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STL
Slower-Than-Light Ships in Traveller

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An adaption of Tolkien's Rings of Power

Three Rings for the Elven kings under the sky,
Seven for the Dwarf lords in their halls of stone,
Nine for Mortal Men doomed to die,

In the Land of Mordor where the Shadows lie,
One Ring to rule them all, One Ring to find them,
One Ring to bring them all and in the darkness bind them,

In the Land of Mordor where the Shadows lie.

by Stephen Bland

The One Ring, the Greater and the Lesser Rings of Power feature greatly in the works of JRR Tolkien but whilst other aspects of the Middle Earth story are used in D&D (eg orcs, etc) the rings themselves have been relatively ignored.

There were four main types of ring:

1. The Lesser Rings made by the elven smiths whilst learning their craft. These are represented by D&D Rings of Invisibility, Mammal Control etc.

2. The Lesser Rings of Power — these were the rings given to men and dwarves, with different effects on different races. Elves were entirely unaffected by these rings.

3. The Greater Rings of Power — these were the three rings wielded by the elves, 'made by Celebrimbor alone with a different power and purpose'.

4. The Ruling Ring — the One Ring which was dominant over all the others.

All the rings (apart from the elvish ones) were subject to Sauron and the One Ring was constantly trying to get back to him. The best way to treat this is to assume that Sauron is a lesser god existing on another Plane. The One Ring is trying to get back to him and this can be represented by giving it a 1% chance per month of being 'lost' by its owner unless kept locked away for an entire month. In D&D, however, it will never actually return to Sauron.

The Greater Rings of Power
Description: The three Greater Rings are invisible to all who have neither seen Sauron nor worn one of the other Rings of Power and thus can only be found by touch. If they can be seen, they are 'polished gold, overlaid with silver light'. Each has a gem of the colour indicated in their names: Vilya, The Blue Ring of Air; Narya, the Red Ring of Fire; Nenya, the White Ring of Adamant.

Powers
There is very little indication as to the powers of these rings in the works of Tolkien because they were made for peaceful use. The reader is told that it was through the power of Nenya that Galadriel was able to slow down time in Lorien and in the appendices of Lord of the Rings it is said that Girdan gave Narya to Gandalf so that 'with it you may rekindle hearts in a world that grows dull'. From this last property we could say that the wearer is immune to fear and that all within 100' do not need to take morale checks and that while wearing it the character's charisma is raised to 18. From the first, more nebulous power, the wearer is imbued with elvish life together with immunity from attacks by a ghost. In addition the ring acts as a protection from undead scroll within a 50' radius (it will be remembered that the Nazgûl could not enter Lorien). Furthermore all vegetation will live twice as long in the realm of the wearer and all livestock will have twice as many offspring.

The Lesser Rings of Power and The Ruling Ring
If the wearer of the One Ring is 10th level or above he/she can command all the wearers of the Lesser Rings who would be 'quite incapable of acting against his will'. He/she still, runs the risk of falling under Sauron's domination though (see below).

Description of the One Ring: This is a gold ring, 'round and unadorned'. If heated, the words 'Ash nazg durbatur, ash nazg gimatul, ash nazg tharugatulagh burzum-ishi krimpatul' can be read, the 6th and 7th lines of the poem given above.

Description of the Lesser Rings of Power: These were gold and each had a gem but no more is known.

Possible methods of destruction: In D&D, the breath of an ancient red dragon is required to destroy a Ring of Power while it requires the fiery breath of Tiamat herself to destroy the One Ring. Should the One Ring be destroyed then all the other rings lose all their powers. The abilities of the Lesser Rings and the Ruling Ring are similar excepting the overall domination of the One Ring. They can be treated as per a D&D artifact.

Minor Benign Powers: When worn any sound within 250' can be heard and 100' of infravision is gained. The wearer becomes immune to fear.

Major Benign Powers: The wearer becomes invisible and 'only in full sunlight could you be seen and then only by your shadow and that would be shaky and faint'. Thus there is only a 10% chance of detection if the wearer is outside in the sun (or under the full effects of a light spell).

Major Malevolent Effects: There is a 1% cumulative chance per year that the owner will fall under the control of Sauron. The player will lose control of his/her character as the ring soon turns the character into a Nazgûl. If the character is evil then the chance is 2%, cumulative per year. In addition, every day that a Ring is worn there is a 1% cumulative chance that this will happen. Nor can the ring be taken on and off at will. Should the character wish to take off the ring (which he cannot do if under the control of Sauron) then he must roll greater than 20-wisdom on
1d100, or he will be unable to remove the ring, and quickly fall under Sauron's control.

**Prime Powers:** With such terrible risks attending the great ring's use there has to be a great deal of compensating power to be gained by their use. This is not directly stated in the *Lord of the Rings* but it is said that during their life time the Nazgûl became great sorcerors and lords by the power of the ring and that a great deal of Sauron's power went into their manufacture. The following powers seem to be likely: a fighter doubles his hit points whilst wearing the ring and damage comes off hit points gained before real hit points. A thief becomes 10 levels higher in his thieving abilities. A cleric or MU will always cast his spells at their most effective eg a *cure light wounds* would always cure 8 points when the ring is worn, etc.

**Side Effects:** While possessing a ring a character will not appear to age significantly.

If a character should become a Nazgûl he is effectively out of the game. It is possible for a character to meet a Nazgûl, kill it and thus get its ring and start the process all over again. For this eventuality the following statistics are given, a combination of Chris Morris' Night Rider (*WD* 17), the Nazgûl in *Chivalry and Sorcery*, and my own ideas.

---

**THE NAZGÛL**

**Frequency:** Very Rare
**No Appearing:** 1-9
**Armour Class:** -2
**Movement:** 12”
**Hit Dice:** 13+13
**Treasure:** None
**Attack:** See Below
**Alignment:** As Sauron
**Intelligence:** Very
**Psionic Ability:** Nil

Nazgûl usually wear black cloaks, hoods and boots but these are merely covers for their incorporeal forms. They are undead, and are turned as per a lich. They have sensitive eyes which automatically close in bright sunshine, thus incurring a -2 hit probability (-1 in torchlight) but they can track faultlessly by smell. *Lesser Rings* and the *One Ring* will also draw them. They fear fire and will retreat before it 50% of the time. They have infravision to a range of 90’. In addition they can 'see' magic within 100’.

They have a number of attack methods. All creatures that see a Nazgûl must check morale each round. They can use a *command spell* three times per day which is transmitted by telepathy. They continually emanate a *fear spell* in a 20’ radius as per the 4th level MU spell. They usually (80%) use a *Mace +2* but 20% of those encountered will have *+1 Daggers* (to hit only). If a hit is scored with such a dagger 1 hit point of damage is caused, the dagger breaks in the wound leaving a small splinter imbedded beneath the skin. Unless *remove curse* or *neutralise poison* is cast by a 10th level+ cleric or the herb Athelas is applied to the wound this will result in the victim becoming a black rider in 5-20 days (a 4HD Nazgûl completely subservient to the Nazgûl that inflicted the wound). The last attack method is the *black breath*. One hour after a character has been in particularly close combat with a Nazgûl he will suffer from continuous despair followed by nightmares, a weakening of the spirit, a failing of strength and after 4 hours unconsciousness will result. Finally, after 6 hours, death results. This can only be prevented by a *heal spell*, the herb Athelas or the touch of a paladin of at least 15th level.

Only a +2 weapon or better can harm a Nazgûl and any weapon less than +4 will dissolve after striking the Nazgûl. Nazgûl also have 50% magic resistance.

Nazgûl use two forms of steeds— the horse and a race of Winged Beasts that has no name in the tongues of elves and men. The horses are equivalent to heavy warhorses, black in colour with red eyes and have the ability to communicate telepathically with their masters. The Winged Beasts are as follows:

---

**WINGED BEAST**

**Frequency:** Very Rare
**No Appearing:** 1-9
**Armour Class:** 2
**Movement:** 24”
**Hit Dice:** 12
**Treasure:** None
**Attack:** 2 claws for 1-4, Bite for 3-18
**Alignment:** Lawful evil
**Intelligence:** Low
**Size:** Large (30’ long).

These fearsome beasts are horrific in appearance with a horse’s body and a serpent’s head with dragon-like wings. Their most feared attack is their horrible bite.
Jump travel is such a basic part of Traveller that referees may forget that other systems exist. Methods for Slower Than Light (STL) interstellar travel are available at tech levels of 7+, though more common at higher levels where cultures have failed to discover jump technology. There are several possible techniques for STL flight, some slow and some approaching lightspeed.

**Ramships**

These craft use intense magnetic fields to sweep molecules of interstellar hydrogen into a fusion reactor powering a conventional reaction drive. High speed is required to accumulate sufficient hydrogen to sustain the reaction and a secondary fuel supply is thus needed for initial acceleration and final deceleration, usually carried in drop tanks which are also used as shields at high speed. The massive field generation equipment and drop tanks limit these ships to a relatively small payload, usually less than 50 tons of cargo and passenger accommodation (including life support equipment) in a 500-ton hull. The main advantage is their high speed, with relativistic velocities achieved during mid-flight. This means that a journey of one parsec (3.26 light years, equivalent to J1) will take at least 3.26 objective years but may take much less subjective time (see Table 1).

Ramships are limited to speeds below 0.8C, suffering severe field instability and radiation problems at higher velocities. Hazards include intense magnetic fields, endangering unshieldsed life at several hundred kilometre ranges, immense kinetic energy, and the normal dangers of fusion drives. Ramships are relatively vulnerable to micro-meteorites at high speeds, taking damage as though hit by missiles, and may also suffer if they hit unusual concentrations of interstellar gas or dust.

The ramship’s low agility is primarily due to the power requirements of its magnetic propulsion system. Ships auxiliary equipment includes normal fuel scoops, helicopter, ATV, and scout and military gear.

Costs and specifications are estimates based on ancient Terran plans for several craft apparently built before that world’s discovery of jump travel, and may be partially inaccurate. No Imperial contractor is currently equipped to build this type of ship, and it is not believed that such vessels are in use anywhere within the Imperium.

### Lightjammers

There are much slower than ramships, with maximum speed around 0.01-0.05C, and are usually a product of TL 6-8 spacefaring cultures. A typical lightjammer has a lightweight hull (costing half as much as a normal hull of the same displacement) deploying a metallised plastic sail with an area of a square kilometre or more per ton of hull. This sail absorbs energy from photons and accelerates accordingly. There are no special advantages to any particular size of ship, but sail costs rise with size. Typical costs per square kilometre are 0-100km² (MCr 0.01); 100-200km² (MCr 0.02); 200-300km² (MCr 0.03); 300-400km² (MCr 0.04); 450-700km² (MCr 0.05).

Sails above 700km² show accelerated failure rates, and are not usually constructed.

They are occasionally used within the Imperium as low cost bulk cargo carriers, usually unmanned and fitted with a minimal power plant, an extensive foamed plastic micrometeorite shield, and a guidance and maintenance computer.

### Asteroid Ship

There are several examples of interstellar STL craft based on natural asteroid hulls, most built at low technological levels. One example, found drifting in the Glisten sector, had the following approximate specifications:

The vessel used fusion bombs, exploding against a buffered rearplate, for propulsion, and was also equipped with low power maneuvering thrusters. It is estimated that several hours were required between each propulsion explosion. The price is an estimate based on the ship’s structure as originally built, and includes an estimated 1,000 small fusion bombs (based on hold capacity), eight non-standard unpowered re-entry gliders (based on one surviving example and hangar space), and two chemically-propelled auxiliary vessels, of unknown construction (based on hangar space and fittings). The vessel was apparently abandoned at some time in the early 500’s, and when discovered was travelling towards the Galactic South ‘below’ the normal plane of exploration.

<table>
<thead>
<tr>
<th>Velocity</th>
<th>Time Dilation</th>
<th>Journey Time (Years)</th>
</tr>
</thead>
<tbody>
<tr>
<td>0.1</td>
<td>1.0</td>
<td>10</td>
</tr>
<tr>
<td>0.2</td>
<td>1.2</td>
<td>9.5</td>
</tr>
<tr>
<td>0.3</td>
<td>1.5</td>
<td>8.6</td>
</tr>
<tr>
<td>0.4</td>
<td>1.7</td>
<td>7.8</td>
</tr>
<tr>
<td>0.5</td>
<td>1.9</td>
<td>6.9</td>
</tr>
<tr>
<td>0.6</td>
<td>2.1</td>
<td>5.8</td>
</tr>
<tr>
<td>0.7</td>
<td>2.3</td>
<td>4.8</td>
</tr>
<tr>
<td>0.8</td>
<td>2.5</td>
<td>3.8</td>
</tr>
<tr>
<td>0.9</td>
<td>2.7</td>
<td>2.8</td>
</tr>
<tr>
<td>1.0</td>
<td>3.0</td>
<td>1.9</td>
</tr>
</tbody>
</table>

### Table 1

<table>
<thead>
<tr>
<th>Speed (C)</th>
<th>Time Dilation (years)</th>
<th>Journey Time (years)</th>
</tr>
</thead>
<tbody>
<tr>
<td>0.1</td>
<td>10</td>
<td>10</td>
</tr>
<tr>
<td>0.2</td>
<td>9.5</td>
<td>9.5</td>
</tr>
<tr>
<td>0.3</td>
<td>8.6</td>
<td>8.6</td>
</tr>
<tr>
<td>0.4</td>
<td>7.8</td>
<td>7.8</td>
</tr>
<tr>
<td>0.5</td>
<td>6.9</td>
<td>6.9</td>
</tr>
<tr>
<td>0.6</td>
<td>5.8</td>
<td>5.8</td>
</tr>
<tr>
<td>0.7</td>
<td>4.8</td>
<td>4.8</td>
</tr>
<tr>
<td>0.8</td>
<td>3.8</td>
<td>3.8</td>
</tr>
<tr>
<td>0.9</td>
<td>2.8</td>
<td>2.8</td>
</tr>
<tr>
<td>1.0</td>
<td>1.9</td>
<td>1.9</td>
</tr>
</tbody>
</table>

### STL

**Slower-Than-Light Ships in Traveller**

by Marcus L Rowland

Jump travel is such a basic part of Traveller that referees may forget that other systems exist. Methods for Slower Than Light (STL) interstellar travel are available at tech levels of 7+, though more common at higher levels where cultures have failed to discover jump technology. There are several possible techniques for STL flight, some slow and some approaching lightspeed.

### Ramship (High Guard)

<table>
<thead>
<tr>
<th>Batteries</th>
<th>Crew</th>
<th>EP</th>
<th>Agility</th>
<th>Cargo</th>
<th>Fuel</th>
<th>Low</th>
<th>Maximum Acceleration of Ramship:</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>4</td>
<td>50</td>
<td>1.5</td>
<td>20</td>
<td>250</td>
<td>4</td>
<td>1g normal use, 2g emergency (but ship has no compensators). Drive can be operated at all times.</td>
</tr>
</tbody>
</table>

### Lightjammer (High Guard)

<table>
<thead>
<tr>
<th>Batteries</th>
<th>Crew</th>
<th>EP</th>
<th>Agility</th>
<th>Cargo</th>
<th>Fuel</th>
<th>Low</th>
<th>Maximum Acceleration of Lightjammer:</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>4</td>
<td>50</td>
<td>1.5</td>
<td>20</td>
<td>250</td>
<td>4</td>
<td>0.0001g near sun, decreasing as craft leaves solar system. Extensive use is made of tacking manoeuvres around larger planets, and close solar approach manoeuvres are also used to get around larger planets.</td>
</tr>
</tbody>
</table>

### Asteroid Ship

<table>
<thead>
<tr>
<th>Batteries</th>
<th>Crew</th>
<th>EP</th>
<th>Agility</th>
<th>Cargo</th>
<th>Fuel</th>
<th>Low</th>
<th>Maximum Acceleration of Asteroid Ship:</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>4</td>
<td>50</td>
<td>1.5</td>
<td>20</td>
<td>250</td>
<td>4</td>
<td>Each bomb imparts approximately 10 minutes of 1g acceleration to the vessel, peaking at 2-3g a few seconds after the explosion then decreasing to an eventual 0.5g as acceleration ends. Extensive use is made of 'slinghot' manoeuvres around larger planets.</td>
</tr>
</tbody>
</table>
Scenarios
The following scenarios are a skeletal framework for adventures involving STL starships. The format consists of an initial listing comprising the nature of the patron or source of information, required skills, and required equipment, a paragraph of players’ notes, and referees’ information including several options for the outcome.

1. Shipowner
Required Skills: Pilot, Vacc suit
Required Equipment: None
Players Information:
The patron recently inherited a small shipping line, whose assets include five lightjammer freighters launched in the early 800’s. These craft will arrive in a neighboring system in five years. An audit suggests that one of the craft may have never been launched, with the cost of construction embezzled. The patron intends to use one of his freighters to jump to the estimated location of the ship and investigate. He is hiring an independent crew for the sake of secrecy.

Referees Information:
The patron has radio codes necessary to disarm the lightjammer’s automated meteor defence laser and internal security programmes.
1-2: No ship will be found. The money was embezzled. The patron will ask the players to keep the matter secret so that a quiet investigation can be made, but this will really be an attempt to protect the firm’s market viability.
3: The craft will be found after 4d6 days search, with a cargo of low-grade fissionable ores worth MCr 0.4.
4: As 3 but the patron’s codes will fail to disable the ship’s defences.
5: As 3 but the cargo is platinum ore worth MCr 6.2.
6: As 5 but pirates have heard rumours of the investigatory flight and a corsair will arrive 3d6 hours after the team.

2. Pirate
Required Skills: Vacc suit, Combat
Required Equipment: Vacc suit
Players Information:
The patron has heard rumours that a local shipowner is going to intercept a lightjammer launched in the early 800’s, and that it may contain a valuable cargo of ore. He has hired a computer programmer to give him an estimated position for the lightjammer, and intends to intercept it and steal the cargo before the shipowner’s craft arrives.

Referees Information:
The ship is equipped with an automated meteor defence (pulse laser) and an internal security programme, but this is not known to the patron.
1: No ship will be found, as the programmer gave the wrong co-ordinates.
2: The lightjammer will not be found but the small craft will arrive after 4d6 days search, holding the owner of the shipping line and a hired crew.
3: As scenario 1, 3. The shipowner’s craft will arrive 1d6 days after the pirates.
4: As 3 but the two ships arrive together.
5: As 3 but the shipowner reaches the lightjammer 1d6 days before the corsair.
6: As 5 but the lightjammer’s cargo is platinum ore worth MCr 6.2.

3. Scout
Required Skills: None
Required Equipment: Starship
Players Information:
The players meet Patrick Falkirk, a retired scout, in a bar. He is apparently in the last stage of alcoholism, and repeatedly tells rambling stories about old starship technology. It cannot accompany the team, since Flosk cannot duplicate the Flosk atmosphere. The patron was embezzled. The patron intends to use one of his small freighters to jump to the estimated location of the ship and investigate. He is hiring an independent crew for the sake of secrecy.

Referees Information:
The ship is equipped with an automated meteor defence laser and internal security programmes.
1: Falkirk is insane. The ship is an adventure game programme set in a lost primitive starship.
2: Falkirk told the truth, and the ship will be found at a location described in the ship after 2d6 days search. The vessel holds several primitive (and extremely unstable) hydrogen bombs, four primitive pulse lasers, and tools and ores worth several hundred thousand credits.
3: As 2 but the ship was rediscovered by the Imperial Navy and has been posted with automatic interdiction buoys to prevent unauthorised intruders.
4: As 3 but a commando squad is on board disarming and removing the bombs.
5: As 4 but the squad is supported by two picket vessels which are outside detection range.
6: As 5 but the commando team will arrive 1d6 days after the team.

4. Diplomat
Required Skills: None
Required Equipment: Starship
Players Information:
The patron is an amateur archaeologist, and has long been interested in the history of STL interstellar travel. Two years ago astronomers in a neighbouring system detected an object moving at relativistic velocities, apparently some sort of fusion-powered starship. The patron wants to intercept this vessel in flight, and board it if possible. He has managed to interest the subsector’s Navy Admiral in the project, and the patron’s yacht will be ferried to an appropriate launch point and boosted to 3% of the necessary speed during the trials of a new Frontier Cruiser. It is fitted with boosters and drop tanks so it can reach the correct velocity and decelerate after an investigation. The patron is an experienced navigator, but needs a pilot and crew.

Referees Information:
The yacht is a standard Book 2 design, though fitted with a turret and two beam lasers and with boosters and drop tanks for the mission. The flight will take a total of 90 days, 50 on board the cruiser and another 40 making the final boost, and deceleration another 120 days.
1: The object is a fast asteroid made of antimatter, releasing energy as it touches molecules of interstellar gas. Any attempt to land will be disastrous.
2: The object is a hydrogen ramship, sweeping gas into a fusion reactor to power its drives. The craft was built on a lost human colony, and its crew will be delighted (though very surprised) to meet the team. The craft’s magnetic scoop coils are dangerous for unshielded personnel, but will not penetrate the yacht’s hull.
3: As 2 but the crew are highly suspicious of any approach and will attack the yacht with their lasers and missiles.
4: As 3 but the ramship’s crew can focus their ship’s magnetic fields to penetrate the yacht’s hull.
5: As 2 but the crew are aliens (though still pleased to make contact).
6: As 3, but the crew are aliens (and highly suspicious of any contact).
market, for example, had a Butcher Row, Fish Row, Pot Row, Cordwainer Row (shoes), Ironmonger Row and Wheeler Row. Some towns had separate markets for different goods. The early 17th century map of Stanford above shows both a Beasts Market (c) and a Whitmeat (presumably poultry) Market (w), the market cross of the former being clearly visible.

Fairs would be held once or twice a year and draw people from much farther afield than would the markets. They were usually held in fields outside the town. All shops in the town would be closed for the duration of the fair (from a few days to three weeks in some cases) as all trade had to be conducted at the fair itself. Merchants would come from afar to sell goods which the town itself was unable to provide, and some of the buyers would travel similar distances if the fair were sufficiently well known. Fairs even had their own courts to settle trading disputes.

Transport in the middle ages, at least by road, was no easy matter. Raw materials used by trades in a town would not generally come from very far away, and any goods produced by the town would not usually travel very far either. As an example, the usual distances travelled (by cart and packhorse) by various goods from the medieval port of Southampton were as follows: coal and building materials — up to 20 miles; household goods, iron, fish — 50 miles; wine — 120 miles; and overstuffs — 100 miles. Generally speaking, the higher the value/weight ratio, the further the goods could expect to travel. There were exceptions of course. The exports of medieval England consisted in the main of good quality wool, tin, and cloth, but it was much easier to transport goods by water in any case.

Since the town or city is for a campaign, a fair idea should already be had of any raw materials and trading links which are available. This adds realism and it is useful to have the information to hand should inquisitive players find a use for it.

The needs of a town would be similar to those of a village, though as well as being on a larger scale they could be provided from farther afield. Of prime importance would be fresh water, provided in Stanford by the river and two wells (8 & 9).

The areas around most towns would be under cultivation. The extensive open areas inside the town itself would be put to use by their holders, growing fruit and vegetables in the main, and all townsmen would have the right to graze animals on the open land when the crops had been picked. In connection with their agricultural aspects most towns would have at least one mill (4).

The main streets would be the most popular sites for shops and houses, especially by the town gates and in the centre where the stone houses of the richer citizens would be found along with the guildhall (home of the guild merchant which controlled the markets and fairs and thus most of the town's trade), the market place (Stanford, c & w), the stocks (at the far end of f, Silver Lane), and the court (possibly in the guildhall).

For mutual protection and co-operation trades would be centred on one area, if not on a single street leading off one of the main routes. These streets would be named after the resident trade. Alleys out of these streets would lead to stables, lay-stalls, and the hovels of poorer artisans and labourers.

The suburbs, straggling along the main routes outside the town, were also inhabited mainly by the poor, who were more or less deliberately excluded from the town proper even when land was available within the town walls to house them.

However, certain NPCs, trades, and occupations would be near other focal points. Sailmakers would wish to be near the harbour, for example, and access to a source of running water is needed both in the manufacture of cloth and the grinding of corn. Also, in the later middle ages the more offensive trades and those constituting a fire risk were banished to the less populous areas of towns and to the suburbs. These trades included butchers, fishmongers, tanners, smiths, potters lime-kilns and tileries.

Town walls and a castle (5) were a feature of many towns, especially those possessing a royal charter. Even those towns not founded by the king might enclose the founder's castle.

Religion would also leave its mark indelibly upon a town. Stanford contains no fewer than six churches, three friaries, and two nunneries, in addition to a school and college which were probably also under clerical control. Some towns were, in fact, founded by churchmen. Instead of being dedicated to different

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**The Town Planner**

by Paul Vernon

**PART II: DESIGNING TOWNS AND CITIES**

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**Background and Topography**

Much initial planning is necessary in town and city design and questions must first be answered. Firstly, did it mushroom from an existing village through fortuitous siting or was it always intended as a town? If it were a planned town, the whole site would have been owned by a single individual or corporation, and be founded near the protection of a castle or abbey, by river crossings, or in areas where routes crossed and merchants were already congregating. So who owned the site originally and what became of them afterwards? Was the whole town plan laid out from the start or was the area given a charter, building materials, low rents and/or other inducements and then left much to its own devices?

Any town must have a solid economic foundation. So accordingly, 'What does it do?'

Trade is the lifeblood of towns, and the most influential factor in the shaping of medieval towns was the crossing of trade routes (either by land or by water) where a market might grow up. The trade in small market towns would be local in nature, the town providing goods and services needed by agricultural communities in the area in exchange for farm produce. Larger towns would provide luxury and manufactured goods for wealthier customers and serve as an inlet and outlet for these and for certain valuable raw materials as well.

Markets would be held once or twice a week, the stalls being arranged in separate rows for each type of merchandise. Salisbury

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**PART I**

**DESIGNING TOWNS AND CITIES**

by Paul Vernon

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servants, etc without having to go into a similar wealth of detail.

Cities would have a number of features generally lacking in towns. Firstly, being a centre of government administration (as most cities were) they might have palaces to house the rulers, high ranking officials, and the machinery of government. They might also have a mint where coins of the realm could be struck, and a prison (though towns sometimes had prisons too).

Cities might also have a large military presence. The ruler’s guards could be stationed there, as could his field army, with barracks, granaries, and other ancillary buildings.

FRP cities make further demands, though what these are exactly will depend upon the campaign, since they might house ‘colleges’ for sages, MU’s, monks, bards etc, the various ‘adventurer’ guilds, and various things connected with these.

The final features which cities are more likely to have than towns are ‘cultural amenities’ — libraries, theatres, an arena, a hippodrome (for racing horses, chariots, etc), a sports stadium, a tournament site, a zoo and so forth. Whether any of the above appear in one city will depend upon the flavour of the campaign.

Once the main features of the town or city have been decided, a large scale plan can be made, showing the street pattern (possibly split up into plots), walls, and main buildings. (Stanford was approximately 1600 feet by 800 feet, and at a scale of 1 inch to 50 feet would fit onto a piece of graph paper 32” x 16”).

Other buildings and the myriad shops and dwellings, should not be drawn in until it is established exactly who lives there.

The Urban Population
In 1086, England had about 9,000 villages each with an average population of 150, whilst only five towns — London, Norwich, York, Lincoln and Winchester — had over 1,000 burgesses. There were hundreds of small market towns serving a radius of 3-5 (and sometimes 10) miles, and even in 1520 their populations would average only 5-600 with larger ones having 3-4,000 at most.

The populations of even the largest cities were very small by modern standards — 14th century London had only 50,000 inhabitants (75,000 in 1500), while York, Bristol, Norwich, Plymouth, and Coventry had 10,103,000 and Gloucester, Newcastle, Exeter, Salisbury and Winchester had 5,8,000. It is useful to have an idea of the ‘target’ population and to have established exactly what is going to be in the town. Then, to detail the population, begin at the top of the social scale and work downwards. Naturally, the further down the scale, the less detail is needed for adventurers are far more likely to have dealings of one sort or another with all the rich merchants than with all the labourers. Just how much detail is a matter of choice, for more can be added later. For anyone from town dignitary to master craftsman, useful things to know at this stage are: name; age; number of henchmen, craftsmen, journeymen, apprentices, labourers, and/or scribes employed (from which the income and wealth can be ascertained — see Designing a Quasi-Medieval Society, Parts I and II in WD29 and 30); alignment or religion; martial status; number of children; and number of household servants. If this is done, an accurate figure for the total population will be obtained, determining how many dwellings will be needed to house the various craftsmen, labourers, servants, etc without having to go into a similar wealth of detail.

The social structure of a medieval town was surprisingly similar to that of a modern one. The great disparity between rich and poor had already emerged. In late medieval Norwich, for example, 6% of the population owned 60% of the town’s wealth, as opposed to the 7:84 ratio of today. As an illustration, according to its tax assessment, the class structure of Leicester in the early 16th century was as follows:

<table>
<thead>
<tr>
<th>Percentage of Population</th>
<th>Class</th>
<th>Wealth Assessed At</th>
</tr>
</thead>
<tbody>
<tr>
<td>30%</td>
<td>Poor</td>
<td>Too poor to be assessed</td>
</tr>
<tr>
<td>30%</td>
<td>Upper Working</td>
<td>£1</td>
</tr>
<tr>
<td>7%</td>
<td>Lower Middle</td>
<td>£2-10</td>
</tr>
<tr>
<td>3%</td>
<td>Middle</td>
<td>£10-40</td>
</tr>
<tr>
<td>3%</td>
<td>Wealthy</td>
<td>Well in excess of £40</td>
</tr>
</tbody>
</table>

How much in excess of £40 the wealthy could own may be surmised from the fact that in 1523 a Norwich grocer was assessed at £1,100, whilst the highest assessment at this time (outside the peerage and London) was £1,332 for a clothier’s widow. Even a middling merchant in the provinces could hope to exceed the incomes of many of the local country gentry. In the cities, of course, the rich were even richer, and £1,500 in accumulated capital was not unusual in London. For purposes of the above figures only, £1 can be equated to roughly 50gp in AD&D terms.

Dignitaries and Denizens
The obvious starting point is the town government who would be attended by various ministers and officers in different branches of government. Some members of the local gentry may have urban residences, and in cities they would be joined by powerful nobles, both groups being attended by henchmen and retainers.

Other fighter types would be found with any military units, the town or city guards, constabulary, etc. There could be a few retired adventurers, perhaps now engaged in trade or tutoring others in the use of arms, and freelance mercenary or caravan commanders together with ships’ captains and lieutenants.

If a magical college is present, then its staff and students must be accounted for. If not, there may still be a few MU’s in residence, possibly living off wealth gained in younger days, or friends/henchmen of the rulers or others, or perhaps financing their magical research by being alchemists, herbalists, lapidaries, etc.

The various temples will naturally provide a number of NPC clerics. A useful guide to the level which the head of a temple should be is the number of worshippers he/she tends to. If, for example, we say the cleric is of nth level, then the number of worshippers attended to might be $10 \times 2^{(n-1)}$. Thus a 1st level cleric would have a congregation of 10 and a 6th level one, 320. A church hierarchy for each religion could be instituted, with the priests of the villages being in the charge of the clerics of the towns who are subservient to the arch-clerics of the cities.

The Assassins Guild poses a few problems. To function at all, it must be accessible to prospective clients, and it won’t generally be countenanced, at least not officially. The only way a Guild could operate, really, is with official connivance, ideally as a...
Workers in specific trades and crafts would tend to favour certain taverns, rooms at which were often used by Craft Guilds for their business. Other services would be provided by the bordello(s) and gambling houses, at which drinks might also be sold.

Occupations concerned with the upkeep of the town would include the maintenance of the main streets (many of which were paved and cleaned from the 13th century onwards) and drains, streetlighting, control of vermin, and the night carriage of filth. Those concerned with the "cultural" aspects of the town can also be grouped under this heading.

There were many of the occupations which the poor might turn to. In the days before piped water, it was sometimes brought to people's homes by water-carriers, and in the streets would be found many pedlars selling firewood, flowers, fruit, berries, and other things which could be collected locally. Some would also buy goods and hawk them round the streets some distance away from the shops where they were made or in nearby villages. These goods would include cloth, clothes, ribbons, pins, pots, pans, knives, etc. At the bottom of the heap would be beggars, mostly having some real or feigned disability.

Drawing and Keying the Map

Having gone through the above process, the main features and buildings of the town or city together with its NPCs, town dignitaries, merchants, and master craftsmen along with their families and employees, are another project to be undertaken. More attention should be paid to these features and to the characters and relations of the most important and unique inhabitants.

The Market Town

In medieval London, over 180 different trades are named. In 12th and 13th century Coventry, for example, there were fewer than 16 different listed occupations in the wool and cloth trades, 15 in victualing, 12 in metal working, 8 in the leather and fur trades, and 4 in building trades. Coventry had in addition: 1 wheelwright, 1 bowstring-maker, 1 engine-maker, 1 fletcher, 1 basket-maker, 1 wig-maker, 2 parchment-makers, 2 charcoal-burners, 3 turners, 3 scribes, 6 cooperers, and 8 carters.

In medieval London, over 180 different trades are named.

In some towns, and all cities, trade would not only be local, but also national or international. In such towns would be found a wider diversity and greater degree of specialisation in these trades — armourers, weapon-makers and saddlers for example. Not only the goods themselves, but in some cases the skills needed to manufacture them.

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The Manufacturing Town

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In 12th and 13th century Coventry, for example, there were fewer than 16 different listed occupations in the wool and cloth trades, 15 in victualing, 12 in metal working, 8 in the leather and fur trades, and 4 in building trades. Coventry had in addition: 1 wheelwright, 1 bowstring-maker, 1 engine-maker, 1 fletcher, 1 basket-maker, 1 wig-maker, 2 parchment-makers, 2 charcoal-burners, 3 turners, 3 scribes, 6 cooperers, and 8 carters.

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A World of Your Own

Evolving your own style of play in T&T

by Ken St Andre

Of all the gaming articles I have ever written or ever will write this is probably the most important. If I was the kind of person who could easily adapt to someone else's rules, T&T would have never been written. I would have struggled through and learned to play D&D no matter how poorly those original rules were phrased. If I can't adjust to the rules of Messrs. Gygax and Arneson, why should I expect you to adjust to mine?

Unlike Mr. Gygax, who seems to feel that if you aren't playing by the letter of the law in AD&D, then really you aren't playing AD&D. I feel that T&T is your game and you can make it into whatever you want. In section 1.1 of the 5th edition T&T rules, I said, 'T&T will require that you actively use your imagination, not slavishly follow a set of rules around a world not of your own making...the combat rules, is dear readers, that unless you see fit to suit your own style of play.'

Over the past five years I've received quite a few letters from people who wrote to say how much they enjoyed T&T (and a couple who wrote to tell me what a complete asshole I am). Most of the people liked it because of its simplicity and open-endedness. I have met teachers who like the game because it is easy to teach (and doesn't cost much), and they could use it in the classroom. Others have told me that they like the combat system because (a) it doesn't take very long to get through and (b) you know when you can't win which means you have to think and role-play your way out of sticky situations instead of fighting your way out.

Once you start playing T&T you are going to discover that the rules don't have the kind of complexity that will require you to read and reread them. It's going to get simple and easy and perhaps boring, unless you put something of yourself into it.

One way to handle that is to start the construction and evolution of your own world. In Phoenix I have had the help of a particularly good bunch of people in Bear Peters, Liz Danforth, Steve McAllister, Mike Stackpole, Paul O'Connor and others. Our world is called Rhalph (actually that's just one continent) and we have built it into quite a thing with all the soleitaire adventures set within it, not to mention GM adventures and references to it in the rules. But the catch is, dear readers, that unless you're here in Phoenix, Arizona, playing with me and my friends, or unless you're using one of the T&T game products directly, you can't play in Rhalph with all its known complexity and history. You must play in a world, continent, or location of your own design.

And since you are designing a world anyway, why not use that opportunity to change the rules a bit. Let's use combat as an example. A recurring problem for some players is the idea that both sides should be able to suffer damage in combat, no matter how mismatched they are. That giant bear may tear you to pieces, but at least you might hit it in the nose once or poke an eye out. Let's further assume that you know about and like the system of percentage-based combat used in RuneQuest. There is absolutely nothing to stop you from using that as your combat system. Each character or monster would then have a percentage chance to hit with its weapon. Percentage dice would be rolled. If the chance-to-hit roll was made, then the damage dice would be rolled. Combat is still simultaneous (we didn't borrow the concept of strike rank for this example) and fast, but now everyone has some chance, no matter how outnumbered. How long would it take you to teach that system to a new player? About two minutes, right.

Let me make up an imaginary example of how that kind of combat would work. Glum, a dwarf, is armed with an axe (6 dice + 3 adds in damage). He has 10 combat adds of his own and a 50% chance to hit whatever he swings at. Flamegusher, a dragon, has a Monster Rating of 200. (That means he gets 21 dice + 100 adds in combat every turn. Clearly, Glum doesn't stand a chance against him in single combat.) Flamegusher has a 65% chance to hit whatever he is fighting. The fight starts. With a howl of 'Barroo Khazad!' Glum rushes to close quarters swinging his axe. Flamegusher rears up and pours forth fire in the general direction of the dwarf. Percentage dice are rolled. Glum gets a 35, within his percentage number to 10 and does his damage which comes to a total of 33 points. Flamegusher rolls 82 and misses the dwarf. His estimated 170 hits go nowhere and do nothing, and he takes 33 hits, reducing his Monster Rating to 167 (17 dice and 84 adds). The second combat round begins. This time Glum rolls a 48 on the d100 and Flamegusher rolls 02. Both have hit. Glum does an additional 35 points of damage (rolling just slightly better than last time) while the dragon applies 135 hits to the dwarf. That is the end of Glum. He is now toasted dwarf, but at least the fight was interesting while it lasted and Flamegusher has been substantially weakened should another dwarf come along.

All of the above has been by way of an example. I could come up with a dozen different combat systems, all more or less based on T&T combat, and surely you can do the same. If you don't mind slowing the game down a little to account for a more complex combat system then go ahead and do it.

Another common complaint I hear is that T&T spell names are silly. I have various rejoinders for that, including a legend concocted by Mike Stackpole to explain exactly why the spell names are what they are. (It seems it is part of a plot by the wizards of Rhalph to disguise their true power by making it seem laughable to the common people). Since you are creating your own T&T world, and you don't like my spell names, why not change them to suit yourself. Why not take a couple of hours, rewrite the spell book and give all your players the revised spellbook for your world. Since this is a game we are playing, we have to break things down into nice little packages that we can manipulate. For example: let's say Thimble the wizard has been asked to heal the wounds of Maladroit the warrior. Do you actually believe that Thimble is going to stand there making arcane gestures and yelling 'Poor baby, poor baby, poor baby!' at the top of his lungs. Not bloody likely! Probably, Thimble will lay hands on Maladroit and silently transfer the healing magical energy without saying a word, concentrating instead on what is supposed to happen. In terms of game mechanics Thimble's player says 'I do a poor baby spell on Maladroit to heal 8 points of his wounds'. What could be simpler? Yet, if I were writing the scene as a fantasy story, 'I'd do it without even mentioning the name or mechanics of the spell. Let me give just one more example of what I mean by 'evolving a style of play'.

Paul O'Connor is one of the most imaginative people I know. Lately Paul has created his own T&T variant world where he gets back to basics. Among the rules he has established for his world of Iron Bell is one that states that all characters must start out at first level in his world and develop solely within it. Another is that no character may have an attribute in excess of 50. In going with such a low power world he has tamed down his monsters considerably — a very tough orc might have a Monster Rating of 35. There are no incredible tunnel complexes littering the landscape at the will of semi omnipotent wizards as there are in Rhalph, 'Dungeons-delving' is an unheard-of profession. Doubtless, there are many other differences that I haven't discovered yet — I've only played in Iron Bell once. This is the sort of thing I am advocating. Use the T&T rules to construct a world for fantasy role-playing that is the way you like it. If you do it long enough, you can turn it into an article for publication, or possibly a playing-aid for others.
Call of Cthulhu

CHAOSIUM INC £14.95

Call of Cthulhu is boxed, containing Basic Role-Playing, rulebook, a Source Book for the 1920s that provides invaluable period information, a two colour world map featuring Cthulhoid and real archaeological sites, six dice, a sheet of character and monster cut-outs and a wad of character sheets. As the title suggests Call of Cthulhu was inspired by the works of H P Lovecraft, who wrote gothic fantasy/horror stories in the 1920s and 30s. The Source Book features thumbnail sketches of famous contemporaries, useful legal guidelines, background information on prohibition and temporary world and there are set legal and social codes which it is unwise to cross. The monsters are not only phanomally powerful, they are also mentally potent, for their appearance is so hideous and outrageous that just to see them can damage your sanity.

There is a whole chapter in the rulebook devoted to sanity, which includes a table of types of insanity, from catatonia to paranoia and phobias such as nyctophobia, teratophobia and bacteriophobia.

Every monster has a sanity loss rating and if you fail to make your sanity roll, which involves rolling less on a d100 than your current sanity rating, you suffer that monsters sanity loss rating. Some monsters are so awful that even if you succeed you still lose sanity. Sanity can also be lost for failing to come to terms with terrible events, such as when your friend is found torn to pieces and the like. Sanity can be increased by defeating monsters or through psycho-analysis but as your knowledge of the Cthulhu mythos increases so the maximum limit your sanity can achieve is reduced.

Call of Cthulhu does contain magic but it takes time to use and generally only involves spells of summoning, binding and dismissal. The games approach to RPing is so novel that it is difficult to design your own scenarios at first, but the rulebook contains a number of very good ready-to-play scenarios and introductions to adventures as well as extensive notes that advise both the Keeper and the players on how to play the game. The reader is told that he needs to become acquainted with Lovecraft's works before he can catch the full flavour of the game, but, in fact, you can easily use these rules to enter the worlds of Edgar Allan Poe and Arthur Conan Doyle, and your investigations need not be limited to occult phenomena.

All in all Call of Cthulhu is an excellent game and a welcome addition to the world of role-playing.

Overall: 9

Ian Bailey
BUSHIDO
Fantasy Games Unlimited £9.95

This is an extremely good game — perhaps the best FRPG I've seen yet. 'Feudal' Japan is an obvious setting for a fantasy campaign, so it's surprising you don't see it more often. You might think at first that medieval Japan would be pretty impenetrable stuff, but BUSHIDO is an excellent guide. Major points such as religion — Shinto and Buddhism — the different classes — Samurai, Hinin, Ronin, Ninja, etc — and general attitudes and customs are dealt with concisely and lucidly. Sensibly, the writers do not attempt exact reproduction of Japan; instead they use the fantasy world of 'Nippon' as the setting for games — so that neither the players nor the GM have to worry about how faithful they are being to medieval Japan itself. There is a wealth of detail in the game — for example, section 2060 deals with 'Places in Nippon' describing castles, hermitages, schools, buildings, etc; and section 2070, 'Downtime', suggests what the ordinary day-to-day life of characters is like. The detail is luxurious, and what it conveys so successfully is the spirit of living and adventuring in Nippon/Japan.

The game-system itself is one of the most intelligent and carefully thought out I have ever seen and again the detail here is enough to be convincing without being annoying or distracting. The magic is extremely well worked out — easily the best of any FRPG I know — and the creatures, drawn from Japanese legend, are fascinating and quite different from any one normally encounters. And everything is explained clearly, carefully and lucidly. Reading the rules is a pleasure in itself. I have only two minor quibbles. There is no index (a failing common to most FRPG games) although this is offset by the detailed 'Table of Contents', and sometimes the references to other sections are inaccurate. This is more of an annoyance than anything — I have actually found very little difficulty in tracing what I want. The game includes a hex-map of Japan, a GM's shield and a blank character-sheet to photocopy.

Valley of the Mists is the first adventure module to be produced for BUSHIDO. Rarely have I come across a module so carefully and lovingly worked out, and so exciting. Playing this has been one of the high points of my role-playing and games-mastering career. It contains two separate but connected adventures, new creatures and fascinating background detail (although one has to wonder a bit about 'Tea-Magic'). The maps are beautifully produced, simple, elegant and clear. The illustrations, as in the rules, are well beyond the kind of rubbish one comes to expect from FRPG games.

If you're for the ultimate Fantasy Role-Playing Game, look no further. This is it.

Bushido
Overall: 10
Valley of the Mists
Overall: 10

Mike Polling

DUNGEONS & DRAGONS
Mattel Electronics £39.95

Not, as you can see, the TSR version but merely a small electronic game of the same name. I wonder how much Mattel paid TSR for using the name.

The 'board' appears as a cheap looking plastic castle with a chess board sized grid in the middle. Underneath the superstructure is a drawer, in which can be found two dragon figures, a treasure chest, plus a number of plastic 'bits' to be used as walls, and a couple of secret room markers.

The only interesting fact is that the castle is also a computer of sorts. The grid-ed playing surface (emblazoned with repetitious fantasy-like pictures) in fact a touch sensitive 'keyboard'. Each square is vaguely akin to, say 10 square of space in a regular D&D dungeon. Each time you turn it on the computer randomly creates an invisible labyrinth wherein lies the imaginary treasure, and somewhere, the dragon.

The game can be played solitary or with two players, each assuming the role of a warrior. The aim is to find the treasure and get it back to your secret room. The game begins by selecting basic or advanced levels (which include doors, that may or may not be open the second time you try to go through them). Then you select your secret room and off you go. Each time you enter a square (you can move 8 squares a turn until you walk into a door or wall or get wounded) the castle emits various noises, which have different meanings. It could be a clear space or you might find that your heroic warrior is blundering into yet another invisible wall. There are electronic sounds to tell you that the dragon (initially asleep) has woken (which means you're three squares from the treasure), that you've found the treasure, that the dragon is flying towards you and that the dragon (who is, of course, invisible) is attacking you. Your warrior can sustain three such attacks before he dies of terminal burns etc, and each attack also reduces his movement allowance in squares, which means the dragon can move that much more often, as he moves after you've finished your move.

As the dragon moves only 1 square a time, the idea is to find where he is (usually by getting attacked), lure him to the other side of the board, and then rush back, grab the treasure and get back to your secret room. Of course, walls hold you up, which is often fatal.

In the two player game warriors can attack each other, each warrior having a variable computer moderated strength, providing a bit more interest to the quest. Usually a single solitary game will last about 10-15 minutes at most, two player games a little longer.

All in all it provides some initial light fun — hearing the dragon wake, take to the air and then suddenly find he's upon you — the like — but it soon loses its flavour. I would say not a good buy for the serious or experienced adult gamer, especially when you consider the ridiculous price. I'd never go into a shop and actually buy this (unless I had spare cash to throw around and a kid to buy it for).

The game appears to make no reference to any suitable age groups, but, I suspect it is really quite a good game for the under 12s (at least), being simplicity itself to learn. The code sounds soon become familiar and rules are clear and well laid out. Its major drawback is its price. The low rating is an assessment of the game for all age groups, but it is more suitable for the very young.

Overall: 4

Jamie Thomson
Players Introduction

The party has arrived in the prosperous caravan town of Dorricon, the highly bureaucratic metropolis of Neotaristan, to discover it in a state of confusion. Caravans moving along the road south of the town, through the Dorr Cliffs, the only pass in the Dorr Mountains for access, are being mysteriously attacked and destroyed. This threat to the local business community is causing consternation, and a reward of 2,000gp is already on offer to any adventurers who can eliminate the problem.

DM's Background

Dorricon Town is a walled town of some 12,000 souls situated by the best land for miles on the River Bith (which flows east-west). The town has a well-armed guard and watch — hence the curious encounters are unlikely within its walls, or even within a few miles of them.

The town is governed by a council of leading clerics, merchants and guards, chaired by the mayor, Lordi Del Accon, a 5th-level fighter, appointed by the king of the emporium and responsible for most day-to-day administration. The reward has been offered by a group of merchants, including some councillors.

Abnormalities: These can be picked up in taverns round the town — these listed first are widely known, while the last may require some learning of drinks to obtain. Reckon on about 20gp to learn the lot. Usually DMs can throw in some misdirection if desired.

1. Why no royal troops have been sent is that the king is ill (a well-known truth), while his chief courtiers have little love for Lordi, and hence are slow to help him.

2. Caravans either get destroyed totally, or get through untouched; even if any have been attacked but survived.

3. Attacks apparently always happen at night. Later, parties find bodies of men and horses, plundered packs and burnt wagons.

4. Judging by their victims' remains, the attackers strike with darts and javelins, and perhaps also with fire; some bodies were apparently wounded, then speared or had their throats cut.

5. Dorricon is well-guarded. Caravans get through the cliffs after being attacked. The guards described a sudden flurry of missiles descending on them from all sides, but as the group were all on horseback on fast horses, with even baggage on each horse, they suffered with few casualties, although their attackers evidently kept up with them for several miles. Some of the guards then returned to try to return fire, but no attackers were known to have been slain.

6. Attacks were seen throughout the entire incident.

7. The local underworld seems to know nothing about the business — it is making life as difficult for them as for the other locals who rely on the caravans and trade. None bandit group has operated in the area for years. Caravans have occasionally lost sheep and poultry in this area, but this has been attributed to wild beasts.

8. A few non-human tribes (strange, swift, bird-like creatures) live in the Dorr Mountains, but these are generally reckoned to be non-hostile.

The Tribe of Cithuf: Some years ago, there lived a gnomish fighter of immense skill and charisma, if limited wisdom, named Cuthuf Urgun. Cuthuf was a wild character who eventually became a member of the Chasiri Neutral group PAN (DM’s may, if desired, substitute other deities in this role). He persuaded a number of other gnomes to adopt this creed, and so established the tribe that bears his name, and which still worships PAN.

Then Tygular or Thys, a human cleric of PAN, appeared on the scene. He had once led a voyage to a distant continent (possibly on another plane) where dragons still rule. Few survive from his quest, and furthermore, he returned with a collection of eggs.

Next, Tygular found Cuthuf, who was on his deathbed. Cuthuf and Tygular made an agreement, by which the latter became spiritual leader of the tribe, while Cuthuf's son, Gamith, bore arms for himself. In return, Tygular worked with the tribe's best animal-trainers to breed and train the products of his eggs; a breed of pteranodon.

The Chasiri and Gamith have now established the tribe in a secluded complex high on Mount Dorricon, from which they seek to destroy the hated law that controls the region. The tribe members ride the pteranodon on night raids, striking from above with darts and javelins (their mount's claws cut through any shield). In return, Tygular worked with the tribe's best animal-trainers to breed and train the products of his eggs; a breed of pteranodon.

The tribe wears leather armour, as the pteranodon have a limit to their load-carrying capacity, and bear small shields — hence they rate as AC7. Standard weapons are short swords, three darts and a javelin; the darts hanging in a belt-case. Fire bombs are used very rarely, generally on night raids, but have been found to scare the pteranodon overmuch.

DM's Notes

The party can easily obtain (for 1gp) maps of the region like Figure A. At this point, any informational spell will tell them to concentrate on Mount Dorricon, a large peak in the local range, as the chaos spreads from there.

If, however, the party fails to make such inquiries, they will be directed out of the south gate of the town. A day or two of brisk travel (some 3 miles/hr) will bring them just a region of rocky and unsuitable hills; the wilderness of Figure B.

Randow Encounters Table

Day (roll d100)

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<tr>
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<th>Road</th>
<th>Hill</th>
<th>Mountain</th>
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<td>586-590</td>
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<td>601-605</td>
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</table>

Note: 1. 28 workers = 20% chance of 25 workers. No hit encounters. 2. 2-16 cattle + 1-3 bulls. 3. This is an encounter with PAN. Such groups will be worm-creatures of some kind, will not kill, unless they are aware of the 'mystery bandsits'. 4. See text under Tribe of Cithuf; all will be armed on pteranodons, which will not fight.
An AD&D Mini-Scenario
by Phil Masters
SCALE: 1 HEX = 1/4 MILE

HALL OF CRUTH

LEVEL ONE

LEVEL TWO

LEVEL THREE

KEY

Torch
Stairs up
Door

Torch
Stairs up
Door

Torch
Stairs up
Door

SECRET DOOR
CONCEALED DOOR

ROLL FOR ENCOUNTERS FOUR TO EIGHT TIMES NIGHTFAIR.
5. The Guardroom: Here will be found 8th level fighter, Grubites, eating or doing "other things in the corner, milking a skillful animal-trainer (see Jothin). Jothin is his 7th level fighter. There are 4 others here: the "battlemage" with his magic sword, the "archer" with his crossbow, the "cleric" with a staff, and the "Thief" with his short sword. All have the appropriate weapons, and various spells. There are a number of chairs and tables, including a table with a dark filling, and a bookcase with several books. A cage containing a bear, a bird, and a monkey is also present. The room is lit by torches.

6. Muster Room: Here are 12 first level fighter grubites on "general duties", talking and resting. They are not armed, but all have a shirt and a pant. Each has a weapon. Weapons racks on the walls contain many darts and javelins. Four stools are around a small table. The walls are covered with a tapestry. The room is lit by torches.

7. Main Stables: In this dark room are kept the pteranodons (AC 3, Move 3"/5", 0d8-1, At 2, 28, see DMG). These wings-nosed dragons have been trained to carry cargo, and can recognise their rider by voice. The pteranodons are not very numerous, but they have a curious appearance. The dragon rider, however, can use them as a convenient means of escape. The pteranodons are kept in a separate stable, with a fence and a wooden gate.

8. Training Room: Here are the entrained and juvenile pteranodons; these generally act as "do in 7", and stand in 40-50% per round. There are three creatures of near-full size (306, other statistics same), four "juveniles" (At 12, At 3, and four "hatching" (At 16, At 1-4). Also around is a quantity of half-eaten raw meat.

9. Hatchery Room: This has a floor half covered in straw, in which fire burns high and strong. The eggs are about the size of a chicken's and are stored for six months. There are three newly-hatched pteranodons here: a baby dragon, and two others. The room is lit by torches.

10. Food Room: Here is the sleeping place for most of the Tribe of Grubites, as well as the place where the pteranodons eat. They are fed on a variety of meats, fish, fruits, and vegetables.

11. The Kitchen: The store cupboards are full of food (general about iron rations standard) and a small fire burns in the hearth (smoke escapes through a vent in the roof walls). The room is furnished with tables and stools. There is a small table in the corner. The door is used to enter the kitchen.

12. The Armoury: The walls are lined with weapon racks, bearing perhaps 12 short swords, 150 halberds, and 350 darts. Here also work and dwell the Grubites' armorers, Voorikko and Jorvili. Each has an aged weapon, armor, and weaponsmithing tool. Skillful armorers. Two are both wearing a sword, and the third has only one sword. The weapons are mostly of iron, and also stored on the shelves. Ten are present at the moment—in each AC 10, d6+1hp. 1st level fighters with no treasure, no damage. One has a sword, a leather topper.


14. The Armory: The walls are lined with weapon racks, bearing perhaps 12 short swords, 150 halberds, and 350 darts. Here also work and dwell the Grubites' armorers, Voorikko and Jorvili. Each has an aged weapon, armor, and weaponsmithing tool. Skillful armorers. Two are both wearing a sword, and the third has only one sword. The weapons are mostly of iron, and also stored on the shelves. Ten are present at the moment—in each AC 10, d6+1hp. 1st level fighters with no treasure, no damage. One has a sword, a leather topper.

15. The Corridor: At most members of the tribe are only allowed down to this level near a light. One is a glimpse of the city outside. The corridor is well lit by torches. The corridor is lit by torches.

16. The Temple: This is, of course, dedicated to Pan, whose clerics work magic in here at a laziness level of two above their level. A flame is kept permanently burning on the altar at the wall. There is a large bookcase with a number of scrolls, a large desk with a book on it, and a large carpet on the floor. On the altar, there is a statue of the Pan and a grumpling, which are in perfect condition. The grumpling is said to be the original form of the Pan, which is now also here, to guard and give warning of deceivers; the latter is done by sounding the Drums of Pan that stand immediately before the altar. Immediately after doing this, the grumpling will move to a new location, which is known only to the members of the temple and the defending reinforcements who will arrive shortly afterwards. These are the inhabitants of the guardroom (who will arrive via room 15), 17, and 21 (who will arrive via 12-24, after the room time for each should be determined separately.

17. The Guardroom: Here will be found a 4th level cleric, Vardana named Mingibro, who will fight a deliberate battle from behind the altar. He will fight to the end, having come from 11 with food. The room has a quantity of rough wood furniture, plus an inferior temperature. There is a table with a book, a sword, and a scroll. There is a sword in the hands of the cleric, and a scroll with the text: "A Helix of Teleportation" — the latter he will use if seriously endangered or trapped to take him to 18, 9 or 2—whenever he will be the best master to play a counter-attack. He carries a scroll of two divine spells, a +2 Fencing-Crossbow with the label "Of Unholy Water", three throwing hammers, a silver sword-sympol, 12sp, 6sp, and 5cp.

Spells: 1st level: command x 2, cure light wounds x 2, protection from evil. 2nd level: hold person x 2, silence 15 radius x 2. This is secret from all save the clerics, as it allows them to make 'mysterious' appearances and disappearances, in different costumes. Thus a wide variety of characters are hidden round the same place. The second level of fire workmanship (value 11-16gp each) draws on the door in the room's north corner.

18. Tomb of Grubites: The door to this chamber is heavy stone, with two locks and rusty hinges. The tomb is large enough to contain several segments of heavy armor, and pushing (with a successful 'room doors' roll) before the chamber is possible. If a tomb is done, a line of by 5 feet will leap forth from the tomb, as anyone entering the chamber will detonate a phlyx of warlock (12th level casting) scribed on the entrance, releasing 25 points of fire damage (hailied by save). The occupants of the room are the animated skeletons of Grubites himself (1d8, Move 12", AC 7/6, HP 6). It cannot be cured, due to the smallness and heaviness of the door, and it is ordered not to leave the chamber. It carries a Javlin of Lightning, which it will cast towards a target in the centre of the temple as soon as the door is open, and a 2nd Short Sword which it uses in melee, thus being able to do 2-0 damage with a hit. The blade is silvered; chaotic neutral, intelligence 11, age 3, detects evil. In a 15" radius, empathic.

The tomb and temple lend power to the skeleton, so all clerics are considered as two levels lower when attempting to turn it (unless the altar frame has been extinguished and the altar is taken down). The tomb contains three jewelled necklaces worth 276, 172 and 93gp respectively.

19. Higher Quarter: The buildings are essentially similar, but occupants vary: 17 contains Weitlen, a third level cleric, who is 35% likely to be sleeping and not out of his armour. The room also holds a stool, a window and bed, 18 is Mingibro's room (see 14), and a charmed desk and book case. The room also holds a 1" Move, AC 15/HP, see DMG; if this shrivels, Weitlen and Jolofra will appear within 3-4 seconds (if they cannot be found elsewhere) and attack. If the temple comes within 1-3 rounds, and Tygalflor and Flamboeft (see 23) will appear after 2-5 rounds have elapsed. Jinda (see 22) will appear after 8 rounds if the confirmation continues. 20 is a library; these contained comprehensive information on the temple, in code. (Priests use only—the rest of the tribe 'go outside' 21 contains Jolofra, a 3rd level Grubite priestess and furnishings for 18. Jolofra is 25% likely to be sleeping and out of armour.

22. Chamber of the Loremaster: Here dwells Jinda, the tribal historian, demi-human and illusionist. He has a 10% chance of answering any question relating to grumpling lore (chances depend on the difficulty of the question), and he is a 5th level illusionist. Also with him is Vanda, his daughter, who he has secretly attempted to make an illusionist. She has instead adopted the profession of thief, rising to 2nd level and serving her father as a spy, assistant and information-finder.

The pair will be sleeping by day. Vanda out of armor, working by night. Jinda is by nature neutral, caring only for knowledge, and his daughter follows him in this.

The room contains stools and benches; two curtained sections corner mattresses. There are two bookshelves containing books. There are 100 books, of which 30 hold 34 books of lore in grumpling and common tongue; the latter are quite heavy and bulk large. The book must be opened 30-60gp each to read; 35% chance the character has a grumpling illusionist first and second level spells, plus seven third level including suggestion, dispel illusion and illusionary script. Jinda carries two daggers, 2sp, 5sp, and a scroll with the spell suggestion. Vanda has a leather topper, three ordinary daggers (for throwing), one dose of a Potion of Fire Resistance, 13gp, 10sp, 9cp and a cheap silver brooch (worth 15sp). Details.

23. Room of the High Priest: Here lives the 11th level cleric, Tygalflor Thyes, (see introduction), plus his war dog, Flamboeft (2d8+12, 12 Move, At 58, AC 12, 1HP, see DMG). Flamboeft's corners in the chamber behind the door, the north corner of the room, but is 90% likely to be with Tygalflor if the later is awake.

By day, Tygalflor is 88% likely to be sleeping, but he is always awake at night; if sleeping by day, he will be out of armor. His room is fairly well furnished, with four tapestries (7gp each) on the walls, a good rug (value 14gp on the floor), a comfortable bed, a few stools, a chest containing clothes and with a secret compartment in the bottom holding four gems (111, 222, 266 and 101gp value), and a table work covered in scraps of parchment, buttons of ink, etc. The room smells of incense and dog in about equal quantities.

24. The Vault: Inside the altar fire escapes through this wall in the cliff; climbers may note the fact on their way up.
Design of Civilian Vehicles for Traveller

by Bob McWilliams

After wading through the Striker rules for 15mm figures combat, and seeing just how well it fitted in with the existing Traveller rules system, I decided to try and design a standard Traveller vehicle using the Striker rules. After a couple of false starts, I arrived at the 4-person, 4-ton pressurised gravcar detailed at the end of this article.

How well do the Striker design rules fit in with Traveller? Obviously they provide a lot more detail, on movement, power, weapons and armour. They are more restrictive (and more 'realistic') on exactly what can and cannot be fitted into a given size of vehicle. The rules work best in conjunction with Book 4, Mercenary: With Basic Traveller, my advice is to stick completely to one system or the other - either Book 3 or Striker - to avoid any discrepancies that might result from mixing the systems. In other words, your campaign should use either all Traveller vehicles, or all Striker vehicles.

Designing Striker vehicles takes time - over two hours per vehicle, about the same time as designing a starship in Book 5, High Guard. However, most referees will only need a half dozen or so vehicles to cover most situations - an unpressurised airraft, a pressurised gravcar, a G-Carrier, a wheeled ATV, a tracked ATV, and a groundcar. The vehicle examples in Striker cover most casual military encounters.

Apart from standard vehicles, players should be able to invent other types for specific purposes by observing present-day commercial traffic. Such things as bulk chemical tankers, ore carriers, general-purpose grav freighters, high performance police patrol vehicles, fire and ambulance grav tenders, mobile cranes, repair and recovery tenders, building and excavating machinery, agricultural machinery (such as a grav cropsprayer); even such things as snowmobiles or radioactive isotope carriers - all these could be designed using the Striker rules.

Obviously there isn't much point in creating all these specialist vehicles unless they are going to be useful in your Traveller adventures, so they will tend to be designed as required - though some of them (such as grav freighters and police vehicles) will probably prove useful repeatedly.

All this of course is in addition to Striker's other uses to the Traveller referee in military combat - new and better defined equipment, and vehicle movement rules. This is not a separate game system, but very much an expansion of the existing Traveller rules.

Just to get you in the mood, let's have a little Striker design competition. Think up a specialised civilian vehicle and design it according to the Striker rules, with the results tabulated in the standard format used in Striker Book 3, pages 29-30. Plans and sketches would be an advantage, and entries will be judged on originality, suitability for its stated purpose, and adherence to the design rules. The winner will receive a special box of Citadel's 15mm Traveller figures, made up of the winner's choice of any 20 figures from the Traveller range - your chance to make up that special army unit or adventuring party. Closing date for entries is September 7th 1982. Have fun!
Dear WD,

I was very pleased to read of two new developments in recent issues of White Dwarf, namely computers and Tunnels & Trolls. I feel that both of these are worthy of more attention.

Fantasy Wargaming involves a lot of written material which must be revealed to players only in small packages. The job of handling this material, usually designated to referees, is eminently suitable to computers. They can store a tremendous amount of information and manipulate it quickly, quietly and efficiently. Although there is not the fun of interaction with a human referee, many human failings are also avoided. A computer cannot accidentally drop hints or forget anything, players really are kept in the dark!

Lastly may I say how pleased I am to see an article on Tunnels & Trolls. This is a simple game system, but ingenious, cutting down the rules so players can get on with what they want to do — role-playing. I think that many games systems involve too many unnecessary rules; after all if a dungeon is intelligently written, reference to any rules can be kept to a minimum.

Yours sincerely,
Matthew Haas, Dorset.

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Dear WD,

I thought 'Arms at the Ready' in WD31 was an excellent and very useful article for those hard pressed DMs desperately searching through a morass of tables to find what you've neatly summarized on two pages. But why, did you leave out the longsword? I can see you had limited space in which to fit weapons but the longsword is, after all, undoubtly the commonest weapon used by players of D&D (and NPC's for that matter). Otherwise a good issue.

Yours in perplexity,
Richard Meadows, Manchester.

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Dear WD,

I was very pleased to read of two new role-playing games one could think of any new role-playing games they'd like to see out on the market. Most role-playing games currently on the market fit well within one of the following categories: Historical (usually American Western or Caribbean Pirate), Fantasy (magic-oriented), Post-Holocaust (usually atomic), Science-Fiction (space-opera, starship & raygun), Horror/Supernatural, Comics/Superhero, and Espionage/Detective, examples of which may be found in any games shop. These categories of games have just barely scratched the surface. Consider some of the following possibilities: Historical — Besides being a pirate or gunfighter, one could also be an adventurous Roman, battling barbarians and driving chariots, all for the glory of the Empire. One could also go adventuring as an American Indian, an Aztec, a Pacific Islander, an imperial Chinese, a Masai warrior, an Arab tribesman, a Celt or Viking, or even as a Cro-Magnon cave dweller. Historical games offer the interesting possibility of actually meeting famous people, taking part in famous events, and maybe becoming famous yourself and changing history a little (or a lot)!

Fantasy — A lot of people seem to feel that all fantasy games aren't completely without hobbies or elves or dwarves in them, though there are at least a couple of games that are of excellent quality and have no such beings in them. New games could be devised around the glory and decadence of Atlantis, or the fading majesty of its last island, Poseidonis. The literature is unbelievably rich. Recent fantasy novels like The Chronicles of Thomas Covenant the Unbeliever, by Stephen R Donaldson, The Earthsea Trilogy of Ursula K LeGuin and Glory Road, by Robert Heinlein are good examples of potential role-playing games. Any bookshelf holds at least a dozen more such good ideas.

Post-Holocaust — there are some exciting options that players might find challenging and worthwhile. One could resurrect the old Planet of the Apes movies and books, or check out Sterling Lanier's Hero's Journey.

Science-Fiction — As with the section on fantasy games, this field has only been slightly scratched: D, Robot, by Isaac Asimov, The Lensman and Skylark series of E E 'Doc' Smith, Outland, by Alan Dean Foster, and so many, many more. Characters could becomerobots, mutants, androids, cyborgs, clones, colonists, warriors, scientists, ad infinitum. One could even become a cybernetic tank (a la Keith Laumer's Boio), learning new tactics, battling alien and rebelling across the galaxy, and actually develop a personality for the dreadnought.

Consider the possibilities and check with your friends. Maybe they have some ideas for new game systems of their own. And maybe you could produce something for the games shops to stock, for reviewers to rave or scumble over, and for magazines to devote columns to. As for me, I've got my own ideas...

Yours,
Roger Moore, Kentucky, USA.
RuneRites is a regular department for RuneQuest edited by Oliver Dickinson, who this issue presents a new RQ monster. There will be other new monsters, or variants in the future.

The Cyclops
by Jim Sizer

One-eyed and horned giants, cyclopes are extremely Chaotic (normal giants are tied to the Rune of Disorder). Like ogres, they are said to have derived from a group which took the cause of Chaos personally to heart; this, together with a curse from the trolls, gave them their present form. They consider their horn a blessing from the Chaotic spirits that they serve.

**Griselda's Statistics**

Griselda belongs to a Pavic family which moved to Alone in Sartar some time ago, and is indeed a remote cousin of Wolfhead’s. She was invited to join the local Thieves Guild and served her 5-year apprenticeship, but did not commit herself as far as Initiate status. This is symptomatic of her detached attitude; though able to inspire liking in others quite easily, she has very few loyalties. After finishing her apprenticeship, she knocked about the Dragon Pass area for a few years, during which she gained much experience and further training in various skills, and made the acquaintance of Pikat Yaaraboom, who took to her immensely; she found it particularly soothing to be in bed beside the large, hairless, and short-fingered runesmith, also the Geo cult, during this time. Learning of her brother’s disappearance in the Rubble, she came to Pavis at the age of 24, almost broke but without debts; the cash and magic items shown come from her shares of the hoards of Lucky Eddi and Snargan Varsh (Javin Gan took most of the latter, as part of the deal).

**STR**: 12; **CON**: 16; **SIZ**: 7
**INT**: 15; **DEX**: 15; **CHA**: 15
**Move**: 12
**Hit Points**: 19-33 average
**Treasure Factor**: 14-60 average

**Armour**: 8 point skin; they rarely use armour, its manufacturing being beyond them but sometimes armour captured from other giants.

**Attacks**: Tree-trunk Maul (2d8 + damage bonus), 30-100%. Bite (only against opponent 50% of cyclops’ size, 1d8 + damage bonus), 30-100%. Gore (only against opponent 75%/ of cyclops’ size; 2d10 + damage bonus, can impale), 30-100%. Spells: Cyclopes know no magic, but love to hoard gems of all sorts, especially magical gems, and often have 1d10 matrices, 1d3 powered crystals, and 1d10 POW-storage/spirit binding crystals. They will atune the highest powered crystal of those they have. They defend against emotion affecting spells like demonize and befuddle with their maximum possible POW (21, unless affected by a Chaos gift).

**Chaotic Features**: Roll percentile dice once on POW: POW x 5 or less gives one feature, POW as a percentage or less gives two.

**Habits**: Hoard magic items; like dwarf flesh.

And now, for the interested, I present Griselda’s (WD29830) statistics. She, Wolfhead, and some of their tougher associates are booked to appear in the Pavis scenario-pack currently under construction, so in time you may all be able to have a crack at her; but I would advise against it, as it is generally agreed around and about that Griselda is pure poison.

For submissions to this column and mini-scenarios intended for publication in WD, the standard RQ deities, as published in Cults of Prax and Cults of Terror especially, may be used. Please avoid new cults which depend on the established, or are for specific groups like the Dragonewts or Tuskriders of Dragon Pass or for groups presently unprovided for (like the Mostali), as well as specific settings for any scenarios (for this reason, It may be best to avoid Lunar worshippers unless they have wandered far afield). This includes the Blank Lands (WF 11), which are for your private use, not for publication.

For large scenarios, which we will incorporate in our Questworld continent, you may use all the Gloranthan peoples (including Dragonewts) and most of the standard cults, but anything which is specific to Gloranthan history must be avoided. This includes everything to do with the Red Goddess and Lunar Empire, Nysalsoi (Gaji, Pavis, Geo, the full Thanatar cult (because it was reunited in historical time; but Than may be worshipped), and would probably affect a number of sub-cults, also the way Yelmalio has been developed. It will be possible to develop new cults for Questworld scenarios, and the continent is large enough to accommodate areas which do not worship the Gloranthan deities at all; I would suggest caution, and a degree of vague-ness, about this, since we are still trying to work out the mythological justifica-tion for having the Gloranthan gods in Questworld. We are informed that even the nomad gods Waah and Ethitha may be used, though I have some reservations about Waah; comparable deities would certainly have existed, however. We hope to have some more information on setting RuneQuest in our Questworld continent available. If you want rulings on specific points on material for WD or Questworld, write to me.
This selection features monsters that are all on the small side, though they are not necessarily low level. Incidentally, I have decided to drop the *Monstermark* listing. There are two reasons for this. First, the original article was in the now-out-of-print *WD*’s 1–3 and, although reprinted in *The Best of White Dwarf: Articles*, many readers were unaware of its meaning. Secondly, the XP system in *AD&D* has since made the *Monstermark* virtually redundant.

### GREATER RAVEN

*by Roger E Moore*

<table>
<thead>
<tr>
<th>No. Appearing:</th>
<th>2 – 20</th>
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<tbody>
<tr>
<td>Armour Class:</td>
<td>7</td>
</tr>
<tr>
<td>Movement:</td>
<td>3”/24”</td>
</tr>
<tr>
<td>Hit Dice:</td>
<td>1d8 – 1</td>
</tr>
<tr>
<td>Treasure:</td>
<td>K, L, M, Q in nest</td>
</tr>
<tr>
<td>Attack:</td>
<td>2 claws for 1 – 3, or peck for 1d4</td>
</tr>
<tr>
<td>Alignment:</td>
<td>Neutral (some with good or evil tendencies)</td>
</tr>
<tr>
<td>Intelligence:</td>
<td>Very</td>
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</table>

Though slightly larger than normal ravens, greater ravens are only 5% likely to be distinguished by a casual observer. They are very intelligent and can speak one or two languages besides their own avian tongue. They fly so silently and can conceal themselves so well (even in flight) that they will surprise opponents on a 1-5 on a 1d6; if they do surprise someone, they will rarely attack, preferring to hide and listen in on any conversation out of curiosity. They prefer to hide in shadowed places (90% success) becoming virtually invisible.

These ravens are quite glib of tongue and like to talk to anyone who will listen. Because of their habit of eavesdropping, they make good sources of information about otherwise unknown occurrences, though they will always charge a gem or gold piece for the data. They have often been used to good advantage as spies or messengers. Good aligned ravens prefer to work for humans or dwarfs, while the evil ones have been seen with goblins, xwarts, orcs, hobgoblins and their ilk. Truly neutral ravens enjoy associating with most humans and druids. A greater raven can carry up to 10gp weight (1lb) in flight without slowing, and twice that amount at half speed. Their memories are quite good, though they might pretend otherwise.

### NIGHTLING

*by Phil Masters*

<table>
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<tbody>
<tr>
<td>Armour Class:</td>
<td>4</td>
</tr>
<tr>
<td>Movement:</td>
<td>5”/16” on bats</td>
</tr>
<tr>
<td>Hit Dice:</td>
<td>1 – 3 hit points</td>
</tr>
<tr>
<td>Treasure:</td>
<td>G + 50% chance of map (60%) or scroll (40%)</td>
</tr>
<tr>
<td>Attack:</td>
<td>Darts for 1pt + paralysis, spells</td>
</tr>
<tr>
<td>Alignment:</td>
<td>Neutral evil</td>
</tr>
<tr>
<td>Intelligence:</td>
<td>Average – very</td>
</tr>
</tbody>
</table>

This race has reptilian features, dark green scaly skin, large luminous eyes, and webbed claws and are only 8-12” tall. They have a limited chameleon property (as Hide in Shadows) that allows them to blend into backgrounds with 70% chance of success. Nightlings are cave-dwellers who rarely venture into the open and then only to raid on the darkest nights. They fight at -4 to hit in full daylight, but can tolerate lesser illumination and possess superior infravision. They generally ride giant bats of the ½-dice variety (see the *Fiend Folio*), which fight for them should their opponents succeed in forcing melee, but they prefer to attack from a distance. Each nightling carries six or seven tiny, weighted, stone darts which they can hurl from up to 2” range with full accuracy and from 2-4” at -3; a hit does but 1 point of damage, but the darts are drugged; a victim must save vs poison or be paralyzed for 3-18 rounds (3-12 if constitution is 14+). In addition, each nightling can use the following magical powers once per day, and one per round (when it is not hurling a dart): 
- regenerate 1hp, detect magic (3’ range),
- pololute water (up to 1 gallon), darkness (3’ range, 10’ radius), and audible glimmer (as an 8th level MU).

Any nightling group will have an additional leader with 4hp, riding a bat of the 1-die variety, who has all the powers above but who can use each such twice per day and the following, at 8th level power, once each: dispel magic and magic missile.

Nightlings speak only their own tongue, but can communicate with jermlaines, mites and snyads. They will attack any race save trolls, troglodytes and others of reptilian descent, as they love to drink the warm, fresh blood of men and their ilk.

*Note:* Unless aimed specifically at one or the other, a blow aimed at a bat-and-rider is 50% likely to fall on the nightling and 50% on the mount. The weight of the former prevents the latter from flying skillfully enough to achieve its usual avoidance of missiles. A daimounted nightling is a very small target for spells that normally do half damage if a save is made, and so will take no damage in such an eventuality.

### QOTHE

*by Bob Greenwade*

<table>
<thead>
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<th>No. Appearing:</th>
<th>20 – 80</th>
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</thead>
<tbody>
<tr>
<td>Armour Class:</td>
<td>5</td>
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<tr>
<td>Movement:</td>
<td>10”</td>
</tr>
<tr>
<td>Hit Dice:</td>
<td>2d4</td>
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<tr>
<td>Treasure:</td>
<td>I, N, Q</td>
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<tr>
<td>Attack:</td>
<td>4 pincers for 1d6 each and bite for 2d4</td>
</tr>
<tr>
<td>Alignment:</td>
<td>Neutral</td>
</tr>
<tr>
<td>Intelligence:</td>
<td>Animal</td>
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Qothe (pronounced Ko’thuh) are very rare creatures, mostly found in swamps, jungles, and underground complexes, though there have been reports of a desert species. They appear as nearly shapeless blobs of white, hairless protoplasm, with a round mouth, three beady eyes, and four red pincers at one end, and waste-deposit and sexual organs at the other. They are rarely longer than 1½ with pincers extended, their mass being about twice that of a human head. Their normal mode of travel is by bounding, necessitating their tough skin; they can also crawl at a rate of 2”.

Qothe are almost always met, whether wandering or in their lair, as a whole group of about 50 called a banner. Smaller tags...
(2-16) of gothec have been sighted though. A tag or banner seems to have a collective mind, but this has not been established.

All gothec (except the conjectured desert species) need a body of water from which they must drink their own volume of water each day to maintain their bounding ability. They do not enter the water very far as they cannot swim. They usually feed on fish and crustaceans, but will attack on sight anything that bleeds. They are a favoured dish of lizardmen, some tribes even preferring gothec to human flesh.

A gothec body can be sold for 100gp to an alchemist, as parts of it have value in the making of potions and other magical materials – the powdered flesh is used in the making of magical leather armour, the blood is an important ingredient in most potions of extra-healing, and the eyes, beaten into a single entity and dehydrated, can be used in a potion of treasure finding or as the material component for a wizard eye spell.

They have the innate (and unexplained) ability to see platinum and gems within 1,000’ regardless of barriers of any sort. They are attracted to these materials which are always found in a banner’s treasure. They also have 270’ peripheral vision.

Some neutral magic-users have gothec as familiars. These MU’s gain not only the gothec’s hit points, but also the tough skin (-2 to AC), peripheral vision, and gem-and-platinum seeing ability. They can also jump five times their normal movement rate when not in combat.

**WYRMLET**

*by Peter Ryding*

No. Appearing: 1 - 10 wyrmlings
Armour Class: 7
Movement: 6” + 1” per wyrmling
Hit Dice: 1d6 per wyrmling
Treasure: M and O per wyrmling, X
Attack: 1/2 per wyrmling for 1d6+1 per wyrmling, plus disintegration ray
Alignment: Lawful evil
Intelligence: Fighter - low; magic-user - very; head - exceptional

Although each wyrmling is a separate being, they can combine to form powerful wyrmlings. There are three types of wyrmlings:

- A fight-variant wyrmling can use 1 spell level each turn for each MU wyrmling in the wyrmling at twice that level of use. (Thus 3 MU wyrmlings in a wyrmling could each cast one 6d6 fireball each turn.) Though the MU and head wyrmlings use no weapons, most fighter wyrmlings use two. Some (30%) use a shield and one weapon.

- The hard,.chitinuous outer rim and the head’s face are AC0 and totally resistant to fire and cold. The soft faces are AC3 and are susceptible to all attack forms. A favourite tactic of a long (10+ hit dice) wyrmling is to encircle its victim.

**MARA**

*by Simon Craddock*

No. Appearing: 5 - 30
Armour Class: Body 8; wings 10
Movement: 12’”/18’
Hit Dice: 1d8 + 3
Treasure: J, K (M in lair)
Attack: 2 claws for 1d4 each and bite for 1d4 + poison
Alignment: Neutral evil
Intelligence: Low (high if magic-using)

These 3’ tall, winged humanoid, forgotten for centuries after their downfall at the hands of their sprite masters, inhabit caves deep beneath the earth. They have tough, grey skin and small black wings. This colouration gives them a 75% chance of surprise in dim light but only 25% chance in daylight. They have developed standard infravision (60’) but in bright light they rely on their keen sense of smell. They attack with their two claws and a poisonous bite which causes nausea for 4-16 segments unless a save is made. The poison can be neutralised by cure light wounds, neutralise poison, slow poison and most other derical cure spells. Due to the mara’s small size, opponents hit at -3 with hand held weapons and -5 with missile weapons when a mara is in flight. When not flying, any to hit roll is at -1.

Each normal mara has a 5% chance of using magic and casting heat metal, warp wood and summon insect once per day with 20% chance of success. To cast a spell, a mara must first land.

All mara can speak common as well as their own tongue which is a perverted form of sprite.

Any hit that a mara receives has a 40% chance of hitting a wing (if aiming at a wing, -1 to hit but 60% chance of hitting a wing). If a wing is hit, the mara is forced to land and fight on foot. A mara is also forced to land if it has taken 50% damage.

All mara have 50% magic resistance to sleep and charm spells.

For each mara present there is a 5% cumulative chance that there will also be a mara warrior with 11HP, AC7, that does 1d6 damage with each claw.
Drug Use and Abuse in D&D

This issue Treasure Chest looks at some rules to cover the use of drugs in D&D. It is not intended to give a definitive list of drugs and their effects, but merely to establish a system within which the individual DM can treat the questions of drug use and addiction with regard to whatever drugs are available in his or her own world.

PHYSICAL DETERIORATION THROUGH DRUG ABUSE

At each use of a drug a system shock roll must be made at an adjustment indicated in the drug's Abuse Modifier. A failed roll counts as one abuse point. Abuse points may be recovered at the rate of one per week, but with excessive use of a drug they can stack up quite rapidly, and give rise to the following physical effects:

<table>
<thead>
<tr>
<th>Abuse Points</th>
<th>Effects</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-2</td>
<td>No effect</td>
</tr>
<tr>
<td>3</td>
<td>-1 Con</td>
</tr>
<tr>
<td>4</td>
<td>-1 Dex</td>
</tr>
<tr>
<td>5</td>
<td>-1 Str</td>
</tr>
<tr>
<td>6</td>
<td>-1 Int</td>
</tr>
<tr>
<td>7</td>
<td>-1 Con These effects are cumulative, of course, and last until the character's current Abuse Point total drops below the level required etc etc to sustain them.</td>
</tr>
</tbody>
</table>

ADDITION

Each drug has a number expressing its addictive power. This is the number of occasions per week that a character who has been using this drug more than three times in the last two months will feel a craving for it. On each such occasion a saving throw vs Wisdom is necessary, at a penalty equal to half the addictiveness rating, rounded fractions up. Failure on this saving throw indicates that the drug will be used immediately if available or obtainable. If the drug is not obtainable in such a situation, the character is allowed a saving throw of 20 – Intelligence, modified upwards by one for each such occasion since the last 'fix', to avoid going insane.

For example, Alar and the magic-user has a taste for black lotus, which has an addictiveness factor of 7. Thus, he feels the need to use the drug once per day. His Wisdom is 15, so that he needs 11 or less (15 - 3 = 12%) on his Wisdom save to fight off the urge. His Intelligence is 19, so that on the day his supplies run out and he learns that his pusher has been arrested, he has to throw 1 or better to avoid cracking up. On the second day, he should be able to fight off the need, and on the third day he needs to roll 2 or better, on the fifth day, 3 or better, and so on. After three weeks of deprivation, he needs 11 or better, after five weeks an 18, and if he can't find a supplier soon, he's got real problems.

Insanity due to drug deprivation will last for a number of weeks equal to half the number of months for which the character has been using the drug, and may be alleviated by obtaining a 'fix' or by the removal of the insanity by the removal of the drug or removal of the cause of the insanity. At the end of the period of insanity, if no new supply or cure has been forthcoming, the character must save against each characteristic in turn, losing one point permanently wherever a save is failed, but is thereafter cured of the addiction by the 'Cold Turkey' process.

Another aspect is the legal and social outlook on drugs and their use, in certain historic cultures it was expected. As for legal attitudes and repercussions, much depends on the setting - black lotus or cream dust or whatever, would probably be easier to obtain among the fleshpots of Shadizar the Wicked than under the spires of Minas Tirith. This is a decision for the individual DM, as is classifying the various types of pipeweed and joy juice available in his or her world. There follow some sample drugs:

BLACK LOTUS

Abuse Modifier: -38%

Addictiveness Factor: 7

The pollen of the Black Lotus is a powerful narcotic, inducing a cataleptic trance lasting from 1-4 turns, during which time the mind is apparently freed, and Astral travel and possibly communion with the outer planes may be undertaken. Because of the strength of the drug, on the first use a saving throw vs Constitution must be made to determine whether the user's body can stand up to the use of the drug; if this is failed, the user dies.

THE SNAKE PIPE

Abuse Modifier: -40%

Addictiveness Factor: 9

The pipe is carved from the poisonous wood of the upas tree, and is fashioned in the shape of a coiled cobra. The drug comes in the form of small pellets of aguish material, derived principally from cobra venom. The two poisons have the property of cancelling each other out, producing the 'drug' experience as a side-effect. The pellets, when smoked in the pipe, will cause a light trance; three will blow the user's mind clear out of his or her skull (treat as feeblemind spell, save vs poison or effects are permanent), and four pellets will kill, no saving throw. As noted above, the drug is extremely addictive, and deprivation insanity takes the form of hallucinations of venomous snakes gathering around the addict; treat as the spell phantasmal killer, saving throw to disbelieve at -4. (From a collection of FRSP stories about drugs entitled Spaced Out, edited by Michael Moorcock, to which the reader is recommended).

YELLOW LOTUS

Abuse Modifier: nil

Addictiveness Factor: nil

The pollen of the Yellow Lotus acts as a sleep drug (save vs poison applicable), rendering victims unconscious for 1-4 turns. It may be scattered over an area or blown from a tube at a specific target not more than 5ft away.

QUICKSILVER BERRIES BY P. DOYLE

Addictiveness factor: 14. No Abuse factor is given as this drug has its own particular addictive effects.

The quicksilver berry is found growing in warm southern climates where it is cultivated as a valuable trade item. The silver blue berry is about the size of a cherry but chewier and has both a bitter sweet taste and small. If eaten it will give certain benefits to the person eating it, but it is additive. Addiction will occur after 5 or more berries have been taken, but for every point of constitution over 13 an extra berry up to a maximum of 5 can be taken before addiction occurs.

Benefits to non-addicted beings: 1. +6 on dexterity (almost as haste spell). 2. +2 on hit points (due to nerves hardened to pain). These benefits last for 1 hour after which the following disabilities are suffered. 1. -4 on strength. 2. -3 on intelligence. Other factors are not affected.

Benefits to an addicted: 1. +6 on dexterity. 2. +2 on hit points. These benefits last for 5 hours after which the following is suffered for 3 hours. 1. -2 on strength. 2. -2 on intelligence. 3. The loss of all spell using ability. Other factors are returned to normal.

If no berries are available when needed the following is suffered until the drug is obtained or 'cold turkey' is finished: 1. -6 on intelligence. 2. -7 on wisdom. 3. -5 on dexterity. 4. -4 on charisma. 5. -4 on strength. 6. -4 on constitution (1 permanent).

Only one berry can be taken safely per 12 hrs. If more are taken then a saving throw vs poison must be made. If failed the taker is comatosed for 5 hours and suffers the normal penalties when woken. If the saving throw is made then benefits are doubled as are penalties.
Travellers take cover

One of the forthcoming releases from Game Designers' Workshop will be a hardcover book entitled The Traveller Book. This will contain rules from Books 0, 1, 2, and 3 plus two adventure scenarios and appendices. Other Traveller items due out soon are: The Solomon Rim which details and maps the sector that includes the Earth; Prison Planet, Adventure 8, which details a prison colony complete with rumours, guards and other inmates designed for law-breaking adventurers who get caught; and Divine Intervention/Night of Conquest, a double adventure in which adventurers who get caught; and quests are either hired to fake a message from a deity to help exploit a world ruled by a religious dictator or find themselves on a friendly planet only to end up in the midst of a hostile invasion.

REINCARNATION NOW POSSIBLE

In the new Yaquinto release, Man, Myth and Magic, Advanced Game, players reincarnate their character at the beginning of each adventure. In the Basic M&M, players were gladiators, but now they can find themselves as shamans, sorcerers, barbarians, druids, etc. Backing up this development in M&M are M&M Character Sheets plus 7 adventure scenarios ranging from The Glastonbury Labyrinth to The Egyptian Trilogy. All these should be available in the UK later this year.

VICTORY DECLARED

Following the take-over of SPI by TSR Hobbies, several members of the SPI game design team have left and formed their own company, Victory Games, Inc. The company will be based in New York. The "think tank" of the company already comprises such luminaries as Mark Herman, John H. Burton, Field, Eric Lee Smith, Gerry Klug, and Bob Roger. As yet no titles have been announced, but the first releases have been promised for the 1983 HIA show.

WONDERFUL RELICS UNEARTHED

The latest releases from Judges Guild are now available. These are Wondrous Relics, a book detailing a large collection of awe-inspiring relics and artifacts with many magical powers designed for discovery in dungeons; and Fieldguide to Encounters, JG's first role-playing system in which players adventure through a fantasy world, encountering many new monsters and possible achieving godhood.

PHONEY STONES REVEALED

Phoney Stones is one of three solo RuneQuest adventures in Chaosium's latest release SoloQuest. Other RuneQuest items expected soon from Chaosium are: Donor, a high-powered adventure for Rune level characters; and BQ Campaign Maps, a boxed set of seven maps detailing important areas of Gorathra.

Another role-playing game to be expected from Chaosium later this year is Reckless Adventure based on the pulp novels of the 30's. Rumour also has it that Chaosium have also acquired the game rights for Ringworld and Lavkmur.

CARNIVOROUS BIRDS ON THE LOOSE

One of Citadel Miniatures' new releases, FS53: Dwarf Guardsman, is caught here in a close encounter of the bird kind, namely two FS53's (Giant Carnivorous Bird).

Among the other new releases from Citadel are FS47: Chosen Old Booser (left) and FS45: Mysterious Stranger with Staff.

Also available is the Citadel Badge.

MYSTERY OF THE DARK TOWER

Milton Bradley, who are better known for their family games, have ventured into the fantasy games field with their new game Dark Tower. This features an electronic tower which acts as referee-cum-random decision maker. Players must ultimately capture the tower to win the game. Milton Bradley will be at this year's Games Day and will be featuring Dark Tower prominently. A free copy of this expensive game will be awarded to some lucky person in an as yet unspecified competition to be held at Games Day, which will be at the Royal Agricultural Society's New Hall, Greycoat St, London SW1 on September 25th and 26th.

ON THE CARDS

Fresh from TSR come the AD&D Monster Cards. There are four different sets, each containing 17 monsters from the Monster Manual and the Fiend Folio plus three new monsters. Each monster is depicted on one side in full colour with stats on the reverse. TSR also have other products planned for release later this year. There will be four new minigames: Iceberg; Remember the Alamos; Viking Gods; and Attack Force. Two new role-playing games are expected: Gangbusters - set in the 20's; Space Frontiers. Each game has a Module scheduled for release. These are additional Modules for Boot Hill, Gamma World and Top Secret. Fight in the Skies has been revamped and will be released as Denon Patrol. There will also be several D&D and AD&D Modules, two of which are due this year: The Lost City and AD&D Module NM: Cult of the Reptile God.

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PIRATES & PLUNDER comes complete with two dice, and three booklets containing all of the rules necessary to play the game, copious tips and helpers for Game Masters, and individual adventures so thoroughly written that a novice Game Master can tackle the most elaborate adventure with little or no difficulty. It has been a busy day at the end of a hard working six weeks, and you’ve worked up a man’s sweat. You’ve weathered the rigors of the sea, and now, behold, the galleon ‘Santa Maria de Mucho Buckos’ lies only a few feet away. She’s your prize once you’ve dealt with the small matter of her crew. Nothing parches the throat like a brisk cannonade, a breezy exchange of musketry, a swift clamber up her side with a knife clenched in your rotten teeth, a cutlass locked in your fist, and six pistol butts protruding from your sash. After a short but stimulating clash, during which you throw the Spanish captain overboard, the fight ends and the gore spattered deck is yours as is the treasure. A good workout like that can really crank up a man’s thirst. Time to call it a day and head for home. It’s Miller Time, and it doesn’t get any better than this.

PIRATES & PLUNDER ......................... £12.95

Yaquinto’s other role-playing game Man, Myth & Magic are distributed in the UK by Games Workshop Ltd. If you experience any difficulty in obtaining these games simply send a SAE to Games Workshop Ltd., 27-29 Sunbeam Road, London NW10 6JP for a price list and mail order form.
FANTASY GAMES UNLIMITED inc.

SPACE OPERA NEWS

This fine system now offers supplementary material which provides referees with scenarios, star sectors, equipment and ideas, and expands the scope of any campaign. Latest product for harassed Gamemasters is Vault of the Necron by Darwen, another exciting SC adventure at £2.29.

ROLE-PLAYING GAMES

CHIVALRY & SORCERY: medieval/fantasy role-playing game. CHA- sion. C&S Sourcebook 2, supplemental material. $4.50 Swims & SWORDS: supplement on medieval life. A0755C. $6.95 Arms of Mystery: sword & sorcery. $4.95 BOW & ARROW: new weapon rules. $2.49

MERC

Since the Second World War the mercenary has once again become a familiar sight on the world's battlefields. Merc is a complex role-playing game enabling players to assume the identity of a mercenary in real conflicts from 1950 to the present day. To assist players to quickly get into character, a sample mission is included. Based on the professional work of such as

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All items on this page (apart from Avalon Hill) are available to the trade — send for full lists.

CORNETS AND SASS: a magazine covering Westerns from 1770 to 1879. Issues 1 and 2 back in stock at £1.95 each. Issue 3 with articles on Wildfire's Army Uniforms and the biography of the French Army's Trench Art.

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In Cosmic Encounter you become one of 15 Aliens — challenged to think like an Alien and respond to other Aliens, each with a unique power. You start on a home planet system and expand toward universal dominance.

Other alien intelligences stand in the way. Some might become your allies, and with others you can make beneficial deals. But some will oppose you with all the strength of their mysterious powers.

To aid you in this quest, you will have your own unique, special power. How cleverly you use it in each encounter will shape your cosmic destiny.

The countless Alien combinations make each game an entirely new experience. Shifting alliances and fast-paced action keeps everyone intensely involved.

Be warned: This is a highly social game. You won’t want to put it back in the box.

Expansion Set 1: Contains pieces for a fifth player and 10 new Aliens.
Expansion Set 2: Contains pieces for a sixth player and 10 new Aliens.
Expansion Set 3: Contains nine new cards and 15 new Aliens.
Expansion Set 4: Contains 50 Flares and rules for 7 and 8-player games.
Expansion Set 5: Contains 100 Moons (especially enhancing 2-player games).

Expansion Set 6: Contains 10 new Aliens and the Cosmic Economy — Lucrative.
Expansion Set 7: Contains 14 new Aliens

- For 2, 3, or 4 players.  • Short, clear rules  • Average game, 45 minutes

On a beautiful alien world, a race of telepathic humans control elemental energies which can destroy their planet in this game based on the best-selling novels of Marion Zimmer Bradley.

In Darkover, players compete in fierce psychic struggles, and seek revenge by hurling deadly forces from the Overworld to destroy their enemies.

Daring strategies and unique psychic gifts lead to quick reversals of fortune, and players conceal their own feelings while luring their opponents into dangerous emotional outbursts.

The mysterious Ghost Wind unleashes bizarre human behavior and threatens to reveal players’ secret desires. But mounting tensions are suddenly resolved in outbursts of laughter.

Darkover is both true to the spirit and text of Ms. Bradley’s novels, and a new, exciting game on its own merits.
• For 2, 3, or 4 players  • Short, clear rules  • Average game, 1 hour

QUIRKS are hilarious-looking plants and animals you will create in this game of unnatural selection. Can you adapt yours to prevail in the rapidly shifting environments?

Icy forests, dry plains, sweltering deserts, steaming jungles, and oceans will test your QUIRKS’ ability to survive. Traits valuable in one setting may be useless in another. New creatures constantly threaten to displace older, dominant ones.

Versatility, bluff, luck and thoughtful strategy are required for your QUIRKS to thrive (and to force your opponents’ into extinction).

Based on simple evolutionary principles, this game of humor and sudden upset appeals to young and old alike. Full color graphics on the 108 traits provide thousands of possible creations — making it interesting and fun for everyone. The strategic timing and balance make it a challenge for the most dedicated gamer.

Special solitaire rules provide an exciting 1-player game.

Simplified children’s rules (7 to 11 years) provide a quick but stimulating introduction.

Expansion Set 1: Contains 36 new plant and animal traits and new climate ratings.
Expansion Set 2: Contains 36 new plant and animal traits and new climate ratings.

- For 1, 2, 3, or 4 players  • Short, clear rules  • Average game, 45 minutes

Cosmic Encounter, Darkover and Quirks are distributed in the UK by Games Workshop Ltd and are available in all good games and hobby shops.
Premier adventure from the United Kingdom

**Dungeon Module U1**

**The Sinister Secret of Saltmarsh**

For character levels 1-3

Desolate and abandoned, the evil alchemist’s mansion stands alone on the cliff, looking out towards the sea. Mysterious lights and ghostly hauntings have kept away the people of Saltmarsh, despite rumours of a fabulous forgotten treasure. What is it’s sinister secret?

The Sinister Secret of Saltmarsh is the first installment in a series of three modules designed and developed in the United Kingdom, for beginning adventures with the AD&D® rules. The adventure can be played by 5-10 characters. This module contains large-scale maps, full background information and detailed encounter descriptions for the players and DM.

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<th>Screens &amp; Mini-modules</th>
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**GAMMA WORLD** Science Fantasy Role-playing game — Referee’s Screen and Mini-Module

Included in this package are a durable referee's screen and an eight-page Mini-Module. The **Albuquerque Starport**. The screen contains the combat, hazard, and reference tables used most often by referees and players, arranged to make this vital information easy to use. The Mini-Module is a complete GAMMA WORLD adventure, in which players discover and explore an ancient starport buried in the desert sands.

**BOOT HILL** Wild West Adventure Role-playing game — Referee’s Screen and Mini-Module

Fast-paced gunfiring action will never bog down in a search for missing tables with the **BOOT HILL** Referee’s Screen handy. Fourteen of the most-used tables from the **BOOT HILL** rulebook, are arranged on this durable playing aid. A special **BOOT HILL** adventure, **Shootout in Northfield and Other Famous Gunfights** lets players recreate the famous gun battle that destroyed the Jesse James-Cole Younger gang, plus six other famous showdowns.

**TOP SECRET** Role-playing adventure game — Administrator screen with all necessary game charts and tables, plus one mini adventure module.

**OPERATION: Executive One.** Agents must rescue the President of the United States from a squad of corporate mercenaries.

| Dungeon Module X2 |

**Castle Amber**

For character levels 3-6

Trapped in the mysterious Castle Amber, you find yourselves cut off from the world you know. The castle is fraught with peril. Members of the strange Amber family, some insane, some merely deadly, lurk around every corner. Somewhere in the castle is the key to your escape, but can you survive long enough to find it?

This module contains referee notes, background information, maps and exploration keys intended for use with the D&D® Expert rules.