LOST CIVILIZATIONS

A Fantasy Supplement for Source of the Nile

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Ross Maker and David Wesley's exciting *Source of the Nile* game has been the subject of several articles in The Dragon. Players send explorers, who may be missionaries, doctors, zoologists, geologists, or adventurers, into the great unknown of blank hexes on the map of Africa to earn points for discovery. The flavor of the game can be conveyed by recounting the adventures. of my zoologist-explorer, Lord Underdog, up the Zambezi river.

Underdog had obtained a free ticket to Quilimane and managed to raise $700 for his expedition. He manned two canoes with bearers and askaris, hired a guide and set off with high hopes. Little did he know what he was getting into!

The first turn found him in a known hex. He and his askaris were successful in shooting game to feed the expedition, but one askari accidentally shot another. The next hex was blank . . . unexplored. The river branched and the expedition), encountered a cataract. Unfortunately, it was not as high as some already known falls, so Underdog earned no points for finding it. (He named it after himself anyway.) While trying to portage the canoes around the cataract the explorer encountered a native tribe, the Balobo (Gygax variant), with seventy-five warriors! Underdog decided the safest thing to do was offer the chief most of his gifts. This worked, the tribe was friendly, and Underdog hired a guide. He spent the next turn trying to find new species of animals in the hex, without success. This was the beginning of a streak of bad luck for Lord Underdog, who never did discover a new species of anything. He began to suspect he had gone to the wrong graduate school and should have been a missionay. Entering the next hex he discovered a lake, but no native tribe. Finding no new species on the next turn, Lord Underdog went back down the river and into another unexplored hex. He had no luck finding animals but one of his canoes overturned and he lost four bearers and half his gear. He ventured on one more hex without making any interesting discoveries and finally turned hack. Fortunately, he could drift downstream, for he lost another askari to a crocodile and ran out of rations. His men began to get sick and two died.

On the next turn his last askaris became sick as did four more bearers, but nobody died. He was able to reach the coast with enough bearers to row back to civilization. He had earned a grand total of five points!

The game gives a vivid feel for the danger and excitement of exploration in the nineteenth century. What it was missing, I thought, were the kind of encounters that Allan Quartermain or Lord Greystoke would have had under similar circumstances. So, for the fantasy fans, like myself, who enjoy the game but would like to have the kind of adventures one would find in the works of H. Rider Haggard or Edgar Rice Burroughs, and with all respect for maker and Wesely's fine game, I offer the Fantasy Supplement: Lost civilization in *Source of the Nile*. It all begins when an explorer enters an unexplored hex and finds no natives . . .

1. *The Unexplored —Hex contains no native tribe:* Lost civilizations are usually hostile and native tribes avoid their territory. Roll two dice, a 2 or 3 indicates that a city has been discovered. If the hex is desert, the city is uninhabited and the explorer may elect to explore it or not, see below. If the hex is any other than desert, the city is inhabited by survivors of lost Atlantis. The people have bronze weapons and are all wearing ornaments of gold decorated with rubies and diamonds.

2. *Organization of the lost civilization:* Roll one die. A 1, 2, or 3 indicates the ruler of the city is a warrior-king who is always a tyrant. Determine the number of warriors in his army by multiplying the roll of three dice and adding ten. If the initial die roll is 4, 5, or 6, the city is ruled by an evil high priest and a beautiful white goddess. The number of warriors is equal to the product of three dice plus five.

3. *With this information at hand, the explorer must declare his attitude toward the lost civilization. He may:*

   1. Immediately retreat into the hex from which he came. He will lose all credit for exploring the hex. He may move to another hex if he has movement left.

   2. Approach the city with a show of force and attempt to negotiate.

   3. Approach the city in a friendly manner, communicate with signs, hoping to negotiate. He will discover, to his amazement, that some of the ruling class can speak ancient Greek. Having had a classical education himself, the explorer can speak some classical Greek.

4. *Lost civilization's reaction to the expedition:* If the explorer has chosen attitude 2 or 3, add nine to this number. White goddesses are always interested in strangers. If there is a white goddess present, add one. If the expedition includes a guide from a neighboring hex, subtract one, for lost civilizations are usually at war with neighboring tribes.

   Now compare this number with the sum of three dice. If the number is equal or greater than the die roll, the expedition is accepted as Guests of the City. Go to that section on the next turn.

   If the number is less than the die roll, the warriors of the lost civilization will attack. Roll one die, if the result is equal to or less than, the explorers attitude number, the expedition is surprised and will not have a chance to shoot their muskets.

   If the expedition is *not* surprised, the askaris will shoot, killing one warrior and the explorer will kill two warriors (unless he is a missionary, in which case he only kills one; Modified Gygax rule).

   Roll one die, multiply by the number of warriors killed. If this number exceeds the number of warriors left alive, the explorer has won the battle and enters the city in triumph. Go to Guest of the City. If the warriors are not defeated by the musket fire they will close with the askaris and the battle will be too fierce for the muskets to be reloaded. The battle proceeds as if the expedition had been surprised.

   If surprised, the askaris and explorer do not have time to shoot; the warriors close with the expedition in hand to hand combat. Half the bearers will drop their loads and run. Divide the number of attacking

warriors by the roll of one die, rounding all fractions *up* to obtain the number of askari casualties. If all the askaris are killed, the explorer is imprisoned. Multiply the number of askari casualties by the roll of one die. If this number exceeds the *original* number of askaris, the remaining askaris will surrender and half the remaining bearers will desert. Go to Explorer Imprisoned. If the askaris stand their ground, divide the number of remaining askaris by the roll of one die to obtain the number of warrior casualties. Check to see if the warriors are defeated and continue the battle.

The explorer is now either imprisoned or a guest of the city. This ends the turn. At the beginning of the next turn he must decide what his next action will be. He does not draw a disaster card for the turns he is within the city and the lost civilization will provide food for all members of the expedition. If any of the men are sick, the priests will cure them.

5. *The Explorer is Imprisoned:* The explorer and any remaining members of his expedition are thrown into a dungeon and all weapons, supplies and gifts impounded. If the city is ruled by a tryant, a young noble aspirant to the throne will contact the explorer and offer to help him in return for his support in a forthcoming rebellion. If there is a white goddess in the city she will fall in love with the explorer. She will get him released from the dungeon during the day under guard, and pledge to help him escape.

On the next turn the tyrant or the high priest will order the explorer thrown into the sacred pool where he will be devoured by a mosasaurus, a gigantic aquatic dinosaur which has miraculously survived the eons in this lost city. The explorer must decide if he wants to attempt to escape from the dungeon or to challenge the priest of the monster god to a duel of magic and faith.

    A.   *The Explorer tries a breakout from prison.* Roll one die. If there is a rebel faction in the city add one. If the explorer still has askaris with him add one.

    1-3   The escape attempt fails. The explorer is returned to his cell. All surviving members of the expedition are sacrificed to the monster. Next turn the explorer is taken to the temple for sacrifice.

    4-6   The explorer escapes. If there is a white goddess, she accompanies him, and he carries off one hundred dollars in gold, or, if he is a geologist, five hundred dollars in diamonds. If he has askaris with him they accompany him in the escape, but one askari is killed by the pursuing city warriors. The explorer, with his companions, treasure, and one musket apiece, escape into a randomly determined adjacent hex.

    B.   *Duel of Magic and Faith.* The explorer challenges the high priest to a public duel of magic, using gunpowder, a magnet and a magnifying lens. Roll one die. If there is a white goddess, add one to the explorer's die roll. If he is a missionary, add one.

    1-3   The high priest is no fake! Using powers of lost Atlanean science he creates a rain storm, puts out the burning gun powder and shoots a lightening bolt from his wand, demagnetizing the magnet, cracking the lens. Next turn the explorer goes to the Monster's Pool — result C.

    4-5   The duel is a draw, the old high priest has hypnotic powers, the explorer is thrown back into prison — result A. He must attempt to escape on the next turn.

    6   The high priest is a fake, the explorer humiliates him and is accepted as Guest of the City.

    C.   *Taken to the Temple to be thrown into the Monster's Pool.* Roll one die. If there is a white goddess in love with the explorer add one.

    1-3   The explorer is thrown into the pool and devoured by the mosasaurus.

    4-5   A rebel warrior smuggles the explorer a musket. He shoots and kills the monster god. In the resulting confusion, he escapes. Go to section A, result 4-6.

    6   The explorer breaks his golden chains and throws the tyrant or high priest to the monster, seizes a weapon and kills the mosasaurus. He is accepted as a Guest of the City.

6. *Guest of the City:* The explorer and any members of his expedition are well fed and cared for. The explorer discovers, however, that no one is ever allowed to leave the city alive. He determines to flee from the city, taking as much treasure as he can. Roll one die. If the explorer has defeated the lost civilization in a battle or deal of magic, add one. If there is a white goddess, add one.

    1-3   The attempt fails, the explorer is thrown into prison. All other members of his expedition are killed.

    4   An unsuspected volcano erupts. The city is destroyed. The explorer escapes with five hundred dollars in gold and gems. The entire population of the city, including the white goddess, die in the cataclysm.

    5   The explorer flees the city, carrying five hundred dollars in diamonds, accompanied by the white goddess, if there is one, and any remaining members of the expedition. The hex into which he flees must be determined randomly and in the dangerous trek out an askari is killed. If there are no askaris, the white goddess falls into a chasm, lake, river, or swamp, and perishes tragically.

    6   The explorer, all remaining members of his expedition and the white goddess, if there is one, successfully flee into an adjacent hex chosen by the player, carrying off one thousand dollars in diamonds.

7. *Lost Cities in the Desert:* If the explorer encounters a lost city in the desert it will be uninhabited and the bearers will recognize it as a legenday city of demons and some of them will attempt to desert. Roll one die to see how many bearers desert, subtracting one for each askari present. The explorer may elect to leave the hex without exploring the city, in which case nothing else happens.

The explorer enters the city in search of treasure. Again the terrified bearers try to desert. Roll one die to see how many desert, with no subtraction for askaris. If there are not enough bearers, the askaris begin to desert.

Now roll one die to see what happens in the city. Missionaries add one to their die roll.

    1-2   The ancient gods still live! In the depths of the lost city the explorer is confronted by the unspeakable forces of darkness. His expedition is destroyed and he is driven temporarily insane. He escapes, alone, still carrying his musket, into a randomly determined adjacent hex.

    3-4   Traps of great sliding blocks of stone crush and kill half the bearers and askaris. The explorer escapes with a bag of diamonds and rubies worth five hundred dollars. The passages of the city remain sealed shut and cannot be re-opened.

    5-6   The city is successfully looted. The explorer takes a bag of gems worth one thousand dollars and each bearer may carry off golden treasure worth two hundred dollars (equal to twenty gifts) but to do so must discard all other loads.

On the next turn the expedition begins to experience the eerie effects of a curse. Men are found dead, drained bloodless, with a look of unspeakable terror frozen on their faces. Each turn roll one die and subtract two to see how many men die of the curse. The curse continues every turn until the expedition reaches a civilized hex on the coast. The curse kills guides first, then bearers, then askaris and finally the explorer, if he does not reach the coast before it overtakes him.

8. *Publication:* On his return to civilization, the explorer may publish the lost city hex, but only as an uninhabited hex, since no one will believe his incredible story. He may, if he wishes, tell his adventures to a well known novelist who will publish them as a work of fiction since this is the only form in which the story can be presented to the public. This will net the explorer an additional five hundred dollars.

If an explorer has entered a lost city he may return to it on another expedition, but any other explorer will find merely an uninhabited hex; If an explorer re-enters a lost city he has previously explored he gets to add one to all his die rolls during the encounter. If his wife, the white goddess, accompanies him, he gets to add two. The explorer's wife, of course, takes all the risks of the expedition. She can be taught to shoot a musket and count as an askari in encounters with native tribes or wild animals