First, psionic *invisibility* involves mind control, "not light waves or similar physical manifestations" (Players Handbook, p. 113), and hence cannot be detected by intelligent creatures the same way they might be able to sense someone who was rendered invisible by magical means. Someone employing the *mind bar* discipline is not subject to this mind control, however, and thus is able to "see through" the deception.

Second, a character using psionic *invisibility* cannot attack at the same time because he must concentrate on the application of the discipline to maintain his invisible state. Unless otherwise specified in a particular description, no psionic attack mode or discipline can be employed while the user's mind is distracted or engaged in some other decision-making activity.

Can *molecular agitation* be carried out on any visible object, even if seen through a *crystal ball, wall of force,* by *clairvoyance,* and so forth? Also, if a creature only possesses a small quantity of metal, can it still be burned if this metal is heated?

The range of the *molecular agitation* discipline is "sight," but this means literally and strictly visible, not including objects seen with the aid of an item that enhances or detects the object's image when the object cannot normally be seen (whether it's behind the next door or on a distant deserted island). When actual (normal, not infra- or ultra-) vision is concerned, the DM will have to arbitrate what can and cannot be seen at a distance; for instance, a character could not eyeball the iron buttons on an orc's jacket at a range of 300 yards.

A *crystal ball* or the power of *clairvoyance,* then, cannot be used in conjunction with *molecular agitation.* The employment of a *wall of force* will indeed block the use of this discipline, as will anything similar (such as a *cube of force).* Objects seen through non-magical windows, though, *can* be affected by this power.

Creatures that have only a small amount of metal on their "persons" may, at the DM's discretion, take lesser amounts of damage from this power; if the iron buttons on the orc's jacket were the only metal items the creature had, perhaps it would only take 1 hit point of damage per round (at most) until the jacket was discarded.

Can a psionic character levitate himself by the use of the *telekinesis* discipline?

No. Like the spell of the same name, this power can only affect things or beings external to the one employing the power, not the user or caster himself. Note that live creatures can be affected by *telekinesis,* and although the discipline allows for no saving throw for its target(s), creatures and characters may use any means at their disposal to negate the discipline or make its maintenance more difficult — grabbing a heavy object to increase one's weight, or perhaps using a spell or other power to make oneself larger and/or heavier.

Do magical protection items (rings, stones, cloaks, scarabs, etc.) affect saving throws vs. psionics?

If the description of the item in question specifically states that it is effective "for saving throws versus all forms of attack" (as with *rings of protection),* then the item's protection also applies to psionic saving throws. If the item's description specifically restricts the protection to saves vs. spell (as with a *scarab of protection),* then psionic attacks are not affected. If no specific statement is made, assume that saves vs. psionics are *not* affected, and the protection only applies to magical attacks.

Should a character gain experience points just for using a psionic discipline or attack/defense mode?

No.

If a psionic character uses *psionic blast* on a non-psionic monster and slays it, should the character be awarded experience points for the kill just as if he had slain the creature in normal (physical) combat?

This question is most often asked with reference to unintelligent creatures, who can be slain quickly in this manner with little apparent effort on the part of the psionic character. Judging from E. Gary Gygax's comments on p. 84 of the DMG, it would appear that the DM is free to adjust the amount of an experience-point award based on the relative difficulty involved in killing the monster. A character who attacks and slays a caged dinosaur with *psionic blast* (from outside the cage), when the dinosaur could not conceivably have presented a threat to him, might be awarded only 1/10th (if that) of the normal experience-point value for that monster. A character lost in the wilderness and attacked by a purple worm which could easily overcome the character and slay him might be awarded the full experience-point value of the monster for using a *psionic blast* under those circumstances.

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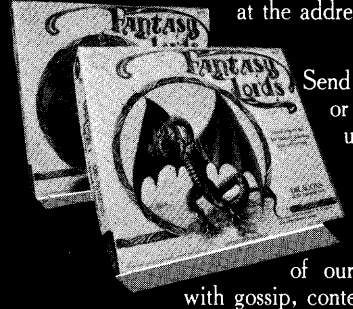

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Overhauling the system

A three-part remedy for problems with psionics

by Robert Schroeck

Ahh, yes, psionics. That most-loved of options for the AD&D™ game.

Okay, well-liked.

Would you believe endured with a forced grin?

All right, let's admit openly what most DMs probably feel at the core of their souls: there are some problems with psionics in the AD&D rules. The system can greatly unbalance a campaign it is brought into, unless the DM takes steps to prevent that occurrence. Observe:

The problems

The scene is a typical dungeon. A lone first-level character (never mind which class) ventures down the musty passage virtually unarmed. The corridor bends to the left up ahead, and as our hero cautiously approaches the turn, a hideous, mauve-skinned creature steps from around the corner. Ah, a mind flayer, the adventurer calmly notes.

Calmly? A first-level character sent up against a mind flayer? That smacks of overkill on the part of the DM — the poor character hasn't a chance!

Well, perhaps this would be so — if the character in question was not a psionic of a strength currently allowed to first-level characters in the AD&D rules.

The rules enforce a slow progression of skills and power for player characters — ***except*** in the area of psionics. True, the psionic devotions and sciences, the real "powers," are gained slowly (more slowly than any other set of abilities), but the capability for high-powered psionic combat springs full-grown from the brain of the psionically endowed character. Assuming that the character in question has good to high ability scores (and if he doesn't, then he shouldn't waste his time on psionic combat), he will have a psionic ability of at least 200 points, probably more. Assuming also "average" rolls for combat capability, this character will have at least three defense modes and two attack modes at his disposal — at first level. And this is a problem.

In the campaign I currently run at Princeton University, I have seen a second-level M-U ***psionic blast*** a small horde of charging orcs into jelly. After all the saving throws were rolled, too few were left to make an effective stand against the party's fighters. The M-U then began dancing lightly through the sleeping and stunned orcs, cutting assorted throats. As I totalled up the experience points, I resolved to modify the system.

A second problem I discovered later were the straight psionic combat rules themselves. There are too few of them to help the DM decide the "proper" way to run psionic-vs.-psionic battles. It's not that the basic procedure isn't plain — it is — but what are the characters supposed to know about the varying efficacy of their attack and defense modes? Can they detect what attack/defense modes their opponents are using, and how well their attack worked against an opponent's defense? The existing rules are too vague, and don't address this at all.

Both problems are ones of experience with psionics. A third problem sometimes develops with a psionic character who ignores his psionic powers totally after experimenting with them for an experience level or so. These sorts of characters are usually of a class which has a goodly number of innate magical abilities to begin with, and they end up with a sort of "ho-hum, another set of powers" attitude. Their psionic abilities end up forgotten and used rarely, if at all. And if these powers aren't used by the players, why include them?

A solution, part one: progression

In order to deal with the overabundance of combat power that psionic ability gives to low-level characters, consider the following modification to the system:

All elements of psionic talents are rolled for or chosen as directed in the current rules. The disciplines are gained by the character at the same rate as before. However, acquisition of psionic combat ability is changed. The total psionic strengths determined for the character are recorded as maximums; goals, in fact.

The first-level psionic character receives only 25 points for his psionic ability score. (Remember that this translates into 25 attack points and 25 defense points, as well as 25 points for the powering of devotions. I know it's confusing, but we're not about to modify the system ***that*** much.) The only exceptions to this are characters whose psionic ability is less than 25, who immediately gain their entire total.

Beyond the first level of experience, each character with psionic ability over 25 will gain either 15 additional points with each new level, or the remaining points up to his maximum, whichever is less, contingent upon the exercise of his psionic faculties (see "atrophy" below).

Likewise, the character gains his attack and defense modes gradually. At first level, he will have only defense mode F, ***mind blank***, and no attack capabilities. At second level, his second defense mode and first attack mode are gained. One of each is gained by the character with each following experience level (in the order in which they are presented in the PH) until the character has gained all of his predetermined complement of psychic armament. Optionally, the character may wait until he gains the various modes to choose them, but I don't recommend this — I've found that players will tend to go for the high-cost, all-or-nothing weaponry like ***psychic crush*** while ignoring the more subtle attacks that can wear away an opponent's defense, and which are more useful and more successful at lower levels of psionic combat.

A solution, part two: atrophy

Establishing the psionic abilities of characters is fine, but once you, the DM, go to the effort and trouble of integrating

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these rules into your world, how do you keep them in use? Or have them used other than in a "The arrows didn't stop it, try a ***psionic blast!***" situation?

Psionic monsters spring to mind (if you'll forgive the pun) as a way to keep characters' psionic powers in the limelight, but the psionic creatures of the AD&D world are incredibly rare — and worse, unspeakably vicious. An oversupply of these creatures will do two things: reduce the believability of your campaign (if these psionic predators are so common, why hasn't the entire intelligent population of the world been devoured or destroyed?) and reduce the survival rate of player characters. Neither is very conducive to high player morale.

A more passive, less openly tyrannical method of insuring characters' use of their psionics is to incorporate the simple process of atrophy; the character must exercise his mind or lose part or all of his psionic abilities. It works like this:

All psionic ability is contingent upon the exercise of those portions of the brain which produce the psionic phenomena that are classified as attack/defense capability and devotions/sciences. (Exercise for our purpose is defined as the usage of any psionic skill or power.) If the mind is exercised less often than once per game week, all psionic ability gain (point gain and attack/defense mode gain as described above, if still applicable, plus the acquisition of disciplines) is halted. If exercise occurs less often than once per game month, the character will *lose* 10 psionic ability points (i.e., 10 each of attack and defense strength) per month of psychic inactivity, and will also lose attack/defense modes and (optionally) levels of mastery in disciplines in the reverse order of their gain; each game month of disuse is the equivalent of one experience level for purposes of this regression.

Atrophy continues until either the character begins exercising his psionic abilities again, or until his psionic ability reaches zero. If the latter is the case, the character is no longer psionic, and can never regain his psionic abilities without intensive training. This training must be performed under the supervision of an experienced psionic, or some spiritual guide like a lama or guru (optionally, a high-level monk may serve), and will last a period of 2-5 years (d4+1). At the end of this period of training, the character's psionic abilities return as for a first-level character, and he must progress in the same manner as a beginning psionic for him to regain his previous peak of skill.

If psionic atrophy is halted before zero psionic ability points are reached, the character's psionic ability total will remain at its current level for six game months with no change (except, of course, for further atrophy) before it will rise again. When this occurs, psionic ability will return at a rate of 10 points and one level of mastery/experience per game month until the character reaches his previous psionic status. Further progression, if possible for the character, will continue as normal provided his psionic powers are exercised sufficiently.

A solution, part three: combat

Psionic combat has always been something of a headache for me as a DM, as I'm sure it has for others. The procedure for combat is not the problem; as I said before, that's rather straightforward. The headache comes from the lack of guidelines on what characters, and players, should know about it. I've usually kept the combat tables away from the players, at least during the fighting, but something about this always bothered me. I felt that eventually psionic characters should be able to sense how efficiently they were fighting, but not immediately.

I suggest that to simulate the increasing skill of the psionic character at determining his opponent's tactical situation, the DM should use the following guidelines:

For their first three levels of experience, characters are assumed not to be able to gain any information about their opponents, and should not be allowed to see the psionic combat chart. The DM should tell them only how much damage they have received, and when opponents have switched attack and defense modes. At fourth level and above, incoming attack modes may be identified, and players may use the table to plan their defenses. At sixth level and up, characters can identify an opponent's defense modes also, and the player may refer to the psionic combat tables for all aspects of battle. Psionic monsters act as sixth level plus for this determination.

Under ***no*** circumstances may players refer to the "Defenseless Psionic" table when a situation requiring it arises. The results of an attack upon a defenseless psionic should ***always*** be in doubt until the attack has been made. (DMs who actually manage to keep the DMG out of the hands of their players might roll a handful of dice to suggest a random determination of result.) It is permissible for a player to keep a chart of what results his character achieved with various attack modes against certain opponents.

Conclusion

With a little extra work, psionic powers in the AD&D game don't have to be so all-powerful. With just a little more bookkeeping (and we DM's don't mind a little more bookkeeping, do we?), the power becomes a goal to work toward for characters, and for those who won't work at it, the power vanishes quietly and cannot be brought out as a last-resort weapon when the DM least expects it. Psionic powers become a skill to be practiced and honed, not just something else for characters to pull out of their back pockets.

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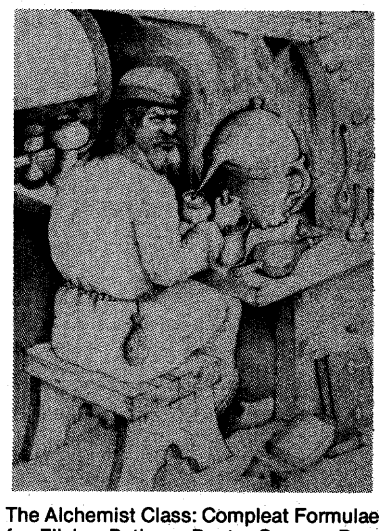

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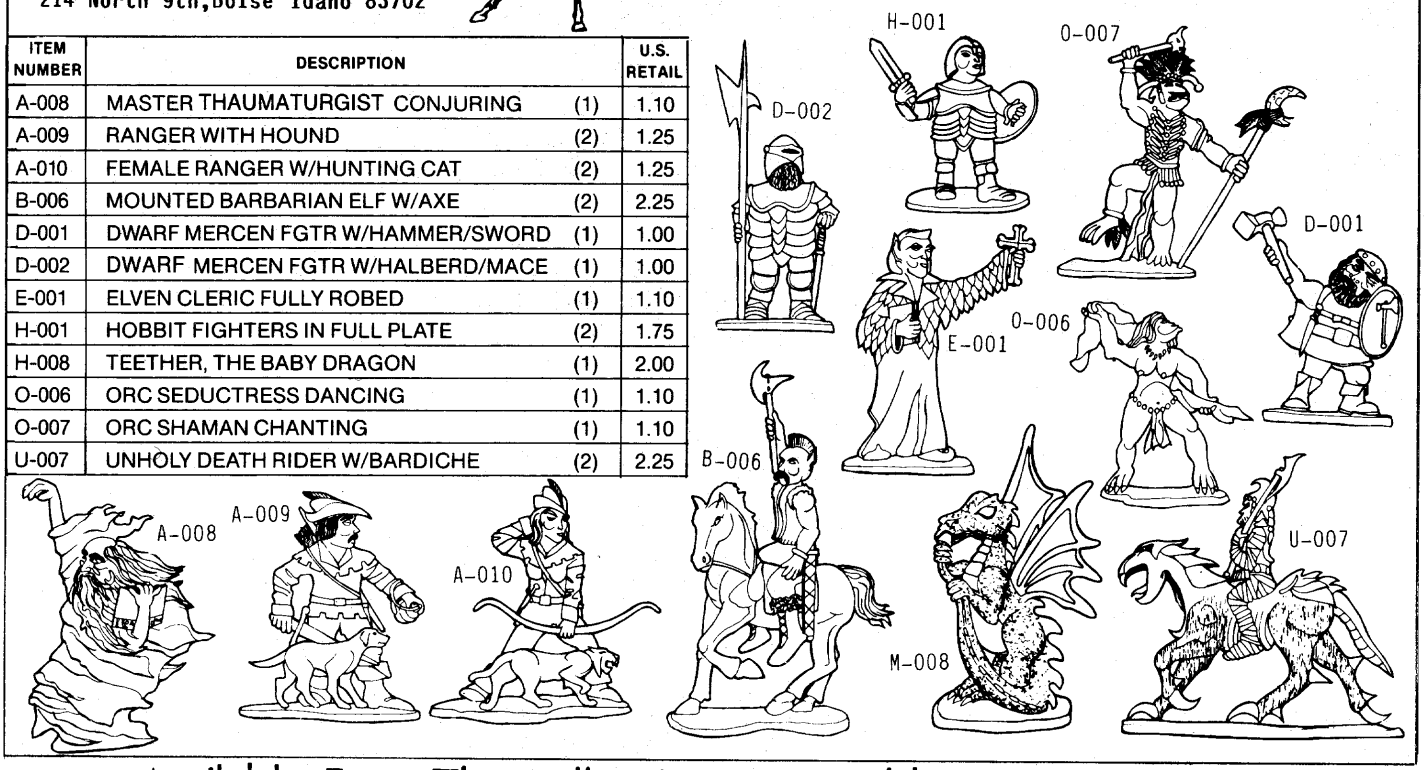

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And now, the psionicist

A class that moves psionics into the mainstream

by Arthur Collins

[Editor's introduction: By courteous arrangement with Katherine Kurtz, author of the Deryni and Camber fantasy trilogies, this article and the ones following it incorporate certain elements of the Deryni universe in its description of the Psionicist character class for the AD&D™ game. Some particular terms and phrases used in these articles are drawn more or less directly from Ms. Kurtz's works; these are marked with an asterisk (*). Readers interested in learning more about the Deryni universe will find a list of Ms. Kurtz's books at the end of this section; they are highly recommended.]

From the moment I discovered psionics in the Players Handbook, this aspect of the AD&D™ game has had an enormous attraction for me. Psionic powers spice up the game with new possibilities. And, for me at least, they have one great advantage over spell casting: they are simpler, particularly in their methods of use and recovery. They also open up new vistas of gaming; planar travel is much easier to accomplish psionically, for instance.

But there are some weighty problems involved in using psionics, too: maintaining game balance, for one thing. Added to an already powerful character's abilities, the use of psionics may result in a "killer character," which is boring to play and detrimental to the game. And keeping track of psionic strength points can get to be rather complicated.

Also, there's a rather basic problem with the whole concept of psionic endowment. As the rules are written, a psionic individual cannot have more than 6 disciplines — not enough to make psionics stand alone as the nucleus of a character's profession. But when psionic ability is added on top of the abilities a character already has by virtue of his class, you run the risk of overbalancing the character — you get (for example) thieves who are better at psionics than they are at thievery, or who use their psionic abilities more often than they use their thieving skills. For these reasons, it is easy to see why psionic powers are a (little-used) optional part of the game.

The practice of psionics really belongs as a character class profession in its own right. Psionic powers need a little expansion, but have the potential to add a great new class to the game: a ***distinct*** class, rather than merely a subclass of something else. Nor would such a class relegate the present system of psionics for all classes to the dustbin. The two could exist side by side. To differentiate between them, we will call the psionically endowed character of a standard class a *Psionic,* and the member of the new class a ***Psionicist.***

THE PSIONICIST

The Psionicist is a member of a class devoted to the exercise of arcane mental powers. Certain individuals have within them a talent for that sort of thing, and these persons can opt to be Psionicists.

Table I: Class specifications

Ability score minimums:	
Strength	3
Intelligence	10[1]
Wisdom	10[1]
Dexterity	3
Constitution	9
Charisma	10[1]

[1] — At least one of these scores must be 16 or higher.

Possible races: human, half-elf
Maximum level attainable: 20

Hit die type: varies with level (see below)
Maximum number of hit dice: 11
Spell ability: no
Armor permit ted: none
Shield permitted: none
Weapons permitted: club, dagger, dart, hammer, sling, spear, staff, sword, scimitar (but not two-handed sword)
Oil permitted: yes
Poison permitted: according to alignment
Alignment: any
Starting money: 3-36 gp (3d12)
Weapon proficiencies: initially, 3; additional proficiencies gained at 4th and 7th level (maximum 5 weapons)
Non-proficiency penalty: -4
Bonuses to x.p. awarded: +10% if IWC avg. (see below) is 16 or better
Minimum starting age: human, 18 + 1d6; half-elf, 40 + 2d6
Combat: uses thief table
Saving throws: uses magic-user table

Notes to Table I

Ability scores: As with regular psionics, at least one of a character's scores in intelligence, wisdom, and charisma must be 16. For the Psionicist class, the other two scores must be at least 10 each.

Hit dice type: As seen in Table II, the hit dice a Psionicist gains will vary from level to level. He begins at 1st level with one lo-sided die, then gains an 8-sided die at 2nd level (the points rolled being added to those gained at 1st level), another d8 at 3rd level, and so forth. No other class has a pattern like this. This system simulates a Psionicist's mental development. The Psionicist begins with only a fraction of his eventual mental powers operative, and so must depend upon brawn as much as brain. As he (or she) goes up in levels, he still needs to be in good physical shape, but the mental training he pursues will mean he puts less and less emphasis on the physical side of things, like combat training. These abilities atrophy somewhat, to be replaced by increased psionic ability. (Also, in terms of game balance, a little extra hit-point help to begin with can enable this character to survive.) In terms of average hit points, this is not unreasonable. A 14th-level Psionicist has an average of 40½ hit points. A 12th-level cleric has an average of 46½ hp, a 12th-level magic-user has 28½ hp, and a 12th-level monk has 32½ hp. All three of these example characters would have approximately the same number of experience points as a 14th-level Psionicist would have.

Armor and weaponry: The Psionicist can pick from a fair assortment of weapons (just a little better than the choices of a druid). All of these are common, non-specialty type weapons, unlike bows, pole arms, two-handed swords and such that are typically employed by specialists. However, the Psionicist uses no armor or shield; he is not interested in fighting as a profession. (Deryni are an exception to this; see the following article.)

The IWC ***average:*** This concept, mentioned in Table I in relation to experience-point bonuses, is crucial to the Psionicist as a class. It shows up again in Table II under "Ability factor." It is the average of the Psionicist's intelligence, wisdom, and charisma scores. The lowest IWC average (IWC for short) a Psionicist could have would be 12 (2 scores of 10 plus one score of 16 = 36, divided by 3 = 12), while the highest IWC would be 18 (all three scores of 18). Averages are carried to one decimal place in all cases, and an IWC of 15.7 (for instance) is not equivalent to 16.

Table II: Experience levels, hit dice, and psionic abilities

Experience points	Level	No. HD	HD type	Level title	Ability factor	Modes Attack	Modes Defense	Disciplines Minor	Disciplines Major	Disciplines Grand
0—2,500	1	1	d10	Beginner	× 10	1	0	1	0	0
2,501—5,000	2	2	d8	Psychic	× 11	1	1	2	0	0
5,001—10,000	3	3	d8	Medium	× 12	2	1	3	0	0
10,001—15,000	4	4	d6	Adept	× 13	2	2	4	0	0
15,001—25,000	5	5	d6	Guide	× 14	3	2	4	1	0
25,001—50,000	6	6	d6	Sub-Warden	× 15	*3*	*3*	*5*	*1*	*0*
50,001—75,000	7	7	d4	Warden	× 16	*4*	*3*	*5*	*2*	*0*
75,001—100,000	8	8	d4	Trainer	× 17	*4*	*4*	*6*	*2*	*0*
100,001—125,000	9	9	d4	Director	× 18	*5*	*4*	6	3	0
125,001—150,000	10	10	d4	Sub-Master	× 19	*5*	*5*	7	3	0
150,001—300,000	11	11	d4	Master (name level)	× 20	*5*	*5*	7	4	0
300,001—450,000	12	11+1	— —	Grand Master	× 21	*5*	*5*	7	4	1†
450,001—700,000	13	11+2	— —	Grand Master (13th)	× 21	*5*	*5*	*8*	*4*	1
750,001—1,000,000	14	11+3	— —	Grand Master (14th)	× 21	5	5	8	5	1
1,000,001—1,300,000	15	11+4	— —	Grand Master (15th)	× 21	*5*	*5*	*8*	*5*	*2*
1,300,001—1,600,000	16	11+5	— —	Grand Master (16th)	× 21	*5*	*5*	*9*	*5*	*2*
1,600,001—2,000,000	17	11+6	— —	Grand Master (17th)	× 21	*5*	*5*	*9*	*6*	*2*
2,000,001—2,500,000	18	11+7	— —	Grand Master (18th)	× 21	*5*	*5*	10	6	2
2,500,001—3,000,000	19	11+8	— —	Grand Master (19th)	× 21	5	5	10	7	2
3,000,001+	20	11+9	— —	Grand Master (20th)	× 21	5	5	10	7	3

† - IWC of 16 or higher needed to acquire any of the Grand Arts.

Notes to Table II

Name level: Upon reaching 11th level, the Psionicist attains the title of Master, and can found a school if he desires. He will have to outfit a lab and assemble a library. Costs for this are similar to those for outfitting a resident alchemist or sage. The school will attract 2-5 students (1st level Psionicists), who conform to the category of followers generally, and can advance in levels. They will not pay for their tuition, but the Master could always take students for pay, of course. However, having more than 5 students at one time (whether they are followers or customers) will cut significantly into the Master's adventuring/research time.

The Master who assembles a lab and library gains the following benefits:

The ability to function as a sage in the specialty categories of Human (or Half-Elven) Psychology, Divination, Medicine, Metaphysics, and Planes;

The ability to concoct potions, without the aid of an alchemist, that affect psionic ability;

The ability to do research and fabricate various items, such as a *helm of telepathy.* For matters concerning research and item fabrication, see the description of the *power transfer* discipline (below) and consult the DMG to adapt procedures not covered to fit the Psionicist.

Ability factor: When the IWC is determined for a Psionicist character, his acquisition of psionic strength points is also determined. A character with an IWC of 14 begins with 140 psionic ability points (70 psionic attack points and 70 psionic defense points): 14 × 10 = 140. At second level, he would have 154 points (14 × 11); at third level, 168 (14 × 12); and so on. For purposes of this calculation, round decimal fraction up; a Psionicist with an IWC of 15.7 begins at first level

with 157 psionic ability points (78% attack, 78½ defense); at second level he would have 173 points (15.7 × 11 = 172.7, rounded to 173). If his ability scores change for any reason, then so would his psionic ability. Thus, the lowest psionic ability any Psionicist could begin with would be 120 (minimum IWC of 12 × 10), and the most he could begin with would be 180: not a very imposing psionic endowment, but adequate. However, at 12th level (Grand Master), when his ability factor reaches its maximum (x21), the range of ability is from 152 (minimum IWC of 12 × 21) to 378, slightly higher than the upper limit of 344 for a Psionic character (as described in the Players Handbook).

Acquisition of attack/defense modes and disciplines: Consonant with the pursuits of a class devoted solely to psionics, the Psionicist can eventually acquire all the attack and defense modes of psionic combat, and up to 10 minor devotions, 7 major sciences, and 3 grand arts (described below in the section on "Expanded psionics"). This acquisition is gradual, level by level; the character always begins with the ***mind blank*** defense mode, as per the PH, then gains one attack mode or one defense mode, in alternating fashion, at every experience level after 1st until the maximums (5 of each) are reached. As the DM allows, these can be gained in a random order or by choice.

The same goes for acquisition of disciplines. Either a minor devotion, a major science, or one of the grand arts is acquired upon attainment of a new experience level. (But note that a minimum IWC of 16 is required to practice the grand arts.) Being a distinct class, the Psionicist ignores the exclusions of various disciplines to certain classes, and in cases where classes vary in their ability to use a particular discipline (e.g., ***body weaponry)*** always uses the most advantageous listing. Note, however, that the term "level of mastery" presents some problems. The general rule in the PH says, "The level of mastery of any discipline equals the level of experience of the character who possesses it unless otherwise specified." But that would mean that a person who acquired a new discipline at 5th level would automatically begin exercising it at the 5th level of mastery. It makes more sense to alter the general rule to say: *The level of mastery of any discipline equals the number of levels the character has possessed that discipline, unless otherwise specified.* Thus, a discipline acquired at 8th level is used at the 1st level of mastery until the character attains 9th level, whereupon that discipline is now used at the 2nd level of mastery.

In terms of level advancement and tutoring, requirements for the Psionicist should be adapted from the requirements for magic-users where practical.

EXPANDED PSIONICS

The Psionicist could function well within the parameters of the psionic powers given in the AD&D rules. But much could yet be done to expand the psionics system, and more disciplines are needed to flesh out the Psionicist's abilities.

Table III: Additional psionic disciplines

Minor Devotions	Grand Arts
23. Lights	1. Amplification
24. Rapport	2. Endowment
	3. Power Transfer
Major Sciences	4. Preservation*
19. Wards*	5. Restoration
20. Mental Surgery	6. Severance*

(Additional minor and major disciplines are numbered in sequence with the table on p. 111 of the Players Handbook.)

Minor Disciplines (Devotions)

23. *Lights*
Range: 3″
Strength Point Cost: 1/turn
Duration: Time of concentration or 2 turns/level of mastery
Saving Throw: None
Area of Effect: See below
Explanation/Description: The use of this discipline enables the user to duplicate the effects of the spells ***faerie fire, dancing lights,*** and ***light*** (as per the druid and magic-user spells). The ***light*** produced is shimmery and varies in color, with each individual possessor having his particular color; anyone may choose white light if the "individual color" is not desired. The variation known as ***handfire****** resembles a ball of the ***dancing lights*** kind of light, although once conjured, any Psionic character may move it or control it at a cost of 1 point/round. Extinguishing light from this discipline costs 5 points if the one doing the extinguishing is not the original conjurer, and control of the light in a competitive situation goes to the character who expends the most strength points to achieve control. Another function of this discipline is the ability to light candles (from 1-12, varying wih each exercise of the discipline) at a cost of 1 point for each pair of candles, rounding up (so that it costs 2 points to light 3 candles). This use of the discipline resembles ***molecular agitation,*** in a way.

24. *Rapport*
Range: 3″
Strength point cost: 5/round (10/round if not touching)
Duration: Time of concentration
Saving throw: Neg.
Area of effect: 1 individual, or see below
Explanation/Description: The basic form of this discipline is a simple Psionic-to-Psionic telepathy that can be shared by up to 6 individuals. ***Rapport*** cannot be established with non-psionic creatures, unless they are under the influence of a psionic-related spell or device (DM's judgment). Memories may also be shared with this discipline. When using this discipline for anything beyond the basic (1st level of mastery) form, only 1 individual may be scanned or probed at one time. The powers gained from this discipline are cumulative as additional levels of mastery are achieved.

First level of mastery: Basic ***rapport*** as described above.

Second: ***Rapid sharing*** (A more sophisticated ***rapport*** where the information shared is communicated in only one-fourth the time it would otherwise take, or is up to 4 times more complex.)

Third: ***Detect lie*** (1 individual, saving throw applies.)

Fourth: ***Mind scan*** (1 individual, saving throw applies; this usage supplies a rapid check on superficial motives, intentions, etc.)

Fifth: ***Very rapid sharing*** (As above for 2nd level of mastery, but extended to one-tenth the time or 10 times the complexity.)

Sixth: ***Undetectable lie*** (Check for each hearer at -2 on saving throw.)

Seventh: ***Detect lie*** (1-4 individuals, with saving throw at -3 for 1 individual, -2 for 2 individuals, -1 for 3 individuals, or as usual for 4 individuals.)

Eighth: ***Mind probe*** (An intensive probe of 1 individual's mind, willing or not; saving throw applies.)

Major Disciplines (Sciences)

*19. Wards**
Range: 0
Strength point cost: 50 (plus special; see below)
Duration: Until dispelled
Saving throw: None
Area of effect: Up to 10′ radius hemisphere from single user (up to 4 users may cooperate; see below)
Explanation/Description: Of the various kinds of psionic warding and shielding, this is the most powerful. It affects an area around the user or a room, and once invoked the user need no longer concentrate upon it. Normally, that area is defined by the Psionic's presence (a 20′ diameter hemisphere centered on the user) or the shape of the room, but if the user is employing a ***wards major matrix*** (see the magic item section later in this article), the placement of those objects defines the extent of the ***ward's*** protection.

Up to 4 Psionic characters or creatures may participate in setting ***wards.*** They can all contribute to the 50 psionic strength points necessary to invoke one, in which case the ***ward*** extends for a 10′ radius around the user contributing the most points. Or, if each user contributes a full 50 points and each is within 10′ of at least one other user, they may overlap their ***wards*** and thus extend the area of protection to 2, 3, or 4 times the radius of

a single usage, centered on whichever user is desired.

Once the *ward* has been invoked, the area of protection thus formed may be opened only from the inside (costing 20 points to open, 20 points to close again) unless enough power is concentrated upon it (from outside or inside) to break it. The user(s) who put up the *ward* can cancel the effect whenever desired, at no point cost. A *ward* invoked without prior preparation can be broken by the application of three times the psionic strength points used to invoke it (150 points for a single-user *ward,* 300 points for one formed by two users who spent 50 points each, and so forth). If the area to be warded (such as a room) has been previously prepared by the user, then breaking it requires five times the strength points used to create it. Preparation of the area costs 20 strength points, which must be expended by each user, and this preparation lasts for 24 hours before it must be renewed. A *ward* formed with the aid of a *wards major matrix* cannot be broken by anything short of a *wish* spell.

The *wards* discipline is equivalent in effect to a *protection from evil* spell, a magic circle, or similar such things for keeping out undesirables. No living thing can pass the circle except at the desire of the invoker (and after he spends 20 strength points to open the circle). In addition, sound does not penetrate the circle, nor can anyone eavesdrop on those within it, or spy on them with *clairaudience,* clairvoyance, the scrying of a *crystal ball,* or by other magical or psionic means. (Those inside can see out, but the converse is not true.) The outer surface of the *ward* hemisphere appears as a pale, shimmering light, rising to form a dome up to 10′ high per each user setting the *wards.* The color of the light can be keyed to one of the invokers (see the *lights* discipline, above), or can be an almost-invisible white,

20. *Mental Surgery*
Range: Touch
Strength point cost: Special
Duration: special
Saving throw: Neg. (only necessary if used on another person)
Area of effect: 1 individual
Explanation/Description: ***Mental surgery*** is the ability to reach into one's mind or the mind of another and alter it or cure it of an affliction. The functions are listed according to level of mastery.

First: ***Dispel exhaustion*** — As the 4th-level illusionist spell, except that the *haste* function does not apply. Cost 10 points per individual affected.

Second: ***Inhibition*** — Plants a behavior pattern in an individual which that individual must make a save against to overcome. Cost 20 points per week of effect.

Third: ***Read memories*** — Saving throw applies. This is a much deeper kind of work than that mentioned under ***rapport,*** above. Any of the subject's general recollections are open to the reader, at a cost of 10 points per age of a particular recollection measured in months. (Scanning a memory from six months in the past would cost 60 points.) Major events from the distant past can be scanned, but only yield sketchy information, at a cost of 20 points per age of the memory measured in years. Detailed examination or reading of a hidden or shielded memory costs 50 points above and beyond the "scanning" cost, and can only be done once per day. ***Reading memories*** occurs almost instantaneously, and the subject of the ***reading*** is not aware of what is taking place.

Fourth: ***Adjust memories*** — Can cause subject to forget or remember some fact, or can construct a fake memory, at the same costs as for ***reading memories.***

Fifth: ***Feeblemind*** — As the spell, permanent until removed. Cost 30 points.

Sixth: ***Cure insanity or feeblemind*** — Saving throw applies, otherwise permanent. Cost 40 points.

Seventh: ***Cure psychic wound*** — Effective against an injury of the variety caused by psionic combat. Cost 50 points.

Eighth: ***Trigger*** — Puts a "trigger" in the subject's mind, so that if it is tampered with in a certain way, *feeblemind* or death (as desired by the user of the discipline) will occur. Cost 70 points.

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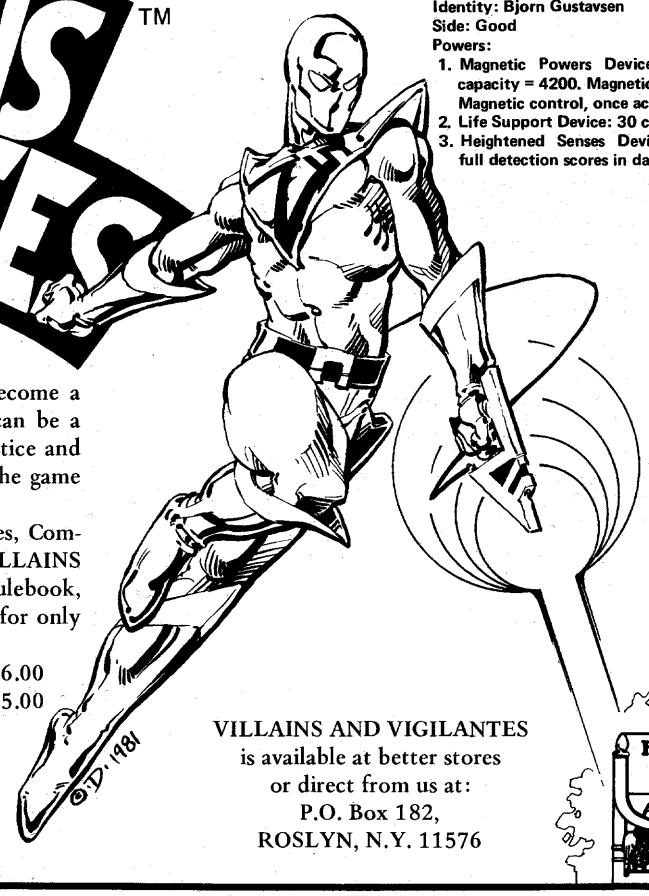

MAGNETOR: A Swedish electronics researcher who built devices that he might become a champion of justice.
Identity: Bjorn Gustavsen Age: 20
Side: Good Level: 1
Powers:
1. Magnetic Powers Device: 10 charges. Magnetic capacity = 4200. Magnetic blast range = 21" Magnetic control, once achieved, lasts 12 turns.
2. Life Support Device: 30 charges; PR = 1 per hour.
3. Heightened Senses Device: Nightvision goggles, full detection scores in darkness.

Wt.: 160 lbs.
Str.: 14
End.: 13
Agil.: 12
Int.: 14
Char.: 11
Dam. Mod.: +1
Acc.: +1
Hit Pts.: 9
Heal: 1.2
Car. Cap.: 320
Basic HTH: 1d6
Power: 53
Movement: 39"
Det. Hidden: 10%
Det. Danger: 14%
Invent Pts.: 1.4
Inventing: 42%

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Grand Disciplines (Arts)

1. ***Amplification***
Range: 3"
Strength point cost: 10/person
Duration: Special
Saving throw: Neg. (applies only to unwilling subjects)
Area of effect: Up to six individuals
Explanation/Description: This is the ability to augment psionic ability by tapping the resources of non-psionic minds. The subject(s), willing or not, are placed in a deep, trance-like sleep which lasts for 4-9 (d6+3) hours. If awakened before that time, the subject(s) will be in a state of stupor, unable to function effectively.

While under the effects of the trance, the mental energies of the subject(s) are available to be employed by the user of the ***amplification*** art. Each point of intelligence, wisdom, and charisma the subject possesses equates to 2 points of psionic ability. The controller can use these psionic strength points in any fashion and at any rate he desires as long as he is within range of the subject(s).

The user of this discipline can choose the amount of a subject's psionic potential to "borrow," expressing this choice as a percentage of the subject's total potential (which may or may not be known by the user). However, only up to 50% of a subject's psionic energy potential can be siphoned off during a single application of the discipline without danger to the subject. Using more than 50% of someone's psionic potential brings one of the following consequences down upon the subject (saving throw applies):
51-60% = temporary amnesia (2-12 wks.)
61-70% = permanent amnesia.
71-80% = subject feebleminded,
81-90% = subject in coma for 1-12 days, must make a system shock roll every day or die.
91-100% = death unless save is made, in which case subject's intelligence, wisdom, and charisma scores fall to 3.

2. ***Endowment***
Range: 0
Strength Point Cost: 100
Duration: Permanent
Saving throw: Success (see below)
Area of effect: 1 individual
Explanation/Description: This art enables the user to endow eligible non-psionics with psionic power. An eligible non-psionic must meet two criteria: He must have at least two scores of 10 and one score of 16 in intelligence, wisdom, and charisma; and he must make a saving throw (which, like all saving throws involving psionics, includes the magical attack adjustment for wisdom). If he makes the saving throw, he becomes a Psionic (as per the Players Handbook). If he fails the save, this indicates that he does not possess usable Talent and cannot *ever* receive psionic powers.

Previous to the use of ***endowment,*** the Psionicist must ***mind probe*** the individual (***rapport,*** 8th level of mastery function) to determine the proper "power ritual" for the individual. The power ritual will usually involve the acquisition of one or two hard-to-get items peculiar to the individual being endowed, and once all preparations are complete, the ritual itself will take 1 hour to perform. The newly endowed Psionic immediately reckons up his abilities and commences his career as a Psionic, as per the PH.

Note that it is possible, through employment of this art, for a character to obtain psionic ability after he has already advanced in experience levels, so that a 5th-level character (for instance) who was just ***endowed*** would only have a single minor discipline available, at the 1st level of mastery, as though the character was only 1st level in experience. Except for acquisition and mastery of disciplines, psionic ability gained in this way comes fully developed and ready to be used.

3. ***Power Transfer***
Range: Touch
Strength point cost: Special
Duration: Permanent unless object is destroyed
Saving throw: Neg. (see below)
Area of effect: 1 object
Explanation/Description: This art is used in the making of ***objects of power.*** In principle, this is similar to making magical items: the object to be empowered must be of the finest quality, etc. Once made, the object has qualities similar to those of an ***unusual*** sword: semi-sentient, with ego and intelligence.

Empowering an ***object*** costs 100 strength points for every minor devotion transferred to it; 200 strength points for every major science transferred to it; and 300 strength points for every grand art transferred to it. The physical ***object*** itself must be of special manufacture, and will cost 20,000-50,000 gp (at least) and take from 40-400 days for the Psionicist to complete. Beginning on the day after completion of the manufacture of the ***object*** and continuing day by day thereafter, the Psionicist attempts to "send" a particular discipline into it; the object is able to "receive" as long as it makes a saving throw equal to the Psionicist's own save vs. spells.

Prior to each daily ***power transfer*** attempt, the object must be prepared for the undertaking, at a cost of 50 psionic strength points. An attempt to transfer one power may be made each day following completion of the item. During this time, the Psionicist may do nothing else beyond eating and sleeping: the fabrication of the object consumes his whole working attention. If a day goes by in which no transfer attempt is made, or if the transfer work is interrupted (by the Psionicist, voluntarily, or by a failed saving throw), then the ***object*** is finished as it then is; no more powers may be transferred into it.

When all of its possible abilities are stored in an ***object*** *of power,* it may be "sealed" by an application of ***permanency*** (see the ***preservation*** art, below, under 5th level of mastery). If this is not done, either by the creator of the ***object*** or a different Psionicist, the item will lose 10% of its original psionic ability at the end of each full month of its existence until it becomes powerless after 10 months.

Upon completion, the ***object*** has a psionic ability equal to half of the maker's ability score, an intelligence score equal to its maker's, and an ego score of 1 pt. per minor devotion, 2 pts. per major science, and 3 pts. per grand art (cumulative) transferred into it. It might also have one (25% chance) or two (10%) attack modes; it will always have one defense mode (but not necessarily mode F). It will be very hard to destroy (-5 on all attacks made or actions taken against it, +5 on all its saving throws).

Should the maker desire it, he can render the ***object*** physically indestructible except through some cataclysmic force. This is done by channeling 400 psionic strength points into it on the day prior to the application of ***permanency.***

The object will have the exact alignment its maker possesses at the time of completion. Further, the maker will be

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able to sense the presence of the ***object*** if it is within 12", and can command it within a 3" range, even if it is in another's possession. If the maker's will is resisted by the present possessor of the ***object,*** then the issue is resolved by a struggle for control between the ***object*** and its possessor. (For this purpose, the ***ego*** of the ***object*** is doubled when the item is within 3" of its maker.) The ***object of power*** will attempt to overcome its possessor and make him turn the ***object*** over to its maker.

If the ***object of power*** is destroyed, then its maker (if still living) suffers. The destruction of a normal ***object of power*** will cause its maker to immediately lose all of his psionic strength, stripping him of power until he builds it up again, and he must also make an immediate system shock roll. The destruction of a superhardened ***object of power*** (one which was protected by the expense of 400 strength points, as above) will cause the permanent loss of all psionic ability for the maker, who will be killed and *feebleminded* into the bargain.

An ***object*** that is engaged in psionic combat can be effectively destroyed if its strength is reduced to zero, but only if its powers have not been "fixed" by the application of ***permanency.*** In such a case, it will regain its power as a psionically endowed individual would. If ***permanency*** has not been placed upon it, and its psionic strength is reduced to zero, then the ***object*** is drained of power and no longer functions (like a magic item drained of charges).

The possessor of an ***object*** *of power,* if psionic himself, may add its strength points to his own for the purposes of stepping up his own power (as in multiple psionic operations); or he may employ the ***object's*** power without using his own supply. Reference should be made to the "Swords vs. Characters" section of the DMG in moderating the use of an ***object of power.*** If a non-Psionic is employing an ***object*** *of power,* his use of it largely depends on his ability to withstand its combined ego and intelligence.

*4. Preservation**

Range: Touch
Strength point cost: 50
Duration: Permanent, except for 1st level of mastery
Saving throw: None
Area of effect: 1 individual or object
Explanation/Description: The grand art of ***preservation*** is primarily directed at forestalling decay or preventing demise. It may be placed on oneself or on another. Particular powers available to the user depend on the level of mastery.

First: ***Preserve*** a corpse or other dead thing from decay (duration 24 hours).

Second: ***Trap soul*** in irretrievably dead body.

Third: ***Release soul*** trapped in irretrievably dead body or other object.

Fourth: ***Siphon memories*** — Can only be done in the first 1-10 minutes after a subject dies, and only with 50% effectiveness at most. Also, for every minute that elapses after death before the ***siphoning*** begins, 5% less of the subject's memories can be siphoned, so that after 5 minutes, only 25% of all the subject's memories can be acquired in this way. Siphoned memories become part of the taker (he ***becomes*** that person, to a degree). Thereafter, for a time, he may outwardly present that person's personality and memories, alignment aura, etc., instead of his own aura. However, he must assimilate the siphoned memories within one week. For every 24 hours beyond this he delays, he must make a system shock survival roll, and he must make a saving throw vs. spells when he does attempt to assimilate the memories. Failing a system shock roll means he dies; failing the saving throw means he goes insane. Once the attempt is made successfully, it takes 10-40 turns to assimilate the siphoned memories, after which time the "alternate aura" can no longer be used.

Fifth: ***Permanency*** — As per the magic-user spell; ***see*** the text for ***power transfer,*** above, for an example of an application of this discipline that is unique to Psionicists.

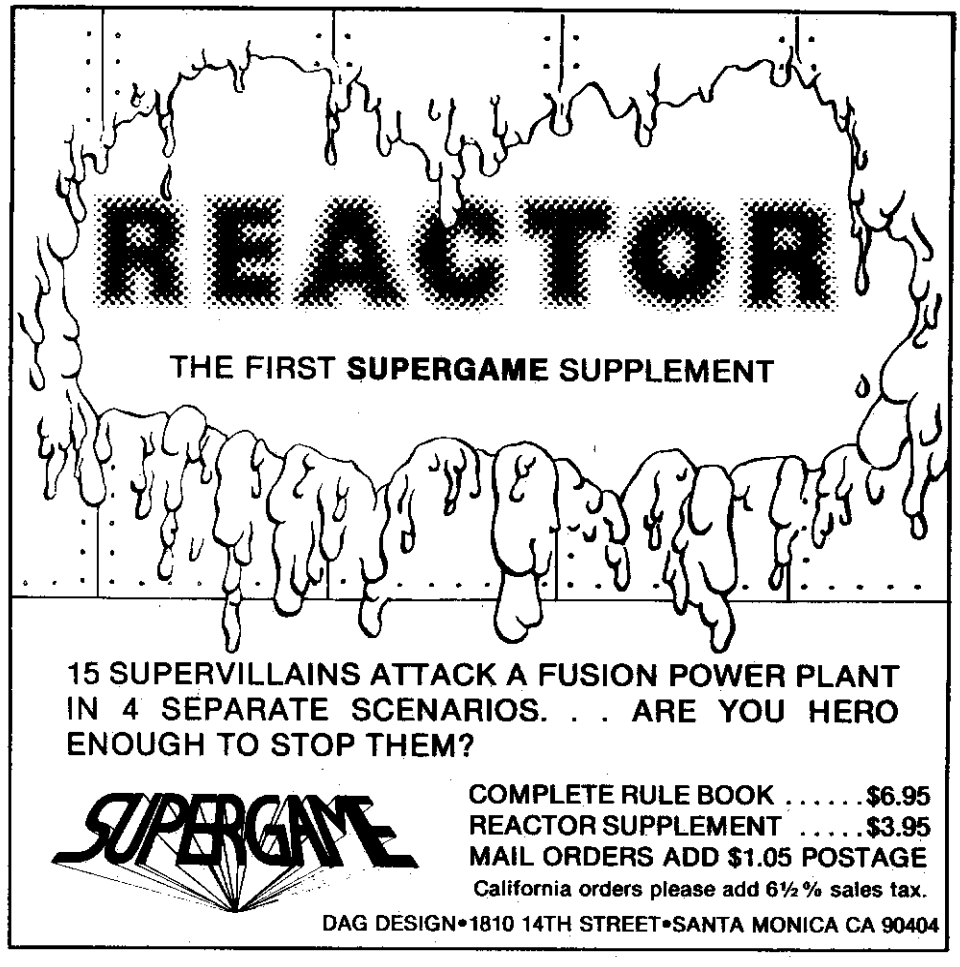
Sixth: ***Dispel permanency*** — Neutralizes the effects of magical or psionic ***permanency.***

Seventh: ***Dying stasis*** — Stops the process of dying; the soul/spirit is linked to the body (dead, but not irretrievably so) and cannot venture more than 3" from the corpse. This must be applied to the body within one round (1 minute) after death, or the soul will have vacated the body and not be retrievable by this means. A soul or spirit affected by ***dying stasis*** may not communicate with living beings, except through ***speak with dead*** or similar means. It is on the Prime Material Plane, and can see other souls, spirits, and necromantic phenomena on the same plane. It is invisible to, and unnoticeable by, living and corporeal creatures.

Eighth: ***Remove stasis*** — Cancels the ***dying stasis*** effect. The "dead" body must then be immediately healed/cured, or it will truly die.

5. Restoration

Range: Touch
Strength point cost: 60
Duration: Permanent
Saving throw: Neg.
Area of effect: 1 person, creature, or object
Explanation/Description: ***Restoration*** can be used in three ways. The first way is as the spell of the same name, including the deadline for efficacy — 1 day/level of experience (mastery) of the Psionicist doing the ***restoration.*** However, the Psionicist may expend 20 points per day



after the deadline to extend it further. In addition, objects that have been broken, defaced, drained of magic, or polluted may be restored (physical limitations: object may not be greater than man-sized and approximately 200 lbs. weight). The saving throw does not apply to this function. It *does* apply to the second function, which is the reverse of the first: ***energy drain*** of a creature or object, as the spell.

The third function has to do with the home plane(s) of undead creatures. The user of this discipline may force undead (ghosts, wraiths, etc.) wholly ***into*** or ***out of*** the Prime Material plane, with some interesting results: a ghost's AC is at stake, a wight's ability to drain levels, etc., since these are tied to their dual existence on other planes. The user himself may also freely enter their half-worlds and planes with no risk to himself directly from the environment of the plane. For instance, the Negative Material Plane would utterly drain the life energy of any Prime Material Plane native who went there — but not if the journey is by the use of this discipline: the Psionicist will be as much "at home" as the undead that reside there, and can meet them on common ground. This plane-shifting is *not* permanent, and will last 12 hours, if not cancelled sooner by shifting back (costing another 60 points). Thus, undead will revert to their normal dual-planar existence, and the Psionicist will be drawn back to where he came from after 12 hours.

6. ***Severance****
   Range: Touch
   Strength point cost: Special
   Duration: Permanent until removed
   Saving throw: Neg.
   Area of effect: 1 individual
   Explanation/Description: This discipline is rather like a continuation of ***mental surgery.*** It is the ability to reach into another's mind and block the exercise of certain mental powers. Use of this discipline triggers a nexus in the mind of the victim or patient who fails his saving throw, rendering the subject unable to cast spells and/or use psionic powers. Innate abilities such as laying on of hands are also affected. A magic-user, cleric, paladin, Psionicist, or other such character who is/was capable of spell use or the exercise of some sort of magical or mental power may have his abilities ***severed*** to the extent that he becomes simply a "normal" person, retaining only any non-magical and non-mental skills related to class and level ("to hit" bonuses, weapon proficiencies, etc.). A character cannot advance in levels while affected by ***severance.*** Strength point costs for specific applications of the discipline are as follows.

Cleric/druid spell use: 30 points × the level of spell use severed (for example, the blocking of the ability to use 3rd-level spells would cost 3 × 20, or 60 points).

Magic-user/illusionist spell use: As above, but costing 20 points × the level of spell use blocked.

Innate magical and/or clerical abilities: 30 points per ability blocked.

Psionic ability: 80 points to block the use of any psionic strength points; also forces the subject to act as a "defenseless psionic" in any psionic combat situation.

Table IV: Representative magic items affecting psionics or used with psionics

1. ***Ring of wishes or luck blade***
2. ***Book of exalted deeds***
3. ***Book of vile darkness***
4. ***Deck of many things***
5. ***Helm of telepathy***
6. ***Ioun stones***
7. ***Pearl of wisdom***
8. ***Sphere of annihilation***
9. ***Talisman of Zagy***
10. ***Tome of clear thought***
11. ***Tome of leadership & influence***
12. ***Tome of understanding***
13. ***Vacuous grimoire***
14. ***Various artifacts & relics***
15. ***Shiral crystal****
16. ***Jerraman crystal****
17. ***Merasha**** (potion)
18. ***Transfer portal****
19. ***Mind link medallion****
20. ***Wards major matrix****

The above items either affect psionic power or levels of experience or the ability scores of characters. Also included are new items, marked with asterisks, particulars for which are given below.

Shiral crystal: These beautiful amber-colored crystals have no innate magical powers, but due to their crystalline structure act as focussing agents for mental energies concentrated upon them. Deep meditation with a ***shiral crystal*** doubles the rate of recovery of psionic strength points and halves the meditation time for recovery of magic-user or cleric spells. Crystal balls made of ***shiral*** operate at +25% efficiency.

Jerraman crystal: These brightly colored stones have the ability to absorb psionic or spell potential and then deliver it back upon anyone triggering them. They may also be timed to deliver their psionic or spell power within 48 hours. The user first infuses the crystal with the desired spell or psionic power. Then he either times it or sets a trigger (such as going off when the first person enters the room), and leaves it. The ***jerraman crystal*** does the rest. However, the ***jerraman*** cannot discriminate between events or sense someone's or something's identity (it's only a rock, at that), so there is the possibility that a trap set for a thief might be triggered by a bunch of giant rats. The DM is the final judge of what is reasonable in terms of triggering events set by the user of the ***jerraman crystal.***

Merasha: A potion much dreaded by all who use psionic powers, ***merasha*** has the effect of deadening mental abilities. It comes in two forms. A lesser preparation mixed with a drink of wine or some alcoholic beverage leaves a psionically endowed person psionically defenseless for 2-12 hours (though he will not know it unless he attempts to use his powers and finds they're gone). The full-strength ***merasha,*** whether ingested or injected (in any measurable quantity of one-quarter ounce of more) has the effect of rendering a psionically endowed person helpless: his mind is ***confused*** (as per the ***confusion*** spell), his psionic powers are blocked, his strength and dexterity reduced to 3, along with a generally stupefied state of mind. This lasts for 4-16 hours. Saving throws apply in both cases, success indicating either no effect (lesser potion) or half effect (greater potion). The effect of either variety has a duration of 2-8 hours per application. ***Merasha*** is used in healing as a major means of treating psionic persons whose minds must be sedated, but it is also a potent narcotic capable of being used for mischievous purposes. It has no effect on non-psionic persons/creatures, unless they are of the type that can use psionically related spells or devices, in which case the effects of the potion will come into play if they use those spell powers or devices any time after the application of ***merasha,*** during its period of potency (2-12 or 4-16 hours, depending on strength, saving throw applies). ***Merasha*** is treated as a poison instead of a magic potion when a distinction needs to be made.

Transfer portal: This is a common means of getting places for psionically endowed individuals. A ***transfer portal*** is constructed by means of the ***power transfer*** and ***teleportation*** disciplines, the power being placed on an ordinary paving stone or even a patch of ground. Such a portal is invisible and can be covered by a thin layer of wood or fabric (but not metal) and still function. It will teleport (without error) up to 3 individuals from this one to another ***portal.*** The individual using the ***portal*** need only stand over the prescribed spot and expend 10 psionic strength points, and he and everything he is carrying will be whisked instantaneously to another ***portal.*** However, he must have seen at least a mental image of the destination ***portal*** in order to go there. Placing a ***ward*** over a ***portal*** effectively negates that ***portal;*** an individual cannot teleport to that ***portal,*** and cannot teleport away from it until and unless the ***ward*** is broken. ***Transfer portals*** rank as standard psionic items, and their destruction will entail no ill effects for their original maker, unless some unusual feature has been built into them. They do not require ***permanency*** to be placed upon them, and they will last until psionically or magically destroyed, since they do not have any psionic strength of their own: they are merely focal points for psionic energy. It costs 250 strength points to destroy a ***portal.***

Mind link medallion: A simple device created by a psionically endowed person, a *mind link medallion* can be any hard metal object. The maker attunes the *medallion* to himself by use of the *rapport* discipline (10 points cost) and at the same time attunes it to another person. Thereafter, either may contact and mind-converse with the other while meditating. The call of the device is weak, however, unless another Psionic or Psionicist is channeling energy through the device to notify the other person of the need to converse. A non-psionic using the device cannot make it "call" to another person. Therefore, it is wise for the users to have pre-arranged times for contact. A third party who comes into contact with the device can use it to locate and identify the maker if he or she is probing it psionically while the maker is receptive to its call. The maker can disempower the device (for 5 strength points) any time it is in his possession. It will last for 8-32 days otherwise.

Wards major matrix: These are a collection of small cubes like dice without spots, 4 white and 4 black. When arranged in the proper pattern and used with the discipline of *wards,* they form an unbreakable *ward,* a shimmering dome of protection. The white and black cubes are merged to form 4 grey oblong blocks which are placed around the area to be protected before the *ward* is finished. Thereafter, they define the circumference of the protected area, which can be a circle with a radius of up to 10'. As mentioned under the description of the *wards* discipline above, this area can be extended with the help of other psionics-users. The *wards major matrix* can be used up to 10 times a month?

Value of new psionic items

Item	*GP (sale)*	*Ex. pts.*
Shiral crystal, small	500 gp	1,000 xp
Shiral crystal, large	2,000 gp	8,000 xp
Jerraman crystal	100 gp	500 xp
Merasha (lesser)	1,000 gp	500 xp
Merasha (greater)	5,000 gp	800 xp
Transfer portal	— — —	— — —
Mind link medallion	— — —	— — —
Wards major matrix	10,000 gp	2,500 xp

. . . And the Deryni makes three

Mention has been made above to having the two types of psionic-using characters in play in the same campaign. The Talent develops differently in different people. For some (the Psionicists), it comes slowly to flower, with much training needed to realize its full potential. For others (the Psionics), it blossoms all at once. And there is yet a third type of psionically endowed individual: the Deryni. This race and some major personages within it, taken from the books of Katherine Kurtz, are detailed in a pair of articles accompanying this one.

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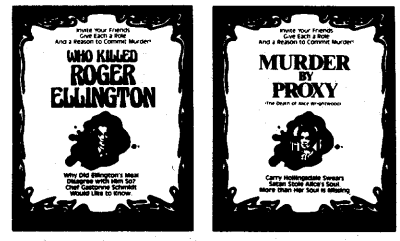

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THE DERYNI

An adaptation by Arthur Collins

The Deryni and the milieu they live in are the creation of Katherine Kurtz, whose chronicles tell the story of the ups and downs of the Deryni race, and the struggles to bridge the gap between the gifted Deryni and the ordinary humans who outnumber them. Some of the Deryni established a tyranny of the gifted over the non-gifted, and were eventually overthrown by other Deryni led by Camber MacRorie, who discovered how to endow some humans with Deryni powers.

After the power of the Deryni was put into non-gifted hands in this way, the public reaction was vengeful. The Deryni were hunted down by greedy lords and a paranoid religious establishment. During some 200 years of living as fugitives, the Deryni grew wary as their numbers dwindled. As the story continues, the Deryni are again becoming openly involved in public affairs. Deryni and non-Deryni are to be found on both sides, and the ultimate conflict is not between classes or races, but between followers of good and followers of evil.

Adapted for use in the AD&D™ game, the Deryni come out like this:

DERYNI

FREQUENCY: ***Rare***
NO. APPEARING: ***Variable (see below)***
ARMOR CLASS: ***Variable***
MOVE: ***12"***
HIT DICE: ***See below***
% IN LAIR: ***25%***
TREASURE TYPE: ***Individuals K, leaders M***
NO. OF ATTACKS: ***1***
DAMAGE/ATTACK: ***By weapon type***
SPECIAL ATTACKS: ***Psionics***
SPECIAL DEFENSES: ***Psionics***
MAGIC RESISTANCE: ***Standard***
INTELLIGENCE: ***Very to Genius***
ALIGMNMENT: ***Variable (see below)***
SIZE: ***M***
PSIONIC ABILITY: ***See below***
Attack/Defense Modes: ***See below***
LEVEL/XP VALUE: ***II and up / variable***

The Deryni to all outward appearances are humans. Either living with other (ordinary) humans or in their own communities, Deryni will be found throughout the usual wide range of character types of the AD&D universe: merchants, tradesmen, sedentary folks, nobles, pilgrims, fighters, clerics, thieves, sages, smiths, innkeepers, and so on. Therefore, it is impossible to describe a "typical" encounter. The hit dice of Deryni range from 1-6 hit points (for a non-classed male) up to 9d10 (for a fighter Lord), the same as for humans. The one characteristic that sets Deryni apart from humans is their hereditary psionic ability. Deryni must often take great pains to conceal their psionic powers (and thus their true nature), particularly if they are living among ordinary humans.

Deryni who do not belong to a character class have psionic powers and function as parti-classed (0-level) psionicists. They will have 30-100 ((d8 + 2) × 10) points of psionic ability, 1-2 defense modes, 0-1 attack modes, and 1-2 minor disciplines. They cannot advance in level or in psionic ability.

Deryni who belong to a character class may opt to be psionicists — and note that Deryni psionicists ***can*** wear armor, unlike other members of that class, with no hampering of their psionic ability. Most Deryni will be multi-classed, advancing simultaneously in the psionicist class as well as the other class of their choice. However, few Deryni choose to become M-U/psionicists or illusionist/psionicists, since Deryni tend to use psionics ***instead*** of magic spells. It is also a peculiarity that clerics among the Deryni do not acquire curative spells. Healing, to the Deryni, is the province of the healer sub-class (detailed below).

All Deryni are born with Talent and must develop it. They cannot be psionic characters (as per the Players Handbook), since that represents a radically different approach to the acquisition and development of psionic ability. Deryni use their powers in many ways. Some of the means and methods commonly portrayed by Ms. Kurtz are worked out in AD&D game terms as follows:

1. The Deryni can use ***mind scan, detect lie,*** and ***mind probe*** powers on other minds, even other Deryni. They use ***rapport*** with each other, both for silent communication and also as a sign of a close personal relationship. The ***mind scan*** ability enables a Deryni to examine another person's mind and determine whether that person is Deryni or not.

2. All Deryni have natural mental shields (much like a ***thought shield,*** but costing no points to maintain), and it is hard to catch them off their guard. They use ***wards**** on rooms for secrecy's sake, and some individuals possess a ***wards major matrix****.

3. The Deryni can heighten their natural senses to probe locks, sense persons behind doors, and so on. Several of the psionic disciplines in the AD&D rules approximate these powers.

4. To enhance and nurture their powers, the Deryni are much given to meditation, and much of their work is done in a state of semi-trance takes a lot of concentration centration to use their powers, and they don't generally use them while their bodies are involved in things like fighting for their lives. The religious among them (there are as many religious Deryni as religious humans) use their meditation techniques to enhahce their prayer life. There are also several religious orders that are predominantly Deryni in composition, and members of these orders use their powers in the worship rites.

5. Memory reading is shown and described in Ms. Kurtz's ***Camber*** series, as

well as the procedure for acquisition of another's memories; that topic forms the crux of the series.

6. On formal occasions, Deryni will adorn themselves with a nimbus of light. They use the ***handfire**** effect of the ***lights*** discipline as a simple trick to have light to read by.

7. The Deryni have a formal challenge ritual called the Duel Arcane, in which combatants make a ***ward*** about themselves, sometimes with the aid of impartial monitors. The ***ward*** keeps any forces from reaching in to affect the combat, and keeps the powers being used within it from breaking out to endanger others in the area, while the Deryni within the combat area use their powers to fight it out. A ***ward*** evoked for a Duel Arcane is unbreakable until all the combatants of one side or the other are dead.

8. On two occasions in the ***Camber*** series, a little-used power is employed in combat. In one instance, as Alister Cullen is near death in a fight with the evil Ariella, he pours the last of his mental power into his sword and launches it at her. On the other occasion, Jebediah of Alcara does much the same thing, but retains his hold on his sword while the weapon is made to act as a conduit for a final bolt of power.

Translating this specific ability into terms for the AD&D game is probably not possible; it is mentioned to further point out that, in many of the powers postulated in Ms. Kurtz's books, the mental and the physical are bound up very close together. One of the most important manifestations of this is in the fact that Deryni can die by overextending themselves mentally at a time of great danger; many have been known to sacrifice themselves in this way so that others might survive. The operation of some of their powers requires such a deep trance that assistants are needed to monitor respiration and heartbeat, so that the one performing the power does not "forget" to keep these functions going on. Certainly, any DM who uses psionics in a campaign should not let characters just blast away with their mental powers and never be the worse for wear. Unlike the energy of spells, which is power from outside the Prime Material Plane channeled ***through*** the mind, psionic powers are derived ***from*** the mind, and no one can toss around that sort of power without even breathing hard.

Deryni society is a rich, thoroughly medieval world where "magic" (psionics) is taken for granted. Schools and religious orders that teach Deryni techniques are common. Like all societies of the type, it can be a violent one, and it is as class-conscious as any.

Deryni can and will adapt to any social system they are living in or on the fringe of. When Deryni are intermingled in a human society, a relatively high percentage of them will be members of character classes, with correspondingly higher positions in the social structure. In a community composed almost entirely of Deryni, a much lower percentage of the total number of Deryni will be "classed." This is because Deryni living in a community of humans have innate advantages that will enable them to more easily rise to the upper levels of society, even if they do not use their powers unscrupulously. On the other hand, a community made up mostly of Deryni will include more members of that race working at non-classed occupations, because all the niches of the economic and social structure still need to be filled.

The healers

Cutting across class distinctions are the healers, proclaiming their status to the world by their green robes. The healers are a sub-class of psionicist, comprised of a special group of Deryni who combine the practice of "normal" medicine and surgery with the exercise of psionic healing/curing, upon which they have a ***de facto*** monopoly. Healing is a Talent that only a few Deryni have; not every Deryni can choose to have ***cell adjustment*** (for instance) as a discipline, just because it is on the list of those available.

Secular healers are members of the psionicist class, while religious healers are multi-classed with the cleric profession. Healers differ from other psionicists in only these particulars:

They can analyze any potion, either by taste or by mental power (using 1 strength point), and are thereby able to determine if the potion is harmful and (if not) whether it has to do with healing.

When their experience level as a psionicist permits, and as soon as possible, they will possess the disciplines of cell ***adjustment*** and ***mental surgery.*** Those who can obtain the use of grand arts will opt for ***preservation**** and ***restoration*** ahead of others.

They can function as alchemists (of equivalent level, if such is applicable) in the preparation of curative potions, ointments, and the like.

When they reach name level (11th), they automatically gain the knowledge of a sage with medicine as his field of specialty.

They receive a +2 on all saving throws vs. poison.

Their alignment is restricted (unlike other Deryni) so that healers cannot be evil. Most will be good, but a few will be neutral with respect to good and evil.

Note that only Deryni can be healers; the sub-class is not open to non-Deryni psionicists. Very few (5%) "classed" Deryni have the potential to be healers. Those who aspire to the class generally attend special schools or join a religious order that specializes in the healing arts in order to learn their skills.

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Heroes & villains of the Deryni

Characters spanning 200 years of fictional history

by Arthur Collins

Camber of Culdi

ARMOR CLASS: *10*
MOVE: *12"*
HIT POINTS: *50*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *By weapon type*
SPECIAL ATTACKS: *Psionics*
SPECIAL DEFENSES: *Psionics*
MAGIC RESISTANCE: *Standard*
SIZE: *M (6' tall)*
ALIGNMENT: *Chaotic good*
CLERIC/DRUID: *9th level cleric*
FIGHTER: *Nil*
M-U/ILLUSIONIST: *Nil*
THIEF/ASSASSIN: *Nil*
MONK/BARD: *Nil*
PSIONICIST: *20th level*
PSIONIC ABILITY: *378*
Attack/Defense Modes: *All/all*
S: 10 I: 18 W: 18 D: 12 C: 14 Ch: 18
Psionic disciplines:

Clairvoyance	*Energy control*
Domination	*Mind bar*
ESP	*Telekinesis*
Hypnosis	*Telepathy*
Mind over body	*Teleportation*
Object reading	*Shape alteration*
Sens. to psy. imp.	*Wards*
Suspend animation	*Amplification*
Lights	*Endowment*
Rapport	*Preservation*

Camber MacRorie of Culdi is the central figure of the series of books bearing his name *(Camber of Culdi, Saint Camber,* and *Camber the Heretic).* A Deryni nobleman, his life had been devoted to service to the crown. The crown came to be held by the House of Festil, a line of Deryni kings who two generations in the past had overthrown the human House of Haldane in a bloody coup. Disgusted by the tyrannical and irresponsible young king Imre, Camber left the service of the State and retired to his country manor.

But events swept him along. First his son Cathan was murdered by his former friend Imre, and then his son-in-law Rhys Thuryn discovered (quite by accident) that a legitimate Haldane heir remained: a middle-aged priest in a secluded order. Working with other Deryni, in particular the Order of St. Michael (a Deryni military order led by Alister Cullen), Camber assumed the identity of Father Benedict (with Cinhil Haldane as his royal name and Nicholas Draper as his mundane name) and launched a rebellion to sweep Imre from the throne. Unfortunately, the real Father Benedict/Cinhil Haldane wanted only to pursue his solitary religious vocation, and it took a lot of persuading to make him want to be king.

Eventually the plot was brought off, and Cinhil replaced the slain Imre. Camber became the power behind the throne — a power resented by Cinhil, who blamed Camber for yanking him from the monastery. Cinhil was only a so-so king, but he tried to reconcile the Deryni who placed him in power with the dispossessed descendants of the human lords thrown out by the Festils.

At a crucial point, Father (Alister) Cullen — the only Deryni to whom the king had really reached out in personal friendship — was killed. To prevent the situation from deteriorating further, Camber assumed Cullen's identity, and was consecrated as Bishop Alister Cullen. He then had to sit by while the martyred Camber (who "died' when he changed identities) was sanctified by the church.

After Cinhil's death, his young son became king, but the real ruling power lay with a council of regents who governed in the boy's stead. The humans on the Regency Council ousted nearly all Deryni from the government; when the Deryni archbishop was slain in a fight, Bishop Cullen was selected to be the new archbishop, but the humans refused to enthrone him. A general campaign was launched against all Deryni, coordinated by the new (human) archbishop at the Council of Ramos. Camber/Cullen was deprived of his office *in absentia,* and Deryni "magic" (psionics) was condemned as heresy.

Far away, as these events were unfolding, Camber and his friend Jebediah of Alcara were set upon by brigands and mortally wounded. Camber used a forbidden "spell" (psionic power) to lock his body and soul together in a permanent stasis, hoping that his family would eventually find a way to revive him.

Camber/Cullen was instrumental in forming the Camberian Council, a group of highly placed Deryni who secretly watch over the use of Deryni powers in an attempt to lessen the impact of the storm they saw coming, and to keep Deryni firebrands in their place.

Camber is an intellectual, interested in the ancient sources of Deryni power, a translator of pagan poets, and without doubt the most formidable Deryni of all. He is gracious and friendly, and very hardy for his sixty-odd years.

Rhys Thuryn

ARMOR CLASS: *10*
MOVE: *12"*
HIT POINTS: *55*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *By weapon type*
SPECIAL ATTACKS: *Psionics*
SPECIAL DEFENSES: *Psionics*
MAGIC RESISTANCE: *Standard*
SIZE: *M (6' tall)*
ALIGNMENT: *Neutral good*
CLERIC/DRUID: *Nil*
FIGHTER: *Nil*
M-U/ILLUSIONIST: *Nil*
THIEF/ASSASSIN: *Nil*
MONK/BARD: *Nil*
PSIONICIST: *12th level healer*
PSIONIC ABILITY: *336*
Attack/Defense Modes: *All/all*
S: 12 I: 17 W: 15 D: 12 C: 15 Ch: 16
Psionic disciplines:

Cell adjustment	*Telempathic proj.*
Det. of good/evil	*Telepathy*
Empathy	*Wards*
Hypnosis	*Mental surgery*
Sens. to psy. imp.	*Severance*
Lights	
Rapport	

Rhys Thuryn is Camber's son-in-law, and one of the most talented healers known. It seems that only he and Tavis O'Neill (another Deryni, but a character not chronicled here) possess the discipline of *severance.* Rhys Thuryn is also the developer of the Thuryn Technique of meditation.

Rhys is one of Camber's inner circle, a leader in the Camberian Council. He died in the first wave of persecution, in the fight in the cathedral when the Regents sent in troops to try to arrest the newly consecrated Archbishop Cullen (Camber). Rhys is sympathetic, friendly, and uncommonly good at gauging a person's abilities.

Jebediah of Alcara

ARMOR CLASS: *0*
MOVE: *12"*
HIT POINTS: *70*
NO. OF ATTACKS: *3/2*
DAMAGE/ATTACK: *By weapon type*
SPECIAL ATTACKS: *Psionics*
SPECIAL DEFENSES: *Psionics*
MAGIC RESISTANCE: *Standard*
SIZE: *M (6½' tall)*
ALIGNMENT: *Lawful good*
CLERIC/DRUID: *Nil*
FIGHTER: *12th level paladin*
M-U/ILLUSIONIST: *Nil*
THIEF/ASSASSIN: *Nil*
MONK/BARD: *Nil*
PSIONICIST: *9th level*
PSIONIC ABILITY: *270*
Attack/Defense Modes: *A,B,C,D/all*
S: 18/01 I: 15 W: 17 D: 16 C: 17 Ch: 13
Psionic disciplines:

Body equilibrium	*Body control*
Body weaponry	*Energy control*
Domination	*Wards*
Mind over body	
Rapport	
Lights	

Jebediah is an ecclesiastical knight, and so fits in best as a paladin in AD&D game terms. His official position is that of Grand Master of the military arm of the Order of St. Michael, making him second in command after the Vicar General (who is Alister Cullen, at first). He is of a noble family and is officially known as Lord Jebediah of Alcara. Under Cinhil, he was the ***de facto*** head of the kingdom's armed forces, since the Michaelines were the best fighting force left, and Cinhil knew nothing about warfare. He held the position of Earl Marshal of the Kingdom of Gwynedd until the purge of the Regency Council.

As a particular lifelong friend of Alister Cullen, Jebediah's closeness to the slain Alister initially posed a very threatening problem for Camber in his masquerade as Cullen, but Jebediah was soon let in on the secret and won over to Camber's side. Jebediah of Alcara is a member of the Camberian Council, and one of the few who knows that "Saint Camber" has actually not passed on to the great beyond.

Jebediah is a bit grim, but kindly. He is foremost a warrior, but also a very devout man.

Joram MacRorie

ARMOR CLASS: *0*
MOVE: *12"*
HIT POINTS: *45*
NO. OF ATTACKS: *3/2*
DAMAGE/ATTACK: *By weapon type*
SPECIAL ATTACKS: *Psionics*
SPECIAL DEFENSES: *Psionics*
MAGIC RESISTANCE: *Standard*
SIZE: *M (6' tall)*
ALIGNMENT: *Lawful good*
CLERIC/DRUID: *7th level cleric*
FIGHTER: *7th level fighter*
M-U/ILLUSIONIST: *Nil*
THIEF/ASSASSIN: *Nil*
MONK/BARD: *Nil*
PSIONICIST: *7th level*
PSIONIC ABILITY: *256*
Attack/Defense Modes: *B,C,D/F,G,H,J*
S: 17 I: 16 W: 16 D: 16 C: 15 Ch: 16
Psionic disciplines:

Hypnosis	*Mind bar*
Precognition	*Wards*
Sensitivity to psychic impressions	
Rapport	
Lights	

Father Joram is Camber's son and (like Jebediah) a Michaeline knight. He is one of his father's closest confidants and coworkers, but has a lot of conflict with Camber. They love each other deeply, but they view life differently. Camber will bend rules until they scream in order to accomplish what he feels is right, while Joram is a young man of immense rectitude who is always playing devil's advocate against Camber's more daring (and unscrupulous) schemes. Joram has great personal courage and piety.

Alaric Anthony Morgan

Duke of Corwyn

ARMOR CLASS: *0*
MOVE: *12"*
HIT POINTS: *70*
NO. OF ATTACKS: *3/2*
DAMAGE/ATTACK: *By weapon type*
SPECIAL ATTACKS: *Psionics*
SPECIAL DEFENSES: *Psionics*
MAGIC RESISTANCE: *Standard*
SIZE: *M (6' tall)*
ALIGNMENT: *Neutral good*
CLERIC/DRUID: *Nil*
FIGHTER: *8th level ranger*
M-U/ILLUSIONIST: *Nil*
THIEF/ASSASSIN: *Nil*
MONK/BARD: *Nil*
PSIONICIST: *10th level*
PSIONIC ABILITY: *304*
Attack/Defense Modes: *All/all*
S: 18/26 I: 17 W: 14 D: 18 C: 18 Ch: 17
Psionic disciplines:

Body weaponry	*Cell adjustment*
Detection of magic	*Telekinesis*
Domination	*Telepathic proj.*
Hypnosis	*Wards*
Rapport	
Lights	

Morgan is the pivotal figure in the other Deryni series *(Deryni Rising, Deryni Checkmate,* and *High Deryni),* which was written earlier than the Camber series but covers a later chronological period. Morgan lives and moves in a radically different world from that of Camber MacRorie and his associates. For one thing, Camber himself is little more than a folk-memory, the facts of whose life are barely traceable. To humans, Camber is a bogey, damned by the Council of Ramos two hundred years before. To the Deryni, Camber is a patron saint.

In Morgan's time, Morgan is one of *very* few Deryni (and he is only half-Deryni, although this doesn't affect his powers) who dare to flaunt their status in public. The few surviving Deryni have long since fled the Kingdom of Gwynedd or been driven underground, and the church is still filled with fanatics who are performing Inquisitions with the Deryni as subjects.

As a young man, Morgan helped King Brion acquire the Deryni powers that Cinhil's line seem genetically able to acquire, and with those powers Brion defeated The Marluk, a Deryni pretender to the throne and descendant of Imre. As this series of stories opens, Brion is slain by The Marluk's daughter, Charissa, and Brion's only child, 14-year-old Kelson, is to be the next king.

Keeping the young king alive to be crowned is General Morgan's job. This he manages to do by finding a way to endow Kelson with power, too. But in the course of events, Morgan gets involved in political issues — in fact, becomes himself a political issue — with anti-Deryni bishops, treasonous lords, and other threats such as the new popular leader Warin de Grey (a messianic rebel dedicated to wiping out the Deryni heresy, and Morgan in particular) causing trouble on the eve of a foreign invasion.

Morgan is a conscientious duke, but cares little for the ceremonial aspect of the work, which forces him to sit through awful experiences such as State dinners. He is a man of action, rarely unarmored beneath his black and green silks, and always has a dagger at the ready in a leather wrist-sheath. He has been on his guard all his life and is as wary as a cat. He has led a lonely life for the most part, always suspect because of his Deryni ancestry.

In Morgan's day, the Deryni healing abilities have been almost universally lost, but Morgan has nonetheless acquired some healing powers. He has a secure study in his castle with lots of books and paraphernalia, including a beautiful and large *shiral crystal*.*

Charissa — Duchess of Tolan

ARMOR CLASS: *10*
MOVE: 12″
HIT POINTS: 35
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *By weapon type dagger)*
SPECIAL ATTACKS: *Psionics, poisoning*
SPECIAL DEFENSES: *Psionics*
MAGIC RESISTANCE: *Standard*
SIZE: *M (5½′ tall)*
ALIGNMENT: *Lawful evil*
CLERIC/DRUID: *Nil*
FIGHTER: Nil
M-U/ILL.: *10th level illusionist*
THIEF/ASSASSIN: *7th level assassin*
MONK/BARD: *Nil*
PSIONICIST: *11th level*
PSIONIC ABILITY: 340
Attack/Defense Modes: *All/all*
S: 10 I: 18 W: 15 D: 14 C: 12 Ch: 18
Psionic disciplines:

Clairvoyance	*Aura alteration*
ESP	*Teleportation*
Invisibility	*Shape alteration*
Sens. to psy. imp.	*Wards*
Molecular agitation	
Rapport	*Lights*

Daughter of The Marluk, descendant of the Festillic kings, Charissa challenged Kelson (described below) on the day of his coronation and was defeated and killed by him in the Duel Arcane.

Charissa works by guile and secrecy, poison and intrigue. She is devastatingly beautiful, and no one who wants to live to see old age had better get in her way or trust her too much. She has all the arrogance of the worst Deryni tyrants and the tenacity of a bulldog when it comes to asserting her rights to the throne of the Kingdom of Gwynedd.

Kelson Cinhil Rhys Anthony Haldane — King of Gwynedd

ARMOR CLASS: 3
MOVE: *12″*
HIT POINTS: 20
NO. OF ATTACKS: 1
DAMAGE/ATTACK: *By weapon type*
SPECIAL ATTACKS: *Psionics*
SPECIAL DEFENSES: *Psionics*
MAGIC RESISTANCE: *Standard*
SIZE: *M (5′ tall)*
ALIGNMENT: *Lawful good*
CLERIC/DRUID: Nil
FIGHTER: *3rd level fighter*
M-U/ILLUSIONIST: *Nil*
THIEF/ASSASSIN: *Nil*
MONK/BARD: *Nil*
PSIONICIST: Nil
PSIONIC ABILITY: 244
Attack/Defense Modes: *All/all*
S: 12 I: 16 W: 14 D: 15 C: 14 Ch: 17
Psionic disciplines:

Lights	*Rapport*

Fourteen-year-old Kelson is the frightened boy who is handed the ball of the kingdom upon the death of his father and told to run with it. In his path are his mother, to whom he is still a little boy; his advisors; various foreign enemies and native traitors: and Charissa, whom Kelson ultimately defeats and kills on the day he assumes the throne.

Through the help of General Morgan and Father Duncan McLain (described below), Kelson gains his powers and sets about the long and difficult task of surviving so he can finish growing up.

Kelson is mature for his years — as he must be, to cope with the situation he has been thrust into. He operates as a psionic fighter instead of a psionicist/fighter because of the manner in which he obtained his powers.

Duncan McLain

ARMOR CLASS: 2
MOVE: 12″
HIT POINTS: 30
NO. OF ATTACKS: 1
DAMAGE/ATTACK: *By weapon type*
SPECIAL ATTACKS: *Psionics*
SPECIAL DEFENSES: *Psionics*
MAGIC RESISTANCE: *Standard*
SIZE: *M (6′ tall)*
ALIGNMENT: *Chaotic good*
CLERIC/DRUID: *5th level cleric*
FIGHTER: Nil
M-U/ILLUSIONIST: *Nil*
THIEF/ASSASSIN: *Nil*
MONK/BARD: *Nil*
PSIONICIST: *8th level*
PSIONIC ABILITY: 272
Attack/Def. Modes: *A,B,C,D,/F,G,H,I*
S: 16 I: 15 W: 17 D: 16 C: 14 Ch: 16
Psionic disciplines:

Det. of *good/evil*	*Telekinesis*
Detection of *magic*	*Wards*
Hypnosis	
Object reading	
Rapport	
Lights	

Monsignor Duncan McLain is a nobleman's son, a priest (Kelson's confessor), and also Morgan's cousin and cohort. It is not known until much later that he is a Deryni, a fact he takes pains to conceal since Deryni have been banned from the priesthood since the time of the Council of Ramos two hundred years in the past.

This deception causes a conflict of conscience for Duncan, since it is hard for him to reconcile the inward self-assurance of his vocation with all the anti-Deryni conditioning he has had to put up with over the years.

While Duncan is a priest, he is also a noble, with a nobleman's training, and can fight and ride as well as any.

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Conclusion/summary

Any or all of the characters described in this article might be found in an AD&D campaign — probably because their psionic research has somehow transported them there (most likely by accident). If the characters in your campaign wind up in Gwynedd, read at least some of the Deryni books to understand the milieu.

A final plea: Psionics-using monsters and characters are not necessarily a threat to game balance, nor are psionic powers too complicated to use. In fact, psionics offers something that is hard to find: a branch of knowledge and activity that is not a mere shadow of something else. It is hard to think up a new character class that is not just a variation on some other class or combination of classes. But the psionicist stands alone, and he (and the Deryni) have the potential to greatly enrich an AD&D adventuring experience.

Further reading: The Deryni series includes *Deryni Rising, Deryni Checkmate,* and *High Deryni.* The Camber series includes *Camber* of *Culdi, Saint Camber,* and *Camber the Heretic.* All of these books, by Katherine Kurtz, are in paperback (Ballantine/Del Rey Books). More information on the Deryni may be found in the *Deryni Archives,* from Caer Deryni Publications, 8840 Wheatland Place, Sun Valley CA 91352. Del Rey has a new Deryni book, *The Bishop's Heir,* set for release in the spring of 1984.

Citadel by the Sea

First place Module Design Contest
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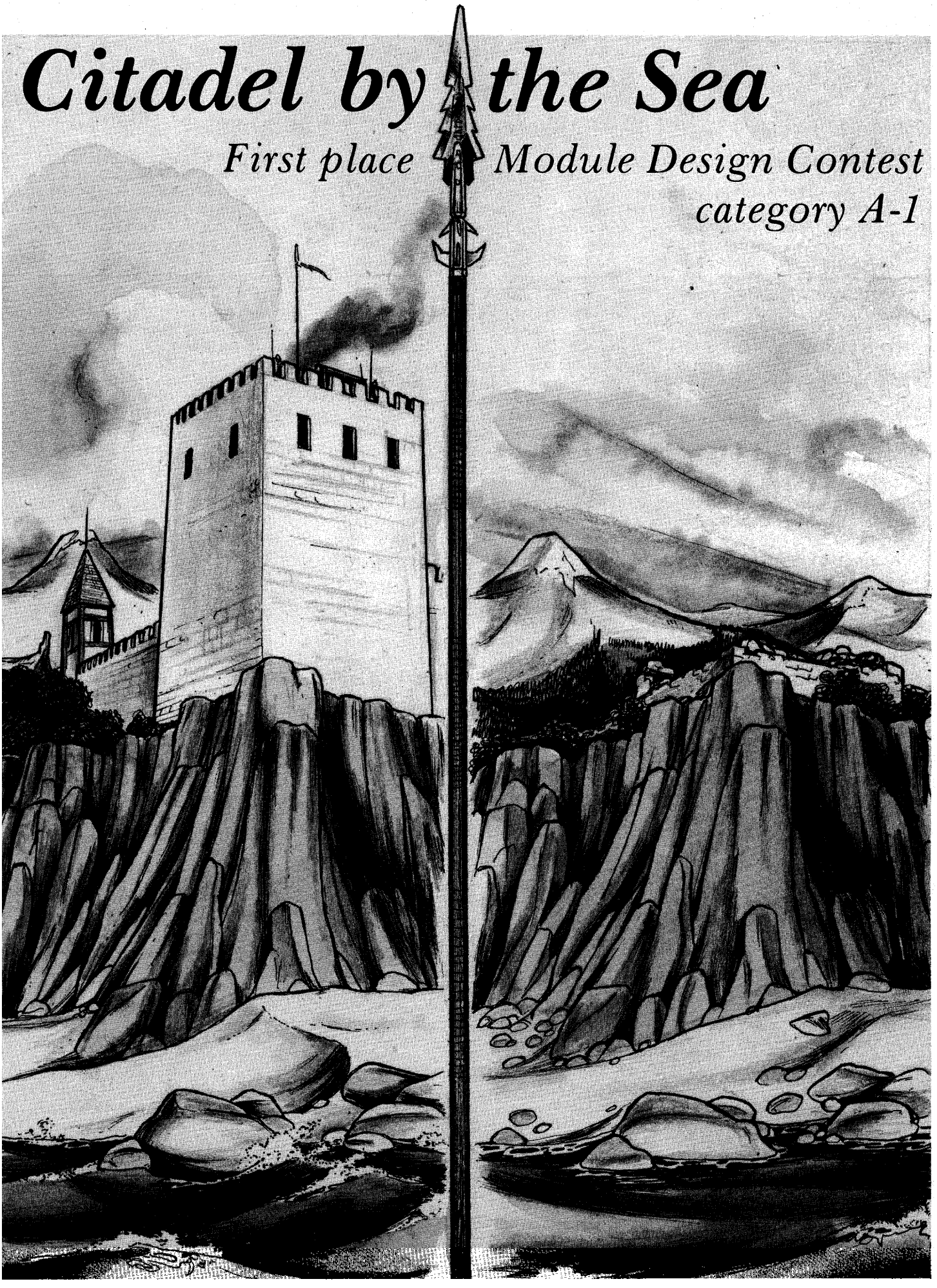


Citadel by the Sea *Designed by Sid Fisher*

An AD&D™ module for 4-8 characters, 1st-3rd level each

Citadel by the Sea is an AD&D gaming module for 4-8 characters, each of 1st to 3rd level. The fewer the characters available, the higher their levels should be. Characters should be well equipped, with at least one magical weapon apiece, but do not need any particular game experience. It is recommended that at least one ranger character and one elf character be members of the adventuring party, and that no player character be a half-orc. The Dungeon Master should read the entire module carefully before running this adventure; the events are laid out in the approximate order in which characters would normally encounter them, and the text builds the adventure as one reads through it.

INTRODUCTION

On the northern coast of the land where the characters live is a small fishing village called Awad (see the campaign map). Awad has a population of only 500 people, and is not particularly important in any respect; only the fact that it lies along a coastal trade road keeps it from total obscurity.

The characters begin the adventure traveling east on the trade road toward Awad. They could be on a quest of their own, simply out wandering, or could be serving as guards for a merchant caravan (as per the Monster Manual, Merchant). When the characters are about five miles outside of town, in the early afternoon, they will encounter a fast-moving procession of five carts, loaded with belongings, and several human families carrying bundles of clothes and driving livestock. The families will fearfully warn the characters and all who are with them that "the curse of the elves has fallen" and "the doom of all who go to Awad is sealed." If questioned, they will say that the curse is in the form of a plague, but will know nothing else about it. If any elves are among the characters, the family members will be variously hostile, fearful, and supplicative (begging the elves to remove the curse, or threatening the elves if they approach the carts). The families consist in total of 7 men, 5 women, and 21 children (all zero-level, 1-6 HP each; adults use no armor but carry knives, clubs, and spears). They are led by a 2nd-level fighter (18/30 strength, 14 HP, leather armor, broadsword and 4 daggers). All of the family members are lawful neutral or true neutral in alignment. They will hurry westward away from Awad once they leave the party.

If the characters continue on to Awad they will encounter more refugees, to a total of about 300 people in all. They are all carrying their worldly goods with them (worth very little in treasure terms) and all of them are obviously very afraid to go back to their town. Little else, other than what was gained from the first group of families, will be learned about the situation in Awad. It will be said at some point that a "nosy sage" drew the curse upon the town, and that many have been stricken and slain by the curse already. The curse is said by some to be a disease, by others to be invisible lighting from the heavens, and by a few to be clouds of death gas. However, no one has actually seen a victim of the curse; everyone has heard about the curse from someone else in a second-hand fashion. All the refugees are in too much of a hurry for chit-chat, and each will only stop for a minute (at most) before moving on. The refugees have the same mixed reaction to elves as the first group of families had, and all these people are lightly armed and sparsely equipped.

If the characters are traveling with a caravan, the caravan will disintegrate and abandon them after a few refugee groups have passed; the characters will be hastily paid for their services and left without horses, They may continue on into the town in any event if they dare.

AWAD

The town of Awad consists of about 50 one-story dwellings, none of them larger than 40 by 40 feet. The buildings are made of wood and have stone foundations; generally, the town is unremarkable, and referees may sketch it out for players as desired. In the center of the town is a plaza with a circular flat rock about 30 feet in diameter, usually employed in the past as a speaking platform for public gatherings.

When characters arrive in Awad, they will find more than half of the homes deserted and empty of valuables. Investigation of any particular dwelling has a 5% chance of producing treasure types J and K together (hidden in a drawer or cupboard), a 5% chance of encountering a thief (2nd level, 8 HP, leather armor, short sword and 3 daggers), a 5% chance of encountering looters (2-8 zero-level humans, 3-6 HP each, no armor, each using dagger or club), and a 40% chance of finding the dwelling barred, locked, and occupied by villagers. All other houses (45%) are abandoned.

The thief will avoid everyone at all costs, fighting only if it seems necessary; she is neutral in alignment. The looters are mostly neutral, but a few are neutral evil, and there is a 50% chance that a gang of looters will attack the characters if the gang is confronted or discovered while engaged in suspicious activity. Nowhere will any bodies of plague victims, or other physical evidence of that sort, be found. Characters will hear noises coming from the center of town, sounding like an angry mob has gathered there.

If the characters investigate, they will find about 40 townspeople clustered around the "speaker's rock" in the plaza. Of these villagers, 30 are zero-level figures, 6 are 1st-level fighters, 3 are 2nd-level fighters, and one is a 4th-level Hero. Characters will quickly see that the villagers are armed with spears, short swords, axes, daggers, tridents, and clubs, and the mob is quite angry and agitated. The person on the rock whom they are shouting at and threatening is a confused old man, being held by three strong villagers. The characters will be told if they ask that the old man is the "meddling sage" who brought the "elven curse" upon Awad. The old man is begging for mercy and trying to deny the charges, but the situation doesn't look too good for him. He will call to the player characters for help if they let themselves be seen by him.

If the characters intervene, the villagers will allow them to question the sage, who says his name is Crommard (see below). At this point, characters have a chance to learn some of the history of Jawarl Avignon and the curse lore from the text sections that follow. If characters fail to intervene, the villagers will eventually get stirred up enough to beat up the old man and throw him out of town with his possessions; he will then subsequently be encountered in the wilderness, wounded, and will appreciate any help the party can give him.

Note that the townspeople of Awad are very sensitive to the presence of elves. If an elf appears at the mob scene in the plaza, he or she will not be touched, but will be the object of dozens of direct threats, pleas for intervention to lift the curse, and terrified expressions at everything unusual the elf or elves might say or do. The mob will attack one or more player characters only if a villager is injured by the actions of a member of the adventuring party.

All the time that characters speak with Crommard, he will beg to be taken with them away from the mob. If the characters agree, the mob will permit it but will refuse to allow Crommard back in town. He will be given his possessions (confiscated by the villagers earlier in the day) as he leaves. The villagers are very superstitious and believe that sages can cast curses themselves, so while they won't kill Crommard, they won't be pleasant to him, either.

Crommard the Sage

Str 8, Int 16, Wis 13, Dex 11, Con 7, Cha 9

Neutral alignment

Attacks and saves as an 8th-level magic-user

AC 8, HP 18 (HP 5 if beaten up by mob), Age 68, MV 12" .

Major field: Humanoids (special categories of orcish history and archaeology).

Minor field: Demihumans (elves only).

Languages: Common, alignment, orcish, elvish.

Spells known: ***Comprehend languages,***

scare, ***infravision, fumble*** (as an 8th-level magic-user in effect).

Possessions: +1 staff; +2 ring of protection; several books and notebooks; shards of pottery, wrapped and kept in two sacks.

Crommard is not a particularly imposing sage. Though intelligent enough, he tends to be absent-minded and is sometimes not very wise. He likes to discuss orcs and orc-related topics (how they eat, what they wear, their history, styles of weapons they use, etc.), and speaks of them constantly. He will do this even in the presence of dwarves, who may get the impression that this sage is friendly with orcs (he has never met one, however). Crommard enjoys speaking with elves, but even then he tends to come around to orcish topics before long. He wears brown robes with a hood he keeps pushed back, and has a thick, white beard and a bald head. He will not tell anyone, for any reason, what spells he possesses.

THE HISTORY OF JAWARL AVIGNON

The information in the following paragraphs is more or less commonly known to the inhabitants of Awad and to the sage Crommard. The DM should not give out this entire story all at once. Bits and pieces of it may be discovered as player characters encounter different villagers or talk with Crommard; divinatory spells and psionic powers ***(e.g., legend lore, commune, object reading)*** may also be used to gather or confirm this information. The sections of the background information in brackets ([]) are false, nothing more than popular misconceptions the villagers have about Jawarl Avignon and aspects of its history. ***Detect lie, ESP,*** or a similar force will not reveal the falsehoods, because the natives believe these "facts" to be true.

More than two thousand years ago, humans built a fortress town on the northern seacoast cliffs and named it Jawarl Avignon. In time the human empire that built the fortress fell into decline, and the citadel was given over to the elves of the region. Under the elves' direction, Jawarl Avignon became the center of a thriving jewelcraft and foreign goods trade carried on with distant human and elven seaports, and all was well for hundreds of years.

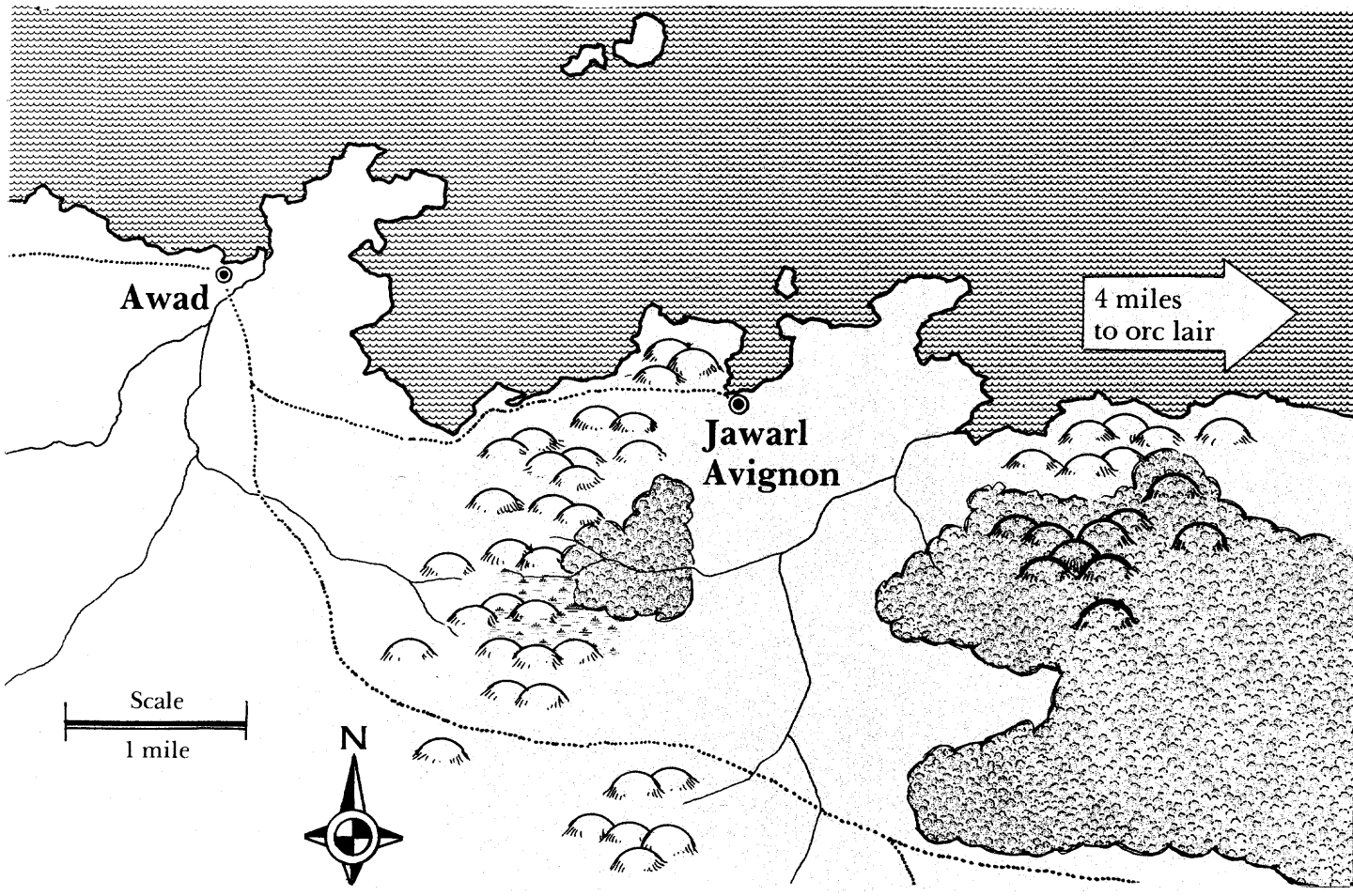
Then, some three hundred years ago, a great army of orcs and monsters under the leadership of their chieftain, Mondru IV, laid seige to the citadel and its lands; though many elves were able to escape by sea, many others perished in the assault. The citadel was eventually taken by storm, at great cost to the orcs, who cared not how many of their fellows died in the battle, as long as the elves went first. No prisoners were taken in the fight, and afterward Mondru IV, [the son of a godling], proclaimed himself ruler of Jawarl Avignon, or Alhurmus ("Elves' Blood"), as the orcs called it.

The victory of Mondru's forces came in no small part because of the great weapon the ruler possessed, a terrible spear made by orcish shamans ages earlier, that burned elves when it struck them [and made its user invulnerable in battle] . Alkarg was the spear's name, and orcs even of other tribes and nations respected the orc ruler who bore it, seeing him as favored in the eyes of Gruumsh, the orcs' dark god.

The orcish victory was short-lived, however; ten years after the fall of the elven citadel, plague struck down the orcs. It ravaged them without mercy. [The first victims of the plague were Mondru IV and his bodyguards. The plague came as a dying curse of the last elf to fall in Jawarl Avignon]. Only a few orcs survived the effects of the disease.

Many conflicting stories have circulated over the years concerning the fate of Alkarg. It is variously said, by different sources, that [an elven god destroyed it, thieves stole it,] it is buried in the citadel, [elves found it and cast it into the sea, or retreating orcs took it with them.] No one knows of any of the interior details of the citadel, just its general outward appearance. The ruins are strictly avoided by all the natives of the area.

A week ago, Crommard and a human cleric, Sethus Maximi, arrived at Awad with an expedition of workers and guards. The two men were on their way to excavate and explore the ruins of Jawarl Avignon, looking for orcish pottery shards and other archaelogical trivia. The villagers were horrified that someone would dare enter and disturb the ruins, and there were several arguments and fights before the expedition moved on to camp at the old fortress. The workers set about immediately digging and



clearing away the sand and debris that had all but covered the fortress since it was abandoned. Some of the friction between villagers and archaeological crew members eased as days went by and no curse manifested itself.

Suddenly, this morning as Crommard was in Awad picking up a few minor supplies, Sethus Maximi was seen staggering back from the direction of the fortress, shaken and extremely ill. He stopped outside of town and gasped out that as the crewmen were clearing away rubble, they were struck down by a great shadow that arose from the ruins. The men fell, dying in agony of a virulent disease that overcame them in minutes. Sethus himself had strange green blotches on his face and hands; rather than enter the town, he told everyone to keep back from him and he left to die alone in the wilderness southeast of Awad. No one has gone to look for his body, and no resident of the area cares to try. Panic flew through the town as word spread among the townspeople.

The citizens of Awad are truly terrified that they are about to be visited by the plague that slew Sethus and the workers. About two thirds of the townspeople have fled by now; the remainder are unsure if they want to stay or go, and spend their time watching the horizon to the east (where the ruins lie) or brewing concoctions they believe will help them resist the disease.

CURSE LORE

The villagers of Awad believe that the plague that slew the orcs was the result of a curse cast by the last elf to die in the defense of Jawarl Avignon. The curse, according to popular lore, is supposed to come to life if anyone ever enters the ruins; mothers have been using this tale for years to keep youngsters from straying away from the village. Local residents have disappeared on a few occasions over the last several months, the victims generally being lone hunters, who ventured eastward to look for game. Many people now believe the hunters were slain by plague when they entered the ruins or the vicinity of the ruins, though this, of course, cannot be proven.

Crommard has ideas about the curse. At first he discredited it entirely as a quaint superstition; now he won't speak of it.

If anyone gains Crommard's trust by befriending him for a day or longer, or uses *ESP*, *charm* person, or a similar spell or psionic power on him, it will be discovered that Crommard thinks the expedition actually freed a monster from an evil outer plane, which had been buried deep beneath the surface of the ruined fortress. He has read of a similar occurrence involving a dwarven mithral mine and a very powerful demon, and fears for the worst. If a party member uses magical or psionic power to get information from the sage, see the following section for other facts that might be obtained.

DM's INFORMATION

The villagers do not want anyone else to go near the ruined fortress, out of fear that the curse will be further spread, making escape from it impossible for all. If the characters let it be known that they are going there anyway, they will be attacked by the remaining villagers, and will either be taken captive or slain if they do not flee the village or find another way of countering the threat of an angry mob. Even if characters succeed in escaping the village, they may be pursued by a posse—in this case, a sort of suicide squad, ready and willing to give their lives if necessary to keep the party from disturbing the ruins.

Once Crommard meets the party, he will try to get the characters to accompany him to Jawarl Avignon so that he can find out what happened. He also wants to locate the body of his partner Sethus. Crommard will relate how he was researching orcish history in a distant university town when he met Sethus, a cleric of strict temperament who shared Crommard's interest in orcish pottery. Sethus Maximi was able and willing to fund the expedition to the ruins, and Crommard now considers himself responsible for the cleric's demise and the loss of the workers as well.

If one or more party members is able to befriend Crommard for more than a day, or if a power such as *charm* or *ESP* is used on the sage (see the preceding section of text), it will be discovered that Crommard and Sethus did not come to Jawarl Avignon to seek pottery pieces. Bit by bit, if carefully approached, Crommard will come out with the true tale.

Crommard collects orcish weapons, in

addition to pottery shards, and displays them in a personal museum in his distant home city. He was going through some manuscripts three weeks ago when he found a document that gave great weight to the theory that Alkarg, the "elf slayer" spear belonging to Mondru IV, was still buried beneath the fortress. He showed his discovery to a couple of nearby fellow sages, but they were not interested in old orcish myths. While wandering a local library he met Sethus, who was poring over some orcish history scrolls, and in the conversation that ensued he discussed with the cleric the details of his discovery.

Crommard recalls that Sethus was inordinately excited to hear of the find, and offered an enormous sum of gold to fully equip a digging expedition to recover the spear. The sage wondered at times if perhaps Sethus wasn't too eager to find Alkarg, but he finally decided the cleric's attitude was one of normal archaeologist's enthusiasm. The trip to Jawarl Avignon went well, except for problems with the townspeople, until the disaster that struck Sethus and the workers.

The sage remembers that Sethus frequently went for long walks away from the digging in order to stretch his legs (or so he said), and would sometimes be gone for hours at a time. Otherwise Sethus helped quite a bit with the work in progress, though mostly as a supervisor.

SETHUS MAXIMI

Crommard's cleric companion is not what he seems. His real identity is Serga Ulmus, a half-orc cleric and a proud lineal descendant of Mondru IV. Serga's relatives live about six miles east of the ruins in a cavern complex. Orcs have not done well in the area since the days of the plague that killed Mondru IV, but Serga set about to change that when he reached young adulthood. He went to a faraway city to learn the arts of assassination, and had already received religious training from his orcish father, a shaman of Gruumsh. A naturally talented student, Serga learned to read (as well as to kill) and soon became involved in a personal search to find out what happened to the magical spear of his distant ancestor. His quest was generally fruitless, until the day when Crommard approached him in the library.

Serga, disguised as a human cleric and calling himself "Sethus Maximi," worked his way into the sage's confidence and offered several hundred gold pieces to fund the expedition to recover Alkarg. He could hardly believe his luck, and became convinced that Gruumsh himself had guided the sage to him.

Once the expedition reached Jawarl Avignon, "Sethus" began taking long walks back to his home lair. He stirred the lagging warrior spirit in his kinsmen with his news, and arranged for the orcs and ogrillons of his community to attack the fortress at dawn, quickly and by stealth.

When the orcish invaders accomplished the takeover of the ruins from the original excavation's work force, Serga set the warriors and some kobold slaves to work clearing away the rubble around area 15 (see exterior map), where Crommard postulated that a secret entrance existed that led to the dungeons below the fortress. Then Serga dabbed his skin with green paint and headed back to Awad to pull off his "curse" deception on the superstitious villagers. The ruse worked far better than he had hoped; he was unmolested as he went off "to die," and when he left the sight of the villagers, he headed back toward the fortress to supervise the digging.

Serga Ulmus is a calculating and dangerous fanatic who believes wholeheartedly in orcish supremacy. More than anything, he wants Alkarg, and he knows that possession of the spear will give him the power to unite the scattered orcish tribes of the area. Serga Ulmus wants to be king, and he will stop at nothing to realize that goal. All of the orcs and ogrillons with him want Serga to be king as well; they see him as their only hope of regaining their ancient glory as conquerors. Orcs and ogrillons at Jawarl Avignon will ***not*** make morale checks in battle, no matter how hard-pressed they may be: They want to win.

Serga Ulmus

Half-orc, 4th level cleric / 4th level assassin

Str 17 (+1,+1), Int 16, Wis 13, Dex 14, Con 16, Cha 12 (16 to orcs & half-orcs)

Thief abilities: Pick pocket 30%, Open locks 34%, Find/remove traps 30%, Move silently 21%, Hide in shadows 15%, Hear noise 15%, Climb walls 91%.

Lawful evil alignment

Attacks and saves as either a 4th-level cleric or 4th-level assassin, whichever is better.

AC 5 (7 without his +1 shield), HP 27, Age 28, MV 12".

Languages: common, alignment, orcish, ogre, elvish .

Spells known: ***command, light, protection from good, sanctuary, hold person, find traps.***

Possessions: +1 leather armor; +1 shield; broadsword; 2 throwing axes; 4 poisoned darts (save at +2 or sleep for 2-8 turns); 125 gp, 18 sp; 6 gems (50 gp value each); unholy symbol (Gruumsh); spell components; ***necklace of adaptation.***

To hit adjustments: +4 from behind, +1 due to strength. Backstabs with broadsword, doing double damage from behind.

Serga can read common, orcish, and elvish very well, but can read no other languages.

THE WILDERNESS

If a ranger character succeeds in an attempt to track "Sethus," the ranger will find that his trail leads to the southeast away from the village. For a distance of several hundred yards his route zig-zags as though he is staggering, and his steps seem inconsistent and labored, as though he is walking only with great effort in a sort of half-shuffle. Then, when the trail takes the tracker out of sight of the village, Sethus' steps abruptly become more even and his path more direct. The distance between his strides lengthens as though he has broken into a run, and his general direction shifts from southeast to east, heading toward the ruined citadel.

Sethus' footprints lead along an old pathway, partially paved with stone and somewhat overgrown with grasses and weeds, that leads eastward and follows the coastline between the northern cliffs and the sea. (This pathway used to be almost entirely overgrown, but the men in Crommard's expedition cleared away some of the foliage on their journey to Jawarl Avignon; the route is now passable, and is the only way to get from Awad to the citadel without traversing the rough, hilly terrain between the two locales.) Where the path follows the coastline, it runs along a high cliff overlooking a narrow beach that is never more than 60 feet wide and sometimes as small as half that size.

The following encounter tables should be used when characters travel in the countryside or along the seacoast. A roll of 1 on d8 indicates an encounter, and this check should be made three times a day (morning, afternoon, night). If an encounter is indicated, roll d4 and refer to the appropriate terrain type to determine its nature. (Note that the encounter tables do not include mundane creatures such as normal birds, small deer, rabbits, and other wildlife that would also be naturally encountered along the way.)

CLEAR TERRAIN	HILLS
1 3-6 wild dogs	1 1-4 giant worker ants
2 2-5 hunters	2 2-8 giant rats
3 1-3 wild boars	3 1-3 wild boars
4 1 giant skunk	4 1-2 wolves

FORESTS	COASTLINE
1 1-4 wild dogs	1 2-12 barracudas
2 1-2 black bears	2 1-2 crabmen
3 3-6 hunters	3 1-3 fishing boats
4 2-8 giant rats	4 3-30 quippers

Hunters are zero-level human fighters, each wearing leather armor and carrying either a spear or a longbow with 3-8 arrows. They are neutral and not likely to approach or speak to anyone unless spoken to. Fishing boats each contain 3-6 men (zero-level human neutrals, as for hunters), wearing no armor and each equipped with a dagger and a spear. If hunters or fishermen are encountered during the first day after the "plague" strikes, they will be unaware of the disaster at the ruins, since they have been away from their camps all day. They will be aware of Crommard's expedition, though, and certain groups of hunters and fishermen may have encountered the archaeological workers on the way to the digging site. The "quippers" are actually a warm-water relative of the creature described in the FIEND FOLIO™ Tome, otherwise identical to that creature in all respects.

JAWARL AVIGNON

The ruins of the citadel lie on a 90-foot-high cliff next to the sea. As the characters approach it, they can see that only the 10-foot-high walls remain, the wooden roof having long ago fallen into ruin and decay. The citadel is much smaller than most people envision it; it was the quality of its guards, not the size of its walls, that made the fortress great.

Around the fortress are the foundations of many homes, as well as evidence that a forest once grew here but was long ago destroyed. The ground is very sandy, and the area looks like wasteland now.

No sign of life will be seen at the citadel until the characters approach within surprise distance (50-100 yards) of the guard at area 1. However, there is a 10% chance per level per character of noticing footprints in the immediate vicinity of the citadel. Any dwarf, elf, or ranger (or Crommard, if he is with the group) can tell the footprints were made by orcs.

Crommard (if he is with the party) will be confused about why Sethus would pretend to be sick (as his trail would indicate), and will be surprised as anyone else to see orc footprints-near the citadel. Unless restrained, Crommard will rush to the fortress entrance and call out for Sethus. If he is attacked by the orcs in the ruins, Crommard will initially try to avoid combat by moving behind the party, so as to put the characters between himself and his adversaries, or he will try to ward off attackers with his staff (an attempt which will fail). Crommard will attack the orcs only if he is wounded by one of them, or if the party is down to less than half of its normal hit-point total. The sage will use his ***scare*** and ***fumble*** spells, if possible, to aid the characters in battle, relying on blows from his magical staff the rest of the time. He will use his other spells when the DM feels the situation calls for it.

1: Entranceway to Citadel

At this location is an ogrillon guard (AC 6, MV 12", HD 2, HP 12, #AT 2, D (fists) 2-7/2-7) keeping an eye out for trouble. He wears furs and resembles a barbaric, unarmed orc. If he sees anyone coming, he will run into the citadel to warn his confederates at areas 2 and 15.

In a large pile on the right side of the entranceway are some of the possessions of the workers from Crommard's expedition. These include a few daggers, changes of clothing, bedrolls, eating utensils, and assorted other minor items. Some of these things are bloodstained. Crommard will recognize the items at once. These items have been tossed here carelessly, after being brought out of area 7 where they had been stored; some items were taken from slain workers.

Anyone who looks over the low wall down the slope will see the bodies of two workers, tossed there by Serga and his helpers. Investigation will reveal that the men were killed by sword blows. (Other bodies were on this slope as well, but they have already been carried into the sea by crabmen.)

2: Guard Corridor

This area has many arrow slits in the walls; these were formerly (and again currently, as characters will discover) used in defense of the citadel. In the far eastern end of the corridor are the skeletal remains of several ancient orc guards; these bones have not been disturbed.

Two orc guards (AC 7, MV 9", HD 1, HP 5 and 6, #AT 1, D by weapon type), each equipped with a short bow, 20 arrows, and a scimitar, are in the western end of this roofless corridor behind the arrow slits in that area. Anyone coming into this area from area 1 will be fired upon once by the orcs, who will then run through area 3 to the pedestal at area 13, to shoot again at intruders as they enter the courtyard of the citadel. Because of their positioning, these orcs will initially surprise intruders on a roll of 1-4 on d6.

The ogrillon from area 1 will pass by here, if on the way to alert his comrades, and then continue toward area 15.

3: Supply Room

It is obvious that an orcish party dropped off equipment here when it entered the citadel. Scattered around the room are a number of daggers, hand axes, furs, arrows and quivers, tinderboxes, bundles of firewood, spare boots, and other minor items. (Crommard can easily identify all of the items as orcish in origin.) Buried in the southwest corner of the room is a bag containing 80 sp that belongs to the ogrillon guard from area 1.

4: Old Stables

Formerly a place where livestock was housed, this area was used as a trashbin by the workers and now by orcs. Anything they don't want (broken utensils, rocks, unwanted or spoiled food, old clothing, etc.) ends up here. Anyone entering this area has a 1 in 6 chance of attracting the attention of an ear seeker (AC 9, MV 1", HP 1, special attack) that lairs in some old lumber in one corner.

Some old urns may be seen in the southwest end of this area; these are corroded containers of brass of ancient orcish manufacture. Crommard will probably (75% chance) see them if he enters the room, and if so he will ask a player character to get them for him (he hates to go near garbage). The ear seeker's lair is beside the urns; if anyone disturbs them or the stack of lumber next to them, the ear seeker will attempt to attack immediately.

5: Dry Water Storage Tank

This tank is surrounded by a 1-foot-high, 20-foot-diameter stone platform with a 1-foot-thick, 3-foot-high wall immediately around it. A broken stone lid lies to one side. The tank is 60 feet deep from ground level, and the bottom appears to be covered with a fairly thin layer of sand. The tank was filled, in days long past, by clerics using ***create water*** spells; it fell into disuse when the orcs took over the citadel, and dried up in during the months thereafter.

A close examination of the bottom of the pit (which is faintly visible in daylight conditions) will reveal a slightly raised, square-shaped area on the bottom surface, looking like it might be a secret door or a trap door. In truth, it is an old piece of wood dropped in the tank long ago which is now covered with yellow mold (and a light covering of sand on top of the mold). If any object larger than a fist-sized rock is dropped into the tank, or if one or more characters descend to the bottom surface inside the tank, there is a 90% chance of bursting the mold, which will release a cloud of spores in the hole. This cloud will billow to fill the bottom of the cylindrical hole to a depth of 20 feet at its greatest dispersion, enveloping any characters at the bottom of the tank or suspended (by a rope or other support) less than 20 feet from the bottom. Those in the area of the spore cloud will take 1-8 points of damage and will die unless they make a saving throw vs. poison (see the Monster Manual).

If any characters climb down inside the tank (a risky proposition) or are lowered into it by ropes, each character so lowered has a 1 in 12 chance of noticing a secret door, measuring 5 feet square, located 30 feet down on the eastern side of the shaft. (Exceptions: An elf has his normal 1-in-6 chance of locating the secret door if he comes within 10 feet of it, or his usual 1-in-3 chance of detecting the secret door if actively searching for it, and a dwarf has his usual 2-in-3 chance of detecting a sliding or shifting wall at this location if such a thing is actively sought.) The secret door/panel, if opened (easily done once it is detected), leads to a passage that emerges in area 28 on the first underground level of the complex.

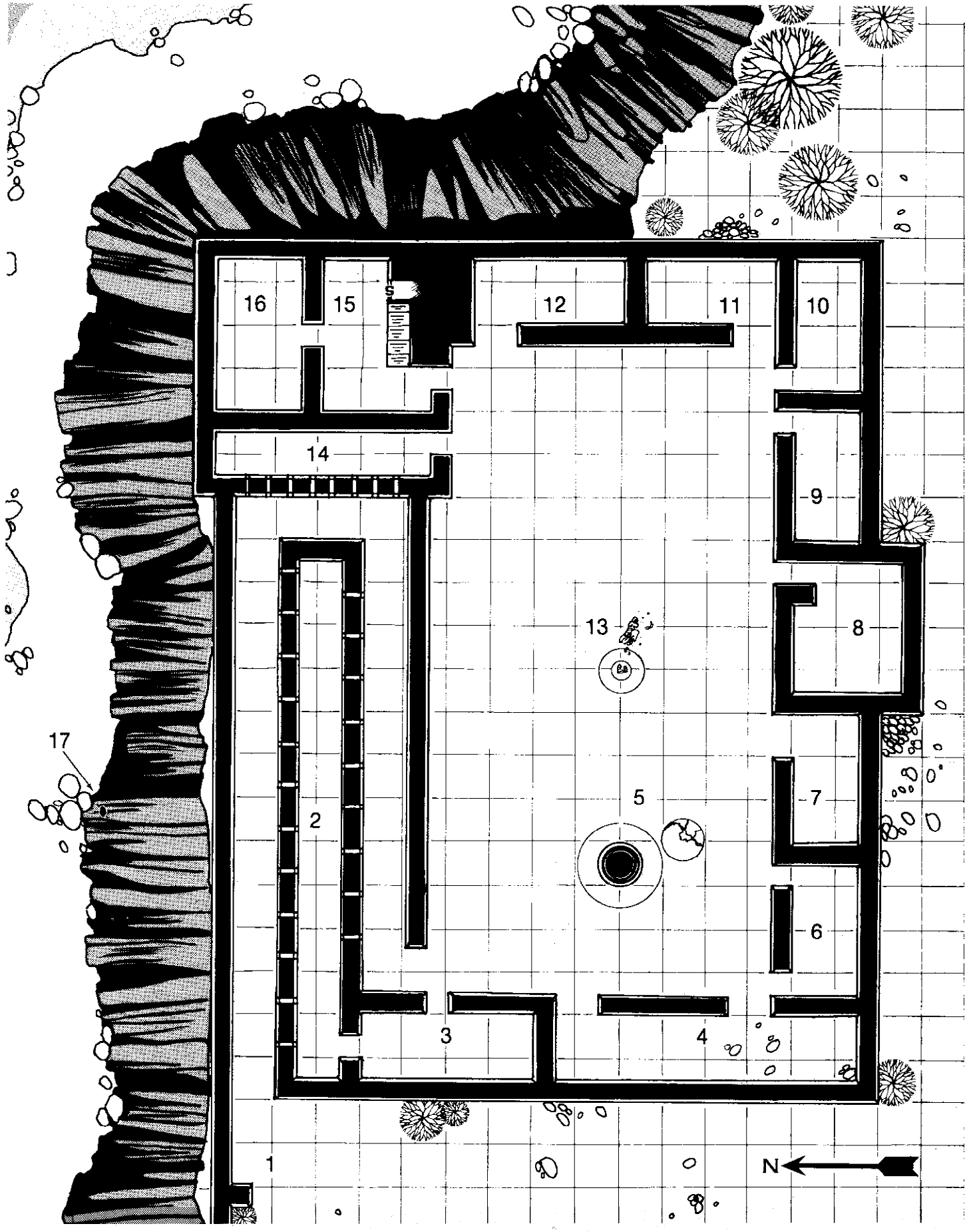
6: The Sole Survivor

This room is filled with bags full of orcish pottery shards; the orcs that now occupy the citadel have ignored this area so far. And it's a good thing they have, because the only member of the excavation crew to survive the orc attack is hiding behind some of the bags. He is a 17-year-old boy who was napping here in the early morning when the attack came. He will reveal himself to any human he sees, but otherwise will remain concealed unless a thorough search of the room is conducted.

Currently the boy is a zero-level human, unarmed and with 3 HP. If he is rescued and survives the adventure, he will apprentice himself to one of the party members after this mission is ended. In two years he will become a 1st-level thief, though a friendly one, and can at that point be considered a henchman. He is chaotic neutral in alignment, and will never be a friend or acquaintance of orcs or half-orcs.

7: Crommard's Sleeping Quarters

This place was to have served as Crommard's bedroom and study during the ex-



Jawarl Avignon *Ground level*

Scale: 1 square = 10 feet

cavation operation. A cot has been placed against the west wall; beneath and beside it, contained in several boxes of varying sizes, are numerous notebooks, scrolls (non-magical), and tomes concerning orcish lore and history. The orcs haven't bothered to examine the contents of any of these boxes yet. Crommard will fight to save his books and scrolls if he witnesses them being ransacked or disturbed. Under a straw-filled sack that Crommard used as a pillow is a shred of parchment on which the sage drew a rough map of the exterior level of the ruins. At area 15 on the map is written, "entrance probably near here."

Crommard's clothes lie strewn about the room; many of his garments have been ripped open by knives, and any valuables that may have been hidden among the clothes are no longer present.

8: Workers' Quarters I

Some of the workers who came here with Crommard bunked in this area; their sleeping mats have been cast about the floor now, and all items of value are missing. Enough equipment is scattered about to indicate that 12 men stayed here. Only old clothing, the sleeping mats, scraps of wood and paper, and the remains of a campfire are to be found here now.

9: Workers' Quarters II

This location is much the same as area 8, except that only 7 men stayed here. Rummaging through some of the sleeping mats, looking for treasure, is an orc wearing black splint mail armor, a sergeant-type (AC 4, HP 8). If the orc hears an alarm being given, he will seize the 4 javelins he placed by the doorway and attempt to hurl them at intruders entering the courtyard through area 3; the javelins will pass harmlessly over any orcs that may be located at areas 5 and 13.

Once the javelins are exhausted or hand-to-hand melee is inevitable, the orc will pull out his scimitar and flail away at anyone he can reach. The sergeant orc is exceptionally strong, and gains a +1 to hit and damage with the javelin and seimitar attacks. He has a sack partially filled with odds and ends that he will leave behind (in area 9) if he is alerted to intruders. The sack contains, among other things, 114 sp (in old orcish coin), a gem worth 20 gp, and a bronze medallion set with tiny gems with a spearhead emblem on it (value 50 gp).

10: Artifact Sorting Area

Crommard and "Sethus" had set this area up for sorting out the various artifacts uncovered in the digging. (The word "artifact" here means manufactured items of interest to archaeologists, not powerful magic items.) In the center of the room is a portable table and two small chairs; spread out around the furniture in more or less organized fashion are hundreds of bits and pieces of broken pottery, rusted weapons, fragile (old) orc skulls and bones, and other miscellaneous items unearthed in the digging.

Leaning against the south wall, in plain view of anyone who enters the area, is a large spear that appears to be newly manufactured and unused. The head of the spear is engraved with runes that spell out "Alkarg" in the modern orcish tongue; the shaft is made of light, relatively fragile wood. Crommard manufactured this item before embarking on the expedition, as a replica of what he believes Alkarg looks like. (It doesn't resemble Alkarg at all.) The spear radiates no magic. The orcs have not taken it and tried to use it because they saw (upon examination) that the spearhead is made of soft, flexible metal. If the spear is used in combat, it will do only 1-3 points of damage.

11: Sethus' Sleeping Quarters

"Sethus" used this area as his personal bedroom and study before the orcish attack. His cot is on the north wall. Buried in the sand under the cot are 2 throwing daggers (which Crommard or a dwarf would recognize as being of orcish manufacture). Among some boxes of food rations is a small pouch with dried animal dung in it, a vial full of blood, and a small tenser on a chain, with an eye symbol engraved on it. (A cleric will recognize these as the essential ingredients for a ***protection from good*** spell. Serga has a duplicate set of components on his person.) Serga is carrying with him all the valuables he owns; a search of this area will reveal no coins, gems, or other treasures.

12: Unused (?) Room

Though this area is empty of interesting items, Serga's father Thaagwa (an aged orcish shaman) is resting in the southeast corner of the room, attended to by a pair of ogrillon bodyguards (AC 6, MV 12" HD 2, HP 10 and 13, #AT 2, D (fists) 2-7/2-7). The venerable shaman is in full religious regalia: wearing black platemail armor, war helm, dark red cloak, and keeping two giant rats (4 HP each) on leashes. The strain of carrying around all that ornamentation, and keeping the giant rats in check, has all but exhausted the old orc. If an alert is sounded he will move only as far as the entrance of area 15 and will stand and fight at that point, using his spells if a physical attack is not necessary.

Thaagwa, his ogrillon guards, and the rats will fight any intruders to the death. Thaagwa will do all he can to eliminate or forestall attackers, so that no one but his son has a chance to descend into the dungeons and recover Alkarg.

Thaagwa Ulmus (3rd level orc shaman)

Str 8, Int 11, Wis 10, Dex 9, Con 7, Cha 10 (14 to orcs or half-orcs)

Lawful evil alignment

Attacks as 2 HD monster; saves as either 2nd-level fighter or 3rd-level cleric, whichever is better.

AC 3, 13 HP, MV 6", Age 52

Spells known: ***protection from good, cause light wounds, chant.***

Possessions: Platemail and helm; iron-shod quarterstaff; pouch with 75 gp, 20 sp; food rations in bag; unholy symbol (Gruumsh); and material components.

13: Ruined Statue

This appears to have once been a 15- to 20-foot-tall statue of a human or elf; it lies in ruins now, its fragments covered with old orcish graffiti. The 10-foot-diameter pedestal upon which the statue rested has also been scrawled and carved upon. A few freshly gnawed animal bones lie scattered about, the remains of an orc's lunch.

If intruders appear, the two orcs from area 2 will take up positions here, reload their light crossbows, and fire from behind the pedestal. Their positioning will improve their armor class by 4 levels (to AC 3, for 50% cover), for purposes of defense against missile fire. If the two orcs are attacked in hand-to-hand combat, they will stand their ground here, and will be joined by the orcs at area 14 (and the ogrillon guard from area 1, if still alive). Any intruders who attempt to break off the melee and back away will be fired upon by the orcs at areas 9 and 14, using javelins and light crossbows respectively.

14: Guard Hall

Four orcs (AC 7, HP 3, 4, 5, 7) are on duty in this room, waiting for possible intruders. Two of them are standing with loaded crossbows at the two northernmost arrow slits, and will fire simultaneously at any intruders who advance down the east-west corridor adjacent to area 2. After firing, they will reload for another simultaneous attack. Because they have 90% cover behind the arrow slits, they have a bonus of 10 to their armor class (improving it to AC -3) on defense against missile fire; from their place of safety, they can also easily sidestep close-in attacks from swords, spears, and the like made by characters from the other side of the wall.

If any intruders make it into the courtyard, the other two guards in this room (both AC 6) will charge in with scimitars and

shields to do battle, preferably in the vicinity of area 13, while the crossbow-wielding guards will linger near the entrance to area 14 and pick off anyone they can. Each of the four guards has treasure types K and L on his person.

15: Entry Room to Dungeon

This area, combined with areas 14 and 16, was once part of the ground floor of a 60-foot-square tower that has long since been broken and worn down to the foundation walls. Part of a stone staircase rises up to the east, to the top of the wall, and at this elevated location a lone orc (3 HP, AC 7) stands guard, looking out to the north and east. The orc has three javelins and a long sword. Inside area 15 at ground level are two orcs (AC 6, HP 5 and 6), one keeping an eye on some kobold slaves in area 16 and the other standing at the ready near the entranceway of an opened secret door on the south wall that leads down into the dungeon. If these two orcs are alerted by the ogrillon from area 1, they will draw their scimitars, heft their shields, and stand fast along with the ogrillon at the entrance to the secret passageway. The guards in this room will close the secret door if Thaagwa and his guards (see area 12) are defeated in their defense of the doorway to area 15.

The secret door is a large slab of rock that rotates on a central pin like a revolving door. It may be pushed open again if it is closed, by any character who makes a successful attempt to bend bars/life gates. If two or three characters attempt to open it (no more than three can try at one time), their percentage chances are added together to determine success or failure.

16: Slave Room

Six kobold slaves (AC 8, HP 1, 1, 2, 3, 3, 4) are kept here by the orcs. They were put to work digging away sand and rock from the secret door entrance in area 15, and are exhausted. If anyone attacks them, they will cower and try to escape but will not attack back. They want only to flee this place, and will prove uncooperative in all other respects but this.

17: Drain Pipe

This entrance into the dungeon levels under Jawarl Avignon cannot be seen from above, because it opens out underneath a rocky overhang. Any character who approaches the fortress along the beach to the north and comes within 40 feet of the drain pipe opening has a 1 in 4 chance of noticing it. The pipe is an open-ended clay pipe about 2 feet in diameter; only a gnome or halfling wearing leather or no armor can enter it and crawl through. It leads up at a steep angle for the first 60 feet of the route, requiring any character entering the pipe without assistance (rope, etc.) to make a successful "climb walls" roll; failure indicates that the character has taken 1-4 points of damage from stumbling inside the pipe, and another 2-12 points of damage from a tumbling fall out of the pipe and down the steep slope to the beach. One character may intentionally or accidentally (if he is standing at the pipe entrance) break the fall of another adventurer falling out of the pipe; in such a case, each of the two characters involved will take 1-6 points of damage. After the initial steep incline, the slope of the pipe evens out, and it traverses another 80 feet before opening out into the first dungeon level at area 25.

If anyone is down on the beach walking around, there is a 1 in 6 chance each turn that a crabman (HP 19) will emerge 20-80 feet away from the nearest character and will move in immediately to attack. Crabmen have quickly learned to frequent this area because of the large number of bodies that were dumped down the cliffside by the attacking orcs.

The cliffs that jut up from the narrow beach are rocky and very steep; climbing up or down the cliffside is only possible for characters with "climb walls" ability.

18: Dungeon Staircase

At the top of the stairs is an armored orc (AC 6, HP 7) with a scimitar and shield. He will defend the stairs, shouting a warning to his confederates below if he is attacked.

This staircase descends 30 feet to the first level of the underground complex beneath Jawarl Avignon. The dungeon has an 8-foot-high ceiling everywhere unless otherwise noted. Dirt and dust show everywhere, orc bones and relics are common, and the footprints of rats may be found virtually anywhere on this first dungeon level.

The air is stale and bad, and every half hour (3 turns) characters must subtract one point from their strength and constitution scores, if they are not magically protected against the effects of the environment. This loss is temporary, and is restorable at the rate of one point (for each ability) per turn, up to original totals, for every turn that affected characters are exposed to fresh air. If either a character's strength or constitution drops to 2, the victim will pass out and remain unconscious until brought back to the surface (but will not continue to lose ability-score points).

A ***slow poison*** spell negates the effect of the bad air for the duration of the spell, but without loss of hit points. A ***water breathing*** spell allows the same immunity to the effects of the air, as does the psionic discipline of ***body control.*** Certain magic items (such as Serga's ***necklace of adaptation)*** are also useful in this regard. A ***neutralize poison*** spell will immediately negate all previous effects of the bad air suffered on the recipient's current excursion into the dungeon, but will not prevent the process from beginning anew. The rats and spiders on this dungeon level have adapted to the air over the decades, and are not affected by it.

Note: The bacteria that produced the plague of Mondru's time have entirely died out — but the characters won't know this. By "playing up" the effects of the bad air, the DM can make it appear as though the characters' weakness is the result of disease.

Baktar (see area 19) and the sergeant orcs are affected by the air just as characters are, but they are too consumed by their purpose to care. These three orcs have only recently taken up their posts; Baktar can go for 7 hours below the surface before passing out, and the sergeants can last for 5 hours.

Dwarves and gnomes, and anyone with the secondary skill of miner, will be able to tell that the first level of the dungeon was originally worked by humans, then overlaid later with orcish stonework.

19: Pillared Hall

In the entryway to this room lurks the half-brother of Serga Ulmus, Baktar Ulmus (AC 4, HD 2, HP 11, broadsword and shield, Str 17 (+1 to hit & damage), alignment lawful evil) with his two orcish bodyguards (AC 6, HP 8 each). They will be prepared to charge out and attack any non-orc reaching the bottom of the stairs, the sergeants attacking first. They intend to allow Serga a chance to get to Alkarg, and will not retreat from this location. (Serga has already gone on deeper into the complex, using a ***light*** spell cast upon a bone).

If characters examine this room, they will see it to have been a sleeping area for orcish warriors. Ruined weapons and armor line the walls, and skeletons of plague-stricken orcs are piled in the southern alcove of the room. Orcish graffiti covers the stone walls and pillars, nearly all of the writings and etchings being pleas to Gruumsh to end the plague, and curses on elves in general.

Footprints are noticeable on the floor in the area of the doorway into area 20, indicating that three orcs and a human (Serga is wearing human-made boots) went into area 20, then turned around and came out the same way.

20: Side Room

This area contains only some dust and bones — plus a strange-looking section of the west wall where some ancient writing made with candle black has been smeared and rendered illegible. Anyone who reads orcish will recognize, from what little is readable, that the writing was in the orcish language and gives directions to a tomb or resting place. If they are captured, Baktar and the orc guards will tell the party nothing of what the writing says. (They can't read, Serga didn't translate for them, and they'd never tell if they ***did*** know.) Even a ***charm*** or ***ESP*** spell would be useless here.

21: Hall of Heroes

The northern corridor leading to this area has many orcish sayings scrawled upon it, such as "Might make right!" and "Death to Elves!"

In the chamber, lined up evenly along the north and south walls, are 10 crudely sculpted statues of orcish battle leaders and chieftains. The stone helm of each statue contains runic letters of unfamiliar design carved into it, but none of the runes (nor the statues) are magical. Orcish writing on the walls informs the reader that these are orcish champions who survived the assault on

Jawarl Avignon, and that each slew a minimum of 50 elves (an outrageous boast by any standards).

Behind the statue in the southwest corner of the room is a +2 dagger of elvish manufacture, tossed there long ago by a careless orc who didn't know the item's true worth.

22: Hall of Trophies

At the doorway to this room is a low tripwire; each character who is unaware of the wire has a 75% chance of snapping the wire as he enters the room, releasing the trigger on the small ballista in the western alcove. The ballista's bolt will fire directly east; characters standing in the long corridor that runs through areas 21 and 22 are in the line of fire. Roll for the bolt's chance to hit each target in order, treating the attack as if made by a 4 HD monster. The bolt affects only the first character it strikes, doing 4-14 points of damage.

The ballista is hidden behind a faded tapestry showing Gruumsh in battle, spear raised over his head while he tramples elves underfoot. Hung by chains on the north and south walls of this chamber are 10 elf skeletons, none of them containing any unusual or identifying marks.

23: Minor Hall

This relatively small pillared hall is sealed off from the corridor by a severely jammed wooden door. However, virtually all of the bottom half of the door has been torn or chewed away (the work of giant rats). Characters can pass through the hole in single file on their hands and knees if they so desire. As soon as the first character entering the room gets halfway through the hole, a large spider (HP 6) will drop from the back of the door, where it was perched, onto the character's back. The spider will attack immediately (bite at +2 for 1 point damage, save vs. poison at +2 or die) and will cling to the back of its victim, making repeated attacks until the spider itself is hit by an attack from a second character and knocked free of its victim. If characters choose to break down or push open the upper part of the door instead of crawling through the hole, the door will yield if it takes 6 points of damage or if a character or pair of characters makes a successful roll to bend bars/lift gates.. If the door is "opened" in this fashion, the slab of wood will fall inward, crushing and killing the spider that lurked on the other side.

Inside the room are three stone pillars encased in spider webs, and webs also fill the southern section of the room. The bodies of some giant rats hang in the webs, and five large spiders (HP 3, 4, 6, 7, 8) are lying in wait, clustered in the area between the three pillars. They will attack if anyone sets fire to their webs, or if any character tries to enter the room beyond the northernmost pillar. The webs are very flammable, and will go up quickly if set afire, but each spider has a 1 in 6 chance of escaping the fire, and surviving spiders will attack the characters any way they can.

The minor hall appears to have been the chamber of an orcish sub-chief or chief long ago; various decayed trappings and relics litter the room. There are no skeletons here, however. In the southern alcove of the room (only barely discernible to an observer unless the webs are burned or cut away) is a set of iron double doors in an opening 7 feet tall and 8 feet wide. Inscribed upon them in a crude and almost illegible hand is the orcish inscription "The Tomb of Mondru the Conqueror." Dwarven characters will notice that this is a shabby entrance, even by orcish standards. In actuality, it is a hastily made set of false doors with a concealed pit trap dug in front of them. Anyone stepping on the trap has a percentage chance equal to the character's weight (counting equipment) minus 40; thus, a character weighing 110 lbs. has a 70% chance of triggering the trap. Use armor, shield, and equipment weights as given in the DMG. See area 34 on the second dungeon level if a character falls into this pit and down the shaft.

24: Main Corridor

The main corridor on the first dungeon level is 10 feet wide and L-shaped. There is a 1 in 6 chance per turn of encountering 1-4 giant rats in this area; otherwise there are no wanderers. These rats will be in addition to any others encountered throughout the dungeon, and are assumed to have come from areas 25, 26, and 27. If these three areas are cleared of rats, there will be no other wandering rats encountered on this level.

Several orcish skeletons and miscellaneous items litter the dusty hall. One of the skeletons holds a non-magical spear with a red-painted head; if anyone grasps the shaft of the spear, the rotten wood will disintegrate. A number of torn spider webs appear in the hall, some with giant rat bodies in them, but none of them are inhabited by spiders.

Any character with tracking ability will notice footprints in the dusty floor, leading around and under the webs. The lone traveler was obviously using a light of some kind. Rangers will discern that the traveler was man-sized and very sure of foot, and passed by this spot within the hour.

25: Lair of the Wererat

Any sounds of fighting coming from area 24 or area 19 will alert a recent visitor to the dungeons of Jawarl Avignon — a wererat/human illusionist named Muryar Kimuk. Muryar arrived at the ruins two months ago, discovered the drain pipe at area 17, and crawled into the dungeon while in his giant rat form. He quickly made friends with the true giant rats in the dungeon and now lives a reasonably comfortable and solitary existence in areas 25 and 26 (when he isn't scouting around outside for food; several hunters in recent weeks have been slain by him). Because of his access to the open drain pipe, Muryar does not suffer any adverse effects from the air in the dungeon. He is reluctant to leave his two-room domain because of the air, and he has also heard tales from the giant rats about strange and terrible traps within the ruins. Muryar keeps one small candle burning in his room for illumination; the light cannot be seen unless the room is entered.

Room 25 has been cleaned of all dust and bones, and the floor is padded with dried straw and grass. A large stone tub, once used for food preparation when the orcs lived here, sits in the northwest end of the room; the drain pipe from area 17 leads up into the bottom of this fixture. A pile of 15 daggers, souvenirs of Muryar's successful kills, is in the northeast corner of the room; three of the daggers are jeweled and worth 75, 120, and 190 gp. Littering the floor under the straw are 22 gp and 53 sp.

Muryar Kimuk
(wererat/4th-level illusionist)

Str 13, Int 17, Wis 12, Dex 18, Con 14, Cha 8

Lawful evil alignment

Attacks and saves as a 3 HD monster (in giant rat and ratman form) or a 4th-level illusionist (in human form).

AC 6 (in either form), HP 14, hit only by silver or magical weapons (in either form), Age 35, MV 12"

Languages: Common, alignment, wererat, orcish.

Spells known (usable only in human form) : ***color spray (x2), wall of fog, blur, in visibility.***

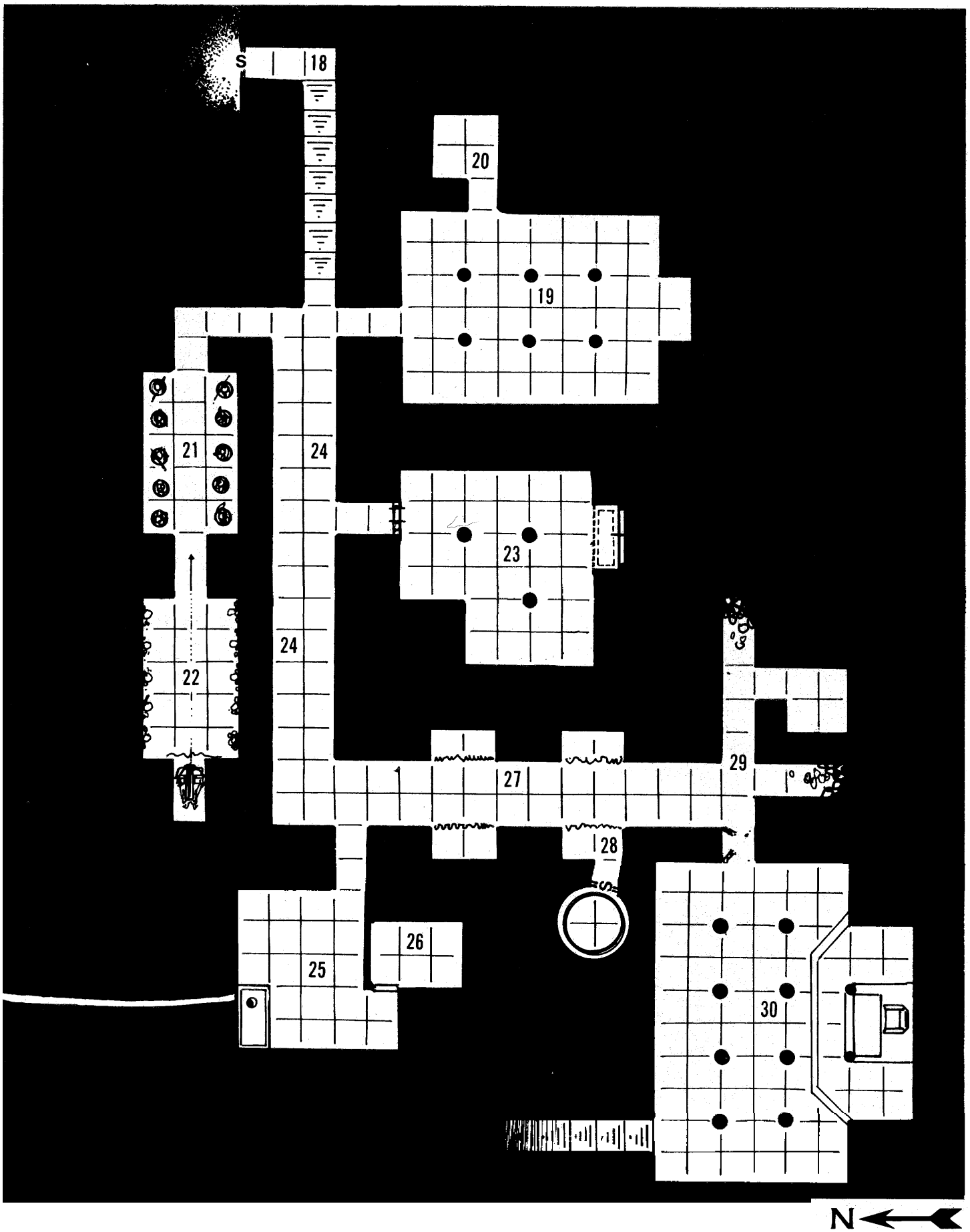
Possessions: 4 daggers; gold ring (75 gp); 3 gems (100 gp each); 162 sp (old orcish mint); ***brooch of shielding*** (always worn).

Attacks as a lycanthrope: in giant rat form, bite 1-3; in ratman form, bite 1-4 or use daggers (throw 2/round and stab).

If necessary, Muryar will summon 2-12 giant rats from area 26 to do his bidding; the rats will arrive one round later, and other rats will emerge from the room at the rate of 1-4 per round thereafter (until all 20 of them are out) and will join in a battle on their own initiative.

Muryar heard the orcs enter the dungeon earlier, and a while ago he heard the sound of Serga Ulmus going past his lair, but Muryar has no idea of what is going on, and he wants to stay out of the way of this unknown activity. If discovered, Muryar will stay in his human form, casting his spells until they are exhausted or the fight turns against him. He will cast ***blur*** upon himself before engaging in combat, then will cast ***color spray*** while the rats are attacking. If he must flee, he will use ***wall of fog*** to fill areas 25 and 26 (as well as most of the main corridor outside these rooms) with mist. He will then cast ***invisibility*** on himself and assume giant rat form one round later. (He cannot attack during the round in which he changes forms,) Then he will crawl down the drain pipe, leaving all his possessions behind except for his ***brooch of shielding*** (which he carries in his teeth). The giant rats will cover his exit.

Muryar may summon and control the rats while performing any other action during a



First level underground

Scale: 1 square = 5 feet

round; he could, for instance, summon rats and then cast a spell at the party while the rats attack the intruders. Because he wants to be left alone, Muryar will not initiate any attack upon the party until his room is entered.

26: Side Room

This room contains a great deal of debris and litter, and orc bones are scattered everywhere. In the southeast corner of the room is a locked iron chest with Muryar's illusionist spell book inside, plus 140 cp and a carved silver ring worth 25 gp. The spell book contains 1-4 other spells (besides those Muryar already carries) of 1st and 2nd level power.

There are giant rats in this room, an original total of 20, all of whom are very favorably inclined toward Muryar. If any of these rats are still in the room (because they haven't run to join the fray in room 25), they will attack as soon as anyone besides Muryar enters this room, and as many as eight of them may bite a single person at one time. Assume that each of these rats has 2 HP, to avoid making separate hit-point rolls for each one, or roll hit points individually if desired.

27: Curtained Alcoves

There are four alcoves here, each with a 5 high ceiling and hidden behind a faded, dusty wall hanging. The alcove in the northeast is the lair of 4 giant rats (3 HP each), and the southeastern alcove is filled with old spider webs (but no spiders). The web-filled alcove has an orcish skeleton in it clutching a well-made broadsword worth 150 gp.

The footprints mentioned in area 24 (the main corridor) continue through to area 30.

28: Well Entrance

This 5-foot-high alcove is also (like the alcove in the southeast corner of area 27) filled with spider webs and debris, but after the webs have been removed characters will see a short corridor leading west and ending at a blank wall. An elf, half-elf, or dwarf has a chance of detecting the secret door (a "shifting wall"), and if detected, the door can be opened by pushing on one side of it and succeeding in an attempt to band bars/lift gates. Two characters may combine their percentage chances in one attempt if so desired. If opened, the door pivots on a central pole (like a revolving door) and opens onto the dry water storage tank (see area 5).

The bottom of the tank is 30 feet below the floor of the alcove. Anything dropped from this height to the bottom of the tank has a 90% chance of disturbing the yellow mold that lies there; if this happens, anyone standing within 5 feet of the opened secret doorway has a 50% chance per round in each of the next 6 rounds of being affected by the spores (1-8 damage, save vs. poison).

29: Collapsed Halls and Small Room

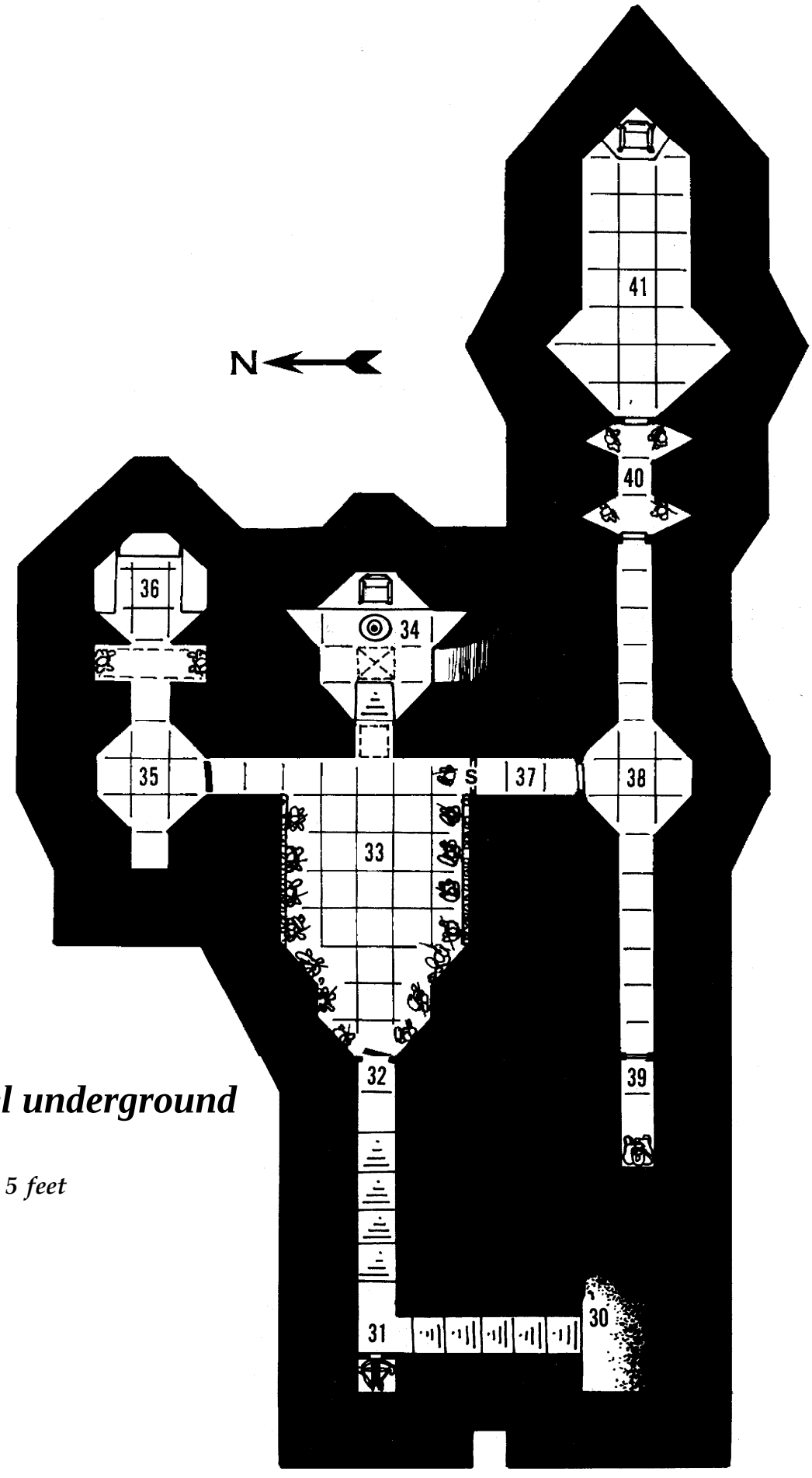
This end of the ruined corridor suffered some damage in a rockfall a century ago. Two 5-foot-wide corridors are not buried under rubble, and only one room in this area survives intact. A dwarf or gnome who successfully detects for unsafe stonework will find that the ceiling in the 10-foot-square room is in danger of collapsing. The floor in this room is littered with more than 40 orc skeletons, tossed about in a chaotic fashion (this room served as an emergency interment chamber during the height of the plague that killed the orcs). If anyone searches the room, the DM should roll d4 every turn; if a 1 turns up, the ceiling in the room makes a gentle popping sound, and some dust falls to the floor, but nothing else happens. It will take 6-9 turns to completely search through the room and all the skeletons in it; the ceiling is not detined to collapse for another year.

30: Temple to Gruumsh

The footprints in the main hall (through areas 24 and 27) lead up to the entrance to the temple; on the floor at this location are bits and pieces of the rotted wood doors that have been smashed apart by weapon blows.

Inside the temple are eight stone pillars, each depicting an armored orcish warrior holding a spear erect. The raised portion of the temple is two steps above the floor in the southern end of the room; between two other pillars is an old altar behind which sits a throne made of rock. An elaborately armored orcish skeleton in black plate mail is sprawled upon the throne, and 32 orcish skeletons stand or lie in various positions around the room. Many of the dead appear to have assumed stoic positions, leaning against pillars to keep their bodies from falling.

A search of the room will reveal no treasure except on the leader-type occupying the stone throne. He has one magical ring on each hand, and each of them is worth 2000 gp. The rings have an engraving of a lidless eye, inlaid with an iris fashioned from a ruby. Any orc of half-orc who wears both of these rings at once will gain +2 on all saving throws, and will never be affected by ***cause fear, scare,*** or ***fear*** spells as long as both rings are worn. Any other character or creature who puts on both rings at once will be subject to a curse of opposite effect: -2 on all saving throws, and automatic vulnerability to the three types of magic mentioned above. The ill effects will continue to function even if the rings are removed. (They can be easily put on and taken off, and the curse can affect any number of victims.) Wearing just one of the two rings has no effect. Only a ***remove***



Second level underground

Scale: 1 square = 5 feet

curse spell from a good cleric can negate this curse.

A staircase leads down further into the dungeon from the north wall. Anyone with mining skill who speaks orcish, or any dwarf or gnome, will notice that this staircase (and the entire second dungeon level) was carved out by orcish workers, and was apparently added some time after the first level of the dungeon complex was built.

The air in the dungeon is just as bad on the lower level of the complex as it is on the first level; the DM should continue to keep track of time elapsed in the dungeon and the corresponding strength and constitution losses suffered by those within.

31: Surprise Landing

The first flight of stairs descends 20 feet to a landing, and another flight of stairs goes down and to the east. On the landing, just before the start of the second staircase, is a trip-wire across the path. Anyone passing through this location unaware of the wire has an 80% chance of triggering the ballista trap built into the wall to the west. The bolt from the ballista strikes as a 4 HD monster, doing 4-16 points of damage to anyone immediately in front of it at the top of the stairs; in addition, the impact of the bolt will knock the target character forward and down the stairs to the bottom, doing another 2-12 points of damage to the victim.

Characters less than 3½ feet tall will not be in the horizontal path of the bolt, but anyone who trips on the wire must roll his dexterity or less on d20 or fall down the stairs for 2-12 points of damage. If a character passes the trip wire without setting off the trap and is on his way down the stairs when a second character trips on the wire or is struck by the bolt, the first character must also roll his dexterity or less on d20 or be knocked down the stairs for 1-8 points of damage.

The ballista can only fire once, and is useless thereafter. The footprints of a lone traveler are barely visible on both sets of stairs (Serga detected and avoided the trap when he passed this way a short time earlier).

32: Iron Doorway

At the bottom of the second staircase is an iron door, now ajar (its lock was picked by Serga, and he left the door open in his haste). Carved on the door in orcish is this legend:

Here is the hall of He-Who-Watches,
The War-God of Alhurmus, his torch and spear,
The servants and slaves he has judged.
Great is the Eye
That Sees All, for
It Sees You.

33: The Black Hall

As the Dungeon Master examines the map of the second dungeon level, it will be seen that the entire level is carved out in a vaguely humanoid form. The orcs who took over Jawarl Avignon (or Alhurmus, as it came to be known) worked over a 5-year period to tunnel out a great temple/mausoleum complex in the form of their deity Gruumsh. Area 33 is his chest, paved with black marble to represent the deity's plate mail; area 34 is his head; areas 35-36 represent his right arm holding a torch aloft; areas 37-41 are in the shape of Gruumsh's left arm as it bears his iron spear. As characters explore the complex, the DM should not tell players what each area represents; let the adventurers figure it out for themselves. (Crommard, if he is with the party at this point, will not recognize the outline of the dungeon level for what it is.)

Areas 33 and 37 are completely paved with slabs of polished black marble. Lining the walls in area 33 are the standing skeletons of 15 orcish guards in black plate mail, each equipped with an iron spear. The skeletons may be easily knocked over and are not animated. The stone walls are decorated with the skulls of many elves and humans, set upon shelves so that they look out upon the room, and many suits of armor, worthless furs and pelts, and other grisly trophies of orcish warfare. No footprints are noticeable in this hall beyond 10 feet from the western doorway, so characters cannot tell where whoever made the tracks went from here. There is a secret door in the southeast corner of this room, behind an orc skeleton.

Unknown to everyone, adventurers and orcs alike, Serga is hiding in this room, behind a pelt and an orcish "guardian" on the northern wall (the fourth skeleton in line, counting eastward from the west door). He cannot be detected unless someone uses a ***detect evil*** or ***detect invisibility*** spell (in which case the area Serga occupies will be the source of strong emanations) or begins tearing items from the walls and bashing all the skeletons. If discovered, Serga will charge into battle at once and will fight to the death.

Serga will not be hiding, and will be subject to surprise, only if the adventurers have been completely silent while descending the stairs and passing through the doorway at the end of area 32. If he is not surprised, Serga ***was*** trying to locate the secret door leading to area 37 when he heard the adventurers arriving at the doorway at area 32. He then hid, and will wait in hiding (unless discovered) until the characters either leave the area the way they came or until they detect and open the secret door leading to area 37. If the adventurers get through this door, Serga will follow at a prudent distance as silently as possible, being sure not to be discovered, letting the group get ahead of him until characters manage to find area 40 and open the door to area 41. He will then rush up from behind to backstab or assassinate stragglers, after preparing for this onslaught by casting ***protection from good*** on himself. He will use his ***command*** spell ("Sleep!") and ***hold person*** spell (against up to 3 opponents) before closing to hand-to-hand melee. Serga has already used his ***light*** spell (the bone he cast it upon is wrapped carefully in his clothing and cannot be seen) and his ***find traps*** spell (now expired). See area 41 for special details.

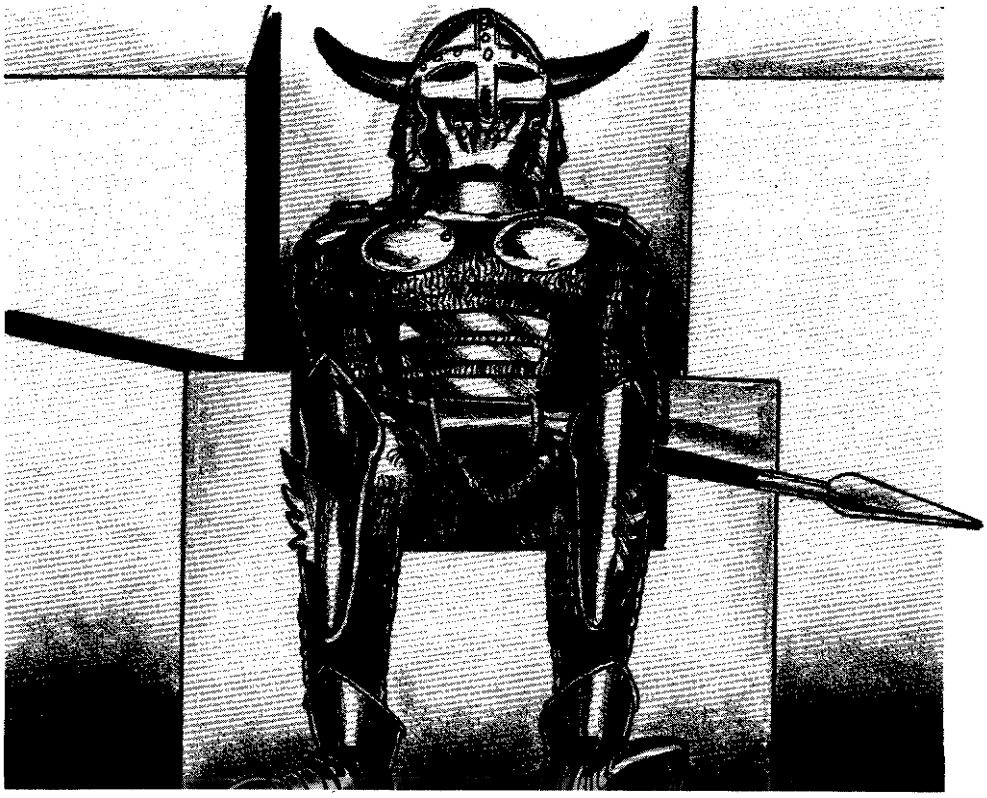
34: Room of Judgment

The entrance to area 34 is obvious and intriguing; past a 5-foot-wide opening (Gruumsh's neck) can be seen an oddly shaped room. A dwarf has a chance to detect the stonework trap at the entrance, as does a thief, but only if the character has declared his intention to conduct such a search.

A short flight of stairs descends 5 feet into the room. The floor of the room is stone, and the 10-foot-square section of floor at the base of the descending stairs is covered to a depth of about 2 feet with the bones of humans, elves, and orcs. A 3-foot-high oval altar-like structure with the top painted to look like an eye rests near the center of the chamber, and beyond it to the east is a 5-foot-high raised platform with a huge throne upon it. Seated on the throne is an enormous armored orcish skeleton clutching a 10-foot-long spear that is laid across its knees. The figure is so hideous that anyone gazing upon it with even moderate illumination must save vs. spells at +2 or be affected as if by a ***scare*** spell (and note that elves, half-elves, and clerics are subject to this effect). The armored skeleton does radiate magic if such is detected for. It is AC 3 and will take 10 hit points of damage before it falls apart. There is nothing on or around it to identify the skeleton as that of Mondru IV or any other "famous" orc.

If any character steps onto the pile of bones between the stairs and the "eye," there is a 70% chance that the stonework trap beneath the bones will be triggered. As the floor settles slightly and makes a "clunk" sound, the 5-foot-square ceiling over the "neck of Gruumsh" will start sliding down, revealing itself to be a great stone slab that threatens to trap intruders inside the chamber. Characters in the chamber must roll their dexterity or less on d20 to get out of the room and back to area 33 before the slab falls so far that an easy escape is impossible. Anyone who fails this roll must save vs. paralysis to successfully dodge back into room 34, or else they will be crushed beneath the slab. When the slab grinds to a stop, the huge orc skeleton (or its skull, if the body was broken apart) will appear to laugh deeply and will say in orcish: "So sets the judgment of He-Who-Watches. You shall join the ranks of those who sleep at my feet for all time to come." The ***magic mouth*** will then cease to function. The spear, of course, is non-magical.

Characters may also unwittingly enter this room by falling through the floor in area 23 on the first dungeon level. After a 30-foot drop through a section of the shaft liberally covered with old spider webs (which will slow the character's fall), the victim will hit a slide and tumble into the room. There is a 30% chance that the victim will slide far enough to set off the stonework trap (by disturbing the pile of bones); otherwise, the character will come to a stop in the 5-foot-square area at the base of the slide. The



victim will suffer 2-8 points of damage from the fall and the slide and will be completely covered with webs, as per the magic-user web spell in all respects, except that the web has an unlimited duration (until broken, pulled off, or burned away), and the entrapped victim has no chance of being suffocated by the web.

Only characters who can climb walls have a chance of being able to escape from this room after the trap is triggered; this can be accomplished by climbing up the slide and ascending the shaft to the first dungeon level. (In such a case the webs lining the shaft can be avoided; they do not cover all the surfaces, only most of them.) If this escape route is used, characters who succeed in climbing the shaft may have to deal with the spiders in area 23 if these were not slain beforehand. Characters unable to climb walls can only call out, in the hope that they will be heard "upstairs" in room 23 or the main corridor immediately outside of that room; no sound will pass through the stone slab.

35: "Right Fist" Room

The iron doorway to this room has an inscription reading (in orcish):

Flames devour thieves who
Seek the riches of the tomb.
So is the judgment of
He-Who-Watches.

The door has no lock and may be opened normally. The room behind it has huge murals painted on the walls, depicting orcs in triumph over all foes of every race known to the orcs.

To the east (room 36) can be seen two alcoves and another octagonal room, in which lie three stone biers.

36: Tomb Room

As characters approach this area, they will encounter a glyph of warding laid down long ago by a half-orc cleric (using a scroll spell). Only a detect magic or detect invisibility spell will permit detection of this trap. Anyone crossing this area on foot without passing the glyph safely will trigger the glyph for 12 points of fire damage (half damage is save vs. spells is made).

The alcoves to the north and south just before the entrance to room 36 each contain an armored orc skeleton with its body cavity filled with bladders of oil and bags of wood shavings. There is a 20% cumulative chance in the 5 rounds following the explosion of the glyph that the burning wood inside the skeletons will cause the oil bladders to explode, setting the entire entranceway afire for 10-40 rounds thereafter and doing 1-6 points of damage per round to anyone caught within the fire before the victim can escape to (relative) safety on one side or the other. Thick, black smoke will fill areas 35, 36, and 33 (if the door leading to that area was not closed) within four rounds after the entranceway catches on fire. Anyone caught within the smoke must save vs. poison or choke, unable to do anything other than move at 6" speed. Normal visibility will fall to 2 feet for the duration of the fire and smoke.

If anyone successfully gets past the trap to area 36 (by leaping across the 5-foot-wide path covered by the glyph), that character (or characters) will see three orcish bodies on stone biers. The bodies are not identified in any way, but appear to have been powerful orcish leaders. One clutches a +1 scimitar, another has a pouch with 12 rubies (each worth 100 gp) in it, and the third has a cursed dagger that will not leave the hand of anyone who picks it up, and is -3 "to hit." Only a remove curse spell from a good cleric will allow an afflicted character to be free of the dagger.

37: Short Hallway

This short hall leads to an unmarked iron door. The floor is paved with black marble.

38: "Left Fist and Spear Shaft"

This room and the hallway that bisects it are tastelessly decorated with crude pictures and murals showing orcs slaying elves during the battle for Jawarl Avignon. Gruumsh is shown in various places killing elves with his spear, and a huge, scarred orcish chieftain of ogre-like proportions is shown destroying elves by the dozens with a flaming spear. The doors at either end of the corridor are made of iron and have no markings.

39: Small Temple

This narrow rectangular room is a small temple area devoted to Gruumsh. A 10-foot-tall iron statue of the deity stands in the west end of the room, towering over a small altar before it. The statue has a single ruby (2,000 gp value) for an eye, but its natural brilliance is somewhat dulled by elements in the air that have covered it with a layer of deposits. The ruby will not be noticed unless something in the room is providing illumination (light from the corridor will not do) and the statue is examined for 5 rounds. Getting to the ruby (without magical means) requires a "climb walls" roll (at -20%) to ascend the statue, a "remove traps" roll to get the ruby out of its setting without damaging it, and another climbing roll (again at a penalty) to get back down safely. The ruby can be rather easily pried out with the tip of a dagger, but unless a certain amount of care is taken (as indicated by a successful "remove traps" roll), the gem will be scratched and flawed in the attempt, reducing its value by 50%. The ruby, if it falls with the thief, must save vs. fall at -1 or shatter.

40: Room of Guardians

Shaped to resemble the spiked portion of Alkarg's head (see picture), this room has four skeletal orcs in armor, one standing in each of the four "spike" alcoves and being partially supported by metal frameworks. They appear to be particularly large orcs, but are not animated. Each is armed with an iron spear.

The iron doorway to area 41 has the following words engraved on it in orcish:

You have been chosen by He-Who-Watches
To meet destiny behind this door.
For Orcs, there is Power.
For humans and dwarves, Destruction.
For elves, there is Fire.

41: "Spearhead" Mausoleum

When the door to this room is opened, an irregularly shaped area will be visible beyond. About 80 orcish bodies are packed along the walls in this area, all kneeling down facing a large throne on a 2-foot-high

platform. The ceiling in this room is 12 feet high at the center, arched upward from the north and south walls.

On the throne sits an armored skeletal orcish chieftain, clutching across his lap a great grey spear with a wickedly barbed head. If any elves or half-elves are within 60 feet of the spearhead, it will be glowing orange-red with heat when the door to the room is opened, as if it had just been brought out of a forge furnace.

Kneeling just before the throne is a red-robed skeletal orc holding in its lap an amulet shaped like a skull. The amulet is usable only by neutral or evil clerics, and will cast animate dead once per day (as per the cleric spell, at 6th level of ability). A good cleric or paladin who touches the amulet will take 2-5 points of damage at once from electrical shock; no other character will take damage from it or be able to use it. The kneeling skeleton is dressed in the red robes of an orcish witchdoctor of Gruumsh (which Crommard will recognize at once); it was he who set this room in order, using the amulet and some invisibility spells. He arranged the orcish bodies, and then himself died of the plague.

If detect magic is cast in this room, the figure on the throne and the spear will be found to be magical, as will (if checked for) four other places where nothing of note apparently exists (spots A, B, C, D on map). A detect invisibility spell will reveal one invisible orcish skeleton, decked out in plate mail and spear, at each of the four locations. These skeletons are AC 3 and have 2 HD each (HP 7, 9, 10, 13); they do 1-6 points of damage per strike, and are otherwise like normal (animated) skeletons. They are turned as ghouls, not as normal skeletons (a special favor bestowed upon them by Gruumsh or one of his minions). They will become visible and attack the moment they are given the order to do so by the skeletal form on the throne, or when any one (or more) of them are attacked directly.

The skeleton on the throne is indeed Mondru IV, and the spear is Alkarg. Mondru IV becomes animated the moment anyone passes all the way through the doorway into area 41; the skeleton is AC 3, HD 4, HP 25, damage by weapon type.

The skeleton's first action, regardless of who or what passes through the portal first, will be to say in orcish (by means of a magic mouth spell) the following words, in a deep and rasping voice: "Come forward and hear the judgment of the one-eyed god, He-Who-Watches."

If an orc or half-orc is the nearest character and continues to approach the skeleton, Mondru will hold the spear out in front of its body and say, "He-Who-Watches has guided you here. This is Alkarg, the elf-destroyer. Take it, go forth, and conquer!" If an orc or half-orc takes the spear from the skeleton's grasp, all the animated skeletons in the chamber will de-animate and collapse into pieces.

But, if a non-orc enters the chamber first and remains nearest to Mondru IV, nothing will appear to happen following the opening message. If arrows or hurled weapons are launched at Mondru IV, or if a non-orc approaches within 10 feet of the skeleton, it will rise and appear to shout, "Death to those who defile the tomb of Mondru IV!!!" The four orcish warrior-skeletons will attack at this time, as will Mondru's skeleton itself.

If characters flee from room 41, the skeletons will pursue as far as the door to area 32 before going back to their normal positions, closing all doorways behind them. The warrior-skeletons will no longer be invisible, of course, but Mondru's magic mouth spells will repeat the same phrases for three more times before the spell is exhausted.

Note on Serga and Alkarg: If Serga enters room 41 during a battle involving the adventurers, none of the skeletal guardians will attack him. If he can get to Mondru's skeleton, the orcish chieftain will hand the spear to him at once and then disintegrate at once (along with the other skeletons), leaving Serga on his own. If possible, Serga will use his sanctuary spell to escape, not bothering to attack anyone. Since he is not yet skilled with the spear, Serga will suffer a -2 "to hit" with Alkarg (or any other spear), in addition to all other penalties or bonuses.

Serga will not be possessed by Alkarg (see below) when he grasps the spear unless he has been badly wounded beforehand; his "resistance" to the spear's influence is based upon his intelligence (16), orcish charisma (16), and assassin's level (4).

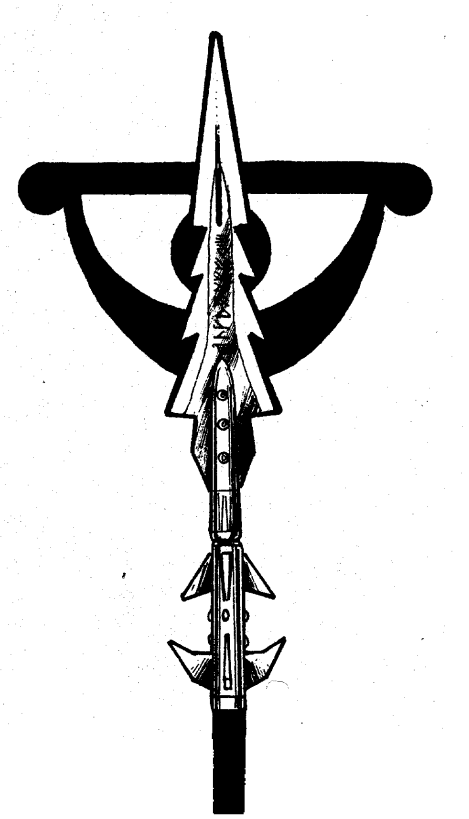
ALKARG ("Elf-Destroyer")

Alkarg is a spear made ages ago by orcish shamans to use in their wars against the elven folk. This weapon's shaft is made entirely of an unknown gray metal; the rune-covered spearhead is fashioned of iron. Normally Alkarg is a +1 weapon "to hit" and damage. When an elf approaches within 60 feet of the spearhead, it glows red-hot, and attacks made with the heated spear against any creature are at +2 "to hit" and damage.

If Alkarg strikes an elf, however, it is a +4 weapon "to hit" and damage (or +3 against half-elves). An elf who grasps Alkarg will take 4 points of damage immediately from heat (3 points for half-elves), no matter what part of the spear was touched. No other characters or creatures are so affected. The weapon radiates an aura of lawful evil.

Unknown to anyone, Alkarg is also intelligent (score of 12) and has an ego (12), and will attempt to possess any non-elf who grasps it. If it succeeds, Alkarg will urge the wielder to attack and slay all elves that are encountered, regardless of the consequences. The spear saves as hard metal with a +1 bonus, is immune to all fire-related attacks, and bestows to its (non-elf) wielder a +2 bonus to saving throws vs. fire-related attacks (but not immunity in any case).

If an orc or half-orc uses Alkarg, other orcs will regard the bearer as if he or she possessed an 18 charisma, because of the many tales and legends about the weapon



that have made it holy in the minds of the orcish folk. Alkarg is not an artifact, and may be safely destroyed in any one of a number of logical ways.

On Deities

At no time in this adventure, regardless of what occurs, will any deity appear. Any good-aligned characters should avoid saying Gruumsh's name (if they do say it, they may get twinges in their consciences, put there by the DM). No orc or half-orc will ever dare to speak Gruumsh's name aloud, and will instead say "He-Who-Watches" if they refer to him. Only shamans and clerics may use Gruumsh's name.

AFTERWORD

This adventure can continue from here in several ways. If the party doesn't stop Serga Ulmus from obtaining Alkarg, he will probably cause lots of trouble in the area and will have to be attacked by a stronger (or more refreshed) party later. Good-aligned characters, especially elves, should desire to destroy Alkarg as well as Serga (although the DM cannot require them or force them to do so). A low-level group, acting in concert, can accomplish a lot if all of the group members are careful and thoughtful.

Because of Alkarg's power and nature, it is advised that half-orc characters of 1st to 3rd level not be included in this adventure. This adventure may be set up as part of a "special quest" for such characters to undertake — alone — once they attain 4th or 5th level; if it is used in this fashion, eliminate the Ulmus family and the orcs who are trying to get into the dungeon and let only the solitary half-orc character enter the ruins without help. ("Only the strong survive," as the orcs are fond of pointing out. . . .)

WHEN THE FOUR OF CONSCIOUS MELD . . .

DISCOVER THE SECRET – COMPLETE THE QUEST!

AND GODS WILL TREMBLE AS YOU DECIDE THE FATE OF A WORLD

IN

COMSTAR ENTERPRISES' NEW FANTASY PLAY-BY-MAIL GAME

World of Velgor

You'll enter **THE WORLD OF VELGOR** and join the search for the remaining parts of the ROD OF WIZARDRY (one you already possess) as you learn that POWER RULES, MAGIC EXISTS, and DECEIT KILLS.

The current AGE OF POWER began many years ago when the ROD OF WIZARDRY was broken and the evil being called VEXOUS released.

VEXOUS, ruler during the AGE OF MISERY and arch-enemy of the lawful VELGOR, was about to destroy the final hope for a free world by murdering the last of the ancient wizards. Instead, these old mystics and VELGOR, transmutted their very life forces to empower what is now referred to as the ROD OF WIZARDRY.

When VEXOUS came to the wizards' castle, he found it heavily guarded. Fierce battle raged as the guards fought to delay VEXOUS so that the ROD could be completed; but VEXOUS eventually slaughtered them all and entered the castle. Surprised, VEXOUS could only watch as the waiting VELGOR invoked the power of the ROD.

But nothing happened. Casting a spell, VEXOUS knew the ROD was incomplete and with a wave of his hand, the beaten VELGOR disolved; the ROD dropped to the floor.

Thrilled, VEXOUS realized that he could possibly complete this mighty ROD and use it as he wished. With a thought, the ROD leaped into his hand. Instantly, the ROD flared and VEXOUS was absorbed! The power was unmistakable, VELGOR had added his will to the ROD! He had predicted that VEXOUS would lust for the power that a completed ROD represented. But it was VEXOUS himself which completed the ROD. By his own evil will, VEXOUS enslaved himself and freed the world.

Hundreds of years passed, and VEXOUS' continual exertion to break free remained quenched. Peace ruled and no one questioned the sacred law which prevented anyone from entering the room in which the ROD OF WIZARDRY lay. But magic had become prevalent and with it a thirst for power, until finally, the temptation was too great and the ROD was stolen.

Realizing that any use of the ROD would allow VEXOUS to escape, VELGOR sent his thoughts to the wizards; and in one swift desperate move, each relinquished their control. VEXOUS' now unrestricted force was so great that the ROD exploded and sent its pieces throughout the land. VEXOUS lacked his form for most of his ancient power remained fused in the parts. But he was free and VELGOR was not.

Thus did VEXOUS search the world, seeking all the parts of the ROD OF WIZARDRY and the answer of how to regain his power without releasing VELGOR.

Lacking his form, VEXOUS was unable to lift any part of the ROD. But by using his limited power, VEXOUS was able to aid each follower in finding a part. If you choose to be evil then you are a BLACK MASTER, one of VEXOUS' chosen and the wielder of a ROD part. As a BLACK MASTER, you must find the remaining parts and give the power back to the formless VEXOUS.

If you choose to be good then you are an adventurer who found a part and learned of it's history. Referred to as an ARCH-LORD, you must reform the ROD OF WIZARDRY and RE-ENSLAVE VEXOUS.

Only you, your apprentices, and your followers protect the part which you wield.

In the first turn, you'll assign your castle guards (each castle produces magic items), begin adventuring (you may run into a dungeon, city, sphinx, or more), and make the first difficult decisions in the game: will you be a **BLACK MASTER** or **ARCH-LORD**? And will you be a GENERAL, HIGH PRIEST, WIZARD, or EXPERT?

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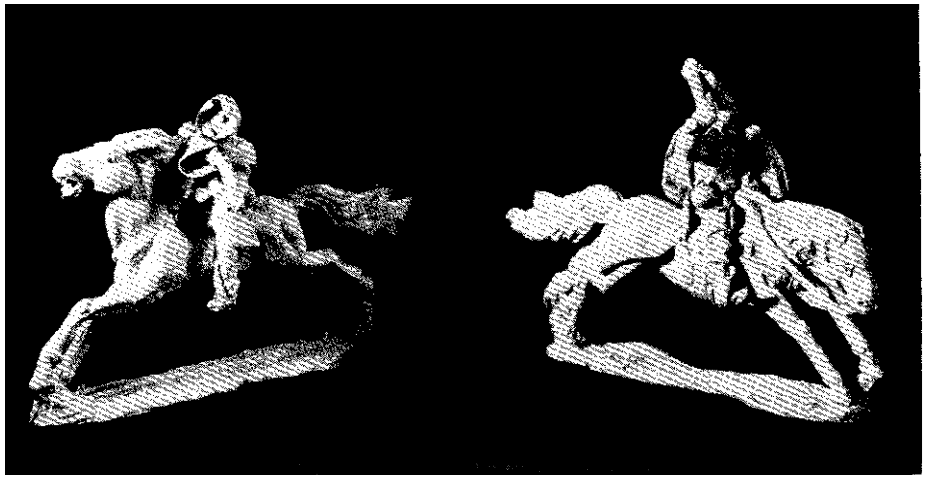
P. O. Box 560892 Miami, FL 33156

FIGURE FEATURE

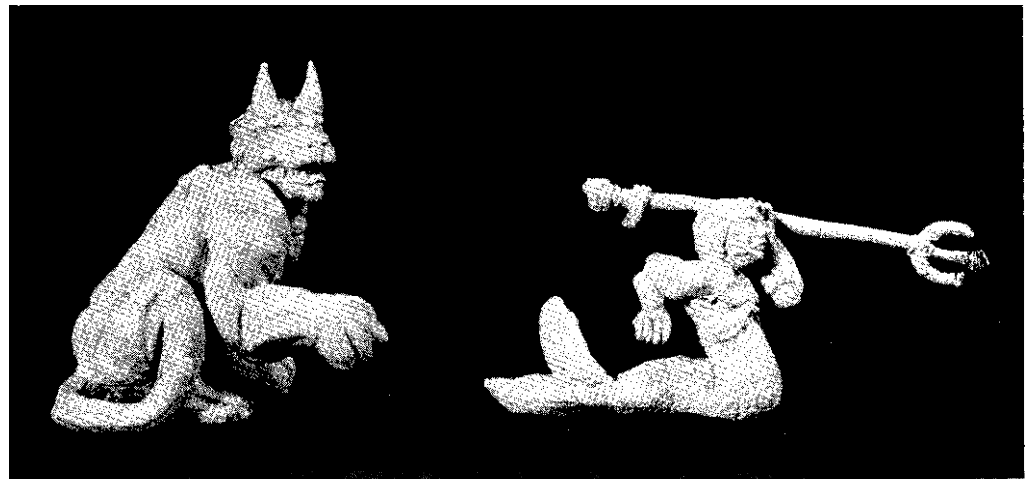


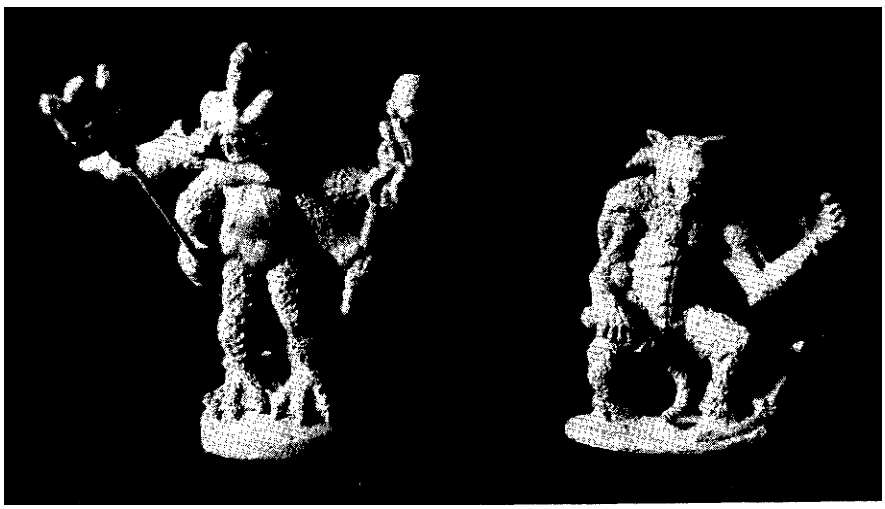
CITADEL MINIATURES U.S.
P.O. Box 12352
Cincinnati OH 45212
Mounted Fantasy Adventurers
Pictured: Mounted Necromancer and Mounted Evil Cleric

For those dioramists and gamers who like their favorite figure to be shown astride a metal steed, Citadel has created just the thing. A spinoff from the company's popular Fantasy Adventurers line (see issue #75 of DRAGON® Magazine), this line depicts all the same figures in riding poses with separate horses (except for smaller characters, like dwarves, who ride ponies). The selection is true to the appearance of the figures' unmounted alter egos and features the same high regard for detail and animation. The initial selection includes 34 different characters and mounts. Suggested retail price: $2.49 each.

SAXON MINIATURES
P.O. Box 121
Rockville MD 20850
Horned Cat Demon & Merman with Trident
(Sculptor: Conan Scanland)

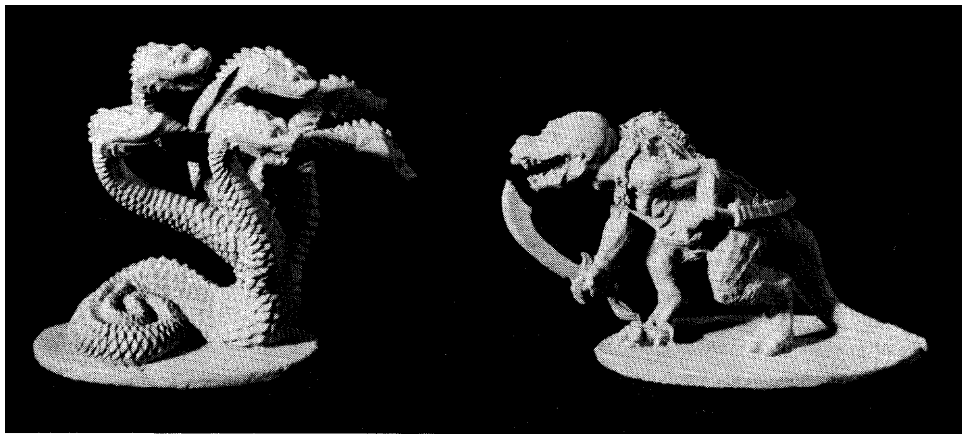
These two beasts are among Saxon's recently released monster figures. The demon cat is quite large (a 25mm scale human would come up to its nose) and looks like it could tackle a large party all by itself. The merman is also "outsized," and could be used either as a hefty version of the regular merman or, with proper painting, as some sort of sea demon. Suggested retail prices: Horned Cat Demon $2.98, Merman $1.98.





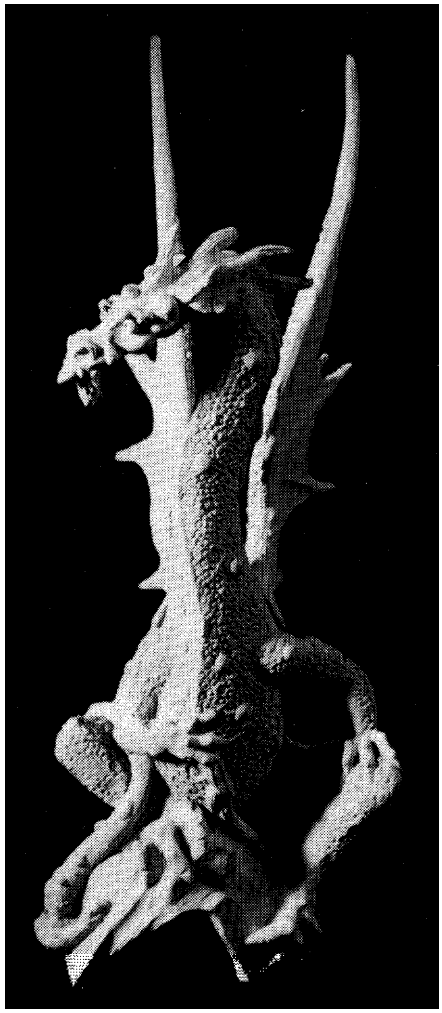
BROADSWORD MINIATURES, INC.
6990 Peachtree Industrial Blvd.
Norcross GA 30071
Monster Line
Pictures: Sea Troll & Demon

After keeping a low profile for a while, Broadsword has emerged as a rising star in the miniature figure industry. The sea troll is a good example of Broadsword's creative efforts with its four arms, octopus sceptre, and separately cast trident. The demon comes in a set called "Sorcerer Conjuring Demon" which includes a really nice mage. The demon holds a whip and comes with a sword that can be easily placed in its hand. The detail of this new line is very good, and the creativity in animation and subject matter seems to improve with each new release. Suggested retail prices: Sea Troll $3.25, Sorcerer Conjuring Demon set, $5.50.



RAL PARTHA
5938 Carthage Ct.
Cincinnati OH 45212
Collectors Line
Pictured: Hydra & Saurian
(Scupltor: Julie Guthrie)

The summer of 1983 was a banner season for monsters. New releases from Ral Partha included trolls, goblins, and other creatures from the dark and deadly realms. Two of the company's finest works during this period are shown here. The three-piece hydra is the best example of its breed that we've seen. The seven-headed masterpiece assembles easily and is precisely in scale with most human-size miniatures. The saurian is an interesting bipedal reptilian creature that wears furs and carries a scimitar and a dagger. It appears to be larger than most human miniatures, a fact that only enhances its appeal. Another intriguing release from Ral Partha, not shown here, is a three-headed troll that would not be terribly unusual — except that the heads are those of the Three Stooges. It's an ideal piece for the collector who has everything or the DM with a sense of humor. Suggested retail prices for figures shown: Hydra $4.00, Saurian $3.00.



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12158 Hamlin St.
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Pictured: Dragon Sitting on Cave
(Sculptor: Ron Spicer)

This month's menagerie is rounded out by one of the few large dragons released this year. This big bruiser is more than 5" tall (shown here at actual size) and consists of only three parts: the body sitting on the cave and the two wings. A couple of aspects make it unusual, the more notable being its pose. This is the only dragon we can remember seeing that seems to be intelligently watching or guarding something. Usually the big louts just lie there, waiting to be slain, but this dragon has a contemplative posture that makes it look more formidable. Another point of interest is the tail, which splits into three separate ends as it winds around the creature's body. While this figure cannot easily be used for moving around during a game, it's perfect for a challenge-type scenario and should make the central point of a terrific diorama. Suggested retail price: $12.00.

Text by Kim Eastland

Photos by Scheibe Studio

SF/gaming convention calendar

EARTHCON III, Oct. 7-10
A large convention formerly devoted to science fiction but now also featuring a number of gaming competitions and events. Four popular fantasy/SF authors — Marion Zimmer Bradley, Katherine Kurtz, Jacqueline Lichtenberg, and Jean Lorrah — will be special guests. The site is the Charter House Inn, Euclid, Ohio. The registration fee is $20 for the entire convbention, or $10 per day at the door.

SUNCOAST SKIRMISHES '83, Oct. 14-16
Historical and adventure gaming, demonstrations, and seminars will be held at the Holiday Inn Central Convention Center in Tampa, Fla. For more information, phone (813)831-1762.

ROCKCON, Oct. 22-23
At Rockford Lutheran High School in Rockford, Ill. Admission is $3 a day, or $5 for both days for those who pre-register. For details, call (815)624-7227, or write to RockCon, 14225 Hansberry Road, Rockton IL 61072.

WORLD FANTASY CONVENTION '83, Oct. 28-30
This annual extravaganza moves to the Midwest for its ninth running. To be held at the Marriott O'Hare in Chicago, it will feature Robert Bloch as toastmaster and Gene Wolfe, Manly Wade Wellman, and artist Rowena Morrill as special guests. Memberships are $30 in advance, $35 at the door if any are still available. Contact: World Fantasy Convention '83, P.O. Box 423, Oak Forest IL 60452.

NECRONOMI-CON 1983, Oct. 28-30
Piers Anthony and Robert Adams are guests of honor for this Halloween weekend convention at the Holiday Inn in downtown Tampa, Fla. Memberships are $10 until Oct. 15, $15 at the door if available. For details: Necronomi-Con, P.O. Box 2076, Riverview FL 33569.

UTHERCON 2, Nov. 12
This one-day convention offers 18 hours of continuous activity, with at least 10 events always going on at any time. To be held on the campus of the University of Texas at Austin. Advance registration is $3 until the end of October, $5 thereafter (event fees not included). More information is available from UtherCon, 3212 Red River #109, Austin TX 78705, or by calling (512)477-1704.

CONCENTRIC 83, Nov. 18-20
A fantasy/SF/gaming convention to be held at the Holiday Inn West in Columbia, MO., featuring Jack Chalker as guest of honor. Contact: ConCentric, P.O. Box 7514, Columbia MO 65205.

CONTACT '83, Nov. 18-20
A gathering for SF fans and gamers, sponsored by the River City Science Fiction Association, to be held at the Evansville Airport Sheraton Inn on Highway 41 North in Evansville, Ind. For more information: ConTact '83, c/o RCSFA, P.O. Box 3894, Evansville IN 47737.

FANTASY FESTIVAL, Nov. 25-27
The Sheraton Park Central Hotel in Dallas, Tex., will host fantasy and SF celebrities and fans on Thanksgiving weekend. The list of more than a dozen special guests includes Roger Zelazny, C. J. Cherryh, Alan Dean Foster, and Richard Pini. Memberships are $10 in advance, $12 at the door, and a one-day ticket is $5. Contact: Dallas Fantasy Festival, 1017 Birchwood, Garland TX 75043.

FANTEK EVECON, Dec. 30 - Jan. 2
For gaming and SF enthusiasts, to be held in Reston, Va., and sponsored by the FanTek (Fantasy Technics) organization. Pre-registration fee is $12 before Dec. 1 ($10 for members), and admission is $15 at the door. Contact: FanTek, P.O. Box 128, Aberdeen MD 21001.

DRAGONCON, Jan. 6-8
A gaming event to be staged in Portland, Maine. For details, contact The Dragon's Keep, 93 Ocean St., South Portland ME 04106, phone (207)767-5086.

CRUSADER CON III, Jan. 13-15
To be held at the Metropolitan State College Campus in Denver, Colo. Registration fee is $8 until Jan. 1, $10 thereafter. For more information, write to The Auraria Gamers Club, Metropolitan State College, 1006 11th Street, Box #39, Denver **CO 80204.**

PIRATE CON, Jan. 28-30
At the Ramada Inn in Amarillo, Tex. For details, write to Pirate Con, c/o Starbase Amarillo, P.O. Box 30961, Amarillo TX 79120.

WISCON 8, Feb. 24-26
Noted writers Jessica Amanda Salmonson and Elizabeth A. Lynn are guests of honor for this SF/gaming event at the Inn on the Park in Madison, Wis. Memberships are $11 until Feb. 1, or $16 at the door. Children under 12 are admitted free if accompanied by an adult member. Contact: WisCon 8, P.O. Box 1624, Madison WI 53701, phone (608)251-6226 (days) or (608)233-0326 (evenings).

GAME FAIRE '84, Feb. 25-26
A wide variety of gaming attractions is offered at this fifth annual event, held on the campus of Spokane Falls Community College. Proceeds from the weekend will be donated to a local charity. Dormitory housing is available at the site. Prepaid admission to the convention is $7 for a weekend pass; prices at the door are $9 for the weekend and $5 per day. For more information: Shannon Ahern, Book and Game Company, West 621 Mallon, Spokane WA 99201, phone (509)325-3358.

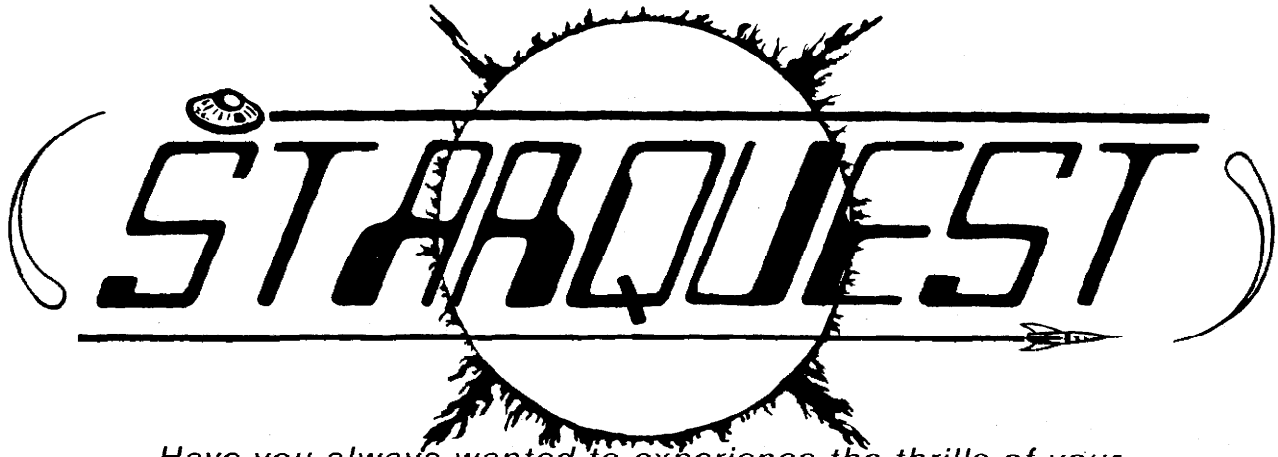
COASTCON '84, March 9-11
This seventh annual SF/fantasy convention will again be held at the Royal d'Iberville Hotel in Biloxi, Miss. Authors Robert Adams (guest of honor) and Andrew Offutt (toastmaster) will be among the celebrity guests. Continuous film and video shows, a 24-hour game room, an art show, and a "meet the guests" party are some of the scheduled offerings. Memberships are $10 through Dec. 31, $12.50 after that until March 8, and $15 at the door. For information, write to CoastCon, Inc., P.O. Box 1423, Biloxi MS 39533.

GEN CON® SOUTH VIII GAME CONVENTION, March 16-18
All aspects of contemporary hobby gaming will be featured at this event, cosponsored by the Cowford Dragoons and TSR, Inc. The location is the Thunderbird Resort Hotel in Jacksonville, Fla. For details, write to GEN CON South Information, P.O. Box 756, Lake Geneva WI 53147.

STELLARCON 9, March 23-25
A SF/gaming event to be held at the University of North Carolina's Greensboro Campus. For more information, contact the Science Fiction/Fantasy Federation, Box 4, Elliott University Center, UNC-Greensboro, Greensboro NC 27412.

NOVA 9, March 24-25
Free movies, gaming, an art show and auction, a costume party and contest highlight this convention, to be staged on the campus of Oakland University in Rochester, Mich. For registration information and other details, send SASE to: The Order of Leibowitz, P.O. Box 61, Madison Heights MI 48071.

ONOCON '84, May 4-6
Described by the organizers as the largest fantasy/SF/gaming convention in the central New York area, this event will be held at the Sheraton Inn Convention Center in Syracuse, N.Y. Guests of honor will include Frederik Pohl, L. Sprague deCamp, Randy Elliott, Carl Lundgren, and Jay Jay Klein. More information is available by sending a self-addressed, stamped envelope to: OnoCon '84, P.O. Box 305, Syracuse NY 13208.



Have you always wanted to experience the thrills of your favorite science fiction books and movies?? HERE'S HOW!!!

You are a Special Agent of the Imperial Government. Using your well equipped one man ship, you've penetrated the group of asteroids you suspect to hide the secret Zershan base. For weeks you've been investigating the mysterious sabotage at nearby Imperial Spaceports, and you're sure that they originate here. Now ... how can you stop their operation without getting yourself blown into sub-atomic particles!?!

You're the Captain of a small space freighter. On what should have been a routine landing at Cerinath, your ship is ordered to remain in orbit. In minutes an Imperial Cruiser matches orbits and sends across a boarding team. Shortly, they unearth some hidden contriband drugs. Worse, you had no idea they were on your ship! You've been set up! As you and your four man crew are shuttled over to the Cruiser, you're determined to return to your last port of call and find out what's behind this ... IF you can keep from being locked away in the lowest jail on Cerinath!!

You and your partners go over what seems like the hundredth set of scanning reports. You're trying to locate the daughter of Bradon Harkman, a VERY wealthy industrialist. Her ship was lost in this area, and he hired YOU rather than turn to his own corporate resources because you specialize in this type of thing, and you're GOOD at it! This is the only habitable planet in the sector, tho it remains uncolonized due to the severely lethal life forms native to it. If Harkman's daughter DID get here in a lifepod, finding where it landed will be the EASY part!!

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VARIETY — Choose from MANY types of starships and options, skills, professions, alien races, and equipment!

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EXTRAS — Like our other games, **STARQUEST** will have its own monthly newsletter to inform you of interesting events happening in the game, and to give you the opportunity to win cash prizes in monthly contests!

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Be thy die ill-wrought?

Only those that pass the chi-square test can play

by D. G. Weeks

It is not surprising that many players have certain favorite dice — those they believe tend to roll high (or low, as appropriate). Selective memory accounts for most of these "high-rollers." A player will long remember the 20 rolled for a vorpal sword attack on Tiamat, and easily forget all the low rolls against the tribe of orcs. When the bias in the die is purely in the mind of the player, it does no harm; it provides an illusion of being able to bend impersonal random reality a little, and adds fun to the game.

But it is possible for a die to be biased, because of tampering or because of some quirk in the manufacturing process. This can be a serious problem. The rules of any game specify certain probabilities of certain events. Using a biased die assigns some different probability to that event. Even worse, that different probability is not known. Using a biased die means that, in one important sense, the actual rules of the game are unknown to player and referee alike.

It is appropriate to ask at this point: How common are biased dice? I don't know, and I doubt if anyone else does. I suspect that it is very rare for commercially manufactured dice to be created with a bias built in. But such bias can occur, at least in principle. Uneven wear can create bias; particularly on a d20, rounding of the edges of one face will make the occurrence of the opposite face less likely. Uneven wear can also be induced, of course. But again, tampering that is done with enough skill to not appear obvious, and that is significant enough to create an important bias, is probably also quite rare.

On the other hand, the ***belief*** that certain dice tend to produce more results of a certain number, or group of numbers, is exceedingly common. And it is this belief, due mostly to selective memory, that makes the procedure outlined below of practical importance to gamers. For this is how you tell the difference between the ***illusion*** of bias and ***genuine*** bias. (I expect that the greatest value of this procedure will be to verify the fairness of a die that everyone is sure is biased.)

The chi-square test

It's easy to test for a biased die, by the procedure known as a chi-square test. The rest of this article consists of a simple description of the test, followed by a more complicated, more general overview. Finally, a BASIC computer program that makes the procedure even easier (for those with computers) is provided.

A simple application to illustrate the use of the chi-square test would be, for instance, an examination of whether each face of an eight-sided die has an equal chance of appearing.

1. Preparation. Write each result the die can produce on the left side of a piece of paper (e.g., a column of numbers 1-8 for an eight-sided die). Calculate the number of times you will roll the die for the test by multiplying N × E, where N is the number of sides of the die, and E is the number of times each side would be expected to appear. Ten is usually a good choice for E. Then for the d8, with E = 10, the total number of rolls (T) is 80. The number E can be more than 10, and should never be less than 5; a higher number will yield a more reliable test, but is more work.

2. Data. Roll the die T times, each time recording the result by placing a tally mark by the appropriate number. Then total the number of tally marks for each result.

3. Analysis. Subtract E from each count. Square the result (multiply the result by itself). Add up these numbers and divide the total by E. The result is the chi-square. Now, refer to the Table of Critical Values given later. Use the row (number of categories) that corresponds to the number of faces of the die you are testing. Two values are given, one in the ".10" column and one in the ".01" column. Compare the value of the chi-square you calculated with those in the table. If your chi-square is less than the value in column one (labelled .10), the die is almost certainly fair (or close enough for any reasonable purpose). If your value is larger than the value in the second column, the die is almost certainly biased. Specifically, there is a 1-in-100 chance that a value as large or larger than the value in column two would have come up by chance, if the die were unbiased. Since that is so unlikely, you would conclude that the die is biased.

If the value of the chi-square you have calculated is greater than the value in column one and less than the value in column two, the result is too close to call. There is a fair chance that the die is biased, but also a fair chance that it is not. You could repeat the procedure, possibly choosing a larger number for E.

The tougher stuff

Here are some more complicated explanations and procedures. (You may want to ready a ***read magic*** spell before going on.) A more general formula for the chi-square is:

$$\chi^2 = \sum_{i=1}^{n} (O_i - E_i)^2 / E_i$$

where × is the Greek letter chi, $\sum^{n}$ means the sum from 1 to ***n*** of what follows; ***n*** is the number of categories (before, the number of sides of the die), O_i is the actual count of occurrences in category ***i*** (e.g., O_2 would be the number of twos appearing, in the example above), and E_i is the expected number in category *i*.

Suppose you have observed the behavior of a particular six-sided die, and it seems that the numbers 1, 3, and 4 occur rarely, 2 and 6 appear as often as one would expect, and 5 appears quite often. In this case it might make more sense to test directly whether this observation is really accurate, rather than simply making the general test described earlier. If what you suspect is true, a specialized test will show the bias more readily.

Define an occurrence of a 1, 3, or 4 as category #1, a 2 or 6 as category #2, and a 5 as category #3. Perform the tallying procedure as described above, only this time record each roll by category (#1, #2, or #3) rather than by the actual number rolled. (Again, E = 10, for a total of 60 rolls, is a good choice.) The formula would be applied like this: The chi-square equals (count in category #1 - 30)²/30 plus (count in category #2 - 20)²/20 plus (count in category #3 - 10)²/10.

Note that the value of E for each category varies. For instance, since category #l includes 3 out of the 6 possible results, this category would occur on the average of 30 times out of 60 if the die were unbiased. The row to use in the table for evaluating the chi-square is 3 (the number of categories considered).

How the test works

A proof of why this procedure works is suitable only for an advanced course in mathematical statistics. An intuitive explanation may prove helpful, though. E_i in the equation is the number of times an event in category *i* is expected to occur in the long run, if the die is unbiased. In a test, the number of occurrences tallied for each category tend to vary somewhat from E_i. The critical question is, when is that variation too much? And when is it so much that the assumption that the die is fair

becomes unbelievable? What the equation does is convert the discrepancies (0_1 - E_i) into a number (the chi-square statistic) that makes answering the question relatively easy.

Tables for the probabilities of chi-square have existed for many years and are widely available. In addition, some programmable calculators have programs available to calculate the exact probability of a chi-square. The table in this article is an abbreviated version of the tables that usually accompany statistics texts; it includes those values of particular use in testing dice. If the die is really fair, the chance of the chi-square being greater than the value in column two (.01) is less than 1 in 100, as the article pointed out earlier. So it is unlikely that a fair die will produce a chi-square in excess of this value. The chance is only 1 in 10 of a fair die producing a chi-square greater than the value in column one (.10). If the die being tested has any appreciable bias, it will most likely cause the chi-square to exceed this value, and will generally cause it to exceed the critical value in column two as well.

SAMPLE PROCEDURE FOR CALCULATING CHI-SQUARE

N = 8 (d8); let E = 10, so T = 80.

Values	Tally	Ct.	Ct. - E	(Ct. - E)²
1	𝍸 𝍸 ///	13	3	0
2	𝍸 𝍸	10	0	0
3	𝍸 𝍸	10	0	0
4	𝍸	5	-5	25
5	𝍸 𝍸	10	0	0
6	𝍸 /	6	-4	16
7	𝍸 𝍸 /	11	1	1
8	𝍸 𝍸 𝍸	15	5	25
		80 = T		76 = Sum

4Chi-square = Sum/E = 76/10 = 7.6

The chi-square result of 7.6 is less than 12.017, the value in column one, in the "8" row. Conclusion: the die is unbiased.

TABLE OF CRITICAL VALUES

Number of categories	.10	.01
2	2.706	6.635
3	4.605	9.210
4	6.251	11.341
5	7.779	13.277
6	9.236	15.086
7	10.645	16.812
8	12.017	18.475
9	13.362	20.090
10	14.684	21.666
11	15.987	23.209
12	17.275	24.725
13	18.549	26.217
14	19.812	27.688
15	21.064	29.141
16	22.307	30.578
17	23.542	32.000
18	24.769	33.409
19	25.989	34.805
20	27.204	36.191

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A BASIC program to calculate chi-square values

The program first asks you for the number of faces on the die; enter that number. Then it asks for E, the number of times each face is expected; enter that number. (If you enter less than 5, it will set E = 10.) The program next asks if you want the categories grouped. If you are only doing a simple test, enter 0. If you want to group some categories together (as in the second example), then enter 1.

If you use group categories, you will need to enter the number of groups desired. The example in the article used three groups: 1-3-4, 2-6, and 5. Then enter the group code for each face, in order. Again, using the example, you would enter 1, 2, 1, 1, 3, 2, for faces 1-6 in that order. That assigns a roll of 1, 3, or 4 to group 1, a roll of 2 or 6 to group 2, and rolls of 5 are the only element of group 3.

The next step is entry of the data. Roll the die and enter the results until the computer tells you it's done. If you enter invalid data (e.g., a 7 when testing a d6) the program gives you an error message and requests re-entry. When data entry is done, the program will display the results and wait for some input to give you time to look at it. If you used the grouping option, the program will then display the results by group.

Finally, the chi-square value will be displayed, along with a message indicating the result of the test — no bias, uncertain, or bias likely.

Program listing

```
10 DIM CT(20), GP(20), C(20), C1(20)
20 FORI=1TO20: CT(I)=0: NEXTI
30 FORI=2TO20: READ C(I): NEXTI
40 FORI=2TO20: READ C1(I): NEXTI
50 DATA 2.706,4.605,6.251,7.779,
   9.236,10.645,12.017,13.362,
   14.684,15.987
60 DATA 17.275,18.549,19.812,21.064,
   22.307,23.542,24.769,25.989,27.204
70 DATA 6.635,9.210,11.341,13.277,
   15.086,16.812,18.475,20.090,
   21.666,23.209
80 DATA 24.725,26.217,27.688,29.141,
   30.578,32.000,33.409,34.805,36.191
90 IFC1(20)=36.191 THEN100
95 PRINT"ERROR IN DATA LINES": STOP
100 PRINT"CHI-SQUARE CALCULATION"
110 PRINT"PROGRAM BY D. G. WEEKS"
120 PRINT
130 PRINT
140 PRINT"ENTER NO. OF FACES OF DIE"
150 INPUT NF
160 PRINT"ENTER EXPECTED NUMBER OF
   ROLLS PER FACE."
```


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```
170 INPUT NP
180 IFNP<5 THENPRINT"THIS IS TOO
  FEW; 10 IS ASSUMED.": NP=10
190 N=NP*NF
200 PRINT"IF YOU WANT THE CATEGORIES
  GROUPED, ENTER '1'."
210 PRINT"OTHERWISE, ENTER '0'."
220 INPUT GF
230 IFGF=0 THEN340
240 IFNOT(GF=1) THEN200
250 PRINT"ENTER NUMBER OF GROUPS"
260 INPUT NG
270 IFNG<2 OR NG>NF-1 THENPRINT
  "NUMBER OF GROUPS MUST BE BETWEEN
  2 AND";NF-1: GOTO250
280 PRINT"NOW ENTER THE GROUP CODE,
  FROM 1 TO";NG;" FOR EACH FACE."
290 FORI=1TONF
300 PRINT I;:INPUT T
310 IFT<1 OR T>NG THENPRINT"ERROR -
  RE-ENTER CODE": GOTO300
320 GP(I)=T: NEXTI
340 PRINT"ROLL DIE (";N;" TIMES),"
350 PRINT"ENTERING EACH RESULT AS IT
  IS ROLLED."
370 FORI=1 TO N
380 PRINT I;:INPUT T
390 IFT<1 OR T>NF THENPRINT"INVALID
  ENTRY -- TRY AGAIN.": GOTO380
400 CT(T)=CT(T)+1: NEXTI
420 PRINT"DONE. RESULTS ARE:"
430 FORI=1TONF: PRINTI,CT(I): NEXTI
440 PRINT"HIT A NUMBER TO CONTINUE."
445 INPUT X
450 PRINT"STAND BY FOR CALCULATION."
470 CH=0: IFGF=1 THEN540
490 FORI=1TONF
500 CH=CH+(CT(I)-NP)*(CT(I)-NP)
510 NEXTI
520 CH=CH/NP: GOTO660
540 CH=0: DF=0
550 FORJ=1TONG: T=0: NC=0
570 FORI=1TONF
580 IFNOT(GP(I)=J) THEN620
590 T=T+CT(I): NC=NC+1
620 NEXTI: IFNC=0THENPRINT"WARNING --
  GROUP";J;" UNASSIGNED.": GOTO650
625 DF=DF+1
630 CH=CH+(T-NC*NP)*(T-NC*NP)/(NC*NP)
640 PRINT"GROUP";J;" COUNT=";T
650 NEXTJ: PRINT"CHI-SQUARE =";CH
670 NT=NC: IFGF THENNT=DF
680 IFCH>C(NT) THEN700
690 PRINT"NO EVIDENCE OF BIAS.": END
700 IFCH>C1(NT) THEN720
710 PRINT"WEAK EVIDENCE OF BIAS;
  SUGGEST YOU REPEAT TEST.": END
720 PRINT"BIAS ALMOST CERTAIN.": END
```

The ecology of the mind flayer

As told by someone who ought to know

by Roger Moore

It wasn't so much the way the visitor looked as the way he appeared — the assembled adventurers had expected him to enter through the doorway like everyone else. The visitor instead faded into being from the very air itself in the center of the room, as hardened warriors and cynical thieves stepped back from the apparition in fear.

It was Melakar the White-Bearded who first recovered his bearing. He cleared his throat and stepped toward the visitor.

"Greetings, and welcome," he began. "We sent messengers into the astral plane asking for those who would, for a price, tell us about the race known as mind flayers, to satisfy our own curios—"

The visitor hissed between thin lips, and the mage stopped and paled.

"Don't play with me," said the visitor. "You and your guests are planning to raid a mind flayer lair you've heard rumor of, and you are desperate to know more about the creature beforehand. Surely, old fool, you didn't think to hide that from a telepath, and especially from a githyanki knight." After a moment the visitor smiled wickedly, and his pointed teeth gleamed. "Ah, you did think you could hide it." The githyanki looked at the adventurers around him. "None of you can hide anything from me! Take your hands from your weapons! Should you do the least harm to me, the vengeance of the githyanki will destroy you all!"

Slowly the adventurers around the room forced themselves to relax. The githyanki warrior also assumed a calmer posture, and then turned back to the mage.

"Speak quickly. The gravity of your world tortures me, and even thoughts of your gold do not give me great comfort."

"Where do the illithids, whom men call the mind flayers, come from?" asked the mage in a trembling voice.

The githyanki's eyes narrowed. "Mind flayers are not of your world. They are not of any known world. They have been traveling the planes for so long, not even they know where they come from. From a secure base underground or from a darkened planet they send out projections of themselves to new prime material planes, scouting and searching for a new realm to conquer and enslave.

"Once a realm is discovered, it is doomed; the mind flayers have one of their number remain projected at the new plane while others use their psionic powers to enter the Silver Realm, that which you call the astral plane. These others then follow the scout's silver cord to the entry point to the new plane, use psionic science to enter that plane, and begin bringing about its downfall. Our mages believe their lost home plane was anti-magical, and that they possess the same nature, for they resist magical influences so strongly that even the most accomplished wizards are taxed to slay them."

"Why do they live only in darkness?" asked an elf. "I've heard they can walk about in the sun like any other monster."

"Wrong. The illithids cannot tolerate light except in faint intensities. Their eyes are not like those of humans or elves;

yellowed skin of his temple with a bony finger. "To eat the brain of another race is the ultimate symbol of dominion over that race. They consume that which is important to them. Their tentacles have bony ridges that cut flesh and bone with ease, exposing the inside of the skull. Many collect the skulls of their victims and adorn their bodies with the trophies.

"They have a psionic power that especially helps them achieve their evil ends – a power of domination that they use with pleasure on their victims and those who would attack them. This domination power allows the mind flayer to control every movement of a single victim, to an unlimited extreme. Once, on a raid to an illithid lair, I saw a githyanki captain run himself through with his own sword while under the control of one of them. They would have a far easier time doing the same thing to one of you." The githyanki stopped and scanned the room with an expressionless gaze.

No one spoke when the warrior paused. His golden armor glinted in the torchlight, and dazzling gems of a dozen pure colors flashed from his rings, bracelets, and armor as he stood waiting.

"Come, come," the knight prodded. "I can read a hundred questions in your minds. Ask them out, so I may be paid."

A halfling shifted in his chair. "You said that the . . . illithids . . . live in cities?" he whispered.

The githyanki nodded. "Cities buried deep under the earth, in caverns wider than you would imagine. Each world has only one major illithid city, but many smaller outposts are set up elsewhere in the underlands. The mind flayer lair you intend to assault is but one of many this world supports, and you are nowhere near the major city."

"Where *is* their major city in this world?" called a priest, taking a step toward the githyanki.

The warrior shifted slightly, perhaps a shrug. "Later. Ask again when you have more gold."

"Please, at least tell us more about their cities," beseeched Melakar.

"I can tell you what I have seen. The great cities of the mind flayers are nothing like those you inhabit. They force slaves to carve the structures out of living rock, and then slay all the workers afterward. They use few stairways or ramps because each one can float its body by psionic means and use another psionic power to slow its fall. With these powers they can raise themselves up to escape enemies, and cross underground rifts and rivers without slowing.

"An illithid city is a sight no one forgets. Out of the darkness of a great chamber rise their stone towers, outlined by patches of softly glowing spores that have attached themselves here and there. No sound can be heard from within, except the chittering of their wererat friends and the deep, echoing growls of other creatures who roam their streets.

"They keep terrible guardians. Wererats, beholders, and grimlocks work with them – the beholders on somewhat of a more even basis than the other two races, which are used as fighters in the illithids' wars. Their cities are open to some devils and the rakshasas, but these are rarely seen. Hellcats will serve them, mites will inhabit the ruins around them, and they are known to sometimes employ ogre magi.

"All of these horrible allies have one thing in common – they are not creatures an illithid would eat. Beholders are protected by their armor. Ogre magi can heal their own wounds, wererats are poisoned with the disease of lycanthropy, grimlocks are scaled and foul to the taste, mites are all but brainless, and the rest of their cohorts are all spirits from other planes.

"Why do they keep allies if they are so powerful? Because illithids prefer others to do their fighting and their physical labors, and wish to have a delaying force to hold off intruders while the cowards flee further into their city. A mind flayer city has many surprises, especially in the remote interior."

Melakar pulled at his beard and said in a conversational tone, "I've heard that githzerai also work–"

The githyanki screamed. Melakar shrank back, aghast.

"Githzerai! Mad, traitorous wretches! Rot their souls in eternal flame! They claim kinship with us, the true people of Gith, yet they betray us all by allying themselves with the slavers! Blind they are, and mad for thinking the illithids will not deceive them. If the illithids are good for one thing, let it be for eating the brains of the githzerai – and yours as well!"

Enraged, the githyanki unsheathed his sword faster than anyone could react. Melakar barely had time to jump back as the sword-point swished in an arc at the level of his neck. In the next instant, the warriors around the room drew their weapons and hefted them for a charge at the mad visitor . . .

. . . who was no longer there. Just as quickly as he arrived, the githyanki was gone, the sound of his battle-scream lingering briefly after his body disappeared.

"Has he gone for good?" the halfling said anxiously, looking around the room. "He didn't even get his gold."

Melakar sat down, trembling. The questioning had not gone at all the way he thought it would. No one else spoke, and he looked up at the halfling.

"I wish I knew, my friend. We may not sleep well for many nights to come." Or, thought Melakar, perhaps for many nights more than that. Time passes slowly in the astral plane, and githyanki memories are long. . . .

"If he's dead by noon

the money is yours," the hooded man growled across the filthy table at the Hanging Man Tavern. "None if he lives."

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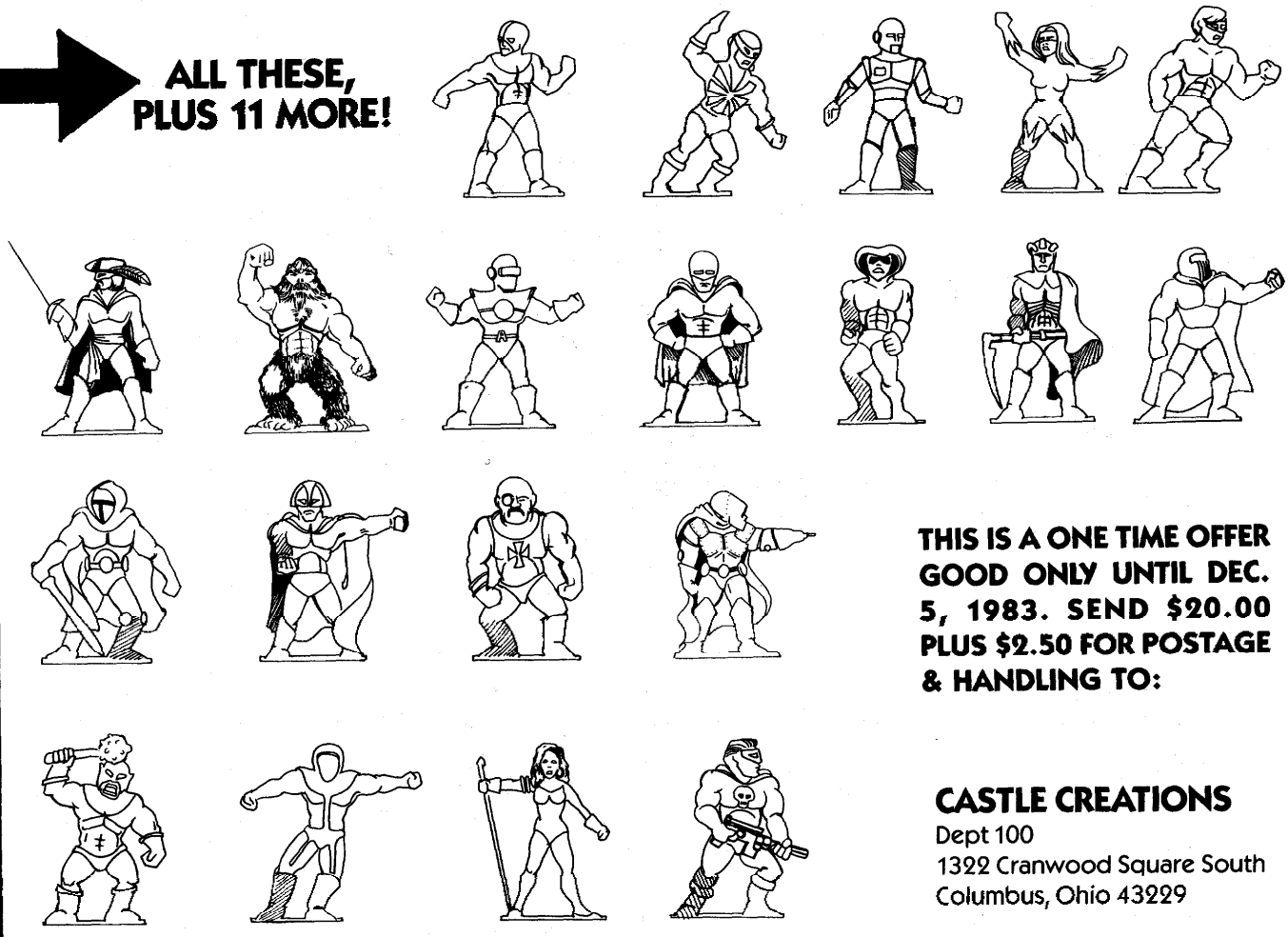

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Spells can be psionic, too

How and why magic resembles mental powers

by Kim Mohan

Exactly what are "spells resembling psionic powers" in the AD&D™ game? That's easy. We can get a list from the Dungeon Masters Guide, without too much trouble — merge the "Spells Resembling Psionic Powers" roster on page 182 with the list of "psionic related powers" on page 78 — and it seems pretty complete.

Now the questions get tougher. Why this particular list? Why are some spells included, but others that seem to be related sorts of magic not included? Does every sort of spell on that list have a similarity to at least one of the psionic disciplines? And, conversely, does every psionic discipline have a similarity with at least one of the listed spells?

By trying to answer these questions, and others that will crop up along the way, the diligent DM can discern some of the "facts of nature" concerning the AD&D™ magic system and the scope and nature of psionic powers as specified in the rules. These findings may help when you're trying to legislate the effects of a psionic power, and the things you learn about certain sorts of magic along the way might be handy when you're dealing with those spells — perhaps when psionic power isn't even part of the action.

We know from the brief narrative in the DMG that the use of "Spells Resembling Psionic Powers" increases the probability that a subsequent random encounter will be with a psionic creature, in the same way that the use of real psionic power does. The employment of "psionic related power" somehow makes its non-psionic user more susceptible to a ***psionic blast*** attack (-4 on saving throw), if the power is being used when the attack is made. Both rules imply that the use of psionic powers, or of certain sorts of magic that somehow resemble psionic powers, leaves a "residue" in the area around the psionics-user or spell caster that can be detected at some distance, and perhaps "homed in on" (in the case of a ***blast*** attack on a non-psionic) by a creature possessing psionic ability.

The composition of this residue (think of it as brain waves) and the ability of another creature to detect it does not change depending on the specific type of psionic power being employed or simulated; any of the psionic creatures listed on the encounter table can be the "chosen" encounter, regardless of whether the creature in question possesses the same magical or psionic ability that created the residue in the first place.

The only difference between actual psionics and spells resembling psionic powers (SRPP), for purposes of encounter determination, is one of intensity or duration: We are told that the residue from the use of actual psionics lingers for one turn, but evidence of the use of SRPP is only detectable for one round — one tenth as long — after the spell is cast. This tells us to put proper emphasis on the words "resembling" when we analyze the whys and wherefores of the SRPP and their correlation to actual psionics. Spells resembling psionic powers are just that — spells, first and foremost. The effects of such spells (and thereby, their nature) may be quite similar to psionic disciplines — in some cases, spells and psionic powers have the same "game names." But in no case are they ***identical*** in nature.

We'll take the list of SRPP the way it's given on p. 182, only deviating from alphabetical order when we mix in something from the list on p. 78 (the lists are by no means identical), or when it's convenient to group related spells in the same entry, such as with . . .

Astral spell, blink, dimension door, and ***plane shift.*** All of the SRPP in this "plane spell" category concern the caster's ability to travel (purposely or incidentally) to another of the planes of existence. In that respect, they are all similar to the psionic disciplines of ***astral projection, dimension door, dimension walk, etherealness,*** and ***probability travel.*** Presumably, then, the ability to project one's body or one's consciousness from the Prime Material Plane to another plane requires at least a modicum of "mental energy" on the part of the perpetrator — whether the means of getting there is provided by a cleric, magic-user, or illusionist spell or a psionic discipline.

Okay, that's logical enough, even if we don't know the exact nature of the "mental energy" involved. But why aren't spells like ***gate*** and ***duo-dimension*** also listed as SRPP? They also mention, and apparently have something to do with, other planes. But neither of those spells (or ***contact other plane,*** for that matter) empowers the target(s) of the spell to actually travel to another plane. ***Gate*** "causes an ultra-dimensional connection," but the spell as described does not enable the caster to travel to another plane; the gate is one way only. Likewise, a magic-user who casts ***duo-dimension*** on himself or herself does not for an instant completely leave the Prime Material Plane. Because "the magic-user has a ***portion*** (italics mine) of his or her existence on the Astral Plane" when the spell is in effect, it is possible for the spell to backfire, and for the caster to be forcibly pulled entirely into the Astral Plane. But this is not a direct effect of the spell itself; at no time does the spell caster ever entirely vacate the Prime Material Plane (either in body or in spirit) of his or her own volition. Obviously, ***contact other plane*** (as its name clearly implies) also does ***not*** pertain to actual travel to another plane, and in this respect is also dissimilar to other "plane spells" that are listed as SRPP.

Augury: This looks like a troublesome entry on the SRPP list, since it stands by itself. But everything makes a bit more sense if we add in ***divination, locate object,*** and ***true seeing*** from the "related power" list on p. 78. All of these powers, then, are semi-psionic in nature, but such spells as ***find the path*** and ***vision*** aren't mentioned in either list.

The corollary to augury and the spells from the "related power" list among the psionic discipines is ***precognition.*** How are these "cousins" related in a way that the other mentioned spells are not? ***Augury*** and ***precognition*** have to do with the "immediate future" — a phrase used in both descriptions in the Players Handbook — and they impart the ability to have foreknowledge of the outcome of a certain turn of events, or the ability to choose what will turn out to be the most beneficial course of action. ***Divination*** comes close to achieving the same effect, but doesn't duplicate it, and thereby is on the "power list" but not the "spell list."

True seeing and ***find the path*** don't qualify as SRPP, under the same conditions that ***augury*** does, because they "merely" impart the ability to perceive the truth about conditions that already exist. (***True seeing*** is psionic-related for a different reason — because of its similarity to ***know alignment*** and the discipline of ***aura alteration,*** about which more later.)

The ***vision*** spell isn't in the same category as augury for a reason which may apply in some other cases as well: it has to do with where the power of the spell comes from. The DMG tells us that cleric spells of third level and higher are granted through the grace of the cleric's deity, either being bestowed by the deity itself or "supernatural servants" of the deity. In one sense, the cleric is not

responsible for his or her ability to cast such spells. In the case of the spells mentioned, the ability gained by the cleric through the casting comes from an outside source. Although having high wisdom may be a prerequisite to acquire access to some of these spells, the effecting of the magic does not draw any "mental energy" from the caster personally. Likewise, ***vision*** is a spell which depends for its success upon "supernatural guidance" — even assuming an illusionist has sufficiently high intelligence to even learn the spell, its efficacy is still ultimately subject to the whim of the supernatural entity being called upon.

Locate object is a spell that apparently works in a fashion similar to the disciplines of ***object reading*** and ***sensitivity to psychic impressions,*** where the user makes his mind receptive and sensitive to "vibrations" from his surroundings. The mind of a non-psionic using ***locate object*** is in this receptive state, and thus more liable to be affected by a ***psionic blast.***

Charm (any), ***hypnotism:*** The similarities between ***charm*** spells and the psionic disciplines of ***domination*** and ***mass domination*** are apparent. The psionic disciplines are apparently somewhat more powerful, since it is possible for a "dominator" to cause a target to do something against its will, whereas a "charmer" had best choose his instructions with some discretion. ***Hypnotism*** is very similar to a ***charm,*** as the books tell us, and can be thought of in the same way for purposes of this examination. So, granted that charms and domination are essentially similar, how are they different from spells such as ***suggestion, quest,*** *geas,* and ***confusion?*** All of those spells are on the "power" list but not on the SRPP list.

The success of an attempt to ***charm,*** or to exercise some sort of ***domination,*** does not require that the target(s) be pleasantly disposed toward the one employing the power or spell. In contrast, spells such as ***friends*** and ***animal friendship*** draw upon some external source that manifests itself in a "magical" change of attitude in the target(s). These spells don't get ***into*** the mind of the target, in the way and to the degree, that a ***charm*** spell does. Yes, ***animal friendship*** does have a duration of "permanent," but remember that the spell affects no creature of more than semi-intelligence. ***Friends*** is relatively weak and wears off relatively quickly, especially considering that it is liable to be used mainly by low-level magic-users.

In order to appreciate why ***quest*** and *geas* are not on the SRPP list, recall the difference in intensity between ***domination*** of a psionic sort and a magical ***charm.*** As the latter is to the former, so ***are quest*** and *geas* less "powerful," in a way, than a ***charm*** spell — so much less, it seems, that the psionic-like emanations they give off are not detectable. *Quest* and *geus* are general, not specific, in terms of the demands they place on the target of the spell. The intent and capability of these spells is not to determine ***how*** something is accomplished, but to guarantee (as well as possible) that the task in question is performed.

The two forms of psionic ***domination,*** and magical ***charming,*** have objectives that are relatively short- term (limited duration) and relatively specific; although a properly worded *quest* or *geas* instruction may also be short-term and specific, those spells can never do more than "post a notice," in effect — and even if the target of a ***quest*** (for instance) fails the saving throw vs. the spell, he can still subvert the intent of the spell (if willing or able to withstand the penalty for doing so). In a related sense, ***suggestion*** also lacks the power to leave any discernible "psionic residue": The spell empowers the caster to "influence the actions of the chosen recipient," which is not the same as enabling the caster to give a precise instruction. ***Suggestion*** does not imply control in the way that ***charm*** and ***domination*** do, but merely a sort of enhanced persuasive ability on the part of the caster. Yes, it's a difference of degree, but so is there a difference of degree between ***domination*** and ***charm.***

The visible effects of a spell like ***confu***sion might make it seem like a magic

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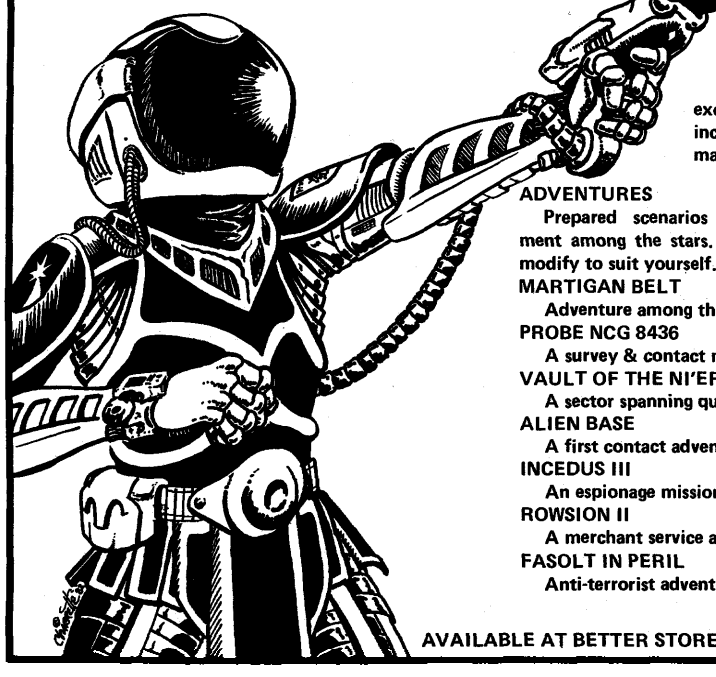

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involving control, but upon examination it proves to be more closely related to a spell like *remove (cause) fear.* In the case of either spell, there's no real "mind control" involved. The caster cannot dictate, in any specific way, how the target of the spell will act. This lack of control is especially evident in the *confusion* spell, where it is possible that the victim(s) of the spell will attack the caster (obviously against the caster's wishes) even if the casting of the spell succeeds.

At first consideration, it seems hard to justify lumping *charm plants, fire charm,* and *snake charm* as SRPP, along with those *charm* spells that work only upon, and directly upon, sentient creatures. Here's where the "mental energy" issue comes in again: Even though the object of the spell (plants or snakes) or the medium through which the spell is effected (fire) is not innately intelligent — with no mind to be controlled — nevertheless, the spellcaster must expend some of this detectable "mental energy" in the process of making the spell work. In the case of *fire charm,* this energy is diffused and dissipated by and through the fire source, so that the *charm* cannot convey a specific instruction other than "remaining motionless and gazing" — but it can affect creatures in a very wide radius around the fire. And, when all is said and done, it's still a *charm* spell because of the degree of control it gives the caster over the spell's victims.

Clairaudience, clairvoyance, ESP: The latter spell is not really related to the first two, but in their roles as SRPP, all three of these spells can be justified with the same reasoning. They all seem to require some form of the aforementioned "mental energy" to be supplied by and from the spellcaster. The *clairaudience* and *clairvoyance* spells enable the caster to see or hear "in his or her mind" the desired information. In some way, then, the spell provides a means of transmission of that information from the "spell locale" to the caster's location. We might presume that the caster's brain has to exude some form of mental energy to be able to receive the incoming signals, or perhaps the incoming signals are, in this case, the psionic-like energy that can attract a psionic creature. The *ESP* spell works in virtually the same way, in terms of how information is exchanged between the caster and the target of the spell.

Each of these spells has a namesake among the psionic disciplines. But none of the disciplines operate in *exactly* the same way as the spells they're named after (or vice versa?). The *clair-* disciplines both have strictly limited maximum ranges, but in each of the spell descriptions, it is said that "distance is not a factor" in the caster's choice of a spell locale. This is because the power that "drives" the *clairaudience* and *clairvoyance* spells comes predominantly from an external source (the "magic" of the spell) — a source to which physical distance is meaningless. The power that drives the psionic disciplines comes entirely from the mind of the one employing the discipline(s). Obviously, no single mind is as powerful as the "source of magic" (whatever that may be); it's easy to understand why a mind that has to provide all the power for *clairaudience* or *clairvoyance* has a limit to the distance over which it can operate.

The only substantial difference between psionic *ESP* and magical *ESP* is, again, in areas of effect. But it *is* a substantial difference. Because psionic *ESP* emanates from the user of the discipline, it can be directed (through concentration) in a particular path 1" wide and up to 9" long, radiating from the psionic character. Magical *ESP* also has a maximum range of 9", but only for a magic-user of 18th level or higher. And regardless of the level of the caster, only one creature can be "probed" at a time. The difference between the two *ESP's* must have something to do with magical *ESP* being more a function of *receiving* impressions (through the one-to-one magical conduit), while psionic *ESP* gets its impetus from a psionic mind *transmitting* (sending out a sensor probe, if you prefer) in the direction of an area or a specific target. Then, assuming the psionic mind picks up something to "read," it is also able to receive along the psychic circuit it has established — in much the same way that a spell caster must exert at least a modicum of the same sort of mental energy to make his mind receptive to the returning impressions.

Cure (any), *heal:* The obvous psionic "cousin" to this group of spells is *cell adjustment.* But what do any of these functions, similar in effect though they may be, have to do with "brain power"? Fortunately, the name of the psionic discipline and the first line of its description give us a clue to sink our claws into. The discipline works "by means of psionic attunement to the cells" of a wounded or diseased individual. (I am reminded, among other things, of an excellent *Star Trek* episode, wherein an "empath" literally took wounds upon herself — from the victim. She didn't make it to the end of the show, but she did enable McCoy to live to become a movie star.) Since we don't know much about how the magic of cure and *heal* spells is actually effected, let's see if this explanation fits for both psionics and magic:

Curing damage, or disease, or any sort of curable affliction, is a two-step process that, for an imperceptible instant, takes a lot out of the spell caster or psionics-user. The first step happens immediatedly when the healer/curer touches the beneficiary: Actual physiological damage is transferred from the sick to the well, "absorbed" by the healer's system. In the instant just after this transfer, the cleric or psionic is healed or cured of the affliction that was just siphoned from the creature touched.

Even in that fraction of an instant, the "taking" of damage (or disease, or whatever) by the healer so abruptly could be a shock to the healer's system — perhaps a fatal shock. It would be, except that the magic of a cure or *heal* spell, and the essence of the power behind *cell adjustment,* both involve the expenditure of mental energy. In this case, the energy is manifested in the healer's "attunement" to the ailments of the spell recipient. The brain of the healer, acting either as a conduit for the magic or as the actual source of the psionic power, "receives" the wounds from the injured character through the body's nervous system when the touch takes place. Then, almost instantaneously, it disperses those "wound impulses" into the healer's body and at the same time sort of talks itself into thinking that what just happened didn't really happen; that is, there can't be any "system shock" because the brain of the healer has convinced itself that no such shock has taken place.

Cure and *heal* magic works so quickly (from the laying on of hands to "That'll be $12.95") that the cleric is healed before the brain has a chance to disbelieve itself. The perpetration of this shock-preventing

illusion, even though it's magically (externally) inspired, requires the brain to release some mental energy. In the case of these SRPP (and perhaps others) the release of energy may be involuntary or subconscious, but it happens nonetheless.

The difference between magical and psionic healing is one of precision. By the conscious, premeditated expenditure of a certain number of strength points, a psionic can cure a certain amount of damage: very precise. By the casting of a ***cure wounds*** or a ***heal*** spell, a cleric can restore an indefinite number of hit points to the recipient. The quantitative success of such a spell varies from casting to casting; the cleric, unlike the psionic, is not in control of precisely how many points will be cured. (Since spells such as cure ***disease*** and ***cure blindness*** are all-or-nothing affairs, this reasoning does not, and need not, apply to them.)

Detect (any), ***know alignment:*** The psionic parallels to these spells are ***detection of good or evil, detection of magic, sensitivity to psychic impressions,*** and (for the latter spell) ***aura alteration.*** What they all have in common is a phenomenon very similar to that described above for the *ESP-type* spells. The brain must use energy to "transmit" psionic-like emanations in order to be able to receive the incoming "detection" impressions.

Comparisons between magic and psionics in this category are interesting and informative. The psionic ***detection*** disciplines take awhile (several levels of mastery) to attain their greatest power, but they do offer the user the chance to know not just goodness or evilness, but exact alignment; not just magic or not-magic, but the type of magic (if any) detected. These are abilities that the corresponding ***detect*** spells don't have. This indicates that the psionic, because his or her power comes from within, can refine that power into a source of more and better information. The spell caster, who relies in part on an external trigger for the magic, doesn't have that much control over the forces that make detection possible. Similarly, ***aura alteration*** also "detects" the same information as the ***know alignment*** spell, but it is much more versatile and potentially powerful than the spell (as befits a psionic major science compared to a "mere" 2nd-level cleric spell).

Enlarge, feather fall, heat metal, levitate, polymorph (any), ***shape change:*** That's quite a mixed bag of spells, yet they're all on the SRPP list for something they have in common — a quality these spells share with the psionic disciplines of (not necessarily in order of similarity) ***body equilibrium, body weaponry, body control, energy control, expansion, levitation, molecular agitation, reduction, molecular manipuation, molecular rearrangement, shape alteration,*** and possibly also ***mind over body.***

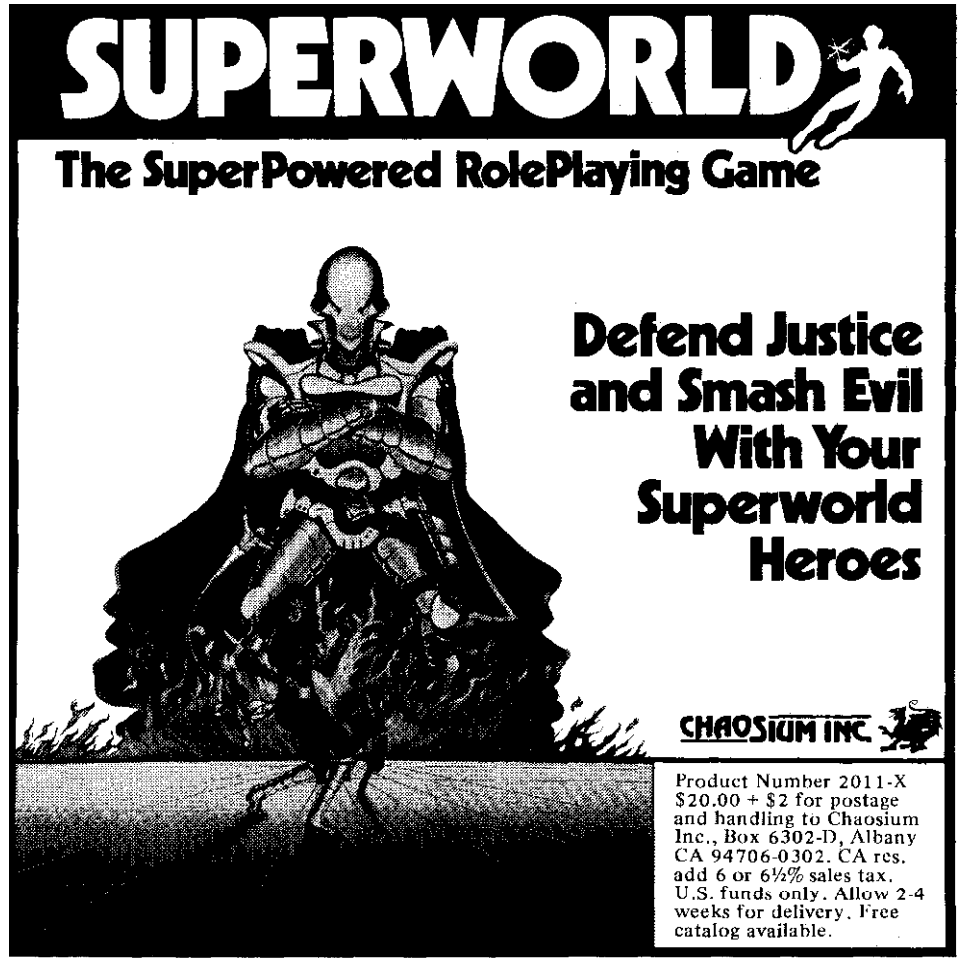
That last discipline is mentioned out of order because it isn't quite like any of the others, but at the same time it captures the essence of what makes all these magical and psionic powers similar: Somehow, the mind of a psionic or a spell caster using one of these powers exerts or exudes some mental energy that plays a part in the actual manipulation of molecules. The chemical and/or physical nature of the object of the spell or discipline is altered. We don't have any clues yet to how this molecular alteration takes place in each particular manifestation of the effect, but there are some tipoffs to the general way in which these powers work.

The ***heat metal*** spell enables a druid to "excite the molecules of ferrous metal." ***Enlarge*** affects a target's size and weight, but not its magical abilities or (necessarily) its "to hit" and damage ability. The object of a ***feather fall*** "immediately assumes the mass of a feathery piece of down." ***Levitate*** does not grant any horizontal movement ability to the affected object; all it does is change the object's relationship with respect to gravity, by altering its mass in a way that changes its buoyancy. Likewise, ***feather fall*** doesn't impart any movement to an object that it doesn't already have when the spell is cast: It affects mass, and it's the object's reduction in mass that affects its change in velocity.

A very good clue to the nature of the ***polymorph*** spells is in the explanation on page 45 of the DMG: ***Polymorph other*** is effectively useless on beings that possess some sort of innate shape-changing ability, because they can (within one round) re-alter their molecules to regain their original form. (For a good example of how an innate polymorphing ability might work biologically, see "The Ecology of the Mimic" in issue #75 of DRAGON® Magazine.) Polymorphing, then, is also a molecule-altering power, somhow made possible (at least in part) by the expenditure of mental force on the part of the shape-changer. The process of "thinking" oneself, or someone/something else, into a different form or a different molecular configuration might unleash energy of a sort that apparently doesn't exist in our real world.

It almost sounds like a paradox: It takes mental energy on the part of the "polymorpher" to cause a change — yet the one thing a ***polymorph*** or ***shape*** change spell does not alter is the subject's intelligence. Apparently, you can mess with someone's molecules via a ***polymorph*** spell, but the effect of the spell doesn't go deep enough to actually alter the mental/intellectual essence of the subject.

Of the psionic disciplines listed at the start of this section, ***body weaponry*** specifically mentions "altering molecules" and three other disciplines have the word



"molecular" in their titles. Unfortunately, those are the only hints we've got about how the psionic molecule-altering power works. But we do know *what* these disciplines do, and the effects of all of them are similar enough to assume that the ***how*** is also similar in all cases; that is, they all do what they do by altering the molecular composition of the object or creature being affected.

Now we've come to the toughest question we'll probably have to answer: If ***polymorph*** spells are psionic-related, why not also ***transmute rock to mud, transmute metal to wood,*** and ***stone to flesh?***

Unfortunately, this answer relies in part on semantics; that is, we'll have to accept a definition of "transmuting" that makes that process different from "polymorphing." For starters, consider what ***transmute rock to mud*** (or the reverse) does: The spell doesn't really change the molecular nature of the affected object, any more than you change the nature of the dirt in your garden by pouring water on it to make it into mud, or (by *not* pouring water on it) by allowing wet dirt to dry up and harden. In its simplest terms, all the ***rock to mud*** spell does is inject moisture into the substance being affected — moisture that fills the spaces ***between*** the molecules of the rock, but that does not alter the chemical/physical nature of the molecules themselves.

Transmute metal ***to wood*** is distinctly different from ***rock to mud*** for two reasons: It is not reversible, and not even a ***dispel magic*** spell can undo what the spell has caused to happen. The *metal to wood* change is quite clearly a magically inspired alteration, as opposed to a mentally inspired one. And the spell is only available to those select few characters able to use seventh-level druid spells. Using the same reasoning pointed out above concerning ***vision vs. augury,*** we can presume that the druid's deity — not the druid — is the driving force behind the success of this spell. Neither of the ***transmute*** spells implies that the spell caster expends his or her own "mental energy" to make the spell work.

The best reason for why ***stone to flesh*** isn't on the SRPP list has to do with the limitations of the magic. Sure, it's powerful magic — but limited nonetheless. You can't change stone to a ***certain*** kind of flesh; all you can do is restore the "stoned" creature to its original form. You can't change flesh to a ***certain*** kind of stone. The spell, in either application, works in one way only. There is no provision for being able to "fine tune" the change to a varying degree depending on the level of the caster. By contrast, the psionic disciplines of ***molecular manipulation*** and ***molecular rearrangement*** have very specific manifestations, even at the lowest levels of mastery. The psionic can do ***certain*** things to ***certain*** kinds of materials, which implies that the discipline-user has a form of control over those changes that the spell caster doesn't have. Exerting this control is what causes the radiation of the "mental energy" that makes the use of the disciplines detectable by other psionic creatures. It's also worth noting that ***molecular rearrangement*** is very debilitating to the brain of the psionic character or creature employing it; the power can only be used once a month for this reason. The ***transmute*** spells and ***stone to flesh*** can be cast as often as the caster is willing or able to do so.

Why aren't spells such as ***resist heat, resist cold, resist fire,*** and ***water breathing*** on the SRPP list when they seem to have so much in common with psionic disciplines like ***body control?*** As in other cases, we have to consider the *cause* of the energy that makes the spell or discipline possible, without necessarily assuming a similarity in the nature of the energies based on the resemblance between the *effect* of each type of power. Also, we can learn something by examining the system of naming these various powers. The word "control" is the giveaway here: psionics can indulge in ***body*** control and ***energy control,*** but the only magic spells with that word in their names are ***control weather*** and ***control winds.*** In each of those cases, the control is exercised over a non-sentient aspect of the environment around the spell caster. The magical "control" has no effect on the minds or bodies of living things within the spell's area of effect.

If the ***enlarge*** spell is related to the disciplines of *expansion* and ***reduction,*** then why isn't a spell like ***animal growth*** also on the SRPP list? Again, the "cause and effect" argument comes into play here: Just because certain spells and psionic disciplines (apparently) do the same thing, it doesn't necessarily follow that they reach that end by the same means. ***Expansion*** and ***reduction*** affect the individual psionic character, and nothing else; the ***enlarge*** spell, although it can be cast on someone or something besides the spell caster, also only affects one thing at one time. ***Animal growth*** betrays its external/magical origins by the fact that the spell can affect more than one creature at one time.

Feign death, temporal stasis: Both of these spells have a direct relationship to the discipline ***suspend animation.*** All three powers involve the ability to change the biochemical nature of the recipient creature, in a way that is probably related to the energy that causes a ***polymorph*** spell to work. And in some ways, the energy being employed by or channeled through the user of one of these three powers also resembles the energy of a cure spell. The brain (either of the user or the recipient, or both) is made to "believe" that it and the body are quite all right, even though the recipient looks dead or comatose to an outside observer. In all three cases, the suspend-animation power can be turned on and off — controlled — by the psionic or the spell caster, although in the case of ***temporal stasis*** this does require the casting of a second spell. ***Feign death,*** a spell of much lower level than ***temporal stasis,*** requires that the subject creature be willing to undergo the change — but the same sort of energy is involved in both cases.

Invisibility (any): The description of the psionic discipline of ***invisibility*** helps us define the nature of both types of invisibility. That section of text tells us something very fundamental about magical invisibility: it affects light waves, apparently by somehow bending them around the invisible creature or object, so that this light is not reflected back to the viewer in the form of a visible image. In contrast, the DMG tells us that psionic ***invisibility*** is a "mind control ability" and the Players Handbook says that "this power affects minds, not light waves or similar physical manifestations."

But invisibility, no matter what sort, leaves some kind of a trace in the surrounding environment. When something becomes invisible, it upsets the balance of nature in so doing; there is no such thing as natural invisibility. This change in the "continuum of nature," if you will, is what a psionic creature picks up on. The ability to sense this change in the natural

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order of things is a mental/psychological process, not precisely a function of extraordinary sensory powers. The DMG does indicate that the ability to detect invisibility may in many cases have to do with keen hearing or smell. But these ultra-sensitive sensory inputs are worthless unless the character or creature possessing them also has the mental ability to process the information and recognize the significance of what he is seeing or hearing. Intelligence is the determining factor, in game terms, for whether or not a creature can detect invisibility. It is also possible for non-intelligent creatures with sharp ears or noses to have a chance of detecting invisibility — because sensory sensitivity is, for this purpose, considered equivalent to intelligence.

The cause of magical invisibility is different from the cause of psionic invisibility, but both types of invisibility produce the same effect on the surrounding environment, and this effect is what the psionic mind homes in on.

Remove curse, stone tell: These spells have a parallel in the psionic disciplines of ***aura alteration*** (for the former) and ***object reading*** and ***sensitivity to psychic impressions*** (for the latter). In each case, their similarity to psionics is bound up in the idea of the "receptive mind" first mentioned above in the text concerning ***locate object.*** The description of the ***sensitivity to psychic impressions*** discipline gives us our best clue when it mentions the "psychic residue" that is left in an area, or upon an object. Similarly, a character or creature's alignment is "broadcast" through the area around that creature. The attempt to read these impulses involves the expenditure of mental energy, and the "signal" sent out by this mental energy is detectable by the psionic mind. One use of ***aura alteration*** is to "recognize and alter unfavorable aura in another." The key word there is "recognize," indicating that detection of the condition must occur before a change can be effected. Presumably, although the spell description doesn't come right out and say it, ***remove curse*** carries with it a form of this detection ability; you have to know what is wrong, or at least that ***something*** is wrong, before you can fix it.

Tele- (any): This group of spells includes ***telekinesis*** and ***teleport.*** It also takes in ***telepathy,*** such as the power put out by the use of a ***helm of telepathy.*** The related psionic disciplines include ***telekinesis, telempathic projection, telepathy, telepathic projection,*** and ***teleportation.***

Some of these powers are drastically different from the others in terms of what they accomplish, but the three magical powers all have one important thing in common: The driving force behind them is mental energy. ***Telekinesis*** enables the caster to "move objects by will force." ***Teleport*** requires that the caster have "a clear mental picture" of the destination in order for the spell to have the best chance of succeeding. The user of a ***helm of telepathy*** must expend "conscious effort" to pick up thoughts from a target, just as each of the spells obviously requires that kind of effort.

So, where does all this leave us? The examination is far from complete, but a few "facts" are clearer than they were when we started. The act of "using your head," in the context of the AD&D universe, can produce some powerful and amazing results, of a scope beyond that which we know about in our real world. But at the same time, employing this "brain power" leaves a trail — one which, for some creatures, is just as easy to follow as a set of footprints or an odor.

Lots of questions remain, mostly concerning why some spells and powers are on one of the DMG's "psionic lists" but not the other. Why don't all psionic-like forces make their users both detectable ***and*** susceptible? This article has tried to address that question with respect to some types of spells, but the topic really isn't in the realm of this examination. And maybe some of those questions simply can't be answered.

But then again, spell casters don't need to know ***how*** their magic works; the important thing is that it ***does*** work. Characters and creatures who use psionic disciplines or related powers may not have the slightest inkling of the nature of the forces they're tapping; the important thing is that those forces obviously ***can*** be tapped and used for the benefit of the one who does so. And the bottom line in each case, whether the force is magical or psionic, is that no good thing is without its un-good aspects. If a party isn't prepared to accept the possibility — however small — that an intellect devourer may be the next thing they see, then they'd be well advised to quite literally think twice before throwing that ***detect evil*** spell. ⏏

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Murphy was desperate. Everything he had tried so far had failed. Since he first spotted the black sedan, it had stayed 100 feet behind him. At first he tried to be subtle: a few quick lefts and then a right. After five minutes the sedan still hung behind. Whoever was behind him was a good driver. Murphy stepped on the gas pedal, and his Porsche leapt forward.

Running parallel to the river, the Porsche sped down the road. "City streets aren't made for this," Murphy thought as the car slid sideways coming out of a turn. Murphy slowed down to regain control, then looked in to his rear-view mirror. The sedan had closed to within 65 feet. Downshifting, Murphy spun the wheel to the right and accelerated. Tires squealed as the cars raced around another corner. Then Murphy remembered something that the driver of the sedan might not know. The road they had turned onto crossed a river at a drawbridge, and he had heard a ship's whistle about a minute ago. As Murphy approached the bridge, it started to rise. The Porsche crashed through the wooden cross-guards and was airborne. The Porsche flew over the river and landed on the other side of the bridge, its stiff suspension absorbing most of the shock of the landing. The driver of the sedan thought he could make it, too — but the ball of flame in Murphy's rear-view mirror confirmed that he didn't. Murphy let up on the accelerator, turned left, and slipped away into the night.

The chase described above happened in a recent TOP SECRET® game scenario that I had the pleasure of running. It was able to happen because of a set of special rules I drew up. The TOP SECRET rules include guidelines for vehicle movement, but not any specific rules beyond that to govern the use of a motor vehicle. Using the rules in this article, it is possible to handle chase scenes like the ones in almost every "spy" movie.

Scales and time vs. distance

The time scale used for-vehicle movement in the TOP SECRET rules is the same as for personal movement turns; that is, one turn equals five seconds. If an agent wants to fire a weapon during a car chase, he is allowed only one round of fire per turn of vehicle movement — not five rounds of projectile combat, as is otherwise possible in the projectile firing system. If both the target and the shooter are in moving vehicles, only one round of fire is allowed, and this occurs at the end of the movement turn. If either the shooter or the target is not in a moving vehicle, then projectile fire is handled as normal in the rules. If Murphy had been shot at by a person not in a vehicle, then the distance that Murphy's car traveled would have to be divided into second-by-second movement, and a round of projectile combat would be allowed each second. In such a case, it is important to correctly calculate the distance traveled per second by dividing the distance travelled in a turn by 5 (and round down) to arrive at the feet per second traveled by a vehicle at a certain speed.

Vehicle movement per turn (five seconds):

MPH	1	2	3	4	5	10	15	20	30	40	55
Ft./turn	7	14	21	28	35	70	105	140	210	280	385

To figure out the distance traveled for a speed that is not on the above chart, add two or more speeds together. Example: The feet per turn traveled per turn by a vehicle at 18 mph would be 105 (for 15 mph) plus 21 (for 3 mph), or 126. If it was necessary to divide this into one-second increments, then 126 divided by 5 would yield a distance of 25.2, rounded to 25 feet per second.

To clarify projectile combat involving a stationary (not in a vehicle) shooter and a target in or on a moving vehicle, consider this example: A guard sees a vehicle trying to escape at a current speed of 50 mph. The distance traveled at 50 mph is 350 feet per turn, or 70 feet per second. After he sees it, the vehicle travels for three more seconds before the guard opens fire. After the car has moved 210 feet (in those three seconds), the guard would be allowed to fire one round of projectile combat. He would be allowed additional rounds of firing if desired, and the Administrator should keep in mind that the vehicle is allowed one second of movement (another 70 feet of distance) before the each subsequent round of fire. And, it is important to take into account the penalty to hit the vehicle due to consecutive shots. Characters will realize that is often beneficial to spend a second "steadying" their weapon after squeezing off a few rounds of fire.

Turn sequence

1. The vehicle (or car, for simplicity's sake) that is being pursued is said to have the initiative. The positions of all other vehicles are expressed in relation to the "chase car" (the one being pursued). The player representing the driver of the chase car will first write down the speed he wishes to move, any shifting of gears, and any maneuvers he is attempting this turn.

2. After the chase car's actions are secretly recorded, the pursuit vehicles are allowed three options:

"Tail" allows the pursuer to copy the actions of the chase car. This will not change the distance between cars.

"Speed up" allows the pursuit car to copy the actions of the chase car, but also to accelerate its speed to either close the distance between cars or to overtake the chase car.

"Slow down" will increase the distance between the cars.

Under any of the three options, the pursuit car(s) may make any maneuver that the chase car is making, subject to the physical restrictions of a certain vehicle or vehicle type.

3. If any vehicle will intersect the path of another vehicle during the turn, the Admin must determine if a collision occurs. Distance traveled during the turn should be broken down into one-second increments if needed.

4. All of the actions described above are written down secretly and revealed simultaneously. If no vehicle collisions occur, the characters involved are allowed to carry out any actions desired before another vehicle movement turn begins.

5. Damage incurred by any actions in steps 1-4 is recorded and survivors are allowed to proceed to the next movement turn, repeating steps 1-4 as many times as needed.

Note: The pursuing driver(s) must declare a speed for the pursuing vehicle(s), just as the driver of the chase car must do for his vehicle, but the pursuer(s) should always be able to figure out (roughly, at least) how fast the chase car is traveling, to help the pursuer(s) decide what speed to choose. If "speed up" or "slow down" is the selected option, assume an increase or decrease of 5 mph in speed for the pursuing car (either a gradual acceleration, or just taking one's foot off the gas), unless the driver is accelerating or decelerating abruptly. (See the Vehicle Chart later in this article for details on acceleration and braking.)

Vehicles involved in a chase should be plotted on a map that was made prior to playing the scenario. It is important to keep track of the location of the pursuing vehicle(s) each turn, both ***actually*** (on the map) and ***in relation to the chase car.*** If a pursuing car is able to catch and pass the chase car during a turn, the driver may immediately exercise the option of slowing down to remain abreast of the chase car.

Turning

Various kinds of curves and corners are classified according to a recommended speed and the chances of a mishap if that speed is exceeded. For cars making a turn at or below the recommended speed, simply plot the vehicle's movement as if it was going straight. Whenever a driver attempts a turn at more than the recommended speed, do the following:

Calculate the driver's Coordination plus 50. From this number subtract the Cornering Rating of the turn (see the Turn Chart following). Then subtract 5 for each mph of speed more than the recommended speed. To this apply the Cornering Rating of the vehicle (see the Vehicle Chart). The net result is the percentage chance for a successful turn.

Example: Murphy hits a medium turn at 45 mph. Murphy's Coordination of 75 plus 50 equals 125. The Cornering Rating of a medium turn is 30. This, and 50 more for exceeding the recommended speed by 10 mph, is subtracted from 125, leaving 45. To this is added the Cornering Rating for Murphy's Porsche, which is +20. So, a percentile dice roll of 65 or less is needed for Murphy to make the turn safely.

Turn Description Chart

Type of turn	Recommended speed	Cornering rating	Stress roll*
Sharp	15 mph	50	02%
90-degree	25 mph	30	01%
Medium	35 mph	30	01%
High-speed	50 mph	50	02%
Special	75 mph	60	04%

Sharp turns are hairpins or U-shaped curves.

90-degree turns are the type found at most street corners.

Medium turns are the gradual curves often found on highways and freeways.

High-speed turns are shaped like ***medium*** turns, but are somewhat banked.

Special turns are of the sort found on a test track or speedway, deeply banked.

* — ***Stress roll*** refers to the car, not the driver. Whenever a vehicle takes a turn at more than the recommended speed, regardless of the result of the attempt, the Admin must make a stress roll for the vehicle. On a percentile dice roll equal to or less than the stress roll value for that type of turn, the vehicle has suffered a mechanical failure. Make another dice roll, as if the vehicle had missed the turn and suffered a result of "Lose Control" on the Turn Failure Chart (below). Even if the driver avoids a crash and an injury, the car counts as a disabled vehicle and will roll to a stop. The vehicle cannot be operated again before being repaired by a qualified mechanic.

If a driver makes it through a curve or corner safely, the turn sequence continues as outlined in steps 1-5 above. If the dice roll is more than the needed number, the driver has missed the turn, and the Admin rolls again, consulting the Turn Failure Chart to see what happens next.

Turn Failure Chart

Type of turn	Skid; speed reduced 50%	Lose Control	Crash	Explode
Sharp	01-60	61-87	88-99	00
90-degree	01-60	61-95	96-99	00
Medium	01-60	61-92	93-99	00
High-speed	01-50	51-90	91-98	99-00
Special	01-50	51-85	86-96	97-00

Modifiers: Add 10% to any dice roll if road is wet.

Skid, speed reduced 50%: Vehicle will reduce speed by at least, half next turn with any needed downshifting of gears.

Lose control: When this result occurs, a dice roll is necessary

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on the Loss of Control Table. A driver with Coordination of more than 80 adds 1% to the dice roll for every point above 80.

Loss of Control Table

Dice roll	*Result*
01-60	Vehicle will crash. Refer to the Crash Table.
61-80	Driver regains control of vehicle, but must reduce speed by at least 50% (as for "skid" result), with appropriate downshifting.
81-00	Driver remains in full control of vehicle; no reduction of speed necessary.

Crash: Vehicles in a crash must roll on the Crash Table. Use the Damage modifier for the vehicle type (found on the Vehicle Chart) as an adjustment to the dice roll, and also add +1% to the dice roll for every mph of speed the vehicle possessed at the time of the crash (assuming the crash is with a stationary object).

Crash Table

Dice roll	*Result*
01-35	Vehicle skids off the road to the inside of the turn. If nothing is there that the vehicle can hit, it will roll over once and land upright. Passengers will receive 1 injury per each 10 mph of speed at the time of the crash, or only 1 injury if seat belts are worn. Injuries are determined as per projectile combat. The car may be restarted on a roll of 60 or less on the following turn. If it does not restart, then it may not be driven until repaired. If the vehicle hits a solid structure, passengers will receive double the injuries given above.
36-70	As above, but vehicle skids to outside of curve.
71-125	Vehicle rolls over three times, either to the inside or outside (50-50 chance) of the curve. If there is nothing the vehicle can hit, it will land upright 50% of the time, and passengers will receive 2 injuries per 10 mph of speed at the time of the crash, or only 2 injuries if seat belts are being worn. If the vehicle hits a solid structure, passengers will receive double the injuries given. The vehicle may not be restarted.
126 or more	The vehicle rolls five times, and passengers will receive 3 injuries per each 10 mph of speed, or only 5 injuries if seat belts are being worn. The vehicle will explode in 2-200 seconds (d% × 2) from the time it stops rolling, and all inside the car at that time will perish. Those within 40 feet of the explosion will suffer 1-10 damage points.

Loss of consciousness: A crash victim may lose consciousness in addition to being injured. The chance of being knocked unconscious is equal to the victim's current damage points (in life levels) divided by the character's normal, healthy Life Level and expressed as a percentage. A passenger who rolls this percentage or less is unconscious. Example: A passenger has lost 5 points from his original Life Level of 20 following a crash. This is 25% of the passenger's normal Life Level, so he has a 25% chance (01-25) of being knocked unconscious by the crash.

Escaping a crash scene: Passengers can exit a crashed vehicle without help if they are conscious. Unconscious passengers must be dragged out. The time, in seconds, required for a conscious passenger to get himself out of a vehicle after a crash is equal to 200 minus his total of Coordination and Willpower. If a rescuer is attempting to free an unconscious passenger, add 100 to the weight of the victim and subtract from that the rescuer's total of Coordination and Willpower to get a time in seconds. Examples: Murphy attempts to extract himself from a crashed vehicle. His Coordination (75) plus Willpower (85) equals 160. The difference between 160 and 200 is 40, the number of seconds it will take him to get out. If Murphy then decides to pull his 125-pound passenger Tanya out of the wreckage, he can do it in 65 seconds: Tanya's weight plus 100 equals 225, minus 160 (Murphy's Coordination plus Willpower) equals 65.

Note: A passenger cannot rescue someone else until he has pulled himself free to start with, and an extra five seconds of "escape time" is needed for any passenger wearing a seat belt at the time of the crash.

Explode: This result from the Turn Failure Chart is played the same way as a Crash Table result of 126 or more.

Vehicle Chart

Size	Type	Spd	Cor	Acc	Brk	Bsh	Dam
X-Small	Cycle	100	+35	2	1	1	+40
Small	Sports car.	155	+20	2	2	2	+20
Medium	Sedan	110	0	1	2	3	0
Large	Van	90	-10	1	2	3	0
Large	Pickup	95	0	1	2	4	-10
X-Large	Bus	85	-15	1	1	8	-20
X-Large	Semi rig	85	-35	1	1	10	-20

Spd: The top speed, in general, for a vehicle type. Specific vehicles may be slightly faster or slower than this.

Cor: The vehicle's Cornering Rating, used as a modifier to the dice roll for an attempted turn.

Acc: Acceleration Rating: the number of Speed Levels (see below) that a vehicle can increase in one turn.

Brk: Braking Rating: the number of Speed Levels a vehicle can decrease in one turn.

Bsh: A vehicle's "Bash Value," used to help determine the outcome of a bashing attempt (see below).

Dam: Damage modifier, to be incorporated into a dice roll to determine the outcome of a crash.

Speed levels

Listed below are the categories for each miles-per-hour range of speed that a vehicle may achieve (up to its top speed). The numbers given in the "Acc" and "Brk" columns on the Vehicle Chart indicate how many speed levels a vehicle can move up or down from its present speed during a single five-second movement turn.

Slow	0-15	Excessive	56-75
Low	16-25	Extreme	76-90
Medium	26-40	Maximum (Top speed for vehicle type, if over 90; reached in 15 mph increments.)	
High	41-55		

Example: A sports car is accelerating from a stationary position (technically, slow speed). It can reach a speed of up to 40 mph (the upper limit of medium speed, two levels higher than slow) in the next turn, since its Acc number is 2. If the car is traveling 40 mph, it can accelerate to as much as 75 mph (the upper limit of excessive speed, two levels higher than medium), or can use its Brk number (also 2) to come to a full stop (the lower limit of slow speed, two levels lower than medium) in the next turn.

Bashing

This is a combat/collision situation where two vehicles are involved, and one of them is attempting to smash into the other. A bash is accomplished by either matching or exceeding the speed of the target vehicle and/or intersecting its path, coming from the rear, the side, or head on. To determine if any driver suffers a Loss of Control from a bashing attempt, compare the Bash Values of the vehicles and refer to the following table, using "L" for the vehicle with the higher Bash Value and "S" for the vehicle with the lower Bash Value.

If L and S are equal, each driver will suffer a Loss of Control on a 20% chance (roll separately for each vehicle).

If L is greater than S by 1-3, L will lose control on a 10% chance and S on a 30% chance.

If L is greater than S by 4-8, L will lose control on a 5% chance and S on a 60% chance.

If L is greater than S by 9 or more, L will lose control on a 2% chance and S on a 95% chance.

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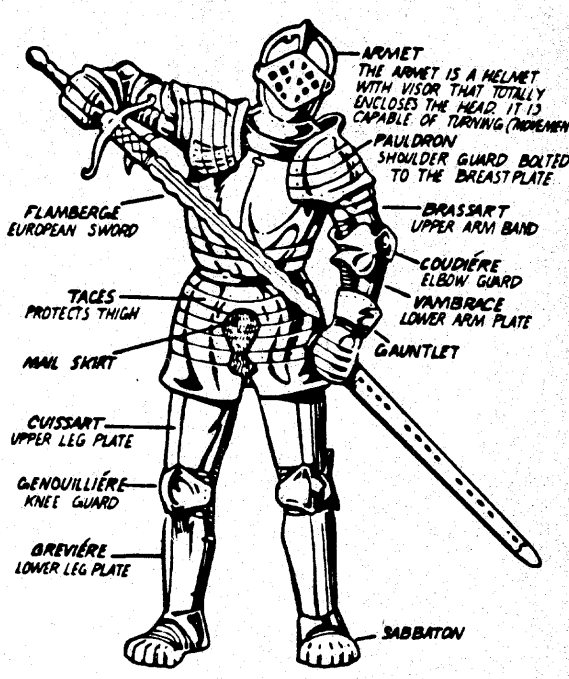

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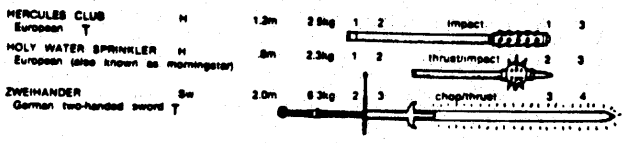

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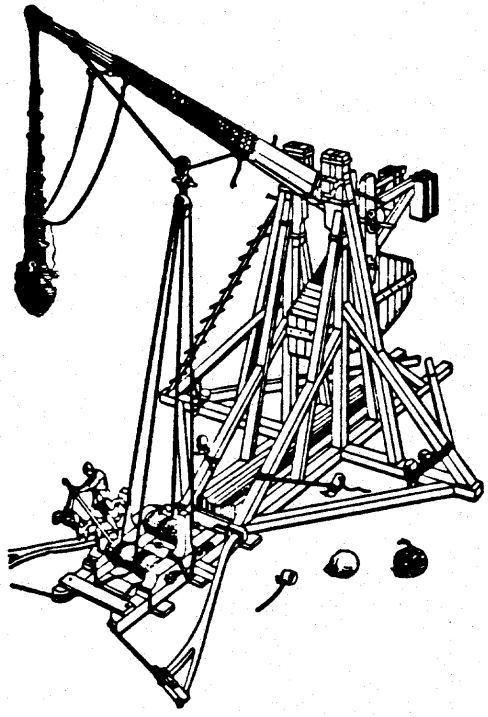

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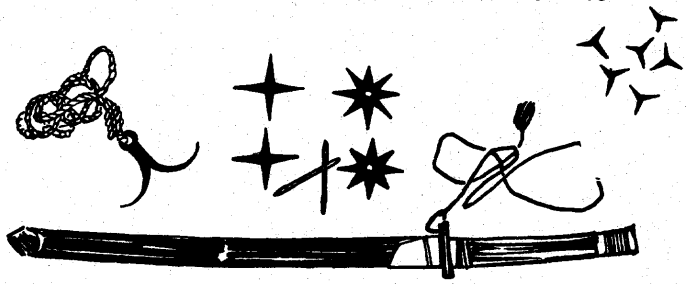

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Damage from a bash: When a bash attempt is made, the attacker rolls percentile dice. On a roll of 75 or less, both vehicles will sustain damage points equal to the Bash Value of the opposing vehicle. (If a bus bashes a pickup truck, the truck takes 8 damage points and the bus takes 4.) Whenever a vehicle accumulates damage points equal to 10 times its Bash Value, the vehicle must first roll on the Crash Table and is then considered immobile and beyond repair. If a "damage roll" after a bash attempt is 76 or higher, it is assumed that the bash actually took place, but it was a glancing blow (at best) and neither of the vehicles involved sustained any significant damage.

Head-on collisions

If vehicles involved in a bashing attempt collide head-on, the speeds of both vehicles are added together and used as a modifier for each vehicle on the Crash Table (roll for each vehicle separately, even though they are "traveling at the same speed"). Damage to vehicles resulting from a head-on collision is triple the normal amount (as for a bash, above), and both vehicles must automatically roll on the Loss of Control Table. Note: In order for a head-on collision to occur, the "damage roll" described in the procedure for a bash must be 75 or less. If this roll is 76 or more, it is assumed that one vehicle swerved at the last instant and missed the other one, or caused the head-on collision to be turned into a sideswipe that resulted in no significant damage.

Projectile combat and vehicles

As stated in the first part of this article, if either the shooter or the target in a projectile combat situation is *not* riding in or upon a vehicle, then the combat is carried out as per the regular TOP SECRET rules. If both the shooter and the target are riding in or on vehicles, then only one round of projectile fire is allowed for each five-second movement turn.

If the result on the General Injury Determination Table in the TOP SECRET rule book gives a body location for a passenger that is covered by the body of the vehicle (but not the glass of the windshield or windows), then the result of the projectile combat must be found on the Bullet Use Agaisnt Vehicle Table. If the injury result is to a part of the body covered only by the vehicle's window glass, then roll as normal for damage to the target and add 1-4 more damage points from glass breakage. See the section on Bulletproof Equipment in the rules if this is applicable.

Rundown combat

A third type of combat involving vehicles is a combination of bashing and projectile combat called "rundown" combat, where the driver of a car tries to collide with a pedestrian.

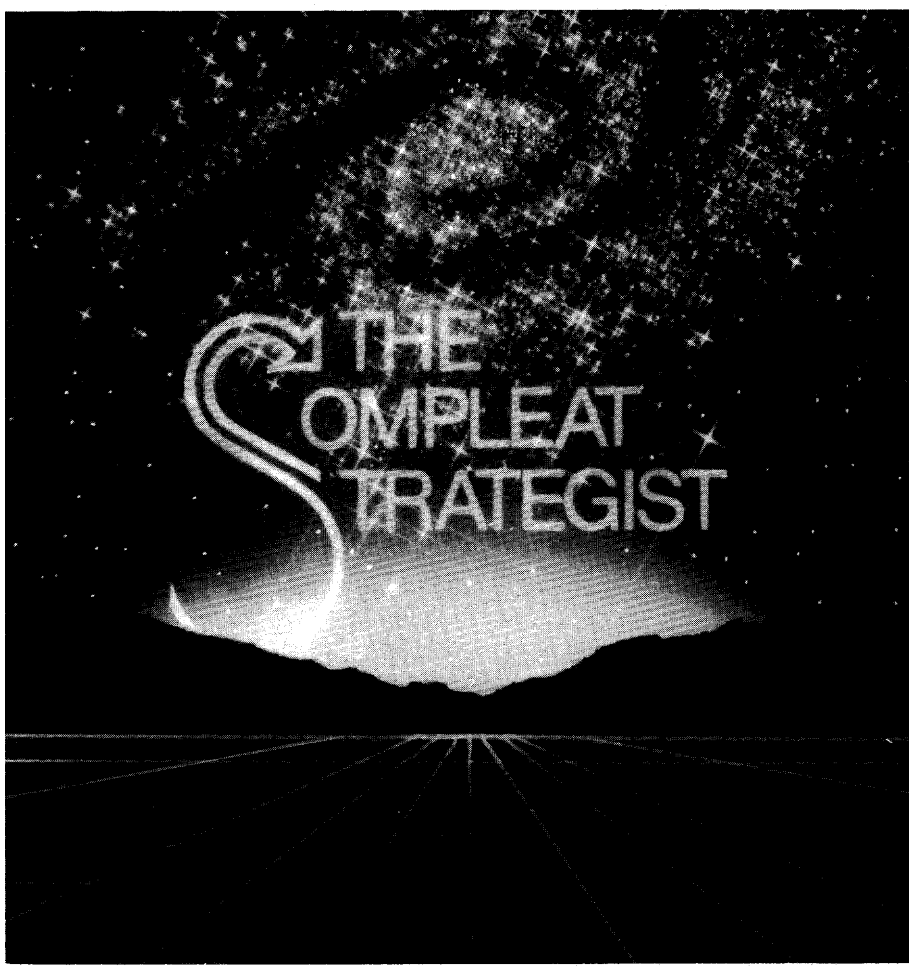
To attempt to run down a pedestrian, the driver must have a clear path to the target, and the vehicle must already be moving. A successful hit is scored on a percentage chance equal to the driver's Offense value, plus 1% for each mph of speed the vehicle has at the moment of the collision, minus the Coordination value of the intended target. All modifiers for normal projectile combat apply, with a roll of 01-05 being an automatic hit and a roll of 96-00 an automatic miss.

A pedestrian who is hit will suffer one injury for each 20 mph of speed the vehicle had at the time of the collision, and additional injuries equal to the vehicle's Bash Value. Specific injuries are determined as per projectile combat, using the charts in the TOP SECRET rule book.

Obstacles and interference

Lots of terrain features can have an effect on vehicle movement, especially in an urban environment. My favorites are the railroad crossing and the drawbridge, both described below. In addition to physical features (obstacles shown on the map), the Administrator can devise obstructions such as road-construction areas, detours, and the like.

Railroad crossing: The chance of a train converging on a crossing at the same time as a vehicle is either 10% (a rural



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freight line), 20% (suburban commuter or freight), or 30% (urban commuter or freight). The train is first noticed by those in the vehicle when the train is at a distance of 200-2,000 feet from the crossing (roll randomly or assign a range of sight based on the surroundings). It will be traveling between 20 and 50 mph (possibly faster in open country), depending on the type of train and the surroundings. The speed and length of a train will determine how long it blocks an intersection; most of the time, vehicles will have to wait from 1-10 minutes to get across the tracks.

A vehicle approaching an "occupied" railroad crossing has three options — one, turn off the road and backtrack or find another route; two, come to a stop at the crossing and wait for the train to pass; and three, go for it. Options one and two are self-explanatory. The fun one is handled this way: Make no calculations, and don't allow players to make any calculations, until the driver has announced a decision to try to beat the train. Then, break down the speed and distance traveled of the train and the vehicle into one-second increments, until plotting on the map determines whether the train and the vehicle will hit. If the vehicle hits the train, determine the effect on the vehicle and passengers as for a roll of 126 or more on the Crash Table.

Drawbridge: If a drawbridge (like the one Murphy jumped at the start of this article) is in use, it will be on the way up or down, and thus can be jumped, 50% of the time. The other half of the time it will be in the fully raised position, it cannot be jumped, and it will not begin going down for 1-10 minutes after the vehicle arrives at the site. The chance of a drawbridge being in use at any given time depends largely on other circumstances (time of day, shipping schedules, etc.), or can be determined to occur randomly on a roll of 40% or less.

Only a vehicle of Large size or smaller can jump a bridge successfully, and only if the vehicle is traveling faster than 55 mph when it reaches the bridge. If these two conditions are met, the jump is successful; however, the landing on the other side may be a rough one. A vehicle landing after jumping a drawbridge is treated as if it had just failed to negotiate a high-speed turn; roll for the vehicle on the Turn Failure Chart under this category.

Special situations

Driver incapacitated: If the driver is disabled and cannot control his vehicle, it is possible for a passenger to reach out and grab the wheel by making a roll of Coordination or less. The passenger will only be able to steer the car unless the driver is moved from his seat; this will take one turn, or two turns if the driver is wearing a seat belt. If the vehicle has only one passenger, the only way that person can steer the vehicle and move the driver aside at the same time is by pushing the driver out the driver's side door.

Jumping from one vehicle to another: A character can leap from one moving vehicle to another under these conditions:

The target vehicle must offer a suitable place to land, and/or a handhold for the jumper to grab.

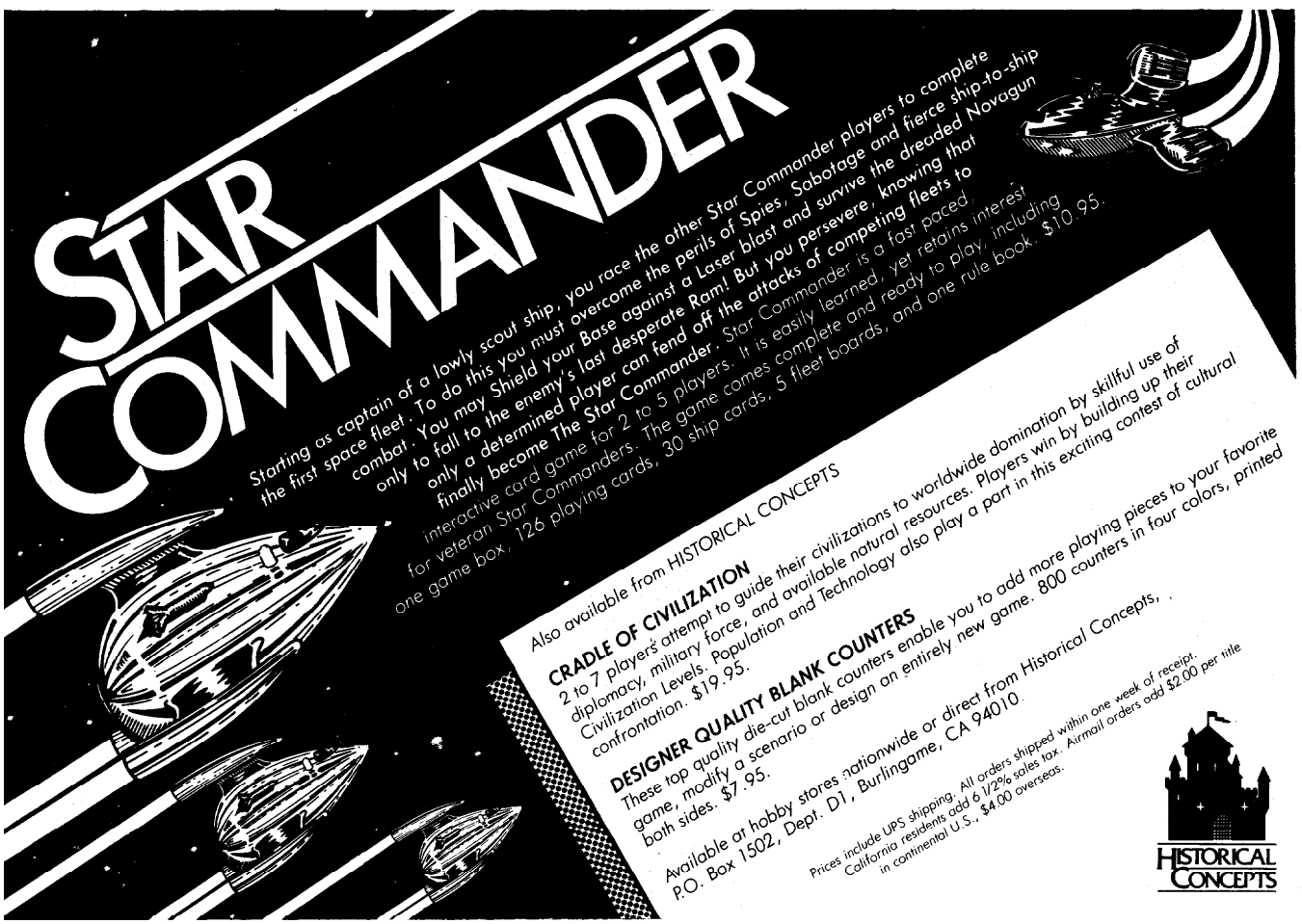
Someone must control the vehicle being jumped from, unless the "vehicle" is an animal (a rider on horseback, for instance).

The distance to be jumped must not exceed three feet.

The vehicle being jumped from must be going at least as fast as the target vehicle.

If these conditions are met, the jumper will succeed on a roll of his Coordination or less. (Rolls of 01-05 are automatic success and rolls of 96-00 are automatic failure.) The dice roll is modified by -1% for every 1 mph difference in speed between the two vehicles — and remember that any jump will fail if the target is moving faster than the vehicle being jumped from.

Someone who has made a successful jump must roll his Strength or lower on each turn thereafter to keep from being shaken loose. The dice roll is modified by +10% if the driver of the vehicle announces that he is trying to shake off the jumper. If the jumper falls from the vehicle before it comes to a stop, he sustains one injury (as per projectile combat) for each 10 mph of speed the vehicle had at the time of the fall.



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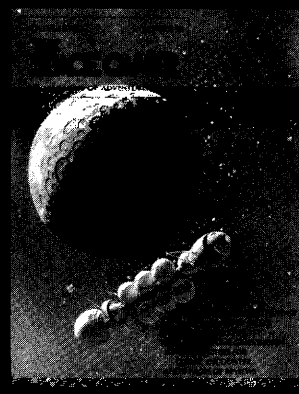

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The thrill of the hunt

Dragonquest™ rules for finding 'fresh' food

by Paul Montgomery Crabaugh

A curious feature — or lack of feature — in most fantasy role-playing games is the apparent necessity for players in the wilderness to carry every gram of food they might need on an expedition. The idea of hunting and gathering food seems completely beyond the characters; but unless a random encounter turns up something edible, a shortfall of rations is potentially catastrophic — and even then, who would want to hunt for food in an environment where the only game consists of creatures important enough and formidable enough to put on an encounter chart? Mammoth-hunting might have been a way for some early humans to make a living, but many more of them made an even better dying at it.

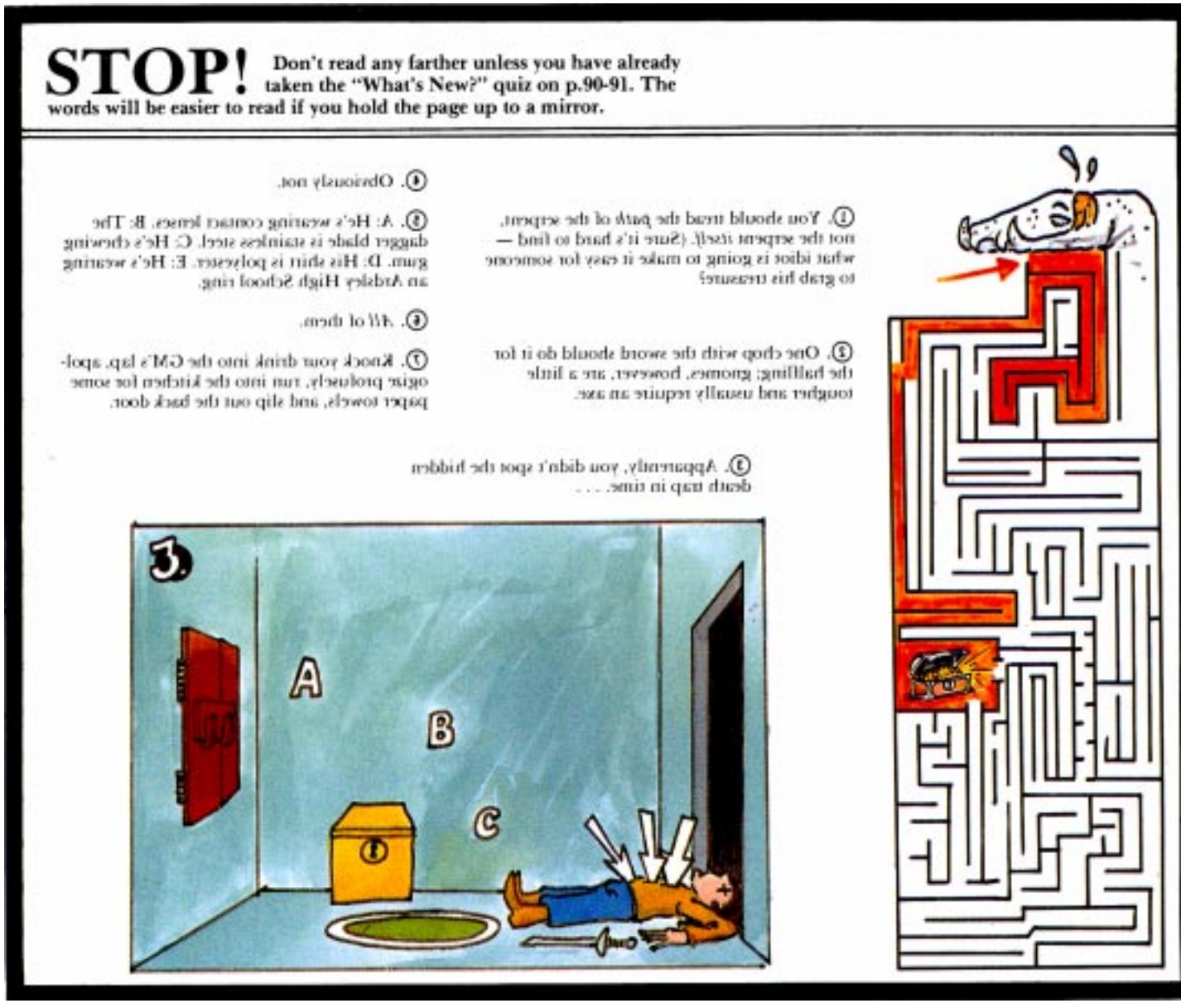
Being determined to correct this oversight, and running the ***DragonQuest***™ game more than others at the moment, I devised hunting rules for parties in the wilds. A new skill — Hunting (are you surprised?) — turned out to be necessary.

Hunting skill is the ability to locate and dispatch from this mortal coil various small, lovable, furry animals who are tasty, as well as to locate edible trees and reasonably unpolluted water. All characters start with the skill at Rank 0. The experience costs for the skill are:

Level	***0***	***1***	***2***	***3***	***4***
Cost	0	200	50	100	150
5	***6***	***7***	***8***	***9***	***10***
200	300	400	500	750	1000

The way it works is that each day, one or more members of the party is/are designated as the hunters for the day. (Don't everybody queue up at once.) The catch is that each hunter is assumed to operate independently during the day (small game is frightened away by large parties), and so encountered creatures may ambush individual hunters rather than the main party, there being an even chance for each "detachment," including the main body, to be the target of a random encounter.

The hunter spends a certain number of hours each day hunting. The party is slowed to that extent (unless they don't mind losing whomever is doing the hunting — but he can't bring the food back to



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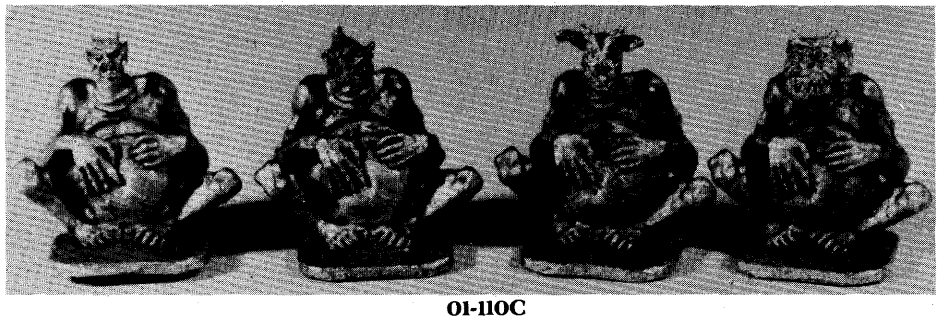

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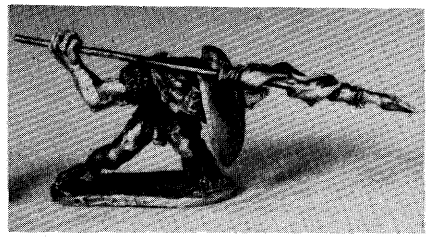

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camp if he doesn't know where the camp is). It is possible to spend "zero" hours hunting and still catch something; this represents making the best traveling time possible while still checking out potential targets along the way – and getting lucky.

At the end of the day, add up the modifiers from the following chart, add the roll of 1d10, divide by 10, and subtract 1. The result, rounded off to the nearest whole number, is the number of person-ration-days obtained by the day's hunting efforts.

Fresh food can be kept for up to three days before it becomes inedible. The number of party members this food will feed is a function, to some extent, of who and what those members are. A giant consumes 3 human-sized rations per day, and even the smallest of the humanoids in the group consumes at least one ration a day.

Condition	*Modifier*
Armed with a missile weapon	Rank with the weapon
Perception	Perception
Ranger skill (all types)	Rank
Ranger in correct terrain	2 × Rank
Per hour of hunting	+2
In desert (or other waste)	-20
In forest/swamp (or other life-dense)	+10
Hunting skill	5 × Rank

Finding water is easier than finding food, for several reasons, not the least of which is the self-fulfilling prophecy that it simply *is* easier to find. Water doesn't hide; sources of water are much larger than the typical game animal; and one source will suffice for the entire party to slake its thirst. Searching for water occurs during the same time as normal hunting. Use the table above to determine some of the appropriate modifiers, but don't use the desert and forest/swamp modifiers or the missile-weapon modifier. For the effects of varying terrain on the chance of finding water, use the modifiers below:

Terrain	*Modifier*
Mapped source of water in this hex	+90
Forest	+30
Desert	-30
Swamp	-10
Other	+15

The resulting number (using the same process described above for hunting) is the percentage chance of finding a water source during the day.

Good eating, and remember: The bears are using the same rules.

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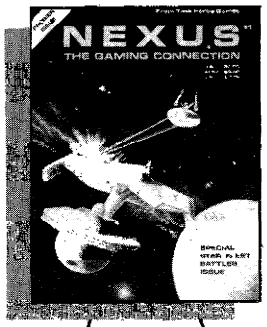

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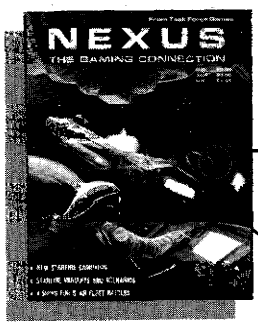

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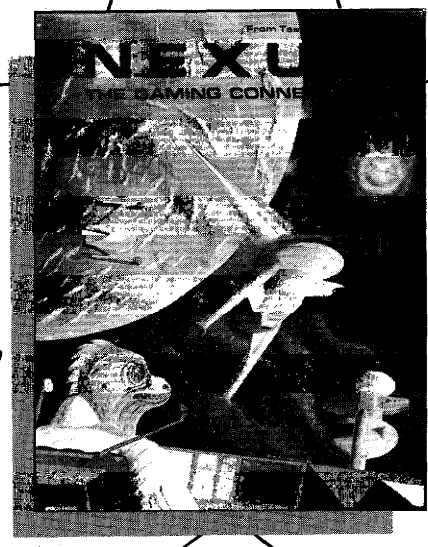

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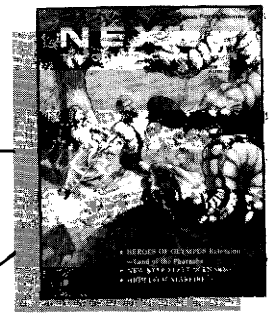

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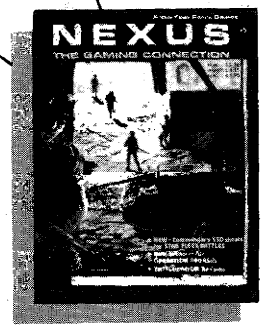

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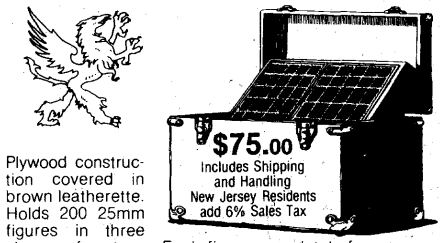

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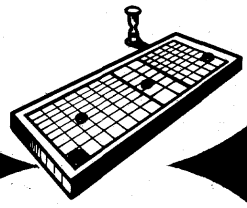

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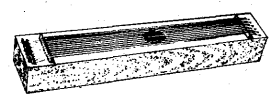

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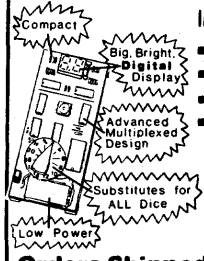

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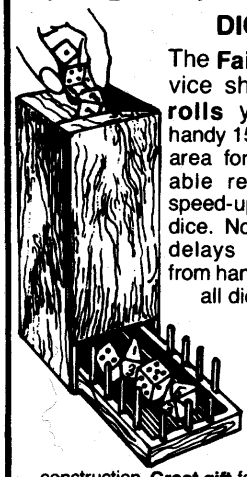

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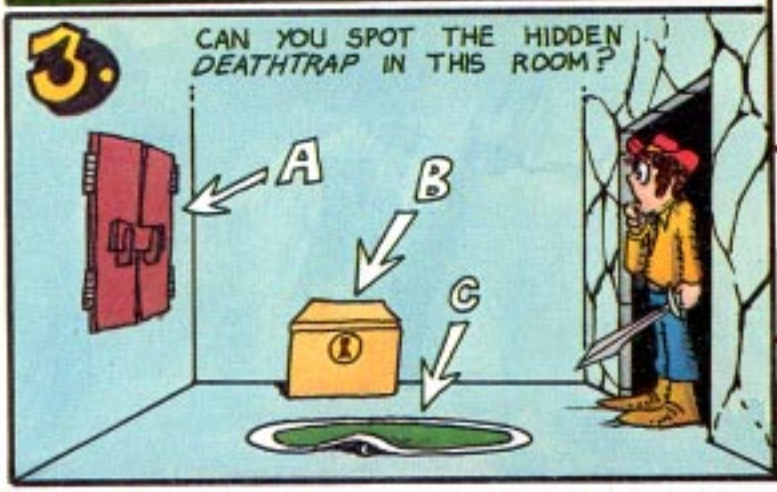
1. CAN YOU TREAD THE DEADLY PATH OF THE SERPENT TO FIND THE TREASURE?

2. Logic Problem #1

YOU (AN 18TH LEVEL CHAOTIC EVIL FIGHTER) AND YOUR COMPANIONS (A 10TH LEVEL LAWFUL EVIL HALFLING AND A 13TH LEVEL NEUTRAL GNOME) HAVE JUST SCORED 11 CHESTS, EACH CONTAINING 157 GOLD PIECES. HOW DO YOU SPLIT THEM?

3. CAN YOU SPOT THE HIDDEN DEATHTRAP IN THIS ROOM?

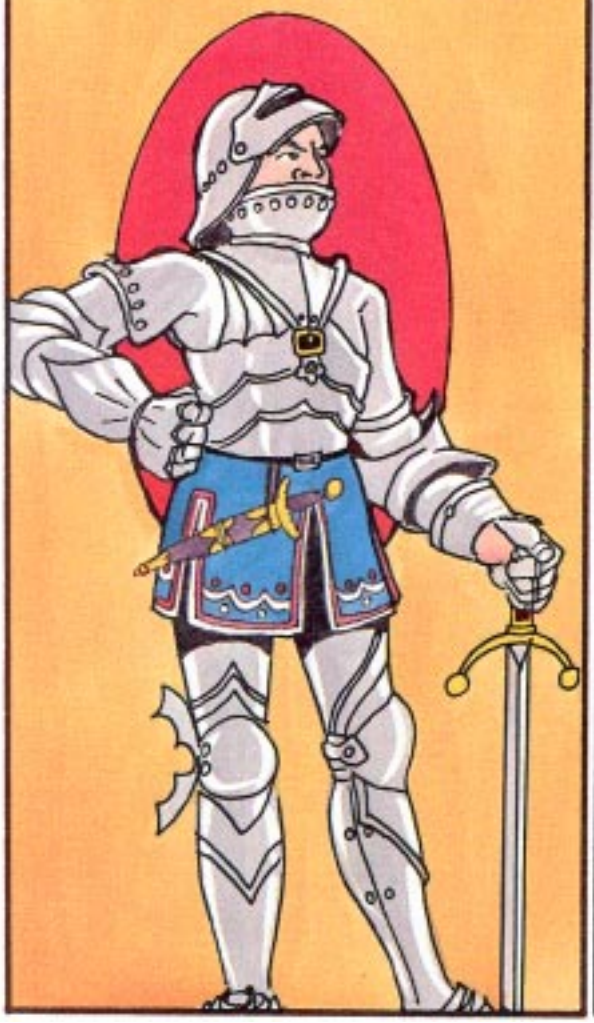


4.

OH NO! CHUCK IS LOST IN THE DUNGEON— CAN YOU FIND HIM BEFORE IT'S TOO LATE?!

5.

BELOW IS A BURGUNDIAN SOLDIER OF THE 15TH CENTURY. CAN YOU SPOT THE 5 ANACHRONISMS?



6.

WHICH OF THESE PEOPLE IS **REALLY** AN 18TH LEVEL BARBARIAN FIGHTER—

7. Logic Problem #2

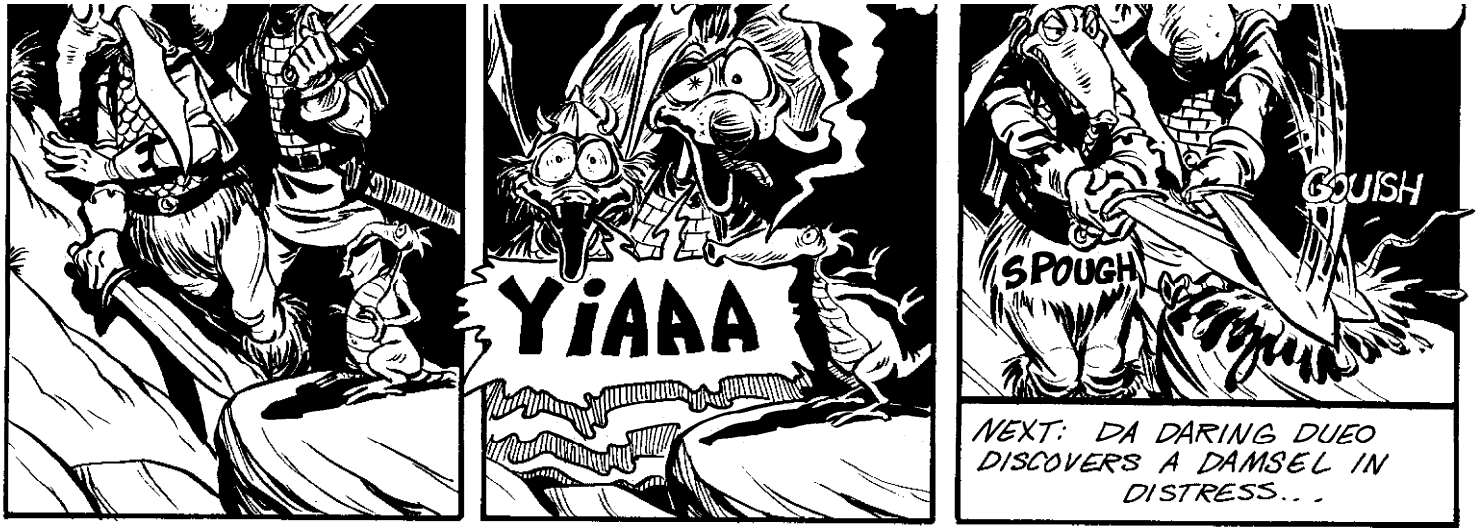
YOU ARE FACED WITH A CHOICE OF HAVING YOUR FAVORITE CHARACTER **EITHER** — FIGHT A TROOP OF *KILL-CRAZED ZOMBIE WERE-SPIDERS* BAREHANDED **— OR —** PLAYING LEAPFROG WITH A UNICORN. ***WHAT DO YOU DO?***

WORMY
FRANG! DULLY! WERE YOOG-UYS BEEN?
URP.
DOWN ON THE GROUND. ...HUNTIN' UP SOME GRUB.
UB.
WITH CLUBS?
HERK ERK ERK
URP.
BUZZOFF, SQUIR'L.
FWRNK.
HYOO GUYS AIN' GONNA KILL NOTHIN' WITHEM CLUBS!
IZZAT SO!
YA WANNA KNOW WHAT WE KILLED TODAY? WE KILLED A WOLF, A WILD BOAR AND A DEMON! THAT'S WHAT!
AND WE ALMOST GOT AN OGRE TOO!
YEAH!
JEEZE.
URP.
YOOG-UYS MUSTA BEEN HUNGRY!
TRAMP ©1983

SNARFQUEST
BY ELMORE
©ELMORE '93
DAT OL' DEMON IS NOT GONNA GET MY WITTLE BOD WIFOUT A FIGHT... I IS GONNA STING HIS FACE OFF!
WHAT THE??
SPLAT
STING STING STING
EEEiii
EEEEiiiiiEEE
BREATHE
WHAT'S GOIN' ON??
OUCH-OUCH-OUCH!
STING STING STING
?
?!
WWAAAAOOOOO
STING
STING
CLANK CLANK CLANK
GAAAAAA
OLD LEAD HEAD HAS GONE TOTALLY SPASTIC!
STING STING STING
?!
STING
STING
BONK
I HAS BEEN WEINCA'NATED ... MAN I IS GONNA BE A GOOD BUG FOM NOW ON!!
SPLAT

WOW, DIS DUDE IS RICH! ...A BUNCH OF DIAMONDS... AND SOME GOLD.
SNARF, WHAT HAS HAPPENED?
ARE YOU OKAY?...I HEARD ALL OF THAT SCREAMING... OHMYGOSH!!!
HUH?
I'M OKAY– I JUS' HAD TO TAKE CARE OF DIS LITTLE PROBLEM.
YOU MEAN THAT YOU KNOCKED THIS GUY OUT ALL BY YERSELF?
YEP.
REMEMBER RAT, SPREAD DA WORD OF MY GREAT HEROIC DEEDS WHEREVER YOU MAY ROAM.
WOW... I SURE WILL.
AFTER A QUICK MEAL, THEY DECIDED TO TRAVEL ON INTO THE NIGHT AND PUT SOME DISTANCE BETWEEN THEMSELVES AND THE EVIL RIDER.
I HATE TRAVELING AT NIGHT...I CAN'T SEE A THING.
!!?
WHAZZAT?
SOME KIND OF MONSTER?
HEY... YA THINK THAT EVIL RIDER IS ON OUR TRAIL??
NO!

NOTHIN' ON TWO LEGS COULD MAKE A SOUND LIKE THAT!
I BET IT'S THE BIGGEST, UGLIEST THING IN THE WORLD!
I CAN'T SEE WHERE I'M GOIN' ... LET'S HIDE!
WHERE?
HERE?
OK!
(HUFF-PUFF)...LET'S (GASP) LISTEN AND SEE (WHEEZ) IF THE THING IS FOLLOWING US....
OKAY (WHEW)
?
HEAR ANYTHING?
NOPE.


YiAAA
SPOUGH
GOUISH
NEXT: DA DARING DUEO DISCOVERS A DAMSEL IN DISTRESS...

Out on a Limb

(Continued from page 4)

.52, which is a paper cartridge. The .54 Sharps he mentions is the caliber that modern reproductions are made in (I have one myself). There was no such thing as a .56 Sharps; the .56 was a Spencer rimfire cartridge. The issue long arm of the military at the time mentioned was the .45-70 Springfield "trapdoor." This caliber was chosen for both range and knockdown power. The carbine should be also like the rifle in the respect of stunning as a buffalo rifle.

Regarding jamming, with the trapdoor, it depends on what period and what sort of battle you're talking about. In the 1870's the copper cases would heat up and swell in the barrel during a prolonged battle. Numerous accounts from the Battle of the Little Big Horn mention this. Indians remembered seeing soldiers kneeling and working on their carbines in the midst of the battle; also, soldiers who came later found many broken knife blades, which had obviously been used for prying out the cartridges, near the bodies of dead soldiers.

When brass cartridges came into use in the 1880's, this problem was cleared up. I think that in an 1870's period game, there should be a 25% chance of a carbine jamming in **a** prolonged battle, while in an 1880's game it should be as Mr. Smith says. This change will make the rules more accurate to the way it was. Keep up the good work.

1st Lt. Eric Griggs Aune
National Indian Wars Association
Norwalk, Calif.

King of the Tabletop

Rules questions & answers

When are characters moved from your hand to your standing army?
You may put characters into your standing army any time you draw new tiles from the playing deck. You may also play new characters from your hand any time you obtain new land (either from the Land Deck or through a war). You may not play characters into your army at any other times.

What happens if a player has a character in his army and the player does not have that character's type of terrain on his chart?
This can happen when a player loses a land tile in a war. If characters are "homeless," they must be returned to the Playing Deck.

What happens during a black plague event result if two players are tied for having the largest standing army?
The players roll dice, with the high roller suffering the plague.

If use the Lucky Charm, must I return it to the Playing Deck?
Yes. It's not ***that*** lucky.

Missing monsters

Dear Editor:

I enjoyed your treatise on the Nine Hells (issues #75-76) very much. However, as I read through the "Major Inhabitants of the Nine Hells — Other Creatures," I saw two new monsters: the hoardling and the stench kow. The hoardling had already previously baffled me in issue #71. I have managed so far to live without these new devils, yet the suspense is killing me! I think that you should include these creatures in the magazine soon.

Ivan Ewert
Crystal Lake, Ill.

We should have mentioned in the Nine Hells presentation that any creatures you hadn't heard of before that weren't covered in the magazine can be found in Monster Manual II, which has just been released. The hordling (that's the correct spelling; sorry about that, too), the stench kow, and the barghest, as well as other "strangers" found on the chart in #75, can all be found in this latest volume of creature descriptions. Unfortunately, space restrictions made it impossible to include this information in the Nine Hells section — and critters like the hordling and the stench kow weren't as important to the presentation as the new devils we had to print. — KM

Art appreciation

Dear Editor:

Over the months, the cover art of ***Dragon*** has been outstanding! Why not put together a booklet of art from previous issue covers and offer it for sale? Better yet, why not offer prints of these masterpieces to your readers?

Penny Hussey
North Attleboro, Mass.

Thanks, Penny, and I hope all of our cover artists have a chance to see your letter. However, we can't produce the same art in another form, because virtually all of the paintings used on our cover in the last few years are not the property of DRAGON® Magazine. Generally, we only have the right to use 'em once, as covers, and not the right to reproduce them in another form afterwards. — KM

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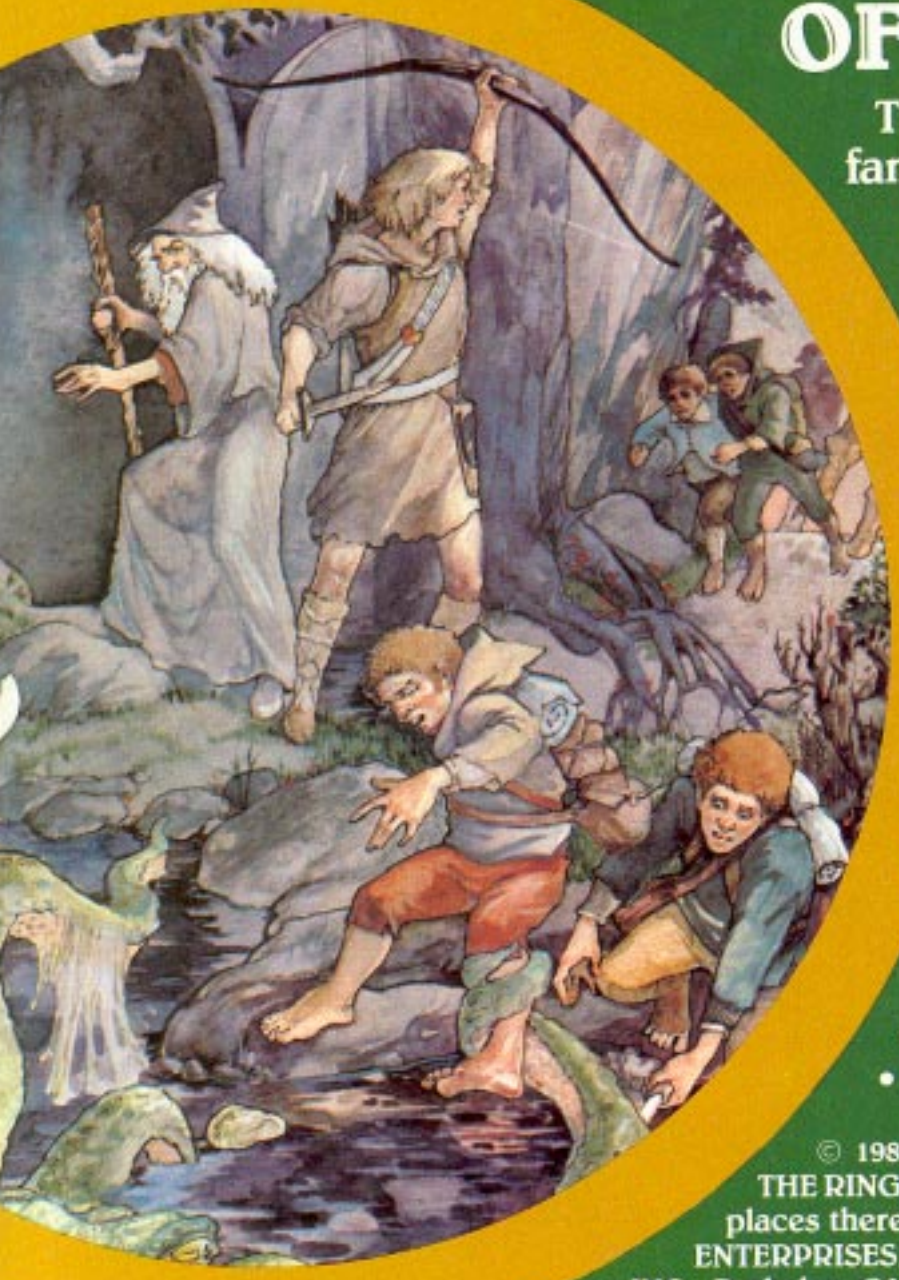

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