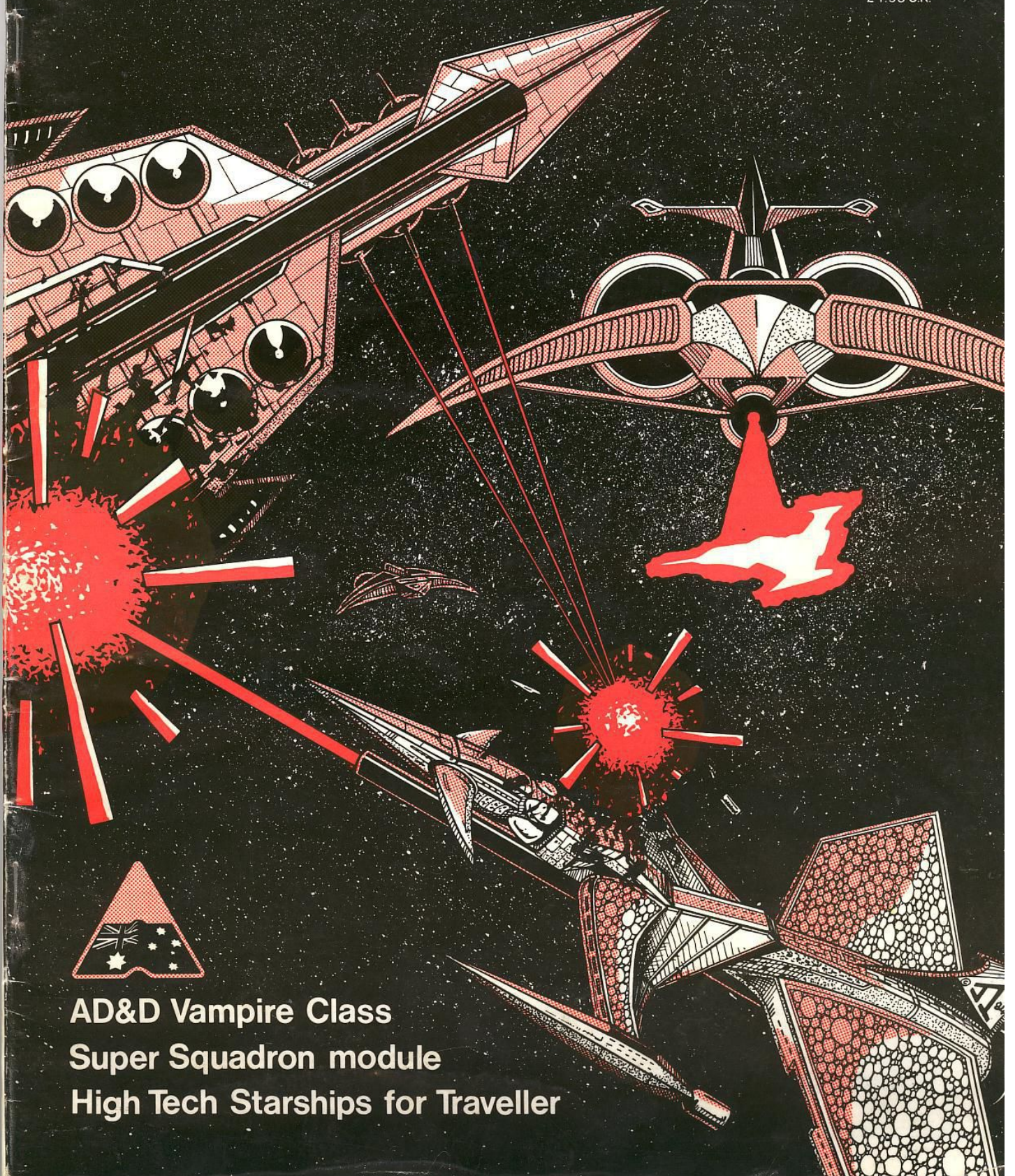


MULTIVERSE

The Australian Role Playing Gamers' Magazine \$2.50 Spring 1984

\$2.50 AUS
\$3.00 USA
\$3.25 NZ
£1.95 UK



AD&D Vampire Class
Super Squadron module
High Tech Starships for Traveller

Contents

Issue Number 2 Spring 1984

High Technology Starships (16-30) — 4
by Joseph Italiano

AD&D Vampires — 15
by Andrew South

Strips — 17
by Peter Hughes

How to get more from your game — 20
by Joseph Italiano

Priests and Paladins for Dragonquest 22
by Martin Dick

News and Rumours — 25
by Greg Ingram

Adventure — 26
by Alan Greenway



Publisher's Statement: Multiverse is published quarterly by Adventure Simulations. The contents are copyright © 1984 by the respective contributors and/or Adventure Simulations. All rights are reserved. Reproduction in part or in whole is forbidden without the prior consent of the publisher. ISSN 0814-2017. Address all correspondence to: **Multiverse**, PO Box 182, Mitcham 3132, Victoria, Australia. Advertising Rates and trade information is available on request. The basic page rate is \$90.00. Adventure Simulations assumes no responsibilities for its advertisers, however we will not publish advertising that we feel is misleading or obviously inaccurate. Submissions for publication are accepted and encouraged. Return postage should be included if you wish your work returned. All contributors will be sent two copies of the issue in which their material appears. Subscriptions are not currently available.

Editorial

Welcome to Multiverse two. The most obvious feature of this issue, is our new standard future format. This new A4 size gives us greater flexibility and of course added content.

Contrary to prior announcements, Multiverse will be published quarterly and not three times a year as previously announced. (October 31st being the deadline for the next issue). In addition, this and future issues will be distributed internationally.

We intend to have a number of regular features in each issue. These will include; comic strips, of varying length; a news column featuring both Australian and overseas gaming news; a mini-adventure based on one of the major role playing systems; and other minor features.

One of the most satisfying aspects of producing a magazine, is the readers written response to it. It gives us some idea of what you would like to see in the magazine, and how well we have fared to date. We will include a letters column in future issues, so don't hesitate to write to use on any topic you wish. We also welcome any submissions from you, the readers, on any aspect of RPG's that you would consider to be of interest to other gamers in Australia and overseas.

The Australian gaming community is finally coming of age. Last year, within the space of six months, three new Australian produced games were released, breaking the drought in local games production, which had begun in 1976. These being; the highly acclaimed "Empire at Arms" by the Australian Design Group; "Super Squadron" by Adventure Simulations and the "Reach for the Stars" computer game by Strategic Studies Group, each representing one of the three major gaming fields. Also, with the success of the play-by-mail companies; "Game Systems" and "Chameleon Games", and the decision by Jedko to recommence production of the new boardgames, means that for the first time, the Australian gamer is now able to obtain a locally manufactured range of game products, instead of ones produced under license overseas.

We already have four established conventions; "Phantastacon"; "Arcanacon"; "Canberra Wargames Convention" and "Tin Soldier Trophy". The gaming scene is expanding at a phenomenal rate with the second half of 1984 seeing the premiere appearances of; "Kingcon"; "Sagacon" and "Necronomicon". We are entering a new age in Australian gaming, and Multiverse is proud to be a part of it.

Toni Teolaa

 **ADVENTURE SIMULATIONS**

Staff: Martin Dick; Peter Hughes; Joseph Italiano; Toni Teolaa and Alan Greenway.

Contributors in this issue are: Mark Angeli; Allison Cowling; Martin Dick; Alan Greenway; Peter Hughes; Greg Ingram; Joseph Italiano; Robert Jan; Andrew South and Toni Teolaa.

Copyright Notices: Most game names are copyright by companies publishing those games. In particular: Dungeons and Dragons and Dragonquest are copyright by TSR Hobbies, Inc; Traveller is copyright by GDW; Super Squadron is copyright by Adventure Simulations; and James Bond by Victory Games. Use of a name of a product commented upon in this magazine, should not be construed as implying the sponsorship of the copyright holder. Use of the name for any product, without mention of copyright status should not be construed as a challenge to such status.

Priests and Paladins for Dragonquest

One of the major shortcomings of the Dragon-Quest system is the lack of detail on the forces of the Powers of Light. In my campaign I have remedied this by developing a set of skills which are magical in effect, but which have the source of their powers in another area. Priests and Paladins are powerful skills but the restrictions on them balance this out. Members of these professions occupy a privileged position in society and have several advantages when interacting with said society.

Rank	Ability	Fatigue Point Cost
0	Prayer	1
1	Blessing	2
2	Recognise Evil	3
3	Ordination as Priest*, Mass*	—
4	Repel Undead	4 (lesser), 8 (greater)
5	Healing of the Holy*	6
6	Exorcism*	15
7	Rites of Protection*	8
8	Wrath of God*	10
9	Quest*	15
10	Holy Word*	10

* indicates that this ability may only be used by priests.

Requirements for Priests

1. All priests must have Willpowers of 15 or greater.
2. All priest must remain celibate at all times, failure to do so will mean an effective loss of five levels until appropriate atonement is made.
3. Priests may only use Class C weapons.
4. Priests must tithe 20% of all monies earned to the Church.
5. Priest must obey the orders of their superiors in the Church or be excommunicated.
6. Priests may not join any College of Magic, save that of the College of Naming Magic. In some campaigns GM's may even wish to prevent this.

Requirements for Paladins

1. All paladins must have a willpower of 15 or more.
2. Paladins must be pure of heart, that is they must not show a nature that is cruel or suspicious, neither may they participate in acts of cruelty and unneeded violence. Paladins must attempt to show in their characters the finer side of human nature.
3. A paladin may never refuse to aid the weak and helpless if asked or if they notice their plight.
4. Paladins must tithe 50% of all monies earned to the Church.
5. At Rank 3, a paladin must go into service with a Lord, whether it be of the Church or the temporal powers. This means that the allegiance of the Paladin is given to this person.
6. A paladin may not be a member of any College of Magic, save for the College of Naming Magic.

Deviations from the above guidelines will depending upon their severity result in punishments ranging from complete loss of Rank never to be regained, to quests, to periods of fasting and prayer.

General Abilities

A priest or paladin may use each day a number of abilities equal to his/her Rank + 2. Most abilities will only work on fellow believers.

1. Prayer — This ability enables the priest or paladin to receive spiritual guidance, after ten minutes of quiet meditation the cleric will receive a general indication of the benefit of a particular course of action to the cleric/paladin. The chance of success is equal to $(5 * \text{Rank}) + \text{Perception } \%$.

2. Blessing — The cleric may bless a person who is a member of the church, for the next Rank hours, the person will get $+ 1\%/2$ Ranks (Round up) to all actions they undertake as long as they are in accordance with the Church. The casting of spells does not fall in this category.

3. Recognise Evil — The cleric will be able to determine whether a person or creature is a servant of the Powers of Darkness, this includes those who have made pacts with them, bargained with demons and the like. It will not determine whether or not a person is evil, just whether that person has a direct connection with the Powers of Darkness.

4. Ordination — At this Rank, a character who possesses the Priest skill will be ordained as a fully fledged priest of the Church, he/she may now officiate in all ceremonies of the Church and may prefix their name with the title Father/Mother, prior to this they may use the title Brother/Sister. At this Rank a Paladin may join one of the Orders of the Faithful as a Knight, which will give the character access to the resources of the Order, it will also confer increased status in society.

5. Repel Undead — The Priest/Paladin is able to cause creatures to of the Undead to flee the presence of the cleric. The base chance equals the Willpower of the cleric + $(5 * \text{Rank})$. Modifications to this chance are:

- Ghost, Revenant -5%
- Ghoul 0%
- Skeleton, Zombie +5%
- Nightgwant -10%
- Wight -15%
- Wraith -25%
- Spectre, Vampire -35%
- Consecrated Ground +35%

The creature will not be able to near the cleric for a number of minutes equal to the Rank of the cleric, if attacked they will be able to retaliate. If the roll is 5% of the required number, the creature will be utterly destroyed if it fails a Willpower check with a Difficulty Factor of 1.

6. Healing of the Holy — The priest will be able to heal wounds and diseases by the use of this power. It will cure $(D-2) + \text{Rank}$ points of Endurance or Fatigue, as well as preventing the worsening of specific grievous injuries. It will also cure any disease, base chance equals 10% per Rank. This ability will only work on members of the Church.

6. Exorcism — This ability functions as a Remove Curse Ritual (see 84.5), save that the Rank of the Ritual equals $2 * \text{the rank of the cleric}$ and the Magic Aptitude equals the Willpower of the cleric. It may also be used for any function that the GM feels is

appropriate.

8. Rites of Protection — This ability enables the cleric to provide protection from physical attack and magic. It subtracts 5 per Rank to be hit and adds 5 per Rank to magic resistance. While it is in effect however, the cleric may not attack the enemy. In addition, it prevents any creature of the Dark or from another plane (the Undead, Lycanthropes, Demons and the like) from entering its area of effect. The area is the hex the cleric occupies and the six surrounding hexes, the benefits extend to all allies of the cleric in the area, however the restriction on attacking does not apply to these allies. The Rites last for Rank hours and cannot move.



9. Wrath of God — This ability enables the cleric to call down bolts of energy from Heaven. The cleric may direct them into one hex at Rank 8 and 9 and two hexes at Rank 10.

The bolts do Rank Squared points of damage to all creatures in the hex, no armour is received upon this attack and points may be removed from both Endurance and Fatigue in the same attack. The base chance of success equals $(5 * \text{Rank}) + \text{Willpower} \%$. It may only be used against definite foes of the Powers of Light.

10. Quest — The cleric may cause a person or group of persons who genuinely deserve such a mission (in the view of the GM as well as the cleric) to perform a task set by the cleric whether they wish to or not. There is no resistance to this, but if the task is unreasonable (e.g. an inexperienced character sent to slay a dragon is unreasonable, but a mission to retrieve some item from the same dragon is not) then the Quest will have no effect. When a character voluntarily ignores the Quest, they will lose one point of Endurance a day until the character is dead, such loss is permanent.

11. Holy Word — The cleric may utter a Holy Word, which will cause all creatures from other planes to

return to them. All evil creatures other than Demons will be destroyed who are within earshot, Demons will be banished to their own plane for 50 years. Evil creatures do get a resistance versus the Holy Word, they must make a Willpower roll with a Difficulty Factor of $\frac{1}{2}$ or be destroyed. Those creatures which save must roll on the Fright Table at +25%. Evil creatures include Undead, Devils, Lycanthropes, Doppelgangers, Hell Hounds, Dire Wolves and the like. A Holy Word will permanently drain (D-5) Fatigue points from the Cleric.

Non Magical Abilities

1. Priests and Paladins are generally immune to the Seduction ability of Courtesans, however this is modified by the circumstances and characters involved, e.g. a Rank 10 Courtesan would be able to seduce a Rank 1 Priest, though at a reduced chance to normal. (They are human, after all).
2. A Priest gets +1% per Rank to hit versus the Undead, Demons, Creatures of Hell and Darkness and Lycanthropes. A Paladin gets +2 per Rank.
3. Priest gets +1 damage per 4 Ranks (rounded down) against the creatures mentioned in 3), Paladins get +1 damage per 3 Ranks (rounded up).
4. Paladins/Priests get a bonus of 10% to magic resistance versus magic cast by members of the Colleges of the Branch of Entities.
5. Paladins/Priests may obtain free lodgings for a number of days equal to their Rank in a village or town.
6. Priests and Paladins may convert unbelievers to their faith. The chance is equal to:

$$\begin{aligned} \% \text{ chance} &= \text{WP of Priest} + (2 \times \text{Rank}) - \text{WP of convert or} \\ \% \text{ chance} &= \text{WP of Paladin} + (1 \times \text{Rank}) - \text{WP of convert.} \end{aligned}$$

Notes

1. For a Priest to achieve a Rank greater than 7, the GM must be convinced by the character's roleplaying that the character is of the highest moral standing and as well must have performed some deed that is deserving of sainthood.

A Rank 10 Priest will eventually be canonised and become a Saint.

2. Paladins who achieve a Rank greater than 7 will be leaders of the armies of the Church and will often be granted the protection of lands belonging to the Church.

Experience Point Costs

Priest Rank	Cost	Paladin Rank	Cost
0	1000	0	800
1	500	1	350
2	1500	2	1000
3	3500	3	2000
4	6000	4	3500
5	9000	5	5000
6	13000	6	7500
7	16000	7	10000
8	20000	8	12500
9	25000	9	15000
10	30000	10	17500

by Martin Dick