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I have often wondered why I (and most other people too) like fantasy and science fiction. Their only common denominator is that they both create imaginary worlds. Personally, however, I prefer SF films and books to fantasy films yet I prefer fantasy RPGs to SF RPGs. But am I alone? I doubt it. The mass opinion (or collective consciousness as some might call it) seems to go along with my preferences when judged in sales terms. And I believe this opinion is being accentuated in RPGs. There is a current drift away from SF or is it that the new fantasy gamers far outnumber the new SF gamers? I'd like to know the current preferences of some of White Dwarf's long-established readers.

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This article is intended as a basis for fantasy role-playing in feudal Japan (or as a method of introducing Japanese-based skills into RuneQuest). I have used the RuneQuest system for this because it readily lends itself to such adaptation - at least where melee is concerned. Magic is another matter.

Players all begin as young samurai.

Thus, though they will often come into conflict (or alliance) with supernatural forces, they can use no magic of their own. Traditionally, only the great heroes of Japanese myth could summon supernatural aid; this is reflected by allowing players to acquire a patron kami (spirit) when they reach the equivalent of Rune Lord status.

The samurai were the warrior-caste of feudal Japan. Since there was constant strife between the various clans, a high premium was placed on martial prowess. The samurai developed a highly involved concept of duty (giri) and honour. Faced with dishonour, an ideal samurai would unhesitatingly perform the ritual self-annihilation known as seppuku. This was particularly the case if the samurai failed in his duty to his liege-lord.

Weapons & Skills

The swordsman’s craft was perhaps the highest of all the Japanese art forms. For sharpness, strength and beauty the katana surpasses any other sword in history. But the samurai used other weapons as well, and the ones mentioned here form just a partial listing.

Katana and wakizashi. The longsword and the companion sword (shortsword) was a samurai’s principal weapons, given to him at the age of five. To have one’s swords stolen and fail to regain them would be grounds for seppuku.

The craftsmanship of these weapons was so good that a well-executed blow could cut an enemy completely in two! The usual method of fighting was with the katana alone, wielding it two-handed. Fighting with two swords together is a technique usually credited to the warrior Musashi, who in turn lifted it from the Portuguese. Musashi was born a good century and a half later than the period we’re talking about, but if players want to train in two-sword fighting then let them. Musashi needn’t have been the first to think of it.

Tanto. The dagger.

Bow. Kyujutsu, or archery, was of tremendous importance to the samurai - particularly in the form of archery from horseback (kyuba no michi). Of all the martial techniques, it was perhaps the most heavily influenced by Zen.

The Japanese bow was of composite construction, about 1.5 metres long. Arrows had bamboo shafts and iron heads, and were carried in quivers of five.

Naginata. This was a pole weapon comprising a scimitar-like blade some 80cm long mounted on a 1.0-1.5 metre shaft. It is sometimes referred to as a halberd, but this is quite wrong - anything, it is more like an extremely long-handled sword. It could be swung with great speed and power and was an excellent weapon for the battlefield. In a confined space it was rather less useful.

Yari. A straightforward two-handed spear.

Although the theory was that a samurai should be an efficient killing machine with whatever weapons he attained, in practice many placed their faith in their swords and neglected kumi-uchi. Players take note!

Kawashi. Dodging technique. This translates directly as Defense in RuneQuest terms. It wasn’t much developed in feudal Japan, and this is represented by the long hours taken to learn it.

Iaijutsu. This is a special skill with special rules. Iaijutsu was the art of making a fast draw. A Master of this technique could draw his sword and cut in a single motion. There are five levels of mastery of iaijutsu, and each level attained means that the character takes one less Strike Rank to ready his sword. To train in iaijutsu, a character must set aside at least a half hour from his training time each day. (See below.) After ten hours of such practice he attempts to roll his DEX x 5 as a percentage. If he’s successful with this roll then he has attained the first level of mastery; if not, he gets to reroll each subsequent week of game-time. Once the first level of mastery is reached, twenty hours of practice are needed to qualify for the next - and the roll is now DEX x 4 as a percentage. Then a further forty hours for the next level, and so on.

Training

Not all samurai were fighters. Some, usually of the higher ranks, held administrative posts which left them little time spare for combat practice. But presupposing that players will want to be samurai of the more active and violent sort, they would typically spend most of their off-duty time practicing one martial art or another.

Characters will start at the following initial abilities, adjusted according to their characteristics:

- 50% ability: katana, wakizashi, bow
- 25% ability: tanto, kumi-uchi
- 20% ability: yari, staff
- 10% ability: naginata

Unlike RuneQuest, training costs are not a problem. If the players begin in a castle or city there will be plenty of free instruction and sparring practice from more experienced samurai. So the Fighting Skills Training Table quotes training times, not costs.

**Fighting Skills Training Table**

<table>
<thead>
<tr>
<th>Time (hours) for a 5% increase in ability</th>
<th>05-25</th>
<th>30-50</th>
<th>85-75</th>
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<tbody>
<tr>
<td>Katana</td>
<td>100</td>
<td>200</td>
<td></td>
</tr>
<tr>
<td>Wakizashi</td>
<td>50</td>
<td>100</td>
<td></td>
</tr>
<tr>
<td>Bow</td>
<td>20</td>
<td>40</td>
<td>80</td>
</tr>
<tr>
<td>Tanto</td>
<td>10</td>
<td>30</td>
<td>60</td>
</tr>
<tr>
<td>Naginata</td>
<td>50</td>
<td>100</td>
<td>200</td>
</tr>
<tr>
<td>Yari</td>
<td>20</td>
<td>40</td>
<td>80</td>
</tr>
<tr>
<td>Staff</td>
<td>20</td>
<td>60</td>
<td>150</td>
</tr>
<tr>
<td>Kumi-uchi</td>
<td>15</td>
<td>30</td>
<td>60</td>
</tr>
<tr>
<td>Kenjutsu</td>
<td>150</td>
<td>300</td>
<td>450</td>
</tr>
<tr>
<td>Iaijutsu</td>
<td></td>
<td></td>
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</tbody>
</table>

Staff. The rokushaku bo was a 2m staff of hard oak. Treat it as a staff as per RuneQuest. Mainly a weapon for the fighting monk.

Kumi-Uchi. Not a weapon but a skill - feudal age jujutsu, the samurai’s grappling technique. It was nothing like modern karate: The rules for kumi-uchi are the same as for Grappling.

Duties and recreation will leave a samurai only about eight hours a day for training. Players can thus spend their training time as they see fit within this limit, as long as any technique they’re studying has at least two hours devoted to it each day. Iaijutsu is the only exception to this rule. Also, until proficiency
with katana, wakizashi and bow has reached 75%, two hours minimum must be set aside for each of these tasks. Without this training they wouldn't start to learn the fancy combats until he could handle the basic ones.

**Weapon Statistics Table**

<table>
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<th>Weapon</th>
<th>STR</th>
<th>DEX</th>
<th>Damage</th>
<th>HP</th>
<th>ENC</th>
<th>Length</th>
<th>SR needed</th>
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<td>Katana</td>
<td>9</td>
<td>1d10+1</td>
<td>1</td>
<td>0.8</td>
<td>3</td>
<td></td>
<td></td>
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<tr>
<td>(two-handed)</td>
<td>13</td>
<td>1d10</td>
<td>1</td>
<td>0.4</td>
<td>4</td>
<td></td>
<td></td>
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<tr>
<td>(one-handed)</td>
<td></td>
<td>1d10</td>
<td>1</td>
<td>0.4</td>
<td>4</td>
<td></td>
<td></td>
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<tr>
<td>Wakisashi</td>
<td>9</td>
<td>1d6+1</td>
<td>2</td>
<td>0.6</td>
<td>3</td>
<td></td>
<td></td>
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<tr>
<td>Bow**</td>
<td>11</td>
<td>1d6+1</td>
<td>2</td>
<td>0.6</td>
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<tr>
<td>Tanto</td>
<td>1d4+2</td>
<td></td>
<td>24</td>
<td>0.3</td>
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<tr>
<td>Nunchaku</td>
<td>10</td>
<td>1d6</td>
<td>20</td>
<td>2.0</td>
<td>0</td>
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<td></td>
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<tr>
<td>Yari</td>
<td>8</td>
<td>1d6+1</td>
<td>15</td>
<td>2.8</td>
<td>1</td>
<td></td>
<td></td>
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<tr>
<td>Shaku</td>
<td>5</td>
<td>1d6+1</td>
<td>15</td>
<td>2.8</td>
<td>1</td>
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</tbody>
</table>

*Hit points for these weapons are not really meaningful. Samurai did not batter away at one another's weapons. Even the magnificent katana could break, of course - but this happens if the weapon pierces a critical hit, and not always then if the craftsmanship is very fine. **The effective range is the same as the RunenQuest composite bow.*

**Other Skills**

Many samurai directed all their efforts into honing their combat skills, but some realised that there were other ways to serve their lord. They might train at Stealth, Perception and Manipulation, also, until they were as adept as any ninja untouchable. Such samurai occasionally were given secret missions by their lord, missions taking them deep into the heart of an enemy province to spy on the plans of rival lords.

**Money**

Samurai were not supposed to care much about money. In fact, they received their stipend not in terms of actual cash but in *koku*, which were large measures of rice. Outstanding service to the lord might result in extra grants of land, leading to an increase in the stipend. Since an average samurai could expect to receive about a hundred *koku* a year - some 2500 Lunars in RunenQuest terms - he would have no trouble in buying a few spare weapons.

**Armour**

Since armour was only worn for full-scale battles, it won't see much use in the average FRP campaign. The armour was of lamellar design, laced with leather. If used, treat it as light iron scale as per RunenQuest.

Helmets were usually open, and often discarded for close-quarters fighting. Higher ranking samurai sometimes used a full helm, with a fierce mask intended to terrify enemies. The trouble with this sort of helmet is that it restricted the vision such that the wearer could only concentrate on one opponent at a time.

**Heroes and Kami**

When the samurai reaches 100% ability in three fighting skills (which must include the use of the katana and the bow) and horsemanship, he qualifies as a Hero. At this point he may attempt to acquire a patron kami - much like the allied spirit of RunenQuest. The chance of this is the samurai's CHA x 5%. CHA is figured as in RunenQuest with the following modifi-
cations: CHA is increased by 1 point for every 20% increase over 70% ability in the use of the character's main weapon. Very cowardly or dishonorable actions are known to the kami, and may lower the samurai's effective CHA by 1-20 points as far as they are concerned. If this takes the effective CHA below 1 then the only kami prepared to take any notice of the character will be a demonic spirit which will use spirit combat with a view to possessing him!

Roll on the Allied Kami Table for the level of spirit summoned. The kami will usually inhabit the samurai's sword, or possibly his horse. It can then cast spells for him as needed. These spells can be selected at random, or the Referee may prefer to take an actual spirit or Deity from Japanese mythology and assign spells appropriate to the spirit's nature. Riden, the demon-god of thunder, for example, would certainly be able to summon air elementals.

**Allied Kami Table**

<table>
<thead>
<tr>
<th>D100</th>
<th>Kami type</th>
<th>POW</th>
<th>INT</th>
<th>INT x 1/4</th>
<th>no of spells (battle</th>
<th>(Runen)</th>
</tr>
</thead>
<tbody>
<tr>
<td>01-20</td>
<td>Lesser Spirit</td>
<td>3d6</td>
<td>3d6</td>
<td></td>
<td>INT x 1/4</td>
<td>1</td>
</tr>
<tr>
<td>21-40</td>
<td>Greater Spirit</td>
<td>3d6</td>
<td>3d6</td>
<td></td>
<td>INT x 4</td>
<td>1d4</td>
</tr>
<tr>
<td>61-90</td>
<td>Spirit Lord</td>
<td>4d6</td>
<td>3d6</td>
<td></td>
<td>2d6</td>
<td>2d4</td>
</tr>
<tr>
<td>91-95</td>
<td>Spirit Prince</td>
<td>5d6</td>
<td>3d6</td>
<td></td>
<td>2d6</td>
<td>2d4</td>
</tr>
<tr>
<td>00</td>
<td>Deity</td>
<td>2d6</td>
<td>2d6</td>
<td>6d6</td>
<td>INT</td>
<td>10</td>
</tr>
</tbody>
</table>

Samurai Heroes can appeal for divine intervention, just like a Rune Lord. This intervention comes from Amaterasu, the Sun Goddess. The Referee should take note of the honor (or dishonour) of the character's past actions when rolling for POW loss!

Samurai who are Buddhists may also call on the various Buddhas (Amida, Kwanon, etc) for aid. No POW loss is involved, but the Buddhists will give guidance and advice rather than intervening directly.

Divine intervention cannot normally be used for resurrection. Any samurai who perished so highly would be beneath the contempt of the lowest spirit. The exception is when a samurai has been killed through deceit and trickery, or when he has left a particularly noble task unfinished. Then he may be resurrected for the purpose of avenging his death, etc, but when his duty has been discharged he should perform *seppuku*.

**Power**

Since the players do not have personal access to magic, a special rule applies for POW increase. This is that a character is eligible for a POW gain roll when he successfully resisted hostile spell.

In RunenQuest, POW is also a measure of the character's luck. In Japanese myth, luck was determined by the sum total of all one's past incarnations, and this was called *karma*. The Referee should roll *karma* for each character and keep a secret note of this. Players should never know their character's exact KAR, though they may eventually begin to get a rough idea! Since no character with really bad KAR would be born a samurai, roll 1d12+8 for this characteristic. KAR is used for all luck-type rolls - whether you happen to have your mouth opened by a demon or by poison gas in your direction, and so on.

**Campaign Notes**

A certain amount of good role-playing is needed if a campaign of this sort is to be effective. Obsession with treasure (often a mark of the novice player) is totally inappropriate to the samurai ethic. The trick is for players to realise that they must subdue the heart of an enemy province to gain in place of acquisition of treasure. The important thing is to fight bravely, never to appear a coward - the man who hangs uselessly back when his comrades are plunging into the fray has lost face and can expect no reward or thanks from his lord. If all this leads to real rivalry between the players as they vie for the honour of despaching some hated foe or of being the first into a battle, this is as it should be. Samurai were not gentlemen. Greater honour brings a number of privileges - grants of land, retainers, and so on. The ultimate recognition is for the lord to declare a samurai hataomo, or bannerman, indicating that he is a special favourite. A samurai who found a magic item or weapon would normally make a gift of it to his lord; in the case of a hataomo samurai, he would insist that he keep it himself.

Since the name of the game is role-playing, of course, a player could choose to have a depraved character. He will care nothing for honour - though he'll go out of his way to convince his comrades and his lord that he does. In this case he suffers no penalties to CHA when trying to obtain a patron kami because, rather than being an upright samurai who has fallen short of the mark, he is actually a dedicated, thoroughgoing SOB, and some evil spirit somewhere will certainly take a shine to him. The villainous samurai must always take care to conceal his true nature, though, since if he is ever found out his lord will require him to perform *seppuku*.

Finally, there are a few books which will be useful if you're thinking about running a samurai campaign. Richard Storry's The Way of the Samurai makes a good Referee's manual, for the players' manual try Richard Lupoff's excellent novel Sword of the Demon, and 'monsters' can be culled from any one of several books of Japanese folklore.
Dungeon Master General

by Alan E Paull

Pitched battles in D&D - a system of rules for large scale combat.

Next issue: The Battle Tactics of non-human races.

As the clashes and cries of war echoed from the flanks of the battlefield, the men of the Regiment of the Town Guard, who formed a portion of the centre of the line, muttered nervously to each other, wondering when they would have their part of the day's bloody deeds. Before them stood brave Rollan their commander, a cleric and adviser to the High Priest, though he preferred actions to words.

Movements from across the narrow valley separating the foes caused renewed stirring in the ranks. The sun glinted from helmets and lances as the enemy brought forward their heavy cavalry, the Consular Guard Regiment, who were eager to charge through the centre of the opposing line, so that they could plunder the lands beyond. A few words from Rollan stiffened his men's resolve, and the regiment became a hedge of spears. The horsemen trotted forward, pennons fluttering from their raised lances, and eased into a canter as the points came down ready to end the lives of the stalwart infantrymen. Then from the flanks of the imperiled spearmen came the soft smack of released bowstrings and a scattering of horses fell. Slow to avoid confusion, the horsemen came on and met the line of spears. The longer reach of their lances gave the cavalry hope of success, but though Rollan's followers were hard-pressed, they stood their ground.

Suddenly yellow flame blossomed around Rollan himself and the courageous leader fell to the ground amongst a circle of scorched warriors. With cries of fear and pain men began to break and run from the rear ranks. The regiment recoiled like a wounded animal and the horsemen sensed their victory. At this moment the High Priest and his entourage were returning from the fighting at the wings of the field, and with great fortitude rushed to help their comrades. At once Pashia, a lady of healing, flung herself to Rollan's side to use her magic to cure his hurt, while the High Priest called out to his gods to support his warriors in body and spirit. Still the Regiment shrank back before the cavalry onslaught.

Though blackened and scorched by fire Rollan stood up amidst the melee and called upon his fearful men to stop their retreat and to return to the fray. His loyal men heard his shouts and were heartened by the favour of their gods. The disordered retreat was stopped and the spearmen swung to face the disconcerted enemy.

Pitched battles in AD&D usually occur off-stage. As the AD&D combat system is designed for engagements between individuals or small groups, the GM has to discourage player characters from taking part in battles, or has to represent their involvement in a somewhat abstract form. This article should give the GM the opportunity to take the bull by the horns - let them have a taste of real warfare.

The game master has to make certain assumptions about a pitched battle, to make it possible to run the game smoothly. The majority of individuals in the ranks of the armies can be assumed to be low level soldiers (level 0 or 1), though they can be humans, orcs, goblins, or whatever. Some will be special types, for which special rules are needed. The second assumption is that player characters are not run-of-the-mill people, and will stand out against a background of ordinary soldiers. Similarly, certain NPCs will have the same role, acting as leaders of the troops or as champions. For reasons of vulnerability magic-users would be rare in pitched battles (would you like to be shot at by a regiment of archers if you had AC10?), and so would thieves, but fighting men, clerics, and similar sub-classes would be common.

Representation of Military Groups
A simple way to represent the military group (which for convenience I will call a 'regiment') is to cut out rectangles from a piece of card, each rectangle being one regiment. The crucial factor is the frontage of each regiment relative to other regiments, rather than any particular ground scale. You do not have to calculate the actual ground scale used, though you should have a very rough idea. To calculate the frontage of any particular regiment and therefore the width of the piece of card, choose an arbitrary sized frontage for a 'unit', say, 1cm or 1 inch, with a ground scale of roughly 25 yards. Work out the numbers of the different troop-types who would fight in a
unit with this frontage, bearing in mind that infantry will be deep formations (ie with many ranks), while cavalry will have only two or three ranks. The following are recommendations for what combinations of strengths of each of this standard frontage by racial type: 30 horse cavalry; 200 human, orchish, dwarven or elven infantry; 300 goblin infantry; 75 goblin 'wolf' cavalry; 400 kobold infantry; 50 goblin infantry; 20 hilt giant infantry and 1 large dragon.

A regiment will consist of several of these units. For example, a regiment of cavalry 450 strong might be represented as 3 strips of card (squadrons) each with a frontage of 6m and each consisting of 5 units; a regiment of kobolds on the other hand might be just one short strip of 4m representing 1600 kobolds!

**Battlefield Capability**

Each regiment should have a combat rating and movement rating assigned it. The actual movement rate of the troops on the ground is not important; what is important is the speed compared with that of other troop types. I use a standard rate of 3 for infantry, 5 for cavalry, with appropriate adjustments for race (eg elves are faster than humans or dwarves), so a basic infantry unit moves 3 inches per turn (or double if using a large table), cavalry can add 2 if charging and fleeing units will move much faster. Movement during play can be kept deliberately vague, because the battle enacted is not a simulation which requires historical accuracy, but a fantasy creation of the games master. As long as the action flows believably to the players irrespective of how or where it does not matter.

Combat ratings should reflect numerical strength, the tactical strengths and weaknesses of the particular troop-type and that nebulous term, 'quality'. Cavalry should have higher ratings than infantry, and special troops, such as giants will be strong, but still, give some opportunities.

The combat rating of one unit multiplied by the number of units is the regiment's combat rating. For example, a unit from our regiment of cavalry could have a combat rating of 6 (1 being bad light cavalry, 8 virtually unstoppable knights), which gives each squad a rating of 6 times 5 = 30, and the whole regiment 3 times 30 = 90. For comparison a unit from the kobold regiment might be 3 (reflecting much less hitting power), giving the regiment a combat rating of 3 times 4 = 12. If this comparison seems a little questionable, remember that each horseman will get 3 attacks - 2 for hooves and one for a weapon, all of which are quite likely to lay a low kobol.

With the difference, the missile-firing troops will have two combat ratings. The first is for hand-to-hand combat, in which they would be comparatively weak; the second for missiles. Being less encumbered with the weight of metal and stronger rates faster than ordinary infantry. With units of one inch frontage the range of bows is about 6 inches, and crossbows about 5 inches. Javelins and spears have only a 2 inch range. Missile-firing uses the same combat table as for hand-to-hand combat, but all results exceeding 31, 100 or above for battle are considered hits. Archers can shoot over friendly units using arced fire, but other missile-firing troops cannot.

The games master should note on the card-strips (underneath the information is to be concealed from the players) the effectiveness of the regiment and also a single unit of the regiment. During play the regiments should normally remain whole, which makes moving them quick and easy, though they can be broken down if lines are drawn on the strips to divide them into individual units. Casualties and detachments are simply removed with a pair of scissors.

**Player characters on the battlefield**

It can be assumed that some player characters will want to fight with one regiment or another of one of the armies. Figures or counters representing these player characters can be placed with the appropriate regiments, selected by the player, or perhaps by the commander of the army. The player can choose either to fight or to stand behind the line. If the former, then he or she will be sought out by enemy characters and leaders, because player characters are worth more than common soldiers. A powerful player character will almost always fight powerful enemies if possible, rather than common soldiers. Such fights should be considered as one-to-one or small group melee, and resolved using the normal AD&D combat system. On the lines of battle bending round the champions, as common soldiers usually have no desire to fight champions. The games master should remember that even champions have a healthy respect for the security of their innards, so sorely wounded NPC champions and leaders will normally prefer to retire hurt rather than fight to the death.

So successful characters should be added to the regiment's morale and also add one to the regiment's combat die for the turn. Conversely, unsuccessful champions, who are driven off or slain, will reduce morale by one, and leave the combat die roll unaltered. A champion leading a leaderless regiment, unless he or she has a particularly high charisma (+15+ will give +1 to morale).

Spells - even though the areas of effect of spells are usually very limited, their effect on morale and organisation can be great - for instance, a couple of stinking clouds might well break up cavalry charge. The effects of some spells are listed in Table 2. Spells are most effective when used against enemy champions and leaders. Most troops tend to get discouraged if their leader is fireballed! Spell effects on single targets or small groups should be worked out according to the normal AD&D rules.

The effects of spells on the morale of troops will also vary according to the type of troops and their previous experience of magic. The effects listed in Table 2 would be those on soldiers up to 1/2 hit dice who have heard of magic and so know something of what it might do, but have not yet experienced it. Troops who know a lot about magical attacks and who have experience of them would need a double dose of the spell for the full effect of the attack to occur. Creatures with many hit dice should have a saving throw by regiment where appropriate, or could even be indifferent (for example, one oration +1 +1 spell would work WPC on a WPC wright (fireball might do the trick). As AD&D is a fantasy game with magic as an essential element, the effect of magic should be exaggerated, if anything, to prevent stagnation of the game into an ordinary medieval or classical battle - the games master should emphasise the fantasy element rather than making it a simulation.

**How to run a Battle**

It is not strictly necessary to develop a complicated combat system for a pitched battle. I use the following procedure:

1. Turning
   1. Both armies move simultaneously.
   2. Missile fire occurs simultaneously.
   3. Regiments from Army A attack adjacent regiments from Army B, if desired.
   4. Regiments from Army B attack adjacent regiments from Army A, if desired.
   5. Remove losses and calculate morale changes.

The combat results table and the morale table give further details. Player character involvement can be slotted in at the appropriate moments.

Any attempt to play the battle while games master for the players at the same time is liable to end in periods of confusion and periods of boredom, as the games master acts as both commander-in-chief and judge of the opposing forces. The best way to solve this problem is to draw up a concise plan of the course of the battle, starting with the initial deployment and writing down what each regiment will do at each stage; in fact, to play the battle first without the involvement of player characters, or, if particularly powerful player characters are involved, to play it as if they were NPCs. You will be able to refer to your plan at crucial points.

The battle plan should be quite detailed, marking movements during each turn in each part of the field. It is helpful to divide the field of battle into left flank, centre and right flank, and then divide a sheet into three, a column for each section. Combat results and critical morale ratings [see below] should be carefully noted, so that the effect of player character actions can be determined. During the game you will then have to note only those events which alter your basic description, and you will not be forced to make hurried decisions during play. You may even find that the player characters only come into their own towards the end of the battle during the decisive moments, as true heroes should.

The cardboard regiments should be drawn straight onto a table top or on a whiteboard - there is no real need for hex or graph paper, as all movement can be carried out quickly using a ruler. Flexibility and rapidity of play should be favoured rather than accuracy.

Morale ratings of regiments can be quite crucial, so the games master must be prepared to keep a note of changes on his Order of Battle sheet. Morale ratings initially range from 1 (poor) to 10 (unshakably confident), with 5 being the average. During the battle they will go up or down depending on fluctuations.
DUNGEON MASTER GENERAL

In the fighting, if a regiment is attacked, first roll on the morale change table for the random element involved, then consult the list of occurrences and their effects, but remember that magic will also alter morale. See Table 3 for details. Pitched battles demand a high degree of organization from the games master and a lot of flexibility during play.

Extract from the Battle of Demon Ridge - How it was done

The Line-Up:

<table>
<thead>
<tr>
<th>Forces of Good</th>
<th>Forces of Evil</th>
</tr>
</thead>
<tbody>
<tr>
<td>Town Guard</td>
<td>3 4</td>
</tr>
<tr>
<td>2 3</td>
<td>1 4</td>
</tr>
<tr>
<td>2 1</td>
<td>3 A</td>
</tr>
<tr>
<td>4 5</td>
<td>4 6</td>
</tr>
<tr>
<td>3 2</td>
<td>1 6</td>
</tr>
</tbody>
</table>

Turn 1

As the cavalry charges, the Archers shoot at them; 10 vs 24 is 1:3; result: D1 - the cavalry are forced to slow (ie cannot charge home). The cavalry attack the infantry; 18 vs 9 is 2:1; result: Eng (NB: The infantry do not opt to attack the cavalry - see the 1:2 column of the CR1). Morale: The infantry regiment rolls '2' on the Morale Change table; plus 1 for Rollan's 16 Charisma; plus 1 'supported on both flanks'; minus 1 'attacked by 2:1 strength', so morale remains at 4 (still good). The cavalry rolls '3' and its morale goes down to 5, but is still good.

Turn 2

No movement. No missile fire into melee. Cavalry attacks at 2:1 again; result; Eng: A fireball/spell from an invisible magic-user hits the infantry regiment; attack at 2:1 result: D1; also Rollan is almost killed. Morale: The infantry rolls '5' on the Morale Change table giving an initial total of 5; plus 1 'supported on both flanks', minus 1 for one unit lost, minus 1 'attacked by 2:1 strength', minus 2 'leader killed' (seemingly), minus 2 fireballed = 0; the infantry must retreat in bad order. The cavalry are unaffected.

Turn 3

Infantry retreats in good order; cavalry follows up and attacks. High Priest casts prayer spell (1 from attackers combat die roll and morale) and Pasha casts cure light wounds on Rollan and then casts chant (effect as prayer). The cavalry attacks 3:1 (18 vs 6) and rolls a 4; minus 1 for the prayer and chant = 2; result: Eng. Morale: The infantry rolls '3' on the Morale Change table giving an initial total of 0; plus 1 'supported on both flanks', plus 2 for the prayer and chant, plus 1 for the C-in-C, plus 1 for Rollan's Charisma, minus 2 'attacked by 3:1 strength' = 3, morale good! The cavalry rolls '2' on the Morale Change table giving an initial total of 4; plus 1 'enemy regiment forced to retreat', minus 2 for the prayer and chant = 3, morale also good. The fight continues.

Table 2 - Spell effects on troops

<table>
<thead>
<tr>
<th>Character class</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cleric</td>
</tr>
<tr>
<td>Magician</td>
</tr>
<tr>
<td>Priest</td>
</tr>
<tr>
<td>Magic-user</td>
</tr>
</tbody>
</table>

Table 3 - Morale Change Table

<table>
<thead>
<tr>
<th>Roll</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>-2</td>
<td>Reduce enemy regiment's combat rating by 10% per spell for 1 turn. Also -1 morale.</td>
</tr>
<tr>
<td>-1</td>
<td>1 morale for 2 turns.</td>
</tr>
<tr>
<td>0</td>
<td>1 morale for 1 turn.</td>
</tr>
<tr>
<td>1</td>
<td>Decrease enemy regiment's combat rating by 10% per spell for 1 turn. Also -1 morale.</td>
</tr>
<tr>
<td>2</td>
<td>Decrease enemy regiment's combat rating by 20% per spell for 2 turns. Also -1 morale.</td>
</tr>
<tr>
<td>3</td>
<td>Decrease enemy regiment's combat rating by 30% per spell for 3 turns. Also -2 morale.</td>
</tr>
<tr>
<td>4</td>
<td>Decrease enemy regiment's combat rating by 40% per spell for 4 turns. Also -3 morale.</td>
</tr>
<tr>
<td>5</td>
<td>Decrease enemy regiment's combat rating by 50% per spell for 5 turns. Also -4 morale.</td>
</tr>
<tr>
<td>6</td>
<td>Decrease enemy regiment's combat rating by 60% per spell for 6 turns. Also -5 morale.</td>
</tr>
<tr>
<td>7</td>
<td>Decrease enemy regiment's combat rating by 70% per spell for 7 turns. Also -6 morale.</td>
</tr>
<tr>
<td>8</td>
<td>Decrease enemy regiment's combat rating by 80% per spell for 8 turns. Also -7 morale.</td>
</tr>
<tr>
<td>9</td>
<td>Decrease enemy regiment's combat rating by 90% per spell for 9 turns. Also -8 morale.</td>
</tr>
<tr>
<td>10</td>
<td>Decrease enemy regiment's combat rating by 100% per spell for 10 turns. Also -9 morale.</td>
</tr>
</tbody>
</table>

Table 4 - Combat Results Table

<table>
<thead>
<tr>
<th>Dice Roll after odds</th>
<th>Effects</th>
</tr>
</thead>
<tbody>
<tr>
<td>1/4</td>
<td>Morale good.</td>
</tr>
<tr>
<td>1/2</td>
<td>Will not advance; if attacked will retire.</td>
</tr>
<tr>
<td>1/1</td>
<td>Retire in good order, facing the enemy.</td>
</tr>
<tr>
<td>2/2</td>
<td>Retreat in bad order, backs to the enemy.</td>
</tr>
<tr>
<td>3/2</td>
<td>1/2 retreat as above, 1/2 rout, discarding weapons.</td>
</tr>
<tr>
<td>4/2</td>
<td>All rout; if no escape route, surrender.</td>
</tr>
</tbody>
</table>

Table 5 - Terrain Effects Table

<table>
<thead>
<tr>
<th>Movement</th>
</tr>
</thead>
<tbody>
<tr>
<td>Woods</td>
</tr>
<tr>
<td>Hills</td>
</tr>
<tr>
<td>Buildings</td>
</tr>
<tr>
<td>Streams</td>
</tr>
<tr>
<td>Rivers</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Clear Wood</th>
<th>No Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Clear Heavy Horse cavalry prohibited, non-elvish infantry slowed by 1pt.</td>
<td></td>
</tr>
<tr>
<td>Clear Elvish cavalry prohibited, non-wooden siege engines slow by 1pt.</td>
<td></td>
</tr>
<tr>
<td>Height advantage gains 1pt in melee.</td>
<td></td>
</tr>
<tr>
<td>Defenders combat rating doubled.</td>
<td></td>
</tr>
<tr>
<td>Attacks against a stream loses 1 pt in melee.</td>
<td></td>
</tr>
<tr>
<td>Bridge defender's combat rating doubled.</td>
<td></td>
</tr>
</tbody>
</table>

Table 6 - Examples of engagements

| AE - attacking regiment eliminated. |
| A3 - attacking regiment loses 3 units. |
| A2 - attacking regiment loses 2 units. |
| A1 - attacking regiment loses 1 unit. |
| D1 - defending regiment loses 1 unit. |
| D2 - defending regiment loses 2 units. |
| D3 - defending regiment loses 3 units. |

AB - defending regiment eliminated. |

Eng. no losses; the fight continues, unless one side withdraws and the other does not.

Units using missile fire should consult the above table and ignore all results except D1, D2, D3 and DE.

Table 7 - Movement

<table>
<thead>
<tr>
<th>Movement</th>
</tr>
</thead>
<tbody>
<tr>
<td>Wood</td>
</tr>
<tr>
<td>Hill</td>
</tr>
<tr>
<td>Heavy</td>
</tr>
<tr>
<td>Aerial</td>
</tr>
<tr>
<td>Water</td>
</tr>
</tbody>
</table>

<table>
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<td></td>
</tr>
</tbody>
</table>

Table 8 - Effect on Regiment's Morale

<table>
<thead>
<tr>
<th>Roll</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>-1</td>
<td>-1</td>
</tr>
<tr>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>+1</td>
<td>+1</td>
</tr>
<tr>
<td>+2</td>
<td>+2</td>
</tr>
</tbody>
</table>

Morale Die Modifiers

| 1/2 | Enemy regiment forced to retreat in last 4 turns. |
| 1   | Attacking from flank or rear. |
| 2   | Leader/chaos/defeats enemy leader/chaos. |
| 2/4 | Supported on both flanks. |
| 2/4 | Commander-in-chief with regiment. |

-1/2 | Forced to retreat in last 4 turns. |

-1 | Attacked from flank. |

-2 | Leader/chaos/retreats. |

-3 | Friendly regiment to front or flanks retreats or routs. |

-4 | Attacked by 2:1 strength. |

-5 | Each unit lost in the current turn. |

-6 | Additional -1 if 50% or more units lost during the battle. |

-6 | 2/4 | Morale Ability |
<table>
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<tr>
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<tbody>
<tr>
<td>1</td>
<td>2</td>
<td>3</td>
</tr>
<tr>
<td>4</td>
<td>5</td>
<td>6</td>
</tr>
</tbody>
</table>

Table 9 - Morale Number

<table>
<thead>
<tr>
<th>Morale Ability</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Morale good.</td>
</tr>
<tr>
<td>2</td>
<td>Will not advance; if attacked will retire.</td>
</tr>
<tr>
<td>3</td>
<td>Retire in good order, facing the enemy.</td>
</tr>
<tr>
<td>4</td>
<td>Retreat in bad order, backs to the enemy.</td>
</tr>
<tr>
<td>5</td>
<td>1/2 retreat as above, 1/2 rout, discarding weapons.</td>
</tr>
<tr>
<td>6</td>
<td>All rout; if no escape route, surrender.</td>
</tr>
</tbody>
</table>

NB: Leaders may rally routing troops on a die roll of 5 or 6 (on 106).
Covenant Revisited

Critical Mass is a regular column reviewing SF and fantasy books, edited by Dave Langford. This issue Dave looks at White Gold Wielder, Chekhov's Journey, Run to the Stars and some recent US releases.

Bulking hugely on my desk is the latest doorstep blockbuster from Stephen Donaldson, White Gold Wielder (Collins 509pp £8.95), the sixth book of Thomas Covenant the Unbeliever and possibly - but the third was supposed to be - the last. That's nearly 3000 pages of unremitting Covenant now, folks.

I have mixed feelings about the books. As anti-heroic fantasy they're descendents of Moorcock's Elric saga... but while Elric does all the routine fantasy-hero things with just that extra twist of guilt or betrayal, Covenant is utterly ridged with guilt, self-doubt and sheer disbelief in the fantasy world that needs him. In the first trilogy this left him powerful but ineffectual, as if forced to play a high-level character in a role-playing game he couldn't take seriously; the second trilogy sees him too powerful to be effective, as if playing a game which he now takes seriously but in which the merest twitch of his littlest finger is liable to smash the world, trample the playing board and burn the pieces.

All the books involve long, long quests, sometimes featuring nice creations (the Sandhold and Sandgorgons of The One Tree; the ice-monsters in this book) but mainly serving to delay the final confrontation with arch-baddie Lord Foul, in which Donaldson juggles with power, rejection, sacrifice, apotheosis and defeat. Here, as before, the coin of defeat is ghastly turned over to reveal a mixed victory for the good guys - a little too ghastly, perhaps.

Donaldson's convoluted approach to fantasy is original and welcome, though Covenant's endless tortured dilemmas can pall. A further annoyance is the dedication, clumsily erudite as ever. Hurved like a jerk... he made his preterite way... argue with concentration... beneficial mausoleum... analytic refrigeration... all! If only some editor had cleaned out this nonsense and trimmed the book to liftable size.

By contrast, Ian Watson's new SF novel Chekhov's Journey (Gollancz 163pp £7.95) is a straightforward, stripped-down work which does its stuff in minimal space. Not that thefiendishly clever Watson can be called straightforward. We begin with playwright Anton Chekhov's real-life 1890 journey across Siberia; this Chekhov, though, is a simulated personality induced by 'hypnotic reincarnation' in an actor from the 1990 Soviet film unit producing their documentary Chekhov's Journey. But simulated-Chekhov disagrees into investigation of the mysterious 1888 Tunguska explosion, causing concern in 1990 owing to the fact that the Tunguska event didn't happen until 1908: they coax the hypnotic subject 'forward' in time, only for him to announce that he's Captain Anton Astrov aboard the doomed Soviet timeship plunging back from 2090 on collision course with Siberia in 1908...

There are good twists in this neatly executed story, which is as 'conventional' as a reality-bending yarn as Watson has written. Lacking the vaulting ambition of his God's World or the outrageousness of the recent Death-hunter, it's good entertainment with some philosophical bite.

Run to the Stars by Mike Scott Rohan (Arrow 289pp £1.95) is a first novel in the best tradition of 'hard' SF. A convincingly run-down and bureaucractized Earth is falling to meet the challenge of space, despite interesting hardware like the Infall space-drive (another version of SF's Amazing Doubletalk Drive, here is a limited form of gravity control which is wisely not described in detail), antimatter-powered probes and a very nasty relativistic weapon which some years ago shamelessly plagiarized in my own War in 2080: The Future of Military Technology. The problem is for the tough hero to outwit the corrupt Earth government, save at least one world, escape on a colony ship, and so on.UL

Rohan avoids the common pitfall of having the hero do too much single-handed or achieve all these objectives while smelling of roses: scraps salvaged from defeat are more realistic than easy victory. Though slow-moving to begin with, and relying on a truly boggling coincidence at the climax, this is a superior SF adventure from an author I know well (bias declared) and who I hate for getting a fanletter from Ursula Le Guin on his first published story.

Sometimes review copies arrive all the way from America - books which may never be printed here. Starblaze Editions, for example, do a nice-looking line of large format ('trade') paperbacks which you can find in SF/fantasy specialist bookshops. Myth Directions by Robert Asprin (Starblaze 168pp $5.95) is the third in a series of light, humorous fantasies featuring a semi-skilled young magician who's apprenticed to a 'demon' from the world Perp (who is therefore called a Pervert, which amuses the author greatly and frequently). There's remarkably little successful humour in SF and apparently even less in fantasy: the classic example is L Sprague de Camp's and Fletcher Pratt's Incompleat Enchanter series. Even this frequently sacrifices humour to fantasy conventions in well-justified fear that too much slapstick may spoil readers' belief in the book's fantasy world.

Asprin isn't as good a writer as de Camp or Pratt, and his previous effort Myth Conceptions was fairly pretty dire, with overdone anachronistic humour spoiling otherwise exact as suggested above. An 'inn' described in painful detail is a modern fast-food place from its description, etc. But this time the humour is milder and better, though occasionally it can be a bit hard to take the sheer cretinousness required from every character in order to make the plot work. (To make people simultaneously believable and as thick as this requires the talents of P. G. Wodehouse or someone.) It's a harmless and quite likeable little book, an undemanding fantasy romp: Asprin does seem to be improving.

Since we're in White Dwarf you may be curious about the game. An Asprin-based game would resemble many other simple fantasy games - there's one already, based on his and others' Thieves' World series - though the element of humour is specially difficult to translate into game form. Rohan's book would be fun as the base of a 'realistic' interstellar war game, with relativistic weapons of appalling power creating huge holes in worlds' defense systems (speed-of-light limitation) while bureaucratic double-dealers confuse the issue with complex cover-ups. The Chekhov's Journey game might feature players trying to tip the balance towards their preferred reality, with the Tunguska explosion happening in 1908, or 1888, or - your objective if you're playing the part of Captain Astrov - not at all. And in a Thor's World game players (if they could be persuaded to believe in the game at all) would presumably stagger from defeat to glorious defeat, amassing huge scores for Asprin's new book.

September's Reprints: Reference and Dictionary-Swallowing, until one of them reaches the stage of Utter Downfall - which by Donaldson's rules generally means victory.
In Open Box, science fiction and fantasy games and rulebooks are reviewed.

SOLOQUEST 2: Scorpion Hall Chaosium Inc £4.95

Here is Alan LaVerge's second contribution to the art of solitaire adventuring (a third is to be found in the Questworld pack). It consists of a single medium-sized complex, a castle built by trolls but now occupied by scorpion people (among others), but is not intended to be cleared by one character in a single adventure. Sooner or later the first investigator will come to grief or retreat, and the scenario is so designed that the next comer will find things changed, and that as the earliest encounters are used up more formidable ones take their place. Thus, in the first unavoidable encounter as the character approaches through the forest, with a scorpion man hunter/scout, killing the scorpion man will mean that the next time a tougher scorpion man is met, by the same or another character, if the scorpion man wins, it has a chance to improve its spell knowledge by ceremonially eating the victim as well as the usual experience roll for skills successfully used. The gear and possessions of dead adventurers will also be collected by occupants of the castle, to be available as potential loot for later visitors.

Of course, loot and the opportunity to kill (or be killed) are the attractions. The only slight note of unreality is in the supposition that anyone should be so timeless as to approach a haunt of such dangerous creatures singlehanded, and that of its existence become known the castle would not be taken out by a Storm Bull raid in short order. But these are not insuperable objections to incorporating the adventure into the career of your favored character, and perhaps a single experienced adventurer with several 50-75% skills can do quite well, and a Storm Bull Initiate I rolled up for the purpose survived three successive visits, though retiring early and hurt each time (it seems assumed that you make it back to your camp, located 2 hours' travel away, without difficulty). Considerable care has been taken over working out the chances of success of action for the adventurer and the NPC's encountered, and the encounters and other events are extremely varied, including several types of 'monster' new to RC and interesting additions to the stock. The layout is good, with only a few minor blemishes and misprints in the US edition. These have been corrected in the UK edition. The width of the doors is not stated, so their position in relation to the rooms entered by them always made absolutely clear. There are also points on which one might wish to disagree with the author: why cannot a character carry a bow, or at least a sling, at the ready in the forest (p9), or could not a crossbow successfully damage the creature in 90, even at such close range? One might also wonder why, on occasion, creatures in neighbouring rooms do not come to help, or at least investigate, while you are in melee; a solitary player cannot bring them in, as he or she will not know they're there. But there is nothing that a good GM or alert player could not pick up or decide upon, so far as I can see, and in general this should score highly on playability and enjoyment, allowing some scope for role-playing (including that of the NPCs, if you are playing solitaire), and offers a reasonable degree of complexity.

Overall: 8

Oliver Dickinson

DUNGEON MODULES

C1 The Hidden Shrine Of Tamoachan £3.95
C2 The Ghost Tower Of Inverness £2.95
S2 White Plume Mountain £2.50
I1 Dwellers Of The Forbidden City £3.50
TSR

The Hidden Shrine Of Tamoachan has a very Central and South American flavor. Deep in the heart of a tropical jungle lies a stepped pyramid - the Hidden Shrine Of Tamoachan. Inspiration for the setting comes from Aztec and Mayan culture and mythology. The room descriptions portray this very well and the accompanying booklet of black and white illustrations enhance the atmosphere even more. Treasures, while historically accurate, tend to be a bit skimpy. DMs running this as part of a campaign will need to increase the treasure's total value to make exploration worthwhile for players. Although recommended for 5th-7th level characters, most 5th level ones (excepting fighters) are going to have a very hard time as the shrine eats into hit points very quickly. A more realistic appraisal would be 6th-8th levels, giving players a reasonable chance of success providing they think and act fast. Otherwise this is an enjoyable and colourful adventure for medium level characters.

The Ghost Tower Of Inverness is a thought provoking adventure for characters of 5th-7th level, though higher levels are recommended if the party does not contain eight to ten characters. Players are sent on a quest for the fabled Soul Gem, a legendary artifact of great power. Encounters in the tower are interesting and increase in intensity the nearer players get to their goal. The last encounter is likely to have players sweating in their seats as they struggle to overcome the final obstacle between them and their goal.

In S1 the players enter White Plume Mountain to recover three powerful magic weapons stolen by the wizard Keraptis (who happens to be a lousy poet!). This 5th-10th level adventure has many interesting problems for players to overcome and as part of the S series it lays emphasis on problem solving than the C modules, but compared to S1 Tomb of Horrors it's quite lenient. The wrong decision will not necessarily kill players but will leave them very frustrated. Keraptis' tests are designed to stretch a party to the limits, not to deal death at every opportunity.

As well as producing exceptional adventures TSR are also capable of turning out very mundane ones. Dwellers of the Forbidden City is one of these. It shows signs of being thrown together and generally lacks any real cohesion although the introduction would lead you to believe otherwise. It's designed for characters of 4th-7th level and the cover proclaims that parts of it were used for tournament play. The tournament section deals with getting into the city and the rest of the module seems to have been tacked onto this. The overords of the city are dealt with in some detail in the monster descriptions but only appear a few times in encounters and their lair is not even covered. To give the module its due it does offer a mini-campaign setting and many ideas of how to expand it. Any DMs using it, however, are going to have to put in a lot of work to make it more than just a series of encounters and if you're prepared to do this you may as well design your own from scratch!

C1, C2 and S2 will primarily appeal to players who like mental challenges. Players used to hacking and slaying their way through adventures are either going to get very bored or very dead, possibly both! If your players enjoy solving problems then these three modules are well worth the money, they differ in the problems they present and provide many excellent ideas for further adven-
tutes. With these three modules plus the many other good ones available it is just not worth considering. One expects quality from TSR, not encounters hastily thrown together and only tenuously linked.

Presentation: C1 C2 S1 I1
Playability: 9 8 8 8
Enjoyment: 9 8 9 5
Skill: 8 8 9 6
Complexity: 7 7 7 6
Overall: 8 8 8 5

Jim Bamba

ILLUMINATI
Steve Jackson Games £4.50

The Illuminati theory is that the world is perpetually subject to the nefarious manipulations of one or more secret societies - the Illuminati - of immense power and little morality. This has been the basis of a truly abysmal trilogy by Robert Shea and Robert Anton Wilson, which was converted into an entertainingly extravagant eight-hour play by Ken Campbell. Now the basic idea has been picked up by Steve Jackson, resulting in a fairly amusing little card-and-dice game. What is more, it is described as a 'family game', although the books are, err, far from family reading.

For your money, you get a 'Superior Hong Kong' plastic wallet box, a slim rules booklet, a sheet of variously numbered squares to cut out and use as 'megabucks' - game money - and a deck of (necessarily small) cards, mostly representing organisations and illustrated with elementary line drawings. You don't get any dice, although you need 2d6 to play.

The game system is a mixture of various familiar principles. Each player starts with one organisation, an Illuminati group ranging from the Gnomes of Zurich (financial wizards) to the Servants of Cthulhu (psychopaths), and play progresses round the table, with each participant in turn making various moves to build a winning 'power structure'. Each player has special powers, each seeks to build an optimal formation of cards on the table surface; each works by 'attacking' others' hands or the central pool (as in many card games), and each has a cash budget to watch. The overall 'style' is quite consistent, and seems well thought out.

One thing that I don't accept is the 'family' tag. It may not be a wargame, but play involves a lot of careful detail-watching that wargamers will manage easily, but less dedicated players may find boring. Furthermore, Illuminati demands an idea of long-term strategy and aggressive tactics that is essentially unique to the fanatical gamer.

In fact, the chief move and tactic in Illuminati is the attack - the reorganisation of one's hand should be minimised as wasteful of opportunity. Each player uses his or her organisations and cash to take over, neutralise, or destroy others, with attention to both the victory conditions and the individual cards' peculiarities for each organisation has appropriate traits and 'alignments'. This leads into my first real complaint about the game. The organisations range from the Soy Spoons (weak and peaceful) to the Mafia (tough and criminal) and the SF fans (weird), but a large proportion of the humour is directed at American audiences, with a political parties, unions, and agencies appearing. Someone ought to do a UK edition, preferably soon.

The game plays well and is reasonably simple to learn: duration depends on number of players (the fewer the quicker) and skill involved. Six well-matched opponents with a good eye for each others' victory conditions could go on all night; a pair of relative novices who found the cards running one way could finish within an hour. Multi-player games would also work as well as Diplomacy in exposing the real two-faced conspirator types.

Overall, this is a playable game with a good element of skill: it creates an appropriate atmosphere of conspiracy and cynicism, although the open hand system rather removes the element of paranoid secrecy inherent in conspiracy theories. Illuminati will earn its devotees, especially in America, although it lacks the elegance of the best cult games. As long as it doesn't send anyone off to the books.

Presentation: 7 Enjoyment: 7
Rules: 6 Skill: 6
Playability: 7 Complexity: 6
Overall: 7
Phil Masters

STARSTONE
Northern Sages £2.99

Starstone, a massive series of scenarios suitable for any FRPG by Paul Vernon of Town Planner and Trouble at Embertree fame, is a closely printed 40-page A4 booklet with a thin card cover which doubles as a map sheet and an accompanying large sheet of 16 plans. It describes the country of Starstone, a medieval England/fantasy area, after the removal of its regular troops to fight in the war. As might be expected, hostile powers take the opportunity to claw out of the woodwork and terrorise the innocent inhabitants and, as usual, it falls to the intrepid adventurers to save civilisation from the evil hordes.

As well as a description of Starstone county, three scenarios for beginning characters (but experienced players are given: Longbottom Down, a short (just under 40 encounters) introductory adventure concerning strange goings on in the graveyard; Sardkirk, a gnomish village plagued by disappearances, and Dolgoed, a larger village falling apart under the pressure of its hostile neighbours; both of these latter adventures have well over 100 encounters each. All the scenarios are beautifully detailed and structured with background history, political family relationships and economics all given in addition to the usual monsters. The only disadvantages that Starstone has are that its very completeness means that it requires several readings to grasp fully and that since it was written to be usable with any FRPG, it needs some work to convert it to a particular system. On the latter point, I would say that it is most suitable for D&D/AD&D but anyone experienced with another system should have little difficulty in converting it.

For those who prefer a coherent, highly detailed medieval milieu for their campaign, Starstone could hardly be bettered. Even for those who don't like such a background, it still represents excellent value for money merely as an example of meticulous campaign design. Very highly recommended.

Presentation: 8 Enjoyment: 9
Playability: 8 Complexity: 8
Skill: 8 Overall: 9
Daniel Collerton
Dear WD,

Traveller referees may wish to consider the following minor rule modifications:

Gravity: At the end of Book One a table explains the effects of different world sizes on gravity, in terms of relative weight for 10 tons. However, when describing the world to a player or unfamiliar with it, the referee can use this figure to refer to gravity in terms of a percentage of standard Earth gravity. The formula necessary to obtain this figure is as follows: $g = \frac{1}{16} \times C + 0.5$ Where C is the world size code assuming standard Earth density.

I find it hard to believe that people age at a rate constant with the Tech Level 15 world as they do on a Tech Level 1 world. Therefore I suggest that for every TL above 8 the aging process comes into consideration one year per block later. So a person living on a TL-12 doesn't start aging until he is fifty, and so on. It only seems reasonable - Read your Larry Niven...

While re-reading one of the Tales of Known Space, I came across a reference to a Tech Level 7 world, and I calculated - about half a light year a day. This is approximately equivalent to Jump-1 - 3.26 light years (one parsec) per week. If any referee were to run a campaign based in such a world, I'd be able to calculate travel times and fuel consumption of ships more accurately and truthfully with this in mind.

May I wish you all the best with your new introduction to Traveller. The quality is as good as in recent issues, you can't go wrong.

Your recent Introduction to Traveller series has proved useful in getting some of my friends interested in the game. Now they are at the mercy of my campaign techniques.

Yours faithfully,

Sean Masterson

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Dear WD,

I am a regular D&D player and I am still very puzzled about the experience deriving from gold. Would you please try to answer this query by explaining the reason for experience from gold.

Yours hopefully,

Julian Avis

- An interesting point - beyond the capacity of the Letters page to answer. Any thoughts on the subject from the readers? - Ed.

Dear WD,

I was very pleased to see the excellent presentation of Slagyard in WD39. In fact, the remarkable improvement in White Dwarf's overall presentation for that issue was a joy to behold. Just one or two points remained the issue for me - a couple of errors in Slagyard. The scale on the map of the bank vault should read 1 square = 2 metres, not 1 square = 5 metres. Also, under victory conditions, this reads 'Arrest bonuses should be granted if a criminal is later killed'. This should read 'Arrest bonuses should not be granted if a criminal is later killed'. I hope that clears up any problems GMS may have experienced, and that the scenario was enjoyable. Please don't take this as a criticism - these things happen.

Yours for better proof reading,

Marcus L Rowland, London.

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Dear WD,

I would like to thank Lew Pulipher for his article about Moria, which makes justice of such attempts that make Tolkien characters 20th level this or that.

Nevertheless, I would like to criticize him about two relatively minor points: first about Gandalf. Either that character will be given to an experienced player and then he will not look like Gandalf at all, since he will spend most of his time casting cure light wounds and hacking about with his sword or he will be given to a newcomer, who will find himself manipulated by the DM, since his powers will be only revealed to him unless he finds the time to use them.

I think Gandalf should be given a list of spells usable once or twice a day which should include some personal defensive spells like shield or protection from normal missiles (note that no orc ever hit Gandalf), and offensive fire spells, plus knock, hold portal and some detects.

The second point I'd like to make is about characters - I think the way in which Boromir seems to hard to me. Boromir has a big moral and political problem before him and to that are added the magical properties of the ring! I think Boromir is at least as wise as Aragorn.

Lastly I disagree with the 7 in Charisma given to Merry who is quite charismatic; he's won immediately the friendship and trust of most of the people he met, including Eowyn and Theoden King. I think he deserves at least 13. I hope that WD's standards will continue to rise.

Yours,

Bertrand Authier, France.

---

Dear WD,

RuneRites is generally very good, but at times, it does have the inevitable problems of keeping up with the flood of subtle revisions and clarifications included in each character set. I think Chaosium produce WD37's spells, for example, are such.

To invent a battle magic spell, according to notes in Wynn's Footnotes 12, requires a herald's rod, and the spell is then only available from priests of the hero's subclan. And since the mass production of permanently activated bladesharp 3 matrices was the major crime of the Godlearners in the Machine City, only their cult, if they were theists, and possibly a Mostal associate cult may possess the power matrix spell within a Gloanthus context. In any case, I should not like to be associated with the owner of a power matrix item if there were any Mostal around.

Secondly, Don Turnbull's letter seems to show that he would rather reduce all role-playing to the black and white level of flame-thrower fantasies like The Thing, where all problems are black and white, and you can deal with them by suitable violence (What pomp - income tax... Whooosh! - mortgaging...). I hate ambiguity at least requires your players to think over their motivations, rather than act like robots. But this is not to condone the unthinking rape that some players perpetrate under the guise of Chaotic Evil. Nor what some calling themselves Lawful Good. Perpetrate either, if they preach an only good orc is a dead one's philosophy.

Thirdly, I must say how strongly I agree with William Preston's letter. Lew Pulipher's articles, however well intentioned, are aimed at helping the new-comer to where the hobby was five years ago. Nor can I really forgive his butchery of Tolkien as an excuse for an introductory dungeon grove. It is not as if D&D is capable of simulating the characters. Aragorn may be the prototype for the ranger class, but his powers stem from his being King. Nor is Gandalf any sort of cleric, but an angelic being; and his actual use of magic is far below that which the suggested D&D character might yield.

There have been enough mutilations of Tolkien before now that we can do without another.

I suppose, looking back, the primary reason for my usual inertia has been an unwillingness to write a letter just to pick nits, in what is really one of the best fiascos in the hobby (excluding DW's unfair advantage for a Giorantha groupie, I'd rate WD as equal top).

So here's a positive idea to be going on with. For those people like your correspondent Jonathan Rowe, we feel that D&D misrepresents most weapons in comparison with the almost longword, why not try using the RQ damage values, and STR and DEX minimums, and use other weapons instead. Beware clerics with mauls (2d8), beware anyone with an arbalist (3d6+1). And considering RQ weapons, I believe that the first shuriken equivalents were the Teeth of Krash in Cults of Terror.

Yours,

Steve Gilham, Herts.
An AD&D Scenario for 1st-3rd Level Characters of all Classes by Marcus L Rowland

Introduction for DMs only
One dark night the King's Armoury was invaded by masked assassins on a desperate raid to steal some of the Royal weaponry and make their guild invincible. Among the magical artifacts stolen was the Green Eagle, a powerful weapon so ancient that its nature has been forgotten.

As part of the efforts to regain the stolen weaponry, the King hired two detectives, McGuffy and Rose, under conditions of strict secrecy, to try and find the Guild headquarters and recover the Eagle. There is a reward of 20,000gp for its safe return.

Now McGuffy and Rose are also missing and their assistants, who know nothing of the assignment, are advertising for aid...

Players Introduction
Three weeks ago the senior partner of the detective agency McGuffy & Rose Investigations left their office and never returned, though they said they'd be back in a few hours. Since then, the detectives' employees have been murdered. The remaining staff have advertised for aid in finding the detectives and solving the murders, since all their attempts have failed. The address of the agency is 11 Tanners Lane, between the Grey Swan tavern and the offices of the Leather Workers' Guild.

Detective Agency (see map 1)
A three-storied timber building. All windows are covered by ornate iron grilles. A narrow alley runs between the building and a leather guild office, joining another alley between that block and the next. There is no gap between the agency and the tavern.

1. Entry hall and stairwell. A tall shaft running from the ground floor to the roof, lit by a double skylight and by a lantern hanging on a long chain from the beam between the skylights. Although the chain and beam look very strong the beam is in fact riddled with woodworm, and anyone swinging on the lantern will fall 12' and bring down the beam, the skylights, the grilles covering them and parts of the surrounding roof. This will inflict 8d6 damage to anyone below, but should not hurt anyone on the stairs. The lower 10' of the stairs is partitioned off from the hall and reached via a locked door. All stairs and landings have banisters. The landings are 10' and 20' above ground level. The stair landing contains a collection of maps, brooms, and buckets.

2. Reception Room and Office. There are comfortable chairs along two walls and a desk in the opposite corner, behind which sits a petite attractive brunet girl, aged about 20. Velma Raven, LV3; CL: 14, 17, W10, C1, D18, CH18; 15HP, AC3, LE. Daggers +3 (poisoned), Daggers +1, Bracer AC3, Ring of Agility, Concealment. Heritage: Family of thieves. A selection of maps of alignment by passive detection means (eg paladins, wands, etc) impossible, but will not block spell methods such as know alignment. Radoc is spying on the agency for his guild, and has succeeded in becoming hired as 'Roshi Naal', a sage specializing in forensic alchemy. He is pretending to analyze the poison on a dagger used to kill one of the detectives' followers. If asked he will call it a goliath blade with a relatively crude plant poison - in actuality it is one of the Guild's typical weapons with their most lethal nerve poison. There is a 1% chance that characters will notice this deception. +10% for those who have met gnomes, +15% for those who have met gnomes, +15% if the party already suspects guild involvement. Any attempt to avoid being seen during a rescue mission. Velma is an unusual human, who initially trained as a normal magic user and has a familiar, a bat 'Tib, which is in Room 6.

8. She has 54gp petty cash in a secret drawer of her desk and has a master key to all rooms.

8. 4: Kitchen, Lavatory and Washroom.

5. Office. Used by the detectives' followers and employees, equipped with a table and chairs, a settee, racks of books and news sheets, and a small bar. There is a dart board and a large map of the city on the wall. Two men sit at the table playing cards.

Ari Auger, LV2 illusionist: S12, H16, W8, C9, D18, Ch11; 7HP, AC5, N. Spells: audible glamour, hypnotism. Scroll spells hypnotic pattern, rope trick, detect magic, paralysis, disintegrate. Dagger +1, 3 normal daggers and balls, 14gp. Ari is a hirling and will remain moderately loyal for the duration of his contract. Every time the party locates the partners, the partners disappeared Rose looked at the city map for several minutes, then left the room. He did not mark the map. There is a 60% chance that Ari will be able to remember the general area Rose was studying, the docks a mile or so away.

Reno Baker, LV1 thief: S13, H15, W7, C11, D17, Ch8; 15HP, AC4, CN. Leather armour, Broadsword +1, Dagger +2, 4 silvered daggers, tools, 58gp. Reno is one of Rose's followers, and if often sent to spy on his former guild. The night before the partners disappeared he was sent out to listen to rumours of unusual activity, but heard nothing. Ari Auger suggests that Rose was looking at the dock area there is a 75% chance that Reno will remember that the assassing guild is said to be based there. Rumour puts the base in some sort of tavern, shop, or warehouse. He will certainly mention this if he sees the map in 5.

6. Workshop. Fitted with various work benches and cupboards containing an assortment of wood and metal-work tools, a large amount of junk, and an assortment of normal weapons and adventurer's equipment. Curled up on the central table is a large leather-bound ledger. Unbeknownst to Tfib, Velma's familiar (3HP). If the Tib gets up he will disturb a piece of wood and reveal a small leather box embossed with the King's Arms. It contains a silver key which fits the cases holding the Green Eagle (see 72). The box will be seen by anyone within 3' of the table.

7. Alchemical Laboratory. An old man wearing a white apron is performing a chemical test on a bench.

Bay Radoc, LV5 assassin: S16, H16, W11, C9, D17, Chs; 15HP, AC3, LE. Dagger +3 (poisoned), Daggers +1, Bracer AC3, Ring of Agility, Concealment. Heritage: A family of assassins. A selection of maps of alignment by passive detection means (eg paladins, wands, etc) impossible, but will not block spell methods such as know alignment. Radoc is spying on the agency for his guild, and has succeeded in becoming hired as 'Roshi Naal', a sage specializing in forensic alchemy. He is pretending to analyze the poison on a dagger used to kill one of the detectives' followers. If asked he will call it a goliath blade with a relatively crude plant poison - in actuality it is one of the Guild's typical weapons with their most lethal nerve poison. There is a 15% chance that characters will notice this deception. +10% for those who have met gnomes, +15% if the party already suspects guild involvement. Any attempt to avoid being seen during a rescue mission. Velma is an unusual human, who initially trained as a normal magic user and has a familiar, a bat 'Tib, which is in Room 6.

Radoc is from another city and does not know the location of the Guild HQ, though he can send and receive messages from the...
THE EAGLE HUNT

headquarters. He killed one of the detectives' followers.

8. Radoc's Bedroom. Although he has been careful to avoid leaving clues and has burned all messages received from the guild, if he learns the guild has followed him they will follow and attempt to kill or divert the party, in disguise.

9. McGuffy's Office. The landing door is locked, the door to 7 is locked and bolted. The room contains a large desk and chair, three other chairs, and fitted cupboards and shelves around the room. The walls, desk, drawers are locked. If opened and searched the contents will be found to be:

- A stack of stationery and envelopes, a quart of spent shells and two glasses, a map, three throwing knives (one clipped under the desk top), a novel entitled Night of the Sucub, a drawing paper, and a one black pocket of weed.

There is a red line drawn on the city map around the desk area. Other items in the desk are not significant. If searched carefully a secret drawer will be found, containing 8sp, 75gp, and a dozen small envelopes (value 15gp each). The cupboards and shelves around the room contain a large number of books (especially about law and accountancy), many files, and a cabinet of food and drinks.

10. McGuffy's Bedroom. There are various items of costume equipment and armour stored in one wardrobe, a range of costumes and wigs in another, and normal clothing in a third.


12. Rosé's Office. The door is locked but shows scratches, caused by picking. The room is almost identical to McGuffy's but shows signs of a search - disorganised papers, open drawers, and forced locks on the desk. Radoc has searched the room but missed vital clues, a town directory under the desk. This book has three dog-eared pages:

- 1st page: Notes on which one of the areas marked on the map in McGuffy's office.
- 2nd page: Lysander Security Storage.
- 3rd page: Lysander - Lits 78 of which four are in the area: The Kings Head, The Mariners Arms, The Jolly Tar, and The Anchor.

Of these establishments the warehouse back on the Mermaid Chantily and is across the street from The Kings Head and The Jolly Tar. (see map 2).

13. Rosé's Bedroom. Similar to McGuffy's and also showing signs of a search. No significant clues or valuables will be found.

14-18. Bedrooms. All are unlocked and unoccupied. 14, 15 and 18 are used by a soldier named Václav Ravei. 17 is Ari Auger's room. Nothing of any interest will be found in these rooms.

19. Ladder. Leads to a locked trapdoor onto the flat roof. The lock shows pickmarks. Concealed behind the ladder is a platform to reach the roof of the Leather Workers Guild offices. This is part of Radoc's escape route.

The Kings Head

This is not part of the Assassins Guild headquarters, and is managed by a retired soldier: Sergeant Soge, LV7th fighter, 2BHP, no unusual characteristics, LN. *Short sword +1, Dagger +2, Bracers AC4.*

If questioned he will remember the detectives visiting the day they disappeared, and hearing a fight in the Jolly Tar shortly after they left. The tavern consists of a public bar (20) which will hold 5-20 patrons at any given time, a private room (21), two private rooms (22 & 23) and a walled yard (24). There is a 30% chance that the tavern's patrons will include 1-2 assassins of LV1-3 at any time. If the players by the party the party three assassins of levels 2-4 will be posted there.

Sergeant Soge is also intent on minding his own business but will try to prevent any violence in his tavern. In addition to the equipment listed above he keeps a pickaxe handle and a bottle holding three doses of sleeping potion under the bar.

Guild Headquarters (see map 25)

The guild HQ consists of three buildings - the Jolly Tar, the Mermaid Chantily and Lysander Security Storage plus their yards and outbuildings - and underground tunnels and rooms. Here the players may purchase the guild uses this base to train new members, as a staging post for assassins in transit to other cities, and to house one of their research facilities.

25. Main Bar Room. The bartender is a stocky man wearing a black coat and over one eye: Giovanni Bassali, LV7th assassin, no unusual characteristics. He is dressed in a ring得很好, a Ring of Invisibility, a hollowing with three doses of Sleeping Potion, and three daggers. His broadsword, which is trusted to him, and a blade, lie under the counter. 170gp.

The customers include 6 'dockworkers': 4 LV1 assassins, 1 LV2 assassin, 10 HP, AC7 (dexterity); 1 LV2 assassin, 12 HP, AC6 (dexterity); all armed with three daggers and long and short hooks, dam +3 plus save vs death.

Four berserkers: 5, 7, 6, 8 HP, with axes and daggers, armed with throwing weapons. 3 and 15-20HP, roam the yard. They have been trained to attack intruders silently.

26. Inn Yard. 12' high walls topped by rotating spikes. The gates are barred and padlocked. Three guards, 5, 15, 10 HP, roam the yard. They have been trained to attack intruders silently.

27. Store Room. The walls are lined with an assortment of barrels and crates piled nearly to the ceiling, except for the east wall which is disfigured by an illusion making the room seem to be an additional 10' long, thus making the presence of 28. This illusion is aided by the presence of a barrel which has been cut in half and nailed to the east wall so that it is joined to an illusory barrel to form an apparent whole. This illusion is unusually powerful, and will withstand all normal and magical attempts to detect the secret door.

In the apparent centre of the room is a table at which people are seated: 10, 8, 7 HP, AC7, leather armour, short swords, throwing knives. Total 48gp.

They are pretending to play a strange game involving some lead models and curiously shaped dice but are actually intent on guarding the entrance to the underground room. In this case there is another repeating crossbow fixed under the table, aimed at the door, which can be fired by the man in the south chair. On the table is a bottle of wine and three half-filled glasses, all poisoned: save vs death. The assassins know this, of course.

28. Small Room. At the head of a spiral staircase down 30' to the underground rooms. An ogre, 17HP, squats on a piece of tree trunk by the staircase and is supposed to kill intruders, but is actually bored by this job and his low wages (he only has 48gp) and fairly eager to be bribed - if he receives at least 100gp he will immediately leave.

The Mermaid Chantily

Another guild front as well as being a profitable business in its own right. This is mainly due to the fact that all of Dvor's consulates are located in the guild and have to charge higher prices to compensate. The windows are covered by steel grilles and the door is heavily reinforced.

29. Outer Shop. Divided into two sections by a heavy curtain, the outer part being furnished and the inner fitted with shelves holding a variety of ships' stores and equipment. There is a rack of harpoons in the middle of the north wall, damage as spears. During the day there will be 1-6 legitimate customers in the shop and a staff of three: 'Manager', LV4 assassin, 15HP, leather armour AC5; 'Broad sword +1', 4 daggers, switch blade knife (poisoned, save vs death after 1-4 rounds); 'Sales Clerks', LV1 assassins 3 HP, leather armour. At night this section is emptied and three war dogs from 32 are locked.

30. Storage and Fitting Area. There is an assortment of sails and crates piled round the walls and two racks of uniforms and oilskins in the middle of the room. There is a large mirror on the wall, made of one-way glass. Covering three walls sits an iron gate. If the guards in 42 want the mirror to drop down in a recess in the wall.

The secret door in the SW corner is 5' above the floor, reached by climbing a series of steps. Normally there will be one assassin (LV1-2) in this room, disguised as a clerk or a watchman, but if an attack is expected another of the guards of levels 1-3 will be posted. The outer door of this room, to the yard, is normally locked and barred from the inside.

31. Muddy Yard. Has 10' high walls topped with broken bottles trusting with tainted meat and dung to give a 75% chance of infection from any cut. The yard gates, topped with similarly treated iron spikes, are usually locked and barred at night. A raffle of stone, has a flat roof ringed with spiked iron rods. The only other entrance apparent is a yard and doors on the east side.

32. Wooden Hut. Has a padlocked door housing up to 8 war dogs, some of which will normally be in 29 or 31. The war dogs have been trained to make silent attacks and not to bark at any time: 7, 8, 11, 12, 14, 15, 17HP.

Lysander Security Storage

This is on the South Wharf road, but the only entrances on the side are two 30' square reinforced doors raised and lowered by winches inside the warehouse, which cannot be opened from outside. The main warehouse building is a block of stone, and has a flat roof ringed with spiked iron rods. The only other entrance apparent is a yard and doors on the east side.

33. Yard. 15' high walls topped with curved 6' spikes and iron gates. During the day these gates are open and allow a 75% chance of legitimate customers visit the warehouse.

By day two 'workmen': LV1 assassins, 3, 5HP, AC8 (dexterity) armed with daggers and billhooks, guard the yard. At night two huge wolfdogs; HD3+3, 15, 19HP, attack 1-6, are released in the yard. By day they are tethered by a chain and will bark at any intruder, or bite anyone in their 3' radius.

34. Stable, holding a fast riding horse, 12HP.

35. Stable, holding two cart horses, 9 and 18HP.
36. Stable, holding a light war horse, 11HP.

37. Main Warehouse. A huge echoing structure dimly lit by three skylights during the day and six lanterns, marked L, at night. In the NE corner is a 16' high fence, built of iron planks over its windows and spires with spiked ledges. A howling catwalk runs around the walls 60' above the floor. Its position and that of the skylights and lamps means that it is always in shadow. Day by day 4-5 hired labourers work in the warehouse moving the enormous devices; 1 LV1 assassin, 8HP, AC7 (dexterity); 2 LV1 assassins, 2, 4HP, AC7, 8; all 3 armed with daggers and heavy crosbows. On the catwalk are 8 foot soldiers - 2 LV1 assassins, 4, 2, 3, 2HP, all AC7; 1 LV2 assassin, 10HP, AC6. All the guards have alarm whistles and bags of flour to throw at the invisible intruders. All can fire armor and carry broadswords, light crosbows, and daggers. By night and if an attack is expected this guard is doubled, and 2 giant wesleys, 17, 14HP, are released to roam the warehouse floor. By day they are penned in a large crate which can be opened by pulling a rope on the catwalk above.

38. Warehouse Office. Fully equipped for legitimate business with filing cabinets, papers etc., but its staff are assassins: 'Manager', LV3 assassin with 14HP, dwarf male, AC8 (leather armor), 4 dwarfs, 3HP, AC10, 2 LV3 assassins, 2, 5HP, AC7, 5, 3HP, 2 secretaries. Manager is a 15HP human male, AC5 (leather armor), 5HP, AC6. As well as the weapons they carry there are five broadswords concealed around the room, three under the counter and two in file drawers. The door to 39 is made of iron and is usually locked by the 'manager'. There is a steel cover by a steel plate in the door, openable only from 39.

39. Guard Room. Holds four armed fighters: LV4 plate mail, shield, mace, 25HP, AC2, Str17, half orc male, 150gp, LV2 chain mail, shield, broadsword, AC4, 20HP, human 70gp, LV1 chain mail, 2-handed sword, AC3 (Dex), 7HP, 24gp, LV1 studded leather, spear, shield, AC7, 1 Ring of Replication*; 10HP, 100gp. *This ring has an unusual flaw - if its wearer is hit on a natural 20 all hit points regenerated in the past 48 hours are immediately lost again. All fighters are NE deserts from the army. The military police have offered 120gp bounty for the LV4 fighter and 40gp for the others. A spiral iron stair case runs from this room up a brick shaft to the catwalk of the main warehouse and its roof.

40, 41. Two Store Rooms. Both fitted with sliding iron gates and padded lock, the gates slid in and out from each other. 40's contents are an elaborate illusion and trap, consisting of an illusionary floor over a 20' deep pit flooded 7' deep with viscous mud (except for the western 3' of floor are real) and an assortment of illusionary chests and bags. One of the bags is torn to show a glitter of gold. On an illusionary locked rack at the east and south are some interesting-looking weapons. This is another unusually powerful illusion which will not be dispelled by prying etc., but offers no resistance to solid matter.

41. Real Security Room. Holds two chests of coins (2000gp, bronze), a wall with iron (70gp/foot, bolt, width 80feet), four bundles of fur (40 pelts/bundle, 3gp/pelt), a bale of opium poppies (value 150gp wholesale), and the total consists of a padlock and the wall (180gp, 200g, 400gp). A wolfhound, 1DHP, sleeps behind one of the coin chests. As well as biting attacks it wears a collar with steel spikes, damage 1-3. These goods are not guard property.

42. Guard Room. Holds three assassins: LV1; 6, 5, 3HP, short composite bows, studded leather, short swords, daggers, all AC6, on guard and four more sleeping on bunkts to the north of the room: LV1; 3, 6HP, leather armor, broad swords, daggers; LV2; 8, 12HP, leather armor, broad swords, daggers (half orc). Fully clothed except for helments, gloves, and boots. All would be AC7 if awake and any combat will probably disturb them. They will be wakened by the active assassins in any emergency. A total of 125gp is carried by the group. There are three arrow slits and a lever to drop the mirror in room 30 in the east wall, and a wooden staircase up 5' to the door to 30, which is not concealed on this side.

43. Guard Room. Guards head of a stone spiral staircase down 30' to the underground complex. It is normally occupied by one fighter: LV4; plate armor, shield, -1 cursed Battle Axe (speaks common and claims to be vorpal, insults monsters, whales when its carrier is in danger); 3HP, AC3, half-elf female, LE, no unusual characteristics, 144gp. She is another deserter from the army and there is a reward of 120gp for her arrest. If an attack is expected she will be aided by 1-4 assassins LV1-2.

44. Locked brick structure on warehouse roof, covering stairs down to catwalk and room 38. The roof is generally guarded by two assassins; LV1; 3, 7HP, swords, leather armor, both AC7. If an attack is expected they will be reinforced by 3-5 additional assassins, fighters or as LV10 characters and armed with cudgels and daggers. The doors are generally barred on the inside.

45. Flat Strong Roof. Patrolled by four assassins; LV1; 5, 3, 5, 4HP, leather armor, short composite bows, daggers, all AC7. This guard is doubled if an attack is expected, and may also be reinforced by 3-6 acolytes once a definite attack is in progress. All have whistles and flour bags.

46. Barred Skylights. Over the main warehouse.

47. Pigeon Coop. Any birds arriving causes a bell to ring. The messages are sent down immediately.

The Under Ground Complex

This is carved from solid rock by slaves (all illusional) and shows pick axe marks on floor, walls, and ceilings. Since the complex is partly below the level of the river it has been flooded on several occasions. The dampness and occasional patches of luminous green algae cover the lower 2' of the corridor walls. This algae forms the only lighting for the corridors, leaving many shadows.

48. At several points in the complex are concealed shafts with ladders up to ground level trapdoors, all well-concealed and locked from below. These are used to aid flanking attack outside the buildings, and as escape routes.

49. LV1 assassin guards are posted at several points in the complex, armed with knives and swords, wearing leather armor, and carrying alarm whistles and flour bags.

50. Trip wires on the corridors.

51. Doors to the secret passageways sound a magic mouth alarm if twisted. These doors are easily pushed open from either side.

52. Some of the secret passageways are staffed by intruders and partly as training aids for junior assassins, who are often sent to perform tasks around the complex undocumented.

Random encounters in the complex:

01-05 1-3 assassins, level 0-2
06-07 1 fighter, level 1-3
08-12 1-10 normal rats, 1HP, bite 1HP plus disease (10% per bite)
13 Grey ooze
14-19 No encounter
20 Other intruders

53. Base of staircases from upper buildings. Each is guarded by two LV1 assassins; East 3, 8HP, AC7; West 4, 4HP, AC7. All are armed with swords and daggers, wear leather armor, and carry flour and alarm whistles.

54. Refectory. Furnishings include tables and chairs, a firkin of (cheap) ale, and an oil lamp on each table. If the complex is on alert the room will be unoccupied, otherwise it has 3-12 sparks, 3-6 candles, 2 with appropriate weapons, money etc.

55. Small Kitchen. Occupied by two rather ugly slave girls, 2, 3HP.

56. Food and Drink. Store. No contents of any special value.

57. Cells. 52-6 have barred doors sliding west, and are fitted with two beds, a table and chairs, and washing and sanitary bowls. 57-8 are punishment cells with solid steel doors and 4' cells, they are exceptionally cold and dark. All cells are locked.

58. Cell 52 holds a wrinkled old gnome wearing a fairly clean shirt and trousers; Riki Golv, LV1 illusionist, 14HP, 3HP, AC7, Str2, 18, 1D6, 4D8, 1 D18, Ch10; AC8. He is being held prisoner and forced to use his wand (see 73) to produce permanent illusions. He is generally taken, cast spells, the spell, then is taken blindfolded back to his cell. He is renowned amongst the area's illusionists for exceptional deception, and will use a false name if he knows of any illusionists in the party. He has several spells memorized but no material components: detect invisibility, wall of fog, deafness, hypnotic pattern, improved phantasmal force.

59. Gorn's mind is to recover his wand and escape, preferably with as much loot as possible. He will not wish to aid the party unless he benefits.

60. Cells 53 to 56 are empty; 57 is a punishment cell holding a naked man; Erik Rose, LV12 (drained to LV6), S15, T14, W11, C13, D14, Ch10; AC6. He is being held prisoner and forced to use his wand (see 73) to produce permanent illusion. He is generally taken, cast spells, the spell, then is taken blindfolded back to his cell. He is renowned amongst the area's illusionists for exceptional deception, and will use a false name if he knows of any illusionists in the party. He has several spells memorized but no material components: detect invisibility, wall of fog, deafness, hypnotic pattern, improved phantasmal force.

61. Gorn's mind is to recover his wand and escape, preferably with as much loot as possible. He will not wish to aid the party unless he benefits.

62. Cell 58 holds an assortment of clothing, weapons and armor, the property of the prisoners. All valuables, spell components, magical gear etc. have been removed.
59. Torture Chamber. Equipped with two racks, an 'operating' table, two iron maidens, a brazier of hot coals, stocks, and an assortment of chains, thumbscreeches, whips etc on various shelves. Two men are chained to the east wall: Jock and Crazy Eddie. Berserkers 3 and 8HP, both wearing rags. They are guild hirelings who disobey orders.

60. Control Station. Two lever marked flow rate and outer door and a large pump handle. Flow rate is set to 10% and outer door to closed. These controls fill cell 61, the pump can be used to empty it. The controls are unattended.

61. Cell. Reserved for those especially disliked by the assassins. The room extends under the river and has a remotely-controlled outer door. It can be flooded at a rate of 1-10 inches per minute and has an 8' ceiling and no furniture. It is currently flooded 4' deep and filling at 1' round. The cell door is barred and opens towards the complex. If it is opened without pumping out the cell the door will fly back for 2-8 damage, and the lower corridor and stairs will flood 2'-6' deep. A naked man occupies the cell: Ryan McGuffy, Lv110 detective (drained to Lv7), S15, I17, W12, C12, D16, Ch7, now 19HP, but on 14 due to partial drowning, LV.

Due to the effects of the cell being twice flooded then drained McGuffy is developing the first symptoms of pneumonia. He is being punished for attempting to kill the assassin's leader when last taken for interrogation. He knows that the leader's office is reached by taking two right, a left, and a right turn from the corridor, but does not know the number of turns. He is unaware of the distance involved in reaching the office, since he was mostly drugged there.

The outer cell door cannot be opened unless the inner is closed and the cell is fully flooded, but this mechanism can be broken by an adroit thief to allow the cell and lower corridor to be flooded with the inner door open. By use of the flow rate control, the outer door to be opened. This will cause the complex to fill with water to a depth of 2' at a rate of 30 cubic feet of water per round. Complex doors tend to stop the flow of water. For each turn this process continues once the outer door is open there is a 2% cumulative chance of some large aquatic predator entering the complex. The process of sabotaging the door and pump interlocks will take 6-8 turns. This is accidentally happened in the past and the assassins have contingency plans to deal with flooding, including a good supply of sandbags, mops and buckets kept amongst the warehouse stock.

62. Dormitories. For neophyte assassins; each room holds 5 stacks of three bunks, all of which will be empty, 20-50gp will be found by diligent searching for personal possessions in each dormitory, not more than 8gp in any one acolyte's gear.

63. Dormitories. For Lv11 assassins, each holding four double bunks. If there is an alert the rooms will be unoccupied, otherwise each will hold 1-4 assassins who are likely to be in bed or cleaning and sharpening their equipment.

64. Dormitories. For Lv2 and 3 assassins, each holding two double bunks. If there is no alert 1-2 assassins may be in each room, with normal equipment.

65. Bathrooms. For higher level assassins. All three rooms are locked and contain rare and unusual ornaments to a value of 50-150gp and are unoccupied. Each room also contains some form of boom trap to deter intruders and 'borrowing'.

6A - A small mantrap coated in blade venom (save vs paralysis of 1-6 turns) concealed under a small rug at the foot of the bed.

6B - All ornaments treated with magic mouth spells and cry 'Help - thieves' 2-5 turns after removal from the room.

6C - Pet venomous snake curled under the...
66. Assassins Leader's Bedroom. This is super-
officially like rooms 65A-C but holds orna-
ments worth 220gp and a viciously booby-
trapped chest, spraying acid over the entire
room if the lock is picked. Its contents are a
Broadsword +1, three sacks of silver coins
(200gp/sack), and a belt with six small leather
pouches, each holding a potion vial. All
potions are poisonous with the following effects:
1: Instant death, 2: Death after 1-4 rounds,
3: Death after 1-4 days, 4: Death after 3-6 turns,
5: Instantaneous paralysis 5-10 turns, 6: Drain
1 level. All are 1 dose phials of blade venom.

67. Classroom. An assassin: Lv15, 26HP, AC4
(armour and Dex), 120gp, +1 studded leather
dagger, +2 (poisoned, paralysis - venom),
Broadsword +1 which can also cast
darkness 10’ radius, is lecturing sixteen stu-
dents on some of the finer points of disguise:
6Lv12 assassins 8, 10, 7, 9, 9, 6, 6HP, leather
swords, daggers, all AC7; 4Lv11 assassins
2, 2, 5HP, leather, swords, daggers, all AC7; 6
neophytes 1, 2, 3, 3, 2, 2HP, unarmoured,
daggers, all AC9.
The students are all seated on wooden
stools. If the complex is alerted for an attack
this class will be cancelled and the room
empty.

68. Temple of Kali. Also a trap for intruders.
The western 15’ of the room is occupied by a
20’ deep pit with 100 swords fixed point-up
onto the floor. A decomposing corpse lies
amongst the swords.
Most of the swords in the pit floor are nor-
mal iron, steel, or bronze weapons, but two
are silvered, one is studded with gems
worth 120gp, and one is a -3 cursed weapon
which negates any invisibility or silence
spells on its bearer. All are cemented to the
floor, but if the cursed sword is ever envi-
ted then another hand than the next
time he reaches for a weapon. A feat of
strength is needed to remove any of the
other swords, or 1-4 rounds work with a
hammer and chisel. A gray ooze lives on the
eastern pit wall, 17HP.

69. Alchemical Laboratory. Gleaming equip-
ment of the most advanced designs, holding
three men, all wearing protective aprons, visi-
tors and gloves: Lv4 assassin, 92HP, Bracers
AC2, poisoned Sword +1 (lethal poison)
120gp; Lv2 assassin, 10HP, leather, sword, 3
daggers, strangling wire, AC5, 25gp; Lv1
assassin, 3HP, leather, 4 daggers, 8poisoned
carts (paralysis), AC6, 40gp.
These assassins are attempting to produce
new potions and poisons for the guild. The
Lv1 assassin has just drunk a new potion
which will allow him to go out of phase before
attacking (like a phase spider). This potion
uses an unexposed flaw and there is a 10%
chance that the assassin will suffer an uncontrolled chemical
reaction leading to spontaneous burning of
his flesh and immediate death.
Around the room are 42 vials of poison, all
marked with four figure code numbers. The
first figure of this code designates the chemi-
cal effects (roll 6d8):
1: Death, 2: Paralysis, 3: Sleep, 4: Insanity,
5: Death, 6: Blindness, 7: Vomiting, 8:
Damage 1-3 The effects of non-lethal poisons last 1-4 d6
turns. A second figure indicates the time
before the poison takes effect:
turns, 5: 1-4 hours, 6: 1-4 hours, 7: 3-24
hours, 8: 1-3 days.
The third figure represents application meth-
ods: 1: Blade venom, 2: Water soluble, 3: Wine
soluble, 4: Food additive, 5: Any food/drink,
6: Contact poison, 7: Inhalation, 8: Injection.
The final figure is a quality control number:
Vials marked 1 or 2 are full strength, 3-6 are slightly old, save at +2, 7-8 are older
still, save at +4.
The key to this labelling system is kept in
71, the workers in this room know it too well
to bother keeping a copy. All vials hold 1-3
doses of poison. Around the room are several
plates of food and glasses of wine, all treated
with one or other of the above poisons, and
a cage containing a dozen white mice used for
various tests. A dustbin in one corner holds
many 87 dead mice.

70. Corridor. Ends in a false door. If any
attempt is made to pull or push it open heavy
iron portcullises fall from the ceiling 10’
and 20’ from the ‘door’, and a feat of strength is
needed to lift them. A bell rings when the
portcullises fall.

71. Carpeted Room with a large mahogany
desk and no other furniture. A man wearing
black studded leather armour sits behind it.
Jalin Vitaxo: Lv5 assassin, 156, 117, 1W2,
C15, D17, OP20, AC3; Ring of Invisibility,
+2 armour, Life Stealing Sword +2, 6
poisoned daggers. He is ambidextrous and
uses a sword in his left hand and a dagger
(at 1 hit probability) in his right. He is the tem-
porary leader of this branch of the guild until
a new guild master arrives, since the previous
leader was killed during the raid in which the
Eagle of the Ages was stolen.
There are also four guards in the room, all
wearing guild livery over leather armour. All
are armed with light crossbows firing-
poisoned (paralysis) bolts, broad swords and daggers. Each also carries three alchemical flasks, expelling for 24/h damage in a 6 radius; 1, 4, 8 HP, all ACs. The desk drawers are locked, two being treated with contract poison causing violent effects. On the table is a bank of small venomous snakes (AC7, HD1½, 2, 3, 3HP, att-1 plus poison (paralysis then death after 1-6 rounds). Under the desk is a rack of three drawers, containing various objects, such as a small box of mixed potions, a crossbow, a large bag of small bolts, and a small box containing 120g of fine stationery, a bottle of poison, and various other objects.

A: Concealed cupboard with four shelves holding a total of 8 leather bags and six wooden chests. A magic aura spell has been cast on all of them: Bag I holds 240gp, Bag II holds 600gp, Bag III holds 100gp, Bag IV holds 150gp, 200gp, 250gp, 300gp. Each bag holds 4 jewelled chains (values 15, 50, 100, 200gp) and small objects that can be changed to its colour and shape to appear to be another item. It is a rust mimic, a small relative of the rust monster; AC5, HD2, 1HP, attacks as a creature of HD 2, does 2d6 damage if touched, and has a tiny antenna to any ferrous metal it encounters, rusting up to 36 cubic inches of metal at each attack. It has no natural intelligence and is extremely dextrous, gain- ing +2 on initiative rolls.

Chest 1 is locked, not trapped, holds 5000gp. Chest 2 is unlocked, not trapped, holds 16 silver ingots, each weighing 20lb and worth 18gp. Chest 3 is locked, boobytrapped to spray acid. Chest 4 is a stacked carton of 10 vials of 1 plate mail, a Mace +2, and 4 potion vials: Healing, Extra Healing, Invisibility, Superhearth. A concealed compartment in the bottom has a box of matches, 1 jar of acid acid spray holds a copy of the Book of Vile Darkness.

Chest 4 is locked, boobytrapped as chest 3, and empty.

Chest 5 is locked, no traps, holds 4 velvet lined trays, 2 large leather-bound books, and 10 vials of potions or poison. The potions are: 2 vials Animal Control, 1 dose vial; 1 vial Red Dracon Blood, 2 doses vial; 1 vial Healing, 1 dose, poisoned save vs. death; 4 vials Healing, 1 dose vial; 1 vial, 1 dose, 2 vials invisible, 1 dose vial; 1 vial Poison, 1 dose vial; 1 vial Phoe (as Phoe, also defective) 1 dose. The remaining 23 vials are assorted poisons, as those listed.

The wand is Gurnar's Wand of Illusion, and as well as this type of wand's normal function can cast permanent Illusions of universal existence (see 27, 40) to a cost of 10 charges. If discharged this function cannot be regenerated, the wand is destroyed. The wand holds 37 charges.

Chest 6 is locked, boobytrapped with contact poison on its lock and hinges (death poison). It contains three boxes: a box of sauce, a bag of yellow wood, all stumped with the King's arms. All three boxes are locked but not trapped.

Box 1 holds a silver model of a forked branch, tipped at one side with a screw-threaded socket and at the other with a crystal disc cradled in three 'wings' its base ends in a screw thread. It is packed in padded velvet.

Box 2 contains a silver box with 1 square, and 6 thick. The top of the box has a screw socket which will take the 'branch' and six shallow depressions, each 1x6 and 1x4 deep. This part is also padded in velvet.

Box 3 contains a gold eagle with swelled eyes, which has a screw thread on its base and can screw into the 'branch', also nested in velvet.

The Green Eagle

These three components form a device known as the Green Eagle, whose true origins and function are lost in time. It is a functional and magic item, the Green Eagle. This allows one to cast any desired spell or illusion, by simply pressing a button on the device. It can be used for various purposes, such as creating illusions, detecting invisible objects, or even communicating over long distances. It is widely used by mages and rogue traders alike, as it is a valuable and versatile tool.

In addition to the main device, there are three smaller components: the Green Eagle itself, the Green Eagle's Body, and the Green Eagle's Head.

The Green Eagle's Body is a large, ornate box, containing various mechanical and magical components. It is used to power the Green Eagle and is equipped with a variety of mechanisms, such as gears, levers, and pistons. This body can be disassembled and reassembled in various ways, allowing for different configurations and functions.

The Green Eagle's Head is a small, lightweight component, designed to be carried by the user. It contains a number of advanced sensors and instruments, allowing the user to detect and analyze different aspects of their environment. The head is equipped with a powerful focus lens, allowing for detailed observations of distant objects.

The Green Eagle's Body and Head are connected through a series of cables and wires, allowing for seamless communication and coordination between the two components. This connection is crucial for the proper functioning of the Green Eagle, as it enables the user to manipulate and control the device with ease.

In summary, the Green Eagle is an advanced and powerful device, with a variety of useful applications and functions. Its ability to create illusions and manipulate the environment makes it an invaluable tool for mages, rogue traders, and other individuals who require such capabilities.
TRADING

For those who find the Bargaining skill difficult to apply in practice without having relative novices taken for a ride, and want a more structured way of presenting merchant characters, here is Simon Woodward's variant skill of Trading, which can provide an alternative source of previous experience and income, with further comments of my own - OD.

Trading as a Skill
Trading is the ability to bargain, to haggle to obtain the best buying/selling price for a given item. It may be learnt from the merchants’ Guild: bonuses to the basic chance (which is 0%) are the same as for Bargaining. The skill is paid for at the rate 500/1000/2000L, and can be improved beyond 75% only by experience. To learn it, a character must either be an associate member of the Merchants’ Guild (costs 3000L) or serve a 5-year apprenticeship, during which he or she will be taught Trading to 50% and three other skills for up to 4000L worth of training each. The Guild has close links with the Free Sages and the skills will be taken from those available to Free Sages. To learn Trading or join the Guild it is necessary to become a Lay Member of the Issaries (or equivalent) cult; progress beyond 50% Trading requires Initiation. Peasants may join the Guild on a roll of INT + 3, divided by 2 and then multiplied by 5 or less as a percentage. Barbarians could join on the same terms, and really poor nobles might occasionally apprentice their younger sons; townsmen can join in the usual way, a roll of 1-95 on d100. Character who reach an ability of 90%+ in Trading are entitled to be called master merchants; on average a merchant gains 5% in the skill per year after Initiation. Once over 100%, a merchant can use the extra as a bonus on the d100 Trade table roll, to get the goods they want.

The Skill in Action
When a merchant encounters a group of 10 or less people he should roll to see if anyone has been persuaded to buy or sell (for larger groups, 11-100 people or a village, 2 rolls are allowed, for 101-1000 people or a town, 3 rolls). On a successful Trading throw, roll 1d4 - 1d4; a positive result indicates that number of items for sale, a negative result that number of opportunities to sell. If an ‘item’ if for sale, roll once for each ‘item’ on the Trade table. The price is 45% of base price + (2d10 x 5%) + seller’s trading skill x buyer’s trading skill; it is never less than 45% of base price. If trading in a foreign land, a merchant’s ability is governed by how well he or she speaks the language used; multiply his/ her Trading skill by % skill in the language to find the effective Trading ability. Example: Gleston (Trading 50%) has some fruit for sale to Mor Faaitongue (Trading 30%); the price will be 45% + 2d10 x 5% + 50% - 30% = if the 2d10 is 11, the total price will be 120%, or 12L per kg.

Merchants should be allowed 1 Trading roll per day if in a town, or once per group encountered if moving around. To gain improvement rolls they should complete a successful transaction, i.e. buy goods and re-sell them at a profit. Player characters should be able to refuse to buy/sell goods if they wish. NPCs’ will have the following Trading ability: merchants 50%+, shopkeepers 10-30%, peasants Trading bonus only (if any). Referees should limit the maximum profit to 200% if players start out making too much money! (To keep the good-will of customers, they would probably not press their Trading advantage all the way, or return some of the price, if they are selling, as a ‘lucky-penny’ - OD).

Caravans
The basic means of transporting goods from market to market is a pack animal or wagon. Pack animals can carry up to 50kg (for these rules, 2kg = 1 ENC) and may only move at the same pace as a wagon; donkeys cost 40L, camels 80L, on average. Two-wheeled carts can carry 100kg and require one cart-horse or ox; four-wheeled can carry 230kg and require two cart-horses or oxen. Animal train require one driver or muleteer per 5 animals, normally paid 5C a day; carts require one per 2 horses, paid at the same rate as donkey-drivers. Large merchant expeditions will normally employ guards, likely to be armed as light mercenaries, at 1L per day for each guard.

Trade Table
If the transaction is not in a town, take 20 from the roll; this simulates the rarity of the more special items in the country.

<table>
<thead>
<tr>
<th>Base</th>
<th>In L</th>
<th>Quantity</th>
<th>per kg</th>
<th>kg</th>
</tr>
</thead>
<tbody>
<tr>
<td>(d100)</td>
<td>Goods</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>01-04</td>
<td>Referee’s discretion</td>
<td>20</td>
<td>3d10x10</td>
<td>10</td>
</tr>
<tr>
<td>05-12</td>
<td>Building timber</td>
<td>20</td>
<td>3d10x10</td>
<td>10</td>
</tr>
<tr>
<td>09-12</td>
<td>Grain</td>
<td>2</td>
<td>3d10x10</td>
<td>10</td>
</tr>
<tr>
<td>13-16</td>
<td>Meat</td>
<td>8</td>
<td>2d10</td>
<td></td>
</tr>
<tr>
<td>17-20</td>
<td>Dairy produce</td>
<td>3</td>
<td>2d10x5</td>
<td>5</td>
</tr>
<tr>
<td>21-24</td>
<td>Fruit/vegetables</td>
<td>5</td>
<td>1d10x5</td>
<td>5</td>
</tr>
<tr>
<td>25-28</td>
<td>Leather</td>
<td>5</td>
<td>2d10x5</td>
<td>5</td>
</tr>
<tr>
<td>29-32</td>
<td>Pottery</td>
<td>10</td>
<td>2d10x5</td>
<td>5</td>
</tr>
<tr>
<td>33-36</td>
<td>Knives/weapons</td>
<td>20</td>
<td>2d10</td>
<td></td>
</tr>
<tr>
<td>37-40</td>
<td>Oxen*</td>
<td>50</td>
<td>1d10x5</td>
<td>5</td>
</tr>
<tr>
<td>41-44</td>
<td>Sheep*</td>
<td>10</td>
<td>3d10</td>
<td></td>
</tr>
<tr>
<td>45-48</td>
<td>Pig*</td>
<td>15</td>
<td>1d10</td>
<td></td>
</tr>
<tr>
<td>49-52</td>
<td>Goat*</td>
<td>15</td>
<td>1d10</td>
<td></td>
</tr>
<tr>
<td>53-56</td>
<td>Donkeys*</td>
<td>40</td>
<td>1d10x5</td>
<td>5</td>
</tr>
<tr>
<td>57-60</td>
<td>Horses</td>
<td>100</td>
<td>1d10x5</td>
<td>5</td>
</tr>
<tr>
<td>61-64</td>
<td>Wine (in casks, includes cost of these)</td>
<td>1.5</td>
<td>1d10x5</td>
<td>5</td>
</tr>
<tr>
<td>65-68</td>
<td>Armour</td>
<td>20</td>
<td>2d10</td>
<td></td>
</tr>
<tr>
<td>69-72</td>
<td>Furs</td>
<td>15</td>
<td>2d10</td>
<td></td>
</tr>
<tr>
<td>73-76</td>
<td>Tools</td>
<td>15</td>
<td>2d10</td>
<td></td>
</tr>
<tr>
<td>77-80</td>
<td>Textiles</td>
<td>5</td>
<td>2d10x5</td>
<td>5</td>
</tr>
<tr>
<td>81-84</td>
<td>Alcoholic Spirits</td>
<td>60</td>
<td>1d10x5</td>
<td>5</td>
</tr>
<tr>
<td>85-88</td>
<td>Bronzewares</td>
<td>15</td>
<td>2d10x5</td>
<td>5</td>
</tr>
<tr>
<td>89-92</td>
<td>Glass</td>
<td>35</td>
<td>1d10</td>
<td></td>
</tr>
<tr>
<td>93-96</td>
<td>Spices</td>
<td>40</td>
<td>1d10</td>
<td></td>
</tr>
<tr>
<td>97-99</td>
<td>Silverware</td>
<td>200</td>
<td>1d10</td>
<td></td>
</tr>
</tbody>
</table>

* Sold as individual 'items', not by the kg.

GMs should use this table as a guide, and adapt the prices as they see fit - OD.
Explorer Class Scoutships in Traveller
by Andy Slack

The familiar Type S scout/courier fulfills vital needs within the Imperium by its exploratory and courier work; in survey missions beyond the Imperium borders, it is carried aboard vessels of cruiser displacement, and thus its performance need not be great, since it will either be within known space or near a base ship with considerable facilities. However, megacorporations also conduct exploratory missions, and rarely wish to construct specialist scout cruisers; yet the Type S has neither the size nor the range to be used alone.

For this reason, in 941 the Red Giant Corporation issued a specification to Solstice Yards of Fodor for a long-range, heavy scout vessel for use by its trade pioneer teams in their planned survey of the volume of space near Alpha Scorpii, beyond the boundaries of the Terran Empire. The Explorer class was the final product.

During the proving trials, ITSS and naval procurement officials became interested in the class, and while the original purpose of the class was as a transport for commercial pioneers seeking new markets and sources of products for their sponsoring corporation, the craft are now to be found in government service; the navy uses them for courier and reconnaissance duties, while the ITSS vessels perform these functions and 'First-In' survey missions in addition.

**SPECIFICATIONS**
- **Tonnage:** 300 tons standard, 4,200 cubic metres.
- **Crew:** 5.
- **Dimensions in Metres:** 42L x 19.5W x 10H.
- **Acceleration:** 2g constant.
- **Jump:** 5.
- **Powerplant:** 5.
- **Engineering:** One Malvatrikov 27F fusio power plant driving one NovZem Motors Q4 impulse maneouvre drive and one TCS Drives type 15 Mk II series Jump drive.
- **Gravities:** Variable floor fields, 0-2g, and inertial compensators.
- **Electronics:** One RSM Computronics Mk V series 17 computer with integral fire control and AstroScan sensor package.
- **Range:** Unlimited maneouvre, one Jump-5 (165 tons fuel tankage).
- **Armament:** 30 days standard supply consumption.
- **Armament:** Variable, depending on mission and owner. Typically one beam laser with facilities for ladar sensing and commo duty, and one missile rack modified to launch sensor probes and message torpedoes as well as dogfight missiles.
- **Screens:** None.
- **Configuration:** Wedge. Unarmoured. Fully streamlined.
- **Capacity:** One passenger, 11 tons of cargo (usually trade samples and/or data storage modules).
- **Ship's Vehicles:** Two standard air/rafts.
- **Special Features:** Fuel scoops and purifiers. Crew escape pods. Observation platform. 'Evil Eye' sights.

**CREW ROSTER**

<table>
<thead>
<tr>
<th>Position</th>
<th>Merchant</th>
<th>Navy</th>
<th>Scout</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pilot</td>
<td>Captain</td>
<td>Sub-Lt</td>
<td>G4</td>
</tr>
<tr>
<td>Navigator</td>
<td>1st Off</td>
<td>CPO</td>
<td>G3</td>
</tr>
<tr>
<td>1st Eng</td>
<td>2nd Off</td>
<td>PO 3rd</td>
<td>G3</td>
</tr>
<tr>
<td>2nd Eng</td>
<td>4th Off</td>
<td>Able SH</td>
<td>G2</td>
</tr>
<tr>
<td>Medic</td>
<td>4th Off</td>
<td>Able SH</td>
<td>G2</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Stateroom</th>
<th>Duty Station</th>
<th>Battle Station</th>
</tr>
</thead>
<tbody>
<tr>
<td>A2</td>
<td>A1</td>
<td>Dorsal turret</td>
</tr>
<tr>
<td>A3</td>
<td>A1</td>
<td>A1</td>
</tr>
<tr>
<td>A4</td>
<td>A12</td>
<td>A12</td>
</tr>
<tr>
<td>A5</td>
<td>A12</td>
<td>A12</td>
</tr>
<tr>
<td>A8</td>
<td>A6</td>
<td>Dorsal turret</td>
</tr>
</tbody>
</table>

The medic is usually required to man the dorsal turret in combat. If extra crew seem necessary, staterooms may be used in the double occupancy mode, allowing at most 12 persons aboard; however, even in double occupancy it is rare to carry more than 10 persons, as this would require dismantling and storing the medical apparatus in A6.
DECK PLAN LOCATION KEY

Dorsal Turret, Floor iris valve to A12. Doubles as astrogation blaster.

A Deck.
1. Bridge. Positions for pilot and navigator; one collapsible 'jump seat' for commander. Command overide of engineering functions in the event that the drive room is disabled.
2. Crew station rooms.
   6. Passenger station room. In non-courier service, this is usually outfitted as a sick bay; the equipment may be removed and stored in the hold to allow extra accommodation.
   7. Crew common area. Floor iris valve to B5. Includes cooking and recreational facilities.
   8. Crew station room.
   10. Ship's locker.
   11. Port drive access crawway. This cramped passage slants up from the deck and curves aft; it is less than half a metre high at the best, and partially obstructed by protrusion of equipment. It allows in-flight maintenance of the drives, and some limited repair work on commonly-failing components.
   12. Drive room. Positions for two on-generators; one collapsible 'jump seat' for visitors. Iris valves to B8 and dorsal turret.
   13. Starboard drive access crawway. Similar to A11, but allows access to the fuel purifier and flight recorders.

B Deck.
1. Payload bay. In service, this carries various special purpose or data storage gear as appropriate to the mission; if encountered on detached duty or in private hands, may have been converted to a store room, recreation area, etc.
2. Circulation space. To port and starboard are remote control gunnery positions for ventral turrets.
3. Port airraft bay. In service, often used as a specimen or cargo space, or as extra cargo space (4 tons), omitting the airraft. Floor swings down and port to serve as a bay door.
4. Starboard airraft bay. Normally the airraft carried here is left in place, without if the craft is slightly unstable and rolls to port in rough weather (-2 to any handling rolls made while in this condition). Floor swings down and starboard to serve as a bay door.
6. Emergency airlock. Auxiliary hand-crank mechanism to open iris valve to exterior ventral surface in case of power failure, by crank alone from inside or by crank and key from outside. The crashed ship usually rests on its ventral turret blisters.
7. Fresh air.
8. Cargo hold. Ceiling iris valve to A12. Lift platform descends through exterior ventral surface on hydraulic 'legs', one at each corner, to ease loading.

SHIP'S VEHICLES
Two standard airrafts are fitted for excursions on world surfaces.

SPECIAL FEATURES
Crew Escape Pods on the bridge (A1) and the drive room (A12) are fitted with small solid fuel rocket motors, ablative shielding, and paraglider assemblies as well as very basic survival kits. In dire emergencies, either or both can be blown free of the main hull by small explosive charges, carrying the occupants clear of the wreck. The pods have automatic circuits which may be overridden from within the pod, but otherwise will take the following action: (a) If near a world with an atmosphere of 5 or greater, the pod will re-enter and land (roll 4- for success, DM -1 per person aboard in excess of 3). If this roll is failed, roll 1d6; if the result is odd, the pod has 'bounced' off the atmosphere and drifts helplessly off into space; if the result is even, the pod has burned up on re-entry. The pod has oxygen for 6 man-days. (b) If near a gas giant, or world with atmosphere 4 or less - which would render landing impossible, as the pod depends on atmospheric braking - the pod will attempt to achieve a stable orbit and transmit distress signals. If in deep space, the pod will do nothing but transmit distress signals. A pod may only be launched by initiating the correct control sequence from within it. Limited manoeuvre is possible in, for example, due to docking at an orbital station. If either pod is launched, the ship's streaming line is ruined. If the drive room is launched, the bridge may take part of the drive room, but not vice versa. When launching the drive room pod there is a slight delay as the dorsal turret must be explosively jettisoned first.

Observation Platform: The lift in B8 may be extended to 'full down' position and locked there for use as an observation platform while in flight, provided the craft's speed does not exceed Mach 0.25 while in atmosphere. Slot-in safety rails are provided, along with lugs for attaching safety harnesses and restraints.

Eevr Eye Sight: In the event that insufficient personnel are available to man all turrets, crew headsets on the bridge (A1) have a sensor mechanism enabling the turrets to be slaved singly or severally to the crew's head movements; thus whatever the designated crewmember is looking at, the turrets point at. This restrains weapons to a forward arc of fire, and targets that the designated crew member can actually see - range is thus restricted. Further, a DM of -1 is imposed on the roll. NoDMs are allowed. In some vessels, the weaponry may be placed in a fully automatic mode, in which any vessel within range is automatically engaged so long as it continues to fire or move. If several turrets become engaged, the closest is engaged first. Such fire is at -2 to hit, and no skill DMs are allowed.

BUILD DETAILS
The majority of vessels constructed at Solstice Yards, Fodor, but some few unlicensed copies constructed beyond the jurisdiction of the Earth Police. In excess of 700 craft in use by various organisations, notably Red Giant Corporation's Trade Pioneer Division (250), Imperial Terran Scout Service (200 ordered and delivered, but some now being paid off), and Imperial Terran Space Navy (150 in service, but plans to phase these out as more modern units become available). Construction commenced in 948, and still continues on an intermittent basis. Vessels are typically named for famous explorers - Marco Polo, Shackleton, Afanasny Nikitin, Gagarin, Armstrong etc.

SECOND EDITION HIGH GUARD
This vessel has been designed under 2nd edition High Guard rules. Its profile is as follows:

STANDARD COMPUTER PROGRAMMES
The Explorer class is furnished with an RSM Computronics SC basic software package when first purchased, which contains the following programmes:
Motion; Jump; Navigate; Target; Auto/Evade; Return Fire; Anti-Hijack; Library.

USE IN ADVENTURES
The referee may use this starship in a variety of ways. It may be used as a non-standard encounter; the above descriptions will allow the player to interact with it in the normal ways, from exchanging gossip to boarding. The mission the craft is engaged on when encountered will be obvious once its owner is determined.

It was designed, however, as a ship to be loaned to a group of players by a powerful patron for a long-term mission, much in the manner of Adventures 4, Leviathan; typically, the band will be approached by an executive of a mega-corporation and offered a contract as trade pioneers, to explore new worlds in search of markets and profits for the company, but the ship may also be used for deep penetration spy missions by obscure intelligence agencies such as the Covert Survey Bureau (see next issue). In such a ship, the band will be able to hold its own against most randomly encountered shipping short of natural limits, and has no freedom of action, but will still be under the referee's control as he, in the guise of the shipowner, may still order the group.

Alternatively, any Star Patrol scout (or group of scouts) will require three 'ship' benefits on mustering out may be granted constructive possession of one of these craft, on the usual terms. Next issue's scenario features this new ship.
FIEND FACTORY

Fiend Factory is a regular department featuring readers’ monsters, edited by Albie Fiore. This issue sees the continuation of a series featuring the Gods of a number of races taken from the Fiend Folio and earlier Fiend Factories.

INHUMAN GODS

Further Deities of the Demi-Men: Part II
by Phil Masters

Once more we examine the weird and terrible beings worshipped by the intelligent non-human races recently introduced into the universe of AD&D by the Fiend Folio, (except where otherwise stated). As last time, the format is that of Deities & Demigods, with details of priestly abilities and limitations noted in the text following. So let us begin with a race of fiery temperament...

FIRENEWTS
Hrussiall’k, Lesser God
Armour Class: -2
Movement: 15’
Hit Points: 196
No of Attacks: 1
Damage/Attack: 2-20 (+11)
Special Attacks: Breath weapon
Special Defences: Immune to fire & heat, +2 or better weapon to hit
Magic Resistance: 72%
Size: L (10’)
Alignment: Neutral Evil
Worshipper’s Align: Neutral Evil
(Firenewts)
Symbol: Flame
Plane: Elemental Plane of Fire
Cleric/Druide: 14th level in each
Fighter: 16 – hit dice monster
Magic User/Illusionist: 10th level MU
Thief/Assassin: 7th level Assassin
Monk/Bard: Nil
Psionic Ability: V.1

Firenewts revere a number of demi-divine beings, but by far the strongest and most important is Hrussiall’k, lord of the lava flows, who takes the form of a giant firenewt with glowing eyes, wearing armour of polished, burning bronze (to touch means 3-30 points of damage for mere mortals), and wielding a great halberd-like +2 axe which in his hands does 2-20 points of damage on a hit. Thrice per day, the god can use his breath weapon; either a cone of fire, 8” long and 6” wide at maximum range, doing 4-40 points of damage, or a stream of lava, 2” wide and extending 5”, doing 5-50 points of damage to all caught in it; in either case, a save vs breath weapon halves damage taken.

This deity has a philosophy of self-preservation and survival, generally to be achieved by gaining power over others by force; cruelty need not be excused, and can be a useful tool, but cooperation between firenewts obviously helps the race - and enhances the cult of Hrussiall’k. The god himself is master of all giant striders and fire lizards, and has power over firedrakes and red dragon; once per hour, he can summon 5-30 giant striders (40%), 2-12 fire lizards (35%), 1-3 adult red dragons (15%), 5-20 firedrakes (5%), or 1-3 salamanders (5%), any of which will do his bidding freely. The god’s other powers include superior infravision and the power to generate pyrotechnics, at 8th level power, at will.

For details of the powers of firenewt priests, see the relevant entry in the Fiend Folio. Worship of the god is performed in rocky temples, either underground or in the open, but usually with lava pits or flows to hand; sacrifices, of enemies and food, are cast into molten lava when that is available, burnt when it is not.

FLINDS

Flinds generally worship the arch-devil Geryon (see the Monster Manual). Curiously, flinds make less able clerics than do gnolls, either because they are too arrogant to make devout worshippers, or because their communities are too small to generate the psychic need for high-level priests; in any event, their shamans can only attain third level powers, and they have no witch-doctors.

FLYMEN [See White Dwarf 23]
Ssrcpt’ek, The Insect God; Lesser God
Armour Class: -5
Movement: 18”/48”/6”
Hit Points: 320
No of Attacks: 4
Damage/Attack: 2-7 + poison 1-6/2-9
Special Attacks: See below
Special Defences: +1 or better weapon to hit
Magic Resistance: 55%
Size: Varies
Alignment: Lawful Neutral
Worshipper’s Align: Lawful Neutral
(Flymen)
Symbol: Stylised Insect
Plane: Nirvana
Cleric/Druide: 25th level cleric/8th level druid
Fighter: 16 – hit dice monster
Magic User/Illusionist: 18th level MU
Thief/Assassin: Nil
Monk/Bard: Nil
Psionic Ability: IV
S.18(90):22 D.23:18 CH:11

Ssrscp’tek is a powerful being who rules and defends all 5 elements, and many similar creatures; no insect, spider, scorp-
FIEND FACTORY

flymage priesthood, see the excellent article by Daniel Collerton in White Dwarf 23.

FROG FOLK [See White Dwarf 20]
Swulljaagor, Prince of the Hell Swamps
-Demigod
Armour Class: -1
Movement: 18”/30”
Hit Points: 180
No of Attacks: 3
Damage/Attack: 2-16 (+10) plus wounding and pain/2-12/special
Special Attacks: See below
Special Defences: +2 or better weapon to hit
Magic Resistance: 75%
Size: L (10’ tall)
Alignment: Chaotic Evil
Worshipper’s Align: Chaotic Evil
(Frog Folk)
Symbol: Jagged Blade
Plane: Tarterus
Cleric/Druid: 7th level cleric/11th level druid
Fighter: As 16+ hit dice monster
Magic User/Illusionist: Nil
Thief/Assassin: 5th level assassin
Monk/Bard: Nil
Psionic Ability: III
S: -22 (+4, -10) i:20 W: 13 D: 16 C: 20 CH: -1

In an obscure and murky corner of the first plane of Tarterus lies a dark and stagnant swamp, wherein are tortured the larvae of certain most evil and cruel beings. It is the fate of frog folk spirits to go to this place on death; it is their duty and privilege to attend to the tortures and punishments inflicted on other spirits there.

The ruler of the swamp is a demon prince named Swulljaagor, who resembles a giant frog folk, or perhaps a huge Type II demon. He is skilled as a spell caster, and has the following powers, useable once per round when not otherwise engaged: darkness 10’ radius, telekinesis (max 9,000 gp weight), hold person, dispel magic, read languages, read magic, all at will; scare, shatter, cause disease, symbol of pain throw each per day.

In melees, Swulljaagor can execute three attacks simultaneously; these can be on one, two, or three opponents. His right claw hits for 2d6 damage, while his frog-like tongue lashes out to bind an opponent, who must save vs magic if hit or be paralysed for 2-5 rounds; if the save fails, there is a 50% chance that the god will deal a further victim to his jaws for an automatic biting hit next round, inflicting 15-20 points of damage (giant sized opponents cannot be so drawn). In his left claw, Swulljaagor bears his huge, jagged, adamantine blade, Soulfeear, a +3 weapon which acts as a Sword of Wounding, hits for 2d8 damage, and includes rackings pains in the wounds it causes; victims must save vs spells or attack at -3 to hit and -2 damage for 3-12 rounds.

Swulljaagor has normal demonic immunities; silver weapons (unless of +2 or better enchantment) do not affect him, and cold, fire, and electrical attacks do him half damage only. He has ultravision, superior infravision, and the demonic power of limited telepathic communication; Holy Water causes him injury (3 points from a splash, 2d6-1 from a direct hit), and is 20% likely to make him retreat for one full round if a direct hit is scored.

Although this god is a mighty demon prince, he is too selfish and too withdrawn by nature to act consistently or for long periods against the world; he seems incapable of dealing with any but frog folk. Their ‘priests’ (who can attain up to fourth level druidic powers) exhort frog folk to greater slaughters and cruelties, as this may send more guests to their lord, while proving this follow-ers’ worth as torturers.

Note: Swulljaagor – like his frog folk – hates bullywugs, and frog folk priests say that Ggorrulluzg, god of the bully-wugs (see last issue) is naught but a renegade slave of Swulljaagor, who has escaped annihilation until now only because Swulljaagor wishes to capture him intact for slow torture.
RuneQuest Characters

by Nelson Cunningham

The RuneQuest character generation procedure is a fair target for a GAP (Game Assistance Program), as it is somewhat repetitive and time-consuming. Nelson’s listing is a good example of this kind of program, being more complex than it needs to be and as portable to other micros as can be managed. Even the BBC micro should be able to handle these small FOR/NEXT loops; some dialects won’t allow the NEXT C:B construct but this can be replaced with NEXT C: NEXT B. If you have to shorten the variable and array names, it would be best to write out a table of new variable names and their equivalents in the original listing, to avoid duplication. The DEF FN formulas can be quoted literally in place of the FN variables themselves. -MC

This is a program for the Apple to speed up the process of RuneQuest character generation. It will roll up the characteristics, calculate the hit points, draw a (humanoid) hit location diagram and calculate the bonuses. The nice thing is that since a character is generated in such a short time, the program can also be used to generate NPCs.

I’d better try to explain how the program works, so here goes. If you like you can go and get your RuneQuest rulebook; I’ll wait here.

Got it? Good. If I may take the Attack bonus table as an example: you will notice a certain similarity between the table (on page 9) with lines 60 to 90 of the listing. Each line of data corresponds to a line of the table, with the first piece of data being the characteristic by 4 to get the value, and the line number that the character receives the bonuses for. The five following data are the bonuses, with the last data in the line being the cumulative bonus for very high (21+) characteristics. The algorithm in lines 1070 & 1080 (for the attack bonus) divides the characteristic by 4 to yield a column number of the relevant table array. The number at this position is added to the bonus.

And that is how the bonuses are calculated. A few random words: The program in configured for a printer in slot 2, so change line 1450 if you have your printer in another. In line 750 ah off’s size is listed as 2d6+2 instead of 2d4+4, because I didn’t feel that it was worth programming for something that appears only four times in Chapter VIII. My Apple tells me that this program takes up just under 18k of memory, so if you are willing to compromise, you should be able to squeeze the program into 16k, if that is all you have.

Operation

When run, RuneQuest Characters first asks if a printer is being used. The appropriate response is either ‘Y’ (for yes) or ‘N’ (no). If a key other than one of these is input, then the reply is treated as ‘N’. After your reply there is a short pause of about 5 seconds. The screen then displays a list of character races and asks for your choice, which must be an input between 1 and 9. You are then asked for your character’s name. If you are not feeling very imaginative just press return and the printout will leave a 10-column space for you to fill in at your leisure. There follows another short pause, after which your character is printed or displayed. The printout (or display) consists of the character’s race and name, the seven characteristics, a body hit location diagram, and a list of the various bonuses.

After the character has been printed, you are asked if you want another character. If you answer ‘N’ the screen will clear and the program will end. Otherwise, you are again asked for your choice of race, and the program carries on as above.

What to do when it crashes

First check the data. Each set of data should correspond with a table in the RuneQuest rulebook. Each line in the various bonus tables should have 7 data. Each line of the Races array should have 8 data. Second, check the data again. Have you missed any minus signs? The second to last bug I found in this program was a missing minus. Third, check the dimensions of the arrays. It wouldn’t do to have the last line of the Parry Bonus Table where the first line of the Defense Bonus Table should be. Fourth, check the array names. Make sure the program is using the Attack Bonus array to calculate the Attack Bonus. Fifth, check the algorithms. Alternating lines 1070 to 1100 and 1100 to 1240 should be identical in structure with only the variable and array names changed. Sixth, check the printout. Seventh, check everything else. Eighth, don’t assume that because it looks OK, it is OK. Generate about 20 characters of various races, and check the printouts the long way (using the book).}

Variable table

<table>
<thead>
<tr>
<th>Variable</th>
<th>Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>A general-purpose for next loop counter.</td>
</tr>
<tr>
<td>AV</td>
<td>The average of STRength and SIZE, used to calculate the damage bonus.</td>
</tr>
<tr>
<td>B</td>
<td>Another for-next loop counter.</td>
</tr>
<tr>
<td>B1</td>
<td>The number of dice rolled for a given characteristic.</td>
</tr>
<tr>
<td>B2</td>
<td>The add to a given characteristic.</td>
</tr>
<tr>
<td>C</td>
<td>Yet another for-next loop counter.</td>
</tr>
<tr>
<td>DE</td>
<td>The Defence bonus.</td>
</tr>
<tr>
<td>FB</td>
<td>This holds the value of the function FN CR(B).</td>
</tr>
<tr>
<td>KN</td>
<td>The knowledge bonus.</td>
</tr>
<tr>
<td>LH</td>
<td>This is used to calculate the hit-points of body locations.</td>
</tr>
<tr>
<td>MA</td>
<td>The manipulation bonus.</td>
</tr>
<tr>
<td>PA</td>
<td>The party bonus.</td>
</tr>
<tr>
<td>PER</td>
<td>The perception bonus.</td>
</tr>
<tr>
<td>R</td>
<td>The character’s race according to the race of the character, eg Duck = 4.</td>
</tr>
<tr>
<td>ST</td>
<td>The stealth bonus.</td>
</tr>
<tr>
<td>SR</td>
<td>The strike rank due to SIZE.</td>
</tr>
<tr>
<td>S2</td>
<td>The strike rank due toDEXterity.</td>
</tr>
</tbody>
</table>

Strings:

<table>
<thead>
<tr>
<th>String</th>
<th>Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td>AS</td>
<td>The answer to the question in line 1650.</td>
</tr>
<tr>
<td>TB</td>
<td>The printer is activated, otherwise output goes to the screen.</td>
</tr>
<tr>
<td>BS</td>
<td>The answer to the question in line 1650.</td>
</tr>
<tr>
<td>DAR</td>
<td>The damage bonus string.</td>
</tr>
<tr>
<td>NAMES</td>
<td>The name of the character, or a ten-column space.</td>
</tr>
</tbody>
</table>

Arrays:

<table>
<thead>
<tr>
<th>Array</th>
<th>Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td>AB</td>
<td>This array holds the Attack Bonus Table.</td>
</tr>
<tr>
<td>CB</td>
<td>This array holds the seven characteristics in this order: STrength, CONcentration, SIZE, INTelligence, POWer, DEXterity, CHArisma.</td>
</tr>
<tr>
<td>DB</td>
<td>This array holds the Damage Bonus Table.</td>
</tr>
<tr>
<td>HBP</td>
<td>The Hit-Point Bonus Table.</td>
</tr>
<tr>
<td>KB</td>
<td>The Knowledge Bonus Table.</td>
</tr>
<tr>
<td>MB</td>
<td>The Manipulation Bonus Table.</td>
</tr>
<tr>
<td>PB</td>
<td>The Parry Bonus Table.</td>
</tr>
<tr>
<td>PB2</td>
<td>The Perception Bonus Table.</td>
</tr>
<tr>
<td>SB</td>
<td>The Stealth Bonus Table.</td>
</tr>
<tr>
<td>S2</td>
<td>The Strike Rank DEXterity levels.</td>
</tr>
<tr>
<td>S5</td>
<td>The Strike Rank SIZE levels.</td>
</tr>
<tr>
<td>SR</td>
<td>The Strike Rank DEXterity levels.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>String</th>
<th>Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td>DAR</td>
<td>This carries the Damage Bonus strings.</td>
</tr>
<tr>
<td>DARs</td>
<td>This carries the Races' names and the dice addends for their characteristics.</td>
</tr>
</tbody>
</table>
ARROW OF THE INNER PLANES
by Mark Byng

From 1-6 of these arrows will be found at a time, they appear to be normal except the arrow-head seems to be missing. Any person with the appropriate magical sight will be able to see that the arrow-heads are, in fact, there except they are out-of-phase with the Prime Material Plane. With these arrows an archer (with the appropriate magical sight so that he/she can see the target) can shoot any creature 'furling' on the Astral, Ethereal or Out-of-Phase Planes even though the archer is still on the Prime Material Plane (this is exceptionally useful when combating ghosts as their AC is only 8 vs attacks on the ethereal plane). These arrows are all +2 in effect but they will do no damage to creatures which are not out-of-phase in some way.

DRUID'S FLASK
by Roger E Moore

The Druid's Flask is a small golden jar or bottle, weighing 30gp, covered with elaborate runes and initially empty of fluid. It may only be properly used by a druid, of any level. Once every full moon at the druid's command, the flask will fill with one dose of a magical potion (dispensed through the powers of the druid's deity). The druid has a chance equal to his or her level times 10% of successfully requesting and receiving a certain type of potion rather than a random one, but only the types of potions the flask normally produces will be received. For random selection, the following table may be used:

<table>
<thead>
<tr>
<th>Roll (d10)</th>
<th>Potion Received</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Animal Control</td>
</tr>
<tr>
<td>2</td>
<td>Barkskin (as 2nd level Druid spell)</td>
</tr>
<tr>
<td>3</td>
<td>Cure Disease</td>
</tr>
<tr>
<td>4</td>
<td>Healing</td>
</tr>
<tr>
<td>5</td>
<td>Neutralize Poison (as 3rd level Druid spell)</td>
</tr>
<tr>
<td>6</td>
<td>Potion</td>
</tr>
<tr>
<td>7</td>
<td>Polymorph Self</td>
</tr>
<tr>
<td>8</td>
<td>Protection from Fire (as 3rd level Druid spell)</td>
</tr>
<tr>
<td>9</td>
<td>Sweet Water</td>
</tr>
<tr>
<td>10</td>
<td>Water Breathing</td>
</tr>
</tbody>
</table>

Unless otherwise stated above, potions are just as described in the DMG. Spell effects last 1d4+4 turns, except for the cure disease and neutralize poison potions, which are permanent in effect (as the Sweet Water potion). The neutralize poison potion differs from the Sweet Water potion in that it may be taken internally to remove the effects of having been poisoned.

Druids using this device will receive 1000gp for the flask, but receive no additional eps for any potions they use from it. If a druid has not been very faithful to his or her alignment or deity, the flask has a 20% chance per level of producing a confusion potion that will induce effects as per the 7th level druid spell at the 14th level of ability (no saving throw). The flask must be washed daily in pure spring water for three days prior to the full moon in order for it to work.

MAGIC ITEMS

CLOTH OF THE WIND HORSE
by Roger E Moore

The Cloth of the Wind Horse is a 3' square bolt of silk of any of a number of pale colours. When held by two corners in a breeze and a key phrase is spoken: 'Out of Mist and Cloud and Breeze, A Steed to travel where I please,' or some such, a highly-intelligent horsec-like being from the Elemental Plane of Air is summoned to serve the user of the cloth. The Wind Horse (8HD, 40HP, Move 42', AC3, Neutral) understands all intelligent communication through limited telepathy and will obey the summoner to the best of its ability for a full day before it vanishes. A wind horse cannot speak, however. It may carry up to 10,000gp weight; it may run over any liquid or solid surface or may fly at the same rate of movement, as it is actually travelling on air. The horse is completely of the same colour as is the cloth that summons it (even pale green or blue).

Non-magical weapons cannot harm a wind horse. Though a wind horse will not attack an opponent physically, it may use a gust of wind spell as often as it likes, and may generate a whirlwind as can an air Elemental of 8' height, once per day. Magic use is at the 8th level of ability.

After usage, the Cloth cannot be used to summon its wind horse for a month.

SHAFT OF THE SPIDER
by Jeremy Dunn

A Shaft of the Spider appears as a normal arrow but with the simple form of a spider etched onto its head. It has a probability of +1 and if a 20 is thrown when throwing to hit, in addition to the normal damage for an arrow it webs the victim. Opponents are unable to move, fight etc depending on their strength. (See the 2nd level magic-user spell web. [PHB])

WAND OF LOCKING
by Anthony Howcroft

This intricately worked ebony rod has many strange runes inscribed upon its surface that can only be read by a bard or through a read magic spell. If lock is spoken in a stern tone of voice then the device will wizard lock (as per 2nd level MU spell) whatever the wielder is pointing the wand at. If hold is commanded in the same manner as before then the article pointed at will be held as by the 1st level MU spell hold portal. The wand can only be employed as a magic-user or an illusionist. It has 1-100 charges when found, and the lock costs 2 charges, the hold 1. As with other wands this device functions at the 6th level of experience. It is worth 3,000gp and 15,000gp.

WIZARDS WAND
by Paul Cole

Allows an MU to cast a spell from his/her spellbook without having to memorize it. The book must be held steady while the MU uses the Wand to trace the spell wording; this takes 4 rounds +1 round per spell level. The spell is then cast as normal. Only those spells already usable by the MU can be cast in this way. Chance of success is: 50% + 10% per level of caster - 20% per level of spell. If the spell fails, re-roll and if it fails again the spell misfires. Otherwise it just drains away. The Wand could be charged as normal wands or limited in use to once per day/week.
CITADEL STRIKE A HAMMER BLOW

Citadel Miniatures will be releasing a product that marks a completely new direction for the company. Warhammer, due out in the next few months, is a boxed set of 3 rulebooks which provide a complete game system for fantasy role-playing adventures and games of combat and skirmishes. The rules cover character generation and advancement, psychological factors, spells, necromancy, duelling, scenarios and more.

Also planned for release is an accompanying range of blister-packed Warhammer figures, as well as RuneQuest and Traveller blister-packs. Each pack will contain one figure, or more in the case of smaller figures.

HOBGOBLINS HIT TOWN

Some new hobgoblins have recently hit town, as well as a few unfortunate hobbits. The hobgoblins are supporters of Chronicle Miniatures and will be in town for the ogreball match.

The four pictured at the match below are (from left to right): CMS: Hobgoblin; CM9F: Hobgoblin with Crossbow; CM9B: Hobgoblin Chieftain; and CM9A: Hobgoblin.

SCORPION NEST UNEARTHED

A nest of scorpionmen has been revealed in Scorpion Hall, the second SoloQuest adventure for use with RuneQuest which is now available.

Adventurers willing to take the risk, must delve into the depths below an old castle and destroy the breeding rooms having many alarms and excursions on route.

For those seeking an entirely different kind of adventure, the third SoloQuest adventure, The Snow King's Bride, will be released in May. Adventurers must escort an independent-minded female barbarian across an icy wilderness to her prearranged marriage, but maybe she has other ideas.

Another bonus for RuneQuest players will be the April release of the RuneQuest Companion. This contains a solo adventure plus lots of new snippets on Cults, history and reprinted articles from out-of-print issues of Wyrms Footnotes.

KEEP ON TRUCKING

Trucking down the road from Steve Jackson Games in the US, comes Truckstop, the latest Car Wars board game. It contains counters, and movement and combat rules for the demonic 3-wheeler Big■Two of the US highway plus a map of a fortified truck-stop. This supplement should be available in the UK in May.

TREASURE BY TORCHLIGHT

New treasures in the fantasy world have been revealed by Torchlight, a new UK company. Their fantasy role-playing aids consist of a range of dungeon passages, chambers, special features and accessories cast in resin. Pictured here is C10: Set of Dungeon Items.

MORE FANTASY FIGHTING

Following the success of the Fighting Fantasy Gamebook, Warlock of Firetop Mountain, which reached number 2 in the December Sunday Times Children's Best Sellers List, the author Steve Jackson and Ian Livingstone are preparing two more adventures for release in the autumn. Steve's will be Starship Traveller, a planet-hopping adventure through space in an attempt to get home, Ian will be keeping to the fantasy formula with City of Thieves in which the adventurer must enter a port and find a wizard among the thieves, pirates, assassins and strange creatures. The wizard is needed to save a village from an undead overlord, the Night Prince.

BEST SELECTED

The squad has been announced for the forthcoming volumes of Best of White Dwarf: Articles II and Scenarios II. The items were chosen by reference to reader's votes cast in past polls and include such popular features from now-out-of-print issues as: The Dungeon Architect; Hive of the Hrrr'li; Introduction to D&D; A Backdrop of Stars; Weed War; The Fiend Factory Top Ten; and more.

Games Workshop are also preparing Dungeon Floor Plans 3. This is scheduled for release in a few months time and will feature rooftops for town and village adventures, as well as quaysides, jetties, boats, stockades, balconies, battlefields and other special features. This is due to be followed later in the year by Talisman, a magical quest game which involves characters with different abilities in a quest for power, and the long-awaited Battlegrounds, the game of deadly driving.

The artwork for these two games will be handled by a new member of the GW production team, Gary Chalk. Gary was formerly with Standard Games and was responsible for Cry Havoc and many of their other products.

NEXT ISSUE

What's coming up in the next fun-filled issue? The Snowbird Mystery - a thrilling new Traveller scenario by Andy Slack; Freeway Deathride, an exciting but deadly Car Wars scenario; an in-depth analysis of the battle tactics of certain non-human racial groups; Sigils in D&D; Why Dungeons Exist - your questions answered, plus all your normal favourites and much more.
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For Sale

DM's Guide - £7.00; Modules A1-2, C1, L1 Q1 and U1 - £15 the lot, will split. Contact: S A Stirling, 149 Huish, Yeovil, Somerset.

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Wargames, AD&D, Traveller and other FRPGs, mostly SFF novels. Half price or less. Send SSAE for list to J Doyle, 183 Privett Rd, Gosport, Hants PO12 3ST, or phone 0701 84025.

For A Steal

AD&D rulebooks, scenarios and figures, send SSAE for details to Kieran Brown, 4 Newry Rd, Hiltown, Co Down, BT34 7TG.

Are you coming to Northern Games Day? 9-10th April 1983, University of Manchester, Institute of Science and Technology, Manchester City Centre. 9th April 10.30am - 6pm. 10th April 10am - 5.30pm. Entrance £1.50 per day. (75p to half price ticket holders.)

For Sale

Traveller books, 1-5, Supps 1, 2, 4, and add 8-10. IJSS Files, 18 boxes 183. Adventure 5, DA 1 & 2, Sky Raiders 1. £30 no, would split. Tel: 027 250882.

CLASSIFIED

All classified ads must be prepaid at the rate of £10 per word, display rate £30.00 per scc. Please send copy and payment to White Dwarf 27-29 Sunbeam Rd, Perk Royal, London NW10 2QU. Submissions, cheques or POs payable to Games Workshop Ltd.

The Journal of the Senseless Carnage Society

Issue One out now, about which it hasn't said: 'A magazine for the most brilliant flanzer ever!' The Editors 'Probably the best lager in the World!' Free offer: Send 50p (+15 p&p to) to Simon Hartley, 5 Burnhill Heath Road, Epsom, Surrey.

Wyrm's Claw

The magazine for everyone in FRP, Issue 14 has articles on armour and languages, and a new scenario - plus lots more to prove 'fantastic' ideas. Coming soon, more RuneQuest updates. Contributions always welcome. 75p inc p&p. £4 sub (6 issues) 83 North Road, Sale, Cheshire M33 3GS.

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Seven original, detailed, typed combat vehicle designs - only one pound! Send with SSAE to Andrew Brice, 19 Langstone Way, Peal Common, Gosport, Hants.

T&T Library

T&T nearly closed. Recommend T&T products from: Flying Buffalo, POB 100, Bath Street, Walsall, W Midlands.

QbD for Quality

AD&D and Traveller scenarios, hard to find solo assassination adventure, discussion, news, reviews, fiction and more can all be found in GBDFs & Quasars. Don't accept a substandard magazine! Send 60p to David Holmes, 52 Slimmons Drive, St Albans, Herts.

Lead to Flesh

Buy any character, human, monster or monsters to life by sending them to us for painting. Send a SSAE for an illustrated leaflet or send a clean or postcard order form along with your 25mm figure for a sample of our artwork and a leaflet. To: John Hartfield, 6 Woodland Road, Cardfa SE6 2SD.

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Clubs, contacts and events can be advertised once at no charge up to a maximum of 40 words. Further insertions at the rate of 5p per word.

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Would anyone who has not received their refund from Sarn or Metalmarkets, send your details and a cheque for the outstanding amount, send them to the above. Without these details we cannot refund.

Scenarios

If you need any scenarios - solo, VGR, Call of Cthulhu then send SSAE and details of what you want with 20p to Alex Begg, 2 Claradon Crescent, Leamington, Warwickshire.

Wyrmfootnotes

Deepest Deadlock is willing to beg, borrow, buy or beseque any for a few WFs. Also, can anyone post Trollop information about Trolls. Contact: Zorak Zoran Temple, Redstone Caverns, c/o Ian Leake, 38 Park Avenue, Worcester WR3 7AH. Tel: Worcester 25147.

Contributions Wanted

For our magazine, anything accepted. White Shadow, 236 Kingsway, Huyton, Liverpool.

Dublin

Legend 2 will be held in the GMB of Trinity College on the 9th and 10th of April 10am to 9pm. Contact: A&D Squad Leader, Napoleonic, WW2 Skirmish, Ancient and more! Come along and bring your games! Contact: John Munro, 1 St Kevin's Park, Dartry, Dublin 6, Ireland.

EASTCON

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