

Game Geek

Arcanum

Warriors of the Four Circles
And More

Avalon Games



Raging Swan Gaming

Cave & Cavern Encounters

This month, I present two relatively simple encounters to show how adding a single feature of interest to a cavern battle can make the encounter more interesting and reward tactical and inventive game play.

You can insert these into an ongoing cavern adventure as either random encounters or keyed locations. Customising them to your own campaign is relatively straightforward. In particular, the drider encounter provides opportunities for story and setting development. Instead of having the driders flee when they reach one-quarter hit points, have them call for a truce. Perhaps the driders know information the party needs to complete their quest or the location of a hidden treasure cache.

Finally, if the GM desires he can add additional cavern features to the encounters by referencing the articles “Cavern Dressing” (Game Geek 10) and “Cavern Features” (Game Geek 11).



Zone Troopers

The Zone Trooper or as they are called on the Fringe, Dopers, are a breed of soldier that uses enhancement drugs to boost themselves while in battle. They wear drug injection rigs under their armor, which at various times injects into their system a cocktail of drugs and stimulants that sends their body into overdrive. While boosted, the Zone Trooper is faster, stronger and tougher than a normal man, but at a cost. The drugs reduces the trooper's life span by decades, few ever living longer than a handful of years while boosted in this fashion.

On the Fringe the need for cheap shock troops is always there and the Zone Trooper Mercenary is always for hire.

Boost:

On any given combat round the Zone Trooper can booster themselves. Thereafter for the next six rounds they gain a +4 to their Str, Dex, Con, as well as a +2 melee to hit bonus and damage modifier. They also gain 1D10 hit points. They must then wait a hour before a new dose of boost drugs can be injected.



Infinite Futures Sneak Peek

With IF coming out next month we thought another sneak peek was needed.

Zone Trooper Human Trooper 3

XP 400 **CR** 2 **N** Medium humanoid

Senses Perception +4

Init +5

Defense

AC 13, touch 11, flat-footed 12 (+2 armor, +1 Dex)

hp 21 (3d10+5)

Fort +5 **Ref** +2 **Will** +2; +1 vs. fear

Offense

Speed 30ft

Melee Rifle Butt +6 (1d6/20) +6

Ranged Laser Rifle +3 (3d8/20)

Statistics

Str 15 **Dex** 13 **Con** 14 **Int** 10 **Wis** 10 **Cha** 10

Base Atk +3 **CMB** +6 **CMD** 17

Feats Heavy Firearms Proficiency (Missile Launcher), Improved Initiative, Quick Reload

Skills Medium Combat Armor, Laser Rifle, Combat Drugs and injector

Languages Standard

SQ Android Traits

Cool Stuff

Frank Frazetta

Twelve and there I was, struck dumb by what I was seeing. I was standing in a B. Daltons bookstore, over by the Sci-Fi books, looking for something cool to read. In front of me was a slim, glossy, soft backed book with all kinds of wild looking fantasy and Sc-Fi artwork, some guy named Frazetta, Frank Frazetta.

Say what you want about the guy, the massive ego, the huge amount of work he produced, in the end Frank was the man. No one, and I mean no one, was as good as he was. Sure, Boris could paint better, and there were others that might be better at telling the story with a single image, but Frank had that something special, that thing that made you feel the painting, you could hear the clash of the sword when Conan leaped over a pile of bodies, blade flashing and the blood flying. You could almost touch those big hipped, large breasted woman as they cowered before some dinosaur, dagger at their hip. (To this day I can't help but slobber over myself when such a woman walks by). Nope, Frank was, and is the best at what he did. So here you go Frazetta, you have made it into the Cool Stuff hall of fame, and thanks for all the great adventures you gave me as I looked at your art and style.

