



# LEOMOND'S TINYAOT

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## Bureaucrats and politicians

The bureaucrat tends to be hopelessly average. To determine his or her characteristics, roll 2d6 of different colors (let's say red and white). All physical characteristics (strength, dexterity and constitution) use a base of 10, while non-physical characteristics (intelligence, wisdom and charisma) use a base of 11. If the red die comes up 1 or 2, add the result of the white die to 10 or 11, as applicable; if the red die comes up 3 or 4, subtract the white die from 10 or 11; if the red die comes up 5 or 6, the white die is ignored and the characteristic remains at 10 or 11, as applicable. A bureaucrat must have intelligence or wisdom of at least 11 to rise any higher than first level (Clerk).

Bureaucrats do not wear armor, but may use or wear any magic items of protection. They are poor with weapons, fighting forever as a zero-level character regardless of bureaucrat experience level. (See exception noted below for those who were adventurers before becoming bureaucrats.) They may employ daggers, clubs and "blunt instruments" (inkwells, candlesticks, etc.) as weapons. They throw any weapon at -2 to hit. However, they obtain the saving throws of a cleric with respect to spells, paralyzation, poison, death magic, rods, staves, and wands. They save as a fighter versus petrification, polymorphing and breath weapons, using their level as a bureaucrat (not their effective fighting level) for the save. Thus, if someone tried to poison an Official (6th level bureaucrat), the victim's saving throw would be 9. If a dragon breathed on him, his saving throw would be 13.

### Bureaucrats' special skills

**Produce trance:** This attack form comes from the bureaucrat's ability to speak fluent Bullroar. The language is basically unintelligible to most beings, but its constant drone tends to place a victim at ease. Such an at-ease victim is *entranced* if the bureaucrat makes the required percentile roll and the victim (only one target at a time) fails his or her saving throw.

An entranced victim will take any suggestion or meet any demand made by the bureaucrat that pertains to the issue at hand. This issue typically concerns payment to the bureaucrat for a service, such as the purchase of a license or permit, or perhaps an order or a writ to legalize something. Once the speech ends, the entranced victim will carry out the given order or suggestion (pay the asked-for price, for instance) unless someone else (if another non-entranced character is present) can talk him or her out of it. A successful second saving throw by the formerly entranced figure means that someone else has convinced the victim not to buy the document in question.

An entranced person will not give up magic items or tell secrets under the influence of this droning speech.

**Lose (and find) paperwork:** This innate ability shows up in all bureaucrats who handle documents or get anywhere near a filing system. (In other words, all bureaucrats.) Documents given to a bureaucrat for filing or safekeeping will be lost as soon as they are received, if the bureaucrat makes the necessary roll on percentile dice.

The lost paperwork will be found again upon another successful percentile roll, if someone is first successful in urging or ordering the bureaucrat to look for it. The first roll to find a lost document cannot be made sooner than one working day after the document was lost (these things take time). Succeeding rolls to

### BUREAUCRATS EXPERIENCE TABLE

| Experience points | Experience level | 4-sided dice for accumulated hit points | Level title    |
|-------------------|------------------|---|----------------|
| 0 - 1,150         | 1                | 1 + 2                                   | Clerk          |
| 1,151 - 3,250     | 2                | 1 + 4                                   | Supervisor     |
| 3,251 - 5,350     | 3                | 1 + 6                                   | Manager        |
| 5,351 - 8,450     | 4                | 1 + 8                                   | Chief          |
| 8,451 - 12,550    | 5                | 2 + 8                                   | Obstructionist |
| 12,551 - 18,650   | 6                | 2 + 10                                  | Official       |
| 18,651 - 26,750   | 7                | 2 + 12                                  | Bureaucrat     |
| 26,751 - 38,850   | 8                | 2 + 14                                  | Authority      |
| 38,851 - 54,950   | 9                | 3 + 14                                  | Commissioner   |
| 54,951 - 75,050   | 10               | 4 + 14                                  | Board Member   |
| 75,051 +          | 11               | 5 + 14                                  | Chairman       |

### BUREAUCRATS SPECIAL SKILLS TABLE

| Level | Produce Lose |           |         |           |           |
|-------|--------------|-----------|---------|-----------|-----------|
|       | trance       | paperwork | Confuse | Captivate | Infuriate |
| 1     | 15%          | 22%       | 10%     | 04%       | 20%       |
| 2     | 19%          | 26%       | 14%     | 08%       | 24%       |
| 3     | 24%          | 31%       | 19%     | 13%       | 29%       |
| 4     | 30%          | 37%       | 25%     | 19%       | 35%       |
| 5     | 37%          | 44%       | 32%     | 26%       | 42%       |
| 6     | 45%          | 52%       | 40%     | 34%       | 50%       |
| 7     | 54%          | 58%       | 49%     | 44%       | 60%       |
| 8     | 64%          | 61%       | 59%     | 55%       | 70%       |
| 9     | 73%          | 63%       | 69%     | 66%       | 77%       |
| 10    | 80%          | 64%       | 79%     | 77%       | 83%       |
| 11    | 85%          | 65%       | 89%     | 88%       | 90%       |

find the lost paperwork, if required and desired, can be made at one-working-day intervals thereafter.

Once a particular document or sheaf of paperwork has been found, that particular bureaucrat will never lose it again — but paperwork does get passed on from bureaucrat to bureaucrat, and the next one to handle it might be higher level, and thus even better at losing it!

**Confuse:** This ability produces befuddlement in the victim unless he or she makes a successful saving throw from spells. The bureaucrat must make an actual attack to *confuse*; when he does so, his *produce trance* attack (if it was being employed) is lost. *Confusion* will cause the victim to leave the bureau office or board meeting, totally forgetting why he or she ever went there in the first place. The victim obtains a new saving throw daily or if he or she can be talked to by someone who knows why he or she went to the bureaucrats' lair in the first place.

**Captivate:** This attack form can only be cast on multiple figures; a single figure is immune. To *captivate*, the bureaucrat must be allowed to blather on for a full ten minutes, without interruption, about what must be done to produce a desired result. At the end of the ten minutes the victims each obtain a saving throw (vs. spell) at -2. Those who fail it are temporarily insane and will walk away drooling. Their wits will return if a new saving throw is made (saves are allowed every ten minutes)

or if a rational person can talk to them for ten minutes. While temporarily insane, victims are totally harmless, but also entirely useless.

*Infuriate:* This attack can only be accomplished if the victim has fallen prey to any of the bureaucrat's other attack forms, i.e. been *entranced*, been *confused*, been *captivated*, or had his or her *papers lost*. Now the bureaucrat will explain that it wasn't his or her fault. The victim(s) then must save vs. spell or go into a rage for 1-20 rounds. This outburst usually takes the form of physical violence against the surroundings, as the victim(s) tries to wreck the bureau by throwing things, ripping up papers, and tipping over furniture. When the rage is over, the victim may find that the bureaucrat has summoned authorities to have him arrested. The friends of a victim will find that calming him can only be done over the course of 1-4 rounds of constant persuasion, after which the victim must save again, this time at -2.

### Other abilities and characteristics

Bureaucrats obtain a magic resistance to *charm* spells of 65% which they may apply prior to their normal saving throw.

A bureaucrat obtains experience points only from doing his or her job; that is, performing one of the five available special skills. The amount of experience gained for a successful act is equal to the bureaucrat's percentage chance of performing the skill. Thus, if a 7th level bureaucrat manages to *lose paperwork* on a project he is working on, he will obtain 58 experience points. Note that all "attacks" of the bureaucrat, explained hereafter, are purposeful with the exception of *lose paperwork*, which he or she does subconsciously. *Purposely* losing paperwork will cost a bureaucrat the applicable number of experience points.

A bureaucrat who takes a bribe can add the value of the bribe to his experience points, using one-tenth (rounded up) of the g.p. value of the bribe. The experience gain is limited in all cases to 100 points per bribe, so it literally doesn't pay to offer a bureaucrat a bribe of more than 1,000 g.p.

### Alignment alterations

Bureaucrats begin as lawfully aligned characters (20% lawful good, 20% lawful evil, 60% lawful neutral). With each promotion in level, all non-neutral bureaucrats must save vs. spell or change alignment. A bureaucrat of lawful good persuasion may become lawful neutral or neutral good; lawful neutral may become lawful good, lawful evil, or true neutral; lawful evil may become neutral evil or lawful neutral. Neutral evil and neutral good characters must revert back to lawful evil and lawful good, respectively, with the next level/alignment change. Bureaucrats who become true neutral will remain that way forever.

Former members of adventuring classes may become bureaucrats if they fit the ability score requirements and are of some lawful alignment when they become a bureaucrat. The former adventurer must not have progressed above 4th level, or he or she cannot then ever become a bureaucrat. A former adventurer may never wear armor as a bureaucrat, but may use any weapon allowed to the former class, and fights at a level equal to the highest level he or she attained in the former profession.

### Unseasoned sage ability

Bureaucrats, because of the vast amount of information that passes by them daily, have some minor sage abilities in various areas of knowledge. Their information is rarely as specific or exacting as that of a real sage. Each bureaucrat will dabble in two of the following fields of knowledge, determined at random:

- 01-07 Specifics on any town business: income, taxes, prices, profit, etc.)
- 08-11 Specifics on any town proprietor: class and — if and only if class is known — possibly level, with a margin of error of two either way
- 12 Ownership of magic items in town: limit one item per person asking; 15% chance of having such knowledge about any specific item

- 13-15 Specifics on any other town bureau or board: inner workings, procedures, purpose, effectiveness, accomplishments, problems, etc.
- 16-17 Specifics on the town nobility, if any: begin with lowest level noble and move up, giving bureaucrat a 25% chance to know some valuable information; upon failing once, his knowledge ends. (A bureaucrat will know the names and titles of all nobles in his town.)
- 18-19 Specifics on town officials, mayor, aldermen, sheriff, etc.
- 20 Specifics on shady town occupants: assassins' guild, thieves' guild, bully gangs, protection rackets, press gangs, waterfront bars, etc.
- 21-23 Local heraldry
- 24-25 Signs and sigils
- 26 Cryptography
- 27-34 Demography of humans, demihumans, and humanoids in town
- 35-47 History of town or city
- 48-50 History of county or country
- 51-55 Legends and folklore of area
- 56-65 Local laws
- 66-74 Town customs
- 75-77 Genealogy of prominent citizens
- 78-80 Source of maps of town showing sewers, old construction, proposed construction, etc.
- 81 Maps of buildings in town — not necessarily depicting the interior, or all the rooms, of a structure
- 83-84 Information on "monsters" in the locale
- 85 Timetables for ships, barges, wagons, coaches, etc.
- 86-87 Knowledge of town tariffs, taxes and levies
- 88-90 Knowledge of local dialects and languages; the ability to translate them
- 91-95 Specific facts on local temples and their occupants
- 96 Information on local magic-users and illusionists
- 97-98 Information on rangers or paladins in the area
- 99-00 Knowledge, of one of the above sorts, of another town or city in the area; reroll on the list, disregarding results of 99-00, for the type of knowledge

The chance for a bureaucrat to know the answer to a question in one of his fields is calculated as follows: The question is judged to be general, specific, or exacting (see pages 31-33 of the AD&D™ *Dungeon Masters Guide* for information on these terms). When giving the answer, consider the alignment of the bureaucrat before forming the answer and stating it.

The first area of knowledge rolled for a bureaucrat is his or her minor area of specialty. In this area, the chance to know a single answer is:

- General information: 2% per level of the bureaucrat
- Specific information: 1% per level
- Exacting information: ½% per level (round down)

For example, a 7th level bureaucrat is asked a question about "monsters" in the locale (his minor field). If 1-14 is rolled, the information he can give in an answer is only general; if 15-21 is rolled, his knowledge is specific; and if 22-24 is rolled, his knowledge on the subject is exacting. If 25-00 is rolled, his answer will be wrong.

The second area of knowledge rolled for a bureaucrat is his or her major area. In this area, the chance of knowledge is:

- General information: 5% per level of the bureaucrat
- Specific information: 3% per level
- Exacting information: 1% per level

The exact cost of information will depend on whether the bureaucrat knows something. However, any bureaucrat will need at least one gold piece per level just to "break the ice." General information will cost at least 1 g.p. per level, specific information 3 g.p. per level, and exacting information 6 g.p. per level of the bureaucrat. The upper limits are usually 5 g.p., 10 g.p., and 20 g.p. per level respectively for such information.

DMs note: Don't give away too much information if it is going to ruin some phase of play in town! You can overrule the result of a dice roll at any time!

**THE POLITICIAN** is a sub-class of bureaucrat. To become a politician, the character rolls up scores just as for a bureaucrat, except that physical abilities have a base score of 9, not 10, and non-physical abilities have a base score of 12, not 11. (See the bureaucrat class description, page 8, for an explanation of dice rolling.) A politician must have a score in intelligence, wisdom, or charisma of 15, and must have this score in two of the three abilities in order to advance beyond 4th level.

Not all countries will have elections, and therefore might have little use for politicians. The most common elective offices in a town are the aldermen and perhaps a mayor. A few countries might elect sheriffs and other "county" officials, who would be members of the politician class. A sheriff is 85% likely to be a former member of an adventuring class, with some type of fighter being the most common (80%).

### Different special skills

Politicians have none of the special skills of their parent class. If they are to succeed, politicians cannot afford to have it appear as though they are confusing or infuriating the public the way a bureaucrat does. Instead, certain other particular abilities are available to them.

Politicians who are not ex-adventurer types have a 45% resistance to *charm* spell attacks, and those who win office have a chance to cast a *suggestion* spell in any speech they make before a group of five or more people. The audience (each member considered separately) is only 35% likely to be susceptible. Those in the audience who are susceptible still obtain a normal saving throw against the *suggestion*. Those who fail the saving throw will make every effort to act out the suggestion if it is possible. *Suggestions* to give up more than 100 g.p. (in money, goods, or services) allow the victim a +2 bonus on the saving throw. Any suggestions to give up a magic item or more than 250 g.p. in currency allows the victim(s) a +5 bonus to the save. Politicians generally will *suggest* that the listener(s) contribute to his or her next campaign fund.

Politicians who have won three elections (not necessarily all for the same office) gain the ability to perform these skills:

*Stuff the ballot box:* This ability will add 10% to the politician's vote total in any election when it is tried, and it can only be detected by examination of the individual ballots. The person(s) looking at the ballots must make a saving throw vs. spell to notice the fraud.

*Entrhall:* Similar to the suggested new cleric spell *enthrall* described in issue #58 of DRAGON™ Magazine. The politician can *enthrall* all members of an audience who can understand the language the politician is using, and who fail to make a saving throw vs. spell. The ability is activated after the politician has spoken for one full round; all listeners eligible to become *enthralled* must make a saving throw each round thereafter, for as long as the politician continues speaking, to avoid being taken in. The *enthrallment* is broken as soon as the politician stops talking. It cannot affect anyone with 4 or more hit dice, or anyone with a wisdom of at least 15.

Those who fail a saving throw and become *enthralled* will stand in awe of the politician, treating him or her as if the speaker had a charisma of 21. However, *enthralled* figures will not undertake action, such as they might if they were under the effect of a *suggestion*.

*Sixth sense:* This is an ability that manifests itself in several specific ways. First, an accomplished politician has a way of "knowing" where and when a noteworthy event will occur, and will make him or herself available in the hopes of being seen favorably and thus have a chance to gain votes, recognition and perhaps donations. The chance to employ the "sixth sense" successfully for the purpose of *being in the right place* is 5% per level, one attempt per day.

Politicians can employ their sixth sense to see through clouds of smoke and fog, including such things as a *cloudkill* spell, a *stinking cloud*, smoke from a fire, a *wall of fog*, a *fog cloud*, *pyrotechnics*, and the like. The chance of success is 10% per level, once per cloud, twice per day maximum.

## POLITICIANS EXPERIENCE TABLE

| Experience points | Experience level | 4-sided dice for accumulated hit |       | Level title    |
|-------------------|------------------|----------------------------------|-------|----------------|
|                   |                  | points                           | Level |                |
| 0 — 1,200         | 1                | 1 + 2                            |       | Reliever       |
| 1,201 — 2,400     | 2                | 1 + 4                            |       | Party member   |
| 2,401 — 4,800     | 3                | 1 + 6                            |       | Speaker        |
| 4,801 — 9,600     | 4                | 1 + 8                            |       | Orator         |
| 9,601 — 20,000    | 5                | 2 + 8                            |       | Politician     |
| 20,001 — 60,000   | 6                | 2 + 11                           |       | Chairman       |
| 60,001 — 120,000  | 7                | 2 + 14                           |       | Leader         |
| 120,001 — 240,000 | 8                | 2 + 17                           |       | Vice-president |
| 240,001 +         | 9                | 3 + 17                           |       | President      |

Politicians have a 7% chance per level to *detect lie* and an equal chance to successfully manage an *undetectable lie*, just as for the 4th level cleric spell of the same name.

### Other abilities and characteristics

A politician can be of any alignment except true neutral. A politician attacks as a magic-user at all times and obtains the saving throws of a magic-user as well. He or she may fight with dagger, club, blackjack, or mace, beginning with one weapon and obtaining a new weapon of proficiency at 7th level. The politician's non-proficiency penalty is -5.

A politician can wear protection items but not armor, except for a breastplate that can be employed to make him resistant to fired missiles. The politician cannot wield most magic items, though he or she can use the following specifically:

Potions — those of *animal control*, *clairvoyance*, *clair-audience*, *delusion*, *dragon control*, *ESP*, *extra healing*, *gaseous form*, *healing*, *human control*, *longevity*, *oil of slipperiness*, *philter of love*, *philter of persuasiveness*, *plant control*, *treasure finding*, and *undead control*.

Scrolls — None, although neither will any kind of scroll have an effect on the politician. A cursed scroll, for instance, would be gibberish to the politician and would not work against him.

Rings — those of *djinni summoning*, *contrariness*, *delusion*, *human influence*, *mammal control*, *protection*, and *X-ray vision*.

Rods, staves, or wands — none but the *rod of beguiling*, *rod of rulership*, *stuff of command*, and *wand of enemy detection*.

Miscellaneous magic items — only the *amulet of proof against detection and location*, *bracers of defense*, *brooch of shielding*, *crystal ball*, *cube of force*, *cubic gate*, *eyes of charming*, any type of *dust*, *helm of comprehending languages* (but cannot read magic with the helm), *medallion of ESP*, *medallion of thought projection*, *rug of smothering*, *rug of welcome*, *tome of clear thought*, *tome of understanding*, and *tome of leadership and influence*.

Magic armor and weapons — No magical armor or swords allowed; however, a politician can employ any magical dagger or mace, except for a *mace of disruption*.

Politicians gain experience from two sources: votes, and money taken in during campaigns. Money found in a dungeon or similar sort of adventuring environment can count toward experience for a politician, but killing an enemy (monster) gains a politician nothing. Election experience is awarded at the rate of one experience point for each vote received; however, a politician can never gain more experience points from one election than the minimum necessary to advance to the next level. Thus, a first-level politician could gain no more than 1,201 experience points from winning an election, even if he received more votes than that. Politicians who lose elections always lose experience points and drop back to the midpoint of the next lower level.

Gold pieces found (contributed) also are equated to experience points on a one-for-one basis, again limited by the fact that gold can only "buy" one level at a time. And for gold to be counted as experience, it must be spent by the politician in an effort to be elected to some office (a campaign within the campaign). Excess money can be used any way the politician sees fit. Politicians of non-good alignment can make and take bribes at any time. ■