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WP63 Armoured orc with halberd
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WP67 Guard orc with pole axe
WP68 Orc captain with standard
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The Demonist

Extra-Planar Specialist!

by Phil Masters

Introduction
Demonists faithfully serve a divinity in exchange for spells and assistance. Although a clerical sub-class, they more closely resemble magic users in their introspection and solitary habits. Demonists deal with demons and devils as servants and allies, and can command many other beings from the Outer and Elemental Planes. Their studies give them skill in inter-dimensional travel, and their mastery of arcane lore bestows them with many informational spells. They can also counter such activity. As "lay priests", demonists have some power over undead.

Basic Characteristics
Alignment: Must be of some variant of evil or character class (both - as the profession is basically an anti-paladin class).
Minimum Statistical Requirements: Intelligence 14, Wisdom 13, Constitution 8, Charisma 11, 16 or greater Intelligence and Wisdom gives a 10% experience bonus.

Races and Multi-Classes: Demonists can be human (no level limit), half-elves (minimum 10th level), or elves (maximum 7th level). Half-elves may be assassin/demonists; elves and half-elves may be fighter/demonists. Mixed-class characters may use any weapons, but assassin/demonists are limited to leather armor; fighter/demonists may use any armor.

Melee: Attack as clerics; flaming oil and poison prohibited. Hit Dice are six-sided, +1 for 1st level only. Armor must be leather or studded leather, any shield may be used. Weapons are limited to dagger, scimitar or sword (by character levels). Magic weapons can be used. Number of weapons: 2. Non-proficiency penalty: -1. Added proficiency per level: 14/levels.

Followers
Demonists may recruit hirelings on a one-job basis only if they have a stronghold, however many are needed to run it may be hired. No henchmen are allowed until 5th level, when one demonist, cleric or magic-user may be recruited as an assistant. A second may be employed at 7th level, a third at 9th. Only at 11th level and up may henchmen of any class save paladins, rangers or druids become assistants. At 11th level or higher, a demonist may construct a stronghold (sufficient powers may be called in to help with the building).

Magic Items
Any magical dagger, scimitar or sword, magical shield, magical leather or studded leather armor may be used. Any item that protects against enchanted beings, that duplicates demonist spell-powers, or that is usable by all characters may be used. Other items allowed are: Rods of Enchantment and Opening, Staffs of Command (as a magic-user), Candels of Invoking, Magic Gauntlets and Girdles, Horns of the Trionis, Magic Incense, Prayer Beads, Magic Nets, Magic Pearls, Robes of Eyes, Spheres of Annihilation, Magic Talisman.

Scrolls of demonist-type spells may be used. From 4th level on, any scroll may be comprehended (with a read magic spell) and used. However, there is a failure chance in the latter of 68% (base), less 2% per experience level (i.e.: a 60% chance of failure at 4th level); a failure 20% likely to be a reversal of the spell, otherwise it is just ineffective. At 10th level +, scroll spells may be scribbled, including scrolls of protection against demons, devils, elements, possession or undead. At 16th level +, demonists may enchant items as clerics. They never brew potions.

Special Powers
1. With creatures from the Outer or Elemental Planes, a reaction bonus (per high charisma) of 50% (6d+4) due to specialization knowledge of such creatures is gained.
2. Demonists may turn Undead as a cleric of half the demonist's level, rounding fractions up - 1st and 2nd level demonists have the power of first level clerics, and so on.

"Slowly, he raised his eyes to meet those of his King. Yes, my lord, I, Jhodover, Master Demonist, can indeed summon forth an Army of the Night or a Host of Devils to serve you. But my price is high!"

Demonist Magic
Demonist spells of first, second and third level are gained and numbered at low level: 1/level x 9, concentration and spell level. Such spells can be treated as cleric magic. Bonus spells are not gained for high wisdom.

When fourth or higher level spells can be used, the demonist may use a spell-book and locate such enchantments as a magic user. The chances to comprehend, minimum and maximum numbers of spells and so on are exactly as for a magic user of similar intelligence.

The Focus. One weapon must be carried as a focus and acts as a holy symbol in demonists' clerical-type magic. Its loss or destruction prevents use of most such spells until another is obtained. No demonist may possess more than one focus at any time, and its use is specific to him or her alone. Such a blade is prepared by being ritually cleansed in (un)holy water (or appropriate focus or divinity) and having sanctifying (in this case implying no material component) and dedication cast on it. The demonist must subsequently use the focus for any ritual sacrifice, needed or offered in the course of events (attempts to use other blades are futile and blasphemous). The dedication on a focus is vulnerable to dispel magic, which renders the blade ritually useless until it can be re-prepared. If the blade is magical, the chance of a dispel being effective is reduced by 20% for each +1 on the blade in its least effective use, i.e.: a sword +3, +4 or +5, 30% is 40% less likely to be dispelled. Level-changing or breaking swords have a further 10% reduction, and a +4 sword 40%. Furthermore, any spell cast using a focus which is enchanted to +2 or better gives a -1 on opponents' saving throws.

Demonists Table

<table>
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<th>Experience</th>
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300,000 experience points per level for each level beyond the 13th, thereafter Demonists gain 2x per level after the tenth.
DEDICATION

Conjuration/Summoning

Level: 1
Range: 3
Duration: Special
Area of Effect: 1 creature or object
Components: V.S.
Casting Time: 3 segments
Saving Throw: None

An act or item is drawn to the attention of the demonist's deity; it does not enchant the subject, except a focus, and so cannot usually be dispelled. If a creature is dedicated as a sacrifice, providing this is in the deity's interest, the demonist's focus gains +3 to hit and +1 damage to strike the sacrifice.

Soul Shield (Alteration)

Level: 2
Range: Touch
Duration: Special
Area of Effect: 1 creature
Components: V.S.
Casting Time: 2 segments
Saving Throw: None

The material component is the focus. The spell lasts for 2-5 rounds (4d+1) plus 1 round for each 3 full levels above 2nd attained by the caster (so a 5th level demonist gains 1 extra round's duration). It gives +2 on all saves vs enchantment/charm spells and +3 on device or creature powers, and against any psionic power that affects the victim's mind; it also gives +4 on saves vs magic jar.

SPIRIT COMMAND (Enchantment/Charm)

Level: 2
Range: 1
Duration: Special
Area of Effect: Special
Components: V.S.
Casting Time: 1 round
Saving Throw: None

A demonist may strike a bargain with a being of the Outer Planes, and gain a promise of possible supernatural assistance. The being, if not engaged elsewhere, may be contacted by any petition when its aid is needed. It does not ensure that any promises are honoured.

PLANE SOURCE (Divination)

Level: 2
Range: Special
Area of Effect: Special
Components: V.S.
Casting Time: 2 segments
Saving Throw: Special

Reveals the Plane of origin of any non-creature, object or magical phenomenon in spell range, or the Plane reachable by the closest gate or dimensional nexus point. Hostile or unwilling creatures can resist vs spells to avoid their origin being divined. Material component: caster's focus.

WARD ELEMENT (Abjuration)

Level: 2
Range: 0
Duration: 6 rounds/level
Area of Effect: 5' radius
Components: V.S.
Casting Time: 2 segments
Saving Throw: None

Material components are the focus and a drop of human, elven, half-elven, dwarvish or halfling blood. The spell summons 6-1 misfits to a desired point in spell range. Normally these are imp or quasits [MM] but DM's may create a sphere of defence, comparable with protection from evil, which cannot be penetrated by any creature from one Elemental Plane. 3-6 elemental forms related to the element chosen are weakened by the sphere, so those inside get a saving throw as follows:

Fire: +2 on saves vs fire, and -1 from each damage die.
Water: +2 vs cold attacks; +3 vs acid attacks; -1 from acid damage per die.
Earth: +3 vs earth spells; +2 vs acid, cold.
Air: +2 on saves vs lightning; +1 vs poison gas; -1-4 damage from either.

Magical component: caster's focus. This will not work on the Elemental Planes.

SPIRIT CALL (Conjuration/Summoning) Reversible

Level: 3
Range: Special
Duration: 3 rounds + 1 round/level
Area of Effect: Special
Components: V.S.
Casting Time: 3 segments
Saving Throw: None

Summons 2d6+1 incorporeal entities from the Astral Plane, to anywhere within spell range on the Plane of casting. The entities cannot stand full daylight; the sun drives them back to their own Plane, and equivalent light drives them back to the astral. Their own sense is a limited form of ESP, so they need no illumination to 'see'. Each spirit serves the demonist dispelled, released, or the reverse, dispels the spirit, is cast on them -- or until spell duration expires. Each can lift up to 20gp in weight and move with it at a rate of 6' per round. Their main ability is to temporarily activate corpses, one per spirit, as skeletons/zombies, but they can then be 'turned', returning them to their own Plane.

As 'extra-planar' beings, they are subject to protection spells, holy words, etc. Material component: caster's focus.
of the demonist - often with agreement, using rare inks. Serious consequences for the demonists, and parchments worth 500gp; is allowed, but at -3. This needs holy water in place of the blood. Even familiars can be dismissed, and none may return for seven full days.

WARD MAGIC (Abjuration)
Level: 4
Range: 10
Duration: 1 turn/level
Area of Effect: 5” radius
Components: V, S, M.
Casting Time: 4 segments
Saving Throw: None

A spherical protective zone is set up around the caster which lasts until dispelled, the caster leaves its confines, or it duration expires. No summoned, conjured or extra-dimensional creature can enter. Undead are slowed within it - 1d6/10. Demons and zombies may even have their animating magic dispelled since the sphere also acts as a dispel magic on any spell cast within or entering its confines. Even instantaneous spells not normally susceptible to dispelling, like lightning bolt, can be suppressed. Items with spells cast on them (including skeletons, zombies, animated objects, potions, etc.) must be checked on their 1st and alternate subsequent rounds within the sphere (1, 3, 5, 7th, etc.) to see if they are dispelled.

The sphere may be dispelled, but its own power may act to dispel the dispel magic first! If two spheres intersect, each instantaneously cancels the other out.

Material component: focus.

BEAST SUMMONS (Conjuring/Summoning)
Level: 5
Range: 6”
Duration: 5 rounds + 1 round/level
Area of Effect: Special
Components: V, S, M.
Casting Time: 5 segments
Saving Throw: None

Calls one creature from another Plane in 3 segments. The creature may be of almost any strength. Conditions available must be suitable for the monster; if the dispeller indicates a water weird where there is no water, or an xorn on a cloud island, a re-throw is made.

CHARM SPIRIT (Enchantment/Charm)
Level: 5
Range: 6’
Duration: Special
Area of Effect: 1 creature
Components: V, S, M.
Casting Time: 5 segments
Saving Throw: Negates

As an MU’s charm monster, except it only affects one creature not on its own Plane of origin. The creature will save at -2, but if subsequently attacked or forced to its own Plane, an immediate check is made to see if the magic is broken. On this and all subsequent weekly checks on the creature (done by the Planes and normal chance of the enchantment breaking is doubled.

Material component: focus.

ENTRAPPING PENTAGRAM (Alteration, Enchantment/Charm)
Level: 5
Range: 5” + 1”/level
Duration: Special
Area of Effect: Special
Components: V, S, M.
Casting Time: 1 round
Saving Throw: None

If a demonist knows or suspects the target extra-dimensional monster or group within spell range has a sworn, innate and ancient enemy or balancing force somewhere in the multiverse, spell material component: focus) will cause that enemy to appear within 1-4 rounds, in sufficient force to match their opponents, by invoking a fundamental resisting principle in the multiverse. Greater gods are potent enough to negate that principle and prevent their natural foes from appearing. Foes not wishing to be called may exert their magic resistance. The spell has no effect on the mundane beings of the Prime Material Plane. Save where around exist are djinni and efreeti, Bahamut and Tiamat, githyanki and githzerai (Fiend Folio).

CONTRACT (Alteration)
Level: 6
Range: Special
Duration: Permanent

This creates a binding contract between a mortal (who may be the caster) and a supernatural creature, of at least low intelligence, of the Outer or Elemental Planes. Casting requires the drafting of the full agreement, using rare inks and parchments worth 500gp; spell cost of +2 to magic resistance.

The contract is consistently binding, but only to its exact wording. Evil beings will naturally pervert the spirit while honoring the letter. Contracts made under coercion are not binding. If the supernatural being wishes, it may exert magic resistance to nullify the contract at any time, signifying, but any informational spell will reveal this, entirely nullifying the agreement. The consequences of a later breach of contract may lead to dire consequences to the DM (such breaches are rare), but widespread knowledge of the perfidy, the close attention of furies and gods of the appropriate Plane will warn adventurers and others such restraints can be applied. Deviations from the contract by the mortal may result in loss of strength or constitu tion every 12 hours until the divergence is rectified, or the immediate notification and appearance of the supernatural being - which has to be agreed when the contract is signed.

Outright breach of contract instantly paralyses the mortal for 4d4 + 2 turns, possibly brings a supernatural creature to the scene. The spell can only be broken by three full wishes, cast simultaneously.

GREAT SUMMONING (Conjuration/Summoning)
Level: 6
Range: Special
Area of Effect: Creature
Components: V, S, M.
Casting Time: 1 round
Saving Throw: Special

Essentially a superior cacodemon spell, this will summon any named demon of less than primary status, any named devil of less than arch-demon rank, certain potent entities from other dimensions possessing true names, and even a few quasit with a few characteristic. The material components in each case vary widely, but always include the focus and 5001 gp worth of rare and precious materials.

The procedure is as for a cacodemon; casting time is 2d4 + 4 hours, and the saving
If no non-demonic beings are detectable in an area, there is a 90% chance of an intermittent fight between those of type I and those of type II. There is a 10% chance of this if the only non-demonic victim is known to be weak and non-aggressive. Otherwise, they will be mostly interested in slaughtering mortals, though the stronger and more intelligent specimens may seek to dominate the others or hunt down the richest pickings.

SPRIT TRAP (Conjuration/Summung)
Level: 7
Range: 10 yards
Duration: Special
Area of Effect: Special
Components: V, S, M.
Casting Time: Special
Saving Throw: None

Any creature summoned by the demonist must depart instantly, with no saving throw allowed. Similarly, any creature brought to the area against its will and by magic summons may freely choose to allow the dismissal to return it to its place of origin, regardless of its summoner's desires. Any extra-dimensional creature summoned by its own powers or abilities must save vs spells at -5 or depart, and in any event will be stunned for 1-4 rounds. Finally, any creature willingly consumed in a conjuration is subject to the scene by another's magic is automatically paralysed for 2-8 rounds, and for each such, the summoner must save vs spells at -4 or see the creature depart. The spell effects every such creature within a 5-foot radius sphere with its centre within spell range selected by the caster. No creature dismissed may depart its home Plane again for one full year, unless summoned or conjured by the caster of the dismissal.

RAISE PANDEMONIUM (Conjuration/Summung)
Level: 7
Range: 10 yards
Duration: 1 round/level
Area of Effect: 4th radius circle
Components: V, S, M.
Casting Time: 3 segments
Saving Throw: None

This hideously dangerous and chaotic spell summons an unlimited number of evil demons, all of which appear in an 8-foot diameter circle with its centre at a point selected within spell range. The caster has no influence on these demons, which remain until the summoning magic is dispelled from each of them, each is slain, or spell duration expires. Multiple calling cards are possible.

The group will comprise: 2-12 type I demons; 2-7 type II; 30% chance of 2-8 quasits; 20% chance of 1-9 manes; 80% chance of 1-4 of type III; and a 65% chance of a single type IV.

**SUMMONS ARMY** (Conjuration/Summung)
Level: 7
Range: Special
Duration: Special
Area of Effect: Special
Components: V, S, M.
Casting Time: Special
Saving Throw: None

A demonist wishing to summon a supernatural army must perform a long series of tasks to locate, recruit and transport the force. Only one such conjuration is possible in any lunar month, and in 5% of cases, none is. Thus, with a 5% chance that some unknown demonist has performed the magic, there is a 5% chance that the spell will prove temporally impossible, even if no known character has already used it that month. The demonist must then attempt to ascertain where the magic must be performed, and a contact other plane spell to reveal the army's location (collected on face below) and to open negotiations with them. Note that the Plane to be contacted will always be two removed from the Plane Material. The place of summoning will always be a wild, desolate, deserted spot, 1-100 miles from the demonist in a random direction. The demonist must journey there and begin casting before the lunar moon is out, with 1 chance in 2 that preparations must begin anew.

Once there, four large bonfires define a quadrilateral big enough to contain the army to be summoned must be built to burn rare woods, incense and spices to a total value of 5,000gp. The fires must be kept burning throughout the summoning period which will be 1-4 turns plus the materialisation period of the army (see table).

A demonist who summons an army and fails to pay them immediately can expect serious trouble. Certainly, no other army will ever subsequently answer his call unless paid well and demonstrated his worth.

A summoning army may only be dismissed if the entire force is brought back to the summoning point. However, individual members can be forced back to their own Planes by holy water or dismissal spells.

**SUMMONS ARMY** (Conjuration/Summung)
Level: 7
Range: Special
Duration: Special
Area of Effect: Special
Components: V, S, M.
Casting Time: Special
Saving Throw: None

An evil army of githyanki (any class), and 1-8 type I and 1-8 type II demons. Seeking chaos and destruction, they will serve for up to one lunar month or until the king is slain in battle for 5,000gp in gems and silver. There is a 50% chance they will attack any mind-flayers or giant slaads, serving for up to three months or until the army is dispersed.

**SUMMONS ARMIES** (Conjuration/Summung)
Level: 7
Range: Special
Duration: Special
Area of Effect: Special
Components: V, S, M.
Casting Time: Special
Saving Throw: None

These armies can serve for up to one lunar month, or until the king is slain in battle for 5,000gp in gems and silver. There is a 50% chance they will attack any mind-flayers or giant slaads, serving for up to three months or until the army is dispersed.

**SUMMONS ARMY** (Conjuration/Summung)
Level: 7
Range: Special
Duration: Special
Area of Effect: Special
Components: V, S, M.
Casting Time: Special
Saving Throw: None

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In Open Box new games currently available are reviewed by independent reviewers. This issue, an historical RPG, supplements for Call of Cthulhu, RuneQuest and Star Fleet Battles are covered.

**PRIVATEERS AND GENTLEMEN**

Fantasy Games Unlimited £10.95

You've read Hornblower. You've seen *Mutiny on the Bounty*. Now play *Privateers and Gentlemen*, the historical RPG set in the period 1755-1815, the age of fighting sail. If P&G is a star, the player is a naval officer who must survive the horrors of battle, mutiny, capture and the drunken ship's surgeon whilst trying to improve his wealth and social standing. The set contains: a blank character sheet; a useful referee's screen and three rulebooks that cover all aspects of the period.

**Promotions and Prizes** is the first book and deals with character generation and combat. Character generation can be long and tedious and so the game is better served by agreeing on the past history of a character rather than relying on several die-rolls. Also, it is not worth playing a character who's rank is lower than Midshipman. In fact, the best games are had by captaining a ship as this allows the player to give direct orders to crew and battle as outlined in *Heart of Oak*.

It is this second book that makes P&G so unique and so enjoyable. Inside are rules for designing and fighting different types of ship. This makes P&G two games in one; the player takes on both the role of an officer and the role of a ship.

The final volume, *Tradition of Victory*, gives extensive and detailed background information, including a most useful time-line of historic events.

Jon Williams, the designer writes with humour and authority. He makes rule reading absorbing and informative. A nice feature of P&G is the inclusion of a quick method for generating full and interesting NPCs. I also like the need for social graces such as dancing, singing and carriage driving. These can be just as important as showing distinction in battle (remember Hornblower's first promotion came because he was 'a good fourth for whiff').

On the dramatic side, there are no dice or scenarios in the game. The latter is lamentable, but designing your own is no great problem with the books of C S Forrester and Joseph Conrad alone containing hundreds of ideas. As a starter, try sending a prize crew to take command of a captured ship. The players will have to navigate their precious cargo to a specific destination whilst coping with hostile captives, a battered ship and the threat of recapture by the enemy.

This game is highly recommended and can be played as pure wargaming, pure role-playing or a mixture of the two. P&G is exciting, flexible and full of atmosphere. One of the features I refer to a game is so difficult and exhausting it prevents me from awarding full marks.

**Rules:** 9 **Enjoyment:** 10
**Playability:** 7 **Complexity:** 9
**Skill:** 8 **Overall:** 9

Ian Waddelow

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**The Asylum and Other Tales**

Chaosium Inc £7.95

*Asylum and other tales* is the second set of scenarios produced by Chaosium for *Call of Cthulhu*. Rather than being a series of connected adventures like *Shadows of Yog Sothoth*, *Asylum* offers seven scenarios of short to medium length designed to fill the gap between longer campaigns, and at the same time can be slipped into the middle of a campaign to spice up a low point or simply to put the investigators off the scent and baffle them. The first scenario *The Auction* is set in Vienna, Austria, opening new vistas for the Keeper and the players; how many of the investigators can converse in German? That's just their first problem. The auction itself offers many occult objects some useful, some worthless. Who are the discreet clients of the House of Augsburg? The investigators are provided with a cut-out brochure detailing the lots, and the Keeper with a very useful NPC bidding table. The Keeper has the option to extend this scenario with ramifications relating to the new owners of certain artifacts.

*The Madman*, the second scenario concerns the healing of an insane monstrosity; this is the shortest of all the adventures, with a single but crucial twist in the story, ideal for a short session.

The third adventure *Black Devil Mountain* has much akin with folklore... beasts wandering about during the night. An unfinished letter leads to a real bloodbath needing the investigators to be really well equipped for the final showdown with a terrifying array of natural and unnatural creatures; highly recommended for a bloodthirsty group!

*The Asylum* is the fourth scenario, and it, quite rightly, has pride of place in the title. A really horrific story based again on the 'insane investigator' premise. A spate of deaths among the inmates and a letter dated June 5th, 1814 are but two of the features; excellent detail throughout but which will stretch the skills of the players. The story lends itself for a whole weekend. By means of a complete contrast the fifth scenario is set onboard ship, in the cramped confines of *First Class* the investigators are trapped by deceit, avarice and murder; who can they trust? There is nowhere to run, a great adventure for the paranoid...

*Advances into the Asylum,* investigating strange goings on around Arkham, entitled *Gate from the Past*. This is probably the most potentially terminal for the players and the Keeper must exercise extreme caution when running it.

The final scenario *Westcheste House*, provides the Keeper with an opportunity to teach the investigators how to sift clues and judge information for what it is; red herrings abound in a tale of a haunted house with a crucial twist.

In conclusion *Asylum* is a neat collection providing short interesting adventures. I have always thought that scenarios go on too long and the vitality of the story and the players tail off. *Black Devil Mountain* and *Asylum* are the strongest of the group. Quality-wise it compares very favourably with *Shadows*. Don't get put off the price!

**Presentation:** 9 **Enjoyment:** 10
**Playability:** 9 **Complexity:** 7-9
**Skill:** 9 **Overall:** 9

Jon Sutherland

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**SFB SUPPLEMENT 1 – Fighters and Shuttles**

Task Force Games £5.95

The introduction of this expansion to Star Fleet Battles heralds two new developments in the Star Fleet Universe. The first is the forthcoming *Commanders Rulebook*, which will bring the previously published rules (boxed set and 3 expansions) to an ordered whole. This is to be in a loose-leaf format allowing expandability by inserting new rules in the appropriate sections. *Supplement 1* rules are thus A4 size and ready...
punched without any overlap of two rules section on a single page. The second development is the idea of supplements which will deal with specific subjects, in this case, fighters, shuttles and carrier warfare, as opposed to expansions which add a bit to many sections of the rules. The theory is that if you don't like or use fighters then you won't have to buy this supplement as it is not necessary for the use of any subsequent supplements and/or expansions.

As to the supplement itself, unlike the 3 expansion sets there is no errata (this is why it is called a dealsheet and not an expansion). The advantages are that fewer counters are on the map at one time, less moving of counters need be done and less notes (of targets etc) need be kept. This rule and expansion sheet are a fully operational set of practice charts and practice the technique can also be applied to plasma torpedoes if desired.

The second main rule and in my view, better one, covers dogfighting between fighters in the same hex. This ties down enemy fighters and makes them effective. (Air Combat Patrol) by defending fighters. It is accomplished by making one fighter advantaged (ie on his opponents tail), decided on by speed, dogfight rating (even stolen fighters, from O-4), a die roll and other factors. Combat is in 4 Dogfight Resolution Interfaces each turn, and allows phases to be fired 4 times per turn, in Dogfighting only, at low (1) speed.

Fourteen new ships, nine new fighters and a Multi-Role (super admin type) shuttle for each race are introduced, with 10 new SSD's in the Commanders for the various races. Information on the new ships are presented in the new rulebook, and only more hazardous to cross for some. The Aldryami Garden, which includes descriptions of various valuable plants and some unusual and alarming gangs (many of them Chaotic) that can be found in the Yelorna mists, Yelorna being a lighting daughter of Yelm who has close associations with starlight, and is for (mainly) female warriors.

The GM's book gives much more, of particular interest is the account of the Aldryami Garden, which includes descriptions of various valuable plants and some unusually dangerous, can be made in all areas, but the chance is only 10%, but must be rolled every 5 minutes. In contrast with Griffin Mountain and Borderlands, no pre-set encounters except for a Lunar patrol and the gang mentioned (which are rather dangerous and not brought on every time) are offered, except for specific scenarios. Similarly, no detail except the barest statement is given on many areas of interest (such as the Pavis Old Mint or Ogre's Island) and only very rarely are stats provided for really important personages. Unless Chaosium plans to issue supplements, much of the Rubble is therefore open to development by individual GM's.

The scenarios: Temple of Ferota takes a party out of Pavis to the river mouth, to recover an ancient Eiritha table from the settled-up ancient site of Ferota; it is fairly straightforward, and the GM might want to space it up a bit.

Krang's Table involves penetrating into The Rubble territory, to recover an Eiritha table from a minor clan, this being a magical artifact of particular value to a local butcher, who offers 7000L for it. There is at least a chance (how can all landlords do it if Eirtha is in business?) that the venture seems to offer precious little chance of success for any but the kind of party that would hardly concern itself with such petty details, unless there has been a very generous donation.

Balastor's Barracks, an updating of an earlier Chaosium's product offers the greatest prize of all, the fable Axe of Balastor, last human ruler of ancient Pavis, for which any number of different cultures and persons would pay extremely highly; but the Barracks themselves are reputedly the most dangerous, underground area in the Rubble, and there are other dangers in this part of the area. Devil's Playground is an odd area in The Big Grazing, which seems safe if unpleasant during the day but is rumoured a source of chaotic influences; the players will have been warned by Fletcher Nemm, an important priest, to investigate rumors of underground tunnels. This offers good opportunities for information-gathering and role-playing with a value-added feature of ancient ruins above ground, but is survivable, though tough. It offers almost endless scope for an inventive GM in developing the system of tunnels and what might lurk in the tunnels. The game is equally rich for a remarkable structure created by a demigod priest of the Empire of the Wyrm's Friends long ago, easily accessible from the river and traversable by water or land as most is. It is inherently magical and known or reputed to be the site of various marvels, including burning water and a picture that foretells the future. The denizens include many that the players will have encountered before.

In my view, these last two are the most interesting because they are the least straightforward, suggesting some of the eeriness and magical quality of remains in a very ancient ruined city; Balastor's Barracks is a high-class dungeon. In the various areas, the GM might want to spice it up a bit.

Overall: 10 at best, much 6-9, some scenarios 5-6. Oliver Dickinson
Critical Mass is a regular book review column, edited by Dave Langford. This issue, Dave attempts to enrage Asimov fans.

After the Battle

None of this month's books have much to do with battles or their aftermath: my brain just feels that way, having reached the culmination of long toil with the delivery of a novel called The Leasy Establishment to Frederick Muller Ltd - you read it here first, and maybe next Spring I'll be allowed to review this merry tale of domestic nuclear weaponry. ("Trific" - Mrs Langford.)

Asimov on Science Fiction [Granada 334pp £7.95] is nonfiction for Dr A, who should have much wisdom to impart. Unfortunately, though he remarks 'I don't like to explain anything briefly,' the 55 essays here (oked out with usual apparatus of forewords and afterwords) are mostly brief bits of journalism or monthly editorials from Isaac Asimov's SF Magazine (IASFM), too short to say much about their subjects.

Good things here include clarity, lucidity, sensible if unsurprising advice to young SF authors, and condemnation of the horrid term 'sci-fi'. Not so good: Asimov's pose as lovable egomaniac grows tedious, with his own stories forever referred to as examples of excellence in this or that area of SF. The occasional ceaseless flautings of his fame, achievements, awards, with crass hints that the SF Writers of America should give him their Grand Master trophy. Also Asimov is no critic: he mentions 1984, the incredible ground that George Orwell didn't do a good job of predicting the future. Is there any other SF expert who's failed to twig that 1984 isn't prediction but a cautionary tale and political parable for the year in which it was written, 1948?

If you enjoy Asimov's good-humoured essay style, and don't mind bittiness and repetition, this is an interesting collection to dip into.

Also from IASFM we have Martin Gardner's SF Puzzle Tales (Penguin 148pp £2.95), the 'tales' are only brief, joky camouflage for the puzzles, which as always with Gardner are brain-stretching and apt to teach a little painless Higher Mathematics. Many are familiar from Gardner's fantastic books, but he's added new twists to fool smart alecs, and often a puzzle's solution features a variant puzzle, and so on: there are three sets of answers. Minor irritant: these being wry for IASFM, Gardner misapplies great ingenuity to work in Asimov's name wherever possible. 'By Asimov!' people swear. On page 123, tiring of the obligation to do this, Gardner sentences to associate Asimov's name with the word 'fat'. Fancy that.

One thing Asimov-as-critic doesn't like is the British 'New Wave' SF associated with New Worlds magazine in the mid-60s, and after the oil crisis of 1974 the term 'sf' hidden decorously on the cover. And indeed the 30 stories, poems and articles are a consciously 'literary' and Moorcockian selection, including those very good that are more indented but little that I (and less that Asimov) would call SF. Ballard is represented by one of his most impenetrable pieces, Sladek by his best Sladekian story, Barrington Bayley by a tale about Tharg the Fifth-level Theosophist, Williams, not Edgar Rice) Durie by his usual exhilarating metaphysics. It's an immensely valuable book for fans, no less than 131 pages being devoted to a complete index of all 216 issues of NW. But the magazine's range was better displayed in the eight out-of-print Panther Best SF From NW anthologies.

Three quibbles: it would have been grateful to readers if James Colvin's 'Juxtaposition of the Four-Colour Problem' mentioning that the mathematical enigma featured in this story was cracked in 1976, and to name among the 'successors' to NW the only magazine doing comparable work today - Britain's very own Interzone. (£5 for four issues to 124 Osborne Rd, Brighton, BN1 6LU).

Several books left and not much space. Piers Anthony's Juxtaposition [Granada 180pp £2.50] completes the trilogy begun with Split Infinity and Blue Adept, an uneasy mix of fantasy, SF and Anthony's favourite hobby-horse of game-playing. Most annoying is the shorter three fantasy pieces, who spend ages having the plot explained to them or alternatively explaining it to others. A favourite moment is in Blue Adept, whose hero enters the forbidden cave to fight the dragon who has slain all previous applicants, etc. The moment of truth comes: hero smites brow in sundered and condemned experience. Blackmore achieves a curiously scary effect, nearly as soulchillingly dreadful as a White Dwarf rejection slip.

Paladin, another disguise for the sinister experimentalists, is out now. The word 'fat'. Fancy that. The first story collection including several fantasies, is out in paperback, The Maharajah [Futura 210pp £2.50]. It includes the noted 'The Troll'! Again, Anthony achieves a curiously scary effect, nearly as soulchillingly dreadful as a White Dwarf rejection slip.

Arthur C Clarke's Tales of Ten Worlds [Pan 205pp £1.75] and Profiles of the Future [Pan 255pp £1.95] have been reissued for the umpteenth time. The first is a story collection including some classics, the second is somewhat an inadequate update of this stimulating work of futurology first published in 1962.

If I've timed this right the next big SF convention will be Novacon 13 at the Royal Angus Hotel, Birmingham, 4-6 November. £7 membership to 48 Westover Road, Birmingham B11 1UD readers are invited to challenge me at the bar with the words, 'You are Dave Langford and I claim my right to be allowed to buy you a pint.'

Today I had a fanletter: 'If Ian Livingstone can afford to go to Bali for his hols he deserves to be destroyed in print by yourself.' What can this mean? It is signed 'Peter Kershaw ... [Thanks. The enforcers will take it from there. —Ed]'
Hello, good evening and welcome to ZineScene. As you can see, White Dwarf has lured yet another fanzine editor to its pages. Needless to say, I'm purely here for the sake of art! I've been informed by our curly-haired editor that ZineScene should be an occasional news and reviews column which also features chat and provocative comments on the street-level of RPG fandom. Well, I'll try to live up to the image, though I'm sure that if I drank as much as Dave Langford, I'd be as witty and down to street-level (or should that be gutter?)

I hope that those of you who don't buy or read fanzines (no-one buys them without reading them, do they?) will find that you'll be tempted to try one or two. The damn things soon grow on you, and without reading them, do they?) will find that you'll be tempted to try one or two. The damn things soon grow on you, and even the sight of a brown envelope containing a letter from one of the things yourself. Mind you, that's how we all start — with just one or two fanzines. Once upon a time, I was a mild mannered D&D player, now look at me: I await each post with eager anticipation, and even the sight of a brown envelope is enough to start the fingers twitching. The damn things soon grow on you, and before you know where you are, you've become a fanzine junkie! But enough of the witterings of a crazed member of Fanzines Anonymous and on with the real meat of this column.

If you are new to the whacky world of fandom, then the place to start is with the fanzine addict's bible: Twenty Years On. This is a quarterly listing of postal games, FRP and SF fanzines which gives addresses, prices and details of content and style. The man responsible for this mine of information is Simon 'Biggles' Billeness, who (when he's not gallivanting around Switzerland) can be contacted at 20 Whinfred Rd, Coulsden, Surrey, CR3 5JA. By post it's 50p for one or £1 for a three issue sub.

Those of you who actually read the White Dwarf/News page, rather than just gawking at the pretty pictures of yet more Citadel miniatures, may well remember a mention of the Fanzine Association in WD44. This was the brainwave of John McKeown and is still very much 'under discussion' due to a lot of fanzine editors' fears of an official organisation. The planned newsletter is being produced by Steve Norledge however, and is available for an SSAE.

Despite these delays, John has gone ahead with another excellent idea, this being the Zine Service. This enables shops and clubs to order several different fanzines from one central source, thus reducing the hassle of dealing with several editors. Reaction to the initial mailing of fliers has been quite good and hopefully, once shops realise how beneficial the scheme is, they'll be queuing up to join it. John can be contacted at 22 Hall Lane, Upminster, Essex, RM14 4AF.

John doesn't just come up with ideas like the Zine Service, he also edits a fanzine of his own. This is Miser's Hoard and is one of the best new fanzines around. It features discussion, articles, reviews and scenarios for various systems and has a high quality of content and appearance. Certainly well worth checking out for 50p from John at the above address.

The damn things soon grow on you, and before you know where you are, you've become a fanzine junkie!

The summer always seems to produce a large crop of new fanzines, probably because would-be editors are free from the education system for long enough to make the fans a reality. This summer was no exception and zines popped up from all over the country. Steve Norledge, newly departed from Tempestuous Orifice (now there's a name to conjure with!) has returned, with Rapscallion, a zine biased towards postal gaming. Steve intends to feature lots of chat, FRP and games. The first issue certainly backed this up, with Call of Cthulhu, zine reviews, an article on photography and plenty of games (including postal Judge Dredd). Apart from the oddity of being typed double-spaced throughout, it's an excellent start. 50p from Steve Norledge, 75 Hawkins Way, W. Wickham, Kent, BR4 9PE.

Another new zine to burst upon the scene is Corrosive Comix. This is rather unique in being a mixture of comic strips and FRP material. The first issue has three SF/F related strips and part one of a continuing T&T scenario. While the art isn't going to give Brian Bolland any great worries, some of it is very striking. 50p from Marc Laming, Corrosive Comix Unltd, c/o 75 brie Lane, Hatfield, Herts.

Speaking of comics fandom (of course we were), those of you interested in comics as well as FRP games, should check out Fantasy Advertiser. This is a leading comics zine which not only has lots of news, reviews and chat plus adverts (...Advertiser — get it?), it now has a role-playing column, FA is 40p for 40 pages from Martin Lock, 3 Marlow Court, Britannia Square, Worcester, WR1 3OP. The latest issue is a team up with Worlds Collide, another comics fanzine, so here's your chance try two fanzines for the price of one!

And talking of team-ups (don't you just love the way this column flows together?), the idea has entered FRP fandom. December will see the release of a one-off team-up issue of Dragonlords 20/Quasits and Quasars 10. DL and Q&O are both well known FRP zines and this is the chance to give the two fanzines a bit of extra exposure to the other's readers; as well as giving the readers a bumper Christmas issue.

One zine that should be better known than it is at the moment is Wyrm's Claw. WC seems to be overlooked by most fans which is a shame; it features articles, reviews and other zine type things for 60p from Wyrm's Claw, 119 Chester Rd South, Moor Nook, Sale, Cheshire M33 4SG.

Well, the word limit, that dreaded bane every writer fears seems to have caught up with me, so I'll say goodbye for two months.
I had desired to visit the Common
wealth of the Goblins so long that I
scarcely remember how the wish was
originally excited; and was in the Spring
of last year induced to undertake the
journey by finding in Weshiel wide-walk
a companion whose acuteness
would aid my inquiry and whose
gaiety of conversation and civility of
manners, to some extent, offset the
inconveniences of travel and the bar-
baric culture of those savages
commonly known as Goblins.

Thus commences Tralk True-eye’s fam-
ous study A Journey through the Com-
monwealth of Goblins: their Nature,
Habits and Society. It is now, sadly,
remains extant in only one much
mutilated and aged manuscript. Tralk’s
journal and its revealing study of the
goblin peoples has earned him a place
amongst history’s greatest scholars and
there follows a condensed and moder-
nised version of his study, featuring all
the salient points that might interest the
casual scholar.

Argument: in this study ‘goblin’ is
treated as a generic term describing
three similar racial types that together
constitute an unusual aboriginal anach-
ronism. These goblins range from sim-
ple, hirsute beings of diminutive stature
and ‘pack’ orientated nature, to intelli-
gent, doughty semi-civilised ‘pagans’. In
my studies of the goblins, I found no evi-
dence to suggest that goblins are chau-
etic beings, rather they appear as crea-
tures who are balanced as mankind.

THE THREE RACES -
A Brief Description
The Lesser Goblins
These creatures appear to occupy the
same ecological niche as Runners in
Glorantha and are quite similar in some
ways.

The Common Goblins

<table>
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<tr>
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<tbody>
<tr>
<td>STR</td>
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<tr>
<td>CON</td>
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<td>1d6+4</td>
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<td>Listen</td>
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<tr>
<td>Spot Hidden</td>
<td>30%</td>
</tr>
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They have no developed religion
beyond an apparently comprehensive
belief in animism (the belief that all
objects are imbued with sentient life),
and this primarily manifests itself in
their awe and respect for certain groves
and old trees. This respect may be
divided into two categories:

a. Respect for the various packs’ nesting
areas - for whilst these creatures are
nomadic they do tend to frequent estab-
lished nesting grounds.

b. Veneration or awe for certain
ancient trees or standing groves. Any
creature that is spotted approaching a
nesting area will be harried to lead it
away from the site or to deter its
advance. Any creature that is deemed to
have desecrated holy ground will usually
be hunted down and punished.

Whilst these creatures hunt for their
meal at dusk they also utilise most of the
morning to forage on the forest floor,
and as a result it is not unknown for the
forest Goblins to use them as sentries.

Hob-Goblins

<table>
<thead>
<tr>
<th>Trait</th>
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<tr>
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<tr>
<td>Spot Hidden</td>
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The History and Genesis of the Goblins
According to the records of the Ancients,
goblins were originally a nomadic race
possessing the following attributes:

- A covering of body hair
- They have excellent sight, hearing and smell
- And are attentive at all times

These are the most common of the
three types. They are gangrel in appear-
ance, have little if any body hair, and have
grey-brown skin (however their appear-
ance may vary as they tend to smear
ashes for their les-
er brethren. In fact, I have discovered
this to be untrue. They have good eye-
sight and hearing, and a semi-civilised
tribalistic society. They have been
known to train wolves to assist them in
their hunting; possess a more developed
religion than pure animism, and have a
higher technological base than their les-
er brethren. (See the culture section for
more information).

Hob-goblins appear to be a new
development in the goblin race. Hob-
goblins are usually well-proportioned
intelligent creatures - born leaders in
the goblin world. Their skin colouration
and sense are similar to the Common
Goblin, but many belong to the cult of
Crom Cruach (future issue) and perma-
nently stain their skin a gray-green. The
cult of Crom Cruach is elitist, militaristic
and extremely ritualised - it is
developed further in the cults chapter.

Extracts from ‘The Travels of Tralk
True-Eye’

Translated by...

Extracts from the Travels of Tralk True-
Eye’s journeys through the Com-
monwealth of Goblins: their Nature,
Habits and Society. Published for GMs
to use in Glorantha.
I.e-eye is an unofficial article about when and how they choose to.

who roamed the plains and valleys, and competed for the food supplies with our ancestors. They had no recorded agriculture and only a loosely knit tribal culture, and proved no match for humanity. Our ancestors stampeded the goblins' herds and slowly liquidated their tribes.

those who fled to the woods and forests - the least well-stocked with food supplies with were quickly decimated by the attacks of gorps, walktapi etc. It is commonly believed that these goblins are no more, but some may still exist. Spriggans are able to project an image of clouds, shadows or the twilight to make a saving roll at two times his normal intelligence or run-away. The goblins were those who, if overcome, will possess the power of the highest roller. The Spriggans are crepuscular by nature and only on the hunting grounds - the Festival of Renewal. But this practice has been overruled in many places by the bullying tactics of the servants of Crom Cruach, who tend to decide the chieftainship by advancing a candidate who will kill the existing chieftain.

Since the discovery of mushroom farming, goblins have been able to found small, static communities, where cottage industries such as tanning and flint fashioning have begun to flourish. However, whilst hunting is no longer their only source of nourishment it is still their most important source of food, and the goblins have developed a number of ways to enhance their hunting abilities. They have learned to exploit their lesser brethren to trap small mammals and birds in return for gifts of darts, mushrooms, cured skins and clubs and have learned to fish using barbed spears. They have succeeded in domesticking wolves to track, chase, kill and then return game to the village. Wolves are also used as mounts by some of the smaller goblins.

They use flint and bone to arm their weapons and wattle to make shields. They have some access to pottery but usually use skins to carry liquids and cooked food by spit-roasting or baking it with hot stones. Goblins are known to use caves as bolt holes or living quarters but they generally live in sunken round huts. These huts are between 10' and 20' in diameter, 3' and 5' in height outside, and 4' to 6' inside. They are usually raised above ground level to use the soil as good drainage, but around the edge of the floor a shallow trench is normally dug, to take excess water and waste. Goblins use huts that can be closed by a roll of sod, but if there is a hole in it can it can be used in the event of a fire. These huts are sometimes raised to house mushroom crops, and the goblins enjoy a low level of technology and are not without skill (excepting their juggling with bronze weapons, which often result in being either stolen, given, or bought).

Culture of the Forest Goblins

Chieftains assume their status through prowess in hunting or combat. There is evidence to suggest that originally the hob-goblin chieftain was chosen on an annual basis and only on the hunting ground - the Festival of Renewal. But this practice has been overruled in many places by the bullying tactics of the servants of Crom Cruach, who tend to decide the chieftainship by advancing a candidate who will kill the existing chieftain.

The most successful goblins were those who fled to the woods and forests - the very regions of their primordial origins. These areas were well stocked with food supplies and offered a secure base in which to raise families. At first, they undoubtedly retained their hunting lifestyle because they had no knowledge of agriculture, but with the discovery of mushroom farming and the domestication of wolves (which extended their hunting range and increased the chance of a kill) the goblins were able to establish small villages and develop a more stable culture.

Hob-goblins

The Ancient records suggest that after the hob-goblins were driven from the plains they degenerated into the physical beings we now know. Thus they are now a shadow of their former selves and have adopted crepuscular and nocturnal habits which man associates with vermin and the dead.

However, perhaps due to the prolonged period of peace (through isolation) the Forest Goblins have enjoyed, a new strain of goblin has appeared, known as Hob-goblin. These beings are usually found in positions of power amongst the goblins and usually belong to the exclusive cult of Crom Cruach (The Dark Serpent, see future issues).
Dear WD,

May I bestow my humble thanks upon Marcus Rowland and put my seal of approval on his article Stop Thief. Twas a sight for shifty eyes, and a pleasure for nimble fingers to hold. Never again will rich lords awaken to find me helping myself to their ready cash. Never again will the gas cloud or poison dart catch me unaware. Never again will gentlemen in the street realise as I steal their purses of gold. And at last I will be the hero of the party as I aid our band to escape from pursuing assailants.

Having grovelled sufficiently to Rowland, I would now like to know when we will see a guide to setting up traps. If I knew how to set the things up, dismantling them would be easier still.

Yours,

ps Could we see a regular spot for Warhammer.

Thanks for the praise - I'm sure Marcus Rowland will be pleased. A regular spot for Warhammer would be excellent since the number of departments we have at the moment. However, there will be more articles/ scenarios on Warhammer, rest assured. An article on Traps. Hmmm - anyone got any ideas? Marcus - Ed.

Dear WD,

I feel that, arising from the points brought out by your correspondence over the last 6 months concerning castles and armies in D&D, come several clear answers. Any RPG must strive for a degree of realism, and these two elements which, if excluded from D&D, would substantially alter the feel of the game - there are several references to both troops and to castles in all of the D&D works.

The point is not to sacrifice fantasy for a greater degree of 'realism', or vice versa, but to provide a rationale or logical basis for both aspects of a campaign. To threaten Divine Intervention to prevent the use of magic in pitched battles seems to be anachronistic, for example - one that does not suit my campaign, however, for there is no mention of pit-fiards or Gruumsh in my 'historical records'. But for a campaign this is fine. I do not feel there is a need to provide a list of alternative deterrents, for each must be consistent with the individual campaign (for the record, in my campaign MU's are few and far between).

As for the heated discussion about castles, it is a waste of time to criticise Lew Pulsipher's excellent articles which provide one possible alternative. If you prefer genuine castles then you have to try a different game, say Warhammer. I do not feel there is a need to provide one possible alternative. If you prefer genuine castles then you have to try a different game, say Warhammer. In the last part of my Dealing with Demons series [WD46], some of the powers of Lord Adelmar were listed under the description of Lord Tsienra. I hope that none of your readers thought that these were more of the latter's powers and wasted a summoning or something as a result. I hope they are now more aware of such a minor irritant rather than a major disaster for the defense. After all, they'll have 200 years to act. Similarly, the threat of flooding from outside can be dealt with by sensible castle placement - rivers, for example.

army, though winning the battle, will lose the war if it takes too long. The castle as sole fortified residence of a magnate is a different matter from a group of stragglers because there are castles backed up by a field army, for he may not be able to expect help. Nonetheless, I'd much rather hole up in a dungeon than in a castle.

I am thoroughly unimpressed by the value of a surface keep or wall as a firing platform. You can't shoot what you can't see, and with few exceptions no-one can shoot at an unseen target. The attacker can see and mark in daytime exactly where doors and windows are in surface defenses, in order to deal with them at night. When troops who group of stragglers get the sense that the keep is a force, most assaults will be at night. Moreover, stone buildings lack the amount of room for defense in depth that a dungeon provides. So, once the defenders get their heads into the dungeon, they are more easily moved uphill!

As for the heated discussion about aggression. The castle as sole fortified residence of a magnate is a different matter from a group of stragglers because there are castles backed up by a field army, for he may not be able to expect help. Nonetheless, I'd much rather hole up in a dungeon than in a castle.

Sincerely,
Lew Pulsipher, USA.

Dear WD,

The castle as sole fortified residence of a magnate is a different matter from a group of stragglers because there are castles backed up by a field army, for he may not be able to expect help. Nonetheless, I'd much rather hole up in a dungeon than in a castle. Thankfully the invocation of the gods at the castles' completion to render the walls impassable. This would leave only the danger from thieves - an interesting danger and one which could reverse so many situations (remember Shogun?). As I said before, this is not necessary for my own campaign and would be incompatible with its atmosphere. If you prefer more magic, then use it. Only hope is to hold out until drainage systems and escape routes, or declare that Decanters of Endless Water do not exist! Finally, the reason for this letter is that I dislike the destructive criticisms offered by other players for systems which are, after all, suggestions, and ones which could work in a given D&D campaign. If you don't like the inconsistencies produces by following every rule to its logical conclusion, change your campaign or try RuneQuest!

Yours,
Edward Whittaker, Oxford.

Dear WD,

While I agree with some comments of Chris Elliot and Richard Edward in connection with fortifications [WD44], I disagree with their conclusions. Whether the defenders would be bottled up in a dungeon by the besiegers is doubtful. The defenders can dig new tunnels for egress. A long, narrow tunnel could be constructed without great danger. If detection, in time. Because individuals can be so much more powerful in fantasy than in reality, a small party can be a strong sally-force. If done at night, this is hardly 'sallying forth into the teeth of a waiting army.'

If the outer defenses of a castle have been taken or destroyed by the attacker, the flooding from outside can be dealt with by sensible castle placement - rivers, for example. The castle as sole fortified residence of a magnate is a different matter from a group of stragglers because there are castles backed up by a field army, for he may not be able to expect help. Nonetheless, I'd much rather hole up in a dungeon than in a castle.

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Starbase is a bi-monthly department for Traveller ideas, edited by Bob McWilliams. This issue we present a special alien's package, by Phil Masters.

Aliens

by Phil Masters

The Phulgk'k'k'k
The Phulgk'k'k'k are a small (4' long), amphibious minor race inhabiting Thgg'k' (literally 'sea shore', indefinitely extended), which humani call Vashoon II, World, Thgg', or Longshore. The race resembles Terran crustacea (nickname 'lobsters') but is highly evolved; the exoskeletal carapace has a complex, flexible structure, the two pincers are incorporated in handlike members, and brain size is quite respectable.

They have a multitude of lensless eyes on 'stalks' (giving a wide angle of vision, but poor focus), concealed hearing organs of moderate efficiency, and a vast array of chemical 'taste/smell' organs (Longshore has a complex mixture of gases, generally vented from volcanoes; sensitivity to the flow and pattern of these is highly evolved). Thus Phulgk'k'k'k breathe air and water, prefering water, and appear to have evolved from scavenger/intermittents.

UPP as follows:

Strength: 1d-1 Intelligence: 2d-1
Dexterity: 2d-3 Min (2) Base: Education: 1d
Endurance: 1d+2 Social: Standing: 1d+1

Phulgk'k'k'k fight with two claws for 1d damage each; their carapace is treated as mesh armour. Most have some useful skills; calculate Base Educ +1d-3, with a positive result being the number of rolls on the following table: use 1d for this, with DM +1 if education (base or after earlier rolls) is 6+.

1: +1 Endurance 4: Liaison
2: Combat 5: Alien Lore
3: Mechanical 6: +1 Education

Note: Combat gives a plus DM in claw attacks, equal to half the skill level rounded up. Combat 1-3 also gives carbine-1; Combat 4+ gives carbine-1 (see below on guns). Alien Lore gives an understanding of non-Phulgk'k'k'k psychology, society, and tastes; without it, operating in the interstellar community is difficult.

They have limited territorial drives, and the mating urge is weak until triggered by a complex set of circumstances. Their chief drive is derived from their non-sentient ancestors' danger/food gathering instinct, producing a tendency to rush in, make a quick claw attack or go for frail prey, then flee swiftly. Phulgk'k'k'k are impetuous, but rarely sustain enthusiasm; they usually 'think better' of their first actions within minutes. Phulgk'k'k'k society has developed ways of controlling this rash/panic pattern: they confront all tasks by forming 'committees', which continually recuit and lose members to maintain a balance of enthusiasm and caution. Consequently, lone Phulgk'k'k'k often behave erratically. Through interstellar trade tech level is now 4. One industry is the manufacture of light, waterproof guns (treat as carbines), designed for Phulgk'k'k'k use.

Phulgk'k'k'k with Alien Lore 2+ can attune their superb chemical senses to the particular tastes of other races; thus they make skilled cooks, perfumiers, and the like. Phulgk'k'k'k'k can be encountered throughout the Imperium on such work, or on trade or diplomatic missions. Player characters may even find work as bodyguards to a millionaire's chef, or pilots to Phulgk'k'k'k travellers.

Phulgk'k'k'k are not recommended as player characters, as they prefer breathing water, require special diets, and have a peculiar psychology that may be hard to role-play properly.

The Ghashruan
Ghashruan originate on Ghashrua, a desert world lying within the Hiver Federation. Its inhabitants may be encountered throughout Hiver space, the Imperium, and other regions. This planet is mostly covered in wind-blown sand, but enough 'oasis' regions exist to support a vast array of chemical 'tastelsmell' organs (Longshore has a complex mixture of gases, generally vented from volcanoes; sensitivity to the flow and pattern of these is highly evolved). Thus Ghashruan breathe air and water, preferring water, and appear to have evolved from scavenger/intermittents.

The race has a complex, but somewhat flexible code of honour. Player characters may imitate the Ghashruan, and referees should also take this into account when role-playing the race.

UPP as follows:

Strength: 1d-1 Intelligence: 2d-1
Dexterity: 2d-3 Min (2) Base: Education: 1d
Endurance: 1d+2 Social: Standing: 1d+1

Ghashruan are aware of most DH skills, but are not field troops, and do not fit 'warrior' or 'fighter' roles. Phulgk'k'k'k are not recommended as player characters, as they prefer breathing water, require special diets, and have a peculiar psychology that may be hard to role-play properly.

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The race has a complex, but sometimes flexible, code of honour and respect, making their response to other beings highly unpredictable except when matters of honour or duty are concerned; to represent this, reaction roll is doubly the result.

If players wish to utilise Ghashruan characters, they must act with Ghashruan psychology, which referees should also try to bear in mind at all times. Courage, loyalty, and some impatience with other races are central, as is tolerance of hardship and any waiting imposed by physical (rather than administrative) necessity. Younger Ghashruan are typically adventurous, the like. Ghashruan can be encountered throughout the Imperium on such work, or on trade or diplomatic missions. Player characters may even find work as bodyguards to a millionaire's chef, or pilots to Phulgk'k'k'k travellers.

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IRI\NAN
A Complete AD&D City by Daniel Collerton
Part 6: Darkrise on Illrian

This is the final installment in the series which has been describing a small AD&D town, Illrian, and providing a sequential scenario: The Rising of the Dark. As before, it is intended for a moderately large, thinking party of 2nd to 5th level characters with some assistance from Illrian's characters. This issue's scenario carries on directly from where Part 5 left off. See Part 1 [WD42] for a glossary and nomenclature key.

The Tunnel. The mist wall will follow the party along the east passage, cutting off light and sound from the west. The walls, shedding a dim white radiance, will gradually become obscured as tendrils of black mist start to twine after the wands. These tendrils grasp the characters and, although insubstantial, their touch will numb: slowing characters' movements to half normal. Soon the passage will be completely blocked; cutting off all sight of the Light ahead. Then two Shadow Demons (FF) AC 8, 5 or 1, HD 7+3, Move 12", No of Attacks: 1; Damage: 2d6, Special Attacks: High in low light, Special Defences: Immune to fire, cold and lightning. Others depending on own level. HP 29, 24, will step out of the walls and attack.

After defeating the mist-moving on, the thunder of rapidly approaching hooves mixed with the howls of wolves and screams of Deor:Rys (Dark Rise) will be heard. From the tunnel ahead will burst thirty Dark Children (FF) AC 7, HD 2+1, Move: 12", No of Attacks: 2, Damage: 2xd10, Special Attacks: Disease, HP 9, 7, closely followed by a Death Knight (FF) AC 0, HD 9d10, Move: 12", No of Attacks: 1, Damage: 1d8 [Longsword], Special Attacks: Spells, Special Defences: Spells, Magic Resistance 90%, Move 2, 2 in a Nightmarish (MM) AC 4, HD 6+6, Move: 15", No of Attacks: 3, Damage: 2d4/2d4/2d4+2, Special Attacks: Possession, Special Defences: Surprised on a 1 in 6, HP 50/50.

These will fight to the death. However, if they appear to be winning, a roar of Light from the passage's end will engulf and destroy them. The light will come from a ball of burning light in the center of an arched chamber which opens out after half a mile or so. The first round of Light which has been protecting the party so far. A character must, of her or his own free will, spell himself human on a roll of 1 in 3. Then anyone for a turn and consuming whoever stepped into it. It will then fade to reveal the naked character, unchanged but for a contemplative sense of a white diamond fire, which flares about it.

With extreme effort, the character may extend this aura to encompass a thirty foot radius about itself, destroying any manifestations of the Dark in the area. This is so demanding that it may only perform this five times before being despoiled.

In stepping into the Fire, the character becomes part of the Light, the Lightchild. Though the Lightchild will not attack any hostile, or to himself humanized although, as it will realise, the prophecy song must be fulfilled. This means that the Lightchild must be consumed in a funereal pyre, specifically in the Temple fire pit. The Lightchild has 100 hit points for the purpose of attacks by Children of the Dark (see WD46 for Dark Children) and will need to get to the Temple.

The party will be able to reach the well without difficulty but they will discover a group of 10 Orc Dark Children (MM and Part 6) AC 6, HD 1, Move: 9", No of Attacks: 1; Damage: 1d6, Special Attacks: Possession, HP [Dark Body] 30, HD 4d4, 5d4, who have roped themselves down to the passage. If these are destroyed, the party may use these ropes to climb back up.

Back on the Streets. Two rounds after the party leaves the well, 30 Goblin [MM Darkchildren AC 6, HD 1-1, Move: 6", No of Attacks: 1, Damage: 1d6, Special Attacks: Possession, HP [Dark Body] 15d6, 10x4, 4x3, 2, 1. Character's party's path. These will be joined later by:

Round 4: 6 Bugbears [MM] Darkchildren AC 5, HD 3+1, Move: 9", No of Attacks: 1, Damage: 2d4, Special Attacks: Surprise, Possession, HP 4x2(11), 10x9, Special Defences: Surprise on a 1 in 6, HP 50(38).
Round 5: 9 Orcs [MM] Darkchildren etc as before, HP 6x6(6), 5x6(6), 4(4).
Round 8: 10 Unmounted Orcs (Part 4) Darkchildren AC 6, HD 1, Move: 9", No of Attacks: 1, Damage: 1d8 (Longsword), Special Attacks: Possession, HP 10x6(4).
Round 9: 2 Adults [MM] Darkchildren AC 5, HD 2, Move: 9", No of Attacks: 1, Damage: 2d4, Special Attacks: Possession, HP 8x10(9), 8x2(2).
Round 10: 4 Flinds [MM] Darkchildren AC 6, HD 2+3, Move: 12", No of Attacks: 1, Damage: 1d6, Special Attacks: Possession, HP 2x11(11), 2x10(9).

Children of the Dark released from the Dark's control will fight for Light. In round two, the surviving Light Scouts will arrive to help the party [Part 4 but down to half Hit Points and with all spells used]. Four rounds after that, the Gran Mareschal of the Monastery [Part 4] will arrive with Sir Ral, Quan, Ged and their men at arms accompanied by Teng; summoned either by the Light or Rasz's help. They will halt the party to the Temple. At the Mark Guard, the Illrians will be making a final stand. The remnants of the Garde and the Militia will be strung out from Dentmont Road to Gilde Leon. Behind them, a dense crowd of old men and women and children are praying; above them, Asias and her peers talk amongst themselves; and to their front, a wall of mist hangs, poised. All around, lightning forks from the stormy sky to the roof tops. As the party appears, the mist will rise up until it covers the entire western half of the sky and then start to advance. The Lightchild should go to the Temple fire-pit. As it does so, the mist will cover the Lightchild; only light comes from the figure in the flames. Gradually, the Light will increase until, cracking with power and of a blinding intensity, it blasts from the Temple doorway, across the Mark Guard, into the Dark; spreading, leaping from house to house and person to person, until the whole of Illrian is ablaze with white fire. Around the town walls, the Dark will rise like a wave of smoke as the villagers begin to tumble over the walls and sweeping once again to the Mark Guard. The Light will dim till saved, in thinking the sense from talk in Illrian. When the population awakes, it will be dawn; a golden sun rising into a cloudless sky. The Darkchild. Of the Lightchild, there will be no sign.

Aftermath. Within one season of Darkfall, Illrian will be unrecognizable. When ends Light laid the Dark, all of its works in Illrian were undone; thus all who were trapped in Blace Pyre were released unharmed (the humanoids wisely instantaneously taking to their heels). Reconstruction will have finished by then and prominent citizens will have resumed their normal status. If the party failed, the DM may start a new party off, either assuming that the Dark never existed and that the players' knowledge comes from living in Illrian for a while, or having them penetrate into Dark-controlled Illrian; attempting to lay it. If the party do survive, the Council will review the following rewards: 1. To them and their heirs in perpetuity; the freedom of Illrian with exemption from all taxes (but not duties) and automatic citizenship. 2. To them and their heirs in perpetuity; lordship over all the lands between the Irl and the Siri [Part 11] from their current coastline, plus any unoccupied lands; subject to the Overlordship of the Council Aef Illrian; with all the goods, chattels, habitations, persons and inheritances therein. 3. To them and their heirs in perpetuity; lordship over all the lands between the Irl and the Siri [Part 11] from their current coastline, plus any unoccupied lands; subject to the Overlordship of the Council Aef Illrian; with all the goods, chattels, habitations, persons and inheritances therein. 4. To the remainder of their lives: a pension of 500 gold pieces each per year.

Toral Guthdorff Aef Abboie will express her thanks by rejoining, resurrecting, healing etc (except for the Lightchild who, by its sacrifice saved Illrian, can no longer be recalled to any power on the Prime Material Plane) and, of course, the other citizens of Illrian will treat them like local heroes.

Ilrian may be used as a basis for further adventures by the DM. The party will have made powerful allies and enemies, both of which will seek to take Ilrian for their own ends and the town is the ideal base from which to subjugate their new territories.

Background Information

Ilrian Law. There are four categories: Military, Religious, Civil and Criminal. Each has different courts and penalties and deals with different crimes.

Military Law. Deals with all offenses committed by members of the Garde and the Militia when on duty. Crimes are reported to an officer who then has the power to arrest the suspect and confine him in the Riverwatch.
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Tor until trial. Minor crimes (those punishable by flogging) are heard before the Command-
dere Aef Man or Aef Hors. Serious crimes go
to the Garde Cort. This consists of the Garde
Commander, who acts as Proctor-Marshal,
the Commandere Aef Hors and the Command-
dere Aef Man. Guilt is determined by a major-
ity verdict. The accused may bring his own
testimony, or have a friend to argue his case or provide his own
defense. Bribery may help a not guilty plea.
Punishments for criminal offenses such as
 theft, murder and rape are as in the Cort Crimi-
nari. Military crimes have these penalties:

Cowardice: Flogging.
Negligently carrying
out a duty: Flogging.
Resisting to carry
out an order: Flogging.
Desertion: Death by drowning.
Mutiny: Decimation by drowning.
Flogging is usually 10-100 lashes with a sys-
tem shock roll needed to survive every 40
Military Law is, in general, strictly enforced
although the Scouts tend to operate at its
outer limits.

Religious Law. Crimes committed by mem-
bers of the Religious in Irillian and various
other crimes committed by those taking the Temple Cort.
This is made up of the Abbees of the Abbe, the
Gran Mareschal of the Monastery and the
Priest Ael and the order is bound by a
majority verdict and bribery is of some use in
swaying it. Accused must present their own
defense. Prosecutions may only be initiated by
a member of the Clergy or anyone who may
report a transgression with a request that it
be acted upon. The Brothers Ael Lagu will
usually hold suspects for trial. Conviction for
a civil or criminal offence in the Temple Cort
will lead to the criminal being unfrocked and
handed over to the Garde Crimini for a quick retrial and
discipline for religious crimes are:

Desecration: Death by starvation.
Heresy: Death by burning.
Blasphemy: Minor (swearing) – 1 wika is
imposed in Tyme 40; Major – Death by
starvation.
Sacrilege: Death by burning.

Religious law is laxly enforced; it being
notoriously easy to secure an acquittal because of the abbeys which
dominate the Temple Cort's workings.

Civil Law. All wrong doing involving taxes,
debts, duties, contract, merchandising and
property are dealt with in the Cort Civili; the
Corone, two Council members and the
Clerc [Part 4]. Any Irillian may move a pro-
suction by a sworn deposition to the
Corone who will then have a Landvoot
deliver a summons to the accused to appear
before the Corone. The sworn and accused
may be represented by scrivenier-lawyers
(a $39.2 Life Met Wegg). Conviction is by a
majority. If convicted the Clerc does not vote.
Punishments are:

Evading taxes or duties: Fine equal to twice
the evasion plus 20 lashes. Confiscation of property
to the value of the debt plus 50%.

Breach of Contract: Fine
Fraud: Fine up to 100 lashes.
Grievous falsehood:
A measure
for damages Fine equal to damage
or loss
done plus 50%.
Carrying out a
Contractual
tools without
business fine and 1 wika in the
Gild permission: Mark Geard stocks.

Fines range from 50sp to 1000gp depending
upon circumstances; averaging a few hun-
dred silver pieces. Criminals unable to pay a
fine are, if possible, sold into slavery along
with their families to raise funds.

The Cort Civili is convened on Friday of Storm, Waeter, Har and Valen of each
season. Civil law is not enforced in Irillian unless the
Council wants it to be. Thus it is used against
the populace rather than for it and abuses against it,
especially by Council members, are very common and virtually unpunished.

Criminal Law. This covers all offences against
person and property. Suspects caught com-
mittting a crime may be immediately arrested
by the Garde or anyone who has seen the
latter must, however, hand the suspect over
to the Garde as soon as possible. In practice, citi-
zens usually send the Garde any rather than
attempt an arrest themselves. If the suspect
is not caught in the act or manages to escape
pursuit, any witnesses must make a sworn
statement to the Scriver. The Garde will then
issue a warrant for the Tytopef and Garde to
prehend the suspect. Suspects awaiting trial or punishment are imprisoned in the
Riverenweec Cort.

Crimes tried before the Cort Crimini, the
Scivgere and four Council members
assisted by the Proctor Mareschal. Con-
cisions are by majority verdict – heavily influenced by the
bribe offered. A defendant may be rep-
resented by an attorney-lawyer. Common
punishments are:

Treason or rebellion: Death by hanging, burning
and quartering.
Murder: Death by hanging.
Assault: First offense – Up to 50 lashes. Second offense
– Loss of left eye, Third
Assault – Defeat by
beheading.
Rape: First offense – Loss of left hand, Second
Assault – Death by hanging.
Arson: First offense – Loss of ears and branding on
forehead, Second offense
– Death by hanging.
Thief: First offense = 50 lashes, Second offense
– Loss of right hand and nose, Third
offense – Death by hanging.

Failing to obey a summons: Death by
Confiscation of all property.
Second offense – Banishment under pain of death by
beheading.

Failure to obey a member of the
Garde on duty: 50 lashes.

Suspects who are not arrested or who escape
custody may be tried in absentia. If
found guilty, they are declared Uthal – out-
side the Law – and may be hunted down and
killed with impunity. The Cort Crimini sits
on Earthedheg of each season. Punishments are usually carried out the
following Monday. Although the criminal law is not
quite so corruptly enforced as the civil law, it
is difficult obtaining a conviction against
someone with influence or, especially,
money.

Trials. In deciding whether a character is con-
victed of a crime or not, the DM should con-
sider the following points:

The character's position in Irillian: citizen
or non-citizen, rich or poor, respectable or
"adventurous", charismatic or not, famous or not, owner of land or no
so forth. The number and standing of witnesses. The
standing of the person moving the prosecu-
tion. Material evidence. The political position
of the accused. The characters and political
positions of the members of the Cort. The
bribery paid on both sides and the Bibles Levels of the Cort. Bearing these in mind, the DM
should arrive at a percentage chance for con-
viction which can then be rolled against.

Hue and Cry. Alerts all those within 80 feet
who will attempt to pursue and grapple the
suspect so rendering him or her incapable
of action until the Garde arrives. The DM may form the pursuing
crowd; all with the
statistics of normal Irillians. None will risk
their lives.

Encounters. With a little thought, most
encounters may be used to lead on to some-
thing. The situation described by the
hucksters given here should be changed or ignored as circumstan-
ces dictate, and varied with the time of year
as well as by day since festivals, for example, dictate what is happening in the street.
Encounters may either directly involve or be
witnessed by the party; in the latter case, the
encounter tables may be used to find out who
else is involved. The character tables may
also be used as an index of all the "adventur-
ing" characters and NPCs in Irillian. For
eral Gudhothor Aef Abbe [Part 2] who
does not leave the Abbe and so does not figure in them. Encounters take place on a roll
of 1 on a d6, which should be rolled once per
turn spent on the streets of Irillian.

Encounter Descriptions

Accident: Someone stumbles and falls or
a runaway animal hits him/her
Sextonery on 1d20 or suffer 1d2 (fall) or 1d6
(animal) damage.

Bandy/Brigand: A group of robbers [MM]
from the wild areas to the north, visiting
Irillian to doレスト and indulge. Looking
for trouble.

Bat. 1d10 Giant Bats [FF], 10% of the time
accompanied by a Doombat [FF], fill around
and, if not kept at bay by fire, attack.

Brogger: A group that begs for material
information from others at a demand.

Blood Hawk: 1d4 Blood Hawks [FF] swoop to
the attack.

Books. A [FF] is surprised while going about its household chores.

Caravan: A group of traders pass. Usually
follows from the surrounding countryside;
around market days, possibly a Merchant
[MM]; or, very rarely, a group of non-
humans, dwarves [MM], elves [MM] or
gnomes [MM]; or, rarer still, cors [MM], gob-
lines [MM], or kobolds [MM].

Chamberpot. A hall of ordears descends from
a winch in a corner. 1d6 – 1d4 points of charisma until a bath is taken.

Character: Someone approaches to offer
requests for information or service. Roll on
the following tables then look for a character
up to find possible reasons for their approach.

1d20
1-19. Normal Irillian
20. Character

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Normal Irlan (Part 2), 1d10

1. Child, Male
2. Child, Female
3. Adolescent, Male
4. Adolescent, Female
5. Young Adult, Male
6. Young Adult, Female
7. Middle Aged Adult, Male
8. Middle Aged Adult, Female
9. Old Adult, Male
10. Old Adult, Female

Character, 1d100

01-17. Cleric
18. Druid
19-45. Framer
46-63. Paladin
64-67. Ranger
68-72. Magic User
73-85. Illusionist
86-92. Thief
93-84. Assassin
95. Bard
96-93. Merchant
94. Sage
95-98. Houri
99-60. Other

Roll 1d10 for status or of parents or spouse

1. Sundi
2. Mastercraftsman
3. Journeyman (Parts 2-5)
4. Apprentice
5. General Labourer
6. Porter
7. Animal Handler
8. Personal Servant
9. Farmhand
10. Other

Clerics

1. Chantman (1)
2-10. Sisters Aef Abbeile (2)
11. Mirial of the Temple (3)
12. Peinos of the Temple (3)
13. Peinos of the Scourts (4)
15. Teng Aef Monastery (4)
16. Arks Aef Monastery (4)

Druids

1. Aclyst (3)

Fighters

1. Inne of the Grifoun (2)
2. Tisilm of the Grifoun (2)
3. Uzold the moneyender (2)
4. Kulof the Heafed Aef Or (3)
5. Sulila of the Heafed Aef Or (3)
6. Tirages of the Heafed Aef Or (3)
7. Ferrull of the Heafed Aef Or (3)
8. Zigul of the Heafed Aef Or (3)
9. Sigili of the Heafed Aef Or (3)
10. Agrae of the Heafed Aef Or (3)
11. Drim the Moneyender (3)
12. Dirima, Drim’s wife (3)
13. Thon, Drim’s son (3)
14. Bomba, Drim’s son (3)
15. Lyleos of the Grifoun (4)
16. Isrim of the Grifoun (4)
17. Helas of the Grifoun (4)
18. Bisl of the Grifoun (4)
19. Nireal of the Grifoun (4)
20. Seill of the Grifoun (4)
21. Jiril of the Scourts (4)
22. Brehen of the Scourts (4)
23. Gari, Erea’s husband (4)
24. Antir, Erea’s bodyguard (4)
25. Telonin, Garos’ bodyguard (4)
26. Gienil, Garos’ bodyguard (4)
27. Erol, Pelos’ bodyguard (4)
28. Aran, Pelos’ bodyguard (4)
29. Distrian, Pelos’ bodyguard (4)
30. Kilmin, Pelos’ bodyguard (4)
31-41. Beggers Aef Lagu (4)
42. Enzelo of the Thir Searra (4)
43. Rigisil of the Thir Searra (4)
44. Ugilin of the Gnome Juel Aef (5)
45. Kulaph of the Gnome Juel Aef (5)
46. Zrifa of the Gnome Juel Aef (5)
47. Pursilas of the Slave Freedom (5)
48. Geral of the Gnome Juel Aef (5)

Paladins

1. Serial Aef Abbeile (2)
2. Antos Aef Abbeile (2)

Rangers

1. Tivane of the Heafed Aef Or (3)
2. Anhals of the Scourts (4)

Magic Users

1. Elas of the Scourts (4)
2. Erea of the Counsell (4)
3. Dijela of the Gnome Juel Aef (5)

Illusionists

1. Ellos of the Scourts (4)
2. Erea of the Counsell (4)
3. Arien, Elism’s bodyguard (4)
4. Zoataquain Aelf Tor Wasrard (5)

Thieves

1. Agroth of the Beggers (3)
2. Shila of the Beggers (3)
3. Hirean of the Geaglgang (4)
4. Korsal of the Geaglgang (4)
5. Koriel of the Geaglgang (4)
6. Pelos of the Counsell (4)
7. Gildas of the Mark Geard (4)
8. Staat Gang member (2)

Assassins

1. Ails of the Sheshirhy (3)
2. Daergine, Alors’ bodyguard (4)

Herds

1. Gilos of the Grifoun (2)

Merchants

1. Tirivol, Gild Feactor (2)
2. Alors of the Counsell (4)
3. Daceon of the Counsell (4)
4. Elism of the Counsell (4)
5. Erith of the Counsell (4)
6. Garos of the Counsell (4)
7. Peilos of the Counsell (4)
8. Pelos of the Counsell (4)

Sages

1. Tims (2)

Hours

1. Tirall of the Heafed Aef Or (3)
2. Ehlir of the Heafed Aef Or (3)
3. Grie of the Heafed Aef Or (3)

NPCs: Bracketed numbers show the episode the character first appeared in.

Doppelganger: One of Erithim Stormblod’s clan [Part 4] is recognised as a Doppelganger. Drunk, a singing, a dancing Irlanesian (roll on character tables) attempts to steal his inheritance upon others. Reject, and a fight may result.

Escaped Animal. An animal from the Mark Geard [Part 3] makes a break for freedom. First, a house is engulfed in flames. 1d8-5 people are trapped inside with 2d4 rounds before the fire reaches them.

Food Vendor. A street vendor sells unidentified grilled or fried things for sale.

Gaftir. A Gaftir [FF] is disturbed, rises from the muck and sinks its teeth into whoever is nearest.


Hornet. 1d4 Giant Hornets [FF] buzz the street.

Hue and Cry. Convivial citizens pursue a miscreant [Part 6].

Kidnap. If surviving, D’Hei and his followers [Part 3] ask a passer-by to join them for a service to Gizheras. Otherwise, the Geaglgang [Part 4] try an abduction.

Kilmouf. A mischievous Kilmouf [FF] practices its japes upon a pedestrian.

Mob Riot. Large number of citizens [Part 4] demonstrate against the Counsell, the Gods, or whatever.
Morale

Napoleon is reported to have said that morale was three times as important as physical force, yet there is no real way of supplanting it in RQ except by INT rolls or the leader making a CHA roll, neither very satisfactory. Here are two contributions bearing on the topic which deserve serious consideration. Paddy Barrow’s table should perhaps be applied with caution, on occasions when a player might well be expected to be suffering from previous debauchery; but then again, anyone can wake up with a head-ache or a stomach-ache (especially the latter when in foreign climes!), and there are some obnoxious characters who actually seem all the better for a night’s drinking. The penalites and bonuses might well be expected to be suffering from previous debauchery; but then there is no real way of

Daily Health

by Paddy Barrow

Nowhere is there any sort of reference to how a player character feels on a certain day. It might sound pedantic, but suppose he/she feels sick or has a head-ache: this would certainly affect overall performance in an adventure. So here is a table to determine how the player is feeling on any day. It could make a nice change for the GM to see an experienced player erupt into a fit of coughing and vomiting when confronting a solitary Trollkin, as a result of the wild party the night before.

Table 1 – 1d10

1. Everything wrong, a real gripper; 50% effective in everything, including spells.
2-3. Slightly better; 75% effective in everything (round up).
4-5. Headache; -10% to all skills.
6-8. Lethargic; -15% to fighting skills and -5% to all others.
9. Prone to spells of sickness, at which point -10% to all skills; 20% chance of being unable to fight, due to heavy vomiting.
10. Dizzy spells; see Table 1a.

Table 1a – 1d8

1. Balance awful; -50% to fighting, manipulation and stealth skills.
2-5. Slightly off-balance; -10% to fighting, manipulation, and stealth skills.
6-8. Very occasional spells; -5% to the above.

Table 2 – 1d4

1. Bit stiff, muscle pains; -5% to all except knowledge and perception skills, and spell using.
2-3. Feet hurt; move at 1/2 normal rate.

Table 3 – 1d8

1. Fanatical; fights at +15% fighting skill until below half total HPs (first fight only).
2-3. Wide-awake and eagle-eyed; +10% to perception until first major rest.
4-6. Eager; +5% to fighting and stealth skills.
7. Hyper-cool; feel as though you could talk your way out of anything, +10% to Oratory.
8. Incredible: tireless, eager +25% to fighting skills, +15% to all other except manipulation skills. This lasts until three-quarters of HPs are lost (first fight only).

Force of Will

by Dave Morris

Mental Discipline is a measure of the force of a character’s will, the ability to resist hypnotic patterns and melodies, the demoralising howl of a Ghoul, or the terrifying aspect of a demon. Lacking a clear definition, the RQ rules usually use a character’s INT for this purpose, but this is a very unsatisfactory approximation. Standing one’s ground in the face of a Ghoul pack is not necessarily a sign of intelligence, after all – and a Rune Lord will surely be more self-disciplined than the rookie Lay Member in his/her retinue, even though both may have the same INT.

A character’s Mental Discipline Factor (MDF) is derived as follows:

$$MDF = \frac{1}{2} (\text{CON} + \text{CHA} + \text{highest skill} + 5)$$

CON is important on the principle of mens sana in corpore sano; a high CHA generally indicates a forceful and confident personality; and the character’s highest skill level shows how experienced and disciplined he/she is (Speak Own Language does not count!). Working out Griselda’s mental discipline, for example, we find that with a CON of 16, CHA of 15, and Shortsword skill at 100%, she has a MDF of 17. If the Ghoul howling at her has a POW of 15, it would have to roll 40 or less on d100 for a successful demoralisation.

MDF can be used in any situation where an experienced character would have an edge over an inexperienced one. When there is an unexpected encounter, for example, the GM might have each character roll MDF times some modifier to avoid surprise. MDF x 5 would be the usual roll, but particularly startling encounters might merit a roll of MDF x 4, 3, 2 or even as a percentage. Similar rolls can be used as morale checks to see if the NPC hirelings in the party turn chicken when the going gets tough; again, the extremity of the situation will determine the MDF modifier that applies. Such morale checks should be used particularly on the first few occasions that beginning characters encounter undead of any type, to represent the superstitious terror that such beings can generate, out of all proportion to the threat they actually represent. Thus, the first time a character encounters undead, he/she must roll MDF as a percentage or be demoralized; the second time, the roll is MDF x 2, and so on. Once the character makes one of these rolls successfully, this natural fear is conquered and he/she will be okay in any future encounters with undead. (On a roll of MDF x 5, I would suppose; I feel this should always be required, unless you make a profession of hunting them.)
A rack of cloud across the light of evening
As if thev too, those distant hills, wore
mourn-
(exorcism) services, performed over his
bones. The lord intends to test the mettle of
Player’s Introduction
Your lord is worried by reports from an outly-
ing demesne, in Ki province. Peasants have
been terrorised by a spectral figure on the
moors north of Asamimura village. This ahost
appears to be a
village as bodyguards with Sonjo, a Buddhist
monk who will perform the necessary rites.

Sonjo the monk (level 3 Buddhist Gakusho)
Str: 5
Damage: -1
Dft: 10
BAP: 5

Sonjo is an enlightened (but not
Enlightened!) fellow and will see the value of
enlisting Ugestsu’s [see below] aid.

Games Master’s Introduction
This scenario is loosely based around a set of
classical Japanese kwaidan (or ghost stories).
The games master should use his own judg-
ment and bring in suitable encounters when
appropriate rather than slavishly following
order. Read through the whole scenario care-
fully as this will provide ideas on how to pre-
sent each encounter.

Description of Asamimura Monastery/Village
The Moors
As the party approach Asamimura village
they will cross a stretch of barren moors, tak-
ing 4 hours. There is a 10% chance of an en-
counter every two hours.

1. 1-3 peasants (day only)
2. The Mujina (dusk or night only)
3. The Rokuro-kubi (night only)
4. 1 viper
5. 2-12 wolves
6. Watanabe Tetsu

The Mujina
Spirit Rank: 2
BAP: 12
Hit Points: 18
MNA: 1
Armor Class: 1
BMA: 2
Zanshin: 1
Magic BCS: 6
Attack: Tanto, BCS 11, Damage 1d6 lethal.
Spell: Traitor ground (once a day).

She will lure people to her by sobbing
and moaning as if in distress. She appears to be a
normal woman, wearing a kimono made of
rich material. Her face, however, is a
terrifying blank, without ears, nose or
mouth. When
the party is ranged around her she will turn
and reveal the true horror of her identity.

Out to sea and over the ruined graveyard at
the monastery the dreaded demon fires,
or oni-bi, can be seen to flit among the night’s
shadows. The squire’s manor, [Uzamurai
Watanabe Tetsu] is now deserted and open
to the elements. Tetsu himself had his sanity
destroyed in an encounter with the Mujina.
If encountered, Watanabe Tetsu will demand
money from the party, swinging his katana
wildly while doing so. At other times he will
shout insanely about a ‘faceless woman’.

As if thev too, those distant hills, wore
mourn-
(exorcism) services, performed over his
bones. The lord intends to test the mettle of
the party to the elements Tetsu himself had his sanity
destroyed in an encounter with the Mujina.
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money from the party, swinging his katana
wildly while doing so. At other times he will
shout insanely about a ‘faceless woman’.

A rack of cloud across the light of evening
As if thev too, those distant hills, wore mourning
weeds.'
They wander the moors terrorising travelers. He is a diligent person still sees to it that the dead are buried hardy of sterling character.

Because of him, the local peasants give the area a wide berth; occasionally one may be found, but it is more likely that he or she will flee than stop and be questioned. If a peasant is questioned he or she will report that 'new people' have moved into the village, that it is indeed the local jūzarumi who wanders about the moors and paddies fields half-naked and mad (this with some embarrassment as Tetsu was once a much respected and feared samurai).

Tetsu has wandered the moors terrorising travelers. He is a diligent person still sees to it that the dead are buried hardy of sterling character.

Since being driven insane by the Mujina, Tetsu has wandered the moors terrorising travellers. He is clad scantily and is extremely dirty. If taken to the shrine of Ugetsu the Kami, Tetsu will recover his wits. He is a diligent martail artist but somewhat greedy and hardly of sterling character.

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**Ji Zamurai's Manor House**

<table>
<thead>
<tr>
<th>Secret door</th>
<th>Stairs up</th>
<th>Gravel</th>
<th>Wall</th>
</tr>
</thead>
</table>

**Key**

- The waters below - or sometimes onto the beach, where the Rokuro-kubi come to feast on the rotted corpses. The spirit of Akiyama grows increasingly restless as his own grave will soon be breached by the erosion. His ghost roamsons on nights of the new moon - for on such a night was the stain - seeking a priest who will rebury him and perform the Segaki service to quieten his spirit.

**The Ghost of Lord Akiyama**

<table>
<thead>
<tr>
<th>Spirit Rank:</th>
<th>5</th>
<th>BAP:</th>
<th>8</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Points:</td>
<td>45</td>
<td>MNA:</td>
<td>2</td>
</tr>
<tr>
<td>Armour Class:</td>
<td>10</td>
<td>BMA:</td>
<td>5</td>
</tr>
</tbody>
</table>

**Zanshin:** 2  

**Attack:** Bite, BCS: 12, Damage

- By night Asamimura is stalked by such grisly nightmares as the undead Jikininki and the faceless Muina.
- The village of Asamimura is in fact quite desolate - though it appears to be inhabited by a few hardy peasants these are actually Rokuro-kubi. By night they hunt, with a 15% chance every two hours of returning to the village.

**The Rokuro-kubi**

<table>
<thead>
<tr>
<th>Spirit Rank:</th>
<th>2</th>
<th>BAP:</th>
<th>12</th>
</tr>
</thead>
<tbody>
<tr>
<td>Armour Class:</td>
<td>6</td>
<td>MNA:</td>
<td>2</td>
</tr>
</tbody>
</table>

**Zanshin:** 5  

**Attack:** Bite, BCS: 12, Damage 1d3 lethal

**Treasure:**
- A chest (lock complexity 10). Inside the chest are scrolls representing the deeds of the estate. There is also one ancient-looking chest with a 3 Man-Rating clan emblem. A now antique-looking wisteria stands in the living room (A), Might be worth 300 gold pieces. One of the bedrooms (no 3) appears to have been used as a granary. The floorboards of many of the rooms have been washed out. One of the bedrooms (no 3) appears to have been used as a granary. The floorboards of many of the rooms have been washed out. One of the bathrooms (no 3) appears to be amiss:
  - Rotten boards visible on the floor.  
  - The wet rooms will be smelly.  
  - One or two arrow-heads are still stuck into the undergrowth of the garden.

<table>
<thead>
<tr>
<th>Spirit Rank:</th>
<th>5</th>
<th>BAP:</th>
<th>9</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Points:</td>
<td>10</td>
<td>MNA:</td>
<td>5</td>
</tr>
<tr>
<td>Armour Class:</td>
<td>10</td>
<td>BMA:</td>
<td>10</td>
</tr>
</tbody>
</table>

**Zanshin:** 2  

**Attack:** Bite, BCS: 12, Damage 1d6 lethal

- The Anjitsu. Here stands a simple stone covered by moss and lichen. Below it lies the mortal remains of the bad Buddhist priest Hobei, now a Jikininki. Players passing by a few hardy peasants these are actually Rokuro-kubi. By night they hunt, with a 15% chance every two hours of returning to the village.

**The Spirit of Lord Akiyama**

<table>
<thead>
<tr>
<th>Spirit Rank:</th>
<th>15</th>
<th>BAP:</th>
<th>18</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Points:</td>
<td>10</td>
<td>MNA:</td>
<td>9</td>
</tr>
<tr>
<td>Armour Class:</td>
<td>10</td>
<td>BMA:</td>
<td>5</td>
</tr>
</tbody>
</table>

**Zanshin:** 5  

**Attack:** Bite, BCS: 12, Damage 1d3+1 collateral

**Treasure:**
- An urn sunk by Tetsu in the beach, where the Rokuro-kubi come to feast on the rotted corpses. The spirit of Akiyama grows increasingly restless as his own grave will soon be breached by the erosion. His ghost roamsons on nights of the new moon - for on such a night was the stain - seeking a priest who will rebury him and perform the Segaki service to quieten his spirit.

**The Jikininki (corpse eating Gaki)**

<table>
<thead>
<tr>
<th>Str:</th>
<th>30</th>
<th>DEX:</th>
<th>22</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Points:</td>
<td>50</td>
<td>MNA:</td>
<td>2</td>
</tr>
<tr>
<td>Armour Class:</td>
<td>5</td>
<td>BMA:</td>
<td>7</td>
</tr>
</tbody>
</table>

**Zanshin:** 2  

**Attack:** 2 talons, BCS 12, Damage 1d6 lethal

---

**Kwaidan**

A chest (lock complexity 6) stands in the storage room of Tetsu's manor. The chamber is carefully concealed behind sliding panels which resemble the sliding miko of the outer walls. (Wit Saving Throw to see a Hidden Thing). Inside the chest are scrolls representing the deeds of the estate. There is also one ancient-looking wisteria stands in the living room (A), Might be worth 300 gold pieces. One of the bathrooms (no 3) appears to be amiss:

- Rotten boards visible on the floor.  
- The wet rooms will be smelly.  
  - One or two arrow-heads are still stuck into the undergrowth of the garden.

**In the place of cha no yu**

Look westward to the setting sun,  
**Brighter fish than goldfish swim.**

(This refers to a urn sunk by Tetsu in the middle of the pond, in it will be found 9 gold pieces).

**Such accessories as torches, ropes, lines, will be found in the kitchen.**
TREASURE CHEST

DMs Introduction
The Necromancer [WD35], Malmort was recently forced to leave the town of Arkand, as his vile and evil practices had got out of hand. He escaped with his ‘life’ (though he now needs a few meager possessions, including his Dorianic Portrait [see below]). He moved into an ancient burial barrow near the village of Coldbrook, itself about 80 miles from Arkand. He was continuing his depraved research and has already grabbed several victims from the village to manufacture a few ghouls before returning to Arkand to have his revenge.

Dorianic Portrait
By M Abrahams
A necromancer can use this to forestall the effects of age, physical evidence of evil, hit point damage and diseases. The portrait allows the necromancer to live in society without seeming obviously vile.

To create a Dorianic Portrait a top quality full-size portrait must be obtained (at suitable expense). This must be presented to the necromancer’s god during a ceremony at which the ‘minimum annual sacrifice’ [see WD35] must be made. If his god grants the necromancer’s wish (60% chance, only attempted once a lifetime) the portrait will absorb the visible effects of evil into itself, so the picture ages whilst the necromancer looks as young, healthy and ‘good’ as the day of the ceremony. The loss of charisma due to level rises is negated and the necromancer seems a reasonably ordinary man (as long as he does not corrupt when he created the portrait). If a saving roll vs death magic is made it will heal combat damage — up to 1dE per week, and diseases may be transferred back to the portrait. Keep a note of all damage and diseases transferred in this way. If the portrait is destroyed then all the evil and stored years are transferred back to the necromancer, wherever he is. This also happens when the canvas lasts d20 x 25 years.

He will offer 150gp (all the village can spare) to the ‘warrior adventurers’: if they help the village, discover what’s going on, and put a stop to it. The players should visit Glamis in the morning. All they will be able to gather, amid his delirious babblings, are the repeated phrases, ‘winged skull’, ‘howling of the dead’ and ‘the old barrow on the hill’. Glamis is plainly terrified — out of his wits with fear ... The headman will explain that the barrow on the hill is an ancient burial mound, hundreds of years old. Obviously, the players should pay it a visit.

The players will be directed to the barrow and will find the entrance set into the side of the hill, flanked by 3 large Stonehenge-type stone blocks. A smell of decay, foetid dark, wafts from the portal. Inside, is a single caver — about 80’ x 30’. Immediately, Malmort’s Skull Guard [see WD35 for stats] will attack the players. Malmort himself is nowhere to be seen. After dealing with the Skull Guard the players will see a large slab with the body of a recent victim on it, in some sort of state of preparation for some diabolical necromancy. In a corner of the tomb stands the portrait of an extremely overrated and evil looking man. What’s more the painting depicts him as severely wounded — in fact barely alive. A wooden desk (next to a straw pallet) has various items on it — dead rats, heads, bottles of blood, Books of the Dead etc. of course.

At this point Malmort himself will enter the barrow. (He was out getting food.)

Treasure Chest is a regular D&D door. This issue we present a short mini-scenario based around some readers’ magic items for a low level party, by Jamie Thomson.

The Portrait

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At this point Malmort himself will enter the barrow. (He was out getting food.)

Malmort, 6th level Necromancer [WD35]

Having realised he has ‘guests’ Malmort (looking fairly normal), will do some quick thinking and announce himself as a messenger from the village (the headman wants to see you!), to gain a few moments time. Players may notice a certain similarity between Malmort and the portrait if they make a saving roll against intelligence. As soon as he can Malmort will blow his Ebony Horn, ordering the undead to attack the players.

Ebony Horn
by Mark Byng
This ornate black horn does not require a command word to operate but only clerics, fighters, thieves and necromancers can use it. Once per week it can be used to summon undead. When the horn is blown roll 1d10:

<table>
<thead>
<tr>
<th>Die</th>
<th>Number &amp; Type of Undead summoned</th>
<th>Chance of Control</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1-20 Skeletons</td>
<td>100%</td>
</tr>
<tr>
<td>2</td>
<td>1-10 Zombies</td>
<td>100%</td>
</tr>
<tr>
<td>3</td>
<td>1-10 Ghouls</td>
<td>95%</td>
</tr>
<tr>
<td>4</td>
<td>1-6 Shadows</td>
<td>90%</td>
</tr>
<tr>
<td>5</td>
<td>1-4 Wights</td>
<td>85%</td>
</tr>
<tr>
<td>6</td>
<td>1-4 Ghasts</td>
<td>80%</td>
</tr>
<tr>
<td>7</td>
<td>1-3 Wraiths</td>
<td>75%</td>
</tr>
<tr>
<td>8</td>
<td>1-2 Mummies</td>
<td>75%</td>
</tr>
<tr>
<td>9</td>
<td>1-2 Spectres</td>
<td>75%</td>
</tr>
<tr>
<td>10</td>
<td>1 Vampire/1 Ghost</td>
<td>70%/65%</td>
</tr>
</tbody>
</table>

On the round after blowing the horn the summoner must concentrate on controlling the undead (+5% for necromancers). Check each summoned creature individually; those undead which are controlled are completely at the summoner’s command, those which aren’t may do as the DM wishes. If the character activating the horn is good then he/She will be unable to control any of the summoned undead and attack on the summoner will be automatic.

The summoning lasts until the undead are slain or until 2d4 Turns have elapsed; whichever occurs first. Should there be any additional undead (victims of vampires, wraiths etc) they will disappear along with their ‘masters’. If the players seem to be defeating his undead Malmort will attempt to control the corpse on the slab but will only enter the combat if he has to. He won’t try to escape unless things are going very badly and he has his portrait. Malmort’s main concern will be to keep the players away from the portrait, or to separate them from it. He will order his undead to this end. He will become very agitated if anyone gets near it. Destroying the portrait will cause Malmort to lose 22 hit points immediately and he will fall to the ground, temporarily incapacitated — any undead will stand motionless while control wavers (unless he’s already wounded, in which case he’ll die — no chance to curse). The players will have one free round in which to finish him off (if they’ve any brains)!!
FIEND FACTORY

Fiend Factory is a regular department featuring readers’ monsters for D&D and AD&D edited by Albie Fiore. This issue...

MINI-MONSTERS

Tiny Terrors to cause Trials and Tribulations

DIABOLO

By Phil Masters

No Appearing: 4-80
Armour Class: 9
Movement: 6"
Hit Dice: 1d4
Treasure: Individuals, L; F, W, Tx3 in lair
Attack: Knife for 1-2 points of damage plus spells
Alignment: Lawful evil
Intelligence: Exceptional

Diabolos are close relatives of kobolds (with whom they very occasionally co-operate), and are much the same size but have paler skins, larger horns, less strength and greater intelligence.

Each diabolo tribe is well organised and possesses a spell-book with the full range of first and second level MU spells, plus 2-8 third level. Each tribe member can read this, being a naturally skilled magic-user, and any diabolo can memorise up to two spell-levels (ie two first or one second level spell) for use in the normal way. In addition, all will be familiar with the full range of magical devices possessed by the tribe.

If a diabolo tribe is being randomly determined, roll Id20 for each member and consult the following table for spell(s) memorised:

1-3 two sleep
4, 5 sleep plus charm
6 two charm
7-9 web
10 invisibility
11 sleep plus magic missile
12 charm plus magic missile
13 sleep plus shocking grasp
14 charm plus shocking grasp
15 friends plus magic missile
16 sleep plus (1) +
17 charm plus (1)
18 magic missile plus (1) +
19 (1) + plus (1)
20 (2) +

* (1) indicates any randomly determined first level spell.
+ (2) indicates any randomly determined second level spell.

All spells are cast as if by second level MU’s.

For every ten diabolos encountered there will be an additional leader type with three hit points, able to memorise an additional (random) first level spell, operating as a third level MU and doing Id3 with his knife.

Each diabolo tribe has a large chief, armed with a 1d6 quarterstaff, rolling twice on the table above for spells memorised and then adding one second level spell at random from the tribal book and with five hit points and fifth level MU power. This chief will have three leader type bodyguards.

A diabolo tribe has a 70% chance of ‘familiars’: 40% giant owls (1-3), 40% giant weasels (1-4), or 20% wolverines (1-4). These will guard the lair.

As with their close cousins, the kobolds, diabolos generally inhabit dark places in overgrown forests or underground. They hate bright sunlight, but have excellent night vision and 60° infra-red vision. In hand-to-hand combat in bright sunlight, they operate at -1 to hit.

TROLLKIN

By Dan Lukacinsky

No Appearing: 1-3
Armour Class: 3
Movement: 14”
Hit Dice: 1d8
Treasure: N
Attack: One bite for 1d4 or by weapon type
Alignment: Chaotic neutral
Intelligence: Very

The trollkin is a very strange combination of a brownie and a troll. They prefer to live in small holes or mounds and are somewhat sloppy. They love hard drink and all cheeses. They speak Common, Troll, Gnome, Halfling, Sprite, Pixie and Brownie.

If they carry a weapon it will usually be a dagger or a small net, sometimes they will get together with a large net (10% chance of being a Net of Entrapment) and attempt to trap passing creatures, but their favourite weapons are daggers (55% chance of being magical). They never carry anything but a dagger or net, at least none have been seen otherwise.

They hate gnomes, halflings and dwarfs, but their mortal enemies are...
pixies who they will attack on sight. Trollkins have weak infravision at 20'. They may become invisible at will and have limited spell ability usually one 1st level magic-user spell determined at random. Like trolls, they regenerate 3hp per round and may rebond severed limbs. Also once per day they may call lightning as the 3rd level druid spell. They are surprised only on a roll of 1 on a d6. They make saving throws as a 5th level fighter.

Very rarely a trollkin may be of a player-character class (4% chance). It may progress up to 5th level as a thief, up to 8th as a fighter or up to 8th as an assassin.

Trollkins vary in colour from grey-black to sandy-brown. Their eyes are a hazel or light-green. Hair is usually lighter at the appendages. Their antennae are surprisingly strong. +1 on any damage they inflict. They wear finely crafted leather garments and boots. At 3' tall they are on good terms with most forest creatures. They have a life-span of 3000 years.

TRIST
by John R Gordon

No Appearing: 1
Armour Class: 10
Movement: 0" but can be carried
Hit Dice: 1 hit point
Treasure: Completely variable
Attack: See below
Alignment: Chaotic evil
Intelligence: Very high

The trist is an asexual, truly malignant creature. Its birth is at any source of great evil or hate (an evil temple, or the site of a massacre, etc). A large (2'x2'1/2") clear crystal egg appears, inside which the trist itself lives. The egg is fragile and will shatter at a blow, killing the delicate trist inside, which is suspended in ethereal liquid. The trist appears as a healthy, shrivelled humanoid head, green with wrinkled, slimy and continually moving symptoms. Its eyes are cold, devoid of mercy or passion and its thin mouth is arrogant. The 'head' is surmounted by fibrous, rootlike growths in constant motion, which give the trist buoyancy. Then it waits to be found, feeding on the evil emanations at its birth-place. For the trist feeds on hate and ceases to exist without it. Thus the trist is always scheming to create hatred, upon which it can feed. The trist can charm up to 3 creatures (who must save v magic if within 30' of it). If they fail, they will become fanatically loyal servants of the trist for as long as it lives; and will carry out about with them so that it can carry out its evil deeds. The trist communicates with anyone who comes within 6' of it. Once 3 creatures have been charmed, the trist cannot control any more until 1 or more of them have been killed.

(Note: it is unlikely that the players will find the trist just after "birth" and be charmed by it. More likely they will find it at the heart of some chaotic and seemingly senseless situation.)

The trist then moves with its fanatical servants, usually to a town, to stir up and generate hatred. It is in planning this that the trist needs considerable cunning and intelligence, as well as ruthlessness (it will not hesitate to have one of its own servants killed to acquire a more important one). Hate can be generated in so many ways; setting different races off against each other; encouraging oppressive government and/or revolt; even throwing down money in the streets to generate greed and hatred. The trist needs considerable cunning and intelligence, as well as ruthlessness (it will not hesitate to have one of its own servants killed to acquire a more important one). Hate can be generated in so many ways; setting different races off against each other; encouraging oppressive government and/or revolt; even throwing down money in the streets to generate greed and hatred.

If the trist is found when its followers are not at hand to defend it, it will try to convince the players it is a good or neutral harmless keeper of information.

Note: should evil players attempt to enter the trist's employment, it will merely pay out uneven and unfair wages to the players, to generate hatred between them. (It feels no need for servants favored of unpopular individuals. If the trist is found when its followers are not at hand to defend it, it will try to convince the players it is a good or neutral harmless keeper of information.)

The trist is immune to sleep, charm and suggestion spells and has the psionic ability of Unlimited Telepathy. It is immune to psionic attacks except Mind Blast.

KROWKS
by Dale Hueber

No Appearing: 1-12
Armour Class: 5
Movement: 3"/18"
Hit Dice: 3d8+1
Treasure: 1
Attack: Two claws for 1-3 each and one bite for 1d4+1 plus special
Alignment: Chaotic evil
Intelligence: Low but very cunning

With their 4' (average) wing-span and blood red eyes and beak, Krowks are terrible, black crow-like demons from the Planes of Hell and the Abyss that feed on the pain and torment of the souls there. They are sometimes sent by the Lords and Princes of Evil to aid their kind on the Prime Material Plane or as familiars to powerful magic-users and illusionists. Their coming is considered to be an omen of the worst kind.

They have 20% magic resistance and have the following powers, one per round, at will: darkness 5', radius, fear (as wand), detect invisible, detect illusion, and detect good. They can teleport once per day and curse their victims once per day with their demonic cawing. Their bite drains one point of strength in addition to one point of strength and one point of Constitution. They have an avascular greed for shiny objects and love the taste of bloody eyes.

GROMIT
By John Smart

No Appearing: 1-20
Armour Class: 5 minimum
Movement: 7
Hit Dice: 3d8
Treasure: Nil
Attack: Bite for 1-3, 2 claws for 1d4 each, 2 feet for 1-3 each, tall lash for 1-2 and 4 stings for 1hp each
Alignment: Neutral
Intelligence: Low

Gromits are tough, round little creatures, usually about 3' tall. They are quite dextrous and agile due to their three legs (dexterity 12+1d6) gaining dexterity bonuses on their armour class. Due to their small globular shape and their third leg, they are rather difficult to outflank or attack from the rear unless surrounded.

Their bodies are dark brown, getting lighter at the appendages. Their antennae are almost black. The gromit attacks with its beak for 1-3, its 2 claws for 1d4 each. It can also use two of its three feet per melee round doing 1-3 each and a tall lash which hits for 1-2. In addition it also has four wire-like antennae protruding from the top of its head/body, of which it will use 1d4 to attack each melee round for a 'sting' of 1 hit point each.

FIEND FACTORY
Pitbits

COMMUNITY policing has proved a success for Judge Dredd, the cop of the future. Games Workshop's game has become the first hobby game to be selected by the Design Centre.

Games Workshop's new release for this month, Talisman, a role-playing board game, is also creating considerable excitement in the trade. In the words of one hardened gamer, 'It looks so good, I'm just itching to play it.'

Copper Kudos

LOOK OUT FOR SCOUTS

THE Scout movement will receive a much needed shot in the arm with the release of Scouts from Game Designers' Workshop. This is Traveller Book 6 and completes the Mercenary/High Guard/Scouts trilogy. Also imminent is the Traveller Adventure, the companion to the Traveller Book, and a new Traveller adventure Safari Ship.

THE first issue not only contains new rules to an irregular journal. The first issue only contains line illustrations of all the current Citadel figures, but a Warhammer Scenario, The Mark of Chaos, SF in Warhammer, The Beginners Guide to Figures Painting, and more.

Next Issue

WHAT you've been waiting for in the next sensation saturated White Dwarf: The Lone and Level Sands, an AD&D AND RuneQuest adventure set in a demon-infested desert tomb; Database, updating computers in Traveller; a new cult for goblins in RuneQuest plus all the regular features and more.

World’s Worst Holiday Spot

HALF the holiday-makers who go to Kadath suffer from some sort of mental disorder. It is the worst holiday spot in the world for insanity according to Theatre of The Mind Enterprises.

The US based team have conducted investigations in their latest Call of Cthulhu scenario, Pursuit to Kadath. The problem seems to stem from the minions of Cthulhu to be found there. Adventurers are advised to take precautions if they are taking a trip there. Avoiding unwatched fruit, and tap water will not help, but Chaosium have released The Cthulhu Companion which contains snippets and expansions of the Cthulhu mythos that should prove of benefit to anyone planning a trip there.

Another boost for intrepid souls is the release of boxed sets of Call of Cthulhu figures by Grenadier Miniatures. The two sets available are Adventurers and Monsters.

Travel Hazard

A WARNING for anyone planning a car trip this month: Watch out for Autoduelists! The roads could prove a death-trap following the release of Car Wars Expansion Kits IV and V by Steve Jackson Games. Both provide more road maps and countless vehicle counters.

The roads will be further congested by the influx of Car Wars Miniature released by Grenadier Miniatures. There are 8 different blister packed sets in the range.

Frontiers of Space Expanded

SCIENTISTS at the TSR laboratories claim to have expanded the existing frontiers of space. The revelation comes in their latest release Night Hawks. Their contention is that this is not a simple extension of Star Frontiers but details an entirely new galaxy with new rules to match. It is more than simply an add-on to Star Frontiers: featuring as it does an additional space battle board game.

WARMACHINE FOR SALE

ARE you planning to lay siege to your neighbour’s fort? Fancy bombarding those noisy hobbits at the end of the street? Then head for the local Orc village where their latest Monstrous Orc War Machine is up for grabs. Designed by Tony Ackland, the machine comes complete with a crew of 3 orcs in Citadel Miniatures' newest boxed set. The bidding should be interesting and possibly blood-thirsty with representatives of each of Citadel's other new boxed sets present. They are (above) Trogglodytes and (below) Lizard Warriors. Both sets were sculpted by Tom Meier.

TO THE WOODS!

WOODELVES will not be too pleased to hear what is to the south of their homelands. Northern Mirkwood, Iron Crown Enterprises have just released the details in the latest in their Middle Earth series of play aids. It is Southern Mirkwood - Haunt of the Necromancer.

ICE should also be releasing their Middle Earth game Fellowship of the Ring in the not too distant future.
Thrud the Barbarian

Thrud is enjoying a pint in his local, when...

I am Growman, the Growman, mightiest Growman of the Northern tribes, now my chief of the savage Growlers of Nid. Known also as Amrod, the Wombat to the Growlers of the Southern seas, a thief, a rafter, a slayer, a rogue, a survivor, a coward, an adventurer, a freeloader...

A stranger appears out of the night.

If there's one thing I can't stand - it's a smart aleck!
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IT HAD CROSSED OUR MINDS.

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"...On my last trip I dumped the spice and tried to make a profit on the insurance deal..."

"...Aff mustuv got wind of it and sent out his bounty hunters to get me..."

AND US UNFORTUNATELY, YOU KNOW, SOMETIMES HAYES I COULD QUITE HAPPILY STRANGULATE YOU.

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