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FEATURES

The Town Planner
Part 1: Designing and Running Villages
Paul Vernon 10

The Mad Dwarf
A Tunnels & Triffs solitary scenario
Ken St. Andre 13

Prior Service in Traveller
An alternative character generation system
John Conquest 14

Arms at the Ready
Combining the D&D combat tables
Lewis Pulssipher 19

Treasure Trap
FRP, live from Cheshire – a review
Ian Livingstone 25

DEPARTMENTS

Open Box
A look at some new gamesty independent reviewers
16

Letters
Readers’ views, questions and comments
18

Runefiles
How to keep RD characters on the straight and narrow
edited by Oliver Dickinson 22

Starbase
How to detect starships in Traveller
edited by Bob McWilliam 23

Treasure Chest
Readers’ ideas for Arnulots and Talismans
edited by Jamie Thomson 24

Fiend Factory
In Search of a Fool – a D&D mini-adventure
edited by Albie Fiore 26

News
What’s happening in science fiction and fantasy gaming
29

Small Ads
Clubs, Help! and Classifieds
30

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June/July 1982

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This new series is a follow-up to Designing a Quasi-Medieval Society for D&D.

First, I'll illustrate the kind of village that this article will be dealing with, in a comparison between two villages that have already appeared in *White Dwarf* (Feb 98), although briefly sketched, was in many ways superior in most current, commercially produced villages because it had a raison d'être for being there — staged by the only soft river crossing (a convenient source of water) with a plentiful supply of timber easily transportable by road or river, and its social system — a free peasant democracy — though only hinted at, left its mark upon the village plan and its buildings. From the outline given, it could have been a simple matter to key the village completely. Finally, mystery was supplied by the newly constructed stone buildings, the marauding ‘Night Things’, and the continued absence of Tizun Thane. Greywood (9909), on the other hand, was centred on the inn, smithy and grocer’s, which supplied all the items listed in the Players’ Handbook even though the villagers would have no use for half of them. No indication was given as to how the villagers planned a living — their safe purpose seems to have been gossiping at the inn or well, but telling storytell- ers nothing, and wandering in the woods to be assuaged by adventure. In fairness to Greywood, it was part of a competition dungeon and was not meant for continued residence, but never- theless it provides a good example of how not to design a village.

The way to design a boring village is to draw the map, place the adventurer’s supplies, and then randomly fill out the rest. Interesting villages demand some planning beforehand.

**Village Background, Siting and Social Setting**

Primarily, the villagers must have some way of earning a living, depending on the type of area, or the village just wouldn’t exist. The majority of most villages would be agriculture of some kind. There was very little specialization in medieval agriculture, and villages made use of any available land to fulfill as many of their needs as possible. Roads were bad — horses and riders were scene in some poor places — and transport was expensive. Live- stock for meat, eggs, hides and wool would also be found on arable land. Regions with no arable land, however, would be solely dependent on fishing, hunting and would have to trade for other resources.

Other possible sources of livelihood could be quarrries, mines (anything from salt to platinum), fishing, forestry, or strategic sifting. (trade route junctions, river crossings, mountains passes, etc.). Villages could have more than one economic base, but neverless.

The site would have as many meannery resources as possible within easy reach. Of prime importance would be a reliable source of fresh water — a spring, stream, lake or well. Other considerations — in order of decreasing importance — would be access to plough- land, pasture, woodland for fuel and building materials, and a flat, well-drained location.

A typical English medieval village would be surrounded by a few fields and meadows for growing crops and hay respectively. Beyond these would be common pasture fringed by the 'wats' (forest and moorland) where wood could be gathered, game hunted (whether legal or not) and animals grazed at certain times of the year. Also in the waste would be some 'lasses' — clearings farmed in addition to the commons fields.

Once a village’s livelihood has been described, the next problem is how it came to be there and why it was founded. With villages not solely dependent on agriculture, this is self-evident — the mine, quarry, river crossing or whatever was discovered — and people began to use it. Agricultural villages occurred mainly because peasants and serfs formed scattered strips of land in the common fields, and the village at the centre was the most convenient place to live. In more troubled areas, of course, the people would tend to live behind the village rampart for protection.

The reasons behind the formation of an agricultural village also depend on the social system existing in the village itself. Are the villagers slave(s)/servitors under some lord, or free peas- ant? If the former, do they rent the land from overlord, or hold it in their own right? Is the social system feudal, tribal or a kind of free peasant democracy? Whatever it is, where did the villagers (or their ancestors) come from and why? Were they led into the wilderness by some fateful war-light as a result of population pressure, religious persecution, or a disaster of some kind? Were they encouraged to migrate by the generous terms offered or coerced (or both) by a lord who had already saturated the area? Whatever the reason, the background of the village and its inhabitants will play a large part in determining the buildings found there and the lay-out and organisation of the village.

**Monsters and Villages**

The areas where villagers work and the course routes should be relatively safe or else the village would not be able to function, unless, of course, this is why the adventurers have been called in.

In the typical village outlined all non-NPC monsters would occur in the waste and may or may not be known about in the village. Obviously, those that are known will be avoided by the villagers and the places they have been seen it given a wide berth. Undoubtedly it is better if all the monsters in the area are specifically placed in a lair. After their lairs are marked on the map, a larger area should be designated as the monster’s hunting range. A percentage should be kept in the shrine area, with a chance of them emerging once or hex entered in the hunting range. The hunting range should not usually include areas frequented by villagers, though occasionally monsters could make inroads into these. In such cases, the mon- sters should not be too strong to be overcome by a communal effort on the part of the villagers.

**Village Features**

The main features of a village will be determined by its location, background and social setting. (You wouldn’t expect to find a village in an area where men was grown, for example.) In all cases, the main features should be placed first and the rest of the village built around them, even if this did not occur in the hierarchy of the village itself. The following list of features is not exhaustive but
will give some indication of possibilities. Obviously it would be unlikely for that tall to be found in the same village.

The village green is common to many villages. It may have been planned as a central enclosure in which villagers would protect cattle from raiders, but the majority were introduced into existing villages. Whatever its origin, it is a useful space for tramping, dancing, archery practice, and formal celebrations.

Less common is the village pond. This could be the village’s water source and/or used for keeping fish. Some medieval villages had both a mill pond and a series of smaller areas for laundering purposes or for keeping the different species separate.

Many of the species in the moated manor house would feature in most villages unless they were one of several on the same manor. On some manors, the manor would be in one or two of them, with a small number of villages being split between two or more manors. Even in non-feudal societies, a communal moat house or stockade might be an economic use in times of need.

If there is a moat, other features might also be present. The lord’s dovecote was, as the manor house itself, probably the most unpopularity building in the village. Only the lord could keep doves, and though they were a valuable source of meat for his table, and mare for his fields, they were fed at the village expense from their crops. The dovecote had a steep, sloping roof, and many cornings set high in the walls to keep out vermin.

Also unpopular was the village pound, where animals found stray were held until their owners paid a fine to the lord for their return.

Other possible sources of lordly revenue were the village mill, bakehouse, and vine or perry press where appropriate. These began their existence in the hands of the lord, and villagers were required to use them whether they wanted to or not. They paid heavily for these services (the miller would take in payment, on average, 60% of the total grain sent to him) and were fined if caught using alternative means. Later, it became common for these to be leased by the lord to others, though the strictures as to their use remained in force.

Mills were not only used for grinding corn. In mining areas, they were sometimes used to beat out the ore body, for fulling (wool) beating in wool producing areas, or in irrigation to transfer water from one level to another.

Some villages might boast a guildhall (market, exhibition and conference hall). A thriving cottage industry might survive with its guild. Alternatively, there could be a moot or meeting hall.

Abbeys, surprisingly, were not that common in medieval English villages, most of which usually made do with two or three alehouses instead. Some licence can be taken here – if the village is on a trade route, one or two inns for travellers may be provided. A village might also possess a pillory and/or stocks, whipping post and lock-up to punish lawbreakers or restrain them until a court could be convened and judgement passed. Finally, if it was astride a trade route or river crossing, a village could have a toll house, the proceeds going to its general body.

Churches, because religion is such a fluid factor in D&D and all D&Ds handle it their own way, A religious edifice of some kind would feature in most villages though.

The Village Population

Workload and needs derived from the Domesday Book, our ‘typical’ feudal village would comprise of the lord, 10 – 11 villeins, 8 – 9 cottars, 3 – 4 free tenancy, and 2 – 3 dozen plus dependants.

Villains held up to 30 acres of land from the lord, together with ploughs, carts and oxen. In return, a yearly rent was paid and a number of services the lord required such as working on his domain for a certain number of days per week. The villain’s land was equally divided between all the common fields, as was sometimes the lord’s domain, though this was usually a strip-ate-area.

Cottars, oxeholders and ’penny holders’ also held land from the lord, but only about 2 – 6 acres, but they rendered fewer services in return. Cottars would often labour for payment on the villains’ or lord’s land as well as their own. They might also double as the village carpenter, bee-keeper, shepherd, turner, smith, potter, swineherd, cowherd or even gooseherd. They could also work as weaver’s or miller’s assistants. Not being free, however, their industry would go to their lords. In addition to their own

and the lord’s, the village herdsman would tend the other villagers’ animals in return for payment of some kind.

The free tenants would rent land from the lord but owe few, if any, services. They could also perform any of the above functions, probably demanding the highest degree of skill.

The young were a carry-over from Anglo-Saxon times. They disappeared quite quickly, sleeping with their cot or cot tear.

The villagers would fulfill as many of their own personal needs as possible, so there would be no plethora of tradesmen and shopkeepers in a village. The villager could usually provide his own food and would only need trade for necessities such as salt, metal, and pitch. Similarly, the villager could make cloth and sitcom utensils in his own home and tan hides in the garden. Those skills that a village lacked would be supplied by itinerant craftsmen.

The only necessary craftsmen are the smith and wheelwright who could also supervise house building, do general carpentry work, and even double as coffin-maker and undertaker. Even these two would be itinerant workers if the village was not large enough to support their own. Other itinerant tradesmen (who could also be resident if the village was large enough) could be joiners, cobblers, tailors, clogmakers or thatchers.

The lord of the manor would have servants in various capacities around the village. These could either be members of his household or resident in the village.

If the lord were an important noble, holding a number of manors but having little to do, there might be a steward who would visit the manors occasionally, formulating and implementing agricultural policy, convening the manor court, among other actions (in the lord’s absence, making sure that services due were being rendered, generally ensuring that the lord was being kept informed), and auditing the manor’s accounts. As a go-between for the steward (or lord if he had too few manors to warrant a steward!) was the bailiff. He was usually an outsider to the village, though more frequently seen than the steward, having only 1 – 2 villages to oversee. He would report to the steward on his visits and implement the steward’s directives. If a lord’s holdings were small and/or he was interested in the running
The estate, he might perform the bailiff's duties himself.

The village reeve was usually a parson with a large landholding, receiving the post either by virtue of his lord or by election. The post was generally held on a yearly basis, though a satisfactory reeve could be retained for further terms. Although the reeve enjoyed certain benefits, such as reduced rents and food allowances (especially during busy periods in the agricultural year, such as the harvest, when he ate at the lord's table), the position was not particularly prestigious.

The reeve was a kind of village foreman whose job was to safeguard the lord's interests. He was held personally responsible for all that was due to the lord, and any shortages in his yearly accounts had to be made good from his own pocket.

Being one of the villagers, the reeve would have a better idea as to the best utilisation of the land and the whereabouts of any ploughing or their duties than the bailiff. Since the downland of each overlap to a certain extent, it would have been wasteful to have both a full-time bailiff and a reeve in the same village, even though the lack of a bailiff would mean that the reeve would occasionally have to leave the village on the lord's business.

Other village officials were the messenger or hayward who was in charge of shipping and weighing and had to ensure that there was no unauthorised use of the lord's land; the woodman, who kept a keen eye on the wood to ensure that no trees were felled, cleared, sent to war, or used to build fences; and the ploughman, who ploughed and tended the plow. He would also be responsible for the upkeep of the barns and the storage of the wheat.

Since most of the work was done outside the house, the village would also have a plowman who was responsible for plowing the fields and a miller who was responsible for milling the wheat. There would also be many different activities such as making bread, baking and selling, and making and selling various goods and services.

Between village events, such as festivals and markets, the villagers would be occupied with other activities depending on the time of year.

In our "typical" village, on the other hand, the winter would find the villagers spreading manure and mowing to ready the fields for the following season. In early spring, one of the fields would be sown with winter wheat and another with potatoes, with the third being used to raise grass for the horses. During the summer, the fields would be harvested, and the wheat would be threshed and sieved, and the straw would be used as bedding for the horses and cattle.

In autumn, the fields would be ploughed and harrowed, and the winter wheat would be sown. In the winter, the villagers would be busy preparing for the next harvest, and the winter wheat, which would soon be harvested, would be used to feed the animals.

In the next section, we will discuss how the villagers would be occupied with other activities depending on the time of year.

Village Events

Most village events are one of four categories:

1. The first type are those purposely initiated by the Domesday Book as part of the plot or counterplot between the village and the Duke. These events are held regularly and are attended by all village residents. They are likely to be social events, such as harvest or autumn. If there are events that are of note, they should be recorded in the village annals.

2. The second type, where villagers initiate events out of curiosity, are also likely to be social events. If this is the case, a list of all such events should be recorded in the village annals.

3. The third type, where the Domesday Book records a specific event, is likely to be a social event, such as a harvest or autumn. If there are events that are of note, they should be recorded in the village annals.

4. The final type of events is those where players observe something and may or may not choose to become involved. These events are likely to be social events, such as harvest or autumn. If there are events that are of note, they should be recorded in the village annals.
THE MAD DWARF
A T&T Solitaire Mini-Adventure by Ken St Andre

The Mad Dwarf by Ken St Andre, 1980.

...
An alternative to Basic Traveller, for generating characters from the Navy and Marines.

by John Conquest

The prior service rules in Basic Traveller have always struck me as inadequate and unconvincing. They produce, at best, middling- 
aged characters, without generating the kind of highly trained specialist who’s already typical of armed forces and will be com- 
pletely dominate in a Traveller epoch. Here are some suggestions for remedying this.

First, abandon the draft and some of the service options. In practice virtually all draftees should go to the Army, and being a ground/hog grunt isn’t much of a background for a Traveller.

The common lot of soldiers, popular history, fiction and films notwithstanding, is has, and is will be maintainers with guts, but with no chance of gaining anywhere or learning anything but square-bashing. The Scouts should recruit from the Navy. The Merchant Marine might take on ex-servicemen, but they wouldn’t buy anybody but family. (Other is still being developed, probably in the direction of Elite convict units.)

That leaves, for the time being, the Navy and Marines. Assuming the Marines to be on the lines of Starship Troopers, both services will require at least average intelligence in recruits, so the Intelligence threshold should be 6.1d6. The first step is to test (20) all characters for Specialist Coordination. High scores (8-12) go to the Navy, low (2-7) to the Marines.

Basic Training. All recruits receive Basic Training. The Navy's is Basic 1 and 2, Tactical 1 and 3, and Free Fall 1-3 (the ability to function in zero gravity). The Marine's is Battle Drill 1, Automatic Rifle 1 and Survival 1 (the ability to live off the land). Recruits also get increments to characteristics; Navy get +1 Dexterity and/or Education, Marines +1 Strength and/or Endurance, depending on how generous the ref is.

Aptitude Tests. During Basic, recruits are tested for possible officer or non-com specialist training. Throw 2d6 against each category; high scores (10-12) qualify for officer training, medium (7-9) for specialist training.

<table>
<thead>
<tr>
<th>Navy</th>
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<tr>
<td>Officer</td>
<td>Specialist</td>
</tr>
<tr>
<td>Pilot</td>
<td>Helmsman</td>
</tr>
<tr>
<td>Navigation</td>
<td>Bousin</td>
</tr>
<tr>
<td>Fire Control</td>
<td>Gunner</td>
</tr>
<tr>
<td>Medical</td>
<td>Orderly</td>
</tr>
<tr>
<td>Communications</td>
<td>Signalman</td>
</tr>
<tr>
<td>Computer</td>
<td>Computerman</td>
</tr>
<tr>
<td>Administration</td>
<td>Purser</td>
</tr>
</tbody>
</table>

Though Intelligence and Education need no direct bearing on Aptitude, referees can apply 3d6 if they wish.

Throw again to distinguish between Navy Technical Aptitudes, for Mechanical, Electronics and Engineering. High scores count in savviness, any other scores over 3 count as Aptitudes. Record all high and medium scores. The referee should interpret the results creatively. For instance, medium scores in both Pilot and Navigation might qualify a character for the Scouts, medium scores in several categories might incline suitability for general officer/NOO duties, and so on. Basically, characters should be assigned for training in their strongest Aphids, unless an ele- 

ment of bureaucratic ineptitude is introduced. Sobriety should be kept as characters will qualify for secondary training. In any case, will have a measure of ability to pick up new disciplines.

A character who gets low scores all round is assigned to a unit as a non-specialist raider. Specialists are assigned to units with a 0 grade in their specialty. Officers are assigned as Ensigns or Lieutenants with a 1 grade in their specialty.

Service. Characters continue to receive training. Options for skills gained are:

<table>
<thead>
<tr>
<th>Navy</th>
<th>Marines</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rankers</td>
<td>Specialities</td>
</tr>
<tr>
<td>Weapons</td>
<td>Defence</td>
</tr>
<tr>
<td>Vaco Suit</td>
<td>Vehicles</td>
</tr>
<tr>
<td>Ship Boat</td>
<td>Air Nave</td>
</tr>
<tr>
<td>Free Fall</td>
<td>Survival</td>
</tr>
<tr>
<td>Shipboard</td>
<td></td>
</tr>
</tbody>
</table>

Notes: Shipboard (general working knowledge of basic ship functions) is available to general duty officers. Survival is available to Command and Tactics officers only. Characters can improve 1 grade in any of the following categories, for a total of, in which, in the first term, one must be their specialty (if any). Referees can decide on out-of-point in subsequent terms.

Weapons. Armored forces have standard issue weapons and don’t provide training in exotics. Traveller seems clamped with weaponry that is or, will be low, obsolete and incredibly dangerous to use on spacecraft. While in the services, training is only available in:

<table>
<thead>
<tr>
<th>Navy</th>
<th>Marines</th>
</tr>
</thead>
<tbody>
<tr>
<td>Unarmed</td>
<td>Unarmed</td>
</tr>
<tr>
<td>Unarmed/Fall</td>
<td>Unarmed</td>
</tr>
<tr>
<td>Cutlass</td>
<td>Blade</td>
</tr>
<tr>
<td>Cutlass/Fall</td>
<td>SMG</td>
</tr>
<tr>
<td>Shotgun</td>
<td>Automatic Rifle</td>
</tr>
<tr>
<td>Electronic Whip</td>
<td>Laser Carbine/Rifle</td>
</tr>
</tbody>
</table>

D. You quickly spot the two men and zero in on the shot. One of them fires and misses your head as you whistle past him to reach the other, where you score a critical 3. You knock him out with a clubbing attack and, once you’ve knocked him out, immediately knock him out with your reflexes. You now have a man in your sights. You then ask the man what he wants. How do you proceed?

E. A light ship or a freighter is about to collide with your ship. How do you respond?

F. You suddenly feel the impact and spot that things are not as they seem. The only way you can escape is to jump off the ship and try to swim to safety. The water is deep and dark, and you have a hard time swimming. You decide to take your chances and try to swim to the surface. You jump off the ship and swim to the surface. Your chances of survival here are slim. How do you proceed?

G. The ship is limp in the water after the collision. You try to jump off the ship but fall into the water. You wake up on a beach. What do you do now?
Referees can decide whether expense is no object and go for Laser Rifles or be jerry-pitching and settle for Carbines. An Electronic Whip, like Stun Guns, is a kind of weapon people would use on spaceships.

Leisure Activities. Even on active service, characters won't be on duty all the time. Assuming they use their spare time creatively, they can add to any item or characteristic, except Social Standing, per term. Alternatively they can take up gambling, learn languages or anything else that suggests itself.

Promotion. Promotion is invariably easier at the beginning, getting tougher as you climb upwards. Throw 1d6 per term. A lieutenant in the Marines would need a 2, 3, 4, 5, 6 to be promoted to Captain.

<table>
<thead>
<tr>
<th>Navy</th>
<th>Promotion Throw</th>
</tr>
</thead>
<tbody>
<tr>
<td>Officers</td>
<td></td>
</tr>
<tr>
<td>Crewman</td>
<td></td>
</tr>
<tr>
<td>Leading Crewman</td>
<td>2, 3, 4, 5, 6</td>
</tr>
<tr>
<td>Petty Officer</td>
<td>3, 4, 5, 6</td>
</tr>
<tr>
<td>Warrant Officer</td>
<td>4, 5, 6</td>
</tr>
<tr>
<td>Captain</td>
<td>5, 6</td>
</tr>
<tr>
<td>Admiral</td>
<td>6</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Marines</th>
<th>Promotion Throw</th>
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</thead>
<tbody>
<tr>
<td>Officers</td>
<td></td>
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<tr>
<td>Marine</td>
<td></td>
</tr>
<tr>
<td>Corporal</td>
<td></td>
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<tr>
<td>Sergeant</td>
<td></td>
</tr>
<tr>
<td>Master Sgt</td>
<td></td>
</tr>
<tr>
<td>Captain</td>
<td>2, 3, 4, 5, 6</td>
</tr>
<tr>
<td>Force Cdr</td>
<td>3, 4, 5, 6</td>
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<tr>
<td>Lt. Colnel</td>
<td>4, 5, 6</td>
</tr>
<tr>
<td>Colonel</td>
<td>5, 6</td>
</tr>
<tr>
<td>Brigadier</td>
<td>6</td>
</tr>
</tbody>
</table>

Combat Throw 2d6
1. Killed in action
2. Dishonourably discharged for cowardice.
3. Discharged for incompetence.
4. Wounded and invalided out with pension and Service Medal.
5. Wounded but retained in service. Awarded Service Medal.
6. No effect.
7. Awarded Campaign Medal.
10. Awarded Imperial Medal of Honour.
11. Awarded Imperial Cross.

Referees should determine nature of wounds and extent of cash bonuses for awards.

Muster Out. All characters, unless discharged at above, receive a gratuity on leaving the service. Characters who have completed 5 terms also receive a pension, collectable in cash once a year from any A or B Class Starbase. Other ranks get Mile Passage automatically if they have completed 5 terms, otherwise they get Low or Middle at the referee’s discretion. Officers get High Passage. Characters who have been decorated should qualify for membership of the Traveller’s Aid Society.

<table>
<thead>
<tr>
<th>Gratuities</th>
<th>Pension</th>
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</thead>
<tbody>
<tr>
<td>Crewman/Marine</td>
<td>20000C x terms served</td>
</tr>
<tr>
<td>Leading Crewman/Corporal</td>
<td>25000C x terms served</td>
</tr>
<tr>
<td>Petty Officer/Sergeant</td>
<td>30000C x terms served</td>
</tr>
<tr>
<td>Warrant Officer/Master Sergeant</td>
<td>40000C x terms served</td>
</tr>
<tr>
<td>Ensign/Lieutenants</td>
<td>50000C x terms served</td>
</tr>
<tr>
<td>Lieutenant/Captains</td>
<td>60000C x terms served</td>
</tr>
<tr>
<td>Lt Commanders/Force Cdr Girls</td>
<td>60000C x terms served</td>
</tr>
<tr>
<td>Commanders/Lt Colonels</td>
<td>75000C x terms served</td>
</tr>
<tr>
<td>Captains/COLONELS</td>
<td>100000C x terms served</td>
</tr>
<tr>
<td>Admirals/Brigadiers</td>
<td>150000C x terms served</td>
</tr>
</tbody>
</table>

The hazard throw of the original rules has been omitted. Under normal circumstances the services would lose a tiny number of men and women in training and ordinary duties. It’s ridiculous to spend time trying to build up a character to have him or her killed by a single unlucky dice throw before the game’s even begun.

Hopefully these rules produce more convincing and consistent characters and remedy several faults in the basic Traveller rules – no mention of Communications, Battle Dress training, proper Basic Training, logical Weapons training, possibilities for advancement for non-officers, the elimination of chance from the acquisition of skills, a proper gradation of gruities and pensions. A possible flaw is that players may wish to keep characters in the services for a full 5 terms, if possible, with the result that characters will all tend to be in their late 30s or early 40s. A solution to this might be to tighten up the odds against re-enlistment, though the equivalent of redundancy payments should be used to offset this.
FEDERATION SPACE

Federation Space is the operational sister game to Starfleet Battles. The map shows the area of space occupied by the Federation and its surrounding neighbours, the Klingons, Romulans, Tholians, Hydrans and the unfortunately named Gorn. Also included are the desplicable Orion Pirates.

The rules are easy to comprehend and there are anomalies with the combat procedures — specifically what happens to a damaged ship which takes more damage. A special rule only allows six ships to stack together in a box. This is to prevent a player making a single giant stack andrambling around the board fleeing all before him. However, there is a side effect of all this. Six large ships stacked together cannot be overridden by massed small fry, as you can't mass them. Ships pair off in combat. If one side has ships left over they can be used to double up on some unfortunate. Only two results are possible if a hit is scored, damaged or dead. Ship counters are backprinted with a weaker damaged side. It's a good idea to a Reaction Move rule. This allows a player to intercept a stack which is attempting to move behind his forces. Such a rule effectively enhances realism. There are some nice special rules; for example Federation Scouts have ECM capability and can add a die roll modifier in combat to all friendly ships in the same hex. This ability does tend to further weight combat against races like the Romulans who lack heavy warships.

Simple encounter rules are used to allow players to repair damaged equipment and rebuild destroyed ships. Economic points are obtained by controlling star systems. Fleet Repair Docks are vital here as they can repair ships very quickly at no cost. A wide variety of scenarios is available for two to eight players. A problem here is that the races are all of differing strengths. This is partly got around by suitable victory conditions and the large powers having their forces divided into fleets, and only certain fleets being available to command each player. For example, the Klingons have seven fleets, but only three are available against the Federation. The other fleets are made available progressively as the tide turns against the Klingons, eg all fleets become available if Klingon is captured. Gamemanship may dictate that you should not beat an opponent too badly, even if you can, as this would cause more fleets to be released against you — possibly reversing events. Despite these balancing mechanisms the strategic initiative will always remain with the larger powers. When one considers that the Tholians only hold one star system against the Klingon's twelve or Federation's eighteen then, no matter how brilliantly the Tholian player plays, I doubt he's going to have a happy day.

Star Trek fans will be pleased to hear that the game can be used in conjunction with Star Fleet Battles. Ships are moved strategically on the Federation Space board but battles are resolved using the tactical game. One or two ships in Federation Space are not covered by Star Fleet Battles or the first expansion kit. However, I understand this is been rectified by the inclusion of a second expansion kit in 1982.

So to sum up; a reasonable buy for megamonitorers who like to rule the universe, a good buy for Star Trek fans, and an essential buy for Star Fleet Battles enthusiasts.

Overall: 8

John Lambhead

ORDEAL BY ESAAR

FASA

ACTION ABOARD

FASA

URAGYADON OF THE SEVEN PILLARS

FASA

THE LEGEND OF THE SKY RAIDERS

FASA

The first Traveller adventures in what looks like being a proliferous range from FASA covers a wide range of adventure situations. FASA use the standard Traveller format with some minor changes, as well as including a lot more illustrations than official Traveller adventures; these relate directly to the story and in many cases show the players to illustrate a particular situation.

Three of these booklets (exception...
The World Action Board! place in the Far Frontiers beyond the Imperial. As far as I am aware, FASA has not introduced a mapping supplement for this sector, which makes getting to these locations a little difficult if your campaign is set in the official GOW "universe."

Dreaded by Starcraft is the players against a combination of hostile Zodians, mysterious aliens and a dangerous world environment against the background of the Fifth Frontier War. The mission is to discover and seek control of the missing, a mineral compound vital to the war effort.

Action Board is the odd man out. It deals with background and potential resources about the King Richard, a 5000 ton luxury liner (the subject of a previous FASA release in its 15 mm deck plans range). Included are many character descriptions of some of the crew and passengers, together with a sort of shorthand of the King Richard's deck as a pull-out sheet. It is just about possible to play the situation with the sheet, but FASA is hoping you will buy the 15 mm plans for more playability.

Unravelling of the Seven Pillars - T E Lawrence in space - involves the players in a struggle for control of a desert planet. Attempt to free the people from the iron grip of a cruel ruler - includes pull-out mapsheet and a great deal of background information and character description.

Legend of the Sky Raiders - Indiana Jones in space - leads the band of adventurers deep into the jungles and swamps of the planet Megalith, on the track of archaeological remain. Also includes pull-out mapsheet, background and biographies.

I liked these adventures. Well produced and with plenty going on, the designers have provided referees with as much help as can be found in booklets of this size, gone into detail in places the adventures where it is necessary and not filled out with "chum." These comments apply particularly to the last two booklets - being so involved with Traveller on a day-to-day basis, it takes something above the average to get you interested, and these two certainly did that.

Novice ratings reflect my impressions of the ability of these referees to translate the line to the actual gameplay using the rules:

Overall: Novice Expert

Action Board 6 7

Unravelling of the Seven Pillars 8 8

Legend of the Sky Raiders 8 8

Bob McWilliams

THEIVES GUILD I - £7.95; II - £6.95; III - £4.95; IV - £3.95

Gameworlds Inc

FREE CITY OF HAVEN

Gameworlds Inc

£10.95

In most FPFR campaigns, thieves act as scouts rather than as crooks, for lack of an appropriate adventuring milieu. The big city is where a thief can really excel, but most referees haven't the time to construct a city, few city modules are available, and most of those are not made with thieves in mind.

An exception to this generalization is the work of Gameworlds Inc., publishers of Thieves Guild. Each of their continuing series of Thieves Guild modules offers scenarios for a party consisting primarily, if not entirely, of thieves. Descriptions are thorough, with numerous realistic and believable non-player characters with whom player characters can react in a variety of ways, sometimes over a long period of time. There are virtually no monsters in the scenarios and the city; humans and other humans provide as much opposition as any thief is likely to want. Players must use traditional thiefly skills - including stealth, savvy, and discretion - in order to survive. They cannot rely on highly specialized skills or some superior characteristic of their characters. In fact, the player thieves are expected to be people who would rather not kill, but will kill if there is no alternative. This is a refreshing change from typical FPFR bloodlust.

The modules are written for Gameworld's own rules, which are not yet separately published. However, Thieves Guild I (and II) provide most of the information needed to allow referees to convert the modules to their own system. Basically, Gameworld's game is a D&D variant with considerable expansion of the thiefly skills and rules for such details as tailing and eluding a tail. Although there are some magic and magic in the scenarios, few guidelines for magic are provided. Levels, and especially treasure tables, tend to get a little out of hand at times. I recommend reducing treasure sizes to one tenth for AD&D, even more for some other games.

There are now five numbered Thieves Guild (TG) modules, plus one "Special." The contents of the first four, briefly:


City of Haven differs from the TG series insofar as it describes one third of a city of 80,000 people, complete with lists of street encounters and dozens of suggestions, a large map on sticker paper, and eleven sub-maps. While TG modules average 50-60 pages, Haven is 126 pages of small print. There are few maps of individual buildings, and many buildings are uncounted for, not surprisingly in a city of this size. The place is designed for hardcore role-players, fans of improvisational theatre who enjoy a long chat with an NPC as much as they enjoy a fight, because there'll be more talking than fighting in one place. To run Haven the referee should be experienced and patient.

Gameworld's products are not for everyone, but a boon to the minority of FPFR players.
Dear LD,

In reply to the request for the one-minute melee round, here is the way I understand it.

If one may be allowed to quote the D&G for a moment, I notice that it states: "During one minute in melee, every attack is made...". One, or possibly several, have the chance to score damage.

And so on. So during the amorphous blob that forms one minute, a lot of combat is carried out, and at the end of that minute, the hits and damage are totalled up and marked off the hit gears of both combatants. Crudely, but it works, and well enough for the purposes of D&D. After all, it is the role-playing which is important in any RPG, not the details of who does what to whom and all that gives one a nosebleed. Admittedly, one round is a long time - RowQuest melee rounds last only twelve seconds - but then again, it is split up into segments, when shorter periods are needed. The blessing of the D&D melee system is that it is so very simple and quickly resolved, or, I feel that last comment back - you have ever bothered to pit two 20th level fighters with ordinary longswords and plate armour against each other? It can take ages.

Finally, may I just say that it's good to read a bit of fiction in the magazine - may this greatly increase. Also, how about concentrating on a little different RPG systems, for example Fantasy Trip? Even a bit of Top Secret? Perhaps if people saw the game in action in LD, they might be tempted to buy it to see what it really is all about. Congratulations for putting Fudge in this issue, I hope this is a regular feature.

M. Quartermain, Sussex.

Dear LD,

I am writing to you about an incident that occurred during a campaign. The argument was about a 2nd level fighter who was in a demon with psionics. His psionic ability was 20%. When he said he was going to attack with psionics I laughed, but the demon had a psionic ability of 100% and what's more a type III demon has one more defense mode than a type III. He attacked with a Psychic Crush and I defended with a Mind Blank. But then he showed me the PSBS. It said the only defense was a Thought Shield. I looked in the D&G, it gave a percentage chance of death on all defense modes but it also said on p.478 that the only defense was a Thought Shield. We took it as no defense at all and looked at the psionic attack option defence/psionic cable. The demon died and the player was victorious. Could you please tell me why?

Yours sincerely,

Gregory Coleman, Devon.

Dear LD,

You've misunderstood the rules. Here, to the D&G and the PHB it says that the use of the Psychic Crush can only use a Thought Shield in defense. So, the Crush used against a Mind Blank would give any 20% chance of killing the demon, remembering that the fighter's psionic attack would be 100%, half of 20%. No doubt the demon would then (if it survived) have a Crush of its own which your 2nd level fighter could defend against with a Thought Shield - it is unclear how to one order.

Ed

Dear LD,

I have a number of questions concerning A&D&D. They are mainly to do with the spell phantasmal force and its derivatives. 1. If phantasmal force is used to recreate a familiar can material objects be damaged by it? As the DM, I claim that they are, since the spell has energy, and if no damage was caused the spell would not have reacted. The players say that the item should not be damaged as an unintelligent object cannot be harmed in any way. Is this right?

2. Can a phantasmal force be used to recreate any spell and if not what are the restrictions?

3. Can a phantasmal force be used to create an animate object, eg a storm giant, and if so can it be killed or disabled.

4. Exactly how do you determine the hit points of a multi-class character? If you always average the hit dier you are cheating of hit points and how do you then deal with a 4hit32 level?

Sincerely,

Nigel Calvo, Hereford.

The phantasmal force spell is a visual illusion (without verbal illusions) of a spell, object or being and will only affect those who believe it. It cannot be furtive, only apparent as one, as it won't affect material objects. An illusion can only be created effectively where it exists or has been seen or cast by the MU or illusionist, otherwise it will be a very poor illusion indeed. Note also that only physical properties of a spell that can be created, not the spell itself. Of course, the illusion of class objects could be created along with the fireball. You couldn't create an illusion of a lock spell, for instance. Phantasmal force can be used to create a swarm giant (re-massaging the above restrictions). The spell lasts until disbelief or until it is struck, unless the caster makes it react appropriately, or until the caster ceases to concentrate on it, either by choice or by taking some kind of action like moving or being hit in combat.

As to the determining of hit points the rules say that you throw the hit die and divide by number of levels, ie a 1st level fighter/MU would throw 1d10 and 1d4 and divide the result by two. Say the character is 3rd level in both classes. He goes to 4th as a fighter, so he throws 1d10 and divides by two and adds the result, doing the same with 1d4 when he rises to fourth as a fighter. -Ed

Dear LD,

I disagree with R J Leedham's letter about a computer department. You do not need to own at least one computer game to be a computer games - many schools and colleges have suitable computers on which to play experience are used for games more than anything else. In addition, there are many computer play-by-mail games (e.g. WO) which are run through a central computer but may be played by anyone. I think that as White Dwarf tries to cover all areas of S/F/, gaming, to leave out this growing sector is not an important aspect of the hobby. I hope that White Dwarf does go ahead with the planned computer games department - it will provide a useful link between computers and the gaming world.

Yours sincerely,

Robert McMillan, Dorset.
Arms at the Ready

Combining the AD&D Combat Tables by Lewis Pulipher

The proliferation of combat tables in AD&D is daunting if not confusing. The weapons table in the Players Handbook (PHB) must be augmented as well as the combat matrices of the Dungeon Masters Guide (DMG), taking into account the attacker’s character class and level. But with a little effort one can combine all these tables into one generally usable combat table. Everything needed can be typed on one page and this speeds up combat considerably.

The idea is to devise a table which states the basic probability for each weapon type to attack each Armour Class from 0 to 18. Then the effects of character class and level are accounted for by a bonus to the attacker’s die roll. (When the target has a very good Armour Class, requiring a 20 to hit according to the normal combat matrices, the system I am explaining may not work, but one can always return to the normal size means of combat resolution on these rare occasions.)

For example, the basic number a zero level human needs to hit is:

<table>
<thead>
<tr>
<th>Armour Class</th>
<th>No needed to hit</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>18</td>
</tr>
<tr>
<td>1</td>
<td>18</td>
</tr>
<tr>
<td>2</td>
<td>16</td>
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<tr>
<td>3</td>
<td>14</td>
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<td>4</td>
<td>12</td>
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<td>16</td>
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<tr>
<td>17</td>
<td>1</td>
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<tr>
<td>18</td>
<td>1</td>
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</tbody>
</table>

This basic number is then adjusted by the following factors:

- Character level (hit +1 per level)
- Armour Class
- No need to hit

When this basic number is reduced, the following modifications to the die roll are required:

<table>
<thead>
<tr>
<th>Sky Dragons</th>
<th>Fire Dragons</th>
<th>Goblins</th>
<th>Dwarves</th>
<th>Halflings</th>
<th>Women</th>
<th>Minotaurs</th>
<th>Others</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
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Therefore his bonus is +3. Bonuses for all classes and levels are shown in the following table:

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<td>18</td>
<td>+19</td>
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The numbers in the main part of the table are the levels. For example, a 3rd or 4th level fighter has a bonus of +3. An 8th level cleric has a bonus of +6. Find the class at the top, move down the page until you find the appropriate level, and look across to find the bonus. (Note: I have divided most classes into more graduated than are used in the DMG tables. If you prefer not to make this change you’ll have to re-calculate the bonuses yourself.) When the adventurers meet a monster the DM, knowing the Armour Class, can state what basic number is needed to hit the monster with each kind of weapon the party is likely to use. The DM doesn’t have to figure out what each player needs to hit, nor does he need to consult many tables.

Example: A 7th level thief attacks a temple guardian in plate mail (AC 3) with a sword. The bank hit number to hit is 18. His bonus is 2 with a -1 weapon to hit adjustment which means he needs a 17 to hit.

There follows a selection of weapon to hit tables, using this method. Weapon vs AC adjustments have been combined with level bonuses to give easy-to-use combat tables. Find the correct weapon table, cross-reference the level and Armour Class to find the number needed to hit.

The DM can type up further weapon tables in this way.

Notes:
1. Remember, when the Armour Class drops from nature, not artificial armour, the basic hit probability is used without alteration by weapon type. (See DMG, p29, Weapon Types, To Hit Adjustments)
2. In the case of magic armour, the modification against AC must be taken first and then the bonus added to the number required to hit. For example, vs +2 chainmail, find what is needed to hit AC 5. Say it is 15. Then add the magical bonus, so an 18 is required to hit. The same procedure must be applied when taking into account destructive AC adjustments.
3. When a monster attacks without weapons add the hit die bonus to the basic score needed to hit (up to 1+1 hit die on the Dm combat table).
4. Three classes unable to see the weapon indicated have either been deemed or labelled "Not Applicable." (See below.)

19
### Footman's Mace

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<thead>
<tr>
<th>Distance Range</th>
<th>Up</th>
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<th>Fencing</th>
<th>Leaping</th>
<th>All</th>
<th>Average</th>
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### Throwing Star

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### Javelin (Throwing)

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### Footman's Flail

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### Light Crossbow

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### Arms at the Ready

#### Lake (medical horse)

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#### Two-Handed Sword

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#### Rapier (short sword)

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21
CRIME and PUNISHMENT

by Geoff Winn

As Geoff Winn remarked in a letter to me, "Most players are just as cautious with a Zorak Zoran character as they would be playing a Chalana Army master." Here is a way of trying to ensure that they play their roles more authentically, and that rewarding behaviour beyond the call of duty. The Spirits of Rappak, it should be remembered, are for punishing really serious offences, especially leaving the cult, and the various Dynasti spots are for specific offences (the Imposters are concerned with minor infractions, even less serious perhaps than those contemplated herein; their effect might be represented as a temporary loss of CHs, which might come through in the expenses of training and purchasing magic or in Rappakings).

As an example of the kind of behaviour that might merit a reward roll, Geoff Winn presents the following: three concealed low level characters (by inversionists or recently accepted initiates) observe three Chaos creatures (e.g. taurons or ascploins men) for whom they seem barely a match. They decide to break cover and attack them. One is unable to face the flight and runs away, which would deserve a punish roll. The remaining two are clearly overmatched but fight on, gaining reward rolls for their courage. Note that whether a character gets a punishment or reward should depend on cult preferences; e.g. Zorak Zoran members are expected to attack Chaos creatures and would be more interested in the general display of courage or cowardice. Enitotes specifically protect clans, etc. If all avatars have no cult affiliation, then of course they neither benefit nor lose; but one might suggest that such persons would seem suspect in the parts of Glorantha best known so far, Dragon Pass and Prax.

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Cults of Prax provides extensive descriptions of some of the cults of Glorantha, together with a wealth of background material on the history of the area. With so much background available it is usually fairly easy to decide how a character would be expected to react to a particular event. However, characters shouldn't follow that just because a player knows what should happen, that it will actually be done! One way for a DM to enforce cult discipline is simply to refuse to allow players to do things that the cult wouldn't like, but this is artificial. A better way is to let the players do what they want, but also to let the gods express their opinions, by either rewarding players who do something their cult approves of, or punishing players who ignore cult wishes.

If a member of a cult does something that his/her god would be particularly interested in, then roll percentile dice and, if the result is less than or equal to the character's current POW (not characteristic), the god or spirit of the cult has noticed whatever was done, for better or worse. Essentially this represents the chance that the god, or one of his/her more powerful servants, was in the vicinity at the time and/or happened to be watching. If not, then either the wrong-doer has escaped (this time!) or a potential hero has been overlooked. Remember that a Rune Lord's POW will always be 15 or more for this purpose, and that a god or spirit's POW is also 15 or more. If avatars have a characteristic roll percentile dice again and for good outlists consult Table 1, for wrong-doers Table 2. The result is applied immediately and not at the end of the scenario (as most normal increases are) because the changes are gifts (or curses) from the gods and not acquired by any kind of study. This can be important if a character gets some improved ability in the middle of a fight. If a particular result doesn't apply (e.g. a Rune Lord rolls D4 on Table 1), then the character gets nothing — assume the god wasn't interested this time.

The tables are deliberately set up so that the better a character is, the less likely he/she is to be affected from Table 1 and the more likely to suffer from Table 2. This is because capable characters have less reason for running away, while even the gods don't expect much from a beginning character. This kind of divine meddling has an honourable precedent in the Greek myths, in which the gods frequently aid their favourites and punish those who don't show respect. In a similar way it should be possible to develop quite "well-rounded" characters for the gods in a campaign — making them more interesting than the usual archetypes most people who created the world and then do nothing but perform Divine Interventions.

By all means feel free to alter the tables to suit your own requirements, and if you can come up with some really good ideas, why not share them with the rest of us?

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**Table 1 — Rewards**

| Roll twice, and subdue all positive results. | 01 | Roll on Table 1A (Apex, just proud) or roll on Table 2A (Ultra) | 02 | Roll two D10 and see if any are 10 or better. | 03 | The reward is given immediately. Roll on Table 1A (Apex, just proud) or roll on Table 2A (Ultra) | 04 | Roll on Table 1A (Apex, just proud) or roll on Table 2A (Ultra) | 05 | Roll on Table 1A (Apex, just proud) or roll on Table 2A (Ultra) | 06 | Roll on Table 1A (Apex, just proud) or roll on Table 2A (Ultra) | 07 | Roll on Table 1A (Apex, just proud) or roll on Table 2A (Ultra) | 08 | Roll on Table 1A (Apex, just proud) or roll on Table 2A (Ultra) | 09 | Roll on Table 1A (Apex, just proud) or roll on Table 2A (Ultra) | 10 | Roll on Table 1A (Apex, just proud) or roll on Table 2A (Ultra) |

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**Table 2 — Unpleasantnesses**

| Roll on Table 1A (Apex, just proud) or roll on Table 2A (Ultra) | 01 | Roll on Table 1A (Apex, just proud) or roll on Table 2A (Ultra) | 02 | Roll two D10 and see if any are 10 or better. | 03 | Roll on Table 1A (Apex, just proud) or roll on Table 2A (Ultra) | 04 | Roll on Table 1A (Apex, just proud) or roll on Table 2A (Ultra) | 05 | Roll on Table 1A (Apex, just proud) or roll on Table 2A (Ultra) | 06 | Roll on Table 1A (Apex, just proud) or roll on Table 2A (Ultra) | 07 | Roll on Table 1A (Apex, just proud) or roll on Table 2A (Ultra) | 08 | Roll on Table 1A (Apex, just proud) or roll on Table 2A (Ultra) | 09 | Roll on Table 1A (Apex, just proud) or roll on Table 2A (Ultra) | 10 | Roll on Table 1A (Apex, just proud) or roll on Table 2A (Ultra) |

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Notes: Defence is decreased by more than 40%. If no roll is possible, then the character has been defeated by an unseen enemy, and is still under attack. If the result is less than or equal to the character's POW, he loses 5% of his current POW. Otherwise, the character is defeated by an unseen enemy, and is still under attack. If the result is less than or equal to the character's POW, he loses 10% of his current POW. Otherwise, the character is defeated by an unseen enemy, and is still under attack.
There are, in our own world, many different systems for the detection of aircraft. Therefore it follows that in a Traveller universe there will be a great variety of systems for the detection of spacecraft. In the rules governing starship construction there is a very limited selection of detection equipment available to players. We feel there is a need for a wider range for use in scenario and campaign play and so put forward a few suggestions.

**NB** An active system is one in which an object is detected by the reflection of some ray or beam transmitted by the detecting ship. A passive system is one which detects an object by receiving emissions directedly from the object.

The Basic Sensor Package

This is an expanded description of the system outlined in Book 2, page 23. It consists of a radar guidance system which can detect any object up to one thousand miles distant, in open space, and an object in planetary orbit at up to ten thousand miles. There is also a companion passive system capable of detecting ships only, as opposed to space debris, at ranges of up to half a million miles when installed on civilian craft, and at up to two million miles when installed on koutas and other military vessels.

The final component of the basic sensor package is the transponder decoder. All ships are fitted with transponders which continuously transmit the name of the ship into which it is fitted, its planet of registration and purpose. The transponder is extremely inaudible and is thus very difficult to tamper with except on pirate vessels as described in Space Law—part 4. The basic sensor yields no information about the object other than its presence, position and trajectory.

**NB** A ship which shuts down all its systems, including power, power plant and transponder, is treated as space debris for the purposes of detection.

Engineering Perception Package

This is the first sensor package to give more detailed information about the vessel being observed. It is a passive method of detection working on the reflexive emissions of power plants, manoeuvre drives and jump drives. It relays accurate information on the size, in tons, of each of these major engineering components. It also gives the total displacement of the observed vessel.

**NB** If the High Guard construction rules are being used then it is the tonnage of the power plant that is given and not the total power plant number. In other words the sensor can not define the tech level of a vessel.

Component Perception and Analysis Package

This is a more sophisticated version of the EPP. It is an active system and analyses all the major components and areas of a vessel to deduce its specifications (if High Guard is being used then the entire USP will be given) except that it can only estimate the number of personnel on board. This estimate is based on the number of various airlocks and life support present. For example, if a ship has four staterooms then the ship’s complement will be between four and eight.

**Deck Plan Analysis**

A final step in the operation of the CPA, this package gives all the information relayed by a CPA and in addition gives full deck plans. The deck plan readout takes twenty minutes to be collated before being displayed, as warned to all other sensor packages which produce readouts instantaneously. Like the CPA, it is an active system.

**NB** Players are advised to prohibit this sensor package’s use by civilian player characters, for obvious reasons!

**Life Detection**

This is the most sophisticated sensor unit and, because it provides no information about the physical nature of the ship it scans, it is generally used in conjunction with one of the aforementioned packages.

The visual display takes the form of one dot for each living cell present, thus on scanning a normal atmosphere, a haze of dots, representing micro-organisms, is seen. Higher organisms are seen as silhouettes unless micro-organism density is very high, obliterating all detail. As death of individual cells takes place subsequent to actual body death, a corpse may register on instruments for some time.

The angle of scan is very small and therefore it will take several minutes to build up a complete picture of a ship. Range is extremely limited, being only three hundred miles.

**Scanner Alarms**

These appear at tech level A. They have a mass of three tons and a cost of five hundred thousand credits. The alarm alerts the crew whenever it is scanned by an active system.

**Planetary Scanning**

Planetary surface installations may be scanned by the more advanced sensors in the same way as space ships, unless the installations are subterranean. It may be impossible to scan for surface life due to the overlapping effect of atmospheric micro-organisms forming an enregue layer.

**Sensors in Play**

All sensors, active and passive will require equipment on the ship exterior and must be protected by radomes etc. Sensors are especially vulnerable to battle damage and cost of repair is for any other ship system as described in Book 2 or Book 5. Attempts at repair by characters during battle require at least one character to leave the ship and for the ship to stop accelerometer.

This system of detection methods and equipment is only extended as a framework and leaves room for addition and adjustment as referees and players see fit.

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**Mass in tons:** EP = energy point requirement: Cost in MC: Range in thousands of miles; ships maintaining complete silence and ships in orbit are subject to the standard Book 2 ranges.
TALISMAN OF THE EYE
by Anthony Howcroft
Wrought from gold, this small Talisman is shaped in the form of an eye. It is used to "steer" any evil spirits and harsh powers. Upon the owner's mental command it can project a protection from evil spell so that its radius can pass the deity spell of the same name. It can protect an E radius area of protection during, demons and devils about its keeper (as in the scrolls of those names) and will turn undead around a 6th level cleric. This last power is automatically activated. The other two abilities of the Talisman are both activated by the owner's thoughts and will last for 2.5 rounds. Undead repulsion is involuntary and the owner cannot stop it. It will work once an hour. Protection from evil, chaos, and demons can only be activated once a day. Finally, on full moons the Amulet loses all of its power for the day.

TALISMAN OF MUREN-SHI
by Peter Ravenussen
This Talisman was created by powerful clerics named Muren-Shi. As far as the public knows, only one was made. However, it is not impossible that Muren-Shi may have made others. Physically, the Talisman is the insignia of Muren-Shi's god, a round sunburst of gold.
The Talisman may only be worn by lawful Good clerics of 9th level or over. If a Neutral, Lawful Neutral, or Neutral Good person tries to put it on the Talisman, it will immediately fall off. If anyone else attempts to wear it, the Talisman will disappear by telekinesis.
In effect, the Talisman is a semi-sentient spirit encased in the sunburst insignia by the divine mandate of Muren-Shi's god. If worn by a Lawful Good cleric of 8th level or more (clerics of lesser levels may wear it, but will be unable to use it; such an act would be sacrilegious, and would cause the wearer 10 xp per hour), the following powers:
Detect evil three times an hour, protection from evil twice an hour. Align alignment twice a day, cause cure once a day, escape once a month, dispel evil once a month.
Muren-Shi has two social powers: It functions as a continual bless on the wearer, and if this wearer wishes it, he may, once a month, invoke one person only to repent. This means that the person (who must be Lawful Good) will repent any non-alignment deeds of his entire life and take drastic steps to atone for them. He will — probably, but not necessarily — ask the cleric for forgiveness.

AMULET OF MAGICAL PRECOCION
by Dave Morrison
This valuable item allows the wearer, on touching a magical item for the first time to receive a brief image providing a clue to the nature of the item's powers. The clue should be obscure and offer a variety of interpretations. For example, a pair of Boots of Daring will perhaps send an image of an amber folk, a New Lives Stealer Sword might show a wight, and a Potion of Detection could really set up the Amulet's user — as an image of a man flying. The advantages of this Amulet outweigh the disadvantages, as a few good guesses will prove, however the user will find that to get a clear image he/she will have to remove all other magic items on him/her.

Next item: Shoes in D&D.
Treasure Trap

A Review by Ian Livingston

There I was, one of six, walking slowly down a stair, corridor wearing an old dress with a thong on my own and sword at the ready. The candlelight shone. Nobody spoke. At the end of the corridor light alone from beneath a door. We stopped to whisper a plan. The scout, wrapped up for his eyes in black rags, slanted to the threshold and listened to the door. Moments later he returned to tell us that there were probably six, or ten, weasel rooms on the other side of the door playing dice and drinking. We opened heavily on the door and prepared for battle. The elf drew his bow, the wizard conjured up a magic missile, the cleric held his magic, the scout threw darts and I gripped the reassuring ball of my sword. Suddenly the scout kicked open the door and we charged screaming, into the room. The battle was soon over, the enemy were slain. We examined their bodies and found a few coins and a key. The key opened the door to an adjacent room where we found an eleven mail, sitting silently in the corner. She would not speak. We also found three coloured fluids in glass jars. Bobby volunteered to drink any of them. This was real role-play. Then the referee cans over to examine our wounds...

Readers may have read with interest the recent advertisements in White Dwarf regarding Treasure Trap, which offers the chance to experience live adventures in Peckforton Castle, Cheshire. Additional facilities such as a games room, shop, coffee bar, etc are also offered as part of the membership benefits.

Treasure Trap is run by Peter Carey and Robert Donaldson who had extraordinarily leased the whole of Peckforton Castle from the Tollemache Estate. They invited me to participate in a preview adventure. When I arrived, I was met by castle guards, wearing chainmail and armor. Peter Carey explained that it was the last chance to participate in a preview adventure. I was somewhat dubious as to how I would take to what I considered could only be described as a 'retrospective' of 'cowboys and Indians'. I was too pleased to be surprised.

The six of us descended some stairs and it wasn't long before we couldn't see our hands before our eyes. Suddenly a candle. The referee followed a c-c-c-c distance behind. The game system, devised by Peter Carey, his son John, and Robert Donaldson with revisions and development by Stephen Duke, worked well. The individuals playing the monsters had a predetermined set of instructions, e.g. the orc would attack any adventurers entering their room. They would also fall down 'dead' if they fell a weapon hit any critical part of their bodies. When a battle was over the referee would count the adventurers' wounds. This was quite serious. All monsters had on their weapons or claws which would mark their opponents in battle. The referee would simply count the marks and might declare some limbs out of action. The use of shields or weapon arm could be lost. The adventure would continue until the objective was reached or the party fled in the attempt.

There were lots of tricks and traps and the adventure, and many interesting monsters.

Without spoiling it for others, beware 'rescued adventurers who may not turn out to be who (or what) they say they are, and check the wall carefully. I'll never forget the goblin that burst from a secret barrel!

The game system worked well enough, but familiarity with the castle could prove a long-term problem for both scenario designers and adventurers. However, plans are in hand to install movable tunnels and secret doors. Goblins are created by using harmless special effects and more are being designed such as first aid kits which work.

The whole project relies heavily on the enthusiasm and effort of Carey and Donaldson (together with the members of Treasure Trap). Indeed, it is incumbent on the members to develop the system themselves.

Membership costs £2 per year to join plus a charge of 50p per adventure. Members willing to act as monsters for a bay do not pay for adventures (not surprising, considering you might have to wait around a couple of hours in a dirty dungeon room waiting for the odd party to appear) I would have thought it better to have a lower membership fee just a higher adventure fee, it would seem to me that only locals will commit themselves to such an outing.

Although I was there and a preview, there was little evidence of the proposed shop, games room, coffee bar and club room. No doubt these will appear later. Also, the castle itself is in a pretty bad state of repair, but then that adds atmosphere to the adventures. But accepting these limitations, I must admit that I thoroughly enjoyed myself on my three hour adventure which I managed to survive. I'm sure others will too, and I hope Messrs Carey and Donaldson manage to realise the full potential of Treasure Trap. Who knows, package holidays of the future might include it in their brochures!}

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**A** A true old-time campaign scene and black and white back drop. It is dark, as usual, in the corridor. The weed and smoke of old candles fill the air. We are about to enter the castle. You as a member of the party move carefully down the corridor towards the castle entrance. The corridor is dimly lit by torches, and doors are closed and locked. You can hear the sound of footsteps and voices in the distance. You are about to enter the castle.

**B** At the sound of the ghosts' footsteps, you may look down it, and try to find the secret passage! You may also search the castle for clues, if you wish. But beware, the ghosts are very clever and may be hiding in plain sight.

**C** The steel is in the next room. A room with a large mirror, a table, and a chair. The mirror is broken, and the chair is overturned. There are several clues that may help you solve the mystery. But beware, the ghosts are watching you...
IN SEARCH OF A FOOL

A D&D mini-adventure/quest for a party of 4th/5th level good adventurers.

Plot Outline for DM only
The players are either possibly approached or charmed by a 10-strong group of daoine síde (DM’s discretion). The players will be blindfolded and taken to a faerie hill where the mission will be outlined to them by the Prínc. The daoine síde have a problem, their Fool has disappeared. Normally they would hunt for him themselves and punish anyone involved in his disappearance, but they are in the throes of moving to their winter home and all are busy preparing for the move, as the players will notice, thus they need outside help. The players will be entreated to find the Fool. Any responsible for his disappearance should also be brought, alive, to suffer the punishment of the tribe. The players will be accompanied by one of the tribe who will direct them and guide them to the rendezvous point near the winter home when the mission is completed, where they will receive their payment of a full outfit of daoine síde armor, weapons, robes, and an item of jewelry as each. The daoine síde accompanying them will have the rendezvous noted on a scroll for the players to read should he be killed.

The players should have little trouble in picking up and following the trail of the Fool from a nearby village. In the various villages and towns, they will be told stories of a handsome bard, either alone or accompanied by a white donkey (or car), who played the most beautiful music and moved on as mysteriously as he came. His departure may be accompanied by the disappearance of one of the locals, or by a fit of melancholy overtaking a local thief who tried to steal the Fool’s jewellry who will mutter incoherently about ghosts in the village. Sometimes the visitor may have been a beautiful woman bard (the Fool remaining a shadow on these occasions). The DM should vary the story from place to place, there are numerous permutations and possibilities. However, the stories should lead the players to believe that the Fool is in the thrall of some creature (the leanan-sidhe), indeed he, has been charmed and taken as a lover.

The trail eventually leads the players near a forest where they can hear the sound of either the Fool singing or a woman singing. On investigation, it will be found that it is the lornus willow emitting these sounds which apart from attacking the players, will also show that the Fool has passed into the forest (if they need convincing, an identifiable shred of the Fool’s robe may be found near the willow). In the forest, the druidic druid will dwell. They will not be hostile unless the players behave in a manner to make them so, but either way the players will learn from them that the Fool alone, was taken prisoner by them but he mysteriously eluded them nighttime (the leanan-sidhe has hidden in druid jewelry, and emerged to free him) and his tracks indicate he left the forest. However, the only thing in the druid’s hat he went is an old ruined farm. In the ruin of the farm, the Fool and the leanan-sidhe will be found. If alerted, the druid immediately will take refuge in his jewellery where she also holds captive the villagers etc. DAOINE SÍDE by Daniel Collerton who disappeared on their route.

Wandering monsters should be encountered en route as the DM’s discretion.

DAOINE SÍDE
No. Appearing: 3 - 30
Armour Class: 3 or 9
Movement: 12"
Thief: 3
Treasure: Individuals, L, M, N; L
Attack: Neutal
Alignment: 20
Exceptional: 25 level (level 7 in 12 levels)

These rare creatures have great powers of the mind and some other abilities in addition. Each daoine síde has a psionic ability of 150 with attack/defence modes A,D,E,F,G and the following psionic abilities: minor disciplines - Animal Telepathy (level 9th level of mastery), Detection of Good and Evil (12th level of mastery), invisibility (6th level of mastery); major disciplines - Shape Alteration and Telepathy. In each hill village (fair - 40% chance of encountering the sidhe there) there will be a Queen (with 24 charmers) who has the abilities of a 12th level illusionist, a Prínc who functions as a 8th level druid and a Fool who plays as a master bard of the 17th level. These three characters will have 8 hit dice each (fighting and saving as 6 dice monsters) and if any magic is indicated in the treasure types it will be of a kind usable by them - armor, a sword, a cicada or a hammer usually. Each of them also has the power of the toad - if they manage to touch an opponent, that being will either (25%) sink, losing 1 point of strength, constitution and dexterity per day until cured or until one of them reaches zero in which case the results, or (75%) become insane with mellancholia (DMG). Each sidhe possesses two fierce arrows, each of which may be used once and then only by a sidhe. If the arrow hits, it will, depending on type, either paralyze or kill the victim if the relevant saving roll is not made.

In addition, the daoine síde are somewhat similar to elves, but are 6' tall with soft, fair skin and long, blond, blue-black, or (rarely) red hair. They have an unearthly, suarhnach man beauty which gives them an aura of 17 - 26; those with a charisma of 14 have a divine save power (as druid 8th level). Unless in one of their times of power (ie the hour before dawn, before twilights, and before noon and all of the Realm, 1st May, and Samain, 1st November - when they are moving between their summer

THE MAD DWARF

A. You are 60 adventure points for each weapon in your possession. (DMM 17 - 56)
B. You are fighting 4 opponents in the dark. (DMM 18 - 58)
C. You are carrying 40 pounds of luggage in addition to your weapons. (DMM 19 - 59)
D. You are carrying 100 pounds of luggage in addition to your weapons. (DMM 20 - 60)
E. You are carrying a bag of 200 gold pieces. (DMM 21 - 61)
F. You are carrying a bag of 500 gold pieces. (DMM 22 - 62)
G. You are carrying a bag of 1000 gold pieces. (DMM 23 - 63)
H. You are carrying a bag of 2000 gold pieces. (DMM 24 - 64)
I. You have 2000 gold pieces enough to buy you a horse and stay the night in a small inn. (DMM 25 - 65)
J. You have 5000 gold pieces enough to buy you a horse and stay the night in a small inn. (DMM 26 - 66)
K. You have 10000 gold pieces enough to buy you a horse and stay the night in a small inn. (DMM 27 - 67)
L. You have 20000 gold pieces enough to buy you a horse and stay the night in a small inn. (DMM 28 - 68)

A. You keep 50 adventure points, saving if you feel like it. (DMM 29 - 69)
B. You keep 100 adventure points, saving if you feel like it. (DMM 30 - 70)
C. Your boss won’t allow you to stay the night in a small inn. (DMM 31 - 71)
D. You are on a road trip and can’t stay in a small inn. (DMM 32 - 72)
E. You are carrying a bag of 20000 gold pieces. (DMM 33 - 73)
F. You are carrying a bag of 10000 gold pieces. (DMM 34 - 74)
G. You are carrying a bag of 5000 gold pieces. (DMM 35 - 75)
H. You are carrying a bag of 2000 gold pieces. (DMM 36 - 76)
I. You are carrying a bag of 1000 gold pieces. (DMM 37 - 77)
J. You are carrying a bag of 500 gold pieces. (DMM 38 - 78)
K. You are carrying a bag of 100 gold pieces. (DMM 39 - 79)
L. You are carrying a bag of 50 gold pieces. (DMM 40 - 80)

A. You are carrying a bag of 20000 gold pieces. (DMM 41 - 81)
B. You are carrying a bag of 10000 gold pieces. (DMM 42 - 82)
C. You are carrying a bag of 5000 gold pieces. (DMM 43 - 83)
D. You are carrying a bag of 2000 gold pieces. (DMM 44 - 84)
E. You are carrying a bag of 1000 gold pieces. (DMM 45 - 85)
F. You are carrying a bag of 500 gold pieces. (DMM 46 - 86)
G. You are carrying a bag of 100 gold pieces. (DMM 47 - 87)
H. You are carrying a bag of 50 gold pieces. (DMM 48 - 88)
I. You are carrying a bag of 25 gold pieces. (DMM 49 - 89)
J. You are carrying a bag of 10 gold pieces. (DMM 50 - 90)
K. You are carrying a bag of 5 gold pieces. (DMM 51 - 91)
L. You are carrying a bag of 2 gold pieces. (DMM 52 - 92)
and winter homes — or, in the presence of hothouses or demi-humans, the sidhe are more elusive; unable to physically affect or be affected by their dreams, they are able to communicate and use psionics.

When at war or expecting trouble, the sidhe wear silver chainmail and carry white shields embossed with golden runes for an Armour Class of 3, and arm themselves with silver swords (worth 500 gp) and longbows in addition to their normal silver daggers (worth 150 gp). At other times, they wear clothes of blankets, embroidered with red and green, and trimmed with silver and gold. At all times they wear jewellery of fantastic beauty and worth: usually torques, ear-rings, rings or brooches. They speak their own language in addition to the common tongue.

They are very fond of music, their own voices are soft and seductive (so much so that 10 or more of them acting in concert will cast a charm spell which will affect anyone listening who fully shares their savoi-r). Their pipe- and harp-playing is unmatchable but quite rare and so is their singing. They delight in listening to others. They beseech any who boast that they can out-play the sidhe though, for Amlainu-Briona — the Foal — will challenge them to prove it, so they had better be able to best her.

The daoinne are immortal and immune to disease but because of their close links with the countryside, they will die if the land around their fairies become poor.

Anyone who learns a sidhe's true age (which is known only to those who gain absolute power over it and can command it to perform anything wished for. However, any other sidhe who learns of this will do their utmost to free their sibling, so such control is likely to be short lived.

There are various objects of power against the sidhe, including salt, iron, holy objects and holy water, all of which will cause them to keep their distance or do 104 points of damage if brought into contact with them (so iron weapons will do an additional 104 damage per hit).

The daoinne live for this part most inside fairy hills (having one summer and one winter hill). These hills are hollow with large holes, containing a great set of gates which when closed blend into the hillside so well as to be unrecognizable by any means short of the magical. The gates will open only on the correct word of command, magic and psionics or the tongue. Inside the hill is what is effectively a small village with all of the normal features of village life. There will be about 20

male sidhe in the normal hill with an unusual number of females and 2—3 children as well as the Queen, Fronto and Foal. Each will have some job; a smith, tanner or keeper of the fairies (in MM cattle except that they share their master's variation with time of day and year) or faerie hunt (the hounds are war dogs and the horses, which are as in the keepers for their variation in substantiality) or perhaps a weaver or dye. There may also be (50%) one or more (precarious sitting as goblins, or even (20%) a changeling. The changeling, if present, will be a human who was exchanged at birth for one of the sidhe and is indistinguishable mentally from them or whether physically human. He or she will be a 5th—6th level fighter dressed and equipped exactly as one of the sidhe except that the armour and weapons will be made of steel rather than silver. There is a very small chance (4%) that, on seeing other humans, the changeling will become fully human, mentally as well as physically; the result of this change will have to be carefully determined by the DM.

The daoinne are usually pesky, ignoring most of the mortal world but should one of them be injured or killed, they may want to some way or one of their hunters interrupted, then they will react with extreme violence, seeking to kidnap the offender and hold it for 50 days and 4 days. Killing this, they will attempt to kill it. Conversely, if helped, they will give incredible rewards — often turning over the help of the hunter's life into solid gold. Ingenuity will be rewarded, however, disastrous effects — the angered sidhe will violently punish the ingratitude.

LEANAN-SIDHE
by Craig Cartmell
No. Appearing: 1—2
Armour Class: 2
Movement: 12
Hit Dice: 6
Treasure: E
Alignment: Neutral evil
Intelligence: High
Monsternark: 245 (level VIII in 12 levels)

The leanan-sidhe is a fairy vampire and mus of poes. She can only charm humans, but she can attempt to meet charm illusion and she plays her harp (horns bat-2).

Because she is the shrine of the Negative Plane, she does not drain energy levels. Also she cannot be turned by clerics and she is not affected by daylight.

LORELEI WILLOW
by Roger E Moore
No. Appearing: 1—8
Armour Class: 6
Movement: 20
Hit Dice: 768
Treasure: E, R
Attack: 4—16 branches for 104 construction each
Alignment: Neutral
Intelligence: Average
Monsternark: 260 (level VIII in 12 levels)
This willow is a rare species of carnivorous plant found in dark and tangled swamps and forested areas near marshes. They grow to be 30 - 40 cm in height. Lorelei willows strongly resemble true willows, and this leaves many to mistake it as such. Willows have a 50% chance per turn of correctly identifying this monster, with 5% added to this chance for each level the druid is above the first.

Lorelei willows possess sophisticated hearing organs in each of four depressions in the tree trunk that resemble knot-nodes. These 'ears' in different directions and have a range of 180°. They transmit all sounds heard to a mass of nervous tissue (corresponding to a brain) located in the earth immediately below the trunk. While they understand no languages, these monsters can pick out the voices of humans, dwarves, and the like. These sounds are then mimicked and repeated through a vocal organ at the tree top that is not visible from the ground. They can also repeat other voices heard within the last year, and 50% likely to do so if aware of the presence of humans, etc.

The goal of the willow is to lure curious beings within 20’ of its trunk. The moment one of its long, whiteilot branches is touched (a 5% certainty for being over 1’ tall approaching the trunk), a mass of branches latches out at the prey. Each branch is highly flexible and capable of constricting for 104 damage per round; separate rolls to hit its not required for each branch attacking. The branches will continue constricting until the creature (now 2 - 18’ tall) turns, then drop the usually lifeless body to the ground by the roots. At this point two special rootlets appear from the soil and encase the body. These rootlets secrete a substance resistant to any rapid decomposition.

DENDRIDI

No. Appearing: 10 - 80
Armies Class: Movement: 9’
Hit Dice: 1d6 (or more)
Treestm: 0, 5, T
Attack: By weapon type
Alignment: Neutral
Monstrous: 3+/level (in 1 level)

The dendirid, or root-gnomes, are a race of gnomes who have reached total affinity with the plant-life of their native forests. They live in communes whose burrows extend some way into the earth where their tree-houses extend some way up large trees; all are linked by a complex of overground paths and underground tunnels. Dendridi appear as other gnomes, but with very tough green-brown skin (natural AC) and wrinkled facial features. They wear armour made of a combination of leathers and wood; each individual carries weapons and clubby sticks - the former often being thrown. They are devotees of druidism, only fighting those who threaten them or their forests. Females are visual to males and reports vary; young are quick-growing, but babies will be found concealed in the deepest burrow of the lair (1% of adult numbers).

All dendirids have great skill in climbing trees, with only a 5% chance of slipping even on a sheer trunk (1% for dendirid thieves); they have an 80% chance of concealing themselves from observation in woodland, and survive on a 1 – 4 on 1d6 in such conditions. Any dendirid has a 25% chance of successfully carrying a hard plant spell on any given plant, if so desired.

For every 15 dendirids in a group, there will be an additional 2nd level fighter. Each group is 90% certain to also include 1 – 3 ‘guardians’. These are 3rd level dendirid thieves, usually armed with club and sling, who possess the ability to commune with nature once per day; they staunchly patrol the fringes of a group's territory. The group's leader will be a dendirid druid, armed with staff, club and sling, and with a 30% chance of 1 – 2 assistants. The leader's level is determined by the group size (up to 25, 3rd level) by assistant 1st: 21 – 40, 4th, assistants 1st: 41 – 60, 5th, assistants 1st: 61 – 70, 6th, assistants 2nd: 71 – 76, 7th, assistants 3rd: 76 – 80, 7th, assistants 3rd.

A group of 50% likely to have a tame woodland-dwelling being, and 15% likely to have a withered-wood defending its lair, and 10% likely to have a withered-wood defending any treasure.

Dendridians speak only their own tongue (100% chance to be understood by other gnomes), although their Druids speak the druidic tongue. They have infatuation, and are 25% resistant to sleep and charm person spells, although plant-combat magic is 35% likely to affect them.

They are often very sensitive to sudden loud noises, but they are quite imperious when they are surprised by it. If you are surprised by a dendirid, it may jump to attack without first attacking it but this is only a 1% chance. A dendirid is 99% likely to attack any creature not observed 5’ above the ground. Unless otherwise noted, a dendirid is 99% likely to attack any creature not observed 5’ above the ground. Unless otherwise noted, a dendirid is 99% likely to attack any creature not observed 5’ above the ground. Unless otherwise noted, a dendirid is 99% likely to attack any creature not observed 5’ above the ground.
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New signs existed in Manchester as aliens fought for the Navigators in a possible conflict may arise in the future between the Earth and the Extraterrestrial Society.

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\*\*\*

Here Comes The Judge

Kevin is the judge and has been tasked with stopping the alien entities on Earth. He has been given a special suit that allows him to communicate with the aliens. The suit has a mix of advanced technology and alien materials, allowing Kevin to fight against the aliens effectively.

\*\*\*

The Final FM

Gary Marlowe and Mike Lewis have announced that they have purchased a new radio station, FM 102.5. The station will be called "The Final FM" and will be located in Manchester.

\*\*\*

Aliens Over Shock

Yet another alien entity has been spotted on Earth. This time it is a giant alien with a mind of its own. The alien has been spotted multiple times near the city of London and is known to be very aggressive.}

NEXT ISSUE

Gary's next issue of The Enigmatic Alien will include a detailed analysis of the latest alien activity and speculation on what the future may hold. Stay tuned for more updates on the alien phenomenon.
Dear Reader,

In an effort to cater for your every whim, a feedback form will be included in each issue of White Dwarf. By taking note of your likes and dislikes, we hope to make White Dwarf a better magazine for TGUS.

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