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</tr>
<tr>
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</tr>
<tr>
<td>Aries</td>
</tr>
<tr>
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</tr>
<tr>
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</tr>
<tr>
<td>Fire &amp; Movement</td>
</tr>
<tr>
<td>Dragon</td>
</tr>
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<thead>
<tr>
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</tr>
</thead>
<tbody>
<tr>
<td>Amazing Heroes</td>
</tr>
<tr>
<td>Bem</td>
</tr>
<tr>
<td>Blakes 7</td>
</tr>
<tr>
<td>Cartoonist Profile</td>
</tr>
<tr>
<td>Cerebus</td>
</tr>
<tr>
<td>Comic Reader</td>
</tr>
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<tr>
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<td>Comic Journal</td>
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<tr>
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</tr>
<tr>
<td>Marvel Super Heroes</td>
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<tr>
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<td>2000 A.D.</td>
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<td>Warrior</td>
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<thead>
<tr>
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</tr>
</thead>
<tbody>
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</tr>
<tr>
<td>The Face</td>
</tr>
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<td>Flexipop</td>
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<td>Record Collector</td>
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<tr>
<td>Rolling Stone</td>
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<tr>
<td>Starzone</td>
</tr>
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</tr>
</thead>
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<tr>
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</tr>
</thead>
<tbody>
<tr>
<td>Comics Interview</td>
</tr>
<tr>
<td>Astronomy</td>
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Part 2: Mini-Scenario outlines for Call of Cthulhu in the 1980’s

Magimart  Lew Pulsipher  15
Buying and Selling Magic Items in FRP

Hanufo’s Little Sister  Oliver Dickinson  16
Fiction from Golorantha

Irlion  Daniel Collerton  19
Part 2 of our serialized AD&D city

Happy Landings!  Thomas M Price  26
Starport Design in Traveller

DEPARTMENTS

Open Box  12
A look at some new games by independent reviewers

Critical Mass  edited by Dave Langford  14
New books reviewed, Langford style

Starbase  edited by Bob McWilliams  18
Vehicle Combat in Traveller

Letters  25
Readers’ views, questions and comments

RuneRites  edited by Oliver Dickinson  29
Weapons, Damage and Armour Absorption in RuneQuest

Fiend Factory  edited by Albie Fiore  30
And Some Came Riding – mounted monsters

Treasure Chest  32
A new short cartoon strip plus some oriental weapons

News  33
What’s happening in science fiction and fantasy gaming

Small Ads  34
Clubs, Help! and Classifieds

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Gary Chalk, Ian Appleyard, Lew Pulsipher, John Mould, Emmanuel, Buying and Selling Magic Items in FRP.

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DIAL 'H' FOR HORROR
Mini-scenario for 3-5 beginning player characters

'It's Kildare — he's in shock.'
'I'm not surprised. What on earth was that thing?'

Players Information
Jim Kildare, a well-known TV personality who presents the weekly programme Psychic World, has offered the team jobs as researchers for his show. The team have been invited to his London home one evening in early November, to dine and sign their contracts. When they arrive they find that the house is completely dark and the front door is slightly ajar. Strange crashes and croaking noises can be heard.

Referees Information
A British cult worshipping Nyarlathotep covers its activities by passing as a crank philosophical movement, The Sons Of The Earth, who claim to renounce all forms of technology. A few months ago they decided to try to interrogate the machine by telephone. Kildare had the necessary equipment on his own home computer (used for word processing and research) and managed to discover several unlisted telephone numbers for the offices. He decided to try to interrogate the machine by phone to learn more about the group's activities. To his surprise there were no problems, and he did not even need to use a password to contact the computer. However, as soon as he began to read the books stored by the cult he realised that something was badly wrong (and lost 5 points of SAN). What Kildare did not realise was that the cult had fitted a tracing device to the computer, which gave them his home telephone number and (with a little research) his address. Kildare has spent the last three evenings reading the books stored on the computer, gaining 14 points of Cthulhu Mythos knowledge (and a corresponding loss of SAN) without any chance of spells. Spot Hidden Object will reveal a notepad under the papers, recording the cult's telephone number and address. The contracts have been destroyed. The cult's headquarters is in a house near Regents Park, and holds .45 calibre pistols of whom 1-3 carry firearms and 1-4 have spell knowledge. The ground floor is an apparently innocent suite of offices with receptionist who is a cultist. On the upper floors are the computer room, and a library holding several hundred innocuous books hiding a complete English Necronomicon and the books Nameless Cults and True Magick. The basement is a soundproofed temple of Nyarlathotep and contains gold ornaments worth five hundred pounds. At any time 3d4 more cultists will be away from the temple, and may revenge action the team takes.

TRAIL OF THE LOATHSOME SLIME
Miniscenario for 3-5 player characters

Players Information
The British Animal Preservation Society (BAPS) have received reports suggesting that the noise and explosions of a recent war have seriously upset the ecology of the Lesser Barbed Penguin, an endangered species found only on a few Antarctic islands. Accordingly, they have financed an expedition to see if anything can be done to aid the species, hiring various experts and explorers including the team. When the ship sails from Dover all is well, but by the time it reaches the Antarctic the crew men have died in mysterious accidents and another seems to be permanently insane.

Referees Information
No matter how hard the team try to find a common cause they will learn nothing, since the accidents were caused by carelessness and the intense cold, while the insanity was caused by the crewman, an alcoholic, accidentally drinking methylated spirits instead of whisky.

There are a total of 14 explorers and scientists including the team on board the ship, which is supplied with a variety of equipment including a hot air balloon for silent aerial observation of the birds, a two-seater helicopter, two four-wheel drive trucks, and several rubber boats and tents. There are no weapons on board apart from those the team possess, a .45 revolver and a 9mm machine pistol in the captain's safe, and a shotgun owned by one of the truck drivers. It is possible to obtain additional weapons from the equipment on board (helicopter fuel, signal flares, etc) but players should be allowed to deduct this.
fact, for themselves. Unless players specifically state that they are preparing firearms for Antarctic conditions their weapons will have double the normal chance of malfunctioning. When the ship reaches its destination, a large island, there is nothing of the usual swarms of penguins. Instead a few scattered birds can be seen on the rocky shore. The first landing parties will discover that the rocks are covered with a curious clear slime, amongst which are the pulverised bones of several thousand penguins. All of the penguins seem to be ill, and there are no mating activities.

During the recent war a cruiser fired a missile which went off course and landed on the island, striking a cliff and causing a major landslide. Buried in a cave deep under the island were two hibernating Shoggoths, and the rock fall allowed sufficient air into the tunnel leading to the cave for them to revive and break out. Their first action was to feed on the defenceless penguins, and they emerge from the cave at night to pursue the survivors. If a camp is set up on the island the creatures will attack it at night. If a camp is set up in the daytime the creatures will destroy the camp. In either case, the investigators will leave a trail of fresh slime leading to their cave, a few miles from the landing site, and their shrill whistling cries will be heard by the team but not recognised unless they have prior experience of the creatures, or make a successful Cthulhu Mythos roll. Whatever the result of this first action the party and ship will be subjected to nightly attacks until both Shoggoths are killed or they sail at least ten miles from the island. The investigators will find that the rock fall imprisoned holds three peculiar stone sculptures, of Old One manufacture, and the corroded remains of a metal machine or sculpture whose function is not apparent. The sculptures are worth several hundred thousand pounds to any interested museum, such as that at Miskatonic University, while the metal structure is part of the Old Ones equivalent of a computer and would be worth an equivalent amount to any research firm.

Both the sculptures and machine weigh several hundred kilos and are embedded in the rock. If at all possible, the investigators will find that one or more exploded bombs will be found.

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**Cthulhu Now!**

Campaign outline for 5-8 experienced characters

There they intend to lower it to a volcanic fissure and trigger an eruption that should bring R'lyeh back to the surface and release Cthulhu to rule the world...

**Players Information**

Sir Maxwell Lyon, a well-known ecologist and TV Pundit, is also the founder of Peace Force, an environmental group which is frequently in opposition to government and EEC policy, and has had several brushes with the law. In recent weeks four senior members of the society have been slain in brutal, almost ritualistic killings, and he has decided to recruit some investiga-
tors to find out the reason for the deaths. He hints that the society is about to launch some ambitious but illegal project, but refuses to give any details, and suggests that the murders may have been committed by a government 'Dirty Tricks' department. He is prepared to provide any reasonable number of funds, but wants quick results.

**Referees Information**

Peace Force are about to launch their most ambitious project, an attempt to stop a NATO nuclear test in the Pacific. They plan to fly an old cargo plane into the area and drop eighteen dedicated volunteers onto the test island by parachute. The volunteers will then disperse down to a cave 500 metres below sea level and, equipped with radio transmitters and concentrated iron rations, will hide and transmit propaganda until the test is cancelled. What Peace Force do not know is that a group of Cthulhu worshippers plan to steal the bomb and deliver it to another island, a hundred and fifty miles to the East. There they intend to trigger it to release Cthulhu and trigger an eruption, which will initiate a wave of mountain building that should bring R'lyeh back to the surface and release Cthulhu to rule the world.

One of the Cultists covered his darker activities by membership in the Peace Force organisation, and chance to learn of their plans for the weapon test. When he was reported to them they decided to disrupt the plan, and thus avert any possibility that the Cultists would get in their way, and certainly sink any survivors. The investigators will have great difficulty in convincing NATO that something is going to happen - the only likely result is that they and all known members of Peace Force will be arrested until the test is over. The only practical way to reach the island in the time available is for the investigators to join the Peace Force parachute mission and try to do something on the spot.

The bomb itself is a 1-megaton missile warhead. If it explodes in the test cave the island will suffer a severe but survivable earthquake inflicting 300 damage on all present. Surface explosions will cause the damage listed on the nuclear weapons table in Part 1 [WD-42]. If the bomb is detonated underwater it will produce a vast tidal wave and certainly sink any surface vessel within 25 miles, as well as its normal blast effects. If the cultists succeed in stealing the bomb they will fly it to their island base, attach their own capsules so that they cannot be captured, then fly back to the surface and release Cthulhu to rule the world.

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As members of Peace Force, with the majority of the assaults being made by lone assassins armed with daggers and carrying poison capsules so that they cannot be interrogated if caught. They will attempt to kill Lyon and probably succeed, but a private trust fund established before his death will continue to pay the investigators. Lyon's lawyer knows nothing of his plans.

By the time the investigators have learned what Peace Force plan (preferably by saving the life of a member who tells them in gratitude) the majority of the cultists will already be on the test island, holed up in a cave near the test site. They are equipped with military equipment including a helicopter, rocket launchers, machine guns, and will be aided by 820 Deep Ones who will attack the NATO forces guarding the bomb after it is armed but before it is lowered into the test cavern.

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Rules: 8 Enjoyment: 9
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QUEST WORLD
Chaos
£12.95

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Citadel Miniatures
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it is the editor's responsibility to keep NPC's credible, and I note with pleasure that the Rune masters of Candlefire "are in general credible, like all the NPC's..."

Nor am I at all happy about the 75% chance of an encounter (more often than not) with a chaotic group! every 4 hours in the forest surrounding Lord Skyppen's Mansion; since one must plough through this forest for some four days, even the strongest party will be lucky to get through in a reasonable state to investigate. As to the monsters, which are expressly stated to be designed to allow only the smartest or luckiest to survive..."
Critical Mass is a regular book review column, edited by Dave Langford.

Zapping Uri Geller

The Insider

Alfred Bester

The Deceivers

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Zapping Uri Geller

Transcendental Meditation, von Daniken (with a gorgeous quote from the Master about how amazing it was that primitive folk were able to carve human skeletons when X-rays weren't discovered until 1895!), Geller again, biorhythms, Filipino 'healers' who by sleight of hand remove tumour sizes which turn out to be chicken livers, spoonbending in general, spiritualism, and more. Always he thrusts before your nose the parts of the story which believers' books omit: even if inclined towards the loony, I mean the uncritical viewpoint, you should consult these books for the devil's advocate arguments. They are important. In a world increasingly free from the UK distributors: two years after US publication as 'the true success', one clever setpiece follows a trail from twelve lords a-leaping in a street pageant, all the way to the goal of a partridge in a pear tree; a shapeshifting alien psychic vampire? Christopher Evans' The Insider (Granada 237pp £1.50) is accurately billed as 'chilling' rather than terrifying, less monstrous, more credible suspense by tipping you off about alien interfertility, crystallized helium, a pattern-sensitive hero (see asterisk-patterns by way of graphics ...), and we also have a 1500 million volt electric fence (try and keep that lot from discharging straight to earth), human/ alien interfertility, crystallized helium and other unlikely events.

The strong points are Bester's colourful invention and general wildness: a Maori Mafia hunting mutant boars in vacuum; a pattern-sensitive hero (see Bester's earlier The Deceivers, that he's the real Marsh, only sinister!), Oriental master spies and much backgrowth on Oriental superstition, magic fuels defying thermodynamics, economic war between inner planets and outer satellites, typewriter doodles which in The Deceivers achieve great silliness whereby a computer video display is the true success: here again are elements like a circus, a cover story, a cover story, a cover story, but still substandard for this author.

Memories - this rather likeable mentalist has produced these exotic memories - this rather likeable mentalist has produced these exotic memories this rather likeable mentalist has produced these exotic memories... - but Evans now has managed to recreate the earlier success: here again are elements like a circus, a cover story, a cover story, a cover story, but still substandard for this author.

An ounce of sensationalism sells the book's assured happy ending. Some of the extended dialogue sequences are unreadable; Golem 1000 is filled with apocryphal biographies of Uri Geller (Pan 265pp £1.95) is here in paperback, two years after US publication as 'the true success' to Tiger, Tiger! Indeed, much of the new book's fun, gaudy adventure. Against this, the story is of a cover story, a cover story, a cover story, but still substandard for this author.

Randi puts the boot into the charismatic Uri. His scorn is withering; even if you believe a quiet, well-written and unremarkable account of Randi's exploits and many fans will have been deceived by his rather weak (in fact, it's impressive and damming that Randi can duplicate any and all of Geller's paltry tricks without need to claim astral powers - while Geller's cosmic contacts are the highlight of the book when Randi or other professional magicians happen to be watching.

Fimm Flam (342pp £7.45; Isaac Asimov contributes an enthusiastic introduction to Randi's book), the Bermuda Triangle and its fraudulent statisticalities, UFOs,
Buying and Selling Magic Items

by Lewis Pulsipher

Magic items are a part of every fantasy role-playing game, and wherever player characters meet, someone will want to buy or sell such items. What the players do among themselves is their business, in of course, supply what demand determines. Characters are involved in the games Masters must know where magic items come from, how rare they are, and how hard it is to produce them. It is difficult to generalize all fantasy role-playing games, but as much as possible let us do so.

Some inexperienced GMs give experience points/credit for gold obtained when a magic item is sold. This is the best way to justify if the item is sold to a NPC and therefore goes out of the campaign. However, if experience is given for sales among player characters or their minions, the players will quickly catch on and not sell back or forth or even lease them (with insurance clauses and collateral!) in order to gain experience. It’s hard to justify it in game terms. The safest position to take is that magic is its own reward; if a player needs more money so badly that he must sell his magic, he certainly shouldn’t be rewarded beyond the gold itself.

In your campaign, run a campaign, you should not allow magic items purchased elsewhere to be used in the campaign. There are always GMs somewhere who give away magic as though it grows on trees; I remember the case of a single monster whose scales were turned into 120+2 magic shields. The characters in that adventure came away with 10+2 shields each; they could afford to charge a relatively small fee for each when selling to other characters and still come out ahead. The only way to avoid this is to refuse to allow such cheap items to enter your campaign.

But such persons might be common in your world. If there are then magic items made by them will be even rarer. In my campaign the number of items currently made by wizards wouldn’t stock a small dungeon, let alone the entire world. If the situation is different where you are, either because there are more wizards or because you play a game which enables weaker characters to construct magic items, then there will be more currently created magic items. (Note: the magic twelfth level magic-user can, over a long period and at a great expense, make almost any magic item. But how many twelfth or higher level MUs are there in the ‘world’? If you assume that characters who can rise in level (adventurers) make up 1% of the population, and that there are two characters at a given level for each one at the next higher level, then in a country of five million people there will be just one twelfth level character, not necessarily a magic-user.

Though that age has passed, the magic remains, hidden, buried, guarded by ancient horrors.

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This is the last in the present series of Griselda stories. Those interested in following Griselda’s further exploits will find her and Wolfhead and Co appearing in Chaosium’s Pavis pack, currently available in the shops.

Now this doll Hanufa stands tall enough to look a Troll in the eye, and she is strong enough to give a Troll a tough time arm-wrestling, but she is also dumb enough to consider arm-wrestling a Troll, and this just about sums her up. It is conceded that she has enough brains to come in out of the rain, but in fact many are wishing that she will stay there, for it does not seem that she will get a wash any other way. It is a sure thing that when she hits town she still has on her the dust from the first day of her trip, and this is by no means the lowest layer; and what looks like some dirty fur hanging down her back turns out to be her hair. Now it is not unknown for characters to hit Pavis in this state, but if they have any dough they will normally get cleaned up, and buy new clothes, and such. But although Hanufa is not that short of dough, she prefers to spend it on beer, and does not seem to give a cuss what anyone thinks of her appearance or aroma. She favours Loud Lilina’s for her drinking, and she may be affecting Lilina’s trade, for she likes gabbing and will horn in on any conversation going, which drives the sensitive away. But Lilina never bars her, and the chances are Hanufa drinks enough to make up for any loss of trade she causes. The regulars in Lilina’s are unwilling to consider positive action after Hanufa demolishes some guy who makes a crack at her with a very nice body punch; but it is agreed that the way she is going she will soon be broke, which will solve the problem.

Now you may figure that, after Griselda stops her asking questions about her chart, Hanufa will be playing the chill for her, but instead she is always hanging around when Griselda is in Lilina’s. Well, Griselda keeps herself pretty clean, and it is believed that she likes those about her to do likewise, and anyone but Hanufa can see that she finds Hanufa’s presence distasteful, so one and all are awaiting events with great interest. For Griselda can be very brusque when she is irritated, and it is hoped that either she will provoke Hanufa into taking a swing at her, in which case it is goodbye Hanufa, or she will frighten her off, and there is some betting on the outcome. Griselda does not fly at once, but at first drops little hints, like sniffing, or commenting on the funny smell in here today, which all goes over Hanufa’s head.

So finally Griselda speaks sharply to Hanufa like this:

‘Do you fall in something outside, or what? There is a smell off you that is killing the flies.’

We all expect Hanufa to get really mad, but she only goes very red, and walks off very fast. Everyone is starting in to call Griselda a public benefactor, but she looks at us very coldly, and so we turn away and begin to speak of other things, for it is plain that she does not wish the matter discussed. She goes on sitting there without saying a word to anyone for quite some time, and it is all very strange. But even stranger is that Hanufa eventually comes back, and she looks so different that many of Lilina’s regulars think there must be something in the beer, for all the dirt is cleaned off, and she is wearing new clothes, and her hair turns out a nice pale yellow colour, and while she is not beautiful you cannot say she is a crow. Griselda smiles at her, and offers her a drink, and thereafter Hanufa keeps reasonably clean. She goes about with sums her up. It is conceded that she has get cleaned up, and buy new clothes, the greatest thing since the Red Goddess. Enough brain to come in out of the rain, and such. But although Hanufa is not Anyone can see this must be pleasant what she sees in Griselda. Anyone can see this must be pleasant for Griselda, but it is hard to figure Hanufa’s angle, so one day I ask her what she sees in Griselda.

‘Why,’ says Hanufa, ‘this is a strange
question indeed. Do you think Griselda
is an admirable person?"
Well, I know anything I say may get
back to Griselda, so I suggest you
that she frightens most people.
'Oh, she frightens me too at first,' says
Hannafu, but not any more. In fact, she
reminds me of my little sister.'
I never hear before that Hannafu has
a sister, so I ask about her, but I do not
find much out, for it seems that this sister is
here and there, and around and about,
and that Hannafu does not see her in quite
a while, and since I figure it a sure thing
that no sister of Hannafu's will match
Griselda I forget all about it.
Now one day Hannafu is getting a letter,
and this bothers her, for she is no hand
at reading, but Griselda takes her to the
professional letter-writers and finds
someone to read it to her. The letter is
from exciting-looking people, and it says
she is coming to Pavis with the next caravan to
see her. This reminds me of what Hannafu
says, and I pass it around, so there is a
fair crowd waiting to see Hannafu and
even Wolfhead is there along with
Griselda. This sister surely matches
Griselda in size and looks, for she is
about half Hannafu's size but ten times as
pretty, and you can see a lot more of
her shape than of Griselda's, for she wears
something thin and clinging that looks
most impractical to be travelling in. But
in other respects it is hard to see how
even Hannafu can figure her to be better
than Griselda, for she comes on all dumb
and fluttery. She practically falls off a
donkey into Hannafu's arms, and says just like this
in a high squealy voice:
'My dear, dear Hanafu, what dreadful
out-of-the-way places you choose to
frequent! I endure a thousand tournaments
getting here, and I am sure my looks are
ruined for ever. Now tell me, who are
all these excited-looking people?'
Well, you can practically hear
Griselda's lip curl, and she tells the sister
hello very gruffly when Hannafu
introduces them. The sister opens her eyes
wide and says how interesting her
tale looks to be feeling the strain, for this
Felissa may behave as if a puff of wind
will blow her away, but she has plenty of
stamina when it comes to seeing the
town. So there is little surprise when
she craps out at once, and she is cer-
tainly not having beginners' luck. By the
second time the dice come round to her,
her stack is quite low, but she hits with a
natural right off, which makes the others
a bit more cautious about hoping to
clean her out, though she must note
points before she loses, and thereafter
she is betting much better, and the game
heats up. It seems like she and Griselda
are going for each other, and between
the two Wolfhead and the other
personally gets cleaned out, so finally it is
just the two of them, though much interest
is shown in side bets. But Hannafu does
not seem interested, and she goes off to bed.
Neither can gain on the other for long,
for whatever one wins the other soon
hauls right back. Now Hannafu keeps
looking at Felissa in a strange way, and
suddenly she jumps up, whipping out her
sword, and cries, 'I know you! You're Felissa the Dip, and if I am any judge
these are tops you ring in on us!'
But Felissa hardly bats an eyelid. She
just looks Griselda straight in the eye
and says, 'Then come how you win as
often as I do? Sure, I use tops some-
times, but only with the suckers, not with
a pro like you, Griselda. It is all the luck.'
And suddenly she seems to can see a
match shown in side bets. But
Griselda, for she comes on all dumb
and fluttery, she drop her foolish style of talk,
and now she sounds a real cool hand.
Griselda seems somewhat non-
plussed, but she points her sword at
Felissa and says, 'Maybe you are not
using tops, but I reckon I know why Wolf-
head's dough goes so fast! Felissa just
smiles sweetly, and spreads her hands,
and says 'A girl has to eat, and he gets
her Hanafu's worth, doesn't he?'
Just for a moment there is silence and
then Griselda starts in to laugh so much
she almost falls over, and everyone joins
in, even Wolfhead. Finally Griselda
cries, 'Well at least you can buy us
drinks after taking advantage like this,
especially of poor Wolfie.' It will be a
privilege,' says Felissa. 'Let's go down
to Rowdy Dhoj Lo's and make a night of it.
For this is one of the most interesting
spots in town, and this ideas does not appeal to
anyone else except Wolfhead, so off the
three go arm-in-arm.

Wolfhead shows up along in Lilina's the
next evening. He goes into Hanafu's
great doll but too expensive for him. 'My
dough goes so fast I cannot keep track of
it,' he says.
'Never mind, Wolfie,' says Griselda,
who is shooting craps with two of his
gang in a corner. 'Come and join us. At
least you will know where your money
goes.' And as Wolfhead is very fond of
craps he does so, and the game is
good when in some Hanafu and Felissa.
'Why, there you are, Wolfie,' cries
Felissa with great glee. 'What is this you
are doing?'
Wolfhead does not look too pleased
to be interrupted, but he expains:
politely that it is a game of
chance, and invites her to watch. She
does this, with many cries of excitement,
while Hanafu gabs with other citizens,
being no gambler. Griselda, however says
that this game seems quite easy, and she
has a little money, and can she join
in? Wolfhead brightens up at this, as if
he hopes to retrieve some of his
investment in her, and Griselda also
seems interested. Felissa starts in making
some foolish bets, and when she gets the dice

Neither can gain on the other for long,
for whatever one wins the
other soon hauls right back. Now
Griselda keeps looking at Felissa
in a strange way, and
suddenly she jumps up, whipping out her
sword, and cries...
Most referees use Mercenary as well as the basic set, and many also have Striker! But there are many groups and scenarios where the emphasis is away from open military action, and many referees have neither the time nor the inclination to design Striker! vehicles for these. The following system is a fast and easy method of representing ground vehicles in combat where the scenario is run using Books 1-4.

**Specifications**

Wheeled, tracked or grav vehicles will have performances equivalent to those of the ATV or AirRaft as appropriate, unless otherwise indicated by Mercenary. In combat, vehicles not trying to flee will move cautiously — rarely more than 5 range bands (125m) in a combat round.

There are three classes of vehicle armor; softskins are all civilian vehicles and military vehicles such as supply trucks, staff cars and so on; light armor covers quasi-military vehicles such as the Book 3 AFV and ATV, and also military ones such as Armoured Personnel Carriers and Self-Propelled Artillery; heavy armor is mainly used on Main Battle Tanks.

The cost and mass of vehicles is determined by combining them to items in Book 3 and 4; as an added guide, a military vehicle must mass and cost at least two times as much as its major weapon system.

**Vehicles in Combat**

Vehicles attacking personnel will use the normal rules; they will normally fire HE rounds from the main weapon, using the Mercenary section for Field Artillery as a guide, or attack with support weapons such as machineguns in co-axial or pintel mounts.

Personnel attacking vehicles also use the standard rules, at least to determine a hit. Softskins count as Mesh armor; light armor counts as Combat Armor with an additional DM -1 per tech level over 5; heavy armor counts as Combat Armor with additional DM of -3 per tech level over 5.

Armored vehicles’ weapons, tac missiles, tank main guns, and so on attacking vehicles must roll 8+ to hit regardless of range; the firer’s expertise in the weapon is a positive DM; if the target’s driver is evading, his skill level is a negative DM; and in addition, the difference between the tech levels of the firer and the target is used as a DM in favor of the higher tech level unit.

And finally, regardless of the weapon used, allows the firer to roll 2d6. DM +2 if the target is lightly armored, +4 if the target is a softskin; again the difference in the tech levels is applied as a DM in favor of the more sophisticated unit. If the modified roll is 8+, the vehicle is disabled; if the roll is 11+, the vehicle is destroyed.

Disabled vehicles may be repaired. Roll on 2d6; -3 for appropriate skills, when the damage is first inspected; success indicates that the damage can be repaired in 1-6 hours, failure that the damage will require a workshop and 1-6 days to repair. The mechanic will know roughly how long the repairs will take before he starts work. Destroyed vehicles may not be repaired.

**Vehicle Combat**

by Andy Slack

Starbase is a bi-monthly column devoted to Traveller, edited by Bob McWilliams.

**Occupants take 1-6d6 damage and escape the wreck with their armor, life support gear if any, and one weapon or personal item of their choice.**

**Special Rules and Notes**

Military vehicles will normally be guided, even in combat, by the vehicle commander exposing his head and upper body out of a hatch. He may be attacked using the normal rules for shooting characters, but counts as evading. If he is hit, or fails a morale roll, he will "close up" the vehicle; then roll its tech level or less to spot any character near it on foot.

Personnel inside vehicles may be attacked directly; if so, they may count either their personal armor or the vehicle’s armor at their discretion against the attack. Further, unless surprised they count as evading.

Vehicle platoons normally contain 3-5 vehicles. If expecting trouble, they will advance by turns covering each other as they move and with infantry in support. The vehicles assigned to cover their fellows will watch for attackers, and if any are seen will pour fire onto their location while the target dodges for cover.

Referees must be prepared to improvise impromptu DMs and rulings as always.

**Example**

Scout Arrek Salvor (589929, Gunnery-1) is sitting in the turret of a Mechanised Infantry Combat Vehicle of tech 7. This vehicle has a crew of 2, we shall say, and carries a 9-man infantry squad. It is tracked and its turret carries a 73mm light field gun, a tech 7 tac missile, and two light machineguns — one mounted coaxially with the 73mm and one on a pintel mount for anti-aircraft fire. The vehicle’s main weapon is obviously a light field gun; assuming it is for infantry support it is probably a howitzer which we find masses 1.0 ton and costs Crs,000. Using the ten-times rules, therefore, the MICV will mass to 20 tons and cost Cr80,000. This looks reasonable compared to an ATV. The referee lets it stand, having decided that the MICV is basically an armed and armored ATV and thus should mass and cost at least as much as its civilian counterpart. Its performance would be that of an ATV, and its armor will count as Combat-2 vs infantry weapons.

Facing Arrek’s MICV is a tech 7 Main Battle Tank, fully tracked with an elevation of four. The MBT will be armed with a field gun (twice the mass and cost of a howitzer because of its higher muzzle velocity — see Mercenary p48) which masses 3.6 tons and costs Cr20,000. So the tank will mass 36 tons and cost Cr200,000 — this actually is a bit low in both cases, but close enough to be playable as the mass will only be used for freighting the thing around in starships and the cost only when players buy one or two — which won’t happen often, or if it does you are probably already using Striker!

The MBT’s performance will again approximate that of an ATV; its heavy armor counts as Combat-6 against infantry weapons. The tank will also probably have at least two machineguns.

Shouting to the driver to evade, Arrek fires the 73mm at the time opportunity. He has a +1 DM for his gunnery skill; the target is not evading (why worry about a little thing like that?) so there is no DM for evasion, and the vehicles are of equal tech level, so no DM for that. The referee decides that since the normal anti-tank gun of this tech level is probably a 105mm or a 120mm, the MICV should suffer a further -1 to hit — he justifies this by pointing out that weapons of this size were in service as tank guns at the previous tech level, and so should count as tech 6. Total DM: +0. Arrek rolls a 9 — a hit; he then rolls an 8 for damage on 2d6, and the referee adds -1 because the player claims that although his gun may be tech 6, the MICV is tech 7, and the referee allows this. Thus only the +2 DM for being lightly armored is added, for a total of 11 — a kill. The MICV is destroyed; Arrek takes 2d6 damage and bails out with his cloth armour and rifle, having rolled a 7 and seeing how much this hurt him personally.

The rifle would suffer a total DM of -4 (armour) -6 (tech level) -1 (long range) +1 (dexterity) = -10 if Arrek fired at the tank itself, so he has no chance of hitting the commander who is conning his tank from the turret hatch. DM +3 (no armor — after all he’s usually in a tank!) -1 (long range) -4 (evading) +1 (dexterity) = -1, a much better bet. Arrek rolls an 8; he has a hit. He then rolls 11 for damage on 3d6 (rifle vs character) which will knock out the commander. The rest of the crew haul him inside and close the hatch; the tank now has no roll to hit Arrek as it trundles past him shooting up the MICV infantry. It rolls an 8 and Arrek lives to fight another day.
IRILIAN

A Complete AD&D City by Daniel Collerton
Part 2: Teral Guthdothor Aef Abbie

This is the second in a six part series describing a small AD&D city—Irilian. It details the north-west quarter and the major encounters within this area. Each episode features one of a series of linked scenarios which introduce players to Irilian. DMS should re-read Part 1 (containing the glossary of terms and nomenclature key) before continuing with Part 2. Descriptions not fully covered will be dealt with in later episodes. This scenario opens at Dagung with the party sheltering in the Graefgaard waiting for the Gealgeagaet to open. It is intended for a moderately large party of 3rd to 6th level characters of basically good alignments.

The Entry to Irilian

The Gealgeagaet opens at Dagung. The caravan will then be able to join the queue of farmers bringing produce into Irilian, hopefully avoiding the streams of porters carrying night-soil out to the fields. The gate guards will collect a toll plus an extra 10gp 'consideration' for themselves; failure to pay will brand the party as possible trouble-makers. The consideration allows travellers to pass without further taxation. As the caravan passes through the gate, it will be pestered by a group of urchins, the Rubis Weg Gang, the Staat Gang which control the lucrative guide-work in Irilian. The leader will initially offer a guide to the party for 10gp/dag but may be bargained down to 5gp/dag. The senior surviving dwarf will suggest that most of the party goes to the Abbebei with him to deliver the scroll to Teral Guthdothor while the rest of the caravan and some representatives of the party take the merchandise to the Gild Faector. The two groups would rendezvous at the Abbebei which would also allow the wounded to be cared for by the Sisters.

The Gild Faector

17 Mark Gard (D4), ST 2, NI 3, NZ 8, CN AV. The representative of the powerful Gilds-Marchant in Irilian is Tirov Pervion RA 1E, SX M, AL N, CL MC [see W/D21], LV 9, HP 43, AC 1, AG 154, WE 10984, BL 1000, ST 17, IN 16, WI 14, DE 16, CO 14.

CH 16, MI 2 Chainmail, +2 Broadsword (HSA), WN Sword. Slim and sardonic, Tirov is the ultimate trader; his every action being calculated for profit. If the prospects are good, Tirov may be persuaded to finance an expedition to recover lost treasure or a simila' venture. If possible, Tirov will use his wealth and influence for profit but will, if necessary, use his sword—or rather hire someone else's.

The ground floor is warehousing; the living quarters are on the first floor and are magnificently appointed. Tirov uses them for lavish entertainments to which the more important of Irilian citizens and visiting merchants are invited. The social status involved in having been invited to Tirov is considerable. His parties are usually held on the evening of the first Market dag in each season with particularly splendid affairs on the eves of the Great Marks.

Tirov will pay the dwarves the full value of their merchandise with a letter of credit drawn on Drim, the money-lender banker. The party make their percentage in the same way or in gems or gold.

When the group arrives they will be stopped at the gate by a white-robed Sister who will inquire their business. If satisfied, she will show them to a small, bare parlour where, after a short wait, Teral Guthdothor will arrive. She will accept the scroll tube, crack the seal, and extract a roll of white cloth. She will study it for a while then reverse it so that those present may read it. On it, embroidered in silver thread, are two words: Deep Rys—Dark Rises. In a quiet voice, almost to herself, she will chant an old Irilian prophecy song.

Out of the West
The Dark comes crawling.
Higher and higher,
Till it touch the sky.
While in the East,
The Light, still burning,
Sends the Hero
To the funeral pyre.

Abruptly she will stand, ask those present to remain while she prays, give orders that they are to be looked after and leave the room.
When the remainder of the party arrives, they will be shown into the same room. Sisters will provide food and drink and tend the wounded. Jaf-Gaeta (Iago's captive) will ask the dwarves to return to their halls and prepare for war. The dwarves will bow and leave. She will then turn to the party and explain.

'When the moment is right, the Dark One will ingather all his forces in an attempt to spread abroad the darkness of evil throughout our land. The means to lay this abomination lies somewhere in Ilirian. I ask you to aid me in this search—remember that the Dark One has already encountered you. I cannot say where, but you are still living although what form it takes or from whence it comes I cannot say. I have prayed to Forgeflames but Her answer has been silent. I have found no one else capable of giving you the means to lay this abomination.

The Dark One is not to be underestimated. His power is without bounds. His agents have long been scattered throughout our land, controlling the minds of those who would serve him. He will return to his true form and will begin his reign of terror once more.

Newly equipped with the knowledge of the Dark One's power, the party will be instructed on how to proceed. The location of the Abbebe is not yet known, but the party will be directed towards the Abbebe's location, while Teral Gudhotoh and Aef Abbebe will guide the party. Some information about the Abbebe will be provided, including the fact that they are a powerful group of beings who can provide aid in the fight against the Dark One.

The party will then be instructed on how to proceed. They will be directed towards the Abbebe's location, while Teral Gudhotoh and Aef Abbebe will guide the party. Some information about the Abbebe will be provided, including the fact that they are a powerful group of beings who can provide aid in the fight against the Dark One.

When the party reaches the Abbebe, they will be greeted by the Abbebe's leader, who will provide them with information about the Abbebe and their role in the fight against the Dark One. The party will be given weapons and armor, as well as a map of the Abbebe's location, and will be instructed on how to proceed.

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Dagung, the Neathwaecan takes over. It consists of three Innan and one mounted Ridan.

Staat Gangs. Each area of Irlanian has its street gang, usually named after the major thoroughfare of that area. There are 10 gangs, each with 10-1 d10 members. RA H, SX M, F, AL Any, tendering towards CN, CL F, LV D, P 1d4, AC 10, AG 12-1 d4, WE 1, BL tsp, ST, IN, WI, DE, CO, CH, AI 4-1 d8, MN Mone, WN Club, and a racket which provides a small item each night. For example, the Rubis Weg Gang provides street guides and the Chrisopace Rad Gang monopolises the inkboy trade. Rivalry between the gangs is intense and pitched battles common—deaths are, however, rare. The gangs tend to save their animosity for each other and any street dispute wanders along late at night might well find himself mugged. As with most of Irlanian's criminal activities, the gangs are controlled by Pelas Irislun and Pelos Irislothor who set each area's influence and allocate rackets.

The Town. The streets of Irlanian are narrow, winding and crowded with carts, animals, beggars, costermongers, pedlars and peddlers. Overhanging houses mean that they tend to be gloomy, especially after dusk since at night the only light comes from houses and the flamebeaux irregularly situated at street corners. The road is usually a good six inches deep in mud, animal droppings and the contents of chamberpots which are emptied from the upper storeys of houses. The smell, especially in hot weather, is an amalgam of all the above plus the odours of unwashed bodies and the sachets of herbs that many Irlanians carry about with them to try to drown out the stench. There are no distinct quarters in Irlanian but the Council members and similar dignitaries live around the Mark Jed and the area to the north of Chrisopace Rad and Barullos Clos is considered to be the rougher end of town. The various trades tend to cluster, metal-workers to the north-west, wood-workers to the north-east, cloth-workers to the south-east, and leather-workers to the west. Weapons are mostly found along Rubis Weg.

Addresses. Streets are numbered in order down the street, the same numbers being used for both sides. Looking down from number 1, the houses on the left are known as evens and those on the right as odds. Thus the address of the greengrocer on Chrisopace Rad (a22) is 5 Lotus 3. Buildings on the Mark Jed are numbered clockwise from the Temple which is number 1. The same numbering is used from the Mark Jed without Monastery being 1. Buildings on the corner of two streets have two addresses, the most convenient one being used. Buildings in the text are identified by a code number, an address and grid reference. Thus the Giron Inn, for example, is 1116 Mark Jed (D5).

Abbebe. 1th Floor Rubis Weg (D6) ST 1, N 13, CN AV. The Abbebe is a complex of cells, parlours, a refectory, an infirmary, a workhouse, a Baptist church, a madhouse and a madhouse—all distributed around a central courtyard. The Abbebe is home to an order of sisters of Forgiefanas.

Spells. The Sisters will only have healing and spells commensurate with their level. All of the Sisters will have the surnames of the Aef Abbebe. Elaan Aef Abbebe is the Abbebe. The Order of Forgiefanas is a pacifist order dedicated to acts of charity. The Sisters are experts in herbalism and possess 80% of the herbs listed in the DMG, most of which grow in their herbarium. They use them to brew potions which mimic magical ones in their effects although they are not themselves magical. Those usually available are:

- 10 Pots of Healing (300gp each)
- 5 Pots of Strength (300gp each)
- 4 Pots of Courage (120gp each)
- 4 Pots of Curing Disease (act as cure disease spell except that each potion is only effective against one of the types of 10% disease listed in the Disease or Disorder Table in the DMG)

A potion can be produced in one Wika. Up to five may be simultaneously brewed. The Sisters will only sell their potions to those whom they think deserving of them. Good characters may get up to a 15% discount; neutral characters will have to make a donation at a round equal to the price shown and evil characters will only be considered in exceptional circumstances. Payment may be in coinage, gems, in goods that the Abbebe can use or in service. In the latter case, 1 service for the Abbebe is generally good for one potion. Characters who are able to convince the Abbebe that their need is worth making good, will be able to get their potions free. The Abbebe is very selective.

The Abbebe's assets exceed 150,000gp but are rapidly being depleted as the Sisters spend lavishly on the needy and no longer receive the benefactions that they used to. The Sisters have the following objects:

- Almshouse: at Daging and Dok, food is distributed to Irlanian's poor. Infirmary;
IRILLIAN

IRILLIAN Houses. The newest building in Irillian is just over 88 years old, the oldest dates back to the second century of Irillian's existence. When originally built, Irillian's houses were of a lavishly uncommon elsewhere, but the passage of time has caused them to decay to their present ramshackle state. In addition, there will be several boarded up and others occupied by squatters - Irillian's population has sunk so much that there is no need for the structures which otherwise have; there is enough room inside the walls for everyone. Before, however, the population was such that every available piece of housing was inhabited. Consequently, there are few open spaces left inside the town walls.

Most houses have two stories; some have three and a few have four. The ground floor is usually of stone or brick, the upper stories of timber and plastered with mud. Windows tend to be small and shuttered; a few of the richer houses have glass but most keep out the wind with sheets of wax paper, lighting mostly by rushlight or candle, but those able to afford them use lanterns or continual light spells. The upper stories of houses often make use of skylights. Virtually every house will possess a cellar which is used for storage or as a refuge in times of trouble. All of the cells in one block are linked by doors thus making it possible to move about the Irillian only short journeys above ground. These doors are often locked.

The ground floor of a house will usually be taken over with the owner's business, the family living above the shop. Furnishings will typically be minimal, a chest or two, a table, a cupboard and perhaps a few stools. Only the richer households will have beds, chairs and similar luxuries. Carpets are almost unknown as are latrines. Baths are completely unheard of. The usual house is ST 2, N 1, 2, N 3, C PO.

IRILLIAN Families. Irillian families are large and closely knit, usually made up of a grandparent, two parents, two mature children, and five younger children. Irillians rate kinship very highly and are quick to revenge a slur upon the family name - Irillian being what it is. A slight would be hard to stain an Irillian's name with less than an accusation of unnatural practices with a son of kyss (FF). Relativism is not unknown, and scarce to rare, and in cases of hardship and are thus an Irillian's first loyalty.

The average Irillian male is RAH, SX M, AL Any; tending towards LN, CL F, LV 0. HP see later. AC 10, AG 16-35, WE 1D10x10, BL 1-5, ST, IN, WI, DE, CC, CH, Al 3+2/4, Ml none, Wm Dagger. The normal female will be identical. Hit points should be assigned as suggested by Paul Vernon in his excellent rules in Wc0, Designing a Quasi-Medieval Society for D&D. This means using the character's life-time earnings in sp as the equivalent to experience points in the lowest character class to the character's profession. The resulting level is used to determine hit points and saving throws, other attributes such as attack chances remain those of a 0th level fighter. An Irillian's earnings are dealt in with the section on shops.

IRILLIAN Behaviour. Since Irillian lost its wealth, the people have sunk into a state of sullen apathy, rising out of it only to eat and drink themselves insensible on the various Festivals sprinkled liberally throughout the year. They constantly tell each other of the 'Old Days' when to be an Irillian was to be someone and endlessly debate the chances of Irillian rising to regain its former position - they do not take kindly to anyone telling them that it is about as likely as a visitation from the Gods. They are an independent folk, disliking being ordered around and wary of anyone they do not know well. They dislike and distrust foreigners - to anyone from further than five miles away - and couth fear and fawn on adventurers although this does not prevent them flipping off whenever there is little chance of retaliation - the Irillians are also not noted for their bravery.

The Irillians' views of demi-humans are stereotyped and are generally the worst possible: half-elves 'almost human', half-orcs 'with a taste for the bad things in life', half-orcs 'only half-way there', half-sairs 'jolly but light-fingered' and dwarves 'money-grubbing and miserly'. Perhaps because both the moneylender/bankers in Irillian are dwarves, they are especially disliked; occupying much the same position as Jews did in Medieval Europe, tolerated (barely) only because of the time and otherwise persecuted. Other humanoids such as orcs, goblins and ogres are allowed into town for trading purposes. They are escorted by the Garde and have to leave before the gates close or be arrested and imprisoned until the circus on the Deafl Angel Victory in which they have the starring role.

IRILLIAN Money. Openly carrying weapons other than a dagger or shortsword is considered boorish unless there is an obvious reason for so doing, being a bodyguard or member of the Garde for example. Anyone wearing armour about town comes in for similar social ostracism. The average adventurer is, therefore, held in very little esteem.

IRILLIAN Coins. Irillian's staple coinage is the grom (lbw), reflecting its Spenserian heritage. It is a silver coin of 1 sp entitled the 'Alinary'. Other coinage is accepted in Irillian at face value - most independent towns will only accept their own, charging a 20% surcharge on foreign coins. The other side of the coin is that Irillian coinage is only valued at half its face value when used outside Irillian. The major coins minted in Irillian, their AD&D worth and modern English worth are:

1 penne = 0.1cp = 1 new penny. The most unaltered Irillian coin.
1 bowb = 1 cp = 10 new pence. The most commonly used coin.
1 lir = 1 sp = £1.00. Used for most goods, 5 sp = £5.00.
Tellar = 1 gp = £20.00. The most valuable coin, higher value coins have not been minted since.

IRILLIAN Shops. Irillian shops are combination shops with both a dwelling and a shop form. The ground floor houses working and selling areas; living areas are located above the shop. The ground floor is usually undivided and has large shutters opening out onto the street so that passers-by can see the quality of the merchandise on offer.

A typical shop has an average of six to eight customers; there is a basic 2% chance that one of the characters in Irillian will be present, use the character encounter tables to determine which one. There will be merchandise and coinage to the value of 30% and 3% of the owner's yearly income about.

IRILLIAN Town. Prices in shops will be approximately those of the DMG and PH rationalised to Paul Vernon's local currency. For example, a 1sp item will be 1sp, all goods will be give or take 1 sp.

The time needed to make an article can be determined using Paul Vernon's guidelines. To see if an article is available off the shelf, assign it to one of the categories: very rare (1% chance of being in stock), rare (6% chance), fairly common (30%), common (75%) or very common (95%). It is very unlikely that any adventurer would be interested in working full-time for a character. Each workshop will have a master-craftsman, 1d3 journeymen-craftsmen and 1d8 apprentices working in it. Their earnings and other details may, once again, be determined from Paul Vernon's excellent series of rules. In addition, the item can be ordered to be produced, if the DM decides to comply by 75% to reflect the depressed state of Irillian's economy.

Inventory lists of workshops which are found in the north-west of the town which follows, the following information is given. A code number, address, grid reference, description of type of house in which the shop is located, cost modifier, yearly earnings of the master-craftsman in sp (VE), total wealth of the craftsman in sp (WC), his age, and other needed comments. Other details can be derived from those given. Thus, for example,
Dear WD,

The steady diet of letters about that burn Lew Pulipher is getting tedious, but I have to add another. In WD40 Steve Gilham, and to a minor extent Bertrand Authier, missed the point of the Moria scenario. It was not to 'simulate' Moria in D&D terms, nor to mangle Tolkien, but as much as possible to put Moria into strictly standard D&D terms to enable referees to introduce new players to the game and game rules. Hence a list of spells which would turn Gandalf into something other than a cleric is undesirable. If the referee must manipulate a novice player's Gandalf, so be it. Ideally, an experienced player will never run Gandalf, or if he does he'll not try to take every advantage of the assigned character class. (And the referee can always say 'no' for example, i.e let Gandalf cure others only if someone is near death.)

Bertrand's comments about wisdom and charisma are apt. Gilham is right to say that Gandalf was an angelic being: so what? These are angelic beings among player character's in D&D. I took the least unsatisfactory alternative in order to accomplish the objective, a scenario beginner's could easily understand. If one tried to simulate Moria in fantasy role-playing terms, one would describe each character uniquely -- but to what purpose?

As for the worth or unworth of articles for WD which don't serve the angular angle which did not serve our own purposes, most articles would be verbally assigned to the rubbish-heap, it may be unfair to blame such persons for asking the editors to print only material aimed at experienced players such as themselves, but they could do it in a less intertemperate manner.

Yours,
Dr Lewis Pulipher, USA.

Dear WD,

I am afraid I cannot appreciate Don Turnbull's viewpoint which was expressed in his recent letters (WD37 and 41) on the controversial Necromancer class, particularly when he explains the 'good versus evil' theme of D&D on the same page where Dave Morris advocates disregarding alignments as 'simplistic and outmoded'. The validity of both statements is debatable but it is clear from WD letters that RPGing is moving in new directions: players no longer sit down for a session of flagging and slaying but rather try to build up an interesting and varied persona in a fantasy world. Now, alignment may or may not contribute towards achieving this, but having the idea that D&D is a game of the triumph of good vs evil stuck down our throats by, of all people, Don Turnbull of TSR (UK), can only be detrimental to the game. His concern for our morals is touching but a little misplaced. He could do better as arch-fiend in the mould of giants like Sauron and the whole genre of displicable villains of fiction, is a useful addition to the ranks of NPCdom, and some people can get as great a kick from gruesome murder as from dragon slay-

ing -- for many it is the challenge that makes it worthwhile, and the Necromancer is certainly different (unlike most of the characters conjured by WD which, with the exception of the houri and detective, were largely superficial rehashes of existing classes). Those people who find no need or use for the Necromancer can leave him alone -- it's what he wants! -- but in introducing such material WD is following the trends of its readership -- more freedom, difference and imagination -- and I must add, the wishes of a representative portion of D&D players!

Yours,
Jonathan Rowe, Scotland.

Dear WD,

A couple of lines got missed out of A Tasty Morsel (WD41), making it obscure to add in point: pg7 Trollkin, where Griselda's comment to her friend was, 'that Trollkin have a hard life, to be sure, and I am glad I am not one'.

For those who are interested, Griselda's drinks were Drive Careful Wine, Old Rot gut, and Skullbust (Trollpak 3 pg22). I have garnered a little more information on Troll drinks, which I will describe in the near future here: it is more important fact about Trolls, which I suspect is not really considered by many GMs and players and deserves to be emphasised, is that they are not daytime creatures, see pg17 of Trollpak, where it is stated that Trollink only go out at night or during long cloudy periods. I do not think it is stated anywhere in Trollpak specifically (but indicated on Trollpak 3 pg37), but I have it on good authority that Trollkin and Cave Trolls are permanently deformed in sunlight. So ignore RO encounter charts which run you into Trollkin. Trollkin during the day, adapt scenarios like Jorhan's Rescue, etc, but watch out for Trolls during the night if you are in Troll territory, as Griselda's companions did not take enough care to do so.

A final point about Griselda, if I may: some indications in the stories will be noticed, by the observant, to clash with what is said in the Pavis pack. Prefer the pack in most such instances, as Dickin's son may have imbedded a little freely while telling them and got his information in a muddle -- but not on the spelling of Hanulf's name, clearly an error of transcription.

Yours,
Oliver Dickinson, York.

Dear WD,

In my recent Car Wars scenario Assignment: Freeway Deathride the second page was presented in a way which might tell players too much. The player information should consist of page 26 and the first four paragraphs of page 27, and the fourth paragraph of page 27.

The referees section should consist of the first half of the second column of page 27, followed by the section below the message then the rest of the page. Above the paragraph which extolled the outline of mission 4 was written long before the release of Truck Stop, whose rules should be used when designing the assassin's vehicle.

Yours,
Marcus L Rowland, London.

Dear WD,

I am all for fully detailed campaigns myself, wherein player-characters have significant restrictions on personal freedom and can get ahead in the game by role-playing rather than fighting. This is not the way most people play it, however, and so I doubt if the Editor would accept a two-page article on Japanese Fine Arts!

Remember Munros advice: Do not shoot another's bow. Do not ride another's horse. Do not criticize another's work.

Yours,
Dave Morris, Woking.

LETTERS

Letters Page,
White Dwarf
27-29 Sunbeam Road,
London NW10 6QD

COMES TO R'LYEH
THE PERFECT SEASIDE HOLIDAY
FOR THE OLD ONES
Introduction
The Starport is an extremely important part of the game and the background for many adventures. Every character passes through one at some time or other, whether he is a Starship Captain or is travelling Low. Despite the article on Champa Interstellar Starport in The Journal (No 7) I feel that this is an area in the game where the general outline has been fixed but some important details have been missed.

In nearly all cases the overall design of a Starport is going to be governed by one thing - money. Unless the Starport is on a world considered vital to the Imperium and thus the facilities are heavily subsidised, it will have to pay its own way. It should be rare indeed to find an A class Starport on a Poor world.

Landing Grounds
Or, how to save 4500 Credits each time you land... Most of the different types of landing areas depend on the Starship landing vertically in order for them to work, eg the 'Blast Pit' or 'Landing Pad'. While this is reasonable in low gravity or airless worlds, it is a waste of fuel on a planet with any sort of atmosphere. In order for a ship to make a planetary landing on a world with an atmosphere the ship has to be streamlined. As this is the case, why waste fuel landing vertically, when you can land like a TL7/8 Space Shuttle and glide in for free? All you need is a large runway.

The amount of fuel required to land vertically is going to be at least equal to that required to take off, and probably quite a bit more. As the ships final speed is rather important... (And despite the fact that the ship is now a few tons lighter from the fuel used). Taking the ratio between take off and landing vertically to be equal, for ease of calculation and allowing for at least halfway-decent computers, the following can be deduced:

1. Using the example of a Scout/Courier with a total fuel tankage of 40 tons, after a Jump-2 the amount of fuel remaining is 20 tons. The amount of fuel used during the week of the actual jump, can be taken as part of that used to perform the jump.
2. The amount of fuel required to manoeuvre to back from 100 planetary diameters is small compared to that required to lift the ship. In order to ease the burden of calculation it can be taken as one tenth of the fuel remaining, that is 2 tons. This leaves 18 tons to take off: land vertically, or 9 tons for each.
3. Therefore by gliding in like a TL7/8 Space Shuttle using no fuel, you can save 9 tons of fuel (at 500 Credits a ton...). All the above assumes that all goes well of course, and depends a lot on the pilots skill. Not all Spaceports however will have the space for a 5km landing runway; for example Champa Interstellar Starport is built on an offshore island. These Spaceports will be less expensive to build initially, but cargo prices will be slightly higher. It is therefore reasonable to assume that a Landing Ground consisting of a runway 5km long (and perhaps 1km wide) is a preferred part of any commercial Spaceport. Naval facilities with no worries about fuel consumption would probably not require Landing Grounds. (The Space Shuttle requires only 9000 feet to stop, and can do it in much less.)

Parkbays
Having landed, the ship wouldn't be left out in the middle of the field, a long way from any facilities and a menace to other ships. The ship must move (or in an emergency, be moved) to somewhere near the Starport facilities. This leads to a problem as a Starship makes quite a powerful bomb, and who wants to leave a lot of potentially dangerous ships out in the open, near the Starport buildings. There is also the owners concern with security (and with most of the players I know, I don't blame them!). Army depots have buildings housing the ammunition separated by Traversing (cal-

Starport Design
in Traveller
by Thomas M. Price

PARKBAYS
BLAST PROTECTIVE WALLS
VERTICAL TAKE OFF AREA
REFUELLING AND REPAIR FACILITIES

Happy Landings!
The Parkbays themselves would be grouped around central points in large Starports (C or greater). The blast protection Traversing will not offer complete protection from the meltdown of a starship engine, but it will prevent the ships in neighbouring bays melting down as well.

**Naval Facilities**

**Scout Bases.** The Scout Base would not be a large affair in most cases, as it usually only caters for scout/courier ships. There is no requirements for a Landing Ground as there are no fuel restrictions, so one Parkbay would normally be sufficient. The associated buildings would be few, an Admin block and equipment store, and an accommodation block housing the Marine Unit. The fuel store would be underground. The normal Parkbay Repair facilities would be enlarged allowing complete overhauls to be carried out. The orbital facilities of the Scout Base would be larger containing all the supportive equipment for the X-boat network in that system. Due to the large number of Scout Bases throughout the Imperium the design would be standardised (see plans).

Any Customs or Immigration regulations would be carried out at the ship, at the time of landing. Regulations would be kept to Imperial Standards with any local planetary regulations enforced on leaving the Spaceport boundary. Cargo transactions would take place at the Parkbay. The sale would be agreed either over the commlinks or by agent, a truck and Material Handling Equipment (MHE) would arrive and unload the cargo and take it away there and then.

**Naval Bases.** Naval Bases are much larger affairs both in orbit and on the ground and would vary greatly from place to place. There would usually be no requirement for a Landing Ground but some of the larger bases may well have one. There would be several Parkbays and more buildings. A good number of the facilities would be underground in "Hardened" silos. The headquarters of the Marine Garrison would be in the Naval Base. There may well be a Naval Shipyard for the repair and construction of Military Vessels. The orbital facilities of a Naval Base would include all the functions of a Scout Base so there would not be a separate station except in the most unusual of situations.
HAPPY LANDINGS!

Startown
The Starport's income comes from a number of sources. The sale of fuel/equipment, repair fees, warehousing fees and a percentage from cargo sales being the principal money makers. However, these alone are clearly not enough to support the expense of running a large Starport.
It does not seem reasonable to me that most of the plans I have seen of Starports, show the Startown outside the Extrality Fence. In order to support the running of the Starport, recreational facilities and accommodation is required in abundance inside the Extrality Fence. As the Starport is Imperial Territory, it is not subject to the same rules as the host planet, so it can run all the operations that are illegal (and immoral) on the planet generally. (And all taxfree...) Thus by having the Startown inside the Extrality Fence you can provide for the needs of crews on R&R, and make a handy profit for the Starport.
Whether the Starport Authorities run the operations directly or lease them to enterprising locals will vary from Sector to Sector.
While there is much crime in a Startown it is not as bad as its reputation. Like any City it has its 'bad' areas, the better areas will be regularly patrolled by the Imperial Marines and the Starport Police.
There will also be Licence Police to protect specific building complexes, for example, The Travellers Aid Society. It is probably most useful to think of Startown as 'Las Vegas', where you can get anything for money but you won't be surprised if you get ripped off.
There will, of course, be an interior fence between the Startown and the rest of the Starport and strict controls on access. The Starport Authorities don't mind reaping the profits of Startown but won't allow it to interfere with the running of the Spaceport. In a number of Starports the income from the Startown far exceeds that gained in normal trade.

Conclusions
The size of a Class A Starport is going to be a lot bigger than most people realise. The size of the Landing Ground and the Startown have to be taken into account. So, don't think big, think huge...
Damage Absorption in RuneQuest

by Oliver Dickinson

In Rune-Glitch [WF14], Tom Holsinger makes many useful suggestions for improving RQ rules, especially aspects of combat; I particularly commend his suggestions for special and critical hits for its simplicity - simply the maximum possible damage (including full damage bonus), which in the case of a critical ignores all armour, tough skin and magical protection. If you wield a spear at 1d10+1+1d4, you will deliver 15 points of damage. This cuts the possible amount of damage from an impale considerably, especially for precise but not so realistic. He makes no comment on other aspects of the impale and slash rules: I would suggest that edged weapons still get stuck in the victim's body on specials (20%) but not on crits unless they are missiles (but stingslites will not stick) or the attacker deliberately decides to leave the weapon in and immobilise the victim [cf RQ p21], and that the rules for getting them out again still apply.

He also presents an interesting argument for reducing the parrying ability of many weapons and for slowing the rate of increase in it by experience or training, on the grounds that many weapons were never intended to parry with. He excepts various weapons, including the greatsword, whose principle advantage in his view was defensive (and thus he cuts its damage to 1d10-1, as for a bastard sword; perhaps a little more, 1d10+2 or 2d6+7). But, like most two-handed weapons, the greatsword has only 15 points in good blows that can be good bashes with a sword, mace, or axe would be enough to demolish it under present rules. Steve Perrin has argued to me that this need not mean actual shattering, but merely that the weapon is blunted, bent, etc; in this case it should still be usable as a club, and even a blunt sword is likely to cause flesh wounds (in Droplaugarsona Saga ch 10, one of the best battle descriptions in the Icelands sagas, Helgi disables his opponent's leg with a blunt sword). Moreover, if a sword was bent, one could take a MR to stamp it straight, as happens in some sagas, and also is reported, historically, of the Cimbri who invaded Roman territory around 100 BC. If we are to accept this view of the greatsword, it ought to have 20 or 25HPs; but in any case this brings up the question of the relative fragility of the RO weapons compared to the essential invulnerability of armour and shields, which take no damage no matter how often they are penetrated. I have performed several Divinations over this, with results that may be of interest.

Originally, weapons, armour, and shields blocked up to their HPs/APs limit, and anything more not only went through to inflict damage on the target, but caused 1 point's permanent damage to what had been used to block it; once the object's limit was reached, it broke. Armour and shields seemed to break by too fast at this rate, and so the amount needed to do 1 point's damage was raised to 1½ times their HPs/APs; it then appeared that PCs were being demolished much faster than their equipment, so this was dropped as unnecessary complexity. But Chaosium are still considering the problem, acknowledging that it is unrealistic to have unbreakable shields and armour; I would point out that not only does it affect what happens in melee, but that survivors might well want to replace/improve their own equipment, and to sell any good metal objects that were surplus to requirements - I can imagine that even at scrap metal value one ought to be able to get half-price, and one could try Bargaining for more (up to ¾, say). I have not actually been allowing the purchase of second-hand armour, etc - once repaired, it should anyway be as good as new - but the possibility is there, for poor Adventurers.

I would be interested in readers' views. It seems to me that, at a minimum, critical and special hits should be able to do some degree of permanent damage; in the case of shields, at least, this ought to affect the ability to absorb damage after a while. Magic (fireblade, bladesharp, bludgeon, and even ironhand) might well have a permanent effect as well. I certainly feel that any blow which deals double the total a shield can absorb (as a critical well might, since if parried it is doubled, RQ p19) should break it, unless delivered by an impaling weapon, which would go through; accumulated damage should also eventually break it. I am not so sure about armour, since the different items of armour cover body-parts very varied in size, but there is still a case for it. Cf Cults of Prax pp33 and 51 (shield sheared away, helmet cut in half). In the case of weapons, anything over a limit could be taken as HPs, except in the case of bows, which are extremely vulnerable and should take all damage; they would only be used to parry with in desperation. Even with the limit at half their total HPs (8 for a 15HP weapon, damage is rarely taken, as I have discovered by experiment.

Working on this started me thinking about something else: why do shields absorb more damage, the bigger they get. In reality, the principal advantage of a bigger shield is that it protects more of the body, and this is reflected in the higher basic ability to use them and the coverage suggested against missiles by Holsinger in WF14. A bigger shield cannot also be much thicker, or it would become too heavy to carry (forget Ajax's nine-layer body-coverer in the iliad, a poet's fancy); its greater mass and exnt might help to absorb more of the force of a blow, but by so much that a large shield could take double the points of a small one. Fittings on the shield, such as metal facing, bosses, or edging, might help to absorb damage. I pause to comment here that all-metal shields are not, I think, a historical reality, but RO metals are not like earthy metals really, as Chaosium have made clear (historically, early iron weapons had only marginal advantages over good bronze ones, whatever you may have read to the contrary: they were slightly lighter and took an edge better). There are other points on which shields need a little more thought; the bigger examples involved putting your arm through a strap as well as holding a grip (eg a hoplite shield) and so should perhaps take a full MR to get ready, but they would not be easy to drop (a Fumble could mean that the arm-strap has broken and the shield is dangling, unusable, by the hand-grip). I would be in favour of reducing the amounts blocked by the bigger shields (say to 10 and 12½), especially if the Holsinger model for special and critical damage is adopted, which reduces the damage delivered in many cases. See what happens once you get started! Comments welcome.
In the wilds, some monsters flew, some tunneled underground, some walked...

And Some Came Riding

BUG-RIDERS
by Jack Rick

No Appearing: 10-80
Armour Class: 9
Movement: 15'
Hit Dice: 3d8
Treasure: Individuals: K,L,M;
B and F in lair
Attack: 2 claws for 1-3 each
or by weapon type;
plus special
Alignment: Neutral (evil)
Intelligence: Average to high

These rare creatures are of roughly the size and build of men but are covered with small shiny black scales which have an iridescent sheen. They have large black compound eyes which resemble those of a dragonfly, allowing them to see anywhere but directly behind them (they are therefore rarely surprised – 1 on a d6) and they have well-developed infravision (90'). Their tongues are long and are continually flicking in and out of their mouths, while their noses are practically non-existent, being but mere nostril slits. On each hand they have two short fingers and a thumb opposite; all three are tipped with heavy claws.

Once every two melee rounds they are able to spit their digestive acids up to 10', causing 1d10 points of damage for 1-4 rounds (no saving throw). Their large eyes give them good depth of field, so add +3 to hit when firing acid, and +2 with their claws which deliver 1-3 points of damage per hand. The bug-riders are sometimes (40%) armed with normal weapons (+1 to hit because of their acute vision), distributed as indicated here:

- spiked club 25% military pick 5%
- mace 20% axe 5%
- morning star 10% no weapon 35%

Those in the encountered group with no weapon will attack with their claws.

In addition to those encountered, there will be 1 druid of 1st-4th level for every 20 bug-riders, 1 of 5th-8th level for every 40, and 1 of 9th-11th level if the maximum of 80 are encountered. These druids have abilities appropriate to their levels, and will have all spells pertaining to insects which may be gained at their discretion. All have standard magic resistance. These creatures inhabit cave complexes, and usually share their lairs with 1-2 nests of giant ants (60% chance), and/or 1-10 large spiders (50%). There will also be, as steeds and pack animals, 1-4 wolves of the same type, and a 1-3 chance of dropping a horde of very small giant wasps or other/related varieties of unnaturally large insects (eg, 1-10 black or red ants (20% and 15% respectively) – statistics for these steeds are given below.

They have no need for a leader, having developed a communal intelligence, each member knowing what must be done for the good of the tribe. It is because of this that they will unhesitatingly fight to the death, if necessary. They speak common, their alignment tongue, and are able to converse with all varieties of unnaturally large insects (eg, giant spiders, giant wasps, giant beetles etc, but not rot grubs or purple worms, for example, which are not 'insects').

Giant 'Daddy Long-Legs' AC: 5; Move: 18'; Hit Dice: 6d8+3;
Attack: 1 bite for 2d4; Attack: 1 bite for 2d6 plus poison; Alignment: Neutral; Intelligence: Animal

If this creature scores 4 or more above its minimum required to hit, it indicates that it has held on to its prey and will hit automatically next round but a roll must still be made just to see if it continues to hold on for the subsequent round. While

2-8 giant 'daddy long-legs' (65%, 1-6 very large wolf spiders (40%), and 1-10 giant black or red ants (20% and 15% respectively) – statistics for these steeds are given below.

They have no need for a leader, having developed a communal intelligence, each member knowing what must be done for the good of the tribe. It is because of this that they will unhesitatingly fight to the death, if necessary. They speak common, their alignment tongue, and are able to converse with all varieties of unnaturally large insects (eg, giant spiders, giant wasps, giant beetles etc, but not rot grubs or purple worms, for example, which are not 'insects').

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If this creature scores 4 or more above its minimum required to hit, it indicates that it has held on to its prey and will hit automatically next round but a roll must still be made just to see if it continues to hold on for the subsequent round. While

held, the victim strikes at –2. The creature's leg span is 11' while its body (approximately 5'x3'x2') is 4' off the ground.

Wolf Spider
AC: 6; Move: 24'; Hit Dice: 5d8; Attack: 1 bite for 2d6 plus poison; Alignment: Neutral; Intelligence: Non-
This spider has a 7' leg span. The victim of a bite gets no adds to their save versus poison.

Giant Black Ant
AC: 2; Move: 18'; Hit Dice: 7d8+3; Attack: 1 bite for 2d4 plus special; Alignment: Neutral; Intelligence: Animal

If this creature scores 2 or more above its minimum required to hit, then it has injected formic acid with its bite for 1d8 additional points of damage for each of 1-3 rounds. This creature is 6' long on average.

Giant Red Ant
AC: 4; Move: 18'; Hit Dice: 6d8; Attack: 1 bite for 5d4 plus special; Alignment: Neutral; Intelligence: Animal

This 6' long creature succeeds in hitting with its huge mandibles then it will also attempt to sting its victim in the same round at -1 to hit. The sting results in 2d8 points of damage plus poison. If the victim saves versus poison, then the venom has no effect and the sting does half damage. Whether or not the poison was successful, the sting itself causes painful swelling, reducing the dexterity of the victim by 1d4+1 for 1d4 turns.

LICH-KING
by Daniel Lukacinsky

No Appearing: 1
Armour Class: -8
Movement: 10'
Hit Dice: 1d8=17 hit points
Treasure: 100 gold pieces
Attack: 2 hands for 2d12 each plus by weapon type;
Alignment: Neutral evil
Intelligence: Supra-genius
Psionic Ability: 1010; Attack/Defence Modes: all/all

The dread lich-king, of which only two exist, appears as a man-sized skeleton hooded in a black cape and riding a nightmare (see MM for statistics). They are the right-hand servants of Hades, and are only very rarely seen on the Prime Material Plane, and only then when running an errand of some sort. They both use horrifying weapons; large sickles named Soulstealer for one and Lifedrawer for the other. A hit from

Fiend Factory is a regular department featuring readers' monsters, edited by Albie Fiore. This issue, a collection of creatures that are often encountered riding an equally nasty steed.
The vanith-vadiren are the 'heaven elves' - a race of elves, with all of that race's immunities, powers and weapon skills - who dwell in the Twin Paradises. How they attained this rank is unclear, but they seem to serve the gods of that Plane. They are regarded with awe and fear by most mortals; elves especially respect them (treat as 15+ charisma), but are wary of the vanith-vadiren lawfulness. A mutual hatred exists between them and the humanoids must check morality -10% when encountering them. The vanith-vadiren will attack drow automatically with +2 to hit. All heaven elves have 95% resistance to the following spells: enchantment - charm; illusion; phantasm and possession; 60% of those that work partially so (such as shadow magic); and 60% to purely physical spells. Each can cast detect magic; fall and tongues once per each day; all except the 'youths' can also cast dispel magic; blight; and speak with animals once per day. All casting of such spells is at 4th level power. All heaven elves of 8th level or higher have a 50% chance to call lightning once per day, conjuring two bolts of 10d8 power each. Base numbers in a vadiren party are all 4th level fighters clad in +1 chainmail, carrying shield, short composite bow, longsword, dagger, and a quiver of 15 silver-tipped and 5 +2 arrows. However, any group encountered has a 25% chance of an additional 1-12 3rd level fighters (‘youths’), whose armour is not enchanted. For every 25 4th level fighters, there will also be a 6th level ‘hero’ - a fighter with +2 chainmail and a +2 longsword (plus any other vadiren fighting gear). All groups will be led by a cleric or (20% chance) a cleric-magic user of level determined by group size. Clerics have +1 chainmail, +2 shields, and +3 maces. Double class leaders add +2 daggers and (80% chance) of 1-3 miscellaneous (useful) magical items. Sixth or higher level clerics and cleric/MUs have a 20% chance of +1-3 3rd level cleric ‘assistants’ in +1 chainmail with +1 maces. Leader level is determined as follows:

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<thead>
<tr>
<th>Group</th>
<th>Base Size</th>
<th>Cleric Level</th>
<th>Level</th>
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<tbody>
<tr>
<td>8-20</td>
<td>21-60</td>
<td>6</td>
<td>4/3</td>
</tr>
<tr>
<td>61-100</td>
<td>101-140</td>
<td>6</td>
<td>6/6</td>
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<tr>
<td>141-160</td>
<td>8</td>
<td>7</td>
<td>7/6</td>
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Groups also have a 40% chance of having magic items equal to 80% of their base numbers, rounded up. These will be the 3rd level with +2 daggers and an 80% chance each of 1-3 miscellaneous magical devices. Furthermore, a vadiren party has a percentage chance equal to 20% of half its base numbers of being accompanied by 1-3 mages of the race, or by 2-5 if the base size is 100 or more; and a like chance of 2-7 of the psionically endowed of their race - the ‘vangirru’; and a 10% chance of a bardic loremaster/advicer/chronical. Monks are 5th-6th level, with Rings of X-ray Vision and +2 hand-axes. Bards are 6th-9th level, with fighter/thief abilities at 7th level, and bear +2 swords, +1 chainmail, +3 Rings of Protection, and in 40% of the cases, Lyres of Building.

The vangirru are 6th level fighters, armed as such, but are the only ones of the race with psionic abilities. They have the minor disciplines of Precognition, Suspend Animation and two others; and the major ones of Body Control, Mind Bar and Energy Control.

Vanith-vadiren parties have a 20% chance of being mounted on horses equal to a paladin’s warhorse; 25% of riding pegasi; 10% of riding giant eagles; 5% of being afoot; and 40% of sailing a flying ship. All steeds are totally faithfully.

The vanith-vadiren ‘sky galleys’ are built of strong supernatural woods, and will levitate at the command of any vadiren, except a ‘youth’, who takes the helm, and then move at the speed appropriate given the prevailing wind. However, their full powers are only realised under the control of a ‘helmsman’.

The crew for each such vessel is four 4th level fighters, each of whom can climb as a 6th level thief (due to their experience in rigging), predict weather once per hour, and control winds once per day. These crewmen obey a ‘helmsman’ of 6th level fighting ability who can climb as his crew, predict weather at will, control winds once per hour, and conjure an 8-die wind elemental once per day. Further, all such elements invariably obey the requests of a helmsman (who will refrain from causing one to experience any excessive danger), and can propel a sky galley at its own movement rate. Crewmen cast their special spells at 5th level power, helmsmen at 7th. The latter can also require their ships to plane shift once per hour, and to project three fireballs per day from the dragon-headed prow of their vessel as a 6th level MU. Crewmen have normal leather armour and +1 daggers; helmsmen have +2 leather armour and +2 short swords.

An unarmed vadiren, such as a monk or MU, can move at 20” per round; others achieve a 15” movement rate. Members of the race live for thousands of years, and speak their own, alignment and common tongues, plus those of all demi-human, goblinoid, and giant races.

Their patriarch is said to be a 12th level cleric/magic user/monk/bard, with maximum vangirru powers and the rank of a demi-god, not to mention special talents of his own of which mortals are as yet unaware.
Anyone who has watched a Bruce Lee film will be aware of the wide and bewildering variety of exotic weapons used by practitioners of the oriental martial arts, and it seems odd that only the Bo staff and Jo stick should be dealt with in the ‘Players’ Handbook’. In an attempt to fill this gap, some of the principal martial arts weapons are described below, together with the Japanese equivalents of more commonplace weapons such as swords and polearms.

**Treasure Chest** is a regular department for D&D. This issue – something on Japanese weaponry.

**BUJUTSU**

Monkish Martial Arts by Graeme Davis

**Kawatan.** An iron binding for the edges of the hands and forearms, designed primarily for climbing, giving the wearer +2 to attack and double damage. As Kawatan are used in open-hand combat, they do not count as a weapon for proficiency purposes.

**Kiseru.** A two-foot iron pipe, often disguised as a smoking pipe. It is used in a similar manner to a Jo stick, and does 1-6 damage to kill or subdue.

**Kusarigama.** A sickle on a 12ft length of chain. It may be used to strike (1-6 vs S or M, 1-4 vs L), or to entangle (as Kawana-ga). It may also be used one-handed as a Kama, the chain either being folded away or used in the other hand as a flail.

**Mankirigusami.** A 12ft whip formed by a 18ft length of chain. It may be used to strike (1-6 vs S or M, 1-4 vs L), or to entangle (as Kawana-ga). It may also be used one-handed as a Kama, the chain either being folded away or used in the other hand as a flail.

**Shuko.** A cestus or hand binding, similar in principle to a set of brass knuckles. Used in close-hand attacks, it adds +1 to damage or +3 to subdual damage. Like the Kawatan, it doesn’t count as a weapon for proficiency purposes.

**Nekode.** Clawed gloves, designed primarily for climbing, and adding 10% to climbing damage, they add +4 to damage when used in an open hand attack.

**Nunchaku.** A flail formed by a 2ft hardwood baton linked by a length of rope or chain. Damage 1-6 vs S or M, 1-4 vs L, or 2-8 to subdue.

**Shuriken.** Can be darts or throwing stars. Stars do 1-4 damage vs S or M, 1-2 vs L. 

**Tonfa.** An 18in wooden club with a handle at one end, forming an L-shape. It is gripped by the handle, so that it lies along the forearm, and used mainly in chopping attacks with the forearm. Damage is open-hand damage +3, to kill or subdue.

**Yawara.** A small wooden dumbbell, held in the fist to enhance the effectiveness of punches, and adding +2 to damage or +4 to subdue.

**Weapons with European equivalents**

- **Aguchi-dagger**
- **Putama-yari - bill-guisarme**
- **Katana - bastard sword**
- **Naginata - halberd**
- **No-dachi - two-handed sword**
- **Ono-poleaxe**
- **Tanto - dagger**
- **Wakizashi - shortsword**
- **Yari - spear**

The art of forging swords in feudal Japan; 2% of worth are ‘Master blades’, and are non-magical +1 swords owing to the quality of their blades. A small percentage of master blades may be +2 or even +3, but these are extremely rare.

**Kyu.** The Japanese asymmetrical weapons are treated as a composite longbow. Bows were matched to the strength of the user, expressed in terms of how many normal men were needed to span and string the bow. In AD&D terms this may be treated as follows:

<table>
<thead>
<tr>
<th>Strength</th>
<th>Rating</th>
<th>Attack</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>10 or less</td>
<td>1-man bow</td>
<td>+20ft</td>
<td>+1</td>
</tr>
<tr>
<td>11-15</td>
<td>2-man bow</td>
<td>+15ft</td>
<td>+2</td>
</tr>
<tr>
<td>16-18</td>
<td>3-man bow</td>
<td>+10ft</td>
<td>+3</td>
</tr>
<tr>
<td>18(01) or more</td>
<td>4-man bow</td>
<td>+5ft</td>
<td>+4</td>
</tr>
</tbody>
</table>

Using a bow with too high a rating (overbowing) gives an attack penalty equal to -2 per man-rating over. Similarly, underbowing gives an attack penalty of -1 per man-rating under.

**Final Note**

A treatment of these weapons and arts for an RPG system may be found in *Bushido*, published by FGU, to whom the author would like to acknowledge his debt for some of the information used here, particularly that on archery.

---

**Gobbledegook by Bil**

**Mmm Hobbit on toast... or**

**SALTED Hobbits To Es...**

**Hobbit on vin, mmm**
I'm no Common-or-Garden Gnome says Thorgrimm

Thorgrimm Branedimm, the new dwarf from Citadel Miniatures, refuted the rumours that he is generally available. 'I'm no common-or-garden gnome,' he said angrily at yesterday's interview. 'If anyone wants my services they can only do it by completing the special coupon in Citadel's new mass combat, fantasy role-playing game, Warhammer.

Me, I'm something special

Pointing at the figures, pictured below, who were in the crowd, he went on, 'I'm not like them trouble making Warriors of Chaos or them filthy Broo. Anyone can get them in Citadel's new Speciality Set 1: Warriors of Chaos or the new RuneQuest Set 4: Broo. Me, I'm something special.'

Future Bookings for Travellers

A new batch of Traveller releases is expected from GDW later this year. Of prime interest will be The Traveller Adventure, the second in the series of full-size Traveller books. This will be a paperback. Also due for release at the same time are Tarsus, the first boxed Traveller module featuring a complete world with accompanying adventures; and Traveller Supplement 13: Veterans, a booklet of pre-generated mercenary characters.

GDW also plan to release World War III, a two-player, boxed boardgame of a 1990 clash in Central Europe.

An invitation to phone-in fantasy

The Tower of Doom, the first ever UK Fighting Fantasy Phone-In, will happen at BBC Radio Nottingham on 21st July at 10.05 am. After the terrors of The Warlock of Firetop Mountain and the horrors of the Citadel of Chaos and Forest of Doom, you can face the ultimate test - a live fantasy adventure! For further details write to: The Tower of Doom, BBC Radio Nottingham, York House, Mansfield Road, Nottingham. Or you can take your courage in your hands and ring Nottingham 343434 on 21st July anytime after 8.30 am.

I.C.E. lording it

Iron Crown Enterprises have acquired the rights to boardgames based on Tolkien's Lord of the Rings and The Hobbit. The first game to be released is The Fellowship of the Ring, a boardgame for two players which focuses on the quest to destroy the one true Ring.

Half-Orc well cut

A drunken half-orc was involved in a brawl with a thief last night. Both had emerged from the Chronicle Miniatures tavern and tangled in the street. The two, CF19: Half-Orc Adventurer, and CF10: Thief, were caught in our picture squaring up to renew hostilities, but after a few angry words went their separate ways. The proprietors of Chronicle Miniatures pointed out that they were both well cut.

NEW PLANS FOR CITY

City adventurers will now be able to map out their streets and alleys with Games Workshop's release of their new Dungeon Floor Plans. The set features rooftops for delineating city spaces as well as setting the scene for high jinks. Also in the set are quaysides, jetties, stockade, various riverland boats and more. The set complements the first two Dungeon Floor Plans sets.

Games Workshop have also announced that Battlecards, the game of deadly driving, is to be released in October this year, followed by Talisman, the magical quest game, in November.

Trekking on

Fans of Star Fleet Battles, Task Force's SF ship-to-ship game set in the Star Trek universe, will be pleased to hear that there will very soon be a new edition with a revised rulebook of Star Fleet Battles along with Captain's Log 1, a short story with 20 scenarios.

Lycanthrope loose

A lycanthrope is loose on the streets. Yasunato, who released it, informs us that it is Weerwolf, their new Man, Myth & Magic scenario. Their other new release this month is Close Assault, a 1-4 player game of man-to-man combat in WW1.

Road deaths up

Road deaths have increased again this month with the release of Car Wars Expansion Kit 2 from Steve Jackson Games. The set includes more car and truck counters, road sections, and a turn indicator.

Next Issue

Part 3 of Iridian - the North East quarter; Dealing with Demons - demonology in RuneQuest; True Sight - something on realism in FRPing; Treasure Chest - another look at clerical conversion; RuneRites monsters plus all your regular features and much more!
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<td>Cults of Prax</td>
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