

TREASURES of a SLAVER'S KINGDOM

An Authorized ENCOUNTER CRITICAL Quest

Copyright © 2007 by S. John Ross.
Adapted from a less existent work by "Professor"
Saul Leeman, with Hank & Dinah Riley.

In the game, use the **CREDITS** command to retrieve complete design & testing credits, and the **VERSION** command for technical credits. Rock on!

Join the ENCOUNTER CRITICAL MAILING LIST for a steady dose of the E.C. vibe, because life is better when you're humping the leg of science-fantasy. Metaphorically. Usually.

CUMBERLAND

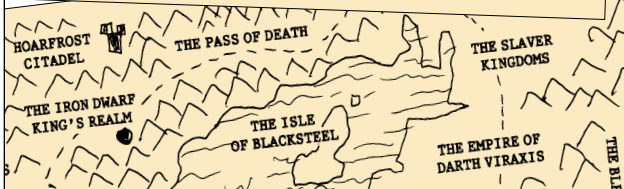
Games & Diversions

Have You Tried ...?

Journeying South from the Dizzying Cliffside? While in the middle of a fight?

Attempting to Enter characters, like Vessa? Gina? Gunwar? The Rats?

This game is packed to the brim with odd responses to odd actions, hidden commands, and even an Easter Egg or two. The current *guide* to these is available free of charge, but not without effort! The price for the Have-You-Tried file is *one complete game transcript*, showing that you've defeated the Slaver King and giving me the pleasure of examining your progress to improve future releases of the game. To create a transcript, just type **SCRIPT** when the game begins. In most interpreters, this will spit out a text-file automatically as you play. Email completed transcripts to S. John Ross, at the contact address on the Cumberland Games & Diversions website. In addition to the Have-You-Tried file, there may be *additional freebies* in store for games completed in **COURAGE** mode ...



A Secret History ... A Lost Classic

It wasn't until 1988 that CogniKing co-founder Saul Leeman confessed that the CogniKing empire (at the time, more than 60 best-selling adventure-game titles available in 22 languages) had been constructed on an *invisible* foundation.

By that time, the *Encounter Critical* pen-and-paper game had seen its heyday come and go, and CogniKing was still enjoying what would be the last of its own global fame. So I suppose it was harmless by then to admit that the blockbuster *Grace's Galaxy* trilogy – known to text-gamers, moviegoers and Broadway-musical fans alike – had not, in fact, been Leeman's first design. Instead, the founding game – never published and never mentioned, but echoing throughout the CogniKing line – had been an *Encounter Critical* tie-in, a science-fantasy work shelved due to behind-the-scenes friction between those involved.

At the time of the interview, CogniKing fans were still being treated to several new releases a year, including best-sellers like *Thunder Gulch IV*, *The Alcatraz Invasion* and *Sadie and Wonko's Thumpin' Good Barbecue*. Even the controversial *Ennui!* trilogy was out-selling non-CogniKing titles by a healthy margin, and the future, as they say, looked bright. Consequently, the news made barely a ripple on the text-adventure pond. It was a footnote, nothing more.

In the *Encounter Critical* camp, reactions were stronger. At UnheroiCon, there was a kind of stunned confusion, as every fan faced the same question: *How was it possible that there had once been an Encounter Critical adventure game, by CogniKing no less, and Hank Riley never told a soul outside the Battle Star Games circle?* Hank Riley never addressed the matter in public, and after a time, *Treasures of a Slaver's Kingdom* faded into the realm of half-forgotten trivia, even among *E.C.* fans.

Nearly 20 years have passed since those revelations, and a few of those involved (including "Professor" Leeman and Hank Riley's creative partner, Jim Ireland) are no longer with us. Hank's wife and sometimes-writing-partner Dinah divorced him some time ago. CogniKing, once the most powerful entertainment-software publisher in the world, has been shuttered for years, and Battle Star Games likewise.

So it was – to say the least – unexpected when the Leeman family approached me last year with two boxes, overflowing with everything that remains of *Slaver's Kingdom*, and two freshly-signed letters of goodwill ... one from Hank Riley, and another from Dinah. As the carrier of the *Encounter Critical* torch, a curious task had fallen on my shoulders.

It took me months to sift through and catalogue the contents of the boxes. Nearly half of the material was fragmentary, in the form of correspondence between Hank Riley & "Professor" Leeman. The earliest of these letters included scenes and notions for the game ... the later ones were mostly bitter arguments over features, rules interpretations, and the game's scope. It became obvious that the game had existed prior to the *Encoun-*

ter *Critical* arrangement, as a more generic fantasy work by Leeman alone, so some of the friction arose from how best to marry the original ideas to the new setting. New tremors rattled the foundations when Dinah – who remains an aspiring fantasy novelist to this day – inserted herself into the project, adding a third authorial voice to an already-confused narrative, and making Leeman feel (perhaps justly) teamed-upon.

But amid the rapidly-declining friendship between Leeman and the Rileys, a game emerged, bound by a common thread of enthusiasm for high-adventure science fantasy of the *Encounter Critical* stripe. In later years, Leeman's winning blend of basically-pointless random fights and disjointed, paper-thin plots would be the toast of the globe, but here, in these boxes, I could see that approach being born. This was indeed the invisible foundation for the CogniKing style, a style still imitated by modern game writers, still studied by those keen to make their mark on the medium.

If you've played a lot of CogniKing titles, you've likely played some fragments of this game already. The Venusian-oil-gathering puzzle from *GGII: Darkest Star* is here in its original context, for example, and can the similarities between this game's "Secret Lair of Science" sequence and the "Secret Lair of Knowledge" from *The Volcano God Murders* be coincidence? Both have a professor with exactly the same name.

Before we get into what exists of the game's original documentation, some final notes on the "accuracy" of this adaptation: Since no definitive version of *ToaSK* was ever released from CogniKing or Battle Star, it would be wrong to say that this Cumberland title is a "faithful" port. In most cases, I had more than a half-dozen versions of each sequence and location to choose from, and in a few cases, where the original game was left unfinished and only partly-discussed, I had to provide some new bridging material of my own, extrapolating from the design notes (and arguments) that remain. I have done my best to keep these additions minimal and seamless. The voices of Hank Riley, Dinah Riley, and Saul Leeman are all represented in this version, incompatible as ever. Similarly, the quiet hand of Jim Ireland has touched every part of the game, even though he wasn't formally a part of the original contract. Working from the most complete printouts of the source code, I have done my best to preserve even the game's most egregious quirks. The writing is often crude (even semi-literate). It is sometimes misogynistic and adolescent. It frequently (but inconsistently) veers into quasi-archaic RenFaire English ... and it contradicts itself in ways both blunt and subtle.

But that *thread of enthusiasm* still holds it together, in a way. Like *Encounter Critical*, and like Leeman's own best work (I'm most often reminded of *Kilkenny Carmichael Just Killed the King*), this is a *sincere* work, even an innocent work, for better or worse.

So, with sword in hand and heart on sleeve, prepare to plunder the *Treasures of a Slaver's Kingdom*.

– S. John Ross
Denver, Colorado

Original (1979) Documentation

This is a maze-solving and war game for solitaire play, set in the fantastic world of *Encounter Critical*, as published by Battle Star Games. While *Treasures* is adapted from the hit role-play game, you do not need a copy to play. Veteran Journey Masters, however, may find some of their insights a bonus!



The Scenario

As a slave captured by the SLAVER KING'S slave-caravan, you escaped while the caravan crossed the OPEN PLAIN. Now on your own, with only an empty bag on your shoulder and a guard's fallen GLADIUS SWORD lain nearby, you seek out revenge. Plunder the kingdom, regain thy might, and topple the SLAVER KING!

Method of Play

The game describes the situation you find yourself in at a given moment, and then provides a prompt. At the prompt, type your next action in natural English. For example, to barter with a merchant type USE GOLD COIN WITH MERCHANT, exactly as in real life. Other commands of value are shown here; copy their style to assure successful victory.

- > **REGARD THE VILE BLACK POTION**
(this demands a description or impression of the item as your senses perceive it)
- > **USE THE VILE BLACK POTION**
(you will drink the potion yourself)
- > **USE THE VILE BLACK POTION ON SNUGGLES**
(you will feed the potion to your pet)
- > **SEIZE THE POLE ARM**
(you will pick up the pole arm)
- > **PILLAGE**
(you will pick up everything you can see to pick up, all at once)
- > **USE THE POLE ARM**
(you will wield the pole arm and ready it for battle)
- > **USE THE SUIT OF GREEK ARMOR**
(you will don the armor to protect yourself from harm)
- > **DISCARD THE RUSTY DAGGER**
(you will drop the rusty dagger to the ground)
- > **SHED**
(you will drop all goods and treasures, maximizing your nakedness)
- > **PARLEY WITH PIONEER**
(you will engage the Pioneer with pleasant chit-chat and learn from him)



> **ASSAIL THE PIONEER**

(you will attempt to beat the Pioneer into death or some comparable form of submission. Repeated ASSAIL commands are necessary for many foes)

> **JOURNEY SOUTH**

(you will journey to the south)

> **SOUTH**

(you will journey to the south)

> **UP**

(you will journey upwards)

> **IN**

(you will make use of a visible entrance, journeying there in)

> **TABULATE**

(you will check a list of your belongings)

> **PROWESS**

(you will consider your battle prowess)

> **SCORE**

(you will review your Quest Rate and learn your accurately-calculated Rank)

> **SAVE**

(You will mark your place and progress for later play)

> **RESTORE**

(Return to a marked position from a prior session)

> **APPRENTICE**

(Increases Hit Points, at a cost in dignity)

> **WIMP**

(Increases Hit Points impressively, at a grave cost in dignity)

> **OFFICIAL**

(Restores Hit Points and dignity to Encounter Critical norms)

> **COURAGE**

(Prevents any use of APPRENTICE or WIMP, limits reliance on SAVE)

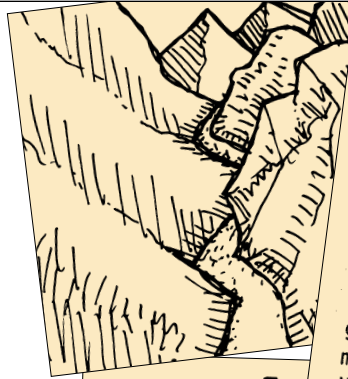
> **QUIT**

(You will flee to the humdrum outside the game!)

Note that the program has no patience with obscure poetics (attempting to "WEAR THE HAT," rather than USE THE HAT, will result in a *well-earned error response*). The program has some *limited* patience with incomplete commands: if you attempt to PARLEY without specifying what or who you want to PARLEY with, the program may attempt to guess. It's safer for you if it doesn't have to!

Strategy and Success

This game is one of both intellect and savagery, so you must solve problems and slaughter if you are to have success. Keep in mind always that your great quest is to



Official STANDARDS NOTICE from BATTLE STAR GAMES

This game is an authorized ENCOUNTER CRITICAL quest recognized and approved by Hank Riley and the assembled adjudicating committee of the Saturday Night Dragon Slayers. Note that some game systems have been adapted to the more futuristic medium, for example Hit Points. These numbers are adjusted by applying modifiers to represent the effects of Saving% mathematics, within acceptable tolerances for round numbers.

The game automatically presents opponents with official ENCOUNTER CRITICAL difficulty, but at the insistence of Cogniking the "softening" commands of APPRENTICE and WIMP have been provided. Know all and sundries most sincerely that this is NOT an authorized ENCOUNTER CRITICAL experience if played in these modes! The use of COURAGE mode is strongly encouraged for those who may seek out real adventure or live in large cities or Asia.

undo the mysterious SLAVER KING, whom the subjects of his realm never see, for he avoids the light of sun and moon alike, the legends do tell. You must gain access to the THRONE ROOM and do violence unto him. But he is powerful, so first seek out the mightiest WEAPON, the staunchest ARMOR, and the most powerful friends you can. Those who dwell in the shadow of the SLAVER KING know secrets that can undo him. Look to SCIENCE for true salvation.

Map your progress, or add notes to the basic map provided. SEIZE any items or treasures you find, no matter if they be unsavory in their seeming. But beware not to over-load. Use the PROWESS command to keep track. PARLEY with everyone you meet. ASSAIL any foe you can best. Avoid those foes you cannot! REGARD each thing to learn, and use your wits as well as your weapons. May you prevail, barbarian!

Special Notes on the Ways of Battle

You begin with a sword nearby. USE it immediately, and seek out some armor in the available terrain zones. Remember that the USE command readies and un-readies weapons and armor for battle, but it is not a battle command. The ASSAIL command directs your ire at a foe, and most foes require repeated ASSAIL-ing.

Check your PROWESS often to see if your belongings are hindering your jungle-cat reflexes! You are strong enough to carry a hundred things, if you must, but as a barbarian Warrior you find too many items distracting to your battle skill. PROWESS does not take a game-turn, so feel safe performing the command in battle.

Special Calculation

Refer to this section only if directed to by the game itself! If you are not directed here, pay this text no mind as it does not apply to you.

The formula is as follows, and applies to any conclusion you consider truly final: Divide the noted QUEST RATE or SCORE by 4, rounding down. Obtain the Square Root of this value, rounding up. Add 3 to this value. Multiply this result by 98. Subtract 7. Subtract from this one-third of the turn count (round in your favor) for the final result to be entered toward the stated purpose.

Note that abuse of this method is grounds for character termination. Report any infractions to Battle Star Games for a comparable bounty reward.

Prof - This should do it. Thanks.

In battle, the display changes to the BATTLE DISPLAY, but the game is not changed by this. The same commands work as always. Keep careful track of your HIT POINTS, and remember where exits are before you enter the fray. Note that as your QUEST RATE increases your score, your lost Warrior abilities return to you in the form of more HIT POINTS, better odds of striking, and increased damage.

You heal wound-lost HIT POINTS automatically when leisurely exploring or standing still (the REPOSE command permits this). You heal nothing at all when a foe is present, as such turns represent tense seconds where you have no luxury to tend your wounds.

Don't be ashamed to walk away from a fight when your foe is your better! Retreat early, for if you become too wounded you may be unable to run. If a foe is too savage and great, improve your SCORE and your equipment, and come back ready to fight again. Very few monsters will trap you or chase you down.

Cumberland Games Addenda

The original 1979 docs are essentially complete, but a little extra help never hurts, especially when porting something across so many years. Here are a few notes to aid you on your quest:

- Ⓢ This game ignores most standard text-adventure commands, leaving a tiny library of core verbs (type HELP at the prompt for these). While the game would never admit it, it will also accept more ordinary synonyms for the core verbs (so, if you'd rather not **SEIZE** the treasure, you're welcome to **GET** or **TAKE** it instead).
- Ⓢ Some commands allow for shortcut versions: **P** for **PROWESS**, **T** for **TABULATE**, and **R** for **REGARD**, for example, along with the usual **N/S/E/W** shortcuts for movement.

- Ⓢ It may save keystrokes to note that the **USE** command *sometimes* works on items you aren't holding. If you see a new suit of armor on the ground, for example, you can type **USE ARMOR** to skip picking it up first.

- Ⓢ Tread cautiously at first, avoiding fights. You're playing an accomplished warrior, but life as a slave hasn't been kind, so you must slowly regain your lost strength. Keep an eye on your Status Bar, and avoid attacking anyone (or at least, anyone deadly) until you've earned 30 points or more.

- Ⓢ Don't overlook the **APPRENTICE** and **WIMP** commands. In **OFFICIAL** (or **COURAGE**) mode the game is, in part, a "monster maze" where you must experiment to discover the safest path through your foes. If you'd rather not, use **WIMP** mode, which (nearly) removes that aspect of the game by beefing your character's Hit Points and damage bonus well beyond the game's expectations. If the monster-maze sounds fun but you'd like a gentle cushion against the fickle fates, **APPRENTICE** provides a milder alternative to **WIMP**. There is no Score penalty for using these modes, but they may reduce your chances of a perfect score, for purely *psychological* reasons (to explain this further would spoil some elements of the adventure).

- Ⓢ In many interpreters, the **COLOR** command will highlight unvisited locations (and injured Hit Points) in the status bar. Repeated use of **COLOR** will cycle through color-choices.
- Ⓢ There are additional undocumented commands, and there are some facets of the known commands that the documents (at least in the draft form provided) fail to mention! Diligent play and observation may reveal more.
- Ⓢ If you're ever stuck for what to do next, just **T** to see what you're carrying, and treat it as a "to-do" checklist, since nearly everything serves a need sooner or later. **REGARD** and **USE** each item; this may reveal clues. **PARLEY** as often as you can. Don't forget you can **USE** things in conjunction with other things, and with people.

- Ⓢ The Slaver King isn't hard to find (his massive citadel is visible far and wide), but avoid the temptation to venture into his Throne Room too early (or, at the very least, **SAVE** your game before you do) ... It's best not to engage His Majesty until you've scored at least 450 points. If you've score 490, you've done all you can in the outside world, and there's nothing left but to face the King - and your destiny. Good luck!

In the CogniKing version of the game, it would have been possible to render a game unwinnable by **SAVING** under especially perilous circumstances. To prevent this, there are some circumstances in the Cumberland edition where **SAVE** is suspended. These suspensions are rare and shouldn't be an inconvenience.



The James Ireland "Cell-Map" Draft

One of the many points of contention between Battle Star Games and CogniKing was the inclusion of artwork by the Saturday Night Dragon Slayers, and most especially James "The Idea Man" Ireland, who was almost certainly providing his normal input into the game's structure, anyway (Hank, on several occasions in the *Encounter Critical Gazette*, reminded readers that while he was the "genius with the words," it was James who

provided a kind of spiritual and conceptual foundation for *Encounter Critical*). James' cartography, humble by even the fairly relaxed standards of the hobby, was an eyesore to CogniKing but an essential component of *EC* to Hank & Dinah.

James did concept sketches for nearly every location and scene in the game, and at one point CogniKing made use of these sketches to produce a mockup "cell-map" showing the outdoor portion of the game-world. A version of this is reproduced below. It may provide some useful reference during play, and another window into a forgotten chapter in the saga of *Encounter Critical*.



Cell-Map Concept Sketches for TREASURES. 4-12-79

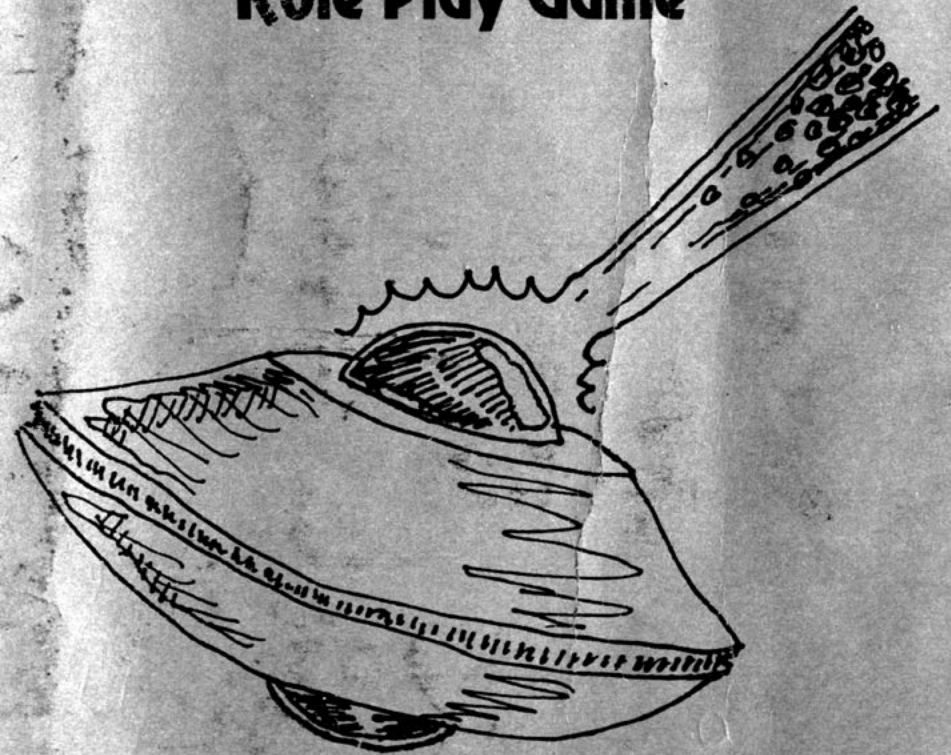
Quest into the slaver kingdoms or hurl yourself into the galaxies of space to find wealth and destiny. Your tactics and your character are yours to control as you undertake ENCOUNTER CRITICAL.

This rules manual includes complete rules for both fantasy and science fiction in a single game, combined as you've never seen them combined before, into a coherent whole with true scientific realism on every page. Imagine the excitement you can enjoy with the freedom to play an Elf or a Klengon - as you choose! Even combine them for something more incredible.

The combat systems are based on both actual experience and deep research, and in all ways ENCOUNTER CRITICAL exceeds what you have come to imagine a role-play game to be. There is no difficulty combining the excitement of fantasy with the elegant and natural laws of science fiction when you have these rules for your scenario.

ENCOUNTER CRITICAL

A Science-Fiction Fantasy Role Play Game



BATTLE STAR GAMES

Second Corrected Edition

JASON WILKINSON

INTRODUCTION

The first edition of Encounter Critical, which we published last year on a school mimeograph, made a splash at the local wargames club. The rest sold through hobby stores. Most were delivered by hand. So we're happy to have moved up to this new professional manual, to better chart a future for Encounter Critical fans and reach out to the growing audience for role play games.

If you are a newcomer, you can enjoy the assurance that this is the only game we know of to include true scientific realism in every system. Combat, especially, derives from actual battle experience and from extensive research into the theories of tactical interplay. Also, this is a game that includes what many others overlook for a richer experience, whether you prefer to play a "game as a game" or more as a fantasy novel. This is a complete fantasy and science fiction game in a single manual, but it is also the beginning of your greatest scenario, a foundation on which you can build. In Encounter Critical, many characters only gain new levels when something is created or explored, insuring that every game you run has more material to draw upon than the last. Send the best of these for inclusion in the Encounter Critical Gazette and be immortalized along with us, the game's inventors.

Although, as far as rules go, we have returned to more of a wargame basis than some of the newer types of role play games, preferring as we do a minimum of systems to keep track of: enough to know what your character can achieve, and enough to know who he can defeat, is enough! You will not find tables of birth rank or astrological matters here, though there is room for them if the Journey Master deems them suitable.

One fan we met at a convention later sent us a letter to ask if we'd be designing a game for westerns, for example, or one for spy adventures. Our answer: we already have! Encounter Critical can be used for any sort of role play adventure; simply limit which races and weapons you allow (for example, no mutations and Wooky characters in the wilden west) and the game provides those tools you need for play. We prefer the usual approach, where every Encounter Critical party is made up of heroes and heroines from every stripe of adventure, banded together to wander a fantasy world, or a galaxy of them, seeking riches or maidens to rescue or scores to settle. This allows the Journey Master to provide more challenges and (in our opinion) is better than any single-style approach can be, but we have done other uses with the game and it works equally well, and once you buy it, it belongs to you.

GAME DESIGN: By Hank Riley and Jim Ireland

PLAYTESTING and ART by the Saturday Night Dragon Slayers Club:

Hank Riley
Bill Riley
Dinah Riley
Jim Ireland
John Phelps
Lisa Cain

~~██████████~~
Herb Bates
Nigel Cray
Stewart Olsen
Todd Olsen
Debra Olsen

With thanks for the encouragement from Dave Arneson, Timothy Kask, and other colleagues met at Gen Con and at the Dungeon. It is an honor to join the company of such fine game inventors and fantasists.

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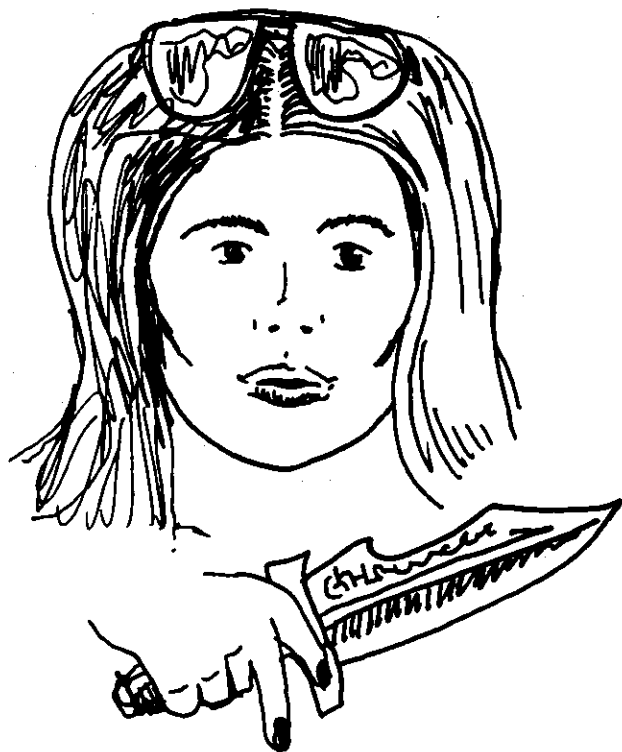
Second Corrected Edition. First Printing, February 1979

KENOSHA PRINT USA

Finally, we have seen some fierce debate among war gamers on the compatibility of magic and technology. The truth is that our scientists do not know yet if the two can get along. No amount of debate can change that just yet. Those laboring in the fields of ESP research and similar pursuits are breaking ground, but for now ignorance works to our benefit, and this game includes all known scientific observations relating to how magic, or psychic matters such as the "force," might relate to more common physics and the like. As research achieves progress, we will maintain future editions of Encounter Critical to reflect it in absolute realistic terms.

CHARACTER GENERATION

Every player begins by generating his statistics or scores by rolling 3-18 (using three six-digit dice). Next, choose a race and apply racial adjustments to scores. Choose modifying features, such as cave-primitive, if desired. These are optional. Finally, select a character class and record any special details. This will also determine the number of Gold Credits you may spend on equipment.



THE STATISTICS

The statistics determine a character's worth by defining his or her weaknesses and strong points. These in turn provide percentile odds of achieving activities in game play. When two or more statistics provide percentiles for the same activity, combine the odds values. For example Dexterity and ESP. The same is true for character classes. Values may not be reduced to zero without death, but may exceed 20 in rare events. If so, extend the percentile odds according to their current progress.

Adaptation (ADA): This is how well you adapt to the unusual or foreign, which is critical when visiting new countries or planets. It determines how well you survive in the wilderness, how well you digest alien victuals, and et cetera.

Dexterity (DEX): How quick and athletic you are, as well as hand-to-eye coordination. This is also the most important stat for determining your Saving Throw.

ESP (ESP): Your psychic potential and skill. Note that ESP, rather than magic power, determines ability to manipulated matter and energy, in order to maintain scientific realism. The Interaction percentile isn't used alone; it is added to every Leadership percentile except Invisibility.

Intellect (INT): Both IQ and eloquent expression. Also determines the odds that your experience points are doubled when awarded.

Leadership (LEA): Your character's charisma and sexiness, but also his presence of command and ability to be fearsome. The Interaction percentile (see ESP) modifies these, except Invisibility.

Luck (LUC): How to survive when you shouldn't, more or less. Your character's ability to survive fatal loss of hit points, and to "luck into" some events.

Magic Power (MAG): Your mastery of the occult of wizards. Only the warlock class may make true use of Magic Power, but anyone may use these abilities by way of metaphor, indicating their latent will power.

Robot Nature (ROB): How mechanical you are, and how absorbed into the society machine. Characters needn't be Robodroid to have a robotic nature; most people at the supermarket have one. It has some uses, though, including forcing yourself to do something unpleasant, standing guard, and getting along with computers and devices.

Strength (STR): Physical strength and ability to attack with hand-weapons and bare-handed. This affects many other stats, both positively and negatively, since development of strength is a life-altering lifestyle.

CHARACTER RACES

Amazon: These canny warriors are all women, hailing from deep in the Jungle Planets, and the jungles of worlds they've colonized in secret. They are as deadly as they are beautiful. Adjust stats: +1 DEX, +1 LEA, -2 MAG, -3 ROB, +2 STR. Plus, an Amazon gets +10% to both Camping and Seduce.

Dwarf: They're strong and just a little larger than a Hobling. They sing and mine gems when at home. Stat adjustments for Dwarfs are: -2 MAG, -1 LUC, +2 STR. Dwarfs also gain +10% on their Saving Throw.

Elf: They hail from deep forests and from beautiful elf-cities. Some far-future planets are peopled entirely by Elves, but it's wise not to confuse one with a Vulkin. Elves adjust their stats as follows: +1 DEX, +1 INT, +1 LEA, +1 MAG, -1 LUC, +1 ROB, -1 STR.

Frankenstein: From a race of man-made people that have found their own worlds to create a patchwork culture. Frankensteins are very peaceful if kept placated. Adjust stats: -2 DEX, -1 INT, -2 LEA, -1 LUC, -2 ESP, +3 ROB, +4 STR. Further, Frankensteins gain a +30% to Psi Resist but a -21% to Logic and a -25% to Argue.

Hobling: Those delightful rascals from the burrows! Hoblings are about half the size of a Human, and prefer comfort to combat. Hobling character adjust their stats as follows: -2 ADA, +1 DEX, +1 INT, -2 LEA, +2 LUC, +2 ROB, -2 STR. In addition, Hoblings gain a +25% to both Sneak and Steal.

Human: These strange creatures represent the best and worst of everything, and so gain no consistent modifiers.

Klengon: The Klengon race is the terror of the galaxy, but many Klengons are actually respectable and honorable in professions such as hit man. The Klengon shamans are respected warlocks. Adjust stats: -1 DEX, -1 LEA, +1 MAG, +2 ROB, +1 STR.

Lizard Man: They are quietly noble, though their blood is cold. They balance with their huge tails. Adjust the stats for a Lizard Man as follows: +1 DEX, -2 LEA, +1 ESP, +1 STR. However, a Lizard Man gets -10% to Logic and Psychic Implant, and a -20% Alchemist.

Planetary Ape: Intelligent ape men from a world not unlike our own. Adjust the stats for a Planetary Ape like so: +1 ESP, -1 LEA, -3 MAG, +1 STR. Additionally, Planetary Apes get a +10% to both Lesser Feat and Greater Feat.

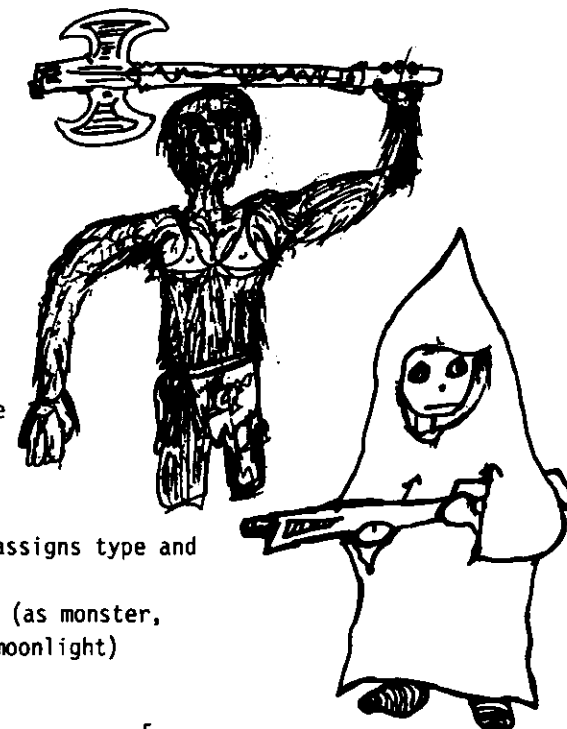
Robodroid: These are manufactured people, intelligent machines with metal skin and electronic brains. Most are human in shape, but exceptions can be fun to role play. Adjust stats: -1 DEX, +2 INT, -4 LEA, -1 ESP, -1 MAG, +4 ROB, +1 STR. Robodroids do not heal, but they can be repaired from nearly any degree of damage, though this can be expensive and will require tools and spare parts.

Vulkin: A peaceful race of aliens, founders of a vast star empire and often called "the half-elven," though true elves deny any shared relations. Adjust stats: +2 INT, -1 LEA, +2 ESP, -1 LUC, -2 MAG, +2 ROB, +1 STR. In addition, a Vulkin gets a -10% Steal, +20% Logic, +5% Alchemist and +10% Robot Friend.

Wooky: The powerful Wookies are covered in shaggy fur and bellow their feelings using a language of growls. They're taller than Humans. Adjust stats: -1 INT, -1 LEA, +1 ROB, +3 STR. Plus, a Wooky gets +20% to Command. Wookies prefer to go naked, and take a -20% penalty to attacks when forced to wear clothing or physical armor. A Wooky will seek out magical rings or energy armor when it is available.

RACE DETERMINATION DICE PLAYER RACE

01 - 06	Amazon
07 - 13	Dwarf
14 - 19	Elf
20 - 25	Frankenstein
26 - 32	Hobling
33 - 56	Human
57 - 62	Klengon
63 - 69	Lizard Man
70 - 75	Planetary Ape
76 - 81	Robodroid
82 - 88	Vulkin
89 - 95	Wookie
96 - 97	Monster (GM assigns type and adjustments)
98 - 00	Were-Monster (as monster, but only in moonlight)



OPTIONAL FEATURES

These features are a question of choice; characters needn't be any of them, but they may wish to be.

Cave Primitive: Characters may be very primitive examples of their race, and thus from a more brutish culture emphasizing force and bullying and the hunter-gatherer mentality. This can represent an early-model Robodroid. Choosing this feature creates a character that many others will consider backward or quaint, or scary. This gives +1 DEX, -2 INT, -2 LEA, +1 LUC, and +2 STR. Characters with this feature append "cave" to their race, for example Cave Wooky.

Evolved or Advanced: Characters who are not cave primitives may instead choose to be extra-evolved, from societies where beauty and intelligence are valued above strength of arm. This can represent a new-model Robodroid. Choosing this feature creates a character that others will regard with awe but also some jealousy. This gives -1 DEX, +2 INT, +2 LEA, -1 LUC and -2 STR. Characters with this feature append "evolved" to their race, for example Evolved Amazon.

Mutation: Mutation from radiation, "Alpha incident," magic accidents other sources may result in birth defects and super powers, etc. Mutation is separate from primitive or evolved and may be taken by any character, but the Journey Master must carefully observe rolls. Robodroid mutations are technological in nature, i.e. electrical. To be mutated roll percentile dice and apply the result, good or bad. Players may choose to roll as many as three times, but must accept every roll in combination.

Mixed Race or Bionic: Characters may be "half-born" and share the qualities of two character races instead of one. For example the child of a Frankenstein and a Wooky. When a character is half a Robodroid it means the character is a bionic, part machine and part organism, also called a cyaborg. Mixed race is separate from other features and does not exclude any of them. To create a mixed race, combine contradictory plusses and minuses. That is, a +1 STR from one race and a -1 STR from another becomes a zero modifier. When two penalties apply to the same stat, use the larger change. For example, a -2 ROB and a -1 ROB uses the larger -2 penalty. When two bonuses apply to the same stat, use the smaller bonus. For example a +1 STR and a +3 STR uses the smaller +1. Mixed Race and Bionic characters have difficulty finding like individuals to seduce. As a result, many are very fierce in battle.

DICE

MUTATION POWERS AND DEFECTS

- | | |
|---------|---|
| 01 - 03 | Mutated Psionic Lobe (-5 STR, +2 ESP) |
| 04 - 06 | Armor Piercing Fists (no armor Saving Throw against) |
| 07 - 09 | Magic Birthmark Companion (50% odds of evil) |
| 10 - 12 | Non-Magical Poisons Just Perk You Up |
| 13 - 15 | Immune to non-weapon temperatures |
| 16 - 18 | Reaction to alchemy (Potions cause Disease table%) |
| 19 - 21 | Select a Statistic at random and reduce it by 1-4 |
| 22 - 24 | Most Normal Food is Poisonous |
| 25 - 27 | Death-Prone (half Saving Throw%) |
| 28 - 30 | Webbed fingers and toes, plus gills. Aqua-You! |
| 31 - 33 | Super-Speed in Short Bursts (Take 1-8 points damage) |
| 34 - 36 | You melt in water (a bucket will do 3-30 damage) |
| 37 - 39 | Self-Consuming Brain (1% odds each day of -1 INT) |
| 40 - 42 | Atrophied Psionic Lobe (-5 ESP, +30% Psi Resist) |
| 43 - 45 | Midget version of own race. Halve height. |
| 46 - 48 | Edible Excretions (+10% Camping for companions) |
| 49 - 51 | Additional Secret Eye (Choose Where) |
| 52 - 54 | Begin play with disease or curse (see table) |
| 55 - 57 | Crinkly and baggy skin, etc. (half Seduce%) |
| 58 - 60 | Select a Statistic at random and increase it by 1-3 |
| 61 - 63 | Unusual Sexual Gifts (+1 LEA) |
| 64 - 66 | Your eyes are blue diamonds (+20% Seduce but hunted) |
| 67 - 69 | Cannibal Urges |
| 70 - 72 | Allergy to laser and phasic damage (take double) |
| 73 - 75 | Limbs Detachable (May trade with others like you) |
| 76 - 78 | Albino skin condition (-1 LEA) |
| 79 - 81 | Hair/Body Covering Grows at 100X Speed |
| 82 - 84 | Can fire eye rays equal to Laser Gun |
| 85 - 87 | Cranial Feelers "Antennae" (+10% Clue, Read Minds and Monster Friend, -15% Seduce) |
| 88 - 90 | Can ignore gravity (flight will require more than that!) |
| 91 - 93 | Blind but with radar sense to compensate |
| 94 - 00 | <i>Trauma Mutant. Gain a new mutation whenever you lose all of your Hit Points and still survive!</i> |

RULES FOR ABILITIES

All characters have a variety of skills and talents encapsulated in the percentile abilities. All characters may use all abilities, but according to common sense some characters will use them differently. Characters untrained in the occult, for instance, cannot work magic whenever they want to - they'll need to consult magic books and prepare with great caution. An Amazon doxy can have a MAG score of 20 and still be unable to cast a spell - though she may seem to all to be quite "bewitching!" She has untrained talent alone, and it manifests indirectly. An Amazon could use Conjure to call upon more Amazons for assistance, but she could not simply pluck them out of the thin air. They would need a ride to get to her.

Odds Off the Scale: Any percentile roll fails on a natural roll of 100 or double-zero. However, retain odds of 100% or more on your character sheet to interact with situations that provide penalties. For example a cursed blaster pistol. When your odds are zero or negative you have no chance and may not roll. Retain negative odds on your character sheet to interact with situations that provide bonuses. For example a magic book of Wooky conjuring.

The Basic Percentile: When it occurs that the normal specified percentiles don't cover a given question of success (this is rare) the Journey Master may call for a "basic" roll against the statistic directly, for example a "basic ADA roll" would have % odds equal to ADA.

Below are rules for some of the abilities which may require explanation. Most are very explanatory and not listed.

Conjure: To bring things and people to you. warlocks can do so instantly; others can roll to know how to bring things more naturally.

Consume Alien Food: To enjoy and digest unusual foreign victuals, without retching or dying and offending your host. Or to otherwise enjoy alien culture and behavior that might otherwise offend.

Ensoerel: To work magic on the world around you. warlocks can use this normally; others require special circumstances.

Experience Bonus: When you are awarded experience points, roll this chance to double it.

Great Feat: Such as bending steel bars.

Interaction: Apply these as a modifier to all Leadership abilities except Invisibility.

Invisibility: Use this to blend in and be unobtrusive.

Lesser Feat: Such as breaking down a door.

Machine Friend: Machines can be cantankerous, even computers and other "flawless" machines may sometimes be troublesome. Not for you!

Magical Attack: Only warlocks may use this without access to a magic wand or other sorcerous device. Damage is based on your warlock level or the device. Thus warlocks need no weapons at all.

Monster Friend: Like Machine Friend but for demons and beasts, et cetera.

Psi Resist: Roll to shrug off any attempt to alter your will power.

Psychic Implant: For putting things in other heads.

Restore Courage: In yourself or others.

Saving Throw: Used to avoid damage and death when peril is near. See combat and elsewhere.

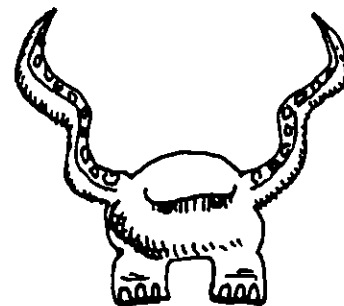
Seduce: When seducing outside your characters race, the target of your affections uses Psi Resist at +60%, for example a Robodroid seducing a Hobling. When seducing one who does not prefer the affections of your sex, i.e. a woman seducing a woman, they resist at +30% unless they like it that way.

See the Future: Use the odds to gain hints about what's to come. Roll once per hint until you fail.

Sneak Attack: Replaces Melee Attack when the target is obvious to your presence.

Survival: Use to avoid dying when your hit points run out.

Unpleasant Order: Use to force yourself to do something you wouldn't enjoy, for example killing your brother.



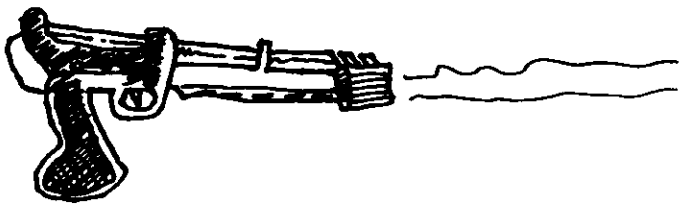
"Manion
Devil"

CHARACTER CLASSES

It is unrealistic to require characters to qualify for a character class; many people are very bad at what they do. Certainly, nobody asked us if we were qualified to design this game. So, qualifications are just a matter of experience. Every class has one or more qualifying statistics ... You must have a score of 9 or better in the qualifying statistics or your Experience Bonus odds are halved. If you have a score of 16 or better in the qualifying statistics you gain a +10% chance at Experience Bonus. Apart from this anyone can qualify for any class. If a Frankenstein-Klengon wants to be a doxy we aren't going to be the ones to tell her she isn't pretty.

Two important details to note regarding experience points. First, note that the XP to Qualify for a new level is just what it says, XP to Qualify not to automatically go up. Every class must achieve something to gain a level, as the rules specify. Second, note that the XP to Qualify is its pure, realistic value, not, as in other games we could mention, rounded neatly to look nicer on the page. This is an example of applying the laws of science fiction to the fun of fantasy for a superior experience for all. Enjoy it!

Secondary Character Class: Characters may take on a second character class, for example a Psi witch who is also a criminal. Choose one of the classes as the main one, and one as the second class. The main class alone determines hit points and money, but otherwise the character gains the abilities of both depending on his level in each. Such characters receive reduced experience point rewards for their adventures. They must further divide earned experience points among their classes as they choose. For example a Warrior-Warlock earning 200 experience points could be divide them 170/30 favoring his warlocking if he likes. The second character class may never be given so many experience points that it exceeds the level of the main class. When a character adds a second class once the scenario has begun, he does not reduce or divide his prior experience points, just new ones, i.e. those gained afterward.



THE WARRIOR CLASS

The class of mercenaries, knights, soldiers, headhunters and barbarians. Their qualifying stats are ROB, STR and LEA. warriors begin with 2-16 hit points and gain 2d6 hit points per new level. Warriors begin with 100-800 Gold Credits in money.

Warriors are the easiest class to play as they mainly fight. Or really, they can do anything a person might ever do, but they do not have magic spells in the manner of the warlock, or special seductive powers or attachments, etc. As such, they are focused on the quest and those that stand in the way.

Non-warriors may only use weapons which by their mundane nature deliver damage no greater than their level+5 (double for weapons which employ the laws of science, for example shotguns) or take a -25% penalty. Warriors though may use any weapon without penalty, within reason. They find all tools of war familiar. The warrior adds his level to his STR for determining what armor he may wear without additional movement penalty and etc.

At advanced levels, warriors may become great leaders of men, attracting a band of brothers at Level 10 and an army at Level 15. Warriors often become kings by leading their army against others and taking the castle from them.

Every warrior eventually attracts a great companion. This will be a monster mount such as a griffin or space monster (25%), an equestrian mount of great endurance and intelligence (50%) or a shield mate, a warrior of like mind and half the warrior's own level, who is absolutely loyal (25%). This occurs when the warrior gains a level, but the exact time is uncertain. There is 15% odds each new level; these odds do not accumulate. Roll every time the warrior goes up in one level. The warrior's great companion is once in a lifetime.

There is a 20% chance each new level that a warrior becomes stronger, increasing STR permanently by +1. Roll once each new level; the odds do not accumulate. A warrior who becomes stronger may become stronger again on a later level.

A warrior cannot go up a level until he defeats an equal or more powerful foe using a new kind of weapon. The weapon may be a weapon the warrior hasn't used to qualify for a level before (taken from the weapon list) or it may be a new weapon of the warrior's own devising, in which case it is added to the available weapons for the scenario. The latter is preferred and should be rewarded by the Journey Master. Warriors gain a bonus to Melee Attack and Missile

Attack based on their level. The warrior's Damage bonus applies to both kinds of attack. The warrior, stripped of his weapons, can attack with his bare fists delivering 1-6 points of damage, plus his Damage bonus (other classes deliver only 1-3 damage thus). The warrior also may attack more often than other classes from Level 4 on.

WARRIOR EXPERIENCE PROGRESS				
Level	XP to Qualify	Melee Attack	Ranged Attack	Damage
1	0	25%	10%	+1
2	469	28%	11%	+2
3	1,173	30%	12%	+3
4	2,111	33%	13%	+4
5	3,285	37%	15%	+5
6	4,692	40%	16%	+6
7	6,334	44%	18%	+7
8	8,211	49%	19%	+8
9	10,323	54%	21%	+9
10	12,669	59%	24%	+10
	+2,346 per	+5%	+3%	+1

THE WARLOCK CLASS

The class of wizards and shamans and demonologists. Their qualifying stats are ADA, INT and MAG. warlocks begin with 2-8 hit points and gain 1-4 hit points per new level. Warlocks begin with 100-800 Gold Credits in money.

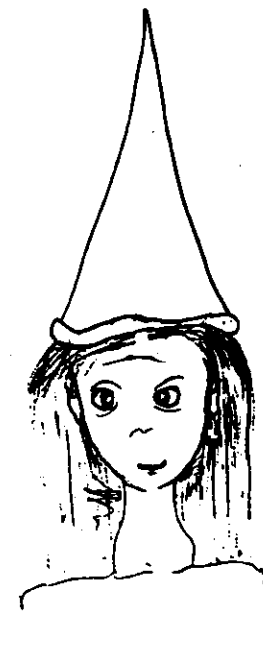
Warlocks may achieve real magic with their percentile abilities, and may also memorize and cast a number of magic spells determined by their level. warlocks collect spells and keep them in their private book of devils, called a grimoire. This may contain any number of spells. Which spells the warlock knows may be swapped or recharged between fights when there is no action. The warlocks of some cultures store their spells magically in a wooden staff or wand, instead of writing them in a book. A warlock deprived of his book or staff can still work magic with his percentile abilities as often as he likes, but he cannot cast the spells, which are very potent. Spells work only once before they must be re-studied. For example, a warlock with no staff or book could still use Ensorcel to make a doorway vanish, but couldn't cast Fire Blast even if it were a spell he had learned. Without spells, a warlock can use magic only

to basic things like turn invisible and attack, and to achieve what he could do on his own, only faster. For example, he could have chopped the door down given time.

The casting of prepared magic spells does not harm the warlock unless he uses them stupidly. The use of percentile abilities to work magic exacts a cost of -1% permanent loss to the percentile ability of the warlock's choice (dropping them as low as zero). When a warlock goes up a level, he gains +10% that he may distribute among his percentile abilities. He may use this to repair the losses to his magic, or to improve his favored talents.

A warlock cannot go up a level until he writes a new spell for himself and expands his grimoire. The Journey Master must approve each new spell, which is added to the scenario's list of magic. A warlock gains the following abilities as he becomes more powerful. Damage refers to the damage of his basic Magical Attack, a bolt of energy or lightning, which may be used in Melee or at range. Warlocks gain an additional spell every three levels (7 at levels 11, 12 and 13), but gain +1 to their magical attack damage for every level past 10th. For example, an 11th level warlock does 4-14 damage.

WARLOCK EXPERIENCE PROGRESS			
Level	XP to Qualify	Spells	Damage
1	0	1	1-4
2	701	2	1-4
3	1,753	3	2-5
4	3,155	3	2-7
5	4,908	4	2-7
6	7,012	4	2-8
7	9,466	5	2-8
8	12,271	5	2-12
9	15,426	6	2-12
10	18,932	6	3-13
	+3,506 per	+1/3	+1



THE CRIMINAL CLASS

The class of enslavers, hit men, robbers and others involved in unsavory practices. They have many skills useful to a quest. Their qualifying stats are DEX and LUC. Criminals begin with 2-12 hit points and gain 1-8 hit points per new level. Criminals begin with 200-1,200 Gold Credits in money.

Criminals can use several of their percentile scores in special ways. If they succeed at a Sneak Attack, they have a percentage chance to kill the victim outright equal to their Murder score. Even if they don't succeed at murder, they may add their Hit Damage to any successful Sneak Attack. Criminals get a Saving Throw when they are arrested to divert the blame to another, may use Logic to manage confidence games, and Machine Friend to unmake traps or locking mechanisms.

Criminals have two unique scores, Illicit and Fake. Illicit is the criminal's connection to the "mob" underworld and thieves guild. Use it to purchase illegal goods or hire a contract killer, to know a criminal reputation; i.e. a dishonest fence. Fake is for forgery and the like.

Criminals earn 5 percentile points at Level 2 and at each extra level, which they may distribute among the following scores as they please: Illicit, Fake, Sneak Attack, Sneak, Steal, Clue,

CRIMINAL EXPERIENCE PROGRESS

Level	XP to Qualify	Murder	Hit Dmg	Illicit	Fake
1	0	15%	+5	1%	17%
2	525	17%	+8	4%	19%
3	1,313	22%	+11	9%	24%
4	2,363	29%	+14	16%	32%
5	3,675	37%	+16	25%	40%
6	5,250	46%	+19	35%	50%
7	7,088	56%	+22	48%	62%
8	9,188	67%	+25	62%	73%
9	11,550	78%	+30	77%	86%
10	14,175	90%	+35	95%	99%
	+2,625 per	+10%	+5	+5%	+7%

Invisibility, Command, Mistaken Identify, Guard, Unpleasant Order. These can for example make Illicit and Fake higher than ordinary for the criminal's level, as per a specialty.

A criminal cannot go up a level until he commits a new kind of crime. The crime may be new to the criminal, or an entirely original confidence game, method of theft, and etc.

THE PIONEER CLASS

The class of cave-explorers, astronauts, mountaineers, sailors and others who go to unsettled and dangerous places. Pioneers begin with 2-12 hit points and gain 1-6 hit points per new level. Their qualifying stats are ADA and INT. Pioneers begin with 100-400 Gold Credits in money.

The Explore score applies to following tracks, discovering secrets of nature and etc. A pioneer can make an Explore roll when traveling in any environment to find a shorter route that reduces travel time by half. On a second successful roll, the shorter route is repeatable and learnable by others. Such knowledge is often valuable to sell.

The Provide score is used to provide natural equivalents to meet needs, for example armor made of vacuum squid silk or a healing potion brewed from herbs. Subtract -1% from the odds for every 100

PIONEER EXPERIENCE PROGRESS

Level	XP to Qualify	Explore	Provide	Tame	Missile Damage
1	0	50%	20%	10%	+1
2	442	53%	20%	11%	+1
3	1,104	55%	20%	12%	+2
4	1,988	58%	20%	13%	+2
5	3,092	61%	20%	15%	+3
6	4,417	64%	20%	16%	+3
7	5,963	67%	20%	18%	+4
8	7,730	70%	20%	19%	+4
9	9,718	74%	20%	21%	+5
10	11,926	78%	20%	24%	+5
	+2,209 per	+5%	+11%	+3%	+1/2

Gold Credits the item being sought would cost. Not all environments will meet all needs; each search requires 1-4 hours; natural objects rarely last long as they will rot, mold, or become appetizing.

Tame may be used whenever the pioneer successfully uses Monster Friend or Machine Friend. This makes the new friend a servant pet. The pioneer may have only one at a time, and not of a level higher than he is. When a pet is dismissed or abused it may become hostile.

Pioneers earn 12 percentile points initially, then 12 more at each extra level, which they may distribute among the following scores as they please: Camping, Consume Alien Food, Ranged Attack, Clue, Sneak Attack, Experience Bonus, Monster Friend, Machine Friend.

A pioneer cannot go up a level until he discovers a new locale or secret of the wild. The player should provide a description of any such discoveries, to enrich the scope of the scenario world. Selling a new travel route may qualify if it can be described with interest. Pioneers gain an additional Missile Damage bonus every two levels (+6 at levels 11 and 12).

THE DOXY CLASS

The class of harlots, concubines, pleasure Robodroids, and go-go dancers. Their-qualifying stats are LEA and LUC. Doxies begin with 2-8 hit points and gain 1-6 hit points per new level. There are even male doxies but they are called rakes or gigolos. Doxies begin with 300-1,200 Gold Credits in money.

Just as the warlock may use his scores to work magic, the doxy may use hers to manipulate the world to her will. The magic is in beauty and flattery, the potent magic that is no magic at all, but simply nature taking the course the doxy chooses. A doxy may, for example, use Consume Alien to serve another species, Psychic Implant to influence an impressionable young client even once her work is done, and Lesser and Great Feat to be "mind blowing" to differing degrees. Doxies seeking to specialize in very unusual or unpleasant requests have a higher ROB which makes them able to take on any sort of work, but which reduces their Seduce, so that is a choice to consider. Seduce is the most important doxy ability, and they have skills in it beyond what their LEA provides, increasing it each level. A doxy may use Seduce to achieve many effects over a single person at once, not only simple seduction but what can even amount to willing slavery.

ENCOUNTER CRITICAL

CHARTS AND REFERENCE SECTION

*This page begins the removable chart and map section.
Simply remove these pages for easy use, and then restore
the staples to their original shape.*

ADAPTATION PERCENTILES

	<u>Camping</u>	<u>Consume Alien</u>	<u>Appease</u>	<u>Invisibility</u>
1	1%	1%	25%	10%
2	3%	1%	27%	17%
3	6%	1%	29%	23%
4	9%	2%	31%	29%
5	13%	2%	33%	35%
6	16%	3%	35%	40%
7	23%	3%	38%	45%
8	29%	4%	40%	50%
9	36%	5%	43%	54%
10	43%	6%	46%	59%
11	50%	7%	49%	63%
12	57%	9%	53%	68%
13	63%	10%	56%	72%
14	70%	13%	60%	76%
15	77%	15%	64%	80%
16	84%	19%	69%	85%
17	90%	23%	74%	89%
18	97%	27%	79%	93%
19	100%	33%	84%	97%
20	100%	40%	90%	100%

Notes:

Warlocks may use invisibility to become invisible

DEXTERITY PERCENTILES

	<u>Ranged Attack</u>	<u>Sneak Attack</u>	<u>Sneak</u>	<u>Steal</u>	<u>Saving Throw</u>	<u>Missile Damage</u>
1	9%	3%	10%	1%	10%	-8
2	14%	4%	12%	2%	12%	-7
3	18%	6%	15%	3%	14%	-6
4	23%	8%	17%	4%	15%	-5
5	27%	11%	20%	5%	17%	-4
6	32%	14%	23%	6%	19%	-3
7	36%	17%	26%	7%	21%	-2
8	41%	21%	29%	8%	23%	-1
9	45%	26%	32%	10%	25%	
10	50%	31%	36%	13%	27%	
11	55%	36%	39%	16%	29%	
12	59%	42%	42%	19%	30%	+1
13	64%	48%	45%	23%	32%	+2
14	68%	55%	48%	29%	33%	+3
15	73%	62%	51%	35%	35%	+4
16	77%	69%	54%	43%	36%	+5
17	82%	76%	57%	53%	37%	+6
18	86%	84%	60%	66%	38%	+7
19	91%	92%	63%	80%	39%	+8
20	96%	100%	65%	99%	40%	+9

INTELLECT PERCENTILES						
	Logic	Scholarship	Argue	PSI Resist	Experience Bonus	Clue
1	15%	-6%	14%	-10%		11%
2	18%	-1%	16%	-8%		12%
3	21%	0%	18%	-6%		14%
4	25%	1%	21%	-4%		15%
5	29%	4%	24%	-1%		16%
6	34%	8%	28%	1%		18%
7	41%	15%	34%	3%		19%
8	48%	23%	40%	5%	1%	20%
9	56%	32%	47%	7%	2%	21%
10	66%	42%	56%	9%	3%	22%
11	69%	51%	58%	11%	4%	23%
12	72%	59%	60%	13%	6%	24%
13	74%	67%	61%	16%	7%	25%
14	78%	73%	64%	18%	10%	26%
15	81%	79%	66%	20%	12%	27%
16	84%	83%	68%	22%	15%	27%
17	87%	87%	70%	24%	18%	28%
18	91%	90%	73%	26%	20%	29%
19	95%	92%	76%	28%	25%	29%
20	99%	94%	79%	30%	30%	30%

Interaction is added to all leadership-p-based percentiles except Invisibility

Notes:

ESP PERCENTILES							
	Psychic Implant	Command Matter	Command Energy	Read Minds	PSI Resist	Interaction	Saving Throw
02	%6	%59	%59	%56	%26	40%	%35
01	%97	%19	%19	%77	%16	34%	%25
08	%09	%75	%75	%39	%62	22%	%20
07	%47	%25	%35	%15	%72	32%	%51
09	%76	%87	%67	%27	%52	18%	10%
05	%62	%37	%57	%46	%22	13%	9%
04	%32	%38	%47	%82	%20	9%	4%
03	%18	%26	%36	%32	%18	6%	3%
02	%41	%72	%16	%91	%15	4%	2%
01	%11	%23	%72	%15	%13	2%	1%
10	9%	18%	22%	12%	11%	1%	%1-
09	7%	14%	18%	10%	9%		%2-
08	5%	10%	15%	8%	7%	1%	%3-
07	4%	7%	11%	7%	6%	2%	%4-
06	3%	5%	8%	6%	4%	3%	%5-
05	3%	3%	6%	5%	3%	2%	%6-
04	2%	2%	4%	4%	2%	7%	%7-
03	1%	1%	3%	3%	1%	11%	%8-
02			2%	2%	1%	17%	%9-
01			1%	1%	1%	25%	%-

LEADERSHIP PERCENTILES

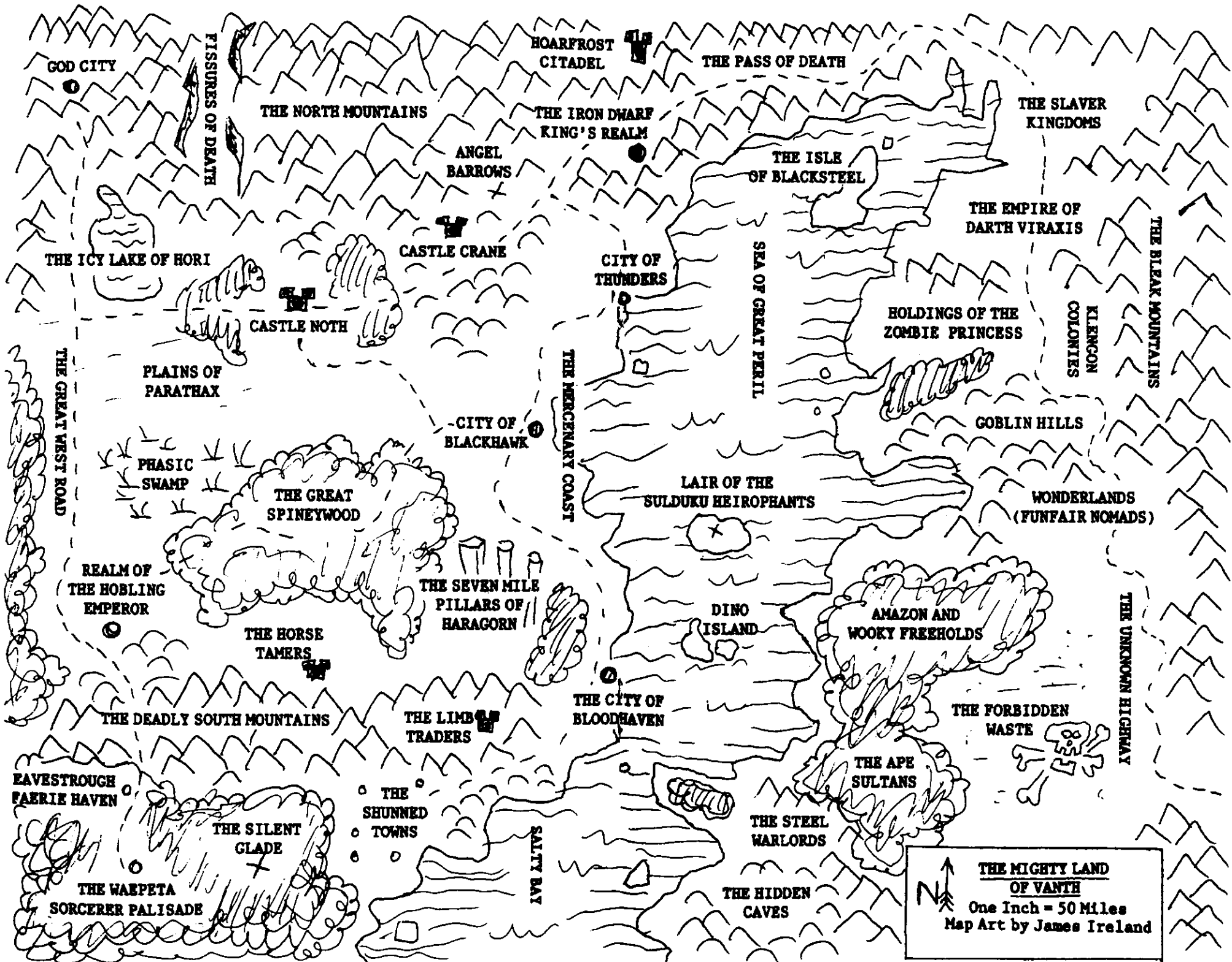
	<u>Command</u>	<u>Restore Courage</u>	<u>Seduce</u>	<u>Crowd Manipulate</u>	<u>Invisibility</u>
1	9%	3%	1%		
2	14%	4%	3%	1%	-1%
3	18%	6%	6%	2%	-1%
4	23%	8%	9%	4%	-1%
5	27%	11%	12%	6%	-2%
6	32%	14%	16%	9%	-3%
7	36%	17%	21%	12%	-3%
8	41%	21%	25%	16%	-4%
9	45%	26%	30%	20%	-5%
10	50%	31%	35%	25%	-6%
11	55%	36%	40%	30%	-7%
12	59%	42%	46%	36%	-8%
13	64%	48%	52%	42%	-9%
14	68%	55%	58%	49%	-10%
15	73%	62%	64%	56%	-11%
16	77%	69%	71%	64%	-12%
17	82%	76%	78%	72%	-13%
18	86%	84%	85%	81%	-14%
19	91%	92%	92%	90%	-15%
20	96%	100%	99%	100%	-17%

Notes:

Add ESP's Interaction figure to all of these except Invisibility

<u>Save</u>	<u>Edible</u>	<u>% Lurk</u>	<u>\$ Value</u>	<u>Special</u>
29%	17%	27%	80	
29%	10%	18%	30	Sleeping poison, Psi Witch, Sexy
45%	81%	54%	480	Per Bee Girl +
82%	41%	43%	110	They have 72% Sneak Attack
93%	93%	72%	360	Transformation
50%	14%	35%	490	Drag under water
67%	12%	42%	380	Warlock and Psi Witch powers
34%	86%	51%	630	Control of photons and phasics
41%	11%	36%	510	Breathe fire to 60"
32%	77%	47%	570	
29%	7%	15%	20	
40%	64%	46%	360	Midas venom, webs
29%	15%	24%	60	
29%	17%	26%	80	As per crush
45%	27%	33%	100	Poison, webs
29%	55%	38%	120	
49%	55%	40%	220	
69%	55%	43%	300	
45%	35%	39%	150	Warlock powers
29%	15%	23%	60	
90%	22%	48%	570	
98%	1%	47%	320	Drag into self
29%	29%	27%	140	
38%	55%	35%	240	
10%	5%	15%	30	Disgorges when dead
14%	4%	11%	10	Easily outrun in the open
70%	-	30%	160	vulnerable to Military Pick
90%	17%	39%	370	Not very intelligent
64%	52%	39%	160	
29%	13%	21%	50	Vulnerable to tanna leaves
29%	15%	23%	60	Very high ROB on average
35%	14%	23%	50	Phasic in nature
50%	17%	33%	110	Carriers of the Fever Plague
78%	2%	31%	140	Spits various nuclear chemicals
-	10%	10%	30	Diseases
68%	-	90%	310	Explosive
66%	26%	33%	70	
29%	78%	49%	660	Machine Friend 75%
90%	11%	38%	440	
98%	49%	49%	120	Saving throw only 29% vs energy and magical
29%	15%	23%	60	<u>ULTIMATE</u> magic doxies. Deadly!
32%	45%	37%	260	Devours
60%	90%	56%	420	Blood drain, vampire magic
90%	34%	56%	100	Prefers weapons. Some use grenades.

sters prefer the use of weapons, for example Bee Girls.
 extra saving throw rolls.
 selling hides, teeth, bounty and etc. Armor is extra.
 erage means.



THE MIGHTY LAND OF VANTH
One Inch = 50 Miles
Map Art by James Ireland

<u>Monster or Foe</u>	<u>Numbers</u>	<u># ATT</u>	<u>ATT %</u>	<u>Damage</u>	<u>Hit Points</u>
Asteroid Worm	1-20	1	60%	1-20	5-30
Bee Girl	3-24	1	34%	1-4	2-8
Bee Girl Queen	1	2	90%	1-4	4-16
Blink Beast	2-12	1	50%	1-6	1-10
Cave Ooze	1-2	1	100%	2-40	2-40
Crater Lake Monster	1	1-8	75%	1-20	3-300
Demon	1-4	2	90%	1-20/1-12	50-200
Dragon of Darkness	1	3	84%	3-36	100-600
Dragon of Fire	1	3	93%	2-20/1-100	100-800
Dragon of Wisdom	2	3	80%	2-20	30-100
Giant Ant	Lots!	1	25%	1-6	1-8
Giant Gold Spider	1-4	2	80%	2-26	4-80
Giant Sand Lizard	1-10	1	52%	1-8	2-12
Giant Serpent	1-4	1	58%	1-12	3-36
Giant Spider	1-8	1	59%	1-20	3-60
Giant, 1-Headed	1-6	1	66%	1-8	4-40
Giant, 2-Headed	1-4	2	56%	1-8	4-40
Giant, 3-Headed	1-2	3	46%	1-8	4-40
Gjenie	1	1	77%	2-16	44-56
Goblin	10-40	1	50%	1-4	1-6
Godzilla	1-2	3	80%	2-40/5-500	900-999
Haunted Quick Sand	1	1-6	90%	1-6+	42-64
Hyperspace Gremlin	2-9	2	50%	1-6	1-4
Infernal Ape	1-8	3	48%	1-10/1-6	22-60
Jungle Flower	1-6	1	45%	swallow	2-24
Living Dead	5-30	1	25%	1-4	1-12
Magic Statue	1-4	2	50%	3-18	30-120
Manion Devil	1	1-12	50%	1-10	5-50
Mega Turtle	1-4	2	41%	1-10/2-20	5-50
Mummy	1-2	1	44%	1-8	5-60
Orc	10-60	1	50%	1-4	1-8
Phasic Wolf	5-20	1	41%	1-6	1-12
Pyrexia Hounds	3-36	1	66%	1-6	1-8
Radioactor	1-4	2	45%	1-10/3-60	3-36
Raider Rats	2-40	1	55%	1-6	1
Rogue Robodroid	1	1	68%	1-4	1-100
Ruin Slug	1	1	40%	2-16	61-80
Sky Piranha	3-18	3	90%	1-4	1-4
Smog Monster	1	1-10	50%	2-20	100-600
Spectral Spirit	1	1	50%	1-20	1-100
Succubus Demon	1-4	1	50%	1-4	2-12
Tyrannosaurus Rex	1-3	2	70%	1-12	4-80
Vampire	1	2	75%	1-10	51-62
Whirling Dervish	1	1-20	100%	1-4	2-16

<u>LUCK PERCENTILES</u>					
	<u>Survival</u>	<u>Saving Throw</u>	<u>Enrich</u>	<u>Happen- Stance</u>	<u>Mistaken Identity</u>
1	25%	-9%	4%	10%	1%
2	29%	-8%	6%	11%	3%
3	31%	-7%	7%	12%	4%
4	33%	-6%	9%	13%	6%
5	34%	-5%	11%	14%	7%
6	36%	-4%	12%	15%	8%
7	37%	-3%	14%	16%	9%
8	38%	-2%	15%	18%	10%
9	39%	-1%	17%	20%	11%
10	40%		19%	21%	13%
11	40%	1%	20%	23%	14%
12	41%	2%	22%	25%	15%
13	42%	3%	24%	28%	16%
14	42%	4%	26%	30%	18%
15	43%	6%	29%	33%	20%
16	44%	10%	32%	36%	22%
17	44%	15%	36%	39%	25%
18	45%	20%	40%	42%	28%
19	45%	25%	44%	46%	31%
20	46%	35%	50%	50%	36%

MONSTER NOTES

Damage is for inherent attack forms; many mon.
Monsters may acquire armor (10% chance) for e.
\$ Value provided in standard gold credits for
Edibility assumes the monster is killed by av.

ROBOT NATURE PERCENTILES									
	Unpleas. Order	Logic	Seduce	Invist- bility	Guard	Labor	Machine Friend		
1	1%	-11%	11%	-3%	2%	2%	1%		
2	3%	-8%	8%	-2%	5%	7%	1%		
3	6%	-6%	6%	-1%	10%	14%	2%		
4	9%	-3%	3%		16%	21%	3%		
5	13%	-1%	1%	1%	21%	28%	4%		
6	16%			2%	26%	35%	8%		
7	23%	1%	-1%	3%	32%	42%	12%		
8	29%	2%	-2%	4%	37%	49%	16%		
9	36%	2%	-2%	5%	42%	56%	20%		
10	43%	3%	-3%	6%	48%	63%	24%		
11	50%	4%	-4%	7%	53%	70%	28%		
12	57%	5%	-5%	8%	58%	78%	32%		
13	63%	7%	-7%	9%	64%	85%	36%		
14	70%	10%	-10%	10%	69%	92%	40%		
15	77%	13%	-13%	11%	74%	99%	43%		
16	84%	17%	-17%	12%	75%	100%	47%		
17	90%	22%	-22%	13%	80%	100%	51%		
18	97%	30%	-30%	14%	85%	100%	55%		
19	100%	35%	-35%	15%	90%	100%	59%		
20	100%	45%	-45%	20%	95%	100%	79%		

Notes:

Any character with Robot Nature 5- who is a robot is a "mad robot" that has a chance of berzerk equal to his STR chances.

MAGIC POWER PERCENTILES									
	Monster Friend	Alchemist	See The Future	Conjure	Ensorcel	Magical Attack			
1	-12%	5%	1%	%/-	1%	1%			
2	-8%	6%	1%	5%	3%	2%			
3	-4%	7%	2%	4%	8%	4%			
4		8%	2%	3%	15%	6%			
5	4%	9%	3%	2%	25%	8%			
6	8%	11%	3%	1%	36%	10%			
7	12%	12%	4%		47%	13%			
8	16%	14%	5%	1%	57%	16%			
9	20%	17%	6%	2%	66%	19%			
10	24%	19%	8%	3%	74%	23%			
11	28%	22%	10%	4%	80%	27%			
12	32%	26%	12%	5%	85%	31%			
13	36%	30%	16%	7%	88%	37%			
14	40%	35%	20%	10%	91%	43%			
15	43%	40%	25%	13%	93%	50%			
16	47%	47%	31%	17%	95%	57%			
17	51%	54%	39%	22%	96%	69%			
18	55%	59%	47%	30%	97%	77%			
19	59%	73%	59%	45%	98%	88%			
20	99%	85%	87%	54%	99%	99%			

STRENGTH PERCENTILES

	<u>Melee Attack</u>	<u>Melee Damage</u>	<u>Lesser Feat</u>	<u>Great Feat</u>	<u>Logic</u>	<u>Scholarship</u>	<u>Saving Throw</u>	<u>PSI Resist</u>
1	9%	-8	2%	1%	20%	19%	20%	15%
2	14%	-7	6%	1%	18%	17%	18%	14%
3	18%	-6	12%	1%	16%	15%	16%	13%
4	23%	-5	19%	1%	14%	13%	14%	12%
5	27%	-4	25%	1%	12%	11%	12%	11%
6	32%	-3	32%	1%	10%	10%	10%	10%
7	36%	-2	38%	2%	8%	8%	8%	9%
8	41%	-1	45%	2%	6%	6%	6%	8%
9	45%	—	51%	3%	4%	4%	4%	7%
10	50%	—	58%	4%	2%	2%	2%	6%
11	55%	—	64%	6%	—	—	0%	5%
12	59%	+1	71%	7%	—	—	-2%	4%
13	64%	+2	77%	10%	—	—	-4%	3%
14	68%	+3	83%	13%	—	—	-6%	2%
15	73%	+4	90%	17%	-2%	-2%	-8%	1%
16	77%	+5	96%	23%	-4%	-4%	-10%	—
17	82%	+6	100%	31%	-8%	-8%	-12%	-1%
18	86%	+7	100%	41%	-16%	-16%	-14%	-2%
19	91%	+8	100%	54%	-25%	-25%	-16%	-3%
20	96%	+9	100%	72%	-35%	-34%	-18%	-4%

DISEASE AND MALADY

Roll when stuck by rusty nails, sex with harlots and etc. Many traps and spells may also deliver diseases.

01 - 12	Bone or Joint Disease
13 - 24	Nerve/Brain Disorder
25 - 35	Skin Disease
36 - 47	Cancer
48 - 59	Respiratory Disease
60 - 71	Blood Disease
72 - 83	Stomach/Intestines Disease
84 - 94	Venereal Disease (V.D.)
95 - 00	Psychic Disorder or Magic Curse (Subtable)

INCUBATION AND TIME TO DEATH (ROLL TWICE)

01 - 02	1 hour
03 - 05	1 day
06 - 10	1 week
11 - 16	2 weeks
17 - 26	3 weeks
27 - 42	1 month
43 - 64	2 months
65 - 00	4 months

PSYCHIC AND MAGIC DISEASES/CURSES

01 - 06	Malicious Lesions (1-4 Tribes)
07 - 13	Degenerative Aura Contamination
14 - 19	Screaming ESP (Uncontrolled)
20 - 25	Chaotic Black Magic Syndrome
26 - 32	Magneton Clash (Those with Cranial Feelers Only)
33 - 38	Pestilence of Dark Withering
39 - 44	Recurring Psychometric Morbidity
45 - 51	Anger Motion Disease (Telekinetic)
52 - 57	Curse of Seven Hundred Minds
58 - 63	Inflamed Psionic Lobe
64 - 70	Death Chills (Spreads By Skin Contact)
71 - 76	The Pyrotic Plague (Spreads By Eye Contact)
77 - 82	Enmity of a Devil (74%) or Demon (19%)
83 - 89	Demonic Impregnation (Usually Women Only)
90 - 95	Curse of the Rotting Eye
96 - 00	Psychosomatic Spontaneous Self-Transmogrify

The **WARLORD OF UNHEROIC DECAY** declares that this page ends the removable chart and map section.



The doxy is known to rich and powerful rulers, i.e. Kings. This grants them the Favor ability, a unique score which can permit them to call upon special services from their powerful admirers, for example having an enemy arrested.

Even in battle, a doxy can Stun a number of victims as determined by her level, by using a turn to be charming toward them. They will not follow her orders without further seduction, but they will refrain from harming her or her companions for turns equal to twice the level of the doxy. Very powerful foes use their level to determine how many victims they are for this purpose. As an example, a Level 4 warlock is 4 Stun Victims himself, either through magical wisdom or more complicated erotic tastes. The Psi Resist score, in its role as will power, resists the charms of the doxy. Perfume, wine, lying and etc. may serve to reduce resistance.

A doxy cannot go up a level until she works to expand her Favor score. This usually means providing services to a new ruler, chieftain, bureaucrat, policeman, or other celebrated or powerful person, by seduction if need be. The player should record what the doxy learns from the encounter by way of political secrets and etc. Doxies gain an additional Stun victim every four levels (6 at levels 11 & 12, 7 for levels 13-16).



DOXY EXPERIENCE PROGRESS				
level	XP to Qualify	Favor	Seduce	Stun
1	0	5%	5%	1
2	454	12%	6%	2
3	1,080	19%	8%	3
4	1,851	27%	10%	3
5	2,742	34%	12%	4
6	3,731	41%	15%	4
7	4,797	48%	19%	5
8	5,922	56%	24%	5
9	7,091	63%	30%	6
10	8,288	70%	37%	6
	+1,197 per	+10%	+10%	+1/4

THE PSI WITCH CLASS

The class representing psychics of any kind, including both true Psi witches and others who have developed the use of psychic powers, also called the "force," into useful abilities. Their qualifying stat is ESP. Psi witches begin with 2-12 hit points and gain 1-4 hit points per new level. Psi witches begin with 200-1,200 Gold Credits in money. Many Psi witches are female, but there is also a galactic order of psychic knights that are exclusively male.

Most of this character's special powers focus on the use of the ESP percentile scores, which in this case represent genuine psychic talents rather than ordinary social ability (itself rooted in latent ESP, as scientists have proven). This is usually self explanatory, but note that the Psi witch may also use Command Matter or Command Energy in place of their regular Saving Throw, when the source of danger is either matter or energy, and when they have time to notice the threat and raise mental barriers to block it. The Psi witch's ability to command matter or energy otherwise depends on level; use the Lbs. column of the Psi Witch Experience table to estimate what they can achieve in terms of force and power. The Journey Master will assign percentile modifiers appropriately.

Psi witches may use their feelings to attack even when blind-folded, replacing Melee Attack or Ranged Attack with Blind Attack. To fight in this manner is a vital ritual for them, and a Psi witch cannot go up a level until she wins a battle blind. The Psi witch also gains the Meld ability which is to join in a deep psychic bond with someone while touching them.

A Psi witch can achieve LEA-based effects instantly and without speaking, by extending their telepathic will against those around them. Anyone may attempt to resist, but those who don't may find

PSI WITCH EXPERIENCE PROGRESS				
Level	XP to Qualify	Blind	Meld	Lbs.
1	0	34%	50%	1
2	531	37%	51%	8
3	1,198	41%	53%	27
4	2,026	45%	56%	64
5	3,026	49%	60%	125
6	4,203	53%	65%	216
7	5,560	58%	71%	343
8	7,099	64%	78%	512
9	8,822	70%	86%	729
10	10,728	76%	95%	1,000
	+1,906 per	+6%	+10%	+1,000

themselves controlled entirely by the Psi witch, who can use Crowd Manipulate to control a number of intelligent beings equal to her level at one time. The danger of this useful ability is that controlled beings resent it and must sometimes be killed to prevent trouble. When ordering someone to act against very deep taboo or reservations, this may trigger a new attempt at Psi Resist% rolls. A Psi witch is at -50% on any attempt to affect or read the minds of sub-intelligent life forms, for example a wolf. Other abilities may also be enhanced by psychic powers. For example using Clue to detect vibrations of past emotions.

There is a 10% chance each new level that a Psi witch becomes more powerful, increasing ESP permanently by +1. Roll once each new level; the odds do not accumulate. A Psi witch who becomes more powerful may do so again at a later level. Psi witches often have spare money because they can get many small things, for example meals, at no cost by using their powers on others in minor ways. They can achieve permanent alterations of memory and ideas with psychic implants.

Psi witches earn 5 percentile points at Level 2 and at each extra level, which they may distribute among the following scores as they please: Blind Attack, Meld, Appease, Sneak Attack, Steal, Argue, Psi Resist, Mistaken Identity, Monster Friend, and any LEA or ESP percentiles. When a Psi witch is dead she leaves no body.

EXPERIENCE SCORING

Characters score experience points by winning battles and achieving quests. The basic reward is equal to the value of monsters killed (divide the monster value among those who contributed to its defeat), plus 50 points for the completion of the night's missions without personally being killed (per character). Reduce any character's score by -25 points for each companion he allows to die. On the other hand, we do learn from our mistakes so each is worth from 5 to 15 points in score. To encourage the role-playing aspect of Encounter Critical, you may optionally reward each character 10 points for surviving a non-combat encounter, for example seduction. Tally points as the game occurs, keeping careful account. Reduce the total score of any character pursuing two character classes by one-third. A total reward of 200-300 points per character per session indicates a correctly balanced quest.

Characters do not earn points for acquiring money, since money is its own reward and does not realistically teach us what we don't already know.

MAGIC SPELLS

Here are some correctly balanced spells to get you started.

Encounter Critical does not assign artificial levels to spells, preferring a more science fiction approach where a spell is a spell. Every warlock begins with a single spell in his book that the Journey Master may permit him to choose. After that, he must find or take them from others, and he must create a new spell when his level improves. A powerful warlock can have thousands of spells in his book if he's very resourceful. Note that to cast a spell usually requires space and time to move hands and chant.

Accurse: The warlock can curse one being; use the curse chart if necessary.

Battle Imperative: The warlock's side will go first in every round of the battle; there is no random roll unless another casting of this spell cancels it.

Cease: The warlock can freeze any being in its tracks, rendering it unable to act for the duration of the battle. The victim is allowed no saving throw. Attacking the victim breaks the spell, but on the other hand it is one good free smack.

Clone: Any one life form is perfectly cloned. This can be troublesome for the careless warlock.

Cure: The warlock can restore all lost hit points to a single character, or instead (27% chance) attempt to cure a diseased being (natural diseases only, not curses).

Demon Master: The warlock can completely control the actions of any number of creatures he has summoned with Conjure. Even the cruelest demon will be obedient and servile for as long as it remains on this plane.

Enslave: The warlock can take control of the mind of one person or other smart being, making them a willing slave and servant for one battle's duration. The slave will defend the warlock even without orders.

Fire Blast: The warlock's magical attack does double the usual damage, cannot miss, and affects multiple targets at once - triple his level to determine how many can be affected with the Fire Blast.

Mimic Special Talents: The warlock can do something specific to another character class of 2/3 the warlock's own level, for example level 4.

Phantasmic Forces: The warlock can fool the perceptions of all present, immersing them in a totally real illusion of his own design.

Restore Life: Gives a dead creature a new Survival% roll. Characters restored to life from death take 10 percentiles away from their Survival% afterward, each time.

Spectral Body: The warlock and his possessions become ghostlike, and he may pass through walls, remain untouched by non-energy weapons, and etc. Laser blast and other energy attacks (including magical attack) still harms him.

Teletransport: The warlock can step through the universe, traveling up to 500 miles in an instant.

Transmogrify: The warlock can change a life-form into another life form, i.e. a frog.

Warlock Bomb: The warlock creates a powerful explosion; it causes 3-60 damage to all within 2" and half damage to 8". The warlock may cast the spell with a delay fuse or a magic trap-trigger.

Warlock's Pit: A 15' by 15' pit opens up in the ground wherever the warlock chooses. The pit is 30' in depth. It may be, at the warlock's option, half-filled with a substance such as lava, crocodiles or acid.

" PSI Witch
Queen "



BATTLE AND MOVEMENT

Battles go in rounds, determine which side goes first each round by random roll of the dice. Complete all movement before resolving attacks. Attacks go in the same order, melee first, then missile.

Unarmored characters have movement of 7" on clear terrain. Armored characters have a movement as per their armor type. Some armor requires great STR to wear; characters without enough strength reduce their movement by 1/2" per the amount of STR short, and take a -3% penalty to their attack odds likewise. Characters with movement 0" are immobile and thus vulnerable. Characters with a 0% chance to hit always miss.

Some terrain is more taxing and costs inches of movement to move at all, i.e. snow or field walls.

Any unit passing within another unit's melee range must immediately cease movement at that range. A unit already within another unit's melee range may move freely until it encounters the melee range of a different unit.

Resolve melee attacks against any combatants in range, using the Melee Attack score. When hit, any unit is entitled to a Saving Throw roll to reduce damage by half. A Saving Throw roll that succeeds impressively (would have succeeded with half the Saving Throw value) dodges the damage entirely. A unit losing all its hit points must make a Survival check or die immediately. A unit succeeding at the Survival check is still defeated, and is badly wounded.

Resolve missile attacks next using the Ranged Attack score. The legal target is any within line of sight and either short or long range, but long-range attacks are half as likely (%) to hit. Units engaged in melee may not make missile attacks.

Between battles, units each heal once per day of comfort and rest. The amount healed is 1-4 per level, for example 5-20 for a 5th level warlock. Characters resting in a very good inn or with the services of a doxy add an extra level for this purpose if she is gentle.



ARMOR, WEAPONS, AND MISC. EQUIPMENT

There are four categories of items characters may possess: armor, weapons, misc. equipment, and money. Money buys the other three, and is typically in the Gold or Silver Credits although this will depend on where the characters have traveled. See the charts for prices and specifics, but of course the DM may expand these lists greatly.

Armor may be real armor i.e. platemail, or energy armor like a magic ring or deflector screen belt. Armor has a Saving Throw% and a Survival% which work like the character's own scores except against attacks the armor could not help against or stop for example lightning. The scores do not add; each is rolled separately. Heavy armor of the kind that is worn has a movement score; this is how many inches the wearer moves in combat. Characters may wear only one such suit of armor at a time. Energy armors do not specify a movement score; these armors may be added to heavy armor or worn alone. A shield is similar to energy armor in this respect, except it reduces overall movement by 1". Heavy armor's Saving Throw% is also the chance it will interfere with some things, for example seduction and spell casting.

Weapons come in two kinds, melee and missile (ranged). Both kinds have a damage score and a short range. Missile weapons have an additional long range. Missile weapons require new ammunition between battles; this costs 1/100th the price of the weapon and may be carried in advance. Some weapons can be hurled; they require no ammunition but must be recovered, i.e. axes. Weapons may also be used to frighten and etc.

Misc. equipment includes all things that aren't armor or weapons, such as magic potions or wands, and technology treasure like a tri-corder or spacecraft.

Remove the pages of charts in the center of this manual by gently prying up the staples, replacing them when you are done. These pages also include a map of Vanth, a fantasy world of adventure.

"Thrazar"



<u>RANGED WEAPON</u>	<u>G.C.</u>	<u>DAMAGE</u>	<u>SHORT</u>	<u>LONG</u>	<u>MINUS</u>
Sling	10	1-4	11"	47"	5
Small Bow	26	1-6	9"	45"	6
Long Bow	65	1-8	13"	50"	4
Compound Bow	73	2-9	14"	55"	4
Crossbow, Medieval	110	1-10	13"	60"	4
Crossbow, Modern	200	1-12	16"	90"	3
Blunderbuss	140	1-10	6-1/2"	20"	4
Musket	200	1-12	20"	145"	3
Dwarvish Powderblaster	250	3-18	7"	25"	5
Demon Fire Gun	300	1-20	10"	50"	2
Shotgun	200	1-12	8"	25"	3
Walther PPK	225	2-7	16"	95"	3
Police Revolver .38	300	1-8	18"	100"	3
Broomhandle Mauser	325	2-7	17"	100"	3
.45 Automatic Pistol	365	2-9	19"	120"	3
Lever-Action Rifle	374	2-13	35"	180"	1
Magnum	400	1-10	20"	150"	3
Tommy Gun	500	1-20	20"	120"	3
Stun Ray	800	Stun	50"	-	1
Laser Gun	1,000	1-8	22"	250"	2
Rocket Pistol	1,000	1-10	10"	200"	5
Protonic Spearlaunch	1,100	2-12	24"	225"	2
Blaster Pistol	1,200	1-10	20"	200"	3
Phasic Pistol	2,400	1-12	24"	175"	2
Phasic Sniper Rifle	3,000	2-24	60"	250"	1
Grenade (Primitive)	10	1-10	Hurl	-	10
Grenade (Modern)	15	1-12	Hurl	-	10
Grenade (Klengon)	150	3-36	Hurl	-	10
Grenade (Photon)	300	5-50	Hurl	-	10



<u>HAND WEAPON</u>	<u>G.C.</u>	<u>DAMAGE</u>	<u>RANGE</u>	<u>SCORE</u>
Theskian Dagger	6	1-4	1/2"	17%
Steel Foil	25	1-4	1-1/2"	22%
Machete	30	2-5	1"	26%
Gladius Sword	33	2-7	3/4"	24%
Long Broadsword	50	1-8	1"	29%
Pirate Cutlass	65	2-8	1-1/2"	27%
Bastard Sword	85	1-12	1-1/2"	27%
Two-Hand Sword	125	2-12	2"	43%
Halberd or Great Blutarch	60	1-8	4"	29%
Military Pick	65	2-9	1"	32%
Pole Arm (Several Varieties)	77	3-8	3"	36%
Simple Club	1	1-4	1"	9%
Iron-Shod Quarter Staff	3	1-4	2"	17%
Pitch Fork	9	2-5	2"	21%
Reaper Scythe	18	1-6	1-1/2"	25%
Lizard-Hide Whip	20	1-4	3"	28%
Bone Spear	25	1-6	2"	28%
Pike	35	1-6	5"	29%
Mounted Lance	45	1-20	4"	29%
Mace, Minor	52	2-5	1"	29%
Spiked Morning Star	58	2-7	1"	31%
Flail, Minor	60	2-7	1"	28%
Mace, Greater	64	1-6	1-1/2"	31%
Klengon War Hammer	70	1-10	2"	38%
Flail, Great	75	2-9	1-1/2"	29%
War Axe	85	1-12	2"	40%
Dwarf or Hobling	-	2-12	1"	33%
Dwarf or Hobling (Armored)	-	3-18	1"	35%
Telephone Pole	-	2-40	8"	58%
Black Hole Metal Club	100	2-12	1"	28%
Phasic Dagger	600	3-12	1/2"	57%
Eon Blade	1,100	2-16	1"	56%
Gravity Whip	2,000	3-12	6"	67%
Phasic Spear	2,500	3-18	2-1/2"	83%
Phasic Prismatic Sword	5,000	3-24	1"	99%
Black Hole Metal Axe	6,000	3-30	2"	79%

Purchased Item	S.C.	Lemon	Army	Re-Sell	Notes
Donkey	50	13%	7%	30	
Horse	200	23%	3%	38	
Camel	250	22%	4%	58	
Horse, War	900	20%	5%	283	
War Elephant	1,120	21%	5%	313	
Peasant/Slave Garb	4	16%	5%	2	
Commoner Garb	7	14%	8%	4	
Wilderness Garb	10	18%	6%	4	
Fine City Garb	13	18%	5%	5	
Uniform or Disguise	25	22%	4%	6	
Royal Garb	40	21%	5%	12	
Hydrovac Suit	100	19%	6%	36	Flotation, etc.
Hologram Clothes	200	14%	7%	112	Wear whatever you like.
Elvish Cloak	451	20%	6%	150	
Contra-Gravity Belt	5,000	25%	2%	625	Doubles jetpack power
Rations per Day	1	3%	2%	1	
Ale	1	3%	2%	1	
Beer	2	3%	3%	2	
Dwarf Grog	2	16%	4%	1	
Mead	3	20%	4%	1	
Wine	4	9%	5%	3	
Vodka	6	16%	6%	3	
Venusian Whiskey	10	18%	6%	4	Saving Throw % needed
Ink	12	22%	4%	3	
Dose of "Mickey" Poison	20	13%	8%	12	
Magic Incense	20	24%	2%	3	A "trip" for up to 10 people
Blade Poison	24	23%	3%	5	
Parchment	100	16%	7%	47	50 sheets
Potion of Healing	200	22%	4%	48	All better
Potion of Strength	245	23%	3%	48	Doubles STR
Potion of Flying	300	20%	5%	93	Lasts about an hour
Magic Lamp	400	16%	7%	193	Monster Friend % or else!
Amulet of No-Curse	750	21%	5%	220	Watch your mouth!
Crystal Ball	3,000	19%	6%	1,105	Fickle
Talisman of Phasics	14,500	16%	6%	7,083	Immune to phasic effects
Magic Wand	45,000	15%	6%	22,596	+9% to MAG percentiles
Psionic Helmet	70,000	15%	5%	35,167	+20% to ESP percentiles
Torch	2	16%	6%	1	
Utility Belt w/Pouches	5	18%	6%	2	
Canteen	9	14%	7%	5	
60' of Good Rope	10	18%	6%	4	
Lantern	24	13%	7%	14	
Doxy Makeup Kit	25	14%	7%	14	
Camping Gear for One	43	22%	4%	10	
Musical Instrument	50	23%	3%	10	
Project X Liquid	50	13%	7%	30	Growth formula
Night Goggles	65	24%	2%	10	
First-Aid Kit	100	21%	5%	29	+2 to Level for healing
Lock Picking Tools	223	22%	4%	54	
Lantern, Atomic	400	21%	5%	109	
Hand-Held Computer	650	17%	7%	281	
Tri-Corder	3,300	21%	5%	931	
Carriage	500	23%	3%	101	
Robot Mount	1,300	19%	6%	484	A tireless horse without fear
Jet Pack	5,000	23%	3%	956	Flight at 20"
Damnation Van	50,000	15%	6%	26,712	Well equipped travel
Small Starship	650,000	14%	1%	358,618	Requires NavBeal!
One Ounce Silver Ingot	5	13%	6%	3	
One Ounce Gold Ingot	60	18%	6%	23	
One Ounce Impervium Ingot	720	16%	7%	346	
One Ounce Dilithium Ingot	8,640	25%	2%	987	

EQUIPMENT NOTES

Lemon odds vary on less primitive worlds, but not always for the best.
Army % is odds to find dozens or hundreds at a time in a city. Roll per day.

REALM OF VANTH

This is the basis for the designer's own scenario, which has been tested for several years now and has also been the subject of several novel trilogies that I may publish at a later date if the right offer appears. This is part of the larger galactic setting described in the Encounter Critical Gazette and in the forthcoming galaxy module.

Vanth is a planet in the Medieval Rim of the galaxy, where most of the worlds still practice magic heavily and rely on it rather than technology. Many of the natives of Vanth are not aware of the galaxy at large except as rumors of "angels" and "sky monsters." Technology is similar to that of Earth in the 8th-15th century.

Technology came to Vanth when the Vulkin Star Empire established a starport there to begin trading, but they were careful to present themselves as supernatural visitors from the heavens, and the starport is known as God City, deep in the north mountains. For years there was peaceful trade for swords made of god-metal (which is only modern steel) and similar trinkets, while the Vulkin governors shipped away starships loaded down with native gold and magical potions for the empire's coffers. The starport grew and God City became a mighty metropolis, but one very difficult for all but the most intrepid citizens of Vanth to reach safely, since the mountains are treacherous and full of dangerous cracks leading to the nether-world.

All was well until galactic war disrupted the sector power grid, robbing God City of its ability to provide a safe launching beam for starships, and shutting off communication with the rest of the galaxy. The fate of the Vulkin Star Empire itself is unknown on Vanth, and for 11 local years there has been no word, and so millions of galactic citizens and traders have been stranded in God City, forced to learn more local ways and to try to get along (even with the Klengons). Trade has begun to slow, since the God City supply of advanced goods has dried up along with the power beams. The spread of aliens into Vanth society has caused interesting mixing of peoples, and while nobody really believes God City is the home of "angels" anymore, those displaying alien technology are still regarded with a mix of fear and mistrust, especially in rural or cannibal regions. Players may be either locals to this magical world, or stranded galactic travelers of any sort who have decided to "go native" and become adventuring explorers. God City itself is now growing outward, with dismantled spacecraft slung over with fabric and hide to make durable shelters and so forth.

A STARTER MODULE

Here is an adventure module you may use to learn how to construct your own. Note that a great adventure is only a quest with problems along the way. The secret to being a much-admired Journey Master is in providing the necessary scare and thrill, with only fair rewards, not too rich. Too much scare won't encourage players to return, however; if more than half the party dies every adventure, some will become discouraged. An ideal figure is only 1-2 player deaths per session or a little less, just enough to insure the character mix does not become stale, and that the thrill of danger remains real.

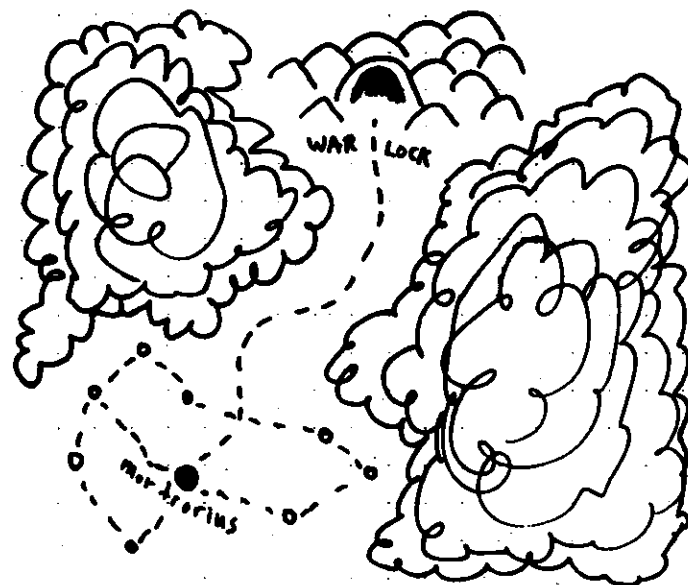
To play this adventure properly requires several miniatures and appropriate terrain for accurate battles. A forthcoming line of Encounter Critical miniatures will serve this purpose perfectly, but if playing this module prior to their release, any miniatures in a 25mm scale may be substituted.

This module begins in the village of Mortorius, in the lands just north of the great spiny wood. In the tavern of the Rusty Sighing Panther, the PCs encounter a patron for their adventures named Burke, a proud captain of the City of Blackhawk, who seeks their services to aid Mortorius and other nearby villages, which may be generated at need should the players elect to explore them.

The trouble is that beasts have been attacking in waves, including phasic dogs, pyrexia hounds, and blink beasts. Goblins have followed, kidnapping virgin girls from the villages. There are only a few virgin girls left who have not been kidnapped; the players may have their own ideas about how such girls may be rendered safe from attack.

The source of the troubles is known: a cave in the hills to the northeast, two days' journey. The good captain provides this as the quest: travel to the cave, rescue any innocents, destroy any enemies, and they may retain one-half of all treasures for their own gain, with one-half belonging to the lord of the land by custom. Note that the lord of the land will have no way of watching the players carefully!

Mastering the adventure is a simple matter of providing challenges on the road and then the dangers of the cave itself. Along the road, there is a 50% chance each day and a 90% chance each night of dangerous encounter on the way to the cave. Secondary encounters are 25% chance. On the return trip, these odds are halved as many of the denizens of the region had been flocking to the banner of the warlock.



Should the players survive and win the quest, the captain will reward them 100 gold credits per rescued virgin (20 gold credits for those no longer pure) and an additional 500 gold credits for the defeat of the warlock.

TRAVEL ENCOUNTERS

- 1- 2-7 Blink Beasts
- 2 - 1-6 Phasic Wolves
- 3 - 1-10 Pyrexia Hounds (use 4-digit dice)
- 4 - A troop of Goblins (usual numbers)
- 5 - A single living statue. These are left over from a previous empire.
- 6 - A single giant gold spider, in ambush.
- 7 - A Bee Girl Queen and her warriors, eager for company and blood.
- 8 - A band of Hobling thieves looking for Robodroids they can steal for scrap. These thieves are common in this area and, if befriended instead of killed, may allow the players to rest at their Junkyard lair. They are not the friends of the warlock since he doesn't trade with Hoblins. The band consists of 2-8 Level 2 Criminals and 1-4 Level 3 Warriors. They have only one raider band so this encounter cannot repeat if they are killed.

CAVE MAP KEY

Area A: This chamber is used to outfit the goblins with weapons. There are assorted spears and other simple weaponry. There are 18 goblins, armed with slings, bone spears and some military picks. A single goblin also has a "dragon gun" an army-style flame thrower salvaged from a ship wreckage. It is G.C. 450, damage 2-24, Short Range 9", Long Range 18", %Minus 6, and Scare 52%. There is a supply of fuel as treasure, along with the goblins and their equipment. The goblin is a poor shot with the dragon gun, at only 26%.

Area B: This chamber's sole guardian is a Radioactor, standing in a pool of his own deadly chemicals. If he is slain, the pool can be found to contain 84 gold credits, 60 gemstones worth a net sum of 180 gold credits, and a Phasic Dagger with its power source corroded to uselessness. It may be repaired at God City for 250 gold credits if the right man can be found!

Area C: This chamber is the prison where the kidnapped virgin girls are held; they each wear psychic draining helmets which are using their special nature to power up the starship in area (G). Only a Machine Friend may remove a helmet safely without rendering the innocent virgin's mind in danger. Seduce can calm them; each uncalmed virgin will scream in fear, attracting 1-8 goblins. There are 9 virgins (treat as Level 1 Doxies); the helmets can be re-sold for 41 gold credits each.

Area D: This chamber is a guardian death trap. The first one to enter will be sucked downward into a mechanical iron pit and churned into a meat paste by the gears. Saving Throw applies, and all nearby characters get a Saving Throw likewise at +35% odds. Checking for clues is very important! At the bottom of the pit, beneath the gears, there are assorted moneys and gemstones worth 3-300 gold credits, plus a two-hand sword etched with the runes of the personal guard of Darth Viraxis.

Area E: This chamber seems to be a humble place for living and sleeping. There is a large bed for the warlock and several small cots for the goblins. A Cave Ooze is the chamber's sole guardian.

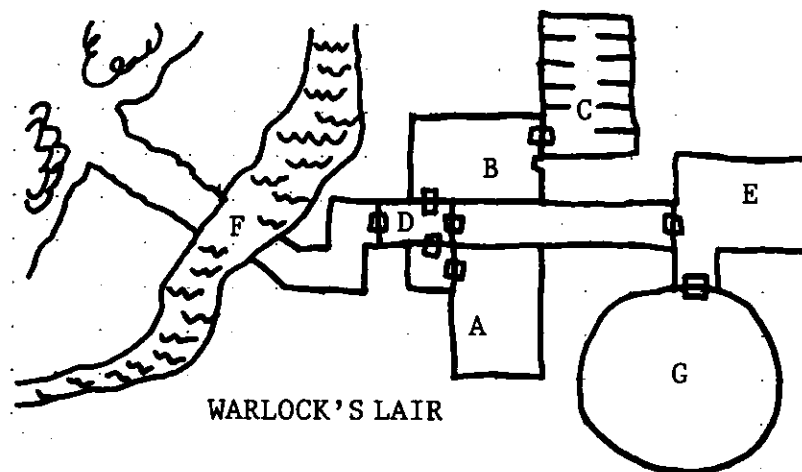
Area F: This is an underground river where normally a rope bridge spans it. The bridge is gathered up at the opposite side, so there is no simple way to cross. Below, in the water, swims a Great White Shark. For statistics, treat it as a Ruin Slug but with a 75% attack odds, and swimming abilities.

Area G: This large, locked chamber is an underground spaceport pad and tunnel leading upward to the surface, constructed crudely by goblin hands. There is a small star craft aimed skyward in the middle, with several power cables preparing it for launch. Skullbryn the Warlock is here, with 2-12 goblins to defend him. He means to escape Vanth in the starship, which he had stolen for him by his goblins from the yards near God City. He has mastered the controls but doesn't understand the need for the navigation beacon. Thus, he can be slain simply by letting him succeed with his plan! It is better, of course, to defeat him, for then the players gain much and are not themselves killed.

The Journey Master should determine the state of repair, and treasures contained inside the starship, to insure a proper balance for the future of his scenario. Weapons and useful technology such as tri-corders are recommended for realism and fairness, however. Do not be too stingy if you value your pets, Journey Master. Take that from the inventor.

Skullbryn: Warlock Level 5. Hit Points: 18. Saving Throws: 27% natural, plus Armored Space Suit (48%), and two Rings of Armoring (25% each, per hand). Weaponry: A magical Theskian Dagger that does +7 damage when wielded by a servant of Hex the Devil, which Skullbryn is. His four spells are Battle Imperative, Cease, Warlock Bomb and Transmogrify. He will begin by making a frog of the most dangerous member of the players, and then next round cast his Cease spell on another. His minions protect him.

ADA 14	INT 13	MAG 17
DEX 10	LEA 16	ROB 11
ESP 11	LUC 12	STR 12



The Encounter Critical Gazette is the official newsletter of Encounter Critical campaigning!

Issue #1 (July 1978) includes "The Robodroid Dilemma" and "Seventeen New Weapons" **SOLD OUT**

Issue #2 (October 1978) includes "Slaver Kingdoms Revisited," two new character classes (the Biker and the Encountress), and "War Poems of the Fallen Era." **AVAILABILITY LIMITED**

Issue #3 (December 1978) includes new character options (super-mutation and demonic seed), a complete adventure location, "The Citadel of Hoarfrost," and a timeline of the galactic collapse.

Issue #4 (Coming February) includes three new mutation charts for fantastic expansion to possibilities, several blank forms for characters and monsters, new War Poems, and an exciting adventure module submitted by correspondence, "Warlock's Hand."

Issues may be ordered by sending \$1 per issue, along with an SASE to

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Battle Star Games has several full-scale modules planned for this game, including Planet of the Tombs and The Diamond Doxy, as well as a detailed Galaxy Module exploring the galaxy broken into chaos by meddling into war.

30
x 9
270

480
270
750 x 8 *beginning*

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Monster or Foe	Numbers	# ATT	ATT %	Damage	Hit Points	Save	Edible	% Lurk	\$ Value	Special
Asteroid Worm	1-20	1	60%	1-20	5-30	29%	17%	27%	80	
Bee Girl	3-24	1	34%	1-4	2-8	29%	10%	18%	30	Sleeping poison, Psi Witch, Sexy
Bee Girl Queen	1	2	90%	1-4	4-16	45%	81%	54%	480	Per Bee Girl +
Blink Beast	2-12	1	50%	1-6	1-10	82%	41%	43%	110	They have 72% Sneak Attack
Cave Ooze	1-2	1	100%	2-40	2-40	93%	93%	72%	360	Transformation
Crater Lake Monster	1	1-8	75%	1-20	3-300	50%	14%	35%	490	Drag under water
Demon	1-4	2	90%	1-20/1-12	50-200	67%	12%	42%	380	Warlock and Psi Witch powers
Dragon of Darkness	1	3	84%	3-36	100-600	34%	86%	51%	630	Control of photons and phasics
Dragon of Fire	1	3	93%	2-20/1-100	100-800	41%	11%	36%	510	Breathe fire to 60"
Dragon of Wisdom	2	3	80%	2-20	30-100	32%	77%	47%	570	
Giant Ant	Lots!	1	25%	1-6	1-8	29%	7%	15%	20	
Giant Gold Spider	1-4	2	80%	2-26	4-80	40%	64%	46%	360	Midas venom, webs
Giant Sand Lizard	1-10	1	52%	1-8	2-12	29%	15%	24%	60	
Giant Serpent	1-4	1	58%	1-12	3-36	29%	17%	26%	80	As per crush
Giant Spider	1-8	1	59%	1-20	3-60	45%	27%	33%	100	Poison, webs
Giant, 1-Headed	1-6	1	66%	1-8	4-40	29%	55%	38%	120	
Giant, 2-Headed	1-4	2	56%	1-8	4-40	49%	55%	40%	220	
Giant, 3-Headed	1-2	3	46%	1-8	4-40	69%	55%	43%	300	
Gjennie	1	1	77%	2-16	44-56	45%	35%	39%	150	Warlock powers
Goblin	10-40	1	50%	1-4	1-6	29%	15%	23%	60	
Godzilla	1-2	3	80%	2-40/5-500	900-999	90%	22%	48%	570	
Haunted Quick Sand	1	1-6	90%	1-6+	42-64	98%	1%	47%	320	Drag into self
Hyperspace Gremlin	2-9	2	50%	1-6	1-4	29%	29%	27%	140	
Infernal Ape	1-8	3	48%	1-10/1-6	22-60	38%	55%	35%	240	
Jungle Flower	1-6	1	45%	swallow	2-24	10%	5%	15%	30	Disgorges when dead
Living Dead	5-30	1	25%	1-4	1-12	14%	4%	11%	10	Easily outrun in the open
Magic Statue	1-4	2	50%	3-18	30-120	70%	-	30%	160	vulnerable to Military Pick
Manion Devil	1	1-12	50%	1-10	5-50	90%	17%	39%	370	Not very intelligent
Mega Turtle	1-4	2	41%	1-10/2-20	5-50	64%	52%	39%	160	
Mummy	1-2	1	44%	1-8	5-60	29%	13%	21%	50	Vulnerable to tanna leaves
Orc	10-60	1	50%	1-4	1-8	29%	15%	23%	60	Very high ROB on average
Phasic Wolf	5-20	1	41%	1-6	1-12	35%	14%	23%	50	Phasic in nature
Pyrexia Hounds	3-36	1	66%	1-6	1-8	50%	17%	33%	110	Carriers of the Fever Plague
Radioactor	1-4	2	45%	1-10/3-60	3-36	78%	2%	31%	140	Spits various nuclear chemicals
Raider Rats	2-40	1	55%	1-6	1	-	10%	10%	30	Diseases
Rogue Robodroid	1	1	68%	1-4	1-100	68%	-	90%	310	Explosive
Ruin Slug	1	1	40%	2-16	61-80	66%	26%	33%	70	
Sky Piranha	3-18	3	90%	1-4	1-4	29%	78%	49%	660	Machine Friend 75%
Smog Monster	1	1-10	50%	2-20	100-600	90%	11%	38%	440	
Spectral Spirit	1	1	50%	1-20	1-100	98%	49%	49%	120	Saving throw only 29% vs energy and magical
Succubus Demon	1-4	1	50%	1-4	2-12	29%	15%	23%	60	<u>ULTIMATE</u> magic doxies. Deadly!
Tyrannosaurus Rex	1-3	2	70%	1-12	4-80	32%	45%	37%	260	Devours
Vampire	1	2	75%	1-10	51-62	60%	90%	56%	420	Blood drain, vampire magic
Whirling Dervish	1	1-20	100%	1-4	2-16	90%	34%	56%	100	Prefers weapons. Some use grenades.

MONSTER NOTES

Damage is for inherent attack forms; many monsters prefer the use of weapons, for example Bee Girls.

Monsters may acquire armor (10% chance) for extra saving throw rolls.

\$ Value provided in standard gold credits for selling hides, teeth, bounty and etc. Armor is extra.

Edibility assumes the monster is killed by average means.

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Protection Type	G.C.	Saving %	Move"	STR
Bulletproof Vest	80	15%	6-1/2"	10
Quilted Armor	680	33%	6"	12
Leather Armor	690	35%	5-1/2"	13
Chain Mail	810	40%	5"	15
Frankenstein Plate	820	60%	2"	20
Scale Mail	960	45%	5"	18
Plate Mail	1,000	50%	4"	19
Dwarf Steel Mail	1,490	51%	5"	17
Klengon Steel Mail	2,200	59%	4-12"	16
Armored Space Suit	2,630	48%	5"	8
Amazonian Bronze Mail	3,210	75%	4"	20
Elf Silver Chain Mail	3,420	48%	6-1/2"	8
Impervium Plate Mail	5,550	90%	5"	25
Solid Gold Mail	9,500	42%	1-1/2"	22
Magic Ring of Armoring	4,170	25%	-	1
Magic Ring of Great Armoring	11,430	35%	-	1
Demon Touched Ring	24,300	45%	-	1
Gravity Disk Belt	44,370	55%	-	1
Deflector Screen Belt	54,770	59%	-	1
Prismatic Wall Generator	73,230	65%	-	1
Skin Shield	20	20%	-1"	8
Wicker Shield	30	23%	-1"	9
Wooden Shield	30	25%	-1"	12
Iron-Shod Shield	60	28%	-1"	15
Graviton Shield	720	30%	-1"	7
Phasic Energy Shield	1,145	35%	-1"	7
Pentagram Shield	2,340	50%	-1"	10

The Dragon & His Tavern

CUMBERLAND

Games & Diversions
Creativity, Unbound

ENCOUNTER CR
Official Character

PLAYER'S NAME Hank
 CHARACTER Vastor the
 CLASS Warlock/Coin
 RACE Human w/
 MUTATIONS & ETC. High
Imm. No
Limbs

ADA	<u>7</u>
DEX	<u>12</u>
ESP	<u>11</u>
INT	<u>4</u>
LEA	<u>15</u>
LUC	<u>10</u>
MAG	<u>14</u>
ROB	<u>11</u>
STR	<u>12</u>

HIT POINTS
12

And Damage

CURRENT LEVEL 3/1 XP 1921/8
 XP TO QUALIFY FOR NEXT LEVEL 3155/5

QUALIFICATION ACTS
 OR DISCOVERIES (NOTE LEVEL) w-1 spell
of Unalterable Aspects, v-2
spell of the Pain of Ages, v-2
Explosive Rations spell

*** PERCENTILE ABILI

ALCHEMIST 41% EXPLORE -
 APPEASE 38% FAKE 15%
 ARGUE -

Handwritten notes:
 idea will start
 my safe for
 AC of
 will not
 82 94 up
 89, -6 74, a

WWW.CUMBERLANDGAMES.COM



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WARNING! WARNING! WARNING!

Beyond this point ye may look upon the
official CryptoClues solutions for
Treasures of a Slaver's Kingdom!

A word to the wise is sufficient, so a few
extra words for a barbarian, just to be
on the safe side! CryptoClues are a trove
of SPOILERS. Even browsing the headers
will reveal more than thou shouldst
knowesteth! Or words to that effect.

WARNING! WARNING! WARNING!

CryptoClues for Treasures of a Slaver's Kingdom

If you're feeling lost in the Slaver King's realm, the best strategy is to **TABULATE** (just type **T**) and consider the items you've found. Everything you pick up may be used in some way to further your quest. If you haven't done much with a given item, think about what it might be good for, or who may desire it. *Do not use these hints in **COURAGE** mode!* I mean, honestly!

The clues are scrambled with a very simple cipher. Each letter is displaced by just *one position* in the alphabet. **A** (on the page) really means **B**, **B** really means **C**, and so on down the line (**Z** means **A**). Decode each set of hints top-to-bottom if you want to begin with gentle nudges. If you're less patient, decode bottom-to-top. To help insure that these hints make sense at all, there are a few rules (ignore them at your peril):

- These hints assume you've already **REGARD**-ed the item or character in question, and that you've already tried to **USE** it (if it's an object) or **PARLEY** (if it's a living thing). Nearly two-thirds of the items & characters in the game *aren't listed here*, mostly because they're completely "self-cluing" if you follow this rule!
- Of course, some items are omitted for *other* reasons ... but that would be telling.
- Decode only the hints listed for items you're *carrying*. Save the other entries as a very-last resort, to keep from spoiling too much. When in doubt, **TABULATE** again, and pick something to learn more about.
- Hints are organized by item & character, rather than by situation. Each answers the question: *What am I supposed to do about the ...?*



Acolyte of Traga

- GD RZHC Z "VNQSGX" VDZONM, ATS GD HRM'S QDZKXX SGZS OHBJX.
- DUDM SGD GTLAKD FKZCHTR RVNQC VHKK CN.
- GD VZMSR RNLD SGHMF DKRD. SQX SN RDHYD SGD UHQZWHZM HMBDMRD.

Absorbent Space-Rag

- Z FNNC ROZBD-QZF BZM ZARNQA DUDM NHKK LDRDR.
- RNLNMD XNT'UD LDS BNTKC TRD RNLD NHK. QDFZQC SGD QNANCQNH!
- SGDQD'R NMKX NMD RNTQBD NE NHK HM SGD FZLD: FHMZ, HM SGD SDLOKD.
- TRD SGD QZF VHSG FHMZ, SGDM TRD HS VHSG SGD QNANCQNH.

Altar

- SGD ZKSZQ HRM'S HLNQSZMS.
- QDZKXX, HS HRM'S ZS ZKK TRDETK, ATS ZR KNMF ZR VD'QD GDQD ...
- GZUD XNT SQHDC SN OZQKDX VHSG, RDHYD, NQ TRD FHMZ?

Angelglass Garter

- HE XNT'QD VDZQHMF HS MDZQ SGD OHQZSDR, NMD OHQZSD VHKK BNLLDMS.
- HE XNT'QD VDZQHMF HS MDZQ UDRRZ NQ FTMVZQ, SGDX'KK BNLLDMS, SNN.
- TRD HS VHSG SGD CDKHBZSD CNWX, ZR OZXLDS. ZMFDKFKZRR, AX SGD VZX, HR ITRS BGDZO BKDZQ OKZRSBH VHSG Z OQHRLZSHB NHKK DEEDBS. HS

TRDC SN AD Z ONOTKZQ SQZCHMF-SNJDM VGDM
UZMSG VZR RSHKK UHRHSDC AX ROZBDEZQDQR.

Cliff Giant

- 🗝️ SQX ZRRZHKMF GHL. SNTFG RJHM! VGZS BNTKC
ODMDSQZSD RNLD SGHMF KHJD SGZS?
- 🗝️ CNMD LTBG ATRHMDRR VHSG SGD CDKHBZSD CNWX?
HE MNS, CN RN, ZMC OZX ZSSDMSHNM.
- 🗝️ TRD SGD QTAX MDDCKD VHSG SGD BKHEE FHZMS.
SVHBD.

Crawling White Moss

- 🗝️ HS'R XTBJX!
- 🗝️ RNLD HLONQSZMS SGHMFR ZQDM'S KHRSDC GDQD,
ZMC RNLD SGHMFR KHRSDC GDQD ZQDM'S QDZKX
HLONQSZMS.
- 🗝️ SGZS'R ZKK. ATS CNM'S VNQQX: SGDQD ZQD DMNTFG
BKTDR GDQD SN ODQLHS ZMXNMD SN CEDEZS SGD
RKZUDQ JHMF ZMC VHM SGD FZLD.

Crimson Potion

- 🗝️ SGDQD'R NMKX NMD "SQHBJ," ZMC SGZS HR ...
- 🗝️ ... FNNC SHLHMF!
- 🗝️ RZUD HS TMSHK XNTQ GHS ONHMSR ZQD UDQX KNV,
HM SGD RKZUDQ JHMF EHFGS.

Cyaborg Arm

- 🗝️ HS HMBQDZRDR XNTQ CZLZFD ANMTR HM AZSSKD.
- 🗝️ HS VHKK KDS XNT KHES UDQX GDZUX NQ ZVJVZQC
GZMC-VDZONMR, SNN.
- 🗝️ VHSG SGHR ZQL ZSSZBGDC, XNT LZX TRD SGD
SDKDOGNMD ONKD, ZMC FTMVZQ.

Delicately-Oiled Cloth

- 🗝️ NHK HR FNNC ENQ LZMX SGHMFR.

🗝️ NMD RTBG TRD HR KTAQHBZSHNM. VHYZQC NE NY
RSXKD.

🗝️ TRD HS VHSG SGD QNANCQNH.

Ear of Corn

- 🗝️ HS HRM'S TRDETK TMSHK UDQX KZSD HM SGD
FZLD.
- 🗝️ AD OZSHDMS; RNLDNMD VHKK SDKK XNT VGZS HS'R
ENQ.
- 🗝️ TRD HS VHSG SGD BNOODQ FZQFNXKD (ZESDQ XNT'UD
CEDEZSDC GHL, ZMC ZESDQ SGD QNXZK ORH-VHSBG
GZR DWOKZHMD C XNTQ CDRSHMX).

Enormous Lamp

- 🗝️ HS VNTKC OQNAZAKX QDEKDBS ZMX KHFGS XNT
OQNUHCDC.
- 🗝️ CNMD ATRHMDRR VHSG SGD CNWX KZSDKX? RGD'KK
DUDMSTZKX DWOKZHM VGZS SGD KZLO HR ENQ.
- 🗝️ TRD SGD EKZRGKHFGS VHSG HS, ZESDQ XNTQ ENTQSG
CNWX UHRHS.

Eyepatch of Odin

- 🗝️ HS GZQLR XNTQ BNLAZS BGZMBDR!
- 🗝️ ATS HS'R ETM, KNNJHMF KHJD Z OHQZSD. GZQ!
- 🗝️ VGHKD VDZQHMFG SGD DXDOZSBG, XNT BZM DMSDQ
SGD OHQZSD RGHO.

Faraday Cage

- 🗝️ XNT BZM ZRRZHK HS RZEDKX HE XNT'QD VHDKCHMF
Z VDZONM.
- 🗝️ ZMX VDZONM LHFGSX DMNTFG SN CDRSQNX SGD BZFD
LHFGS AD CDRSQNXDC HM SGD OQNBDRR.
- 🗝️ FTMVZQ JMNVR LNQD ZANTS EZQZCZX BZFDR SGZM
XNT CN. KDS GHL ENKKNV XNT SN SGD UZTKS.

Fiery Jewel

- HS'R Z RGHMX SQDZRTQD, MNSGHMF LNQD.
- VGN'C VZMS Z OQDSSX AZTAKD?
- TRD HS VHSG SGD CDKHBZSD CNWX, ZR OZXLDMs.

Flashlight

- HS BZM AD TRDC SN ZMMNX ODNOKD ZMC BQDZSTQDR.
- HS'R Z AHS KHJD Z SNQBG, ETMBSHNMZKXX. GZR ZMXNMD RTFFDRSDC XNT MDDC Z SNQBG?
- TRD HS VHSG SGD DMNQLNTR KZLO, ZESDQ UDRRZ DWOKZHMR VGX (ENTQSG CNWX UHRHS).

Flesh-Totem of DARTH Viraxis

- HS RDDLR SN GZUD RNLD QDZKXX CZQJ QDKHFHNTROTQONRD. SQX TRHMF HS.
- GZUD XNT DWODQHLDMSDC LTBG ZQNTMC SGD HCNK RVZLO?
- TRD HS VHSG SGD LNRRX RSNMD HCNK.

Fruit

- AD EQTRSQZSDC AX HS.
- QHMRD, KZSGDQ, QDODZS.
- QDFZQC HS VGHKD FTMVZQ HR VHSG XNT. GZQ!

Gina the Virgin Sacrifice

- RGD HRM'S MZJDC ZMC NHKX ENQ OTDQHKD JHBJR. VDKK ... MNS DWBKTRHUDKX.
- XNT BZM'S ITRS RDHYD ZMNHMSHMF NHK VHSG XNTQ AZQD GZMCR. XNT MDDC RNLDSGHMF ZARNQADMS.
- TRD SGD ZARNQADMS ROZBD-BKNSG VHSG FHMZ.

Grizzly Bear

- GD NAUHNTRKX VZMSR RNLD EQDRG EHRG.

- SNN AZC FQHYYKHDR ZQD MNSNQHNTRKX ZKKDQFHB SN RJX-OHQZMGZ; SGDQD ZQD Z KNS ZQNTMC KZSDKX.
- TRD SGD LZFBH EHRG VHSG GHL. ZMC CNM'S ZR-RZHK SGD FQHYYKX!

Gladiators

- "RONQSHMF" EHFGRS ZQD MNM-KDSGZK, ZMC XNT FDS ONHMSR ITRS ENQ SZJHMF Z AZMMDQ.
- XNT FDS 1 ONHMS ENQ SGD EHQRS UHBSNQX NM Z FHUHM FKZCHZSNQ, 2 ENQ SGD RDBNMC, ZMC 3 ENQ SGD SGHQ. SGD FKZCHZSNQ FDSR SNTFGDQ DZBG SHLD, VGHBG HR TRDETK VGDM SGDX BNLD SN XNTQ ZHC ZFZHMRS SGD RKZUDQ JHMF.
- CDEDZS SGD ENTQ QDFTKZQ FKZCHZSNQR ZS KZRS NMBD DZBG SN "TMKNBJ" SGD LZRSQD FKZCHZSNQ. GD'KK AD SGDQD SGD MDWS SHLD XNT UHRHS SGD OHS.

Guard Outside the Castle

- GD'R MNS HLONQSZMS, ATS GD'R VNQSG ONHMSR ZMXVZX.
- SQX SN TRD SGD ONQSBTKKHR. VGZS Z IDQJ.
- ZRRZHK GHL. CDROHSD SGD BNLOKZHMS NM SGD RHF, SGDX GZUD ZM DMC-KDRR RTOOKX NE QDOKZBDLDMRS.



Gunwar

- GD'R ZANZQC SGD OHQZSD RGHO, MNS GZMFHMF NTS VHSG SGD NSGDQ OHQZSDR.
- QDLDLADQ VGZS SGQZMF RZHC GD VZR KNNJHMF ENQ?

TRD SGD AKZBJ GNKD LDSZK ZWD VHSG GHL. FTMVZQ
GZR LZMX TRDR: OZQKDXHMF OZQSMOQ, GDZKDO,
EZQZCZX BZFD RLZRGDO, DUDM GZMC-GDKC-VDZONM
... ATS HE XNT BZM'S TRD GHL XDS, HS LDZMR
SGDQD'R RNLD SGHMF DKRD XNT GZUDM'S CNMD. AD
OZSHDMS, NQ QDEDQ SN NSGDQ RDBSHNMR.

Inky Sluice

XNT LZX DMSDQ HS, HE XNT CZQD.
HE XNT BZM'S GNKC XNTQ AQDZSG QDZKX VDKK,
XNT'KK CQNM.
DMSDQ HS, ATS NMKX ZESDQ KDZQM HMF RTKCTJT
AQDZSGHMF EQNL WZJZMCZ SGD ZOD (QDC-AZMMDQ
FKZCHZSNQ).

Jar of Ointment (Unguent)

DUDMSTZKX RNLDNMD VHKK SDKK XNT VGZS HS'R
ENQ. AD OZSHDMS.
CDEDZS SGD LZRSOQ FKZCHZSNQ; GD'KK SDKK XNT
ZANTS Z "AZKL" XNT MDDC.
HS KZBJR Z KHSSKD RNLD SGHMF. TRD SGD
ROHBDR VHSG HS, SGDM TRD HS VHSG SGD QNXZK
ORH-VHSBG.

Length of Biphasic Cabling

TRD HS VHSG SGD QNANCQNH, SGDM SGD OGZRH
RTLO, SGDM SGD QNANCQNH ZFZHM.
HS GZR ZMNSGDQ, KDRR NAHNTR TRD. HS BZM
RSQDSBG SN NSGDQ KNBZSHNMR VGDM HS HRM'S
ZSSZBGDC SN SGD QNANCQNH.
SGD LZFBH EHRG VNTKC

AD

RGNBJDC HE XNT TRDC SGD AKTD DMC NE SGD
BZAKD VHSG SGD ONNK.

Lost Poems of Sutok

VGZS ZKK SGZS EKNVX VQSHMF, SGZS ONDSQX HR
OQNAZAKX ZKK FHQKX.
RTSNJ VZR Z UTKJHM. BGHBJR CHF UTKJHM
ONDSR.
TRD HS VHSG UDRRZ, SN OZX ENQ Z UHRHS.

Magic Fish

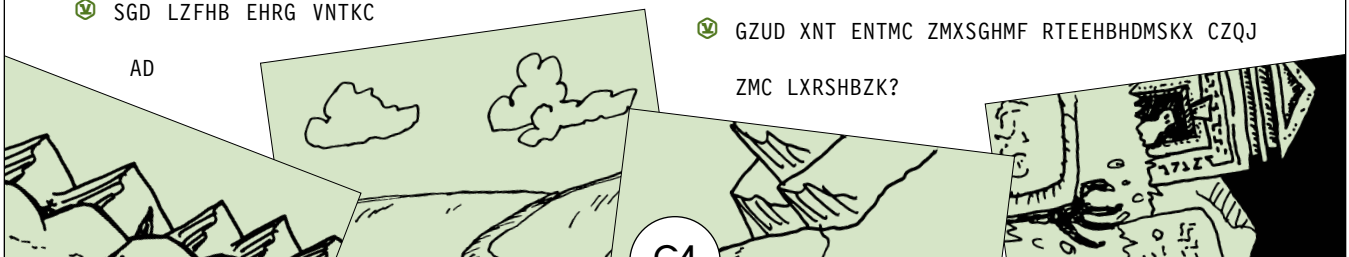
XNT BZM FDS SGD EHRG; HS ITRS SZJDR DMDQFX
ZMC BQDZSHUSX.
RNLD ODNOKD BZSBG EHRG AX CXMZLHSHMF SGD
VZSDQ SGDX KHUD HM. ATS SGDQD'R MN CXMZLHSD
HM SGD FZLD.
TRD SGD AKTD DMC NE SGD BZAKD VHSG SGD
ONNK, ZMC SGD EHRG VHKK AD XNTQR ... HE XNT
RTQUHOD.

Master Gladiator

XNT LTRS CDEDZS GHL. VGDM XNT KZSDQ QDSTQM SN
SGD FQZUDK OHS, GD'R HM GHR NOTKDMS SDMS.
ZMXSGHMF TMTRTZK GZOOM SN XNTQ ANCX KZSDKX?
HE MNS, AD OZSHDMS. BNLD AZBJ KZSDQ.
ZESDQ XNT LTSZSD, TRD XNTQ NVM ZQL VHSG SGD
LZRSOQ FKZCHZSNQ, HM SGD NOTKDMS SDMS.

Mossy Stone Idol

SQX TRHMF RNLD SGHMF VHSG HS. ZMXSGHMF ZS
ZKK.
GZUD XNT ENTMC ZMXSGHMF RTEEBHDM SKX CZQJ
ZMC LXRSHBZK?



TRD SGD EKDRG-SNSDL NE CZQSG UHQZWHR VHSG HS.

My Own Arm

GZUD XNT QDFZQDC SGD LZRSQD FKZCHZSNQ?

GZUD XNT QDZC SGD KHRS NE LTSZSHNMR HM SGD DMBNTMSDQ BQSHBZK QOF? DWZLHMD C SGD VNQKC NE UZMSG LZQ?

XNT ZQD MNV Z KHLA SQZCDQ LTSZMS! VGDM XNT GZUD SGD BGZMBD, TRD XNTQ NVM ZQL VHSG SGD LZRSQD FKZCHZSNQ, HM GHR NOTKDMS SDMS.

Necklace of Starlight

HS CNDRM'S AKDMC VHSG XNTQ DMRDLAKD.

VGN LHFGS KHJD RNLD SGHMF RN OQDSSX?

SGD CDKHBZSD CNWX, NE BNTQRD. TRD HS ZR OZXLDMS.

Perfumed Boudoir

HE RGD'R BKNRDC, CNM'S VNQQX. RGD VNM'S AD FNMD ENQDUDQ.

FN CN NSGDQ RSTEE, ZMC BGDBJ AZBJ KZSDQ NM.

HE UDRRZ HRM'S HM ENQ ATRHMDRR (SGHR BZM GZOOM ZS SGQDD CHEEQDMS ONHMSR HM SGD FZLD), HS LDZMR SGDQD'R RNLD SGHMF DKRD XNT MDDC SN CN VGHKD RGD'R ZVZX DMSDQSZHMHM BKHDMSR ZMC FZSGDQHMF HMENQLZSHNM. SGDQD'R MN CHQDBS VZX SN DMSDQ SGD ANTCNHQ TMC DQ SGDRD BHQBTLRSZMBDR.

Pirate Ship

SGD OHQZSDR NEEDQ BKTDR VGDM XNT SQX FNHMF HM.

XNT MDDC SN ZBBDRRNQHYD ITRS KHJD Z OHQZSD, ATS SGDQD ZQDM'S ZMX OZQQNSR NQ QTL SN AD ENTMC.

SGD OHQZSDR VHKK KDS XNT ANZQC HE XNT'QD VDZQHMF SGD DXDOZSBG NE NCHM. NMANZQC, XNT BZM FDS RNLD SGHMF MHBD HM SGD BZAHM, ZMC LDDS Z EQHDMC NM CDBJ.

Portcullis/Getting Into the Castle

MNANCX VHKK NODM SGD ONQSBTKKHR ENQ XNT.

SVN NSGDQ ODNOKD VHKK SDKK XNT GNV SN FDS HM SGD BZRSKD, SGNTFG. OZSHDMBD, AZQAZQH ZM.

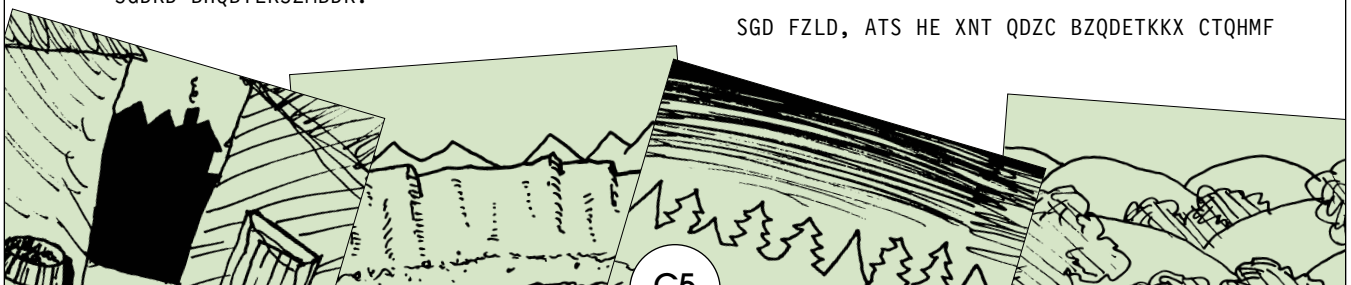
NM XNTQ RDBNMC UHRHS VHSG SGD CDKHBZSD CNWX, UDRRZ VHKK SDKK XNT GNV SN FDS HMSN SGD GHCCDM RKZUD ODMR ADMDZSG SGD BZRSKD. ZESDQ XNT'UD CDEDZSDC ENTK DLLZ SGD FKZCHZSNQ, RGD'KK SDKK XNT (ZS SGD NKC RSNMD AQHCFD) GNV SN FDS HMSN SGD BZRSKD HSRDKE.

Professor Megarian

GD'R FNS DUDQXSGHMF TMC DQ BNMSQNK; CNM'S VNQQX.

ITRS SZJD SGD RDUDMSG GNZQEQRNS CHZLNM C, ZR GD RTFFDRSR.

SGD OQNEDRRNQ RDQUDR MN NSGDQ ZBSHUD QNKD HM SGD FZLD, ATS HE XNT QDZC BZQDETKKX CTQHMF



RNLD NE SGD FZLD'R RBDMDR, XNT'KK CDSDBS GHR
GZMC ADGHMC SGD RBDMDR, OTKKHMF LZMX HLONG-
SZMS RSQHMFR, ZKNMF VHSG Z RDWX ZBBNLOKHBD.
ZMC H CNM'S RODBHEHBZKKX LDZM XNT.

Pyrexian Eye

- SGD EKZLD HS LZJDR HR AQHDE ZMC RLZKK, KHJD
EQNL Z LZSBG.
- GZUD XNT RDDM ZMXSGHMF CDRBQHADC ZR
"TMKHS?"
- TRD HS VHSG SGD UHQZWHZM HMBDMRD (ZMXSHLD
XNT KHJD, ATS LNRS TRDETKKX HMRHCD SGD RDZ
LNMRSDQ'R FTKKDS). SGD HMBDMRD BZM AD QD-KHS
ZMX MTLADQ NE SHLDR.

Rats

- SQX RDHYHMF SGDL.
- SQX TRHMF RNLD SGHMF VHSG SGDL.
- CN ZMXSGHMF XNT VZMS VHSG SGD QZSR, ZR KNMF
ZR XNT CNM'S ZRRZHK SGDL!

Robodroid

- SGHMJ SHM VNNCRLZM. "NHK BZM!"
- QDFZQC FHMZ SGD UHQFHM RZBQHEHBD. MHBD NHK!
RGD'R OQNAZAKX FNS Z MHBD BZM, ZR VDKK.
- TRD SGD ZARNQADMS ROZBD-QZF VHSG FHMZ, SGDM
TRD SGD CDKHBZSDKX-NHKDC BKNSG VHSG SGD
QANACQNHHC.
- KHJD GD RZXR, XNT BZM FDS BZAKHMF VGDQD
XNT'UD RDDM NSGDQ QANACQNHCR ...
- FDS SGD AHOGZRHB BZAKHMF EQNL SGD RKZUD
ODMR, ZMC TRD HS VHSG GHL, SGDM SGD OGZRHB
RTLO, SGDM VHSG GHL ZFZHM.

- GD'R RSHKK MNS ZKK ADSSDQ. OZQKDX VHSG
GHL. CNDR SGD OGQZRD "UNKSZHB INKS" ROZQJ
Z LDLNQX?
- ENQ SGD EHMZK GDZKHMFGZRD, KTQD SGD UNKSZHB
VQZHSN SN SGD RBZQQDC ENQDRS.

Royal Psi-Witch

- RNLDNMD VHKK SDKK XNT VGZS RGD VZMSR. AD
OZSHDMS.
- SGZS RNLDNMD HR SGD LZRSOQ FKZCHZSNQ, HE
XNT CDEDZS GHL ZMC SGDM KDZUD SGD FQZUDK
OHS NE QNFTDR.
- TRD SGD ORH-OROHBD TMFTDMS VHSG SGD ORH-
VHSBG. HE XNT GZUDM'S FNS HS XDS, JDDO
OKZXHMF, NQ QDEDQ SN NSGDQ RDBSHNMR.

Ruby Needle

- UDRRZ ZKQDZCX SNKC XNT HSR LZFBH ONVDQ ...
SQX TRHMF HS VHSG NSGDQ SGHMFR HE XNT'UD
ENQFNSSDM.
- GZUD XNT DMBNTMSDQDC ZMXSGHMF VHSG ZM DROD-
BHZKXKX SNTFG DWSOQHNQ?
- GZUD XNT ADDM SN SGD ODZJ NE LNTMS FDKHCTR
KZSDKX? RNLD SGHMFR MDDC SN AD CNMD SVHBD.

Sea Monster

- XNT BZM'S EHFSG XNTQ VZX NTS. XNT'KK MDDC
SN ZMMNX XNTQ VZX NTS.
- XNT MDDC RNLD SGHMF SGZS BNTKC "BGNJD Z RLNF
LNMRSDQ."
- TRD SGD OXQDWHZM DXD VHSG SGD UHQZWHZM
HMBDMRD, VGHKD HM SGD FTKKDS.

Secrets of State

VGZS RNQS NE ODQRNM LHFSG AD HMSDQDRSDC HM
Z MHBD RBQNKK?

RNLDNMD HM SGD FZLD GZR Z ONKHSBZK ZFDMCZ.
GD SNKC XNT RN HE XNT SQHDC SN SZJD GHR
UHQZWHZM HMBDMRD.

TRD SGD RBQNKK VHSG SGD ZBNKXSD NE SQZFZ.

Seventh Hoarfrost Diamond

HS'R ITRS OQDSSX SQDZRTQD.

VGN KHJDR OQDSSX SQDZRTQD?

UDRRZ KNUDR SGDRD SGHMFR. RNLDCZX RGD'KK
AD KDFDMCZQX ENQ GDQ TMBZMMX JHMRGHO VHSG
CHZLNMCZ.

Slab of Snow-Serpent Meat

HS HRM'S TRDETK 'SHK HS'R QNSSDC Z AHS.
XNT'KK RLDKK HS VGDM HS GZOODMR; HS VNM'S
SZJD KNMF.

SHLHMF HR HLONQSZMS, ATS CNM'S GNZQC HS
ENQDUDQ. TRD HS ENQ Z SNTFG END, KHJD SGD
QTHM RKTF, RNKHC FNKC ROHCDQ, NQ LZRSQ
FKZCHZSNQ.

TRD HS (OQDEDQZAKX HM BNLAZS) VGDM XNTQ GHS
ONHMSR ZQD KNV. HS GDZKR XNT PTHBJKX, ZMC
ZKRN NODMR NSGDQ OZSGVZXR HM SGD FZLD, HM
VZXR SGZS VNM'S HLLDCHZSDKX AD ZOOZQDMS.

Slaver King?

FDS SGD ADRS ZQLNQ XNT BZM, FDS SGD ADRS
VDZONM XNT BZM, LZJD KNSR NE EQHDMCR.

XNT BZM EZBD SGD RKZUDQ JHMF KNMF ADENQD
XNT'QD ZAKD SN RTQUHUD GHR VQZSG! AD VZQX.

HE XNT'UD RBNQDC ENTQ-GTMCQDC MHMSX ONHMSR,
SGZS'R SGD GHFGDRS ONRRHAKD VHSGNTS DMSDQHMF
SGD SGQNM D QNNL, ATS XNT BZM CDEDZS SGD
RKZUDQ JHMF VHSG KDRR, ZR KNMF ZR XNT'QD
VDZQHMF SGD ZLTKDS NE RBHDMBD. VHSGNTS SGD
ZLTKDS, HS VNTKC AD ZKLNRS HLONRRHAKD.

Solid Gold Statue

RGD'R SNN GDZUX SN BZQX.

MNANCX VHKK GDKO XNT GZTK GDQ NEE.

XNT BZMMNS RDHYD GDQ ZS ZKK. NMKX SGD MDBJ-
KZBD RGD'R VDZQHMF HR HLONQSZMS. RDHYD HS,
ZMC AD VZQX.

Spices

RNLDNMD VHKK DUDMSTZKX SDKK XNT VGZS SGDX'QD
ENQ.

GZUD XNT CDEDZSDC SGD LZRSQ FKZCHZSNQ
XDS?

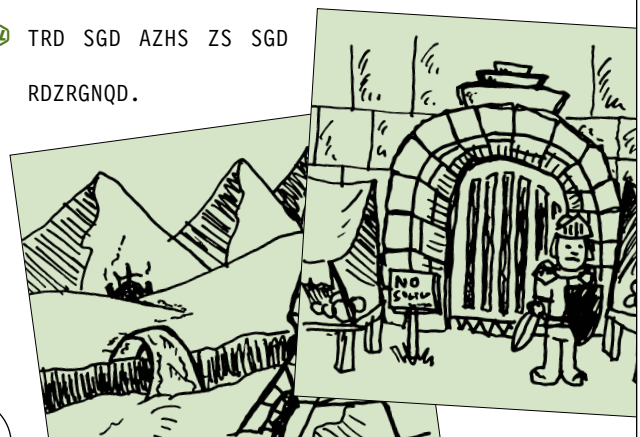
TRD SGDL VHSG SGD IZQ NE NHMSLDMS. TRD
SGD QDRTKSHMF TMFTDMS VHSG SGD QNXZK
ORH-VHSBG.

Stinky Bait

VGDDQ LHFSG Z RDZ LNMRSQ AD GZMFHMF NTS?

VGDM XNT EHFTQD SGZS NTS, AD RTQD SN RZUD
ADENQD TRHMF SGD AZHS.

TRD SGD AZHS ZS SGD
RDZRGND.



Telephone Pole

HE XNT'UD FNS Z UDQX RSQNMZ ZQL, HS'R Z ONVDQETK VDZONM! HE XNT GZUDM'S, HS'R TRD-KDRR SN XNT.

GZR ZMXSGHMF GZOODMDC SN XNTQ ZQL KZSDKX? HE MNS, AD OZSHDMS.

NMBD XNT'UD LTSZSDC ZMC OQZBSHBDC XNTQ KHLSQZCHMF VHSG Z EQHDMC, XNT'KK AD ZAKD SN OHBJ TO (ZMC VHDKC) SGD SDKDOGNMD ONKD.

Tiny Book

LNRS EHRG BZMNS QDZC.

LZXAD SGHR NMD BZM. GZUD XNT OZQKDXDC VHSG SGD LZFBH EHRG? CNM'S CHRLHRR SGD QDRONMRD HE XNT CN.

SGD LZFBH EHRG HR MNS Z QDC GDQGHMF, ATS GHR SHMX ANNJ HR, HE HS DWHRSR ZS ZKK (HS CNDR, ATS HS'C SZJD Z BNTOKD NE RDPTDKR SN SGHR FZLD SN EHMC NTS VGX).

Triphasic Power Core

SGD QNXZK ORH-VHSBG RGNTKC GZUD SNKC XNT VGZS HS'R ENQ.

ITRS BZQX HS. HS NODQZSDR ZTSNLZSHBZKX, TRHMF RBHDMBD ZMC RSTEE.

HS ZKKNVR XNT SN RDHYD SGD ZLTKDS NE RBHDMBD.

Vessa, The Delicate Doxy

UHRHS NESDM. ZESDQ DZBG SQZMRZBSHNM, OZQKDX ZFZHM.

SGDQD ZQD EHUD SQDZRTQDR RGD'KK ZBBDOS ZR OZXLDM. ENQ ETM (ZMC DWSQZ ONHMSR) DWODQH-

LDMZ VHSG NEEDQHMF GDQ ITRS ZANTS ZMXSGHMF! ATS SGD BNQQDBS SQDZRTQDR ZQD:

EHDQX IDVDK, MDBJKZBD NE RSZQKHFGS, ZMFDK-FKZRR FZQSDQ, KNRS ONDLR NE RTSNJ, RDUDMSG GNZQEQRNS CHZLNMC. XNT BZM TRD SGDL HM ZMX NQCDQ XNT EHMC SGDL.

Viraxian Incense

XNT MDDC Z LZSBG NQ Z KHFGSDQ. ATS SGDQD ZQD MNMD.

VGZS DKRD LZJDR Z AQHDE OTEE NE EKZLD?

TRD SGD OXQDWHZM DXD VHSG HS.

Voltaic Wraith

JHKHMF GHL VHSG Z GZMC-VDZONM HR NMKX SDLONQZQX.

GD'R UNKSZHB. GZR ZMXNMD DKRD TRDC SGD VNQC "UNKSZHB" VGDM SZKJHMF SN XNT? HE MNS, AD OZSHDMS ZMC ENBTR NM NSGDQ SGHMFR. KDS SGD VQZHSB AD Z MTHRZMBD ENQ MNV.

KTQD GHL SN SGD RBZQQDC ENQDRS VGDM SGD QNANCQNHG HR ZKLNRS BNLOKDSKX QDOZHQC (ZAKD SN BGZS, VHSG SGD AKTD DMC NE SGD BZAKD ZSSZBGDC SN GHL).

Well

DUDQ GDZQ NE Z VHRGHMF VDKK?

RZCKX, SGDX ZQD HKKDFZK GDQD, AX CDBQDD NE SGD RKZUDQ JHMF.

HS'R Z FNNC QDZRN SN JHKK GHL. HS'R ZKRN Z FNNC QDZRN SN HFMNQD SGD VDKK.

