

The thrill of the hunt

Dragonquest™ rules for finding 'fresh' food

by Paul Montgomery Crabaugh

A curious feature — or lack of feature — in most fantasy role-playing games is the apparent necessity for players in the wilderness to carry every gram of food they might need on an expedition. The idea of hunting and gathering food seems completely beyond the characters; but unless a random encounter turns up something edible, a shortfall of rations is potentially catastrophic — and even then, who would want to hunt for food in an environment where the only game consists of creatures important enough and formidable enough to put on an encounter chart? Mammoth-hunting might have been a way for some early humans to make a living, but many more of them made an even better dying at it.

Being determined to correct this oversight, and running the *DragonQuest*™ game more than others at the moment, I devised hunting rules for parties in the wilds. A new skill — Hunting (are you surprised?) — turned out to be necessary.

Hunting skill is the ability to locate and dispatch from this mortal coil various small, lovable, furry animals who are tasty, as well as to locate edible trees and reasonably unpolluted water. All characters start with the skill at Rank 0. The experience costs for the skill are:

Level	0	1	2	3	4
Cost	0	200	50	100	150
5	6	7	8	9	10
200	300	400	500	750	1000

The way it works is that each day, one or more members of the party is/are designated as the hunters for the day. (Don't everybody queue up at once.) The catch is that each hunter is assumed to operate independently during the day (small game is frightened away by large parties), and so encountered creatures may ambush individual hunters rather than the main party, there being an even chance for each "detachment," including the main body, to be the target of a random encounter.

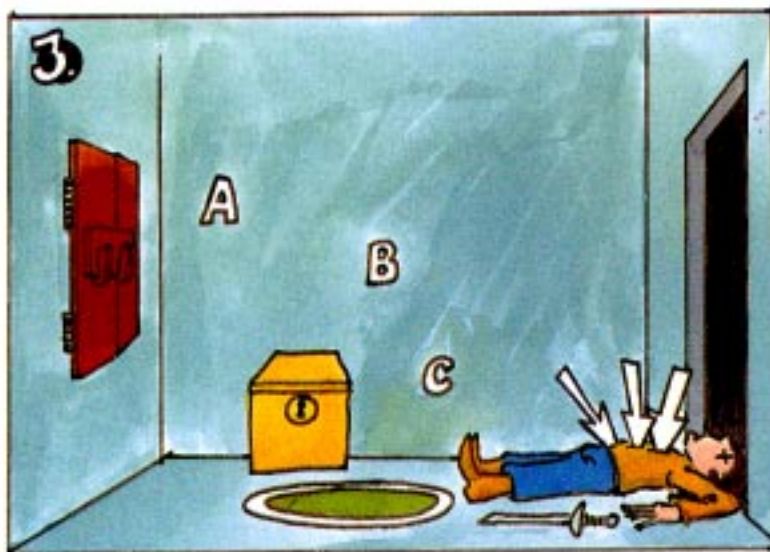
The hunter spends a certain number of hours each day hunting. The party is slowed to that extent (unless they don't mind losing whomever is doing the hunting — but he can't bring the food back to

STOP! Don't read any farther unless you have already taken the "What's New?" quiz on p.90-91. The words will be easier to read if you hold the page up to a mirror.

- ① Obviously not.
- ② A: He's wearing a red coat. B: The dagger blade is stained steel. C: He's chewing gum. D: His shirt is purple. E: He's wearing an Archaic High School ring.
- ③ What to them.
- ④ Knock your drink into the GM's lap; spool your progress; run into the kitchen for some paper towels; and slip out the back door.

- ① You should wear the hat of the servant — not the servant itself. (Sure it's hard to find what you're going to make it safe for someone to grab his treasure.)
- ② One chop with the sword should do it for the falling; however, use a little together and usually reduce an axe.

③ Apparently, you didn't spot the hidden death trap in time.



BATTELMATS™ and MEGAMATS™

The perfect surface to play out your adventures or to *design* that new game.

- These mats are made of durable **expanded** vinyl. They have a cloth backing and will last virtually forever.
- Completely portable, they roll up for travel or storage—yet lie flat when in use.
- Draw your layout right on the surface with water-based overhead projection pens—then wipe away with water.
- **NEW** 21mm size converts 25mm scale to five feet per hex/square.

ORDER YOURS TODAY
BATTELMATS™ - 23½" x 26"
8.98 ea.

- | | |
|---------------------------|-----------------|
| #321 (21mm Sq.) | #416 (16mm Hex) |
| #325 (25mm Sq.) | #421 (21mm Hex) |
| #361 (21mm Staggered Sq.) | #425 (25mm Hex) |
| #365 (25mm Staggered Sq.) | |

MEGAMATS™ - 32" x 48"
19.50 ea.

- | | |
|---|-----------------|
| #521 (21mm Sq.) | #616 (16mm Hex) |
| #525 (25mm Sq.) | #621 (21mm Hex) |
| #565 (25mm Staggered Sq.) | #625 (25mm Hex) |
| #630 (25mm numbered Hexes on Black vinyl) | |

PENS - 3.60/set of 4 .90 single
 (Black, Green, Blue, Red w/ case)

Send check or m.o. plus .75 shipping/handling to:

BERKELEY GAME COMPANY
 P.O. BOX 4045 • BERKELEY, CA 94704
 California residents please add sales tax.

camp if he doesn't know where the camp is). It is possible to spend "zero" hours hunting and still catch something; this represents making the best traveling time possible while still checking out potential targets along the way — and getting lucky.

At the end of the day, add up the modifiers from the following chart, add the roll of 1d10, divide by 10, and subtract 1. The result, rounded off to the nearest whole number, is the number of personation-days obtained by the day's hunting efforts.

Fresh food can be kept for up to three days before it becomes inedible. The number of party members this food will feed is a function, to some extent, of who and what those members are. A giant consumes 3 human-sized rations per day, and even the smallest of the humanoids in the group consumes at least one ration a day.

<i>Condition</i>	<i>Modifier</i>
Armed with a missile weapon	Rank with the weapon
Perception	Perception
Ranger skill (all types)	Rank
Ranger in correct terrain	2 × Rank
Per hour of hunting	+2
In desert (or other waste)	-20

<i>Condition</i>	<i>Modifier</i>
In forest/swamp (or other life-dense)	+10
Hunting skill	5 × Rank

Finding water is easier than finding food, for several reasons, not the least of which is the self-fulfilling prophecy that it simply *is* easier to find. Water doesn't hide; sources of water are much larger than the typical game animal; and one source will suffice for the entire party to slake its thirst. Searching for water occurs during the same time as normal hunting. Use the table above to determine some of the appropriate modifiers, but don't use the desert and forest/swamp modifiers or the missile-weapon modifier. For the effects of varying terrain on the chance of finding water, use the modifiers below:

<i>Terrain</i>	<i>Modifier</i>
Mapped source of water in this hex	+90
Forest	+30
Desert	-30
Swamp	-10
Other	+15

The resulting number (using the same process described above for hunting) is the percentage chance of finding a water source during the day.

Good eating, and remember: The bears are using the same rules.

STORMHAVEN

A contemporary adventure scenario pack — including 15 Cardboard Heroes™ made especially for this game! Personalities, local history and all facilities are detailed, with scenarios and game stats collected in the back of the book for easy reference. Contains all needed game stats for Mercenaries, Spies and Private Eyes™ and Espionage™



ROGUES' GALLERY

A well-illustrated book of over 45 fully detailed character personalities suitable for play in modern and contemporary game settings, from the turn of the century to the present.

Scholars, masterminds, dilettantes and thugs — plus suggestions for settings and scenarios where players can encounter these people.

A gold mine of ideas!

Available at your local store, or direct from the publisher — ask for our free catalog!

BLADE • PO Box 1210 • Dept. D-18 • Scottsdale, AZ 85252

"Mercenaries, Spies and Private Eyes," "Stormhaven," and "Rogues Gallery" are Trademarks of Flying Buffalo Inc. "Espionage" is a Trademark of Hero Games and is used with permission. "Cardboard Heroes" is a Trademark of Steve Jackson Games and is used with permission.