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I am pleased to announce that the monthly circulation of White Dwarf now exceeds 20,000 copies. This total is achieved despite the fact that large retail chains such as WH Smith decline to stock it. Role-playing games have been growing in popularity since 1975. They are not a fad like skateboarders or Rubik's Cube. And yet many people refuse to accept their popularity. What do we have to do to show the world that ours is a fun and established hobby? They don't know what they are missing.

Features

Strangers in the Night
Wandering Monsters in D&D

Dealing with Demons
Part 3: The Greater Demons in RuneQuest

Worldly Power
Planetary Governments in Traveller

Irillian
Part 5 of the complete AD&D city

Daniel Collerton 24

Departments

Open Box
A look at some new games by independent reviewers

Critical Mass
Gentle to Gorey

edited by Dave Langford 14

Counterpoint
The boardgame page – Titan and DragonHunt

edited by Charles Vasey 16

Lew's Views
The first in a bi-monthly beginners FRP advice column

edited by Lew Pulsipher 22

Letters
Readers' views, questions and comments

23

Microview
Play-by-Mail Games

edited by Mike Costello 29

Thrud the Barbarian
Can Thrud escape the priests of Pan-Andul?

by Carl Critchlow 30

The Travellers
Die! Die! Die!

by Mark Harrison 31

Fiend Factory
Death in Green – A D&D/AD&D mini-adventure

edited by Albie Fiore 32

RuneRites
Some Ideas on Combat in RuneQuest

edited by Oliver Dickinson 34

Treasure Chest
A special new spell for D&D/AD&D

35

News
What's happening in SF/fantasy gaming

36

Small Ads
Clubs, Help! and Classifieds plus Gobbledigook

37
The DM is full of advice on setting up a campaign but is strangely reticent on the subject of the monsters. The basic purpose of the wandering monster seems to be to penalise the slow or overcautious party but their existence is not hard to justify on other grounds as well. It would be strange indeed if the adventurers were the only creatures wandering round the dungeon — some will be looking for a house, some will be looking for food or treasure and some will be looking for a fight. They will be attracted by light, noise and the sound of movement or fighting, and will generally be ready to fight if necessary — if they were not, they would not have survived this long. From the gaming point of view wandering monsters can be very useful. Apart from penalising the slow or noisy party, the wandering monster can be used to give a hint to the party, wear down a party that is too strong, bolster up a weak group or to fiddle with a rather boring section of the dungeon. I know one DM who uses wandering monsters (WMs) mainly as a method of punishing slow or noisy parties, not putting attention to the game! Unfortunately, WMs are not as well thought out as the rest of the dungeon. The classic DM's error is to have a party of 4 orcs, say, coming upon a party down a corridor that leads only to a black dragon which they could not possibly have got past. While it is true to say that you can always produce an explanation if you try hard enough this is hardly fair to the adventurers. A common method used by DMs is a purpose-built WM table for each level or section of a dungeon, and only falling back on the table in the DMG in case of emergency. There are still problems of this method, however, as I hope the little episode at the beginning of this article showed. For example, there was the frenzied dice-rolling to find out how many attacks he would have against them because he knew they would be straightforward standard monsters. Finally and most importantly, players and DM alike regarded the WMs as a nuisance to be disposed of as quickly as possible, rather than as an interesting problem to be tackled like any other in the dungeon. How then is a DM to go about beefing up his WMs?

Selecting a Monster
First, wandering skeletons. The MM says that skeletons are created by an evil cleric or magic-user and are set some task which can be described in a dozen or so words. They are typically used as guards for their creator or his treasure. As such, it is highly unlikely that one would be encountered as a WM except in some room or corridor that their creator wanted them to guard. I suppose an evil cleric might command a skeleton to ‘Go round the room or corridor and kill everything you meet’ but this is not very likely — after all he might meet them again himself! The choice of WM's in a particular room or part of a dungeon will reflect that part of the dungeon to a certain extent. Admittedly many of the monsters will be universal such as goblins or oche jelly but there wouldn't be many gelatinous cubes meandering about if the dungeon is full of pit traps! If the DM wanted to give a hint that there was a powerful druid, say, in a particular area, then the party might find themselves meeting several goblins and oche jelly almost every other turn. This still leaves the problem of all that dice-rolling. One solution is to plan out the entire table in advance but personally I prefer to let the players know what's going on — it reminds them to be careful! Rolling up half-a-dozen or so of each type of monster works well but there is a limit to the amount of time you can spend creating monsters that the party aren't going to meet. Don't spend too long making monsters — there is no point in having a choice of 30 monsters in an area where the party is not going to spend more than about 8 moves.

Wandering in a dungeon inhabited by one particular type of monster, say a tribe of orcs, one idea is to roll up a long list of monsters and simply run through them in order, wherever they turn up in a room or as WMs (certain personalised individuals may have set places, of course). This is very convenient if, for example, there are only 40 orcs in the whole dungeon as it enables you to keep track of the number you have 'used' and it's easier to equip them. If 5% of the orcs are armed with short swords then simply throw 1d20 to decide which of the first 20 it is. The same goes for the next weapon and so on until all are fitted up.

Friendly Monsters
When placing monsters in a dungeon always consider what they are doing there. In the case of WMs the usual reason is a search for something to eat, steal or kill; but if you roll up a good monster it's better to give them something more interesting to do. Why not have the occasional friendly WM? Perhaps with their own reasons for being in the dungeon such as a dwarf searching for his lost wife and children. He may need some help... The important thing is to vary your WMs.

A Different Approach — The Random Incident
This is an idea that has been used by some DM's and deserves a wider audience. Instead of introducing new monsters as WMs, you simply use the monster you already have. Set out below are a few examples. The monsters do not relate to any particular dungeon and if you like you could design one around them:

1. The elves in room A decide to attack the magic-user in room C. They move quietly through room B, then split into two groups and attack from room B and the corridor outside room C. The signal to attack will be when the leader outside in the corridor sounds his magic horn.

The leader will have his +1 Sabre and the cleric has a scroll of cure light wounds, but the rest of their treasure will be hidden under a flagstone in room A. During the fight the horn will be broken and the cleric will use his scroll. If the
adventurers arrive during the fight each side will be down to ¾ of their usual hit dice and if an offer of assistance is given to either side it will be gratefully accepted.

2. The party meet a figure in a dark monk's robe, who is apparently unarmed. His face is deeply shadowed by his hood. He asks the adventurers in a deep melodic voice whether they know the whereabouts of the Chalice of Utmost Evil. In fact he is Godley Fairhand, a 4th level paladin who is on a quest to destroy the Chalice, and is wearing a captured robe to conceal his +2 Plate and Holy Sword. He will expect the party to help him in his quest. He is known for his hasty temper.

3. The party meet Mad Magre, the 6th level magic-user from room C. He is a servant of the lawful neutral god Golazar and is going to attack the renegade priests of Golazar in the temple at room K, who have turned from the True Faith. He will try and persuade you to join him and if that fails will use his charm person on whoever appears to be the leader. He has his scroll of monster summoning 1 tucked up his sleeve and is wearing his Ring of Water-Walking but the key to the Chalice of Utmost Evil is still hidden in the secret compartment of his chest in room C.

If the adventurers arrive during the fight in room K they will find that Mad Magre has used all his 3rd level spells and his scroll will only have the spells of a 4th level MU. The clerics will have used half their spells and both sides will be at ¾ strength. If the party move into the temple both sides will forget their differences and set upon the party, as they will be violating holy ground. If they are undisturbed the clerics will kill the MU in 3 full moves. They will strip his body of all treasure and throw his decapitated body outside room K where it will remain until the end of the incident.

4. The female dragon in room D lays another egg. She will be weakened (5 hit points and -2 strength and dexterity) but will be very sore and touchy.

5. One of the dragon's eggs hatches. The baby dragon will have minimum hit points, strength and dexterity and its mother will be very, very protective.

6. 4 spectres materialize in the Chamber of the Chalice of Utmost Evil and perform a strange ritual dance before it and the sound of their wailing echoes throughout the dungeon level. This happens quite regularly and the local residents are all used to it. They say they can spot an outsider by the way he reacts to the noise...

7. One of the passageways near the adventurers cave in (dice for which one). In case the party is trapped the DM should have prepared rules for the party to dig themselves out!

8. There is an earthquake. Every creature in the dungeon takes 1-2 points of damage.

9. A giant mole digs a tunnel from room E to one of the corridors F, G or H.

10. A gust of wind blows from the trap-door at all the way to the entrance, blowing all the doors in between open and shut (as the case may be), and any torch in any affected room will be blown out. If a scroll is held in the hand a saving throw against magic will have to be made or the scroll will be blown away.

11. A wandering bandit touches the bowl of flowers in corridor J and there is a scream as the glyph trap goes off. The glyph is self-recharging and will take 1 to 4 hours to do so during which time it will not operate. The bandit is killed and his body lies there until the next WM throw is made, when the evil clerics in room K will take the body in and try to turn him into a monster.

12. The adventurers meet a zombie made by the clerics in room K. The zombie is out of control (the clerics are undergoing an alignment change thus making the spell just fail). It is a monster only until something on sight. Because it is not properly under control it cannot be turned.

13. The female dragon at D goes to the well at Z for a drink of water. She is nervous about turning a dragon egg so she will rush back at once if she hears anything going on behind her.

14. An Ankheg digs a tunnel between two rooms.

15. A freak of magic gates a type one demon into the dungeon at I. It wanders round the dungeon corridors for 1-4 hours before entering the Chamber of the Chalice of Utmost Evil (attracted by the last make up). GM will score the demon back to Hell by touching the teleport stone.

16. The occupants of one room have a feast and get roaring drunk. Dex, Wisdom and Intelligence will be halved for 5-8 hours.

Apportion the wandering incidents to the main areas of the level and once an incident is rolled it continues (unless otherwise specified) until the next WM is rolled. The previous incident then finishes and the participants return to their rooms if the adventurers have not stumbled amongst them. If an incident is rolled again that wasn't dealt with by the party then it is an indication that it should not occur again; the party are not to know that the same orcs tortured the same kobold behind the same door, but if they are not so lucky they will move up or out (if they are still alive).

This explains why the monsters in a particular area or level tend to be of approximately the same power. If any dungeon dweller is killed or seriously injured it won't be long before something comes along and takes its room and its treasure, and if it happens to be the adventurers then it is their good fortune, but they will have to be quick or someone will beat them to it! All the dungeons which have odd items lying around are a trap for the party to pick up just aren't realistic, and if there is a monster with a magic weapon about, when he's attacked he won't be afraid to use it; after all it got him where he is in the dungeon.

Hopefully, this has started you thinking about WMs and will help to make them more of an integral part of the dungeon, rather than being the DMG's list grafted on. Remember as far as the inhabitants of the dungeon are concerned the adventurers are just a bunch of wandering monsters!
**Open Box**

In Open Box, science fiction and fantasy games and rulebooks currently in the shops are reviewed by independent authorities. Ratings are on a scale from 1 to 10, in several categories, or as a single overall mark for role-play accessories.

**CHIVALRY & SORCERY:**

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This is a re-issue of FGU’s Middle Ages fantasy role-playing game. The new product is a great improvement on the old, and will probably attract more attention. The set consists of three A4 volumes, with a sample character sheet for photocopying. The type in all three volumes is small but easily read.

The first volume is concerned with character generation, derived from the prime characteristics via a point allocation system. Social and religious status and race are determined early in the process, and are the most important factors in determining a character’s C&S advantage; that all adventurers are not created equal, a fortunate few belong to the chivalric classes, and get to ride horses, rescue maidens, and joust, while the vast majority are peasants, guildsmen, and other common riff-raff, and get to grovel a lot.

Use of the character generation rules is rather difficult, since it’s often necessary to work out what should be done next. A character generation checklist would be a real advantage in using this section. A typical character’s record would also be helpful. Obviously, the character generation process is more complicated and might take inexperienced players several hours, especially if they make the fatal mistake of working in the wrong order.

Skill acquisition in C&S is almost indescribably complex, and involves at least three distinct systems, governing a combination of automatically and voluntarily acquired skills. Automatically learned skills are things like riding, counting (not too easy if the character has skill level 0), and estimating distance. Vocational skills are restricted to a few classes but are acquired automatically with level rises. Finally, acquired experience skills are things like a thief’s skill, or the acquisition of weapon skills outside those normally available to a class. They can be purchased with experience points (normally used to increase level), thus giving the character a better chance of success at the expense of his or her future advancement.

Characters earn experience for all the usual actions, plus things like championing fair maidens and deeds of valour. Each class has extra experience points available for proper use of available skills and talents. Magicians, for example, get points for simply being a magician, or for enchanting objects or learning spells. An extremely important point in this procedure is the final stage, known as ‘pro-rating’, which determines the skill level at which a character actually begins his or her career. It’s just possible for a...
Character to start at the equivalent of 11th level, although more advisable to trade some of the initial experience points for extra skills and knowledge. Similarly, characters may begin their careers with fairly substantial wealth. Once again, a checklist which makes it clear that this is part of the character generation process would be a real help.

Volume 2 covers the chivalric way of life, economics and the purchase of equipment, the church (Christian), and the formal and informal conduct of combat. The latter section uses a system alternating two combat turns in each five minute game turn. The method is similar to RuneQuest, with skill rolls used to strike blows and absorb damage without making a hit less likely. Referees with old rulebooks should note that the armoured rules have been changed and that the mass combat system for large scale battles has been omitted since it has no role-playing application. Anyone who needs mass combat rules can find them in the new C&S Sourcebook, available separately.

The third volume covers magic (spells, Magic), summoned and natural monsters, the undead, and NPCs. Magic use magic to gain magical skill and knowledge - all other uses are secondary. The C&S Magic user is thus a sort of scholar cum sage, dedicating his life to the pursuit of arcane lore.

The monsters range from sheep (no attacks), through four pages of normal and giant sized animals, to demons and the monsters of legend and folklore. Arthurians will find both the Blatant and the legendary monsters. Nearly every one of the legendary monsters are much tougher than their equivalents in other role-playing games, and can only really be tackled by a fairly large party or an extremely powerful character. Dragons are probably the toughest monsters of all, but most follow the chivalric code and can possibly be persuaded that their actions are dishonourable. This tactic won't always work and is not for the faint hearted.

Probably the best feature of these rules is their attention to detail, expressed in such minutiae as the tables used to develop the exact culinary skills of player characters, which allow players to play as any Vampire in existence, tables for Eye and Hair colour, and the detailed descriptions of all the Demon Lords. At the same time, this gives a set of rules which is complex and occasionally excessively confusing. I cannot recommend this game to inexperienced referees or players, or anyone with some knowledge of role-playing games who is looking for a complex system for a prolonged campaign. Probably the best feature of these rules is their attention to detail, expressed in such minutiae as the tables used to develop the exact culinary skills of player characters, which allow players to play as any Vampire in existence, tables for Eye and Hair colour, and the detailed descriptions of all the Demon Lords. At the same time, this gives a set of rules which is complex and occasionally excessively confusing. I cannot recommend this game to inexperienced referees or players, or anyone with some knowledge of role-playing games who is looking for a complex system for a prolonged campaign.

The size of the box suggests that the manufacturers may have originally intended to include more material, such as a sample scenario or the C&S Sourcebook. If they had, my ratings would probably be higher.

**Presentation:** 10  **Enjoyment:** 8  **Rules:** 7  **Skill:** 10  **Playability:** 6  **Complexity:** 10  **Overall:** 8

**Sanctuary**

**Mayfair Games Inc**  
£12.95

The Thieves' World series of fantasy stories supply the characters and the setting for Sanctuary, and the game has been designed in consultation with Robert Asprin. Boardgames drawn directly from fantasy and science fiction stories are becoming more common, but a successful plot in fiction does not necessarily breed a successful game. Fortunately the designer, Bill Fawcett, has kept it simple and has not attempted to follow a particular story line. Sanctuary is packed into a colourful box, the cover art picturing a motley crew of 'fiction's most Notorious Cutthroats'. Inside a map of the city of Sanctuary, mounted on four separate boards, which fit together ingeniously in jigsaw fashion. This is an excellent idea, which makes sure that the map is both easy to pack in the box and easy to set up on a playing surface without any annoying crinkles or ridges. Also included are ten plastic playing pieces, two sheets of cardboard silver pieces, two packs of cards, a rulebook, a ten-sided and two six-sided dice.

Setting the scene at the start of the rulebook is a short tale, which explains how the new governor of Sanctuary came into residence, bringing with him the Hell Hound guards, who form the opposition to the thieving players. (Worried Thieves should note that these Hell Hounds are merely men and not the fantastical beasts of the same name!) Up to six may play the game, five as thieves and if there are six players, the sixth as the government. The new governor has become the city in response to rumours of potential robberies outlined on Rumour cards. Having avoided the guards and reached the location specified on the card, the thieves may acquire wealth or lose number of silver pieces depending upon the prosperity of the lawful owner. The first player to steal 300 silver pieces and hide them in his or her secret cache, wins. The city locations include, among others, the Maze, where the mass of lawbreakers live, the Fisherman's Row Wharf, the Bazaar and the Avenue of Temples. Event cards drawn each turn may whisk players away to far flung parts of the city, give useful magic items, supply maps of the sewers (who wants to be lost in the sewers?), or cause players to miss a turn while listening to Ham. Telling a story!

The Basic Game is simple and lasts only about one hour. A slightly more complicated Advanced Game introduces rules for hiring thugs, different types of theft - burglary, mugging and picking pockets, and 'casing the joint'. In the solitaire version the player is the government. In the solitaire version the player is the governor, Prince Kadakithis. He controls the Hell Hound guards and aims to see the triumph of Law and Order over the nefarious power of the thieves.

Sanctuary will appeal to those seeking an uncomplicated game for all ages ranges from twelve years old upwards. The rules are not long, and neither are they difficult to understand. There are one or two minor ambiguities, which should have been ironed out, but common sense can solve these small problems. The artwork is of a good standard, although the backs of the cards, as in all Mayfair games, are plain except for the Mayfair logo, which means that the players can only tell the packs apart by colour. Overall, Sanctuary is a good buy for the family.

**Presentation:** 8  **Enjoyment:** 7  **Rules:** 6  **Skill:** 3  **Playability:** 7  **Complexity:** 3  **Overall:** 7

Alain E Paul

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SANCTUARY

Mayfair Games Inc

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**Presentation:** 8  **Enjoyment:** 7  **Rules:** 6  **Skill:** 3  **Playability:** 7  **Complexity:** 3  **Overall:** 7

Alain E Paul
From Gentle to Gorey

What I'd like to pick up in a dungeon is a Ring of Unfalling Literary Judgement, enabling me to merely lay one hand on a book's cover before writing the usual flabby and perceptive review. As it is, each month I'm strapped down in the torture chambers far beneath the Dark Tower of Sunbeam Road, my eyes are cruelly wired open as seen in A Clockwork Orange, and page by remorseless page the evilly grinning editors force me to read the latest accumulation of review books. Luckily there are compensations...

Here's one. Golden Witchbreed by Mary Gentle (Gollancz 478pp £8.95) is the SF debut of a young British author, who Gollancz plainly think will go far: not everyone gets such a nicely produced book and jacket. (Don't read the blurb, which crudely reveals points Gentle prefers to keep up her auctorial sleeve until past page 100.)

Due to much of the book's names at the front and twenty maps and appendices at the back, this isn't the usual fantasy quest epic. Christie, the narrator, is Earth's envoy to the planet Orthe, and spends most of the book among the disconcertingly humanlike natives. Their social and political structure has been worked out; there's a suitable amount of intrigue in a bewildering complicity of factions, with the stingy style mirrored illuminatingly in the native game ocmimm, a vague relative of reversi which sounds quite playable.

But this isn't a high-tension political thriller; it's a low-key (indeed, a gentle) account of Christie's submersion in Orthean culture, with generous helps of the sort of telling detail which makes a world real. Orthe feels real. Its surprises aren't brain-warping science fiction boggles; they creep up on you in a slow cumulative way, as Orthe lulls Christie into thinking she understands more than she does, until its alienness breaks out again in unexpected facets of sexuality, ethics or priorities. And because the secrets of Orthe aren't given a huge build-up as riddles of the universe, the revelations don't (as in lesser books) fall flat.

Golden Witchbreed is not for those who demand slambang action and exploding cons. It's leisurely opening will irritate some; Gentle is almost arrogant in her refusal to do anything quick and obvious by way of narrative hook. Eventually, though, you wish the book were longer. The author writes with enviable calmness and assurance, and has produced a remarkably good novel.

From the sublime to... well, let's not be snide. The NightHunter horror series by Robert P Faulcon is published by Arrow, three volumes to date: The Stalking [199pp £1.50], The Talisman [200pp £1.50], The Ghost Dance [192pp £1.60]. After collecting his royalties Faulcon vanishes into a telephone booth to emerge in his secret identity of Robert P Holdstock, promising SF author also known to way of narrative hook. Novelist Robert P Black, Berserker series author Chris P Carlsten and other aliases. Because Holdstock chose not to write these under his own name, I expected hack rubbish; and The Stalking is a bit routine, with major atrocities or supernatural outbreaks appearing regularly every 9 or 10 pages, people's gorges constantly rising at foetid stenches, and a peak of fine writing when someone's head 'suddenly began to peel, the flesh tearing away from the bone in ragged strips, like a pink banana'. Yuk. But even here Holdstock is getting involved despite himself, and there's much inventive material on psychic defences which makes Dennis Wheatley's pentacles look like the thin stuff that they are. Book 2 is better, with old Norse nasties deployed to useful effect, plus original twists; Book 3 seems better again, with American Indian dark forces this time.

The continuing plot? Oh, the hero's family is abducted by evil cultists in Book 1, and he spends the rest of the series in not-too-close pursuit. Horror fans could do worse than these books. (The third has a cross-reference to Holdstock's Necromancer, published under his own name and a superior example of the genre.)

Staying Alive: A Writer's Guide by Norman Spinrad [Donning Company, £5.95] isn't a textbook on writing SF/fantasy, nor is it likely to help writers stay alive, but it provides appropriately gloomy insights into the workings of the industry. Spinrad reveals incredibly sleazy details of the economic forces behind SF publishing, making you wonder how you could ever find the time to write another novel as naive as to think a good book will do well or even sell at all. Spinrad's good on punchy facts, but writes with remarkable sloppiness considering he's a professional and leader of the SF Writers of America. In his Bug Jack Barron one used to wait cringing for the next, far to frequent, appearance of the term 'the nity-gritty', here he seems unable to stop saying 'that nagging publishing bosses' mavens'. Part of the reason for repetition and bad style is that Staying Alive is hastily assembled from columns written for a fanzine, though he's added new material. Spinrad has explicitly chosen not to revise the old stuff. In addition, even as he denounces the hideous effects of corporate politics and accountancy on SF publishing, he plainly relishes and cannot stop using the soulless jargon of Big Money and Big Hype with all its horrid incantatory value illuminating, but a pain to read.

Two issues ago, I mentioned J G Ballard's Hello America [Parravani £2.50]. As I suspected, this is the book for those who think they don't like Ballard: set in an America being rediscovered after its collapse, it's full of marvellous things, from New York chokes with golden sand to Los Angeles in a rain forest. It satirizes Ballard's own surreal version of the American Dream — I mean, a plateau of 44 robot US Presidents charging into action! — and ends with absurd optimism. Excellent.

Something completely different: Metheruen have produced Edward Lear's The Jumbly Trees and The Dong with a Luminous Nose in one volume [88pp £2.50], with drawings by the strange and macabre Edward Gorey. W H Auden with particular reference to the Dong, once observed that Lear was the only poet to have been visibly influenced by Poe — so grab this one, fantasy fans. Meanwhile, Gorey is something of a cult figure whose works, when available at all, are very hard to get. Spineless and expensive — this paperback is a bargain. Hey, Metheruen, how about affordable editions of elderth Goreybooks like The Vinegar Works or Amphigory?

It's readers' what was the issue's questionnaire and managed to feign enthusiasm for the book reviews, this column says: thank you, thank you both. To those who demanded that Langford be cast without further ado into a radioactive furnace, this column says: aha, subliminal messages tuned to warp your psyche have been included in this page, programming you with a deep subconscious compulsion to lose any future game you may play. (Rush me a fiver for the antidote.)
Counterpoint is a bi-monthly boardgame column, edited by Charles Vasey. This issue, Charles takes a look at two fantasy boardgames.

**Titan Hunts Dragon**

Dragonhunt by Avalon Hill is never going to raise the yarning masses hungry for the gaming sensation that’s sweeping the nation; its designer might reasonably object that a) it’s making him money, and b) it will probably be played more times by more people than the sort of high-brow rubbish I am likely to go into ecstasies over. He might also write an incredibly banal and long-winded reply, because that is exactly how he writes his rules.

Dragonhunt proceeds from the sort of formula fiction that used to louse up SF and has now moved to afflic fantasy writing, Tolkien without the grandeur, Moorcock without the originality, it’s not pretty. The game’s hook is a big dragon called Brimstone (presumably because a dragon called Treacle would rate low on the Scareometer) which is not actually controlled by any one player (hey guys we could call him a ‘non player character’, NPC — great huh?) but manoeuvres randomly according to sundry charts and die-rolling. The dragon lives on top of a mountain from which he issues forth to move around on a series of die-rolls each turn. Hang on though, maybe I am misleading you there because each hand is divided into four turns of three rounds each, and of course a growth phase. This may sound odd, that is because it reads oddly, but is not quite as strange when you play the game very carefully. Anyway up the dragon moves in the first round of each turn, each player moving him once. If the dragon happens upon other units, villages, castles etc he tends to close for action with both dice blazing. At this point he consults the Brimstone attacks’ table! The results range through dead defenders and burning villages to wounded Brimstone. You may also get to draw a dragon card. These can lead to a much wider range of results for Brimstone which make for such events as being worrisome for all the players. After the temper tantrum Brimstone tends to naff off to the mountain to sleep the sleep of the unjust.

Naturally wherever fear and desolation dwell a number of brave men will rise up to prove that playing football without a helmet can lead to terminal heroism. Set out around the board are six castles each of which is ruled by a hero. The heroes’ domains each contain (sign for them) one castle, one village and one camp. A corner is run by the Red Cross and no other army would be so naughtly as to enter the sacred bounds (although one or two have been known to hang about outside while dicing the skittles). These edifices contain the hero’s army of knights, men-at-arms and snipers. With them he can engage in two strategies; he can be an empire-builder determining villages and castles so the numbers as to increase the size of his army, or he can attack the dragon. It is noticeable that players tend to go for empire-building, but the victory conditions involve getting Brimstone and slaying him.

To do this you either attack with the hero alone (he needs room to swing his enormous engorged sword) or with his rough and spotted soldiery. This precludes him the dragon lives on top of the mountain to sleep the sleep of the unjust. All this may sound odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd, odd
This is the final part in our three part series on Demons in RuneQuest. This issue we present the Greater Demons, in all their terrifying power.

The demon lords and princes are individual beings of immense power who rule the demon planes. They have, of course, been summoned far less frequently than the lesser demons, so no exact canon of knowledge is available as with the latter. A summoner who does some research may find suggestions and theories as to how to deal with the demon lords (“... Rokash the Pious records that the powers of the Lord Eldyr are diminished by bright light...” etc), but exact wards—if any—are a matter of conjecture.

Similarly there is some uncertainty as to the precise levels of power of the demon lords. Tsienna’s stats are given here as a guideline, but Referees must design these creatures to suit their own campaigns. They should be virtually impossible to overcome with raw power alone, and if your campaign abounds with 150%-plus Rune Lord-Priests then the abilities of Tsienna and the others should be increased accordingly. When the demon lords have suffered defeats in the past it has been through the summoner’s quick wit and daring, rather than from spells and swords. As a general rule demon lords will have personal POW between 80 and 100, and can draw on unlimited POW reserves from their home dimension for casting battle magic. They are hostile about 20% of the time and otherwise neutral. They will only be friendly if there is a very good reason why they should react favourably to the summoner—Umalu prefers Chaotic berserkers, and so on.

The Gifts
While not precluding the possibility of striking completely unique bargains with a summoned demon lord, there are two types of deal which are ‘commonly’ made. These are the Lesser Gifts—minor exertions from the demon’s point of view, made in exchange for characteristic POW from the summoner—and the Greater Gifts—permanent abilities bestowed on the summoner in exchange for a soul-pledge. A soul-pledge means the summoner gives the demon 1 POW point to seal the bargain and promises him a further 3d10 POW points later. These further points are intended to be collected on the summoner’s death, but there is a 2% chance the demon will arrive if it feels the summoner’s lifeforce is burning low—in game terms, whenever the character’s hit points or POW reach 2 or less. Once the demon arrives nothing can stop it from devouring the POW promised to it. These POW points are permanently lost to the character, at which point the soul-pledge is ended and he loses the Greater Gift. If he survives the POW loss he can later bargain again for a Greater Gift, either with the same or with a different demon lord. A character can buy any number of Lesser Gifts from demon lords (if he can spare the POW), but it is only possible to have one Greater Gift at
a time. Note that to receive any gift, at least 200 wheels or equivalent must also be offered.

The Demons
There are a number of others which could not be listed here - among them, Pazuzu, Lord of Fears, ruler of the lesser demons which bear his name; Bakshuro the Screamer, who inhabits a dimension so hostile that only he can live there; Valadolynd of the Emerald Eye, who sees all, and Lady Kleshkala of the Pit, whose face is so terrible that merely to see her is to court insanity.

The three important parameters for each demon lord are his or her Resistance to Summoning, Resistance to Binding and Cross Pentacle ability. The last is applied as a negative modifier to the summoner's chance of correctly drawing the Pentacle of Protection.

The Lord Tsienra, Screaming Metal Spirit, Demon of Ferocity
Tsienra usually appears as a metallic figure, something like a huge tiger armoured in intricately patterned plates of tarnished silver and with a violet light burning behind his eyes and gaping maw. He embodies the lightning attack, the unrelenting ferocity of battle, the prowling spirit of the predatory beast. Possession by the spirit of Tsienra gives great speed and grace to the recipient's fighting prowess.

Greater Gift: Tsienra can give the power of ferocity. When a character with this power uses its, his STR and DEX are effectively increased to species maximum for combat purposes, 35% is added to his Attack chance and 10% is subtracted from his Parry. The character expends two points of battle magic POW to go into ferocity and then another point for every full turn he keeps it going.

Lesser Gifts: For the sacrifice of one POW point, Tsienra will teach his summoner the magic spell the talons of tsienra (see below). For two POW points he will use his skill at stalking between the planes to take the summoner within a few miles of any location he specifies, now matter how great the distance. For three points of POW he will enchant any sword with a permanent bladesharp 2. Adelmar can also add to a character not to be slain for five years for the POW, then years for two POW, fifteen years for four POW and so on. A character can only petition for this gift once. During the added years the character does not age, but the deal must be phrased with exceptional caution or Adelmar will surely twist things to the summoner's detriment.

Lord Tsienra
POW: 125
Type: Passive, Unfocused, Temporal
This battle magic spell causes 30cm talons of red light to spring from the caster's wrists. He can fight with these using either Fist or Dagger skill - the talons do only 14d damage (no STR/SIZ bonuses apply), but the only effective damage against this is the Rune spell shield, which absorbs one point from the talons' damage for each point of shield. The talons are immaterial, so parrying a weapon with them will damage but not deflect it. The spell can only be learned from Tsienra himself, and if the character tries to teach it to someone else then Tsienra will materialize unbidden and kill him.

His Fall Highness Eldyr, Prince of Deceit, Demon of Persuasion
Eldyr is lord of Incubi, Succubi and Gremlins. He may pass in any guise he chooses, the better to advance his wiles, but will always eventually cast images aside to reveal his true (perhaps true) self. In the Chronicles of the Conjunction, Eldyr's own description of himself is recorded: 'My hair is like black silk, my skin is burnished copper in the moonlight, my eyes are sapphire and my robe embraces the starry night...' This description was for the benefit of the elven sorceress Cordelia, who had wisely blindfolded herself before the summoning. Without defences such as this, all in time succumb to Eldyr's charms; the evocator must attempt to banish him at once, therefore, if he begins to use his powers in a hostile fashion.

Greater Gift: Eldyr can give the power of harmonic spirit. This is a combination of charm and blind luck. It costs nothing to activate this power, but each morning the character must roll POWx5 or less on percentile dice to see if the power works for that day; this chance is increased by 15% if the power was working the previous day, and decreased by 5% if it was not. Any luck roll the character has to make has a 50% chance of working automatically without him having to roll for it; on a roll of 05 or less he may have quite incredible luck - a 20m fall broken by some bushes, for instance. He gets a CHA bonus of +4 and can use his CHA as an Incubus or Succubus does. Finally, he gets an Oratory bonus of +35.

Lesser Gifts: For one POW point, he will aid a character in an attempt to persuade others of something. He gives the character a 45% bonus to his persuasion chances for one use only - and this must be some matter where the character's chance of persuasion was at least 10% in the first place. The bonus is reduced to 10% - 30% in attempts to bargain with demon lords because Eldyr's powers work only erratically against his peers. For two points of POW Eldyr will give a luck ring. This silver ring has 100 charges and each charge can be used to change the roll to 100%.

The Talons of Tsienra
POW used: 4 points
Type: Passive, Unfocused, Temporal
Tsienra can make one bite attack and two claw attacks in the same round. These do not all have to be against a single opponent. By splitting his attacks he can make even more strikes in one round, of course. Like most demon lords he can cast any standard battle magic spell by drawing POW from his home plane. When he casts a Rune spell he pays for it using his own POW, just as a normal being would pay for battle magic. Like all demon lords, Tsienra is immune to non-Runic weapons.

The Lord Umalu, the Whip of Chaos, Demon of Pain
The spirit of Umalu is that of glorying in the inflicting of pain. He is a fierce, powerful demon who hates Lawful creatures.
Greater Gifts: Adelmar has a limited power over time itself, and can give the ability of temporal navigation. This enables a character to cross up to ten years either into the past or future, arriving within 1-12 weeks either side of the required date. Each use of temporal navigation costs the character 1d4 from characteristic POW.

Lesser Gifts: For one point of POW Adelmar will open the veils of Time to uncover some secret at the summoner’s behest. For three points he will send an army of demonic warriors – equivalent to five thousand elite cavalry – to fight in one battle beside the army of the summoner (or his employer).

The Lord Akresh, Spirit of Thunder in the Mountains, Demon of Invincibility. Akresh represents steadfast strength of purpose, the glowering look that intimidate a foe, the essence of power that cannot be assailed. Possession by the spirit of Akresh is called waiting-within-a-fortress; it hardens the will, shields the body from harm and augments the recipient’s physical might. Akresh himself can only be evoked in mountains, where he may appear as a shadow against the sky and a booming echo between the peaks.

Greater Gift: The power that Akresh can grant is indomitable. A character with this power must roll POW+5 or less on d100 whenever he wants to use it; once activated, the power costs two points of battle magic POW for each full turn the character wishes to use it. While indomitable the character remains fixed in position waiting for attacks. He can automatically sweep aside all attacks made at 25% or lower, including missile attacks; his STR increases to species maximum; he gets a +20% Parry bonus and any parries he makes do an extra 1d4 damage to the parried weapon.

Finally, he gets an extra point of armour protection.

Lesser Gifts: For one point of POW Akresh will teach two points of the battle magic spell parry (usually available only to non-magic), or teach a character to fashion any enchanted shield so that whoever carries it has a permanent protection 1. For three points he will summon mountain storms that can throw whole armies into confusion, or block a pass with landslides.

Her Eldritch Highness Sarasathsa, Princess of Mystery, Demon of Paradox. Sarasathsa has sovereignty over things immeasurable to man, unmeasurable by means or sense. Possession with her spirit-essence renders the recipient immune to spirit combat, as spirits will retreat from her terrible mysteries, but is double-edged in that the recipient could become sunk into lethargy and pensive introspection (roll POWx5 or less when coming out of possession to avoid this). Sarasathsa may have many forms, but is often described as a very tall (2’5m), slender, graceful woman in blue and green robes. Her skin is pale and mottled in a serpentine pattern, and the right side of her face is concealed behind a fantastical mask in the form of an embryonic dragon. All summoners describe her as cold and disdainful and rather draconic in temperament.

Greater Gift: Sarasathsa can grant morphic counsel. Whenever the character has some problem or mystery to uncover she will whisper clues to him in his dreams. This acts as though the character had 80% in the General Knowledge skill, and also allows him important visionary dreams at the Referee’s discretion.

Lesser Gifts: For one point of POW she will answer any three yes/no questions about the past or present with 99% accuracy. For two points she will convert any powered crystal into another type which the summoner specifies (the crystal’s POW is diminished by 1 by this process). For three points she grants a character a permanent 5% bonus on POW gain rolls.

The Lord Kojuro, Who is One with the Sword, Demon of Fighting Skill. Kojuro appears as a slender man with greyish skin and auburn hair. He wears white and grey cotton robes and carries a number of swords and throwing knives. His province is skill in combat, particularly swordplay.

Greater Gift: Kojuro can immediately raise a character’s skill with swords to 80% or by 15%, whichever is greater.

Lesser Gifts: For one point of POW Kojuro will increase a character’s score in any fighting skill by 5% for a maximum of 75%. For two POW points he will raise a single-use truesword spell on a blade; this spell can be activated at any later time by whoever wields the sword. For three POW points he will raise the skill of an entire army by 5% for a single battle.

The Lord Kesh, Jewelled Serpent, Demon of Confusion and Terror. Kesh embodies the transfixing gaze of a snake. He causes awe by his presence alone, a massive bejewelled, serpentine shape coiling about the Pentacle and rearing up to the roof of the summoning chamber – the summoner must roll
POWx5 or less on d100 or lose all power to bargain with the demon. Looking into Kesh's eyes causes demoralization.

Greater Gift: Kesh grants the power of intimidation. Given two rounds in which to talk to foes before he fights them, a character with this power can threaten with such unholy force that those hearing him must roll POWx5 or less on percentile dice or be demoralized. In combat, the character's gaze can transfix like a vampire's.

Lesser Gifts: For one POW point Kesh will reveal the location of an ancient treasure hoard of at least 90 treasure factors. For two points he will set a giant demon, i.e., a powerful crystal Engala, will give a lead can seek out one of the demonologists powerful enough to make such a bargain. Only three cases of military use of demonic powers are recorded in Questworld's history — each time by the extravagant, whimsical Ancients, for whom normal caution and logic seem meaningless.

Lastly, words of thanks to everyone who might have inspired or actually fed me with demonic ideas — in particular, Steve Ditko, Richard Lupoff, Miyamoto Musashi, Yvonne Newnham, Mike Polking, Jack Vance, Oliver Johnson and William Barker. The last-mentioned's short story The Miracle Workers direct inspiration for the idea of possessions, and gives a vivid account of their effects. For a host of further demons, Prof M A R Barker's Book of Ebon Bindings is recommended. It details, with many colourful anecdotes, creatures for Barker's Petal Throne game, but usable in any setting.

The Lord Engala, Gatherer of Darkness, Demon of the Undead.

Engala is usually characterized as the zombie spirit, embodiment of unrelenting attack, but in fact he is the Lord of all undead creatures. Engala appears as a dull-eyed, expressionless man with dead white skin, robed in grave-soiled black raiment. His movements are slow and languid, like a corpse underwater, and when he speaks his lips barely move to his hollow, emotionless tones. Those possessed by his spirit will fight until cut apart.

Greater Gift: Engala can make a character into a vampire or mummy. The customary pledge of POW is useless to Engala because he is an undead being, so instead of that pledge he imposes a peculiar condition on his Gift. Every ten years the character must find a champion to play Engala's representative at a game and also destroy him. If the champion loses, Engala drains him of POW and destroys him. If the character cannot find a champion he must pay Engala's representative himself — in this case, if he loses, Engala will come and take the character as one of his personal servants.

Lesser Gifts: For one POW point he will increase a single Stealth or Tracking skill by 10%. For two POW he will give a one use Rune spell to summon thick fog in a 160m radius; the caster can see to 10m. For three he will summon a blizzard or turn a character invisible for eight hours.

His Excellency Hragahl, Minister of Lightning, Demon of Intellect.

This bizarre and ancient demon lord is master of all matters connected with logic and philosophy, and if he is impressed by a summoner's ability in these areas he will have a friendly reaction to him. Hragahl materializes as a giant white wolf, or sometimes a man of feral aspect. He is the master of stealth and guile, can cause invisibility, blizzards and darkness and particularly aids those who were once mighty, for he is the demon lord of regathering old powers.

Greater Gifts: Hragahl can grant a character 70% in all Stealth skills or raise these by 20%. Or he may personally aid a character in a single master plan.

Lesser Gifts: For one POW point he will increase a single Stealth or Tracking skill by 10%. For two POW he will give a one use Rune spell to summon thick fog in a 160m radius; the caster can see to 10m. For three he will summon a blizzard or turn a character invisible for eight hours.

The Lord Kyra, Blizzard Flame, the White Lord, He Who Descends from the Storm.

Kyra is one of the oldest demons. He has the form of a giant white wolf, or sometimes a man of feral aspect. He is the master of stealth and guile, can cause invisibility, blizzards and darkness and particularly aids those who were once mighty, for he is the demon lord of regathering old powers.

Greater Gifts: Kyra can grant a character 70% in all Stealth skills or raise these by 20%. Or he may personally aid a character in a single master plan.

Lesser Gifts: For one POW point he will increase a single Stealth or Tracking skill by 10%. For two POW he will give a one use Rune spell to summon thick fog in a 160m radius; the caster can see to 10m. For three he will summon a blizzard or turn a character invisible for eight hours.

Final Notes

A word of warning: campaigns where demon lords get summoned up every weekend and every other character has a Greater Gift are going to get dull very quickly. Scenarios could involve a demon lord's influence without requiring him to make a personal appearance — player characters could battle a small cult worshiping one of these entities, or inadvertently bring about events set in motion by a demon lord long ago.

Bear in mind that even the Lesser Gifts of a demon lord are powerful and hard to come by. There is (or should be, if refereed properly) a high risk factor in any summoning, and the demon lord must have a favourable reaction to the summoner if any deal is to be struck. Few generals would care to swell their army's ranks with demon lords, but even they can seek out one of the demonologists powerful enough to make such a bargain. Only three cases of military use of demonic powers are recorded in Questworld's history — each time by the extravagant, whimsical Ancients, for whom normal caution and logic seem meaningless.

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As anyone with a nodding acquaintance with political theory will be aware, the standard Traveller government determination system is rather simplistic and one-dimensional. Nonetheless, the standard system works quite well despite a few peculiarities - why should only high-population worlds be lumbered with religious dictatorships? - and I'm not offering any functioning alternatives (yet). What is worth doing, however, is looking at a few variant government types, from both history and the pages of SF, and using them in Traveller, if only for the odd 'ref's special'.

For these purposes, a system of government has three important characteristics, each with a numerical value. The Bureaucracy Level (BL) is a measure of the extent to which government agencies intervene in day-to-day affairs, and is also the saving throw against officialdom taking an intrusive interest in characters' affairs. The Law Modifier (LM) is the DM applied (in place of the usual government modifier) to a random throw determining the society's Law Level. The Technological Modifier (TM) is the DM applied to the random throw that determines a society's Tech Level.

Non-Technological Feudalism: Code N, BL 5, LM 7, TM -5. Probably the standard for many tech-1 worlds. Under Non-Technological Feudalism, areas of land are ruled by a small elite, almost certainly hereditary, and the population owes allegiance to the ruler of their area. The demands made by feudal lords on their subjects are for services or goods more often than they are for cash - indeed, cash may be rare, or even unknown. Central authority tends to be weak, as lords can always demand military service of their subjects and attack anyone trying to assert authority. Laws are determined by the area's ruler, and by agreements between such lords; thus, the main characteristic of such laws is that they defend the interests of the aristocracy, and favour the status quo. Because relationships centre on control and use of land, merchants and city dwellers are in an ambiguous, and often difficult, position. This is why this type of government is virtually unknown at tech levels beyond 3, except on a very few highly mechanised worlds, where industry can be left to the robots.

Although feudal worlds tend to be violent, the fear of peasant revolt tends to make their rulers restrictive about weaponry, except in 'proper' (ie loyal) hands. In particular, missile weaponry is often carefully controlled, as it can be too much of an equaliser between the wealthy, well-armed lord and the unloved peasant. This is related to a certain dislike of technological development generally.

Demarchy: Code R, BL 1, LM 1, TM -2. A variant form of participatory democracy, with many of the traits of an anarchy. In fact, Demarchy may be the only form of participatory democracy possible to some very populous, or geographically dispersed, cultures. Instead of the usual participant system of meetings in a particular place, a Demarchy uses the most sophisticated two-way communications media available to allow mass discussion and voting on almost every issue. Because of the speed and frequency of debates, the result is virtually mob rule, with skilled speakers and self-publicists given a considerable advantage. Such a system can only survive if bureaucrats and officials, who will always seek to centralise political power, are severely restrained, and this may only be possible if such individuals are generally held in very low esteem. A Demarchy can represent a very dangerous society for outsiders, and especially for those who oppose popular sentiment. Laws tend to be vague, but penalties for infringement may be heavy.

Example: The name and idea of a Demarchy seems to have been invented by SF writer Joan Vinge in her novel, The Outcasts of Heaven Belt. Although the method was to be later, and not to be seen in SF, I know of no other work which examines the subject so fully.

Technological Theocracy: Code T, BL 6, LM 4, TM -2. A rare and exotic system, Technological Theocracy is characterised by a rather simplistic division between rulers and ruled. The latter are deliberately kept in ignorance by the former, and the apparent tech level for much of the world involved is rarely more than 1 or 2. However, the aristocracy/priesthood has access to technology several levels beyond that of their subjects, and uses it to awe and cow the masses. Such rulers may assume the role of priests, granted miraculous power by the gods, or even of actual gods and demi-gods. If the aristocracy actually has commercial access to interstellar technology, so much the better for them. Although the rulers will keep a careful eye on the populous, they will tend to feel that they have little to fear, and so government division and intervention will be limited - except when technological change is threatened.

Example: Although priests have, on occasion, used technical tricks to impress gullible worshipers, this form of government has never actually occurred in human history. It is, however, quite commonly depicted in the pages of science fiction; Harry Harrison has used it more than once. The classic novels using the theme are Fritz Leiber's Gather, Darkness, and - more or less definitively - Roger Zelazny's Lord of Light, which introduces the interesting twist that the pseudo-divinities are also master psionicists. Other Zelazny works are also relevant here, notably Creatures of Light and Darkness.

Abstract Supreme Authority: Code S, BL 8, LM 10, TM -1. A world governed by an Abstract Supreme Authority will generally appear to be Balkanized, although other structures might be visible instead. Actually, supreme power resides in the hands of a small, rather detached elite, who permit the more visible structure to persist as a convenient means of detailed minor administration. Selection for the elite is subtle and discrete, usually based on the rulers' determination to maintain power. The elite take care to remain unassailable; although they may enjoy their position, they claim - quite sincerely for the most part - that they have had a unique experience, and intellectual ability allows them to enforce the genuine greatest good for the greatest number. They may have access to more sophisticated technology than the masses of the population.

Example: Despite all claims to the contrary, no government in human history has actually functioned as an Abstract Supreme Authority. Science Fiction writers have frequently toyed with similar ideas; there is a hint of such ideas in Larry Niven's Beowulf Shaeffer stories, and Ursula LeGuin's Ekumen is a highly relevant concept. It is also arguable that the Traveller Imperium represents exactly this sort of government. The classic example, however, is Cordwainer Smith's Instrumentality, which appears in nearly all of Smith's works, which are highly recommended.

Sample Scenarios Using Non-Standard Governments. Three scenarios are presented here, each centred on a world government of one of the types described in the first part of this article. Each is in the 76 Patrons format, with patron, required skills (if any) for the job, and alternative backgrounds for the referee to choose or roll for.

1108: THE MASTER'S POLITICAL SURVEY MISSION RETURNED FROM ITS SELECTED INTERSTELLAR TOUR. CERTAIN EXTRACTS FROM THE EXPEDITION'S JOURNAL REVEAL SOME NEW POLITICAL SYSTEMS DISCOVERED ON THE SURVEY.
WORLDPWR

1 • SURVEY MISSION • PATRON: INDUSTRIALIST, UPP 697BDA, AGE 51 • REQUIRED SKILLS: MECHANICAL, ELECTRONIC

ervative. The survey equipment is Mechanical-1 and Electronic-1. Prospecting skill would also be of use. Expenses, middle passage, and Cr15,000 per head are offered to the party as all of the company’s regular prospectors are otherwise engaged at present. The patron wants the work done quickly, before the rumour reaches any larger organizations; freelance professional prospectors are stolen often paid by the ‘big boys’ to pass back news of interesting commissions from rivals.

Noth was inhabited by a small farming community that has grown fabulously rich on its automated farms’ output of Nothi Cumin, a superb spice that will only grow successfully in the soil and solar radiation pattern of Noth. The farmers control their government by voting on all major issues, including criminal trials, via a video-conferencing system. If a debate occurs involving the party, the referee must assess the rhetorical skills applied, the mood of the populace, and any other relevant factors.

people on Nothi Cumin. it seems that some off-world interference is involved, and the party is hired to find out who is responsible and to remove the trouble-makers. Cr150,000 plus reasonable expenses are offered for the job.

Molnarax (D644472-A) has a population of humanoid primitives who are dominated by a large group of humans — the High Lords — who have set themselves up as elite. The primitives are small (1-1.4m), slender beings (-2 on strength, +1 on dexterity, education 0), limited to tech-level 3-1: the only weapons they possess are clubs, spears, and short bows. However, they produce remarkably fine jewellery and abstract art works, which the High Lords sell off-planet at high prices. The world is way off the normal trade lanes, the nearest populated world is a jump-4 trip away, although there are systems with fuel-bearing gas giants nearer.

1: There is no outside interference. A small group of junior Molnaraxi nobles is seeking to bring down certain of their seniors, and it is hoped that the party’s presence will remove the threat of reporting the trouble-makers. The party will find the nearest nearby point, negotiate an arrangement of social isolationism—hence the small but well-equipped.

2: The ‘trouble-maker’ is a lone ex-scout and has found the nearest populated world is a jump-4 trip away, although there are systems with fuel-bearing gas giants nearer.

3: The Blue Crystal Brotherhood, which has established a foothold on Nothi Cumin, is seeking to bring down certain of its seniors, and an automatic rifle.

3: The Blue Crystal Brotherhood is in control of the planet, with a complex policy partly dictated by an interstellar organization called the Blue Crystal Brotherhood. The party is there to help establish the planet as the new capital of the empire.

4: The Brotherhood is an old, devious body, whose greatest asset is an ancient (First Imperium) ‘super-computer’, programmed to optimise the running of Vo’s economy. The trade application proves to be a success, and the party is rewarded. To the party’s surprise, the plan is not implemented, but the party is offered a smaller task.

4: The party is approached by a well-dressed man who explains that he represents the Council of Lords of the planet Molnarax. The non-human peasantry of that planet has always been contented and docile, but recently there have been insurrections and other difficulties. The Council suspects that some off-world interference is involved, and wants to hire a small group of private investigators to find out who is responsible and to remove the trouble-makers. Cr150,000 plus reasonable expenses are offered for the job.

Notes: The offer of work comes from an accredited agent of a minor interstellar mining corporation. A small team is required to perform a quick but careful survey of the planet Noth (C7864R4-D), as there are reasons to believe that mineral wealth could be present there. Basic skills required to operate the survey equipment are Mechanical-1 and Electronic-1. Prospecting skill would also be of use. Expenses, middle passage, and Cr15,000 per head are offered to the party as all of the company’s regular prospectors are otherwise engaged at present. The patron wants the work done quickly, before the rumour reaches any larger organizations; freelance professional prospectors are stolen often paid by the ‘big boys’ to pass back news of interesting commissions from rivals.

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3: The Blue Crystal Brotherhood is the party’s probable enemy. It is a small but well-equipped group of well-armed mercenary agents along a bodyguard.

5: The Imperial Secret Service, which has been monitoring the Molnarax situation, has established a project to disrupt the High Lords’ system and educate the primitives. Their detachment on the planet, which includes a squad of marines, is small but well-equipped.

6: There is no outside interference at all. The High Lords, who are a quasi-religious society, have been living on the planet since it was inhabited by a small farming community. The primitives are small (1-1.4m), slender beings (-2 on strength, +1 on dexterity, education 0), limited to tech-level 3-1: the only weapons they possess are clubs, spears, and short bows. However, they produce remarkably fine jewellery and abstract art works, which the High Lords sell off-planet at high prices. The world is way off the normal trade lanes, the nearest populated world is a jump-4 trip away, although there are systems with fuel-bearing gas giants nearer.

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Good fantasy role-playing GMs should always be looking for ideas of exotic societies, organizations, and cultures to add to their adventures, because the GM who relies wholly on commercial adventure modules can never give his players the full potential of FRP gaming. Legend and fiction can stimulate many ideas, though more often some part of legend or story is borrowed without alteration. But non-fiction can also contribute stimulating ideas for the fantasy world. History is the primary source, but archaeology, architecture, and simple word-play can be useful.

What's in a Name?
The Ever Victorious Army. The Cult of the White Lotus. The Immortals. The Red Eyebrows. Think about these names a moment, imagine what organization in a FRP world might bear the name... The names are all historical, but most readers probably recognized none of them, or only one. However, it is not necessary to know what the historical organization was, but to use picturesque names from unfamiliar (usually non-western) history as a stimulus to your imagination, to create entities which can be used in the fantasy world.

For example, although the Ever Victorious Army was the military arm of a nineteenth century Chinese rebellion, it is not necessary to know the details. You must ask yourself, what might the EVA be in my world, regardless of what it was in China? In my campaign, for example, it is a famous mercenary group which can be used either entirely destructively, thanks to a secret, widespread reserve structure.

The Cult of the White Lotus was a secret society which proclaimed the appearance of an Enlightened One in the years preceding the end of Mongol rule in China. But your Cult may be a ring of drug smugglers, a fifth column for neighbouring nations bent on conquest, or even a group of magicians with curious tastes. If you keep a list of such picturesque names in a notebook, and look at it occasionally, sooner or later you’ll think of something interesting to fit some of them. If you’re like most people, your imagination needs a reference point to work from. The names provide the references.

Some reading in ancient and eastern history, especially Chinese and Indian but also Persian (the Immortals), Islamic, and south Asian, will supply you with names. Start with encyclopaedias (especially Britannica) or popular histories; historical atlases and outlines of world history are also good. If you enjoy historical reading you can delve into scholarly work more likely to refer to obscure groups. Actually, we tend to use European history in this way without thinking about it, with the drawback that too many players recognize the names. This leads to a second method of acquiring interesting entities from history for fantasy worlds.

In this case, you adopt 75-90% of an historical organization’s characteristics while changing the name. There are two reasons for the latter. First, a player might recognize the name, no matter how obscure, look up the real thing, and thereby gain an unfair or unrealistic advantage. Second, well-known historical names intrude on the fantasy atmosphere of the imaginary world. If someone says his character is Japanese or French, any other historical ‘race’. Similarly, the use of familiar historical names of organizations can destroy the illusion of reality by reminding you of the real world.

For example, you might wish to adopt the pre-Alexandrian Persian Empire as a model for a major part of your world. This produces some interesting possibilities for scenarios, such as opportunities for intrigue in the semi-autonomous satrapies, and rebellions against the emperor. It provides a structure for an empire which can resist almost any outside attack, but which can do little to interfere with affairs outside the empire—except with tribes and subsides. The more you learn about this empire, the more interesting it can be.

But don’t call it the Persian Empire, and so be sure to vary the details enough that a player cannot gain much from his knowledge if he recognizes the historical model.

Similarly, such famous historical edifices as the Great Wall of China, Hadrian’s Wall, and Offa’s Dyke can be introduced into your world. Or at the other end of the spectrum, it is not necessary to know who the Chinese emperor who was buried with an army of 6,000 life-size soldiers and horses, sculpted of terra cotta. Facets of Roman or Greek government might also be adopted.

Note that you can also plunder science fiction in this manner. Although most aspects of an SF (as opposed to fantasy) story are not adaptable to a fantasy world, races and their cultures can be used without modification.

Think about the pre-space flight Merseian culture described in Poul Anderson’s tales of the Polesotechnic League. Try putting some Merseians on a large island somewhere in your world. Few GMs are able to manufacture entire ‘new’ societies; borrowing from history or science fiction is often the only practical means of introducing variation into the cultures of your world.

Archaeology and Architecture
Primitive tribes, or at least those which are to be treated as such in your SF (as opposed to fantasy) world. There is no reason why all should be based on traditions about elves or American Indians. A little reading in archaeology and anthropology will show you a multitude of activities and cultures which might be useful. How did the Hottentots, the Zulus, or the Yanamomo of South America live? An archaeology text may include diagrams of primitive dwellings, villages, even forts.

Architecture, of course, supplies diagrams of lesser primitive structures: temples, monasteries, cathedrals, castles, palaces. The text descriptions of such buildings can stimulate useful trains of thought. In either case, a city or university library should have books containing many diagrams, though a good encyclopaedia is the place to start.

Word-Play
Combinations of adjectives and nouns, or nouns and nouns, can create names for races, cults, or what have you. Think of some promising nouns, say ‘dancers’, ‘seekers’, ‘riders’, ‘sky’, ‘star’, ‘wave’, and combine some. [Note that generally you’ll want to combine a standard noun with a noun derived from a root word, as in the first three above.] So who are the skyseekers, the wavelanders, the starriders? Not all combinations will work—then I don’t see much hope for star-riders in a fantasy game, for example—but some will sound interesting. For example, the skyseekers might be a brotherhood of magicians who seek a permanent flying spell, or a means to travel to one of the moons. The wave runners might be a frivolous but intelligent aquatic race who communicate through intricate swimming routines. Keep adding to your word lists, and combine the words in new ways; if even one in ten is good you’ll be ahead in the game, and in your campaign.
Dear WD,

For some time, I have been vaguely dissatisfied with the D&D alignment system, but now I realise why. D&D tries to construct a pseudo-medieval milieu, but it does not take into account the changes in attitudes since then. The idealist, who is tortured and burned for his beliefs, would have thought himself Lawful Good, while we might regard him as Lawful Evil. If the alignment system is not based upon their moral beliefs then from whose beliefs is it derived? The answer seems to be that Gary Gygax is the source.

Some people might be prepared for Gary Gygax to decide for them what is right and what is wrong, but I am not, especially when apparently, good people are good because they like cutting evil creatures into little bits and evil creatures spread havoc for the sake of evil itself. The latter is especially naive; even Hitler thought he was doing good, while criminals commit evil deeds in self-interest. On reflection, the alignment system and the inquisitors are, in fact, too far removed.

The alignment system is indicative of T SR. They seem to believe that everyone should think the way they think. The D&D rule system, despite being updating in its concepts, is treated as a holy writ; D&D supposedly should be played to the letter of the rules, without question. You may have noticed how Don Turnbull, in this letter's page, and Ed Hopkins, in the interest in WD14, have been so dismissive of other people making changes in their sacred rules. I think D&D is a good game, in spite of its flaws; it's better than the rest, but it is not the best, despite what TSR think. All role-playing games owe an immense debt to D&D for establishing the hobby, but I think this debt has been paid; D&D has been the most popular game for many years. Isn't it time TSR played a wizard and a fighter will use his magic just as a Lord will use his armies. Discriminators against magic in combat is just refusing the realities of the fantasy world.

The second is that Divine Intervention is a very rare occurrence, especially in large battles. Such battles are watched over by the gods on both sides, and any aid sent by one side will be prevented from arriving, or will be balanced by equal aid from the other side. If a battle is of such importance that a god comes down personally, he will be met almost immediately by an opposing god. Thus is the balance of power between the alignments maintained.

Finally a suggestion for new monsters - the neutral and good alignments need powerful creatures similar in function to the demons, devils and demons of the evil alignments. Coalt, kr-in and the good dragons are being overworked and requested angelic aid. The neutral gods are devoid of any aligned servitors and would like to have a rest occasionally.

Yours,
Thomas O'Reilly, Ireland.

Dear WD,

It seems to me, as it probably does to many other White Dwarf readers, that ADD & Chaotic Good is set an unfairly raw treatment in comparison with Lawful Good towards which there is a general bias.

There is a general belief that Lawful Good is goodness in its purest form and Chaotic Good is an impure form of goodness - a goodness soiled by other beliefs. Anyone who bothers to read the sections on alignment in the DM's Guide and Players Handbook will find that this is not the case. Chaos and Law are merely forms in which the goodness of a character, monster, etc. is expressed. Likewise Lawful Evil is seen to be the vilest form of evil; it is seen to be an extreme with the other extremes being Lawful Good and Chaotic Evil.

This bias is evidenced in the special treatment given to Lawful Goods. They are given their own character class, the paladin. The what about a Chaotic Freedom Fighter?) the only good monster of lesser status in the Monster Manual is Lawful Good - Bahamut; they are given their own magic items - the Holy Avenger, the Scourge of the Heavens, and their only allies are other chaotic alignments. This chance of a sword being aligned to Lawful Good than there is of it being aligned to Chaotic Good.

I hope this imbalance will be corrected in the ADD & Chaotic Good volumes due out soon. If not, I shall certainly try to make amends in my next campaign at least.

Yours,
Alan M Stacey, Mount Olympus.

Dear WD,

I really must protest, in the strongest possible terms, at the appallingly bad cover of edition 44 & 45. When are we going to see the end of the chainmail bikinis, for heaven's sake? Not only are they sexist but they are dumb. No female adventurer would go monster-chasing in that kind of outfit; she will want the best armour that money can buy, or at least enough clothes to keep out the cold!

Griselid's reaction has been characteristically vigorous. She says it's ridiculous that artists should draw such characters as if they are about to go on for the floor show of some hot joint; if the practice continues, she may be dropping round to see some artists one these things and it won't just be to ruffle their hair.

Significantly, it isn't about time White Dwarf gave a lead in discouraging this kind of illustration - still far too common, eg on the cover of Elizabeth Lynn's superb The Northern Girl in Hamlyn paperbacks? Do your readers really like to imagine female adventurers in this manner? For good measure, Conan-style barbarians are equally dumb, with nothing between them and damage and the hair on their chests; in their own way, I suspect they are sexist too.

Yours,
Oliver Dickinson, York.

Dear WD,

It has been some time since the great adventuring sage Irrit Arata discovered the existence of Golems and brought them to my attention (WD44 Runestone). Recent delving has brought to light some interesting facts about their creation and control which I present here.

1. It seems that he Flesh Golems originally emerged from metalworks but that a thousand years ago, in the erstwhile mining city of Golems, they went out to sea and were used for protection from maces and other smashing weapons which can kill them mercilessly.

2. A plaque recently taken from a temple of Chaos makes it clear that Golem creation is a long and often unsuccessful process. Preparation, it would seem, takes an entire season and the chance of success for a single priest working alone is only 40%, multiple priests and the use of the Ghostmen & surgeons can increase this to 80%.

3. Golems exist only to serve their God, they will usually follow the commands of their temples priests but are not bound to do so. They will never follow the orders of a non-chaotic.

4. They take no interest in personal treasure but have been known to loot their temple. They have 8 and 6 point skin respectively but those made from rock or clay seem to have no protection from maces and other smashing weapons which can kill them mercilessly.

5. They have been known to speak but seem to understand most languages.

I hope these few small points help to add a bit of colour to the morbid and often grotesque field of the Golems. May all your troubles be trollkin shaped.

Simon Basham, E Sussex.

Dear WD,

Keep up the good work on WD - so far I have been very disappointed with the standard of your only UK competitor, Imagine. The only advantage they have over you is in the field of computer addicts.

Yours,
Graham Staplehurst, Dover.
A Complete AD&D City by Daniel Collerton
Part 5: Zotaquan Aef Tor Wysard

This is the fifth in a series of six articles describing a small AD&D town—Irillian—and providing a sequential scenario—The Rising of the Dark. The first four episodes reached the point where a major relic for use against the Dark was discovered to be a fake produced by Zotaquan Aef Tor Wysard. This essay describes the last quarter and the penultimate section of The Rising of the Dark, which starts where Part 4 left off. DMs should read it carefully before deciding whether the party might need aid from outside sources. Care should be taken to keep the party on vaguely the right track and prevent them wandering aimlessly over Irillian; a 'suggestion' from the Abbbeor or Monasterion should correct any mistaken ideas. Part I (WD42) features a glossary and the nomenclature key.

The Tor Wysard. Before leaving the Monasterion, the Gran Mareschal will insist that a Brother Aef Lagu, the Seneschal Ras, [see WD45] accompany the party to keep an eye on them. Ras, who has his own suspicions about the Sceptre, will generally not interfere unless there is a very good reason for doing so. The party can return to the base of the Tor Wysard [see Tower description] and start to climb without incident provided precautions are taken against being recognized. Otherwise, the chance of being spotted by the Mob is as in Part 4. The wind, already gusting strongly at ground level, will increase as the party goes higher. Twenty feet from the top, it will reach hurricane force; each character must roll under their average of strength and dexterity. A d20 or be blown off to strike the ground for 6d8 damage. If the party are roped together, those either side of a falling character add two to their roll. The sides are too hard to take pitfalls or other fasteners but a character reaching the top may loop a rope around a pinnacle. A spider climb will prevent the recipient from being blown off. On reaching the top, the storm will intensify, lightning continually striking the Tor’s pinnacles; any character raising a metal object above the 5’ pinnacles has a 50% chance of being struck for 6d8 damage [save vs lightning for half damage].

As the party teleports down to Zotaquan, the beacon flare on the Mona and Grimmors’ Towers and the dissonant sounds of their alarm bells become faintly audible in the swirling gale.

The party will arrive in the Summoning Hall with a thunderclap of disembodied air. Zotaquan is seated on his throne. He has silver hair and golden eyes. A scarlet jewel blazes from his forehead and a shifting radiance falls from his cabalistic robes. At his left hand is a demon and at his right, a devil. A golem stands behind and a sable-eyed cat gazes from his lap. In his hand is a wand and on his fingers, rings. A force wall shimmers before him. He waits, silent, unmoving and unmoved until the party explains. Then he will chuckle and stand.

I am truly sorry that you have had to suffer such inconveniences. I apologize especially to you Ras, although for reasons which I cannot explain, I am not entirely to blame. [Ras will keep his own counsel.] Do you not find it amusing that the Brothers Aef Lagu, such fine upholders of The Law, should guard a fake relic? No? Well, perhaps not. Still I allow me to make some small repARATION; perhaps I can gain some information to help you.

Cancelling his force protection, Zotaquan will join the party and, while his infernal servants hand round refreshments, attempt a contact other plane spell; trying to reach one of the higher Planes. He will fail as the upper Planes have been closed by some power which he cannot break. Whilst preparing for another attempt, it will occur to him to ask the party if they have ever wondered why they have been allowed to get so far. If the Dark is so powerful, why has it not destroyed them? Is it playing with them or is something protecting them? Is it something perhaps about Irillian itself? Are they sure that everything is as it seems?

On his second attempt, he will succeed in reaching one of the lower Planes. He will stiffen then relax, blackness starting to pour from his eyes, ears, nose and mouth as he whispers, "It comes. Leave."

However, before this is possible, the dark, still pouring out, will cover his body and the floor and start to climb up the walls, making it impossible to find the teleportation controls. As it spreads, the room will darken and cool until, in two rounds, it is well below zero. From then on, characters will take one point of damage per turn from the cold. One round after its appearance, the dark will reach the devil and demon, releasing them from Zotaquan’s control. They will then try to destroy him. The golem, Ras and the cat will try to prevent this.

After five rounds (or sooner if it appears that he will be killed), Zotaquan will abruptly stop, apparently none the worse, cast a protection from evil 10th radius to keep off the attackers, then destroy them. He will then say to the party, "Seek for the source of the liquid of life. Delve in the dark for the secret of light."

Then he will mutter, 'Needless obscurantic doggerel as usual', and close contemplatively.

The golem and the cat will prevent the party examining Zotaquan’s body and intimate that they leave; the cat polymorphing then activating the teleport. The dark, having vanished with Zotaquan’s recovery, will reappear on his collapse, giving the party one round to teleport away. Any characters remaining after that will become covered with Blaecd Fyr, no saving throw. Zotaquan will be obscured as the dark envelops his circles. Conditions on the top of the Tor will be as when the party left with the same chances of being blown off etc. To the west, the city walls
IRILLAN

are covered in a black mist through which the tower beacons dimly glow. As they watch, these will go out. Above the wind, they will hear the distant sound of battle—suddenly cut off. Down below, the Munuc Geard is seething with a crowd of frightened Irillans. Descending to the tower base and into the screaming, swearing crowds, they will be spotted by the Mob.

After a round of surprise, 1d10 will give chase (all statistics as normal Irillans but +20% on morale due to anger; sections splitting off to prevent the party moving north or east; channeling them through the streets crowded with weeping children and frightened men and women, towards the Meggaet. Behind the Mob the Tor Wysard will burst into Blaec Fyr. At the Meggaet, more of the Mob, approaching from other directions, will make it imperative that the party seek refuge. Just before the Mob arrives, the door of the Gnome Juel Aef will open and Era Gasrinti [Part 4] will beckon the party inside.

Gnome Juel Aef. The Mob will group outside before attempting to storm the building using timbers from nearby buildings as battering rams. Inside the Gnome to assist in its defense will, as usual, be with several of the 13 staff (all normal Irillans) and Djhela of the Psionic Fellowship. These will be able to hold the windows and doors for five rounds until the Mob breaks through by sheer force of numbers. Djhela will use her psionic powers at the last possible moment but when she does so, the Irillans’ fear of psionics is such that the Mob will have to make an immediate morale check at -50% and further checks every round, also at -50%. In any event, it will only continue the attack for another two turns before the approaching mob scores it off.

Once the Mob retreats, Djhela will inquire what the party’s business is; using her ESP to confirm what they say. If the party has not already solved the riddle left to them by Zotaquaan, Djhela will remark that when drinking from the Rubis Weg well she received a vision of blinding light from her Sensitivity to Psychic Impressions. Perhaps the liquid of ‘life’ is water, and its ‘source’ the well.

Back on the Streets. If the party moves up Rubis Weg, two Ridi of the Garde with the Commandere Aef Hors (Irem Deorsunnu) will gallop out of the wall of black mist which blocks Rubis Weg from the San Hael eastward; the Irillan Scouts following closely behind. Catching sight of the party, they will rein and explain that the mist started to move towards Irillan at first light, first over-

whelming the Greegaef, although the Chantman escaped, and crossing the walls an hour or so later. Since leftlo had not enough men to defend the walls (the militia having failed in their duties), he decided to fight a delaying action; withdrawing to the Mark Geard for a final stand. Unfortunately, the footbridge across the Dark approached; leaving the Scouts and Orclidan to face it alone. Leftlo disappeared about the same time, Iram then withdrew his troops, forming them in walls before charging as the Dark crossed them. Inside the mist were large numbers of humanoids of all types—orc, thralls, dark elves, Rinds and Warkers. Half of the Orclidan did not return. If the party in turn explain their situation and appear to need it, Iram will detail Anhalas, Elas and Kira of the Scouts [Part 4] to assist before wheeling his remaining forces and charging again down Rubis Weg. From the time that Iram leaves till the Dark arrives, the party will have two turns.

The Rubis Weg Well. 100ft deep with 15ft of water, its walls are smooth and covered with slimy moss making it virtually impossible to climb (-70% to normal chances). A character able to inspect the wall sides, who rolls under intelligence on a d20 will notice that a square area about 50ft down has moss of a slightly different consistency that seems to reveal the area to be slightly warmer than the rest of the walls. Anyone tapping the walls will automatically discover that the area rings hollow. (Characters unreflective may gather 100ft in 3 rounds from nearby houses.)

Characters falling into the well will suffer 1 point damage for every 10ft fallen and must make a saving throw or be stunned on impact with the water. Normal DMG drowning rules should be used for characters floating back to the well.

The moss may be cleared off in one round to reveal a seven foot square of white marble with a goblin’s head carved into its surface. This may be removed by a character of good alignment or any character using a knock spell. In the latter case, the spell will topple outwards, catching the caster if he or she is on or below that level for 4d10 damage and, in addition, 80% of the time, breaking any rope used. Since the slab rests into the 9ft diameter of the well, it is impossible to dodge. Good characters need merely to ask the slab to open, it will glow briefly then disappear. However it is so constructed that the square footage passage shrinks to a point of light.

Meanwhile, one round before the mist wall retreats to the Garde, the Meggaet will gallop out of it with his remaining men—the three of the Orclidan and the Scouts, all plainly terrified—and disappear towards the Mark Geard. The mist will silently wash over the party and pour down the well. Inside it is all silent but for the crackle of the Blaec Fyr which is spreading amongst the buildings. Visibility varies between ten and twenty feet. One round after this, 10 or 12 with the children of the Mark (MM and see later) AC 6, HD 1, Move: 9, No of Attacks: 1, Damage: 1, Special Attack: Possession by the Dark, HP 6x4 (3x4 3x3 2x3 3x3) will quietly appear and attack. In three rounds, the goblin dark elf children will also appear (MM and see later) AC 6, HD 1, Move: 6, No of Attacks: 1, Damage: 1d6, Special Attacks: Possession by the Dark, HP 6x4 (3x4 3x3 2x3 2x3) with a further 10 arriving on each subsequent round. The Children will not follow out of the mist nor down the well.

Children of the Dark. Those who come into contact with the Dark often end up as its Children, either as agents of possession or more usually, through attacks by other Children. The Children of the Dark move, fight, save and so forth just as normal, but since they are effectively automatons, they cannot use spells or other magic or take spontaneous actions. Damage done by them does not physically harm their victims but weakens them; if the damage equals or exceeds a being’s hit points, that being becomes a Child of the Dark. Any sentient being may become a Child of the Dark, indistinguishable from normal but for its misty-teared black eyes.

Damage inflicted upon a Child of the Dark by normal weapons counts against the being’s possession host. If these reach zero, the Child is killed. Magical damage, including that done by magical weapons, is only counted against the possessing Dark’s hit points which are initially equal to the being’s normal pre-possession hit points. If these become zero, the occupying Dark is discerned; the being’s displaced spirit or soul returning. Beings may be re-possessed.

Background Information

Gates/Towers (See Part 2 for further details.)

Megneaet. Towers 40 DP each, Drawbridge 8 DPV, Portculis 12 DPV, Gates 15 DPV, 2 Bal-listae on each tower, Towers 20x20x40ft, Gate 20x30ft, Towers 2 stores and cellar each. Occupied by: Left tower, Garde Commandere, Stormwellcan Commander, 1st Iram of the Stormwellcan. Right tower: 2nd & 3rd Iram of the Stormwellcan. Main door is greatly reinforced and is mainly used for ceremonial. Unluckily, close inspection will reveal coloured glass with large bare areas where easily reached fascies have been removed. However, from far enough away, the gate looks quite fine with the setting sun striking blades of light from the stones and it is still a favourite spot for Irillans to come and dream of better times. The drawbridge covers a pit filled with spikes (1d6+1d8 damage) which every so often claims an unwary drunk at night. The bridge across the moat, although stronger than the Blaecgeta’s to support the greater traffic, can still be destroyed in two turns if the need arises. When open, 1 Iram will be on duty. In all other respects the Megnaet resembles the Gealgetaet [Part 2].

Sauin Tor. 35 DPV, 1 Balista, 20x20x30ft, 2 stores. Occupied by the 1st Iram of the Hlilehanen.

Grimmr Tor. 45 DPV, 2 Balistae, 20x20x30ft, 2 stores and cellar. Occupied by Irillan Scouts.

The Tor Wysard. 13 Munuc Geard (H7?), ST 12, N1 N121, CN AV, 100 DPV. A towering spike of glassy green rock, the Tor Wysard appears to be a temple dedicated to its occupant, Zotaquaan Aef Tor Wysard. Its outer surface is clear of decoration but for an unprotected stair which winds its spell-it way up the tower, passing as needed through passages bored into the supporting buttresses. At the tower’s apex, these buttresses peel away to form three foot pinnacles. The smooth roof of the tower has inscribed into it a pentacle surrounded by the message in common. To enter, stand inside the pentacle and state your business. If you are permitted, one terminal of a teleport; the other being in Zotaquaan’s summoning room. Permanent varicance of the equipment and maintenance spells focused onto the tower top allow Zotaquaan to check who is calling before activating the teleport. The controls are located on the floor immediately below, when activated, the contents of the two pentacles are.
exchanged.
The Summoning Room, again of featureless green stone, is located well below the floor of the Tor itself; access being gained through the use of passwall spells. Its roof, fifty feet above, is supported by massive buttresses; golden pentadents, circles of conjuration and wards are inset into the black floor, smoking braziers, guttering candles and strangely shaped and inscribed instruments litter the whole area. Lighting is from continual light spells on the roof. At the end, a strongly-warmed dais supports a plain stone throne. The walls between the buttresses are covered with dull black cloth embroidered in white with cadselfilis signs. Behind each, a symbol has been cast upon the wall. Working clockwise from the throne, these are of stunning, pain, death, fear and sleep.
Zotaquaan uses his throne when expecting or entertaining visitors or as a refuge should he be summoned to go outside. Since it is the focus of some of his more useful enchantments. The spell surveillance of the Tor's roof operates from the throne, as does the teleport port.
Zotaquaan is going out himself, he has his familiar activate it and the release for the curtains covering the symbols. The throne's most useful feature, though, is its ability to act as the fifth side of a Cube of Force (DMG) except that it has 100 charges, does not recharge and covers the area shown on the plan rather than a 10 ft cube.

Kapt in the Summoning Room are two of Zotaquaan's bound spirits — Nguthz, a Type 1 Demon (MM) AC 0, HD 8, Move: 12'/18', No. of Attacks: 5, Damage: 2d4+2/2d8+1d6, Special Defences: See MM; Magic Resistance: 50%, HP 57, and Gehet, a Barbed Devil (MM) AC 1, HD 8, Move: 12', No. of Attacks: 4, Damage: 2d6/2d4, Special Attacks & Defences: See MM; Magic Resistance: 75%, HP 42, and an iron Golem (MM) AC 3, HD 18, Move: 8', No. of Attacks: 1, Damage: 4d10, Special Attacks: +2 Special Defences: +2 or better weapons to hit; Immune to all magic and electrical. HP 80. The spirits' enmity for each other is only exceeded by their hatred of Zotaquaan. In fact Zotaquaan would be glad to get rid of them but their terms of binding stipulated release after 10 years and 9 days and to break them would allow them to attack him. The golem is further protection for Zotaquaan should a summoning go wrong.

Only the upper eight storeys of the Tor Wysard are above ground level. These house Zotaquaan's living quarters and a library; five floors of books, scrolls, maps, globes, pictures in all conceivable languages and materials, worth in total several million silver pieces and covering a vast area of knowledge with special emphasis on magic and magical research. Collectively, these form a superb reference library but their chaotic organization means that, until properly catalogued, a process which would require several years, they are useless to anyone but Zotaquaan. In the library, mostly buried under piles of relatively worthless material and protected by firetrap spells, are Zotaquaan's master spell books. In addition to all of the generally known spells, there are many variations on existing spells and new spells developed by Zotaquaan himself. Amongst these latter are the classic false reticule spell (part 4). The library is protected by a Guardian Daemon (FF) AC 1, HD 8, Move: 9, No. of Attacks: 3, Damage: 1d6, Special Defences: Immune to sleep, cold, hold, polymorph and fear; +2 or better weapons to hit; Immune to all swords, Magic Resistance: 50%, HP 51, who does not have the ability to breathe fire since that could prove damaging to the library's contents. The Daemon is instructed to attack anyone who enters the library except for Zotaquaan or anyone introduced by him. Zotaquaan the uppermost three storeys of the Tor hold Zotaquaan's living areas.

The three underground floors form Zotaquaan's laboratory; a chaotic series of rooms cluttered with alchemical apparati, experimental animal pens, half-completed experiments, various bits and pieces of magic and stores of all types of possible spell components; several hundred of thousands of silver pieces worth all told. Genuine and failed magic items are all mixed together; only Zotaquaan knows what is what. The failed items are a 2d2 Broadword, a Wand of Cold, which can be used as a common, poisonous Potion of Climbing; a delusory Potion of Invisibility and a Potion of Dimensional Lock which shrinks its user to one fifth of normal size until a wish is used to reverse the effect. The correctly functioning items are a suit of +2 Plate Armour, bits of which are scattered all over the laboratory requiring a week's search to locate them all; several scrolls: Spell: cacodemon, 2x limited wish, power sword stun, clone, monster summoning VI, permanency, polymorph any object, gate, shape change, wish, protection: elemental, magic; and a wide range of powdered potions (4x Extrahealing, Fire Resistance, Storm Giant Strength, 5x Healing, Levitation, 2x Poison) which need to be reconstituted with half a pint of water each before being taken but are otherwise as normal; a Crystal Ball and a Helm of Comprehending Languages and Magic (all DMG) in the form of a burning red gem mounted upon a slim silver fillet. Zotaquaan usually carries the remainder of his magic around with him and those are shown under his statistics.

Zotaquaan Aef Tor Wysard: RA HS, SX M, AL N, G, MU, LV 17, HP 45, AC -2, AG 129, WE 158/78, BL 10/00, ST 8, IN 18, CH 17, WIT 17, DE 18, O 9, CH 17, MI Ward of lambing charges), Bracers of Defense AC 2, Robe of Scintillating Colours, Ring of Regeneration, Ring of Elemental Command (Earth), +3 Dagger, Wnd Wand.
Spells: fire, charm person, hold portal, identify, shield, sleep, 2nd: detect evil, ESP, locate object, sinking cloud, web, 3rd: dispel magic, haste, light. teleport, protection from evil 10', radius, protection from normal missiles, 4th: polymorph, fear, dominate, 5th: disintegrate, levitate, store lightning, spot hidden, hold monster, 6th: animate objects, fly, fly, fly, dispel magic, haste, power word, mind blank. Zotaquaan also has the following psionic powers. Ability 137, Attack Defence Modes: AEO-HU, Disciplines: Detection of Evil, Domination, Precognition; Energy Control.
The most brilliant sorcerer of his time, Zotaquaan has retired from active adventuring to devote himself to his only true love — research. His knowledge of all types of general incantations is phenomenal and his special study of summonings and development of new rituals of summoning, binding and banishment have made him the undisputed authority in that area of magic. His frequent dealings with the inhabitants of the other Planes have not, however, curbed his naturally inquisitive personality, although they have served to increase his arrogance. Despite this, his general good humour keeps him a popular figure in his academic circles.
Zotaquaan's familiar, Pylin, is similar to the normal Guardian Familiar (FF) except that it has freedom of movement, is exceptionally intelligent and can polymorph itself at will into a human form. AC 8 and better, HD 1 and better, Move: 12' and better, No. of Attacks: 3, Damage: 2d4+2 and better, Special Defences: Rebirth, Magic Resistance: 85%, HP 6 and better. (The DM should decide exactly what Zotaquaan's new spells and variations are. A good source is the new spells from previous WDs.)
Common customers at the Gnome are: Erea Gaznirii (30), Tirgiv Polaron (10), Leftos Gonsa (20), Plosk Mandere (8), and Mandere Ahrs (5). Stormwind Commanders include: Forward (10), Mandere Hors (20), Stormwind Commanders (10), Bldomarchant Commanders (10), Gonsa (20), Mandere (20). The Gaegagaa (20), Dihale of the Pional Fellowship (20), Dadga of the Garde (100). The only person of note presently staying at the Gnome is a rogue who has formed a Fellowship of his own, posing as a trader in exotic fur.

The Gnome has lately been suffering a run of bad luck. For the past few weeks, it lost almost 1200gp in one night to a group of visiting gamblers; mysterious fires have been breaking out and on two occasions in the last season. attacks have been made by the Mob. Consequently, the Gnome has fallen rapidly, bringing Erea to the verge of bankruptcy. Simultaneously, a series of prospective buyers has appeared, apparently motivated by a wish to "help" Erea over her difficulties by buying a 51% share in the business. Erea is convinced that the agent behind this ploy is her Gnome's difficulties but has no inkling that it is Peilos Trilisodor (Part 4).

The Stormdram is a 1.80m-tall, silver-haired, blue-eyed male with a scar over his left eye. He is of the Drn race. He has a distinctive, angular face and a piercing stare. The Stormdram is a member of a powerful family in the city of Stormwind, and he is known for his skill in combat and his formidable magical abilities. He is often accompanied by a group of followers, who are known as the Stormdram's Stormclouds. These followers are loyal and dedicated to the Stormdram, and they help him in his various adventures. The Stormdram is known for his bravery and his cunning, and he is feared by many in the city. He is a complex character, with a mysterious past and a future that remains unclear.

The Stormdram is the leader of a group of adventurers known as the Stormdram's Stormclouds. These adventurers are a diverse group, consisting of warriors, mages, and rogues. They are united by their mutual respect for the Stormdram and their desire to follow him on his adventures. The Stormdram's Stormclouds are known for their skill in combat and their cunning strategies. They are feared by many, and they are respected by many more. The Stormdram's Stormclouds are a force to be reckoned with, and they are a source of inspiration to many adventurers.

The Stormdram is a 20th-level warrior, with a proficiency in the use of magical weapons and armor. He is a master of the art of shadow, and he is able to move silently and unseen through the streets of the city. He is also a renowned expert in the use of magical spells, and he is able to cast powerful spells with ease. The Stormdram is a master of the art of magic, and he is feared by many for his abilities.

The Stormdram is a member of a powerful family in the city of Stormwind. He is related to some of the most powerful families in the city, and he is able to draw on the support of these families in times of need. The Stormdram is also a member of a secret society known as the Stormdram's Stormclouds. This society is a group of adventurers who are united by their mutual respect for the Stormdram and their desire to follow him on his adventures. The Stormdram's Stormclouds are known for their skill in combat and their cunning strategies. They are feared by many, and they are respected by many more. The Stormdram's Stormclouds are a force to be reckoned with, and they are a source of inspiration to many adventurers.

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IRILIAN

employment if necessary — usually as poorly paid bodyguards — and assist characters to recruit henchmen and hirelings; having records on most characters in the area around Irilian. The Gild arranges introductions for characters wanting training at a cost equal to 5% of the training fee. The trainers available are:

Cleric: Aetas of the Temple
Fighter: Commanders Aef Hors
Ranger: Anhalas of the Scouts
Thief: Hireen of the Galgajang
Illusionist, Monk:
Bard: Not Available
Druid: Acyfly the Druid
Paladin: Serial Vengerdohtor
Magic User: Zotaquara Aef Tor Wysard
Assassin: Torquil of the Hashishy

These characters will not automatically provide training since alignment and organization considerations might dictate otherwise.

The Gild Maestre is Gisral Lempehat, a fighter who has retired after losing a leg in a flyman hive. RAH, SXM, ALN, CLF, LV5, HP 20, AC 0, AG 63, WE 970, BL 100, ST 12, IN 14, WI 15, DE 10, CO 13, MI +1 Shield, +1 Plate Mail, +1 Longsword (NSA), NW Sword. A brusque old man, Gisral is fond of reminiscing and comparing modern adventures unfavourably to the real men (and dwarves and elves and gnomes and halflings and...) that there were in his time.

Gildsmen may, if they wish, keep their membership secret, those that do so are marked with an (S) on the membership list. The Gildsmen are: The Irilian Scouts, Commanders Aef Hors, Missionary Commanders, Serial, and Ankos of the Abbeie (S), Acyfly the Druid, the Chantman, Pelos of the Temple, Gilos from the Grifoun (S), Zgul from the Heafod Aef Orc, Sigil and Agrae from the Heafod Aef Orc, Torquil of the Gild of Hashishy, Hiren of the Galgajang (S). (S) indicates a secret membership.

Irilian Gilds and Companies: Gilds in Irilian are not as powerful as they are in other independent towns since they are effectively controlled by the Council. Thus, rather than constituting a power bloc separate from the government as is usual, they form part of that government and are used by it to control the trades. Also unusually, their regulatory and social functions have been split. In common with all guilds, their primary function is regulating the trades but their social functions have been taken over by the Wardgilds. Membership of a Gild is restricted to Irilian citizens who can provide proof of their competency in their craft and pay the Gild Fee of 5gp. Only members of a Gild or Company may carry on a trade in Irilian.

Gilds and Companies are very similar; the main difference being in the Gilds’ greater status rather than in size or power. Together Gilds and Companies may form a larger grouping known as a Trade; it is these Trades which are controlled by the Council members [Part 4]. Each Gild or Company has its own Gild Maestre who together with the Sundi (Sundi Syndicate) regulates its affairs. Each Trade is governed by a Gran Maestre (all Council Members) who settles interguild disputes. Intertrade squabbles are referred to the Court Civils.

To save space, where a shop has been mentioned in Irilian it will be that of a Gild Maestre if there is more than one shop of a particular type, the richest that is that of the Gild Maestre, the others are the Sundi’s; it is up to the DM to detail others of the same type if necessary.

Generally, these will be smaller with one craftsman of journeyman rank and 1d2 apprentices and be engaged in piecework for a Gild Maestre’s workshop.

The major Trades in order of decreasing status are: the Weavers and Armourers, Jewellers, Metallers, Clothworkers and Leatherworkers, Gilds and Companies of Learning, Houses, Woodworkers, Victuallers and, lastly, the Lighters.

Wardgilds: Each Electoral (see map, and The Council, in Part 4) Ward in Irilian has its Wardgild; an organisation of its occupants for mutual support. Each Wardgild has roughly 500 members whose numbers are dependent on the year depending upon income. The funds are used to support destitute members of the Ward, pay for funerals, foster orphans and otherwise provide a very basic social service. Each Wardgild has a council which regulates its affairs.

Utgilds: Similar to the Wardgilds, the Utgilds serve races rather than geographical areas. They are small in size; having at most 20-30 members in Irilian although their membership outside the town can run into the thousands. Their funds are likewise restricted, averaging about 500gp. The major Utgilds with their Gild Maestres are: Dwarves: Disrim the Banker; Elves: Arien, Elistir Deoutcorgan’s bodyguard; Gnomes: Era Gassirini; Halforc: Zgul from the Gilm of Aef Hors. All non-humans in Irilian will be members of their respective Utgilds; donating 2% of their income in dues. Only members of the race concerned may join an Utgild.

IRILIAN POLITICAL BOUNDARIES
Play-by-Mail Games

by A D Young

Computer-moderated PBM is an area of computer gaming not previously covered in Microview. The computer program that 'drives' the game remains with the moderator and the output it produces is sent to the player, usually in the form of a lineprinter dump. Until recently most of these games were run only in the States, although they were generally available to overseas players and some are 'post-boxed' in the UK. Now there are many new games springing up in this country, which we hope to review in future Microviews. The games reviewed here are American games available on an air-mail basis to UK players, and anyone interested should write directly to the States for up-to-date registration and Turn costs. Addresses: Empyrean Challenge, Superior Communications, P O Box 506, Fairfield, ID 83327, USA. (£3 per Turn and up); Heroic Fantasy, FBI, PO Box 1467, Scottsdale, AZ 85252, USA. (£1 or more per Turn). — MC

Empyrean Challenge

This is a computer-mediated, multi-player grand strategic space game. It accommodates 150 players, each of whom is the Ruler of one of fifteen nation states on a single planet, belonging to one to ten races each with its separate planet. There are 100 systems with from 1 to 10 planets. Victory is gained by an individual if he controls about 100 (or more) planets for four turns and no other player has half as much, or by a race if they collectively control 50% or more of all habitable worlds.

If you think that task might prove arduous just keep reading, for you have not seen anything yet! Each planet may have open colonies, closed colonies and orbital colonies. There may be any number of each, restricted exactly like colonies except that they can move between planets and star systems. The real crunch comes when you understand that each player must rule every one of his colonies in detail.

First of all consider the population. That is, the Unemployable, Unskilled, Construction Workers and Spies. There are millions of them. They must be fed, from 1 to 10 planets. Victory is gained by a race if all player has half as much, or by a race if all nation states on a single planet, belonging to

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Each of the 25 items used in the game (such as missiles, space drives, factories, consumer goods, farms, hyper engines, energy shields, sensors etc etc) must be manufactured. Each requires a certain amount of metals and non-metals which must be mined from limited deposits. All movement, manufacture and use of materials and items requires transports, people and fuel (which of course is also mined). There is also a market and gold (mined) with which to buy and sell items. Some nations are richer in some raw materials than others, so barter and trade (or war) are necessary for the survival of the nation.

Important is the operation is very important, for those that cannot combine in a joint effort will rapidly go under to those that have. This is because the races are aiming to become space-faring and to compete successfully they require a high technological level. TL begins at 1 but may be boosted to the maximum of 10 by research. Increased TL is essential in war, for each additional ship effectors are exponential in TL. In addition, high TL means more efficient use of resources. To become space-faring you require a space ship. This means manufacturing each item, building the structure to house them, the fuel, crew, cargo etc. That is, you design the ship yourself. Each design is put together by the player; there are no blueprints available. Thus every scout ship, battleship, coloniser or super freighter is custom-made, and if the design is inferior that is just too bad.

Maxi-Challenge is a simpler variation of Empyrean Challenge. There are only 20 players and each controls the entire planet! A Ruler wins when he controls all non ship colonies. That may be hundreds but some relief from this burden can be achieved by appointing Regents. Even so, to win a colony must be entered into lightly. They are obviously only for those space gamers who wish to immerse themselves totally in the role of Ruler of the galaxy.

Heroic Fantasy

This one is a fantasy role-playing game. It is entirely computer-mediated and represents the most advanced development of PBM FRP games using this method. The game consists of a room through a maze/dungeon in order to gain experience and treasure. Success on one level leads to a greater challenge on the next. A dungeon party is put together from the 11 available races, which range from fairies through humans to giants. Only two character types (fighter and mage) may be chosen, with the latter costing more than fighters. Humans represent the best value but a close reading of the rules indicates that a well balanced party is best, since certain prizes and potions are more easily used by some races than others. The party (of no more than 15) begins at one of the Entrances of the dungeon, fully equipped and raring to go.

Heroic Fantasy is non-sexist and, just as with the racial blend, a balance of sexes is advised. The maze is multi-level with rooms leading off one another. Only a bare description of any location is given, usually consisting of no more than the room name, eg 'Hot Room' and an equally exciting monster if present — Black Panther, or whatever. There may also be a prize such as a potion or some simple trinket. This is rather poor fare for adventurers used to richly endowed human DM-run games, but you must remember the limitations of the computing system. However, the emphasis is on player interaction and this is Heroic Fantasy's forte. Here you can have a dual on an advanced level. There are no more trying to get a group together for that too brief RP session; the PBM nature of the game ensures that for fun dungeon on.

Player-characters have a name and in each turn may perform one 'take' (option or prize), one major action (movement, combat, Jimmy door, major magic), one minor action (move or minor magic) and one speech. When the number of characters which may interact is considered, this range of actions is quite sufficient to provide a fairly complex set of encounters. Characters may be attacked, defended or shielded, with combat consisting of either an attack, ambush, guard (object) or defend (character) order for each character.

The usual Strength and Constitution are a character's only attributes. Strength is used in fighting, defending, moving, jimmy doors and casting blast spells. To stay alive, a Constitution greater than zero is necessary and of course it decreases when hits are taken. Mages have a choice of several minor spells each turn and three major spells (sleep, blast and fireball) which require a turn of preparation before casting. The 'speech' which as character may make per turn is quite sufficient for communicating name and address and even longer messages if necessary.

The computer printout shows the 'speech' and the room in which the character ends the turn, allowing any other player who can see that room to read it. A distance of up to two rooms may be moved per turn and the printout includes all rooms that a player's character has left, passed through or arrived at. With this system, even a minimal dispersion will result in a lengthy printout and many player interactions occurring.

Heroic Fantasy does have a problem with the simplicity of the game system and lack of detailed description. Many FRP gamers may not find this to their taste. The game is a well thought out hobby and an interesting one which does provide some light-hearted fun, mostly through player interaction. It also demonstrates that fully computerised FRPGs are possible and will very likely be the forerunner of more detailed games.
THRUUD THE BARBARIAN

THRUUD HAS BEEN TAKEN PRISONER BY THE EVIL PRIESTS OF PAN-AHUL, AND IS ABOUT TO BE SACRIFICED TO THEIR GOD!

LUCKILY FOR THRUUD, HIS HEAD BREAKS HIS FALL....

HA! HA! HA!

BRING A TORCH - I WISH TO SEE OUR VICTIM'S FATE MORE CLEARLY!

CAST HIM INTO THE PIT!

THUD!
ROAR!
CHOMP!
SLURP!
MUNCH!

CHOMP
GOBBLES!

AWK!

NOT CHOMP! NOW GOTT ANY MUNCH! SAYS!
HURRRUMP! SHIP'S COMPUTER HERE. HATE TO BREAK INTO YOUR VIGOROUS WORK PERIOD GUYS, BUT I'VE JUST DETECTED AN ATARI DEATH SQUADRON. SENSORS INDICATE THEY HAVE A STRONG DISLIKE FOR HAYES. TOUGH LUCK HAYES...

WHAT WUH HUH?!

FEEL YOU SHOULD BE TELLING ME SOMETHING HAYES?

WELL ERR... IT'S A LONG STORY—

I'LL TAKE THE SUMMARY HAYES—SYRENA! WAKE THE CREW, WE MAY NEED THEM...

“A Ringing” because it is in fact a tape recording. Atari’s are a dense race and can’t remember anything to save their lives...

Meanwhile... onward rush the Atari Death Squadron, the words of their leader ringing in their ears...

NEXT MONTH: HAYES’ SECRET!
Death in Green

A D&D/AD&D Mini-Scenario for a medium high level party of 4-8 adventurers

If the lash or stem is 'killed', the bole will flee. If the bole is killed, the plant dies. Acrophids feed on decaying flesh, picking morsels off with their sting and dropping them into the flower to be digested. They kill to keep up the supply, usually by lurking unseen (75% chance) in the undergrowth by paths or tracks, attacking anything man-sized or smaller that comes into the range of the 10' sting. The sting has a limited supply of venom. The first hit does an additional 2d8 poison damage (if save fails); the second, 1d8; the third, 1d4; and the fourth, 1-2 after which the poison sac is empty. It takes 1 week to be ready to fight again but the lash can still do 1d4 points of damage without the poison. The sting leaves an ugly red weal on its victims. If the lash is 'killed', it will regenerate in 1-6 months. Acrophids occasionally wipe out small hamlets if there are sufficient numbers to do so. They reproduce both vegetatively and by wind pollination, although 90% of the seeds are sterile. (Based on the triffid from John Wyndham's Day of the Triffids)

THE PUFFBALL PLANT

Puffballs are spherical hollow fungi, usually found growing on recently disturbed soil and easily mistaken for boulders due to their colouring. Each is from

ACROPHIDS

No Appearing: 1-20
Armour Class: Stem: 6; Lash: 0; Bole: 3
Movement: 2d8 (Bole: 1d8; Lash: 1hp; Stem: remainder)
Treasure: None
Attack: Lash for 1d4 plus poison
Alignment: Neutral
Intelligence: Animal (approx)

These man-sized, carnivorous plants have small, tough boles topped by long, swaying stems which end in a sickly, pale and fleshy flower. Concealed in the flower is a 10' long lash tipped with a poisonous sting. Attached to the bole are several small sticks which rattle allowing the plants to transmit rudimentary messages to each other (eg, 'food', 'danger', etc). They can move slowly on their tough fibrous roots but dislike moving across stone or wooden surfaces.

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by John Gordon

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ACROPHIDS

by Mark Byng

This deep red moss, also known as the 'scarlet death plant', grows in patches from 5-20' square, in dark or underground locations. A careful search will nearly always find bones nearby. For each round that any creature is exposed to the plant, there is a 1% cumulative chance that the creature will suffer from a hideous and deadly illusion, treat as a phantasmal killer with disbelief attempt coming into the range of the 10' sting. The sting has a limited supply of venom. The first hit does an additional 2d8 poison damage (if save fails); the second, 1d8; the third, 1d4; and the fourth, 1-2 after which the poison sac is empty. It takes 1 week to be ready to fight again but the lash can still do 1d4 points of damage without the poison. The sting leaves an ugly red weal on its victims. If the lash is 'killed', it will regenerate in 1-6 months. Acrophids occasionally wipe out small hamlets if there are sufficient numbers to do so. They reproduce both vegetatively and by wind pollination, although 90% of the seeds are sterile. (Based on the triffid from John Wyndham's Day of the Triffids)

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6" to 2' in diameter and from 4-24 will be found growing in any one spot. 1 in 4 of the puffballs will be 'ripe' - size giving no clue as to ripeness. If a ripe puffball is disturbed, it will burst, releasing a cloud of spores over a 15' radius. All creatures in this area must save versus poison or become slightly intoxicated (as DMG, pp 82-83 for effects). Slightly intoxicated creatures become moderately intoxicated if they fail a save versus the effects of a second puffball; moderately intoxicated creatures become greatly intoxicated if they fail a save against a third; any further inhalation of spores will result in a comatose slumber lasting 7-10 hours. Recovery time from intoxication is as DMG. They can grow in subterranean locations.

VILY
by Dale Bartlett

No Appearing: 1-12
Armour Class: 6 (0)
Movement: 12'/24'
Hit Dice: 3d8 or better
Treasure: A (4'-5' also have G; 5'/6' also U)
Attack: By weapon type or bite for 2d4 plus two claws for 1-3 each
Alignment: Chaotic neutral
Intelligence: Genius (15-18)

Vily are dangerous female wood spirits, 3'-6' in height. They like to live next to streams or in beautiful groves where they are encountered 80% of the time. The taller, more powerful ones dwell in dense forests often in a fabulous white fortress or mountaintop watch-tower. The smaller, less powerful ones, inhabit scrubland or woods. They have fair complexion, long, white feathered wings which can be used for flight, invisible (but fully functional) feet and invisible (but fully functional) hair hanging down to their feet. They are often well disposed to brave and handsome men and will, occasionally, even change into horses so that their favourite heroes may not go hungry.

Anyone (male or female) aiding a vila in extreme danger is likely to be made a blood-sister (vileniki). Such people vanish to some unknown place (possibly another Plane, or deep in the woods of some evil forest) for a time. Upon return they will have gained clerical abilities. Judging by that alignment or race (so druids could gain clerical abilities). They may become greatly intoxicated if they fail against a third; any further inhalation of spores will result in a comatose slumber lasting 7-10 hours. Recovery time from intoxication is as DMG. They can grow in subterranean locations.

DAME VERTE
by Ed Dovey

No Appearing: 1 or 1-3
Armour Class: 7
Movement: 12'
Hit Dice: 5d8
Treasure: L, S, V
Attack: By weapon type (usually +1 dagger)
Alignment: Neutral
Intelligence: Exceptional to Supra-genius
Psionic Ability: 176; Attack/Defense Modes: A, C, F, G

Dame vertes were a sisterhood of wise elven women devoted to the care and protection of primeval woodland and the study of the ethereal. Eons ago, they became ethereal in nature, now dwelling almost exclusively on the Ethereal Plane. Each cares for a forest on the Prime Material Plane where they can travel invisibly, being able to become ethereal and invisible at will. They can use both illusionist and magic user spells at 11th level of ability, have 50% magic resistance, and have exceptional intelligence and charisma (15-20) in both. Although strictly neutral, they will actively aid any combatting evil creatures invading or bringing harm to their woods. However, they may seek to lead travellers astray, or to seduce male characters (as 5th level houri, WD13 or Best of WD Articles 1 after which the character may be afflicted by love sickness (as 4th level houri spell). The chance of this is 60% for a dame verte of 20 charisma, 50% for 19, etc. They will punish or humiliates overbearing parties or those full of their own importance.

If a group does clear a dame verte's forest of some evil, on a positive reaction (normal reaction throw +10%), she will appear in a shimmering green iridescence preceeded by a strong breeze carrying the smell of freshly turned earth. She will greet them by name and thank them for their service. She will offer either to answer three questions, or, if pressed for a reward, one of her magic items (including any malevolent ones, the true nature of which she will reveal). If a reward is chosen, she will never aid any of that group again, and will be greatly angered by any ingratitude. A dame verte's minor psionic devotions are: Sensitivity to Psychic Impressions, Invisibility and Animal Telepathy, and her major science is Etherealness.
Swashbuckler!

Combat Related Ideas

For Panash cultists, some of Oliver MacDonald's suggestions on non-standard weapon attack modes are a must.

1. Use of a cloak, blanket, or any similar piece of cloth ruled to be big enough by the GM. The basic abilities are 25% parry, 5% attack, with training costs on the 500/1000/2000 system. A successful parry with a cloak does not cause it damage; instead it functions as a shield, absorbing a maximum 8 points of damage, and is destroyed if it takes more than 12 points to grapple. A character grappled by another may try to bite him/her/his, but at the GM's discretion, a character grappled by another may bite the attacker.

2. Jumping onto other characters. A successful Jump roll has to be made. A hit will do damage to the defender as if he/she had fallen, + half the attacker's damage bonus; but if the attacker does more damage than his/her Jumping skill divided by 5, any damage over that figure will be taken by the attacker.

Example: Gnasher the baboon jumps 3m onto the back of an adventurer and does 1d6 + half his damage bonus (1d6 6), in fact doing the maximum 9 points; however, he only has 40% Jumping ability. Thus, his damage bonus divided by 5 gives 8; he therefore does 9 points of damage to the adventurer and to himself. After a successful attack, the attacker may attempt to grapple with the defender or roll his/her Parry roll again; success will mean that the attacker has landed on his/her feet and can perform normally the following MR. A successful attack may also knock the defender over; roll attacker's SIZ v defender's STR to knock down. Add 1 to attacker's SIZ for every metre jumped, and halve defender's STR if attack is a surprise. If a jumping attack misses, the attacker must make a second jumping roll, or will take damage as if from a fall.

3. Swinging from ropes/chandeliers. To attack in this way a character must make a roll of DEX x 5 to swing as desired, followed by a Kick/Jump/Grapple, depending on how he/she wishes to attack.

4. Biting. A character that successfully grapples an opponent may try to bite next MR for 1d3 points' damage. A character grappled can attack; subtracting this from 65 leaves 43, which to the special hit chance of 13 is added, making the chance to hit the desired location 56. He rolls 09, a special hit; the Scorpion Man takes INT x 3 and its parry at half value, and off goes its head!

Finally, a more detailed way of modelling an aimed blow, from Ashley Holloway. During the Statement of Intent, players should state that they intend to aim a blow at a particular location. They must roll 1d6-1 and add this to their PC's normal Strike Rank to find the SR at which the blow can be delivered; if the result is over 12, the PC has failed to find an opening that MR, can make no other attack, and parries during the MR at half ability (rounded down). If a blow may be aimed, the attack is rolled and the actual roll subtracted from the normal chance to hit; the special hit (20%) chance with the weapon is added to the result, and to have successfully hit the location aimed at, the player must roll the total or less on d100. If this roll fails, d20 is rolled as usual to find the actual location hit, but if this produces the location originally aimed at, the PC has missed completely! Whether the aimed blow succeeds or fails, the defender has a chance to parry it. If the attack is successful, INT x 3 (P0W x 3 if not INT) must be rolled, or the parry will be at half ability (rounded up), but if it fails, only INT x 5 is needed.

To determine if the PC has hit a special or critical aimed blow, or has fumbled, calculate from the percentage chance of making the blow, rounded down to the nearest 5%. The 1d6-1 addition to Strike Rank accounts not only for the time taken for the location to be opened up to the attacker, but also for any distraction that he/she might be subject to while concentrating on the blow, which would include being hit but taking no damage. If any damage is done before the aimed blow is executed, I suggest that it is equal to or exceeds the HPs in the arm not holding the weapon, the attacker must roll CON x 5 to make the blow; if it is equal to or exceeds the HPs in the arm not holding the weapon, the attacker must roll CON x 5 or less, and add 1d4-1 more to SR, to make the blow. Any other location wounded in this way would affect as detailed on RO which would most certainly prevent the blow.

Example: Altoch Greystorm confronts a Scorpion Man, having ignorantly entered its nest; he decides that he must immediately lop its head from its shoulders. He is 65% with Pole Axe and normally attacks on SR4; rolling 1d6-1 he gets 3, so can attack on SR7. Altoch fails his parry at half ability rounded down (30%) and takes 9 points of damage in the abdomen; 2 get through to wound him, and he must roll CON x 5 to make his Dex. He succeeds and then rolls 22 for his attack, subtracting this from 65 leaves 43, which to the special hit chance of 13 is added, making the chance to hit the desired location 56. He rolls 09, a special hit; the Scorpion Man takes INT x 3 and its parry at half value, and off goes its head!

RuneRites is a regular RuneQuest column, edited by Oliver Dickinson. This issue, a discussion of additions to the melee rules.
The Hellwalk Spell

by Lew Pulsipher

Treasure Chest is a regular department devoted to readers’ ideas for D&D/AD&D. This issue Lew Pulsipher writes about a new and powerful spell that should make an interesting surprise for obstreperous players!

This spell is more or less derived from Roger Zelazny’s Amber series. The spell causes victim(s) to be transported to ‘another dimension’, a ‘pocket universe’, where they must defeat a series of monsters. When the last monster has been defeated or disappears after a lapse of time, the victim(s) return to their place of origin, in exactly the positions in which they left, ordinarily with no lapse of time on the plane of the origin.

The kind and number of monsters which appear are as per monster summoning spell. The relevant monster summoning delay also applies. The number of summonings the victims must endure depends on the grade of the hellwalk spell, from I to VII. For example, hellwalk II throws a monster summoning IV result at the victim, then a ms II. Hellwalk VII pits the seven monster summonings against the victims in succession, from ms I to ms VII. If the victims cannot dispose of one set of monsters before the next set appears, they must fight all monsters present. All monsters attack the victims of the spell, never one another.

Here’s an example of a hellwalk IV: On round X, 2-8 giant rats appear. On round X+1-1d4, 1-6 gnolls from the ms II appear. Let’s say the 1d4 results in 3. On round X +4-1d4, 1-4 giant lizards appear (ms III). In each case, 1 plus the monster summoning spell delay time is added to the previous total of rounds. Let’s say that the d4 result is 2. Then on round X+8-1d3 the next monsters, from monster summoning IV, appear — say 1-3 owlbears. You can see why hellwalk VII would be a terrifying spell to be caught in.

There is no way to avoid monsters in hellwalk: Teleportation, dimension door, and flying are of no avail in the pocket universe. The monsters can still reach the characters as though all were standing on a flat, featureless plain. Anyone who attempts to run away will merely find himself approaching the monsters from behind. Similarly, the monsters can turn ‘away’ from the adventurers in order to come up behind them.

Monsters appear within one melee round’s movement from the victims, but cannot move or attack in that round, so the victims have initiative in the round of appearance. Each group of monsters disappears, dead or alive, 12 + monster summoning level rounds after appearance, at the end of the designated round. In the above example, the giant rats would disappear at the end of round X+13.

When hellwalk is cast it affects an area. This will vary with the nature of the caster, so the best guideline is to say that an entire adventuring party, if in reasonably close formation, would be affected by the spell. The spell cannot be concentrated on one person, or a small area, in order to send just one or two characters on the hellwalk nor can the caster choose to send some creatures but not others in the area.

Saving throws — the hellwalk is really party-oriented. If each victim saves individually, those saving not going, then an unfortunate character could find himself alone on the hellwalk because only he failed to save. Consequently, each character involved should save against magic, with the effects of the hellwalk reduced by successful saves as follows:

<table>
<thead>
<tr>
<th>Percentage of victims who save</th>
<th>Reduction in hellwalk grade</th>
</tr>
</thead>
<tbody>
<tr>
<td>0-49</td>
<td>none</td>
</tr>
<tr>
<td>50-75</td>
<td>one</td>
</tr>
<tr>
<td>76-99</td>
<td>two</td>
</tr>
<tr>
<td>100</td>
<td>three</td>
</tr>
</tbody>
</table>

For example, if three out of five victims save (60%), a hellwalk VI would be reduced to hellwalk V. If the spell is reduced below grade I, it has no effect. An alternative is simply to disallow saving throws completely.

Time does elapse within the hellwalk pocket universe, even though it ordinarily doesn’t at the place where the spell was cast. Hence spells of limited duration may expire within the pocket universe, and others (such as cure) can be cast. But immediately the last monster dies, is incapacitated, or disappears, the victims return to their origin, in exactly the location each occupied when they left.

Components and casting time for the spell should vary with the nature of the hellwalk-caster. An ordinary magic-user would have to use a complicated procedure, while a ‘loner’ might merely say one word. The hellwalk is obviously a powerful spell. Although it does not actually remove the victims from the main battle, they return (apparently) to their origin — much the same as traditional hellwalk. There are many positions in which they left, can learn. But if you do allow MU characters to learn it, hellwalk should be a third (or fourth) level spell, with other grades progressively higher.

Instead of treating it as a normal spell, the hellwalk can be treated as an instance of magical ability possessed by a small, otherwise harmless creature, by a hermit, by a ‘wild talent’ magician — by someone who is unable to teach the spell to anyone and who is a loner. A minor Hellwalk would be a salutary experience for adventurers who won’t quit bothering a creature of the woods such as a brownie or dryad. In the loner’s case, a delay before the victims return to their origin would be appropriate to give the caster time to get away. There are many possibilities, but in any case an individual spell should be able to cast hellwalk no more than once per day. As an example, here are four full sequences.

Now if you really want to make this spell hellish, have monsters appear in successive rounds without delay.

<table>
<thead>
<tr>
<th>MS Spell</th>
<th>Delay (rounds)</th>
<th>First Sequence</th>
<th>Second Sequence</th>
<th>Third Sequence</th>
<th>Fourth Sequence</th>
</tr>
</thead>
<tbody>
<tr>
<td>I</td>
<td>0</td>
<td>7 goblins</td>
<td>5 goblins</td>
<td>6 goblins</td>
<td>7 goblins</td>
</tr>
<tr>
<td>II</td>
<td>1-4</td>
<td>1 goblin</td>
<td>6 troglodytes</td>
<td>5 troglodytes</td>
<td></td>
</tr>
<tr>
<td>III</td>
<td>1-4</td>
<td>3 giant lizards</td>
<td>3 troglodytes</td>
<td>4 troglodytes</td>
<td></td>
</tr>
<tr>
<td>IV</td>
<td>1-3</td>
<td>2 owlbears</td>
<td>2 giant toads</td>
<td>3 giant toads</td>
<td></td>
</tr>
<tr>
<td>V</td>
<td>1-3</td>
<td>2 displacer beasts</td>
<td>1 sub. lizard</td>
<td>2 displacer</td>
<td></td>
</tr>
<tr>
<td>VI</td>
<td>1-3</td>
<td>2 wights</td>
<td>2 displacer</td>
<td>2 displacer</td>
<td></td>
</tr>
<tr>
<td>VII</td>
<td>1</td>
<td>11-headed</td>
<td>2 jackalwolves</td>
<td>1 sub. lizard</td>
<td></td>
</tr>
</tbody>
</table>

Treasure Chest
GLENDA SLUG
The Half-Orc Heatwave

- CLIVE Bailey!!! Don'tcha just love himmmm!!!!! Mmmm!!
- After bustin' a gut over Dragonmeat he's now busy organisations
GAMES DAY '83. He can organise me any day!! (Geddit??)

- DONTCHA just know it!!!
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- JOE Dever!!!?? King of AD&D??!
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- SUNDAY will see Ian Livingstone, Steve Jackson and Don Turnbull (well just imagine!!! Geddit??) get a roasting as hobbyists get a go to ask searching questions on RPGs. Yer better swot up fellers!!!

Byeee!!!

WORLD OF BOOKS
Great Bestsellers of the World

**WHICH best-selling author has recently switched publishers?**

Yes, it's Steve Jackson of not-the-Steve-Jackson fame is further absorbed in role-playing games that he doesn't even know what day it is. Help is at hand. TSR have released Realms of Wonder, a D&D calendar for 1984. For those of you who don't care what day it is, they have also come up with a revised edition of GURPS World and Death on the Docks, a gangbusters module.

**For those among you who are so absorbed in role-playing games that you don't even know what day it is, help is at hand. TSR have released Realms of Wonder, a D&D calendar for 1984. For those of you who don't care what day it is, they have also come up with a revised edition of GURPS World and Death on the Docks, a gangbusters module.**

**Starfleet Battle, the game for Captain Kirk look-alikes, has been revised. The new edition is currently available along with Starfinger Battles Commanders Rulebook, an expansion kit with new rules and revisions. Task Force Games also have many additional supplements planned for the near future.**

**GDW have gone nap with five New Traveller items on the UK market this month: Tarsus, a boxed scenario cum play aid; Supplement 12: Forms & Charts; Supplement 13: Veterans; Adventure 9: Nomads of the World Ocean; and Best of the Journal Volume III. Also available is The Brotherhood, GDW's game of organized crime.**

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Pip Pip!
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