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The final phase of the new look White Dwarf will be implemented next issue. Four more pages will be added, two of which will be given over to two excellent cartoon strips; Thurl the Barbarian and The Travellers. Over the last few issues there have been some radical changes in White Dwarf's style and content. Of course, we cannot hope to please everybody, but warn you to load your poison pens in anticipation of The Reader Strikes Back - a questionnaire in White Dwarf No 45 for readers' opinions, views and pent-up frustrations!

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An Organisation for Traveller Scenarios and Campaigns by Marcus L Rowland

**Players Information**

Outside the armed forces and megacorporations, there are few jobs available for qualified starship crews. Those positions offered tend to be poorly paid, dangerous, or both. Accordingly, when a group of unemployed adventurers see a job advertised in their morning newspaper, their interest is aroused:

*Wanted - Pilots/Navigators/Computer Operators/Engineers/Gunners. Go-ahead company needs skilled personnel for small ship charter work in central Solomani Rim subsectors. Scale salaries plus 5% per annum increased bonus, training, stock option plan, etc. Contact Interstellar Charter Enterprises, Commo ICE 324324 ex8.*

On applying, the team are given the company’s local address and instructions to report for medical examinations, aptitude tests, and interviews. These include several psychological evaluations and are as tough as anything used by the Navy or Scouts. Amazingly, all the team manage to complete them and are eventually ushered into the office of the local director. After several minutes of innocuous conversation he reaches into a drawer and pulls out a small ampoule of clear liquid. ‘This,’ he says, ‘is a dose of Booster. How would you react if we wanted to include a few thousand of these in your cargo?’

**Referees Information**

ICE carry out all normal spacecraft rentals, but their main business is the provision of ships for any form of illicit activity, from smuggling to piracy and small-scale mercenary operations. This is made possible by the lack of co-operation between the regions governments, which makes it difficult for any single policing organisation to keep track of their activities. In fact, all the regions governments have used ICE’s services in their own intelligence operations, and on a roll of 5+(2d6) will ignore any allegation of illegal activities which do not threaten them.

If the players react badly to the ‘drug’ (actually distilled water) the manager will say that he was simply testing their reactions, since ICE would never employ smugglers. They will be offered jobs on widely separated ships and bases and, if the jobs are accepted, will be discharged for some real or invented dereliction of duty after 3-12 months. They will be carefully kept away from any illegal activities.

If the team show a less hostile reaction, indicating a willingness to discuss the possibility of acting outside the law given suitable incentives, they will be given a little information (but no evidence) about ICE’s activities and offered a job as a ship’s crew. Unlike most criminal organisations, ICE works only for hire and rarely initiates projects. The company charges standard fees for legal work but up to 500% more for illegal projects. However, there are few complaints about these fees since they include forged documentation, bribes to customs and other officials, and miscellaneous extras.

‘This,’ he says, ‘is a dose of Booster. How would you react if we wanted to include a few thousand of these in your cargo?’

ICE own fifty-eight ships, all of which have at least 1% of their hull volume devoted to concealed storage compartments. These hidden spaces (usually inside the pressurised hull) are well disguised and will only be found on a roll of 11+(DM +1 per level of Engineering skill) in a routine search, 8+ in a customs strip search or major repair. They are screened against most forms of detection. All ICE ships are frequently serviced and kept in tune for maximum performance. All but the smallest vessels have abnormally powerful computers and maximum armaments for the hull configuration. Trusted captains are issued with a false ship identity transponder, false papers, and appropriate identification symbols and paint for mating with another ship. Devices will only be used if ICE have some particular reason to suspect the personnel, and a modifier on the roll for any form of illicit activity. All shipping crews will ignore any inspection. These include:

- Type A, A1, and A2 Free Traders, and Freight Tractor Vessels. All these ships can be researched in *Supplement 7 (Traders and Gunboats)* except Freight Tractor Vessels, which may be found in *Games Workshop's IIS Ship file*. ICE also own several unregistered ships which are illegal or too radically modified to withstand any inspection. These include:
  - Type S Scout/Courier. 3-ton bomb bay, triple turret mounting lasers/missile launcher, ECM jammer system, and external disguise and identification as a type J Seeker.
  - Type A2 Far Trader. Modified by addition of hatches for four G Carriers [Book 2], triple turrets as above plus dorsal twin fusion gun turret (uss code 4), 48 low berths (including some in hold). The dorsal fusion gun is mounted on an added hard point.

**Gazelle Class Close Escort.** Salvaged without Imperial knowledge and outfitted as a privateer. Liquid hydrogen tanks are not available, nor are particle accelerators, and the hull is thus fitted with two triple laser turrets and two sandcasters/misile turrets.

These unregistered craft are based on uninhabited worlds or in desert areas of populated worlds.

The benefits offered in the recruiting advertisement are genuine, since ICE prefer to employ highly qualified personnel, and if a crew is not needed for a voyage they will be assigned to a training scheme. Such courses last a month and utilise advanced techniques including hypnopaedia, drug enhancement, and computer simulations. On a roll of 5+(DM +1 int test 10+), +1 Dex 5+ such courses will give their subjects one skill level in the area covered, but whether or not the course is passed will be exhausted for the next 1-2 weeks and their Strength, Dexterity, and Endurance will be temporarily reduced by 1-2 points (if initially more than 4). The stock option scheme is also genuine, and employees may buy shares worth up to Cr9000 per year but may not sell them without the company’s permission. Such shares pay dividends of 36% per annum.

A new crew must undertake 2-7 legitimate charters before being trusted with an illegal mission. During this period ICE may put a container of nerve gas in the ships purifier system, with a timer to trigger it if the team are late back from an assignment. Such containers will be found in a normal search on a roll of 9+, in an intensive search or major maintenance on a roll of 7+. They are usually set to release gas two weeks after the scheduled end of the mission. These devices will only be used if ICE have some particular reason to suspect the crew, such as pilferage or unlikely ‘accidents’ on the previous flight. Once the probationary period is ended missions should be assigned from the following table, which shows a 2d6 die roll, the assignment produced, any pay increase involved, and a modifier on the roll for the next assignment:

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<th>Die Roll</th>
<th>Assignment</th>
<th>Pay Increase Modifier</th>
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<td>High hazard mission (mercenary transport/drug running/organlegging/etc)</td>
<td>+20% +2</td>
</tr>
<tr>
<td>4-5</td>
<td>Illegal mission (smuggling/gun running/illegal immigrants/etc)</td>
<td>+10% +1</td>
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<tr>
<td>6-9</td>
<td>Legal assignment (charter flight)</td>
<td>-0</td>
</tr>
<tr>
<td>10-11</td>
<td>Training [see below]</td>
<td>-1</td>
</tr>
<tr>
<td>12+</td>
<td>Vacation/Layoff [see below]</td>
<td>-15% -2</td>
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*Players Information* is a work of fiction. Names, characters, places, and incidents are the products of the author's imagination or used fictitiously and any resemblance to actual events, locales, or persons, living or dead, is entirely coincidental.
Referees should design their own assignments bearing in mind the circumstances of their own campaigns. It should be remembered that there may be hazards even in legal flights, training, or on leave. Training assignments should be rolled for each team member on the table following, roll 5-6:
1-2: Speciality (eg pilot trained in additional Pilot skill),
3: Cross training (eg pilot trained in Navigation skill),
4: Weapons training (roll 6d-1, 4:
   Small arms, 5-6: Gunnery),
5-6: Miscellaneous (roll 6d-1: Vac suit,
   2: Medical, 3: Jack-o-T, 4: Forgery and Bribery (roll for each skill), 5: Steward, 6: Vehicle training (see Book 1)).
If the result obtained means a skill being increased above level 3, or if the world concerned cannot offer the course indicated, reroll the result. A roll of vacuation/layoff indicates a break from all duties. If following a legal assignment or training, a layoff result is assumed, with no work immediately available (for 1-6 weeks) and pay docked. If this result follows an illegal or high hazard mission the team are assigned a vacation for 2-4 weeks, plus one week if the mission was a high hazard mission. Vacations are on full pay.
If referees do not wish player characters to work for ICE this company may be used in several roles. Player characters with backgrounds in crime or intelligence might be aware of ICE’s clandestine role, but will know no exact details. On a roll of 10+ characters with this background will be aware of ICE’s existence. Since ICE frequently identifies itself through contact from other lines and independent carriers the players’ ship might be mistakenly identified as a criminal craft. Characters with work in law enforcement might be assigned to identify the secret owners of the company (actually a consortium of banks plus five directors elected from the lines managers) or to find an individual or crew working for the company. Mercenaries might be given a short-term contract by the company.
If referees wish to use a company of this type in other areas they should do so, but it should be remembered that ICE is based in an advanced and wealthy world which does not support an organisation of such a size and which contains several separate political blocs. If used in another area (for example, the Spinward Marches before the 5th Frontier War) a smaller line with more long distance craft might be needed. A completely uniform region could probably not support an organisation, except as a legitimate charter firm.
The following are scenario outlines based on ICE or a similar organisation in the style of Traveller Supplement 6, 76 Patrons. Those listing ICE as patron assume that player characters are employees, the other assumes that player characters are at least partially ignorant of ICE and its activities.

1. Patrol: Crime boss. 
   Required Skills: Forgery, Streetwise, Recruit. 
   Required Equipment: None.
   Player Information: The ship is hired to spearhead a currency forgery operation. They are to take the necessary equipment to Agidda (Sol 0204) and supervise the installation and recruitment of a distribution network. The group and equipment will be transported to Agidda by a freighter belonging to Interstellar Charter Enterprises, which sometimes transport dubious cargoes for a suitable fee, with the equipment disguised as computer parts and the ship's crew음 as electrical engineers.
   Referees Information: The crime boss has arranged for the rent of suitable workshops and for a supply of raw materials on Agidda. Team members will receive 40% of all profits.
   1-2: The freighter crew will cooperate with the team to the best of their abilities.
   3: ICE has been contacted by Imperial intelligence officers, and paid to divert the team and equipment to a 'reception committee' on one of Agidda's moons.
   4: A rival criminal group is aware of the operation, and have put 1-3 agents on board as travelling salesmen. They will attempt to hijack the ship, the crew will not cooperate.
   5: As 4, but ICE have been paid to cooperate with the second gang.
   6: As 3, but the ships crew are not aware of the plan and the ship will be diverted to its new destination by signals from the local ICE agents on Agidda.

2. Patrol: ICE 
   Required Skills: Ships officers and crew. 
   Required Equipment: None.
   Player Information: ICE own an illegally salvaged Gazzelle class close escort, based on an asteroid in the Sirius belt (Ding 0809) and occasionally use it for piracy and other clandestine activities. The ship is a risk and a financial burden, and ICE's directors have decided to sell it to a private group based on Apishal (Ding 0802). The team are to take the ship to Apishal and collect a freight tractor vessel which is the final payment for the contract. The team will be paid at high escort rates with a $25,000 bonus for complete success.
   Referees Information: The route advised by ICE involves two J4 stages with scoop refuelling in the Meshan system (Ding 0790) which holds Naval and Scout bases. The clients are actually a Solomani rebel group, financing their terrorism by piracy, and the freighter they own is a smaller vessel with a long range (level 2) engines.
   1: Provided the team make no silly mistakes all will proceed smoothly.
   2: An SDS will be refuelling at the Meshan gas giant when the team start the journey.
   3: The rebels have decided to ambush the team and destroy both ships.
   4: As 1-2, but the freighter is badly maintained and will misjump.
   5: As 6, but the jump drive will be reduced to J1 capability.
   6: One of the nutrient vats will go wrong and its contents decay, filling the hold with an almost intolerable smell. 
   4: A freeze container which does not hold a prisoner will malfunction.
   5-6: No event.
   For each stage of the journey the referee should decide the actions of the two Cuchulain sound vessels assigned to the pursuit (equivalent to J4 close escorts) to establish the team's intentions. The team may be able to bluff their way out of contact or capture the ship's appearance after leaving Cuchulain, if the ship takes damage an additional week's event roll should be made. The team must also deal with the customs and other authorities of all the worlds visited on route.

3. Patrol: ICE 
   Required Skills: Ships officers and crew. 
   Required Equipment: None.
   Players Information: The team are to transport a shipment of illegal medical supplies (mostly stolen organs and psionic implants) from Cuchulain (Esperance 0306) to Nusku (Sol 0202). Any safe route may be used, within the limits of a Far Trader vehicle. The supplies require meticulous monitoring (minimum Medical-2 skill), most will be stored in freeze containers but some are in nutrient solutions needing daily care. The team will be paid at high hazard rates.
   Referees Information: The dicatorial government of Cuchulain are disposing of political prisoners via the organ banks, in some cases in the form of live victims kept in stored under unsupervised conditions. Most of the cargo is stolen from such a bank, and it includes four living prisoners, stored in various freeze modules. The Cuchulain police have discovered the theft and are attempting to intercept the team's ship and destroy this embarrassing evidence of their crimes. For each week of the trip roll a die:
   1-2: A captive holding a single or the prisoners is a failure, and will start to thaw out after 1-6 days. The occupant will require medical attention to survive.
THE SHADOWS OF YOG SOOTHOTH
Chaosium Inc
£7.95

The Shadows of Yog-Sothoth is the first scenario pack released by Chaosium for Call of Cthulhu. It features a campaign that takes the players around the world and ultimately has its climax at the lair of Great Cthulhu himself, and is presented in the form of seven episodic adventures which build upon each other to generate the atmosphere of paranoia so prevalent in Lovecraft's stories. However, if you do not have the time to treat the scenarios as a campaign (seven to ten full evenings to play), a few minor adjustments each episode can easily be converted into a self-contained adventure. The Shadows of Yog-Sothoth also contains two bonus scenarios and a listing of errata and additions for Call of Cthulhu.

The first of the bonus scenarios is for inexperienced players and involves research into an obscure poet's life. The information provided is succinct and encourages players to use their research skills and interact with NPCs. The other scenario is for experienced players and has the Keeper's good sense of atmosphere, could be quite memorable. But I leave you to discover the grisly secrets of the Boucher Mansion...

The campaign game opens by introducing the players to a fraternal organisation known as the Hermetic Order of the Silver Twilight. Detailed information is provided on the Order's secret rituals and the various degrees its members aspire to, as well as plans and comprehensive notes on the building it occupies. The investigators are encouraged to join the lodge and should quickly learn that the order is not all it might appear, but to actually discover the secrets behind its masonic facade demands alert play. This scenario introduces three new spells mind blast, make box (a portal creation), and steal life. It also lays the seeds for two of the following adventures, a process repeated in each scenario, which helps to add coherency to the campaign.

The second scenario, aptly named Look to the Future, involves the players in an investigation of another branch of the Silver Twilight, and it is at this stage that they will begin to realise they are dealing with nothing less than an Illuminati. The Coven of Cannich draws the players to Scotland and features an archaeological dig, a deserted house, some cavers, witches and some creatures; followers of R E Howard will instantly recognise it.

The fourth scenario takes the investigators to Hollywood where they are hired by a movie producer to verify a rumour that the set for 'The Prince of Babylon' in Devil's Canyon is haunted. It involves plenty of interaction between the players and the NPCs, some useful photographic evidence, and introduces two new artifacts. An horrific weapon, and demands a high level of play if the investigators are to continue to the ultimate confrontation. The final episode is inspired by Lovecraft's classic Call of Cthulhu and involves the raising of R'yleh and...

All in all the Shadows of Yog-Sothoth is an excellent and masterly campaign that demands a high standard of play throughout. It is well presented (one feature is five pages of player-information which can be photocopied or pulled out to save the Keeper time) and carefully managed throughout, and it provides, I believe, the most exciting and satisfying adventure available on the market to date. It might seem expensive but it is worthwhile every penny.

Presentation: 9 Enjoyment: 10
Playability: 9 Complexity: 9
Skill: 9 Overall: 10

Ian Bailey

ILLUMINATI EXPANSION SETS 1 & 2
Steve Jackson Games
Each £4.95

The organisation spanned three continents; its pawns included shopkeepers, reviewers, and innocent wargamers, but tonight the core of the conspiracy was in session. Tonight, the Testers met under the cold eye of the Designer.

Phase One is active, Ladies and Gentlemen. It will be a complete success. Now, therefore, we must consider Phase Two.

Excuse me, Designer, but how can we be, uh, certain of Phase One's, uh, success? Few present could decide if the speaker was brave or simply foolish; some thought both. The Designer, however, seemed in a tolerant humour tonight.

Success is certain. Firstly, David Martin has produced us an excellent piece of box art; few eyes will not be caught by it. Secondly, the concept is certain to appeal to anyone with a pet dislike or a shred of cheap cynicism. Thirdly, the game is, if I say so myself, reasonably good.

The Designer barely paused before continuing. Phase Two will follow the traditional pattern. Two expansion sets will be released; we may be certain that our targets will purchase both, and so we need not bother to ensure that each is independently usable, or that full extension rules are included in both. Each, however, will require its own packaging, and each must include a catalogue of our future plans. Data on the new systems, groups, and activities involved in these expansions is in the files before you...

For a while, the only sound was the rustle of documents. Then the Tester who had spoken before looked up. 'The American Autoduel Association? Might that not be construed as self-indulgence, Designer?' Silence hung in the air like nerve gas. At length, when all the Testers had closed their files, the Designer spoke again.

'I anticipate certain comments. The high proportion of Weird groups in this selection may shift balance in favour of the Discordian Society; so be it, balance is a secondary concern here. We have, as yet, not acted on suggestions that we produce a British edition of the design; initial soundings suggest that the rampant Americanomania of our targets in that area makes that unnecessary. Are there any further questions?'

'One, Designer.' The speaker was a senior Tester. 'It has been pointed out that the notes released in Phase One failed to note the significance of Robert Shea, co-author of the original novels. This was undoubtedly deliberate, but should we not prepare for trouble from Shea?'

The Designer's mouth may even have quirked at the corners then, but it is unlikely. 'Trouble? Shea is an opportunist. We have actually induced him to write an introduction to Expansion Set 1.'

The Designer paused. 'Very well, ladies and gentlemen; all is set. Thank you for your diligence in this project. You will be notified of your next tasks in due time.'

With that dismissal, he fell silent. The Testers rose and trooped out of the room, but for the one who had spoken twice; his chair had, for some minutes,
wide variety of environments in the story and many possible outcomes, roughly half of them being some sort of failure. Only one of the outcomes resolves all the problems of the story, by allowing the hero to stop the war and rescue his parents with the minimum of bloodshed. Good features were a reasonably long decision chain before each ending, and the chance to explore many different areas. The worst feature was a nauseatingly cute puppy called 'Woofy' (who naturally rescues his master on several occasions) who is a hot favourite for the Dorothy Parker 'frowning up' award. Despite their racial origins the dwarves, when encountered, seem little more than caricatures of humans. In spite of these flaws, it is an interesting adventure and will probably provide several hours amusement.

Revenge of the Rainbow Dragons is a sequel to one of the earlier books, Pillars of Pontegarn, and involves its hero and two cute talking animals in a duel between powerful wizards. Most of the action takes place inside or under a castle, but there is also the possibility of a diversion to the Elemental Plane of Air or to Limbo. One of the routes through this story poses a simple IQ test which is most readily solved by cutting up the page and matching various course - since this is actually suggested in the text, anyone giving the book as a present might be advised to add a couple of photocopies of the page if they don't want to see it mutilated. The story is fairly complex and there is more than a tendency for plot lines to converge than in most books of the series, so that some decisions are ultimately meaningless. Neither book will set the amina world alight, but both are suited to their audience and give good value for money. Like most players I'm still waiting for some genuine solo adventures from TSR.

**DUNGEON MODULES**

- S4 The Lost Caverns of Tsojacanth: £5.50
- WG4 The Forgotten Temple Of Tharizdun: £4.50
- N1 Against The Cult Of the Reptile God: £3.95
- U2 Danger At Dunwater: £3.95

**DUNGEON & DRAGONS ENDLESS QUEST BOOKS**

- Revolt of the Dwarves: 95p
- Revenge of the Rainbow Dragons: 95p
- TSR Inc

These books continue the series of TSR multiple-choice stories for younger readers, presenting a decision every three or four pages of text. Since they do not use D&D rules, but simply tell the reader what happens after a choice, they are of limited use to experienced players. With this in mind, these reviews are based on internal logic, fairness, ingenuity, and enjoyment for the intended age group.

**Revolt of the Dwarves** sends Galen, an untrained boy, on a desperate attempt to rescue his parents from a revolting (in every sense of the word) dwarf army, and to warn the local ruler that they are about to seize his kingdom. There are a

by the ferocious monsters that lair high in the mountains. The importance of good play is stressed in the introduction, and the players who have designed this to the adventure. The rewards of good play are, however, high-powered magic to gain and the satisfaction of successfully completing a difficult adventure. S4 also contains an additional 32-page booklet with over 30 new monsters and a smattering of new magic. Not all the monsters are for use in the module (giving DMs plenty of scope to spice up other adventures), but several are also given in depth details, including their creation and effectiveness.

Not far from the caverns lies the Forbidden Temple Of Tharizdun which can be used with S4 or on its own. Following a band of marauding Norkers the Temple is discovered. The Temple is brought to life excellently and contains plenty for players to think about, gaining entry requires good tactical play and an imaginative approach is needed to fathom out the Temple's hidden secrets. The story does not end here either, a future work is promised to develop the plot further.

Lower level adventurers are not forgotten in N1 Against The Reptile God, for 1st-3rd level characters. Arriving in the village of Orlane the players are greeted with mixed reactions, some villagers are friendly, some distant while others are very suspicious and guarded. Something is definitely amiss and the players have to find out what. Having done so they will have to find a way back home as the action quickly develops into a life and death struggle against the Cult. The village is laid out to require players to interact with the populace in order to place together the various clues.

U2 Danger At Dunwater continues the adventure started in U1 The Sinister Secret Of Saltmarsh. For 2nd-4th level characters and players who enjoy a mental challenge. Players who attack everyone they meet will find the adventure entertaining but will not realise its full potential. Those who do not overlook obvious clues will realise that there is something missing here, more than meets the eye. A lot of thought has gone into this module, monsters are not there to be slain, they have personalities and feelings which come across very well. U3 The Final Enemy is scheduled for release later this year and it promises to be an exciting conclusion to the series.

At one time modules were scarce, beginners had recourse only to high level areas for aid and inspiration. Happily this is no longer the case, both N1 and U2 prove that low level adventures are just as interesting and exciting as their high level counterparts. Players who have scaled the heights with S4 and WG4 to test themselves in, those who have risen too fast will find them very difficult, but those who have earned their levels are in for some very memorable adventures.

**OPEN BOX**

- Presentation: 7 7 7 7
- Rules: 6 6 6 6
- Playability: 7 7 7 7
- Enjoyment: 6 6 6 6
- Skill: 7 7 7 7
- Complexity: 6 6 6 6
- Overall: 6 6 6 6

**Phil Masters**
Future comes slowly into focus as you realize that this tower has bulkheads, round windows and a long-disused propulsion chamber; that an ancient painting in the nearby Library shows a knight with a golden visor standing in stormy desert, Earth visible in the sky behind him; that the operating principle of the most hallowed of all the Guild’s torture machines is so nearly forgotten that the nearest word anyone can manage is “lightning”...

Apparentely the oldies had to be included because there wasn’t enough contemporary SF in print which the publishers were prepared to back (at a cost of several hundred pounds per book) for the promotion. The number of British authors (still 36illing) is about the same as the number of titles.

Some authors are unrepresents because their publishers don’t belong to the Book Marketing Council (and would therefore get charged an extra 50% for the privilege of BMC publicity) or are using a British imprint (BMC publicity) or are supplementing BMC publicity (BMC publicity) or are using a British imprint (BMC publicity) or are supplementing BMC publicity (BMC publicity).

Language which Stephen Donaldson would have done well to imitate. Unlike Donaldson’s, Wolfe’s obscure words lurk unobtrusively until they seem both familiar and — thanks to their careful planting in context — meaningful. Wolfe’s real obscurities are kept out in the open, nothing up his sleeve: occasionally he describes an event with piercing clarity and you still don’t know what’s happening. But read the books in sequence and almost all becomes plain; the first two in particular feature highly enigmatic events towards their ends, light being cast on each mystery if you carry straight on into the next volume.

The Book of the New Sun isn’t perfect — some of the last book’s revelations about the New Sun itself are less earth-shattering than one would hope, and a few minor points stay annoyingly opaque to the end. But its style, wit, inventiveness and freshness make it a war in which things called lances and spears are high-tech energy weapons — and a curious fate which from the beginning sets the book on its course. Wolfe’s world and characters are familiar and — thanks to their careful planting in context — meaningful. Wolfe’s real obscurities are kept out in the open, nothing up his sleeve: occasionally he describes an event with piercing clarity and you still don’t know what’s happening. But read the books in sequence and almost all becomes plain; the first two in particular feature highly enigmatic events towards their ends, light being cast on each mystery if you carry straight on into the next volume.

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From that summary, it could be terr-
Some well-known gamers and designers would have us believe that ‘realism’ has no place in fantasy role-playing (FRP) because, by definition, a fantasy is unreal. At the other extreme are gamers who believe that role-playing games (RPG) must rigorously reflect reality, even to the extent of adhering strictly to medieval European tradition. But for many serious players the demarcation between the ‘right’ and ‘wrong’ of realism is the believability of the campaign as a whole. In some ways playing a FRPG is like participating in a living novel. If the campaign is less believable than the typical heroic fantasy novel, the player’s illusion of living in another world is broken and the game loses much of its appeal. Of course, there are players who will accept almost anything for a laugh, but in my experience the average player gets bored with an ‘anything can happen’ style if he plays it frequently. Those who say that ‘anything can happen because it’s fantasy’ ignore the underpinnings of epic fantasy — most of it must be familiar and all of it self-consistent, or we cannot suspend our disbelief and enjoy it.

Three characteristics combine to make a FRP campaign believable. These are familiarity, self-consistency, and completeness. Familiarity is attained by incorporating elements from our own world, past or present, into the fantasy world. To be self-consistent, each facet of the campaign must fit or mesh with each other, like cogs in a gear, since every part of the world affects every other part. Completeness comes from preparing each area or institution of the world which might affect the player characters.

Familiarity is built into every FRPG to some extent. Humans are usually assumed to be the dominant race, just as on our mundane earth. In categories not involving magic the characters are capable of amazing feats, but no more than we have heard of in our own history. For example, the super-strong fighter merely reminds us of the mother who picks up the end of an auto to save her trapped son. But beyond this, most FRPGs assume a medieval European background of knights, nobles, and castles. The romance associated with castles makes them worth using to establish a familiar feel, even though they would be poor defensive works against magic using attackers who can go up, over, or through walls. The point is that familiar objects and institutions — such as a titled nobility — help make the game believable, even when other details of the game imply that such familiar things should not exist in this particular world. If too much is changed, many players just can’t ‘get into’ the game because they can’t be comfortable with the atmosphere or feel of the world.

Overfamiliarity can also harm the game. Many gamemasters use real-world religions such as Christianity, Mohammedism, and Hinduism in their fantasy worlds. To me, at least, this is a jarring reminder of our mundane world, not a comfortably familiar background to a magical alternative. Similarly, the use of mundane names for characters (I’ve known too many Freds...) and mundane nationalities (French, Japanese, Mexican, etc) detracts from the authenticity of the fantasy atmosphere — it’s too much like reading the daily newspaper.

At some point the need for self-consistency overrides the advantages of familiarity. If there are too many contradictions, such as the presence of above-ground castles and powerful offensive magic in the same place, the world becomes too distorted to be believable. Questions about such contradictions get in the way of the adventure. A well-known contradiction which used to bother AD&D players was the very low cost of everyday goods compared with the very large treasures found in the hands of stupid monsters. How could the monsters have all this money — or had it, until the adventurers took it from them? To some extent this contradiction has been reconciled in AD&D, and other games are much smaller so as to match the overall level of poverty in the world.

A more subtle source of contradiction stems from the adventurers’ good fortune. If it is relatively easy to advance in level and become wealthy then isn’t it necessary to assume that other persons have done likewise? Consequently there should be many high-level adventurers in the world, with all that implies. Looking from the other side, if every barkeeper and storekeeper in town is an X level adventurer it must be ridiculously easy to rise up the ladder of success. Otherwise such persons would find more lucrative occupations when they quit ‘treating for treasure’. If the players find themselves having a harder, or easier, time of adventuring than the social environment leads them to expect they may begin to lose their belief in the world.

Completeness should be built up gradually. First the village or town where the adventurers live, and the area around it, can be roughed out. It is easy enough for the gamemaster to avoid committing himself to too much at this point. As the game progresses away from simple exploration of a ‘dungeon’ or other local place of adventure the gamemaster can add other areas and begin to determine the social and institutional aspects of the world. Political and social history, culture and religion, political institutions, the economy, even ecology must be considered, and each part must not contradict another. If orcs breed like flies, why haven’t they wiped out humans or forced them into hiding (political history?). If several races co-exist peacefully, how have they managed to do so (social history)? If monsters infest nearby lands (ecology), where and how do inhabitants obtain food (economics)? What do people want to accomplish during their lives (culture and religion)? These and many other questions must be answered, preferably before the players ask them. On the other hand, if you get bogged down in realistic detail you may add little to the campaign while opening the way for more and more contradictions.

The more experienced your players become, the more you must concern yourself with believability. If you consider familiarity, self-consistency, and completeness as you construct and revise your world you’ll satisfy the players and avoid time-wasting questions and arguments.
Detective in Sanctuary

The boardgame wing of fantasy and science fiction gaming is something which has steadily lost ground to the FRPs. Whether the latter is a matter of perceived fact or simply the result of the manufacturers' beliefs, the end result has been that many boardgames now exist dedicated to the twin subjects.

CTcounterpoint is here to serve as a news and reviews column without straying into the more specialised areas of the other regular features of White Dwarf, like Game Zone and Wargames Roundup.

According to saucy Tamlyn of I'm A Genie, I am widely known as a man who loathes FRPs. Stuff and nonsense my fine bucko, I have played several of that ilk and one, Call of Cthulhu, with regularity. I am perhaps best known as a wargames reviewer for Military Modelling, publisher of Perfidious Albion, one of the few magazines to which I am known to this hobby, and a contributor to and occasionally editing contributor of several US magazines past and present. Even if it were so that I loathed the subject, the most notable feature of all my work is that I have been reviewing games in print since before 1975 and that has included a very great many games that failed to interest or amuse me. Yet I have always managed to do a good journalist's job. In fact I have been playing fantasy games for many a long year possessing one of the first White Bear's to reach this country. When last I reviewed this game, the review column gave me cause to think back to the days before Greg Stafford when most fantasy games were just Afrika Korps with dragons (and most wargames that went into the original boardgame). Things have certainly improved since then until the point where the artwork standards of fantasy gaming reached down and grabbed me by the cock of the neck and hoicked it upwards. Which leads me conveniently into some thoughts on a recent game.

Sanctuary is published by Mayfair Games who neatly illustrate the way the wargame hobby has been allowed to drag behind the fantasy. Mayfair's early works included such bummerms as Sherdan's Ride and the dyslexic Translyvania. The artwork was bad and the rules fairly standard stuff. They did show a brief burst of skill in Richard the Lionheart which is unfinished but possessed of a fierce pride and some measure of the drama which is denied to many wargames. War got our publishers into hot water with the gauliers of the Right. Sanctuary is immediately different, the cover is a startling piece of work by Walter Veilex who did the excellent Thieves World illustration for The Chavonian and the artwork is less good but full of feeling. The map is a very fine six piece board which joins in jigsaw fashion that gits rid of all those problems of map folds. When I remarked on the better quality of this game as compared to its predecessors to Andy Davidson he remarked that it was a fantasy game and this meant the customers expected something reasonable. If that is so then it's time for the wargamers to lobby their manufacturers!

The jigsaw map contains a simplified map of Sanctuary, the site of the Thieves' World books. These, in case you foby, are sf/fantasy writers who have done a masterly job of setting and atmosphere and are anthologies of stories set in Sanctuary written by the greater and lesser SF/fantasy writers. When I purchased a copy of one recently to see what was what, I found it somewhat weak sub-Tolkien-meets-Lieber and frankly not really my cup of tea. Indeed, if Thieves' World can succeed, then almost any body of fantasy writing can so why have we not had a Corum game? If the writers will not challenge Gunther Grass, they do manage to give that 'authentic' American blend of fantasy that is where D&D has grown. The whole subject is a catch for a game.

The players have a choice of three games. The solitary featuring the player as the Prince hunting down criminals. The second game, with the PLAYER being the criminals and the police. The Advanced is a different system yet again. I agree very much with Andy Davidson's suggestion of playing the basic game with as many rules as you have time to play. This allows you to race against other players and against the Great Man. This allows you to race against other players and against the Great Man. The game is played on a large map of central London which has been divided up into clue-points (which approximate to city blocks). These are the locations to which you as the detective go to meet the drama personae of your case. The game posits that the street urchins that Holmes employed have grown up and now he needs you and the rest to take the weight of some evil.

You begin each case by reading the case which is very much as if you were reading the real thing. Despite Sleuth's American nationality they manage pretty well to write English of the period, the occasional slip can be forgiven as can the occasional drift towards Chandler in the first case which I shall analyze. The case description will leave you with a series of names which can be checked against the Directory provided with the game. This is extremely extensive and even included a William Gann as a villain (they named after the American botanist?)! As an introduction Holmes gives a lecture direct- ing you to the various extra sources of information in Victorian London like the Public Records to give so how to the Great Man. On selecting your clue-point and moving there you read the resulting events in the Clue Book. These are just the mixture of clues and red herrings that Holmes is just as much a The moral certainties of that period's fiction are sufficient to give the subject the edge of fantasy whilst remaining true to the life we live nowadays to be 'believable'. Remember always that unless you can believe it and empathise with the characters you cannot role-play. Sleuth Publications are promising further supplements including a Murder at Kingston Station in the first case which I shall analyze. You some kinda wise guy?

Next issue I hope to review Titan and Dragon Hunt with a look at City of Sorcerors and Wizards in the future. I would like to do so and will include an occasional Fiction games (like where are they?) and on the games that have featured the work of various authors. Until then, the game's afoot Watson...
Demon. To the superstitious this is any obviously powerful supernatural being. The word is even used to describe unusual Chaotic creatures or the less familiar elementals. In the precise sense, however, a demon is any being which lives on another plane of existence and is capable of acquiring a physical presence in the world (by this definition, the Ancients of Theelar, Games Workshop's own Questworld continent, sometimes refer to the Invader Race from Glorantha as demons. This usage is valid, if extreme). Note that it must originate on a plane which to the demon itself constitutes physical reality. The spirit plane does not qualify, so embodied spirits such as dervishes (or elementals) are not true demons.

A couple of the simpler demonic types have already appeared in RuneQuest sources. The demons of Wyrm's Footnotes are Chaotic with material form but no POW - they cannot use magic, nor are they affected by it. One of these appears in Chaosium's Questworld. A very different type of demon is to be found in the Munchrooms scenario of Trollpak. These know all battle magic spells and are extraordinary in having POW, hit points and armour all equal and interdependent. They seem to be tied to the Darkness Rune, without allegiance to Law or Chaos.

It is fairly well known that the demonic hierarchy consists of sundry demon races ruled by ascending ranks of nobility up to the demon princes, each of whom may reign over several different planes of existence. The demonic types of Wyrm's Footnotes and the Munchrooms fall into the first group, while the demons who rule them are all unique beings of much more fearsome power.

The categorization and study of the many demonic types forms the Demonology skill - a Knowledge skill with a base score of 0%. Familiarity with this skill means that the character knows something of the interrelationships, powers and Runic associations of the various demons. From this he may be able to infer their weaknesses - if any. The Demonology skill does not include summoning techniques or other magics, although it is useful to know something about demons before you start trying to summon them.

The Pentacle of Protection

In case a demon turns out to be hostile, the Pentacle of Protection is a useful defence for the summoner. The Pentacle must be drawn out with various substances on some hard surface around the summoner. This takes several minutes and so must be prepared before the Ritual of Summoning is begun. When the Pentacle is complete, the summoner casts a point of battle magic POW into it, thus activating it for the next hour. So long as another point is cast into the design before the hour has passed it will remain active. Once the Pentacle's power is allowed to lapse, the design smoulders away into fine ash.

A hostile demon cannot cast spells into nor enter an active Pentacle. Neither can it use summoned minions of its own to attack the summoner. There are minor design differences between Pentacles according to the type of demon the Pentacle is intended to ward against. If the wrong demon materializes, the Pentacle is useless.

It takes only a few hours to learn to draw a Pentacle. Treat this as a skill with a base score of 70%, adjusted for characteristics as follows:

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<th>decrease</th>
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<tbody>
<tr>
<td>POW</td>
<td>+0% to +4%</td>
<td>-10% to -20%</td>
</tr>
<tr>
<td>DEX</td>
<td>+0% to +4%</td>
<td>-10% to -20%</td>
</tr>
<tr>
<td>INT</td>
<td>+0% to +4%</td>
<td>-10% to -20%</td>
</tr>
</tbody>
</table>

Increase in the Draw Pentacle skill is by experience only. Remember that the!
DEALING WITH DEMONS

summoner won't know whether he has drawn out the Pentacle correctly until a hostile demon tries to violate it. Also, one Pentacle cannot be drawn inside another, so characters cannot 'double their insurance' that way.

Pentacles are not the summoner's last line of defense against the demon. Common sense and a good grounding in Demonology can provide a beleaguered summoner with further wards (special herbs, words and Runes that the demon will retreat from this plane of law when faced with this demon's attack until it can be dispelled.

The Ritual of Summoning

Obviously, summoning is the form of magic most people would think of in connection with Demonology. The Ritual of Summoning is a skill which can be practiced by anyone with POW of at least 10 and INT both 12 or more. It has a base score of 0%, modified thus:

<table>
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<tr>
<th>POW</th>
<th>INT</th>
<th>DEX</th>
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<tbody>
<tr>
<td>+0%</td>
<td>+0%</td>
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<td>+05%</td>
<td>+05%</td>
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<td>+10%</td>
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The Ritual of Summoning takes three full turns (fifteen minutes) to perform and requires several rare components such as incense, chalks, powders and certain ritual clothing. These components are used up in the Ritual and must be prepared for each summoning, at a cost of 2d4 x 10L. As the evocator completes the incantations he rolls against his Ritual of Summoning skill to see whether the demon appears. Many demons have an innate resistance to summoning which acts as a negative modifier to the character's chance of success. The exact POW roll required by a demon to appear is not special, except that on a roll of 00 some other demon other than the one intended will appear.

Bringing the demon into being causes a terrible drain on the summoner's life force—at the moment of completing the Ritual he loses 1d3 points of CON, later recovering at the rate of one point per week. Once the demon has been evoked, it remains on this plane of existence for 1-4 hours and then fades back to its own world. Only the Ritual of Binding will prevent this.

Simply evoking a demon does not give the summoner any control over it, and if he does not use Binding he will have to bargain for its services. Consult the response table in Appendix J of the RuneQuest rulebook. A demon which takes an active dislike to its summoner during which time he can parry and ing to be bound- if you then actually the response table in Appendix J of the moner to chant a mystic phrase; this ing it any order he likes. There is thus

A scroll has received its payment, the banish roll. and soul; his POW and CON both

Many demons have an innate resistance against the binding Attack. With enough POW points are committed with- out the character knowing the demon's exact POW, of course. It is a good idea to overestimate.

The Ritual of Binding is a Knowledge skill with a base score of 0%. If the character makes his roll in this skill then the demon is bound in his service. In- stead of vanishing after a few hours, it remains on this plane until killed or banished. A bound demon cannot direct- ly harm the one who bound it, nor can it deliberately kill itself in order to escape from this plane. The binder can give it one command of up to thirteen words, and the demon will obey this command literally. Commands such as 'Obeoy all my future commands' or 'Serve me loy- ally' are not effective, and immediately free the demon if tried. That is, the com- mand must specify the action, the places and actions rather than establishing conditions or attitudes for future behaviour.

Bound demons are not like bound spirits in any way; they cannot see through their eyes, nor can we use their INT and POW for spell purposes. A character cannot have more than seven demons bound on this plane at one time; this tries to bind a demon, the demon must return 90% of its personal property to the summoner. The lesser demons are usually called the Pentacle, it's... aaaaargh'.

DEALING WITH DEMONS

slowly, the misty shape coalesced... before him, it's hideously powerful form already becom- ing apparent. 'By the Runes! The Pentacle, it's... aaaaargh'.

natural forces — sometimes to the sum- moner's lasting profit. The demonic Lord Kesh, for example, can teach a character to brew venoms and acids. The exact services available from the various demons, and the payments they might demand for such services, is described in the second part of this article, next issue.

Banishing a Demon

For a number of reasons the summoner of a demon may want to banish it before it would normally fade from this plane of reality. Banishment requires the sum- moner to chant a mystic phrase; this takes five Melee Rounds (one minute), during which time he can parry and defend, but not attack. When the chant is completed, the summoner rolls to see if its attempt is successful — if so, the demon immediately vanishes. The char- acter's chance of successfully banishing the demon is the same as his chance of summoning it in the first place. Only one attempt at banishment can be made — if that fails, other means must be used to destroy the demon.

A character skilled in demon magic will also be able to use banishment against a demon summoned by some- one else. In this case, the chance of dis- pelling the demon is half what the character's chance of summoning that demon was. As before, the charac- ter has only one chance to make the banish roll.

The Ritual of Binding

Binding eliminates the necessity of bar- gaining with a demon but it has its draw- backs in that attempting to bind a demon without its consent will certainly enrage it. The Ritual of Binding takes only one Melee Round to perform, but to stand even a chance of success the caster must execute a special magic POW attack equal to the demon's own POW. (The caster can spread the load over all his bound spirits and POW storage crystals if necessary.) These POW points are committed with- out the character knowing the demon's exact POW, of course. It is a good idea to overestimate.

The Ritual of Binding is a Knowledge skill with a base score of 0%. If the character makes his roll in this skill then the demon is bound in his service. In- stead of vanishing after a few hours, it remains on this plane until killed or banished. A bound demon cannot direct- ly harm the one who bound it, nor can it deliberately kill itself in order to escape from this plane. The binder can give it one command of up to thirteen words, and the demon will obey this command literally. Commands such as 'Obeoy all my future commands' or 'Serve me loy- ally' are not effective, and immediately free the demon if tried. That is, the com- mand must specify the action, the places and actions rather than establishing conditions or attitudes for future behaviour.

Bound demons are not like bound spirits in any way; they cannot see through their eyes, nor can we use their INT and POW for spell purposes. A character cannot have more than seven demons bound on this plane at one time; this tries to bind a demon, the demon must return 90% of its personal property to the summoner. The lesser demons are usually called the Pentacle, it's... aaaaargh'.

DEALING WITH DEMONS

slowly, the misty shape coalesced... before him, it's hideously powerful form already becom- ing apparent. 'By the Runes! The Pentacle, it's... aaaaargh'.

natural forces — sometimes to the sum- moner's lasting profit. The demonic Lord Kesh, for example, can teach a character to brew venoms and acids. The exact services available from the various demons, and the payments they might demand for such services, is described in the second part of this article, next issue.

Banishing a Demon

For a number of reasons the summoner of a demon may want to banish it before it would normally fade from this plane of reality. Banishment requires the sum- moner to chant a mystic phrase; this takes five Melee Rounds (one minute), during which time he can parry and defend, but not attack. When the chant is completed, the summoner rolls to see if its attempt is successful — if so, the demon immediately vanishes. The char- acter's chance of successfully banishing the demon is the same as his chance of summoning it in the first place. Only one attempt at banishment can be made — if that fails, other means must be used to destroy the demon.

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DEALING WITH DEMONS

SUMMONING SUMMARY

- NO WAY—THAT'S DISGUSTING.
- WHY NOT?
- Activate the Pentacle (1 POW point), then roll Ritual of Summoning. If demon is summoned, lose 1/3 Con.
- You could offer it the Pact of the Dark Companion - only with a lesser demon, mind.

- OKAY! OKAY! YOU CAN HAVE ALL SIX LUNARS...
- Try bargaining - go for a good deal, but don't upset the demon...

- O.K. BOSS.
- GO KILL AUNTIE.
- Bargained successfully? set it a service.

- Get through the Pentacle? How good was your preliminary research?
- If you got the Binding right, give the demon an order.

- THIS BIT'S WRONG FOR A START!
- BOUNDING!!! HAH! HAH! HAH!
- OOPS...
- You could try the Ritual of Binding. Match the demon's POW first. If you fail the demon will get nasty.

- AND THEN STOP ANYONE LEAVING BY THE CENTRE DOOR ON FRIDAYS...
- IS THAT MORE THAN THIRTEEN WORDS?
The Curse of Asterion

Also called the Curse of Binding Energy, this is a technique for dispelling a particular demon for all time. It is usable only once in a character’s lifetime (for reasons which will become obvious), and in fact only two cases of its use are recorded—once when the noble Asterion employed it to save his daughter’s life, the other when the lunatic mage Atha’t turned it against a demon lord in a moment of arrogant pique.

The Curse is learned by a character reaching 85% in Demonology. A fairly short phase, the Curse is only effective if the character follows through with the complex logical arguments associated with it as he speaks the words of the Curse. A character using the Curse must thus roll INTX5 or less on percentile dice for it to work.

The procedure is as follows: the character must touch and grapple with the demon as he (or she) activates the Curse. If successful, both the demon and the character disappear forever from this world. Are they both disintegrated by the power of the magic? Or transported to a dimension of their own where they battle on together throughout Eternity? The truth is unknowable.

Possessions

The possession spells are a group of enchantments for possessing people (usually the caster’s companions) with the spirit-essence of a demon lord. The demon is not summoned by the spell. The effect of a possession is to enhance the recipients’ fighting prowess or other skills. The exact effect varies according to the demon invoked.

Possession spells take five Melee Rounds to cast and have a duration of three full turns (fifteen minutes). Although they cost battle magic POW to cast, possessions do not have to be memorized within the caster’s INT limit as battle magic spells must. Instead the caster must make his roll in the Cast Possession skill for the spell to work; if he fails, he loses half the POW cost of the spell to no effect. Cast Possession has a base score of 0% with these characteristic adjustments:

10-04 05-08 09-12 13-16 17-20 Each +4
INT -10% -05% +0% +10% +05% +0% +0% +0% +0%
POW +0% +0% +0% +0% +0% +0% +0% +0% +0%
CHA +0% +0% +0% +0% +0% +0% +0% +0% +0%

To cast a possession spell one must also have the talisman appropriate to the demon lord invoked—this may be a mask, wand, bell, gong, censer or one of several other items. In order to prepare talismans for any demon lords he wishes to invoke, at a construction cost of 3-18L each. Alternatively, he can buy or otherwise obtain talismans prepared by other demonologists. The character must make his Demonology roll to see whether he has properly prepared a particular demonic talisman—Cast Possession will always fail if the talisman used is defective.

Three people are affected by a single casting of possession. To be affected, they must be conscious but passive—the spell cannot be applied to a character in combat. Possession can be directed at subdued or harmonized enemies of the caster, but he must overcome their POW for the spell to take effect. Also, possessions do not give the caster control over the spell’s recipients—the possessed characters retain their own normal aims and motives. However, they cannot under any circumstances harm the caster so long as he carries the proper talisman.

The average POW cost of a possession spell is some 12 points. Exact costs and effects will be laid out in the third part of this series.

Campaign notes

You cannot just walk into a Lankhor Mhy college and enrol in demon magic classes; obviously. Demonology tends to be scarce and reclusive for several very good reasons. One is the fact that they occasionally indulge in human sacrifice and other odious practices. Another is the very high risk taken by the habitual summoner. Most telling of all, the priests of established temples consider demonology synonymous with demon worship, a threat to their own authority, and so the practice is universally frowned upon if not actually outlawed.

How then is a character to learn the demonic arts? There are two ways—either collect the rare books and study them, or else seek out one of those reclusive Masters and convince him that he needs an apprentice. Both means may well be expensive, but the crucial factor in the character’s study will be one of time. The Skills Table reflects this.

Demon Magic Skills Table

<table>
<thead>
<tr>
<th>Skill</th>
<th>Time (hours) for a 5% increase in ability</th>
</tr>
</thead>
<tbody>
<tr>
<td>Demonology</td>
<td>25 30-50 65-76 80-100</td>
</tr>
<tr>
<td>The Ritual of Summoning</td>
<td>150 300 450 750</td>
</tr>
<tr>
<td>The Ritual of Binding</td>
<td>100 200 400</td>
</tr>
<tr>
<td>Cast Possession</td>
<td>50 100 150 EXP</td>
</tr>
<tr>
<td>Draw Pentacle</td>
<td>(Increase by experience only)</td>
</tr>
</tbody>
</table>

Next Issue—The Lesser Demons
Some combat resolution systems are fairly straightforward, others very intricate, but all hold up play just when you want to get on with the action. The first item in this issue's Microview is a listing for the Tunnels & Trolls combat resolution procedure; the second is a description of the preliminary work required to implement a melee resolution program for AD&D.-MWC.

**TUNNELS & TROLLS COMBAT**
by D G Evans

This ZX81 program will work out T&T combat results. RUN the program, then press NEWLINE. The screen will clear leaving the cursor with an L in it. Now enter the number of dice that the delvers get between them. Press NEWLINE and the number typed will be replaced by the cursor. Next type in the total number of the delvers combat adds and press NEWLINE again. The same process is carried out for monsters. The screen will go blank while the dice are rolled, totalled up and the combat adds added. The totals are compared and the amount of hits the losers will have to take is calculated, which is then displayed on the screen. If the totals are level, 'a draw' is printed instead. The computer is now ready to accept the next set of dice and adds totals. Before the new combat results are printed the previous ones are erased from the screen. As a guide to how long you'll have to wait for the results, it takes the computer approximately ten seconds to roll and total one hundred dice.

```
10 LET A=0
20 LET B=0
30 FOR Z=1 TO A
40 LET E=(INT(RND*6)+1)+E
50 NEXT Z
60 LET E=E+B
70 LET F=0
80 FOR Z=1 TO C
90 LET F=(INT(RND*6)+1)+F
100 NEXT Z
110 LET F=F+D
120 LET G=E-F
130 LET H=F-E
140 LET I=H-E
150 LET J=G-F
160 LET K=G-J
170 LET L=H-J
180 LET M=I-L
190 LET N=J-M
200 LET O=I-M
```

Notes: Lines 10 and 20 enter the delvers' dice and adds. Lines 40 to 60 roll and total the delvers' dice. Line 70 adds the delvers' dice total to their adds. Lines 80 and 90 enter the monsters' dice and adds. Lines 110 to 130 roll and total the monsters' dice. Line 140 adds this total to their combat adds. Line 150 subtracts the monsters' total from the delvers' total. Line 160 subtracts the delvers' total from the monsters' total. Line 170 clears the screen. Lines 180 and 190 compare the delvers' and monsters' totals and print who has to take hits and how many.

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**AD&D MELEES**
by Noel Williams

One of the first programs I wrote was an attempt to banish all the charts, dice and cross-referencing from the dungeon during that most interesting of times, the melee. I've always found that I enjoy AD&D melees before they're fought, and afterwards but not very much during, because all those lookup tables get in the way. If you use weapon modifications you might go through the following stages in calculating a single blow.

1. Find the weapon of the attacker.
2. Find the armour class of the defender.
3. Find the level of the attacker.
4. Look up the chance to hit for an attacker of that level.
5. Modify it by the weapon modification, for the defender's armour class.
6. Add any special modifications for magic weapons, potions of speed etc.
7. Throw 1d20.
8. If a 'hit', look up the appropriate hit dice.
10. Look up weapon modification.
11. Add weapon modification to hit dice.
12. Subtract total from hit points of defender.
13. Is the defender O HP or below?
14. End the combat or continue and repeat the process with roles reversed.

Fourteen separate stages.

---

Of course, the perceptive player will realise that expert players know many of these routines, so will not need to mechan-ically carry each one out. The particularly perceptive player will see that what has been described above is a simple melees flowchart. All a program to calculate AD&D combat needs to do is carry out the above 14 stages in the right order. However, if you want to write such a program, you must decide (a) how much work you want to do during the execution of the program and (b) how much information you want the computer to give you as it progresses. At one extreme you could type all the character stats of your party at the beginning of the game, together with all the monsters they might encounter, and every time the opponents meet, the computer could work out the chance of hitting, simply give you a list of the killed and wounded at the end. Not much fun. At the other extreme, your program could be no more than a series of prompts, asking you to fill in the stats of a level 3 thief hitting AC5, and telling you 'Now throw 1d20 and tell me the result' etc, in which case you're still doing all the lookup work, and the computer is simply a perceptive calculator. Also rather lacking in fun.

The happy medium takes each of the stages in the above flowchart, puts all the relevant general lookup tables in the computer, and simply prompts the player at each stage with a request for individual information. So it will 'know' what chance a 3rd level thief has of hitting AC5, but it has to ask you for the level and class of your character. In this way, the player carries out stages 1, 2, 3 by consulting his character sheet, the DM does stage 6 by looking at his scenario and the computer does the rest. If you actually want to do all the dice throwing, you can, but the computer is quicker, and can display all the information for you, such as:

'A third level thief needs 18 to hit AC5 with a dagger.
You throw 12.
Hard luck, a miss!'

Nor do you need to put all the tabular information into arrays as several of the calculations are reducible to formulae. For example, the attack matrix for clerics is base 12 plus 1 for each armour class of the opponent below 10, and minus 2 for every three levels of the cleric. Such a program is simplicity itself to write as you merely follow the game flowchart, and saves so much time, tedium and litter during play that it's well worth the effort. Now that it no longer takes 45 minutes to calculate the effects of 1 minute's game action, I actually enjoy being killed. Well, almost.
This article is the third in the series of six describing Irilhan: a small AD&D town. It covers the north-east quarter and gives the details of the scenario series, The Rising of the Dark, which continues directly from Part 2. DMs may wish the paladins from the Abbeke, Serial and Ankos (Part 2) and the Chirrismen (Part I) to join the party to provide advice and assistance. See Part 1 (WD42) for the glossary and nomenclature key. Those areas not fully described will be completed in later episodes.

X1 3 Riht Khalkedon Weard (I33), ST 2, N1 2, N2 1, CN CO. The house appears deserted and deserted. All ground floor openings are bricked up and upper storey windows are boarded over. However, anyone making a successful Locate Secret Doors roll will notice a loose section of board on the back door, easily removed to reveal a new well-oiled lock. Opening the lock, unless a successful Remove Traps roll is made, will sound a bell in the cellar.

Inside, the feeling of desolation is reinforced: the plaster is crumbling off the walls, the ceilings and stables have collapsed in places and rats may be heard scuttling about. The floor is covered with the bottles of rum and the rotting plants.

The rats noises come from a pack of 15 giant rats (MM), AC 7, HD 1/2, Move: 12, No of Attacks: 1, Damage: 1d6, Special Attacks: Disease - HP 4x4, 4x9, 8x1, 3x8. An aura of evil and foreboding comes from a skull guard (WD35), AC 2, HD 1, Move: 9/3, No of Attacks: 1, Damage: 1d8, Special Attacks: Fear, Special Defenses: Immune to sleep, charm etc HP 6, which hovers in the second storey. It has been ordered to use its full power to drive the rats onto intruders before attacking them itself, least armoured first.

If the centre of the room is cleared of rubble, a trapdoor will be found; below it a ladder leads down into the cellar. The ladder may be covered by a darkness spell (see later for details). From this the stench of decay.

The cells of 3 Riht Khalkedon Weard and its two neighbours (also again deserted) have been converted into a secret temple of Gilehara, the Goddess of Sweet Sufferings. Gilehara has at present 30 followers in Irilhan, although the number is increasing rapidly as more converts arrive. However, the Elhiri, one of the heirs from the Heafad Aef Orc, none of the members of the congregation are above journey-man status or have any real influence. Although the statistics of normal Irilhanans. It is mainly the promises of rewards to come which are enticing new worshippers to the cult.

Gilehara is not, however, a true goddess but a succubus (MM), AC 0, HD 6, Move: 12/18, No of Attacks: 2, Damage: 1d3+1d3, Special Attacks: Energy Drain, Special Defenses: +1 or better weapon to hit, 70%

Magic Resistance, HP 35, Powers: cause darkness, ethereum, charm person, esp, clairaudience, suggestion, shapechange, gate (not currently functioning), who has found this a convenient way of obtaining victims - every wica or so her priest D'Hel and a group of worshippers sand-bag a passer-by late at night to join in the feast'. D'Hel is a drow (XX) Necromancer (WD35), RA Drow, SX M, AL CE, CL Nercromancer, LV 6, HP 37, AC 0, AG 503, WE 4590, BL 50, ST 12, IN 15, WI 11, DE 14, CO 8, CH 6, ML +2 Chair mail, +2 Shield, Drow, Cloak and Boots, +2 Shortword (NSA), Demons Knife (associated with Gilehara) (WD34), WN Knife, who in addition to posing as Gilehara's priest, is her lover. His powers are:

1st level: animate dead, cause darkness, evil eye, speak with dead 2nd level: manufacture ghoul, wisdom of the dead

3rd level: create skull guard, paralysis.

Totally evil, thoroughly nasty, irretrievably damned, D'Hel is enjoying himself beyond his wildest nightmares.

As guards, acolytes and companions, D'Hel controls them (MM), AC 8, HD 2, Move: 6, No of Attacks: 1, Damage: 1d8, Special Defenses: Immune to sleep, charm, hold and hold back spells, HP 8x12, 5x8, 1x8, and a ghoul (MM), AC 6, HD 2, Move: 9, No of Attacks: 3, Damage 1d3+1d3/1d6, Special Attacks: Paralyzation, Special Defenses: Immune to sleep and charm, HP 13.

The temple complex has three sections, a common room, the temple itself and Gilehara and D'Hel's quarters. The common room is a large bar room having little in it other than a couple of torch cressets, two doors and the ladder up to the temple. The temple has a mixture of a chamber-house; it reeks of rotting meat. The walls are lined with old graves - clothes and well-weathered bones and bits of flesh are piled in corners. The room is otherwise bare except for a large stone slab, chopped and stained, which serves as the altar, and a large X shaped cross which swings slowly back and forth above it. The cross is used to hold prisoners awaiting sacrifice who are suspended head down over the altar. It is currently occupied by Hssuss, a lizzardman (MM).

Gilehara and D'Hel's quarters are in the cellar of the remaining house. The walls are lined with black velvet and a black silk carpet covers the floor. Large crimson cushions lie scattered about and are heaped up in one corner to form a bed. A grotesque statue in the centre of the room supports a guttering lamp of human fat which provides the only illumination. Various contorted low tables occupy positions around the walls. The general impression is of luxurious decadence. The small room houses the latrine and the temple trap door (10,000gp of gems in a locked, poison-needle trapped chest, to which D'Hel has the key). It has an iron-bound oaken door (3DP) which is always left open but which will automatically shut and lock if passed through. D'Hel intends to act as a final refuge. It contains a ladder leading to a locked trap door which the char or D'Hel tried to rape her.

If D'Hel is allowed to escape, he will return to wait for them and then assaill the party. He will work through the Chirrismen to find out what is going on. If they cause harm to anyone, he will6 give them no quarter and will attack them instantly.

If Gilehara and D'Hel are alerted by the bell as the party opens the lock above, Gilehara will be waiting in an ethereal state in the common room having first cast darkness on the ladder. D'Hel will be in their quarters with his undead. Gilehara will allow the members of the party to climb down the ladder before she materialises and knocks it away. D'Hel, Gilehara and the undead will then all melee. Gilehara and D'Hel will attempt to extinguish all light sources. If they are successful, any creature without infravision will fight at -4 to hit. If not forewarned, Gilehara and D'Hel will be in flagrant delicto in their quarters.

If the fight goes against them, Gilehara will go ethereal and leave and D'Hel will make for his bolt-hole, leaving his undead to delay pursuit. If they survive, they will attempt to set up shop elsewhere in Irilhan.

Hssuss, the lizardman, will be near death when the party reaches him but will survive long enough to be able to ask them to return his body to the Heafad Aef Orc where the correct rites can be observed.

Wastergaet (G2). To reach the Lesardman Ham, the party must pass through the Wastergaet. Since lizardmen are banned from entering Irilhan, they will need some convincing explanation or Hssuss' body or be quick with their 'donations' to escape being carted off to the Riverewec Tor for further questioning.

The Lesardman Ham Irlisbank (G1). As the party approaches the village, they will be met by the headman, Tsuss who will recognise his son Hssuss. Grief-stricken, unless explanations are quickly made, he will attack. If convinced otherwise, he will give orders for the proper rites to be observed before questioning the party further. As he talks, behind him can be seen the preparations for Hssuss' death feast - mainly the preparation of his body for roasting. Brokenly, Tsuss will tell how his son developed an unnatural love for a 'fellow from the Ham'. Heurpe - Hssuss, how he had tried to persuade him otherwise, several nights ago Hssuss had slipped over the town walls to assasinate. Since then nothing had been heard. The lady's name was Elhiri.

12 The Heafad Aef Orc (G2). Dodging the heads swaying in the wind, the party may enter the inn, having first to give up all weapons other than daggers. Anyone asking for Elhiri will be directed upstairs - alone. Elhiri will only speak if paid her standard fee, 1sp, then and even then will prove evasive. If questioned directly about the lizardman she will deny all knowledge and attempt to seduce the questioner. In fact, as the latest recuit to Gilehara's cult, she had been asked to provide something special in the way of an initiation sacrifice - Hssuss.

If the seduction works, Elhiri will use her kiss of slavery on her interrogator; using her mastery to misdirect the party to 2 Luft Theof Rad, a completely innocuous empty house. Otherwise she will attack, calling for help and claiming that they have tried to rape her. She will be aided by the other hours. If the party hears the commotion and tries to interfere, they will not be allowed upstairs instead asked to leave. The hours will try to pummel the character unconscious before stripping him or her naked and throwing
them out of the window (1d4 damage plus a 05% chance of drowning in the mud if not rescued within 1 round). Elhiri is a false lead, she knows nothing about the Dark.

Meanwhile, members of the party downtown (see page 276) can overhear the latest (for once true) rumour which is sweeping Irilian.

A dwarf treasure caravan which left Irilian a couple of days before returned that morning, moving slowly down the Daunth Weg surrounded by a black cloud which disappeared as the wagons rolled through the Gealgagat.

The horses pulled of their own accord; the escort was dead—nailed to the sides of the carts.

The Mark Gard (F4). Rescuing their companion from the mud or returning from 2 Luft Theof Rad, the party will notice that most of Irilian’s population appears to be running towards the Mark Gard. If they join the flow, they will arrive as a woman, a cleric by the looks of her, is haranguing the crowd from the roof of what appears to be a temple...

‘...Fools! Vermin! You come scuttling from your holes to hear me who was Aslas Fadedhotor, chief cleric of Laidhanas, Primat Asf Irilian yet you know not what you hear. I, who saw you into this world, will see you out, for I have seen the Darkness and It is good. I have welcomed It and It has entered me as It shall enter you. So shall we be as one. But I see that you do not understand. Look!’

With this, Aslas will walk out into the air until she is suspended above the centre of the Mark Gard. You shall be as these.’

And she will gesture five times at random into the crowd (there is a 1 in 2000 chance for each of the party that one of them is indicated [roll 00 on d100 followed by 1 on d20]). Each time, the person pointed to will burst into black flame and rise screaming until they are on the same level as her, forming a pentacle around her.

‘And as I.’

And Aslas herself will hang in the air, screaming; burning with black flame.

Aslas has, of course, been possessed by the Dark. The crowd in the Mark Gard will remain still, shocked motionless, until Aslas herself ignites whereupon they will panic and flee. 20+1d20 will be killed in the stampede, another 4d20 wounded, if the party remains still they will be safe but, if they join the rush, each has a 20% chance of suffering 1d6 damage.

The Black Fire is a manifestation of the Dark. It may not be dispelled, wished away or affected in any manner by any being or object below Lesser God or Artifact status. It only appears around living beings. The being affected will be kept alive by the Fire although continuously burning. The Fire does 1d10 damage/segment to anything other than the being which it surrounds. It will move to follow the being about which it appears. While burning, a creature may only speak and even then must make a saving throw versus death magic for each word. Failing this means the being has been so overcome by agog that it is unable to speak. Any number of saving throws may be attempted per word.

Should the party attempt to join Aslas on the roof before she walks off, they will find the stairs up the gong-tower blocked by two dream demons (WD25) AC 2, HD 2d8+5, Move: 8‘/12‘, No of Attacks: 2, Damage: 1d4/1d4, Special Defenses: Immune to invisibility, phantasmal force, colour spray, hypnotism, esp., hallucinatory terrain, phantasmal killer 15% Magic Resistance (50% Resistant to Illusionist Magic), Powers: ventriloquism, dancing lights at will, phantasmal force, hypnosis pattern 3/day, gaze reflection, invisibility, minor creation, maze 1/day, HP 15, 13.

The demons will be invisible. Their first attack will be to use their mazes on any obvious spell-casters; thereafter they will use their wings. Because of the construction of the gong-tower, only one dream demon and two characters will be able to melee at any one time. Regardless of how successful the party is, it will not be able to reach the roof before Aslas starts her walk. Any spell cast at Aslas will be ineffective: physical objects hurled at her will be consumed by the Black Fire — as will the hurrier. If the party investigates Aslas’ quarters, they will see a small lead-bound book lying open on her table. It radiates evil so strongly that this can be felt even without the use of a detect spell.

It is the Tzoth Ag Necroth. If glanced at, there is a basic 30% that the viewer will be become possessed by the Dark and begin to burn with the Black Fire (No saving throw). For each word actually read, this chance increases by 05% (roll for each word). A character must always start at the beginning and, once burning, cannot read further. The first 14 words are:

The Dark-Ruled Void.
In the beginning of time was the Void and it...

For each word that a person in the Black Fire wishes to relay, a saving throw versus death magic must be made. The party should take the book; closed and preferably inside a securely locked chest to Teral Guthdotor at the Abbeie.

Background Information
Gates/Towers (see Part 2 for further details)

Waertegast. Towers. 34 DPV each, portcullis 10 DPV, Gates 10 DPV, 2 Ballistae on each tower. Towers 20x20x30ft, Gate 20×10x20ft, Towers 2 storeys and cellar each, occupied by: Left Tower, Klhehmanann Comander, 4th and 5th Innan of the Klhehmanann, Right Tower, Bmdmarcound Comander, 1st and 2nd Innan of the Bmdmarcound.

The Waertegast’s towers are the same as those elsewhere on the walls. The gate-wall itself is manioculated to allow boiling water to be poured on attackers. The portcullis and gates may be operated in the same manner as, and open and close at the same hours as, the Gealgagata (Part 2). While the gates are open, one Innan will be on duty; collecting tolls, examining travellers and directing traffic. Like the Gealgagat bridge, the bridge across the Iril was built so that it could be easily destroyed if Irillian were attacked but after it collapsed during the rainy season 34 years ago, it was rebuilt with such strength that it would now require 200 man-hours to damage the point where it will be uncrossable.

Rivereiaerc Tor. 20 DPV, 2 Ballistae on roof, 20x20x30ft, 2 Storeys and cellar, occupied by the Bmdmarcound Comander.

The town goal is in the cellar of the tower. Three large cells can hold up to 20 prisoners each; another five can accommodate two each, these being reserved for more important or dangerous criminals. All prisoners are stripped naked and fastened into leg irons.
in the Ceremony of Bonding and where, finally, they have the Death Songs sung.

It is a large windowless hall. The roof, 40ft above, is supported by massive wooden pillars each carved in representation of one of the Ilrians' gods or goddesses. A large fire continually burns in the central fire pit and flickering votary lamps illuminate the shrines which line the walls. The High Altar is raised above ground level and encrusted with gems (all glass unfortunately). Peeling frescoes depicting Ilrian's wealth and power cover the roof.

The Temples outer walls are less impressive, the mosaics which once adorned them have mostly fallen off to reveal the crumbling plaster behind. Large double doors lead into the Mark Geard or entry may be gained through a small door in the Temple Hus. The Gong Tower is 80ft tall and bare except for the stairs leading up to the Gong platform. A small door leads into the Temple roof from the Gong Tower.

**KEY FOR ALL PLANS**

- **Stairs (up)**
- **Door**
- **Fireplace**
- **Window**
- **Trapdoor**
- **Trapdoor (above)**

**Scale:**

1 sq = 5' x 5'

---

**Spells:**
- Asias: 1st bless, command, cure light wounds x 2, sanctuary.
- 2nd augury, hold person x 2, know alignment, silence 15ft radius.
- 3rd dispel magic x 2, prayer, remove curse.
- 4th detect lie, neutralize poison, sticks to snakes.
- Miril: 1st command x 2, cure light wounds x 2, sanctuary.
- 2nd augury, detect charm, silence 15ft radius.
- Pelinos: 1st bless, cure light wounds x 4.
- 2nd hold person, silence 15ft radius x 2, spiritual hammer.

**Asias is a rather twitchy old cleric, much given to prophesying in a doom laden voice and thundering (in a high pitched voice which spoils the effect somewhat) about the evil of the Ilrian's way and their consequent fall from grace. Miril, even for a cleric of Feltius, is rather free with her favours and is the subject of some derision from the other clerics. Pelinos, by dint of some incredible luck, has...**
Table 1: Drugs Available in the Heafaf Aec Orc

<table>
<thead>
<tr>
<th>Name</th>
<th>Type</th>
<th>% Dependency</th>
<th>Dose</th>
<th>10%</th>
<th>20%</th>
<th>30%</th>
<th>40%</th>
<th>50%</th>
<th>60%</th>
<th>70%</th>
<th>80%</th>
<th>90%</th>
<th>How taken</th>
</tr>
</thead>
<tbody>
<tr>
<td>Biaeclois</td>
<td>Special</td>
<td>0%</td>
<td></td>
<td>0%</td>
<td>0%</td>
<td>0%</td>
<td>0%</td>
<td>0%</td>
<td>0%</td>
<td>0%</td>
<td>0%</td>
<td>0%</td>
<td></td>
</tr>
<tr>
<td>Patais</td>
<td>Special</td>
<td>0%</td>
<td></td>
<td>0%</td>
<td>0%</td>
<td>0%</td>
<td>0%</td>
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<td>0%</td>
<td>0%</td>
<td>0%</td>
<td></td>
</tr>
<tr>
<td>Geohlioculis</td>
<td>Special</td>
<td>0%</td>
<td></td>
<td>0%</td>
<td>0%</td>
<td>0%</td>
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<td></td>
</tr>
<tr>
<td>Purpssuro</td>
<td>Special</td>
<td>0%</td>
<td></td>
<td>0%</td>
<td>0%</td>
<td>0%</td>
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<tr>
<td>Petulis</td>
<td>Special</td>
<td>0%</td>
<td></td>
<td>0%</td>
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<td></td>
</tr>
<tr>
<td>Russ poppop</td>
<td>Special</td>
<td>0%</td>
<td></td>
<td>0%</td>
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<td>0%</td>
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<tr>
<td>Heliocolin</td>
<td>Special</td>
<td>0%</td>
<td></td>
<td>0%</td>
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</tr>
<tr>
<td>Brungpovog</td>
<td>Special</td>
<td>0%</td>
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<td>0%</td>
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</tr>
<tr>
<td>Biaeclois</td>
<td>Dust</td>
<td>0%</td>
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<tr>
<td>Wudufopa</td>
<td>Stimulant</td>
<td>0%</td>
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</tbody>
</table>

- All three are hardened to their work and will not hesitate to rob anyone stupid enough to give them the chance. They also administer the drug Delfis. Ethiri is a recent convert to the Cult of Githerae.
- The remaining seven prostitutes are all human; one is male, the rest females. AL CN, LV, Goplithus, to LBR. All but MV are dependent on the services the ladies. The second comes time classical.
- The drug drones a series of small, weak, reclusive practices that are upon which addicts can reclaim while taking their used. The drugs are available in section 1. Type gives the class to which a drug belongs.
- Special drugs allow the user's soul to momentarily shift to another plane of existence. They differ in the planes to which they allow travel. Biaeclois will only allow the soul to go to the Elemental Planes; Biaeclois, to the Astral Plane; and Purpssuro will allow travel to the Outer Planes. Travel is instantaneous but which plane is actually reached after a certain group is entirely random. Whatever is experienced by a soul on another plane is also suffered by the body in the Heafaf Aec Orc. Thus Doses to Side Effects, Side Effects and % Lethality are all special also and depend upon what is encountered on the other plane. Being's Glamour (DGO) and the immune system for these drugs.
- Hallucinogenic drugs cause the user to experience sensory hallucinations and delusional ideas—usually intensely pleasurable but only 0.6% of the time dangerous, a belief that the user can fly for example, or, more rarely, a feeling that the user is suffering from leprosy possibly.
- Tranquilizers give the user a feeling of inner peace and contentment. For the duration of the effect, all abilities are at 110% of normal (e.g., a character would hit 10% more often, cast spells 91% of the usual time, move 10% faster, etc) but when the drug wears off all abilities drop to 70% of their normal level for twice that length of time. Dependency is the chance of a user becoming psychologically dependent upon a drug. It should be rolled for each dose taken. It failed (ie the number or less comes up on d100), then the user is dependent upon the drug, and must take a dose within 24 hours or the user is divided by the % Dependency). Failure to do this will cause the user to lose 1 point of each of INT and WI per day for the % Dependency. Number of days after the deadline has passed after which the lost points are regained at the rate of 1/day. However, no matter what is really there, the character must become a vegetable (IN = 0) or a complete hebetephenic (DMG) (Wl = 0). Normal cure disease spells are ineffective against drug induced psychosis. A character who experiences this will die. % Addiction is the chance of a user becoming psychologically addicted to a drug. It is used in the same way as % Dependency. But the deadline before withdrawal affects are felt is 30 days divided by % Addiction) and 1 point per dose is lost at 1st, 2ep, CO, CH, WI. If these rules are not followed the character will die. A character must be psychologically dependent before addiction is possible. Failed % Addiction rolls become the % Dependency and are disregarded. % Lethality is the chance that a dose of a drug will be fatal. It is rolled for each dose but only if the user is addicted. No of Doses until side effects manifest themselves should be rolled and noted for each user when the first dose is taken. Side Effects, Price, Dose, Size of Dose and How Taken, are self-explanatory. % Availability is the chance that the Heafaf Aec Orc has the drug in stock. If not in stock, the chance increases by 20% for each week delay. Habituation. As more of a drug is taken, the amount of time taken to habituate increases and its full effect increases. For every 10 days taken, the dose needed will increase by a factor of 2. Habituated characters do not require any doses are taken for a period of 2 days equal to the sum of % Dependency, % Addiction and % Lethality. Overdosing. Taking more than one dose within the duration of the effect of a drug will have two effects. Duration itself and the actual effect of the drug will be multiplied by the number of doses taken (modified by Habituation) but % Dependency, % Addiction and % Lethality are multiplied by the cube of the number of doses taken and % Lethality must be immediately rolled, even if addiction is not present. Habituated characters over a period of time may become more tolerant of the drug, and thus they may not experience the full effects as predicted.

The table includes information on the availability of various drugs, their effects, and the probabilities associated with each. The drugs listed are Biaeclois, Patais, Geohlioculis, Purpssuro, Petulis, Russ poppop, Heliocolin, Brungpovog, and Biaeclois Dust. Each drug has a specific type, availability, and dependencies. The table also highlights the side effects, dose levels, and lethality rates associated with each drug. The text provides additional context on the use and effects of these drugs, emphasizing the potential dangers and dependencies that can arise from their use. The text also touches on the concept of addiction and the increased effects of taking multiple doses of a drug, highlighting the importance of considering the full impact of drug use within the context of the Heafaf Aec Orc society.
Market Deag. On Market Deag, stalks, arranged in five north-side rows occupy the southern section of the Mark Geard. Owners— the to Inrilian citizenry—and many of the major craft masters maintain a stall which is used on Market Deag to sup- plement their stalls on the Geard. Each stall is restricted to one type of produce: mostly foodstuffs; vegetables, fruit, butter and cheese; fish or meat both fresh and smoked, baked goods; preserves; but small manufactured goods such as clothing, shoes or household items are also on offer. The allocation of stalls is controlled by the Counsel.

In the north west of the Geard is the bear- pit, a 10ft square enclosure with brown bears, AC 6, HD 5+1, Move: 12", No of Attacks: 3, Damage: 1d6+1d8, Special Attacks: Hug for 2d8; flight to the death against packs of wild dogs, AC 7, HD 1+1, Move: 15", No of Attacks: 1, Damage: 1d4, for the entertainment of the crowds.

To the south of the bear-pit are the pitches of the caravan merchants. One caravan will normally be present with produce usually available in Inrilian: exotic herbs and spices, unusual weapons and clothing, rare jewellery and art objects, etc. These are in a variety of prices, of course. There may even be a reputable treasure map or minor magical item on offer. The caravan will have the composition given in the MM, but, apart from two bodyguards for each merchant, none of the guards will be allowed armed into Inrilian. If an item desired is not present or not arrived by the caravan, there is a small (generally 2d0% possibility), dependent upon an item's rarity, that it might be brought by a future caravan (1d4 caravans time) if a character especially asks for it. The cost would necessarily be excessive.

To the east of Geald, the covered way into the Mark Geard, are the animal pens. Most normal livestock is available: oxen, cattle, sheep, horses, asses, donkeys and mules; dogs, cats, poultry, rabbits, and small pets and slaves. The price of a slave is calculated at the cost of employing a farmer to do the slave's job for eight years.

Animal feedstuffs comprise hay, barley and corn. Barley and corn are also used for human consumption.

Wandering throughout the crowd on Mar- ket Deag will be troups of entertainers from the Griloun: tumblers, minstrels and storytellers; confidence tricksters and hucksters and pickpockets from the Geald and Staat Gangs.

Great Market Deag. Although generally similar to Market Deag, Great Market Deag is on an altogether greater scale. Three caravans will be present and exotic animals such as griffins and griffon-pseudodragons may, rarely, be on offer.

Great Market Deag also functions as a prospective employers exchange where prospective employers and employees may meet. Available for hire will be bearmen, porters, pack handlers, valets, labourers and torchbearers, reapers, packers, winners and threshers, cowmen, shepherds, teamsters and general farm hands and other semi-permanent employees. Employers are advised to place their advertisements in advance of the date for five days before the market opens. The market is only open for three days with the opening day on Wednesday. Hiring rates can be taken from Paul Vernon's series in W2D29-37.

Finally, there will be 4+1d4 mercenary bands (see DMG for details) seeking employment.

Player Characters Attempting to Sell Goods.

Other than obvious treasure, gold, gems, jewellery etc, which may be sold at the Gild Faecor's, Uzuld's, Dirim's or the Goldsmith's, Silversmith's, Jeweller's or Gemcutter's for their actual value, goods may be disposed of in Inrilian by selling them to a shop specialising in those articles. Characters will receive 40% of the item's retail price.

Shops (see Part 2 [WD43] for shop nomenclature).
b529 Moneylender/Banker, 1 R. Dhram, 

diagram-556 G (G3), ST 3, N 1, N 5, N 2, N 5, 

Chenu, 10th, 11th, 505445, WE 89430. The 

owners are the dharmo family of Dworag, a 

sacred of the Khazal clan. It consists of the 

prophet Divdor (nephew Dhirum and two sons, 

Tor and Bombas. See above for stats. Dhirum 

and his wife are a contented couple who are well- 

known for their dharmo in Inlran. The shop is 

bound to be the most crowded in all of Inlran. 

b530 Net-maker, 2 R. Tlott Lettom (H2), 

ST 1, N 14, CNCO, CO 1, YO 59588, WE 1754. 

b531 Pott, 1 R. Leitril Rad (44), ST 1, N 2, N 6, CN CO 1, 

YO 6204, WE 2064. 

b532 Bindings (pins; jigaments), 5 R. Achar 

(Achete (F3), ST 2, N 1, N 6, CN CO 1, 

YO 5098, WE 4089. 

b533 Plasterer, 2 Luft Temple Len (G5), 

ST 1, N 2, N 6, CN CO 1, YO 13574, WE 6574. 

b535 Pot, 15 R. Berullos Clos (I3), ST 2, N 1, N 4, YO 12965, 

WE 6054. 

b536 Rope-maker, 3 R. Tlenn Wag (F3), 

ST 2, N 1, N 5, CN CO 1, YO 8176, WE 3256. 

b537 Saddler, 7, 9, R. Leitril Rad (44), ST 2, 2, 

N 1, N 5, N 3, YO 10989, WE 8653. 

b538 Sail-maker, 6 Luft Berullos Clos (H2), 

ST 3, N 1, N 4, N 2, N 6, CN CO 1, YO 8705, 

WE 4341. 

b539 Sawyer (planks and beams), 6 Luft 

Toln Wag (G3), ST 1, N 1, CN CO 1, 

YO 6538, WE 3075. 

b540 Joiner (joiners wood), 5 Luft Perott 

(Wag (G4), ST 2, N 1, N 4, N 2, CN CO 1, 

YO 3769, WE 1298. 

b541 Joiner (joiners string), 5 Luft Gwett 

(Wag (G3), ST 1, N 1, N 4, CN CO 1, 

YO 5967, WE 1857. 

b542 Stuffer (stuffed furniture), 6 Luft Achar 

(‘F2), ST 2, N 1, N 4, CN CO 1, YO 4022, WE 14888. 

b543 Table-maker, 4 Luft Amecishe Wag (F3), 

ST 2, N 1, N 6, CN CO 1, YO 9560, WE 4341. 

b544 Tailor (tailors), 1 Luft Karlked 

(Weird (H3), ST 2, N 1, N 5, CN CO 1, 

YO 5094, WE 1906. 

b545 Painter (towers wood), 3 Luft Dwerc 

(‘C4), ST 2, N 1, CN CO 1, YO 8957, WE 4006. 

b546 Painter (towers wood), 4 Luft 

Rhonth Monau (H4), ST 2, N 4, N 6, CN CO 1, 

YO 10897, WE 4563. 

b547 Tiler (roofing tiles), 4 Luft 

Hel Lenn (G3), ST 2, N 1, N 6, CN CO 1, 

YO 6957, WE 2943. 

b548 Vintner (wine), 8, 9, Luft Gnaen Len (G2), 

ST 2, N 1, N 4, CN CO 1, YO 24536, WE 10980. 

b549 Wheelwright, 20 Luft Chronosphere 

(Rad (44), ST 2, N 2, N 4, N 5, CN CO 1, 

YO 6043, WE 2093. 

b550 Wineshop, 7 Luft Leitril Rad (44), ST 3, 

N 1, N 4, N 2, N 5, CN CO 1, YO 8957, WE 4106. 

Characters wishing to contact Torgul may do 

so via the Heafod Aefl Ocr. By long tradition 

Inlran, assassins are given a chance to 

escape. The assassin’s identity is not known 

but who asked for the assassination is. Under 

Inlran law, wishing for someone’s death is not 

illegal, although arranging the assassination 

is. The assassin is paid in gold because of the 

Inlran dislike of shadowy figures manipulating 

them; so long as the identity of the ill-wisher is 

known so that the prosecutor now has as much 

evidence as the against. The assassin is not 

worried about the actual killing. This 

doesn’t, of course, mean that the 

victim escapes. The victim is left 

with a body. There are then two choices for the 

victim to make beyond fleeing the town or 

taking precautions. Firstly, he or she can attempt to 

buy out the contract for 15% of the assassin’s fee; 

secondly, he or she may put out a counter 

contract on the original assassin. In the latter 

case, both the prospective victims may 

be able to continue to for their 

debts. A few days after the announcement is 
made, the victim may be able to 

is a reason to believe that the request is genuine, 

Torgul will make contact to discuss 

details of the contract. 

If there is a greater than 50% chance of suc- 

css, Torgul will take the job for standard 

fees; half payable before, half after the job is 

completed. If the victim can afford it, he or 

she will call in a higher level assassin who will 

have at least a 50% chance and who will 

accept the fee. If the victim can afford it, he or 

she will be the new giant representative unless 

already a member of another giant in which case he or 

will be eliminated as soon as possible. 

The giant of Gashashy is a large, powerful, 

well-organised giant whose leader has 

mustard-maker. It is up to the individual DM to 

decide upon its exact structure. 

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decide upon its exact structure.
Dear WD,

I've found the experience system in Universe (SPI) eminently stealable, and adapted it for Traveller. In the hope that others can use this, this is how it works...

1. A character must amass $n$ experience points in a given skill to increment his expertise level from $(n-1)$ to $n$.

2. A character gains an experience point by either feigning a course of instruction or rolling a natural 12 when dicing to use the skill under stress, then rolling his Intelligence or less on 2d6.

3. Courses of instruction last 6 months, and cost $C_{1000}x_{\text{per month}}$ exclusive of food and lodging. They are given by characters of expertise 5 on worlds of population 6 or more; an instructor can teach as many pupils simultaneously as half his Intelligence.

To explain the discrepancy in costs, general find it workable to say that a course costs $C_{500}x_{\text{desired skill level}}$, and instructors can be found who can teach up to an expertise level equal to the square root of their world's population level, rounded down — eg a population 10 world has instructors who can take you to expertise 3; higher levels are only found among player characters (and then rare) if they provide the necessary instruction. Only a Streetwise roll to find an instructor, and the world must be suitable, eg no Pilot instructors on a tech 4 planet with an X starport.

For example, any Book I scout, army or marine veteran ought to be able to live off the land — perhaps finding food for one character per term he served — but any book of instruction for the lower levels of a dungeon, systems need Survival skill to do this. Again, Book I Gunnery skill allows characters to fire any turret-mounted weapon on any vehicle; to do this with an expanded character would require skill in Ship's Lasers, Ship's Missiles, the various particle, meson and energy types, and maybe encourage people to use the less time and space-consuming Book II characters more often, consider that Book I characters have many fewer skills, which therefore cover wider areas.

For example, any Book I scout, army or marine veteran ought to be able to live off the land — perhaps finding food for one character per term he served — but any book of instruction for the lower levels of a dungeon, systems need Survival skill to do this. Again, Book III Gunnery skill allows characters to fire any turret-mounted weapon on any vehicle; to do this with an expanded character would require skill in Ship's Lasers, Ship's Missiles, the various particle, meson and energy types, and maybe encourage people to use the less time and space-consuming Book I characters more often, consider that Book I characters have many fewer skills, which therefore cover wider areas.

Dear WD,

I was interested in Chris Felton's letter [WD42] concerning the role of magic-users in battle. A magic-user can have a profound effect on a battle. Let's face it, at high level they're pretty devastating, but the question is why are they fighting and would they risk the wrath of the gods?

For most MUs battles are akin to suicide — even at fifth level one fireball and there's it, not much left and the chance of being cut down. Any MU in battle would have a balance of spells, offensive and defensive. The higher level MUs would be advisors to Generals and so unlikely to be in battle, while Lords among that profession would hire armies to go and do the fighting for them.

However, an MU's powers in battle would be restricted — most large armies, both sides would have access to MUs; in many cases I would suggest they would be held in reserve, as neither side would be willing to use them, for fear of reprisal use of MUs or even Divine Intervention.

There are circumstances, though, where magic-use would be used — for example, any dungeon, where a balance of spells, offensive and defensive, must be maintained. In a multisystem world, there must be thousands of small wars, 'killing ground' found in conventional castles, but this time for the defenders rather than the attackers.

Excavating underground would in any case have its own problems, which have plagued mining from Stone Age flint mines to the present day, particularly fire, dam and flooding. One of the best ways to attack a 'dungeon' castle would be to flood it. The diversion of a local river would not be especially difficult, particularly with wizards on the attacking side, and there would be little point in countermarching if the tunnels were to be flooded, and collapsing them merely helped to flood your refuge.

For those who object that D&D is not about mass combat or siege, consider this. A single thief or assassin, placing a Decanter of Undeath on the lowest levels of a dungeon, and commanding it to produce at its maximum rate of 30 gallons a minute, could create havoc. Imagine trying to shift the equivalent of a water cannon (remember it is described as being powerful enough to kill small animals) through several levels of a dungeon. If the castle had been penetrated by a party of player character types, the Decanter could be protected by magical traps, making removal or detection even more difficult.

Conventional castles were finally outdated by the speed of modern armies, rather than their own problems, which set the cost of an attack high enough to deter castles; a similar balance would need to operate in the D&D multiverse, and if this were the case, dungeons would be no better, and in many ways worse, then the traditional castle.

Yours constructively,
Creatures

New Monsters For RuneQuest

The Kirin

by Dave Morris

STR: 3d6+18
CON: 2d6+10
SIZ: 3d6+18
INT: 3d6
POW: 2d6+9
DEX: 3d6
CHA: 3d6
Move: 12
Hit Points: 21-22 average. Hit locations as for griffin; but hitting the wings will simply damage your weapon, since they are pure energy. The horn is invulnerable (a blow to the head should have some chance of hitting it).

Armour: 5-point skin.

Attacks: Butt (2d10+damage bonus), SR7, 85%.
Kick (1d8+damage bonus), SR7, 70%.
Wing (see below for damage), SR3, 40%.

Spells: Battle magic to limit of INT; if POW over 18, 1d8 Rune spells. Horn acts as a powered crystal (roll 01-24 on Crystal Table).

Skills: Sense Chaos 100%; Sense Traitor 100%.

The kirin (kirin') are bizarre skyborne creatures, looking something like a very large mountain goat as big as a warhorse, with an almost human head, one horn, and wings like living lightning. They roam the world in pursuance of a curious quest, to seek out and challenge all those of treacherous and selfish disposition. As soon as the kirin's magical senses locate such a being beneath it, it dives down out of the clouds to attack. Though a kirin will sometimes do battle with a Chaos creature, it reserves its full ferocity for professed lawfule who have become perverted in their ideals.

The kirin ensures that it never has to fight more than 2 or 3 opponents at once by fending them off; it has only one horn, and can parry with arms at DEX x 3%. A kirin can fade onto the spirit plane at will, and can parry with arms at DEX x 3%.

Skills: Sense Chaos 100%; Sense Traitor 100%.

The kirin ensures that it never has to fight more than 2 or 3 opponents at once by fending them off; it has only one horn, and can parry with arms at DEX x 3%.

New Monsters For RuneQuest

Golem

by Simon Basham

STR: 4d6
CON: 3d6
SIZ: 15
INT: 3d6 (= POW of Gorp used in creation) halved; round up.
POW: Rune Points used in creation (minimum 2, can be boosted) x 10.
DEX: 3d6
CHA: 2d6
Move: 5
Hit Points: 11-12 average.

Armour: 4-point skin. This is tough but flexible. Smashing weapons can effectively ignore it, sending shock waves through the skin.

Attack: Attacks with both fists (1d3+damage bonus) at DEX x 5%, SR8, and can parry with arms at DEX x 3%. A golem might also try to kick (1d6+damage bonus), but is more likely to stand firm and use its arms. The fists should be able to Crush (as RQ pg100 or WF74, pg12).

Chaotic Features: A Golem will have the same Chaotic Features as the Gorp used in its creation, if any.

These much hated creatures of Chaos are not of natural origin; they are created by Chaos Rune Priests as guardians and emissaries. Their creation is a long and complex process, culminating in the casting of a create golem rune spell to bind the various parts together. The head must contain a human skull bathed in blood, and the life force is supplied by a gorp that is bound into the chest. The golem is not undead, and thus cannot be turned into skeletons and zombies. Golems are favoured servants of their gods, and have a POW equal to ten times that used in their creation; they regain POW as normal, but cannot cast Battle Magic. (POW could be lost to spirit combat, artifacts or places (eg the Dead Place) which drain it. Their INT derives from the POW of the gorp used in their creation, as set out above. Hit locations are as for humanoids.}

CREATE GOLEM

Range: Touch
Stackable: No Limit
Cost: 2 POW points
Duration: Permanent
Not-Reusable
WODENNIAN
by Phil Masters
No Appearing: 4-32
Armour Class: 3
Movement: 18+
Hit Dice: 5d8 + 2
Treasure: H; weapon type plus tail for 2d8
Alignment: Chaotic good
Intelligence: Low-genius

Wodennians, sometimes known as dracenonts, have the bodies and muscular tails of large lizards, but the front bears a humanoid torso. Their arms are somewhat manlike, and their heads would resemble those of a short-snouted crocodile were it not for the swelling braincase. Although carnivores, they are basically a pacific race, and their size and power prevents them from being molested by most other creatures. Mostly they wander steppe grasslands in nomadic tribes, but occasionally small bands of adventurers will wander in human areas.

In any group, 10% will be warriors of 1st to 3rd level, and, in addition, for every 10 wodennians present, there is a 5% (cumulative) chance of 1-4 specialists. For each specialist, throw 1d8: 1-3 = cleric; 4-6 = magic user; 7 = druid; 8 = illusionist. Such specialists are of level 1-6, and a party of 30 or more wodennians will have a cleric leader of 7th level; otherwise, the highest level warrior present commands.

If an entire roving tribe is encountered, there will be females and cubs present equal to 100% and 50% of the males, only fighting in self-defence or to defend the young. Females have 2d8, tail lash for 1d8, and bite for 1-3; the young have 1d8 + 1, and tail lash for 1d4.

Wodennian warriors are the equivalent of human fighters, and they and specialists have three more hit dice than their human opposite numbers of the appropriate type (d10, d8, or d4), and strike blows as three levels higher. All wodennians can use their tails against opponents to the side or behind, but not to their direct front. Wodennians can direct tail and hand weapon attacks at different opponents, and the latter do damage by weapon type + 1 for strength.

Typical wodennian arms are as follows. All specialists: quarterstaff; warriors: 50% halberd and 2 darts, 25% longbow and mace, 25% sling and morningstar; others: 25% quarterstaff and dagger, 50% morningstar, 25% shortbow. Their weapons are suited to their size and are too heavy and unwieldy for humans of less than 18'/60 strength to wield.

Wodennians speak their own language, common and their alignment tongue. They are covered in glossy brown scales of remarkable strength.

These 'Evil Halflings of the Underworld' were once hairfeet, but took to living underground and through the years have gradually developed a pitch black skin. They hate all living things, especially drow who will attack on sight. They also hate half-elves, dwarves, orcs, half-orcs and gnomes. Goodwill exists towards the goblin and kobold races. Blacklings can move very quietly and hide in shadows 100% of the time. They speak blackling, halfling, orc, goblin, kobold, gnome, elven, dwarf, hobgoblin, drow and common.

They wear their own specially wrought chainmail which is usually +3 or +4. It is thought to be of black mithril, a very rare substance worth 100 times the value of gold, but no one knows for sure as the blacklings will never sell their mail. No hurled weapon (arrows, spears, etc) or edged weapon can pierce the mail, but sometimes, if the hit is hard enough (2 or more above that required to hit), the mail itself will actually be thrust into the flesh of the wearer causing 1d4 points of damage.

Blacklings typically use short swords, spears and short bows. They save versus spells/rods/staves/wands and poison at 5 levels higher than normal. They have superior infravision at 90'. When in their lair, usually a large dark cavern, there is a 25% chance that there will be 2-12 worgs. Also for every lair, there is one tribal chieftain of 3d8 hit dice, AC: (Base)4, with a +2 spear and +4 chainmail, together with two 2nd level fighters with 2d8 hit dice, AC: (Base)4 with +1 short swords.

Blacklings are generally superior to hairfeet being a trifletaller, 3'/2', and a bit stronger. They have jet black skin and their eyes are generally red. Their hair is black or white, depending on age.

When not dressed for battle, they usually wear fine black silk garments. They
rarely visit the surface world because the sunlight hurts their eyes, causing them to fight at 2. They have a lifespan in excess of 900 years.

WOHK
by Anthony Butfon

No Appearing: 50-240
Armour Class: 8
Movement: 9
Hit Dice: 1d8+1
Treasure: 50% chance 10-40 opague black gems
Attack: 2 claws for 1-2 each; or by weapon type
Alignment: Neutral evil
Intelligence: Low

Acid. These offspring have a high mutation rate, and therefore 10% of all wohnk encountered will have some physical mutation to the good or bad. Mutants are left to individual DM's inventiveness, for example: extra limbs, horns, poison glands, etc. The leader of a wohnk tribe will be drawn only and therefore will probably have several mutations in its favour. Because death leads to an increase in the populace, wohnks know no fear of being killed and are unrelenting in combat, never checking morale unless being attacked by fire or acid. They communicate by a crude language of grunts and signs.

These uncommon creatures have pale grey smooth skin. Their nails and teeth are brown/yellow. Their extreme stockiness (average weight 120 pounds) is emphasised by the absence of a neck, the head being part of the torso. The light emitting from the single eye is yellow/white and can thus easily be mistaken for a lantern from a distance. Note that all parts of the description may be affected by physical mutation.

YELGS
by Mark Monaghan

Yelg     Were-Yelg
No Appearing: 50-200     See below
Armour Class: 4          4
Movement: 15"            15"
Hit Dice: 2d8+2          3d8
Treasure: D               D,M
Attack: 2 claws for 1d4 each; bite for 1d4+1; or by weapon type
Alignment: Chaotic evil   Lawful evil
Intelligence: Low         Average to exceptional

These green-scaled humanoid have similarities to orcs in terms of height, weight and facial features. They are creatures of an unholy nature and is it even possible that they are some form of lesser demon. Although unaffected by holy water, they fight and save at 1 when they are within 10 feet of a holy symbol. Their other weaknesses include a dislike of fresh and salt water which forces them to skirt lakes and rivers except where there is a bridge, or it is shallow enough (2 foot or less) for them to ford. Although they are poor mariners, there are instances where they have risked small seacraft; but this is rare and would only take place when there is no alternative and they are accompanied by a strong chieftain.

When the temperature drops below freezing point, yelgs become "slowed", entering a form of hibernation. They come back to life in 5-10 days and will not fight.

Although their scaly hides make them seem tough, yelgs are easily penetrated by fire and acid. These offspring have a high mutation rate, and therefore 10% of all yelgs encountered will have some physical mutation to the good or bad. These offspring have a high mutation rate, and therefore 10% of all wohnk encountered will have some physical mutation to the good or bad. Mutants are left to individual DM's inventiveness, for example: extra limbs, horns, poison glands, etc. The leader of a wohnk tribe will be drawn only and therefore will probably have several mutations in its favour. Because death leads to an increase in the populace, wohnks know no fear of being killed and are unrelenting in combat, never checking morale unless being attacked by fire or acid. They communicate by a crude language of grunts and signs.

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Yelgs, in addition to their own tongue, are 50% likely to speak common. Were-yelgs speak yelgish, common, and lawful evil and are capable of learning others. Yelgs have a human lifespan. Yelgs are derived from Norman Power's book The Forgotten Kingdom.
Seeing the Light

Another look at Clerical Conversion in D&D
by Graeme Davis

As Roger Musson pointed out in WD20, the D&D cleric is, or rather should be, more than just a spellcasting fighter, magic, and exorcist. While there is a lot to be said for the less subtle approach with regard to irredeemable unbelievers, a far greater moral victory is to be gained by the conversion of the infidels, which in one blow neutralises an implacable enemy and gains a staunch ally. Consideration of the magic-user spell charm person should give some idea of the practical possibilities, and conversions can add immeasurably to a game.

The article by Roger Musson on this subject was long-overdue; recognition of the curious anomaly in the rules whereby no provision had been made for clerics, and more especially paladins, wishing to spread the One True Faith rather than doom and destruction, but the 'first one to six' system he suggests, while simple, does overlook one or two important things.

Charisms should play a major part, as should racial preference; a half-elf trying to convert a group of hobgoblins, for example, will usually end up getting eaten, and other modifiers should be imposed by the numbers on each side, the difference in alignment between converter and convertee, and other circumstances.

The following rules are presented with these points in mind, and hopefully provide a reasonably realistic conversion system for most circumstances.

Conversion may be attempted by any cleric or paladin or cleric subclass. Firstly, a reaction roll is made to determine whether or not the convertee will listen. All reaction roll modifiers are taken into account, the result being as follows:

Notes:

1. Conversion of a charmed individual lasts only as long as the charm. 2. Convertees who are clerics or paladins may attempt a counter-conversion; in this case the character with the higher persuasiveness score wins, and saving throws are made alternately, each failing saving throw counting as one penalty point. At the end of the discussion (by interruption or by the conversion of one party) both parties are affected according to their total penalty points, as follows:

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There have been outbreaks of fighting in the borderlands where groups of Broo have gone on the rampage. Their murderous onslaughts have been depicted in Attack of the Broo, the revamped Set 3 from Citadel Miniatures' RuneQuest range.

Pictured above are some of the figures from the set. Pictured below are some of the Warrior Knights of Law, Citadel's newly released Speciality Set 5, who were heading for the troubled areas to help quell the Broo.

NO TROUBLE WITH RUBBLE

Hard on the heels of Pavis comes The Big Rubble. This new boxed RuneQuest scenario pack from Chaosium is a companion to Pavis and contains details, maps and scenarios set in the rubble of Old Pavis. The popular RuneQuest scenario Snake Pipe Hollow is also back in print. Games Workshop have published the UK edition of the long out-of-print, monster RuneQuest scenario book, Griffin Mountain. This detailed campaign setting will be in the shops this month.

The long awaited King Arthur Companion from Chaosium is also now available. This is a reference work covering the Arthurian legends. In the pipeline from Chaosium is Annoyn, a book of scenarios for Call of Cthulhu, which is scheduled for release sometime during the summer.

ON THE TREASURE TRAIL

Flying Buffalo the distributors of Tunnels & Trolls in the UK have just announced a forthcoming competition called the Tunnels & Trolls Twenty Minute Treasure Trail. First prize is £200 worth of games plus 50 runners-up prizes of Tunnels & Trolls. The competition centres on a new mini-game called Treasure Trail, which contains the entry form, and is designed to be a real brain teaser even to experienced role-playing gamers. Treasure Trail will be available in the shops shortly and the competition runs from the end of July until the 22nd October. The winner will also be invited on an expenses paid trip to Games Day, where it is hoped that the winner will be presented by Ken St. Andre the American inventor of Tunnels & Trolls.

LEGION OF THE DAMNED ON THE MARCH

Denizen Miniatures, greatly encouraged by the response to their figures, have announced that they intend to expand the Legion of the Damned figures from their FA range into a series of their own. Two new members of the FA range, FA20: Legion of the Damned with Sword (right) and FA21: Legion of the Damned with Standard, are pictured here.

CHAMPION CALLED TO ORDER

Joe Dever, winner of the Origins '82 AD&D Championship, has now joined Games Workshop. Joe was formerly SF, Fantasy & WarGames Manager with Game Centre. It was in this capacity that he attended Origins. His new post with Games Workshop is as manager of the Mail Order Department and organiser of the Mail Order Club, which will mean plenty of involvement with gamers through the MOC's regular newsletter.

NEXT ISSUE: There's Irlan, Part 4 of the D&D super-series; stats for the Lesser Demons in RuneQuest; a Warhammer scenario; thieves in D&D; and two adventure location strips that'll get even the meanest Mind Flayer laughing.
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ALWAYS WELCOME

New members to help support free enterprise in space, promote space exploration and opposition to the Moon Treaty. For further information write to: Free Space and Settlements Alliance (W.D.), c/o Chris Forrest, 8 Barton Bridge Close, Raglan, Gwent. W.2.

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DRAGON FOR SALE

House purchase forces sale of 83 MEE Gold Medal Diorama Return to the Mew. Serious offers only please. Phone: Dave Cowdery, Watford 37623.

FOR SALE

Space Opera plus errata: £8.00, 10 SO character sheets: £5.00, Seldorn Compendium of Starkraft: £2.50. Contact: N Hedderley, 11 Minns Rd, Grove, Wantage, Oxon.

RAGNOROK BOOKS OF WINCHESTER

Any Autoduellists anywhere interested in forming the English Auto Dul Association? If so, contact: N C Ford, 56 Gaynes Park Road, Upminster, Essex. Any ideas also welcome.

POSTAL Fantasy Campaign?

Any ideas about extending campaign in expanding and wishes to take on extra players. Regular turns, game updates and scenarios, adventures, figures £17. Please contact: Nigel Baker, 11 Repton Court, The Avenue, Beckenham, Kent BR3 2EN.

HELP!

Clubs, contacts and events can be advertised once up to a maximum of 40 words. Further insertions at the rate of 50p per word.

Selw


D&D Sheffield

14-year-old D&D player wishes to contact other players in Sheffield. Please contact: Mark Hides, 240 Jenkin Rd, Brightside, Sheffield.

WANTED

AD&D players Solihull to join a new group 'The Solihull Firefores'. For more information write to: Robert Keilty, 10 Dingane Lane, Solihull, West Midlands B91 3NG. (Enclose stamp).

AD&D MASTIDON

Lonely 15 year old experienced giant killer seeks AD&D contacts. Must be of roughly same age group in Mastidon 3746 after 6pm.

CAR WARS

Any Autoduellists anywhere interested in forming the English Auto Dul Association? If so, contact: N C Ford, 56 Gaynes Park Road, Upminster, Essex. Any ideas also welcome.

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HELP!

Group of 3 looking for players or DMs for AD&D in Milton Keynes area. Contact: Bill Babbage, 22 Black moor Gate, Furzton, Milton Keynes.

WANTED

Players for postal Diplomacy, Free except for postage. First applicant will be accepted. Contact: Nigel Baker, 11 Repton Court, The Avenue, Beckenham, Kent BR3 2EN.

HELP!

From the nimble and young Gnome illusionist to chief seeks adventure/players/club in Bath area for an AD&D campaign. Contact: Matthew on Bath 318656 after 6pm or write to 4 Widcombe Terrace, Bath.

WHOOOPS

Small AD&D group misuses Aumel of Planar Travel and loses itself on the Elemental Plane of Air. New ideas and personnel (18+) required urgently to bring them down on earth. Contact: Chris, Southampton (0703) 843076.
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As reviewed in

**WHITE DWARF**

37

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