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On the island of Sybarate lies Porpherio’s Garden, a wondrous and magical place where it is summer all year round. UK1 Beyond the Crystal Cave is an interesting and thought provoking adventure for 3rd-6th level characters (not 4th-7th as stated on the cover). The players have to solve the mystery of the Crystal Cave before they can even enter the garden and after this they are treated to a lot of interesting encounters and puzzles.

Parts used to attacking everything in sight are going to have a hard time and gain very few experience points. The authors have set out to discourage unnecessary violence. Consequently, experience is gained by dealing with encounters verbally and intelligently. UK1 Beyond the Crystal Cave is an interesting game that breaks away from the more normal combat orientated adventures for its emphasis is very much on role-playing and problem solving.

In EX1 Dungeonland and EX2 The Land Beyond the Magic Mirror players are plummeted into a strange partial plane. Inspiration is drawn from the works of a well known author, who for now shall remain nameless as part of the fun, and唐朝 through the source material for the adventures.

Designed to be placed as an extension of an existing 9th-12th level dungeon they offer players an exciting and hazardous journey through a place they stand on their own but are best played together as they interconnect in numerous places. It is quite possible for players to be adventuring in Dungeonland and suddenly find themselves in EX2.

A rich vein of humour runs through these modules and they deviate from normal AD&D in some areas so players should be prepared for the unexpected. While the characters often find they are in over their heads by no means easy. Some encounters can turn nasty if players aren’t careful.

X3 the Curse of Xanathon is a detective adventure for 5th-7th level Expert characters. The Duke of Rhona is acting very strangely, proclamation have been issued decreeing that all taxes are to be paid in beer, horses are to be ridden backwards and all dwarves are to be shown the way to the nearest market. To make them presentable to human sensibilities!

The adventure deals with the players’ attempt to discover what is afflicting the Duke. The module is very much a programed affair, players move through a series of distinct and logical stages discovering clues as they go. Should the players fail to follow the clues it is incumbent on the DM to direct them to the next encounter. This cuts down on the amount of freedom available and some players may well short circuit the stages by moving towards the final encounter before completing the others.

EX1 and EX2 are of too high a level for my taste, they could have easily been made for lower level characters making them accessible to more players. Having said that if characters are available at this level by all means play them, you won’t regret it. UK1 is set at a much more reasonable level (you won’t have to wait years before your group is ready to play them) and if you enjoy role-playing and challenging adventures it is not to be missed. Players of Expert D&D will welcome EX1 for it is superior to its two predecessors. It is, however, not as good as the better D&D modules.

TRAVELLER STARTER EDITION Game Designers’ Workshop £7.95

This is about the fourth version of the Traveller basic rules, and is intended for complete beginners. Traveller is the best science fiction role-playing game on the market; it has an almost perfect balance between realism and playability, and the rules are mechanically simple so that the imagination is stimulated rather than suffocated by the grand sweep of the background. For those who want complexity, the game is amply provided with advanced rules in other booklets and rulebooks, and the background and scenarios are fully developed.

The Starter Edition comes in a roughly quarto-sized box with some good art on the cover; it contains one rules booklet, one booklet of charts and tables, one scenario booklet, a double-sized map and two dice. The map and dice were missing from my copy, so I cannot comment on them. The scenario booklet contains two adventures already available elsewhere; Mission on Mithril and Shadow. In the first, the travellers must investigate phenomena on a largely unmapped world to repair the port war damaged scout-ship; in the second, a mysterious alien pyramid must be explored and prevented from shooting at the players’ ship, thus trapping them on a hostile world.

The Charts and Tables book is very well done; all relevant and useful information has been extracted, expanded, and put in one place, making a very useful quick reference book.

The Rules Booklet contains the current version of Books 1-3, as found in the normal basic set, with some simplifications; it covers characters, combat, starships, colonies, and adventures. The whole is liberally laced with extracts from Book 0, an Introduction to Traveller, which explain the reasoning behind the rules and give useful guidance for the new player or referee. It is good stuff, and I wish it had been in the original; it would have improved my early refereeing no end.

There are a number of minor new rules; the main rules change, however, is in space combat, and rule of the new system. In one system, the rules are similar to those used in personal combat has replaced the previous vector movement rules. This is a good idea, and makes space combat a much simpler and easier process without damaging the atmosphere of the game.

TRAVELLER STARTER EDITION
UK1 EX1 EX2 X3
Presentation: 8 8 8 7
Playability: 9 9 9 8
Enjoyment: 9 9 9 8
Skill: 8 9 9 7
Complexity: 7 7 7 6
Overall: 9 9 9 7
Jim Bambra

It is still not explained how much sand can obscure a ship; presumably a single canister gives the indicated penalty.

My main complaint about these rules is that while the rules on self-improvement and drugs are often referred to, they are not present anywhere in the Starter Edition! Self-improvement for characters is essential in a role-playing game; removing such meagre rulings as exist in basic Traveller is a bad move, apparently caused by sloppy editing.

The rules are well laid out, clearly explained, and copiously illustrated – excellently by some artists and abysmally by others. If it were not for the omission of drugs and self-improvement this attractive package would be an ideal way to start playing Traveller; as it is, even a neophyte would be better advised to buy the standard basic set and an adventure.

Presentation: 9 Enjoyment: 9
Rules: 8 Skill: 4
Playability: 8 Complexity: 4
Overall: 8
Andy Slack

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These two substantial adventures from the famous first of Cthulhu approved products.

The investigators are hired through their University and dispatched to Gibbonsville, a ramshackle mining town, primarily to investigate a strange crystal cavern discovered by the miners, much to their horror. The first skill you really must learn is to organise yourself and your fellow players; care with research and
In Open Box, new games and supplements currently in the shops are reviewed by independent authorities. This issue, beginner’s Traveller and new supplements for Car Wars/Champions, D&D and Call of Cthulhu are featured.

attention to detail are the hallmarks of good investigators, foolhardy players used to ‘hack and slash’ FRPing will find themselves in unnecessarily difficult situations.

The clever part of the adventure is the ‘onion skin’ idea, by which the players will gradually work their way through the layers of the story until they reach the conclusion of the plot. The first act (the adventure is split into three) is very well thought out, a delicate mixture of legend and technology, and aptly entitled into the Thrust of the Beast. The second act has a tendency to lapse into a farce; the idea of cavorting across Arizona avoiding German stormtroopers is pretty hard to swallow. The Wanderer as the second act is called is the weakest link of the scenario, the other awkward fact is that it takes place some 4 years after the first, perhaps Acts I and II should be punctuated by other adventures from Asylum. Realistically, only characters that have survived the gap in time would be able to piece together the clues from the two adventures. Act III thankfully happens directly after II and is entitled And the Dogs Shall Know You; the players having trudged through the Arizona wasteland hotfoot it back to the Miskatonic University. Very soon the peace of the university will be shattered by strange deaths. Champions become 90-year old corpses and litter the streets of Arkham as the investigators frenziedly try to work out what’s happening and make sense of the final odd conclusions.

In Death in Dunwich, a cryptic telegram sets the action which leads you to a strange house; an anonymous client hires the investigators to look into the murder of a French art appraiser killed in a most horrific way. A web of useful and intriguing information will lead the players through art galleries, police stations, libraries and door-to-door enquiries gradually piecing together the clues. A trip to an isolated church should help confirm their theories, but as the writers state, the middle game should be frustrating although at worst the players will learn a little about Renaissance artists! The conclusion can readily erupt into violence; who could pass up the chance of wrestling with a gorilla or being bitten by a dog called ‘Hooft’. Excellent opposition of the evilest kind for the unsuspecting investigator.

Death in Dunwich is a much shorter, ultimately more satisfying adventure; the compactness of the information is useful, as is the Keepers’ screen which is stapled inside the box. Further player paranoia is guaranteed by a sealed envelope — for keepers only.

Both adventures are well presented, although in Arkham Evil it is hard for the keeper to find a key piece of information. Arkham did not really live up to the expectations or the quality it promised in the first part of the adventure. Death in Dunwich can be interesting, frustrating and terminal and consequently is the better of the two.

Pretty good adventures from a new company. They are intelligently written and interesting to play. Look out for Pursuit to Kadath their next offering, if it follows.

Arkham Evil Death in Dunwich
Presentation: 7
Playability: 7
Enjoyment: 8
Skill: 8
Complexity: 8
Overall: 7
Jon Sutherland

AUTODUEL CHAMPIONS

CAR WARS REFERENCE SCREEN £7.95
£4.50

Steve Jackson Games

Autoduel Champions is a 64-page A4 sized volume with a fold-out map and counter sheet inserts, and adds three important new aspects to the game. The first section, Champions

Autodueling, revises Car Wars vehicle design for use with Champions, set against the Car Wars background. Super heroes are omitted, with characters based on a 50-point allowance for enhanced characteristics and skills. Disadvantages can gain extra points, but fewer than in normal Champions. It’s easy to add Champions super-characters, but it is a non-supernatural adventuring section, and the role of the vehicle in the design process is compatible with Champions II, although without super powers. There are frequent references to Hero Games’ Espionage, and the rules are apparently compatible — I’ve not seen the game and can’t confirm this. Either Champions or Espionage is needed to use this section. The final pages cover conversion of other Car Wars equipment to Champions, and a simple character sheet.

Section two, Car Wars Helicopters, is a summary of their construction and use for Car Wars combats. It allows car versus helicopter combat, helicopter versus helicopter combat, or both, and is nearly as simple as the systems in Car Wars or Truck Stop. It includes a lot of new, interesting equipment. Flight isn’t safe or easy, but certainly adds a new dimension to the game.

The final section of the book is aimed at dedicated Car Wars players who want to add super powers without deserting their favorite game. It converts some of the Champions skills and super-powers to Car Wars, played at the normal Car Wars scale. The section is easy to understand despite an unnecessary omission of an END rule or other limit continued use of powers or skills, and works reasonably well. It ends with another super hero, beginner’s scenario.

Bound in the middle of the book is a large double-sized map sheet, with a hex grid for the first scenario and the usual Car Wars rectangular scale for the second, and a large sheet of coloured Champions scale cardboard duellist figures, cars, cycles, and weapons markers, and Car Wars scale superheroes and helicopters.

All in all, I was very favourably impressed by Autoduel Champions - it's packed with useful ideas and devices in all three sections (including one small trick which may have originated in one of my own scenarios), and looks extremely good. This is a strong appeal to Champions players, since it’s easier to follow than Champions II vehicle design and gives more detail of vehicle combat and collision effects. The result will suit hardened Car Wars players, and should be a lot of fun.

The Car Wars reference screen is less impressive. It’s a triple A4 sheet of coloured card. On the players side is an index to the four main Car Wars packs and books, a few random equipment price and damage charts, and the Truck Stop mechanics repair table; the referee’s side has an improved collision system (longer notations), a simple damage location tables, and vehicle control and hazard tables. The collision system is good, but most of the rest seems a little unnecessary – there’s only one side of immediately referable information; including the players although the tables do consolidate information from several sources. Most of the information on the players’ side would normally be recorded during vehicle design. Also included are large format copies of the Car Wars vehicle and cycle design sheet, the Truck Stop tractor and trailer design sheets, and the Autoduel Champions helicopter design sheet, plus a page summarising vehicle component prices, weights, and characteristics for all of these vehicle types.

Both of these products show that it’s possible to present the Car Wars system without mini-boxes and eyestrain. I hope to see more in this format.

Autoduel Reference Screen

Champions

Presentation: 9
Rules: 8
Playability: 8
Enjoyment: 9
Skill: 7
Complexity: 8
Overall: 8

Marcus L Rowland
Critical Mass is our regular book review column, by David Langford.

Spock in Manacles!

Eye-catching headlines are hard to find; space forbids such glories as the News of the World classic 'Nudist Welfare Man's Model Wife Fell For the Chinese Hypnotist From The Co-Op Bacon Factory'. Can this months heading have any basis in reality? Read on...

The Complete Book of SF and Fantasy Lists by Maxim Jakubowski and Malcolm Edwards [Granada 350pp £2.95] may call up memories of Mike Ashley's 1982 Illustrated Book of SF Lists [Virgo 190pp £2.95]. Actually the Jakubowski/Edwards book was the first conceived: bad feeling between evil Virgin and erstwhile employee Jakubowski led to Virgin's commissioning Ashley to rush out a rival book of lists in about 45 nanoseconds.

Generally the Jakubowski/Edwards book is much better value, fatter, wittier, more exhaustive — eg its inevitable lists of Best SF Stories include not only award winners but hundreds shortlisted for awards or selected for best of the year anthologies. It's more imaginative: rather than too many lists of X's Favourite SF Stories, we have Aldiss on cities, Watson on fanletters, Sisadek on very silly Unexplained Mysteries, and lists covering SF porn, clichés, coffee, plagiarisms, parodies, editorial books, lawsuits, unreadables...

Of course, despite two lists from D Langford, the book has shortcomings. It isn't, the editors admit, complete: they have enough material for another volume, while lots of joker stuff was cut by Granada though not in the American edition. I don't know whether I'm criticizing the authors or publishers when I complain that the proofreading's almost as sloppy as in the Virgin rush-job (I'm tired of being told about several hundred misprints in the Sphere paperback of one of my own books, Sphere having simply refused to send me proofs for correction). Heinlein's By His Bootstraps becomes 'By His Footsteps', Fontrow's awful March of the Robots becomes 'Coming of the Robots',

C A Smith's Zathura is sent 'Zoothique' throughout. Roy Myers Myers is printed as Roy Myers Myers and Simak's They Walked Like Men as Russell's Three to Conquer, a perfectly accurate snippet about 'Doc' Smith on page 213 is repeated on pages 215... I can go on and on. [You do — Ed.] Buy the book anyway.

An unusual first novel is Psyche by Amanda Hemingway [NEL 235pp £2.50] — a most peculiar mixture. It's well and wittily written, a rich selection such lines as 'Like all major villains, he liked to discuss the meaning of life, particularly after dinner. It went well with the digestifs.' But the story lurches between serious psychological and absurdist anti- heroine Psyche Corzin (living with her loony scientist father in a castle on a dead world, yet another Tempest/Forbidden Planet scenario) and an incredible old earth science fiction story. Planet Stories, complete with hussable baddies after precious Mammonite (I) crystals, deux ex machina volcanic eruptions saving the good guys at a critical moment, when a last effort to escape the exploding planet.

Hemingway clearly has talent but regards SF as an amusing playground where one doesn't work one's talent too hard. (My new pet line of a serious work of contemporary fiction, she keeps telling the world.) A pity: Psyche is fun for all its flaws and I'd like to see this author try SF at full stretch some time.

Same for Robert Silverberg, whose finest novels appeared between 1967 (Thorns) and 1972 (Book of Skulls, Dying Inside) and whose recent work is smooth but sometimes hollow. Majipoor Chronicles [Pan 377pp £1.95] is a pendant to the novel Lord Valentine's Castle; ten stories set in the same oversized world Majipoor and spanning 9000 years of its civilisation history. Pleasant and highly competent, they never quite engage the emotions they should. One reason may be the framing device linking the book, with a lad of Valentine's time spent in a spaceship playing bygone folks' memory records. Because of this, we know in each story that the hero/ine must survive to deposit his/her memories in the House of Rokar. Just as tiring as the tension between the hero/ine and the House (Yes, this can be said of any first-person narrative, but first-person narration has counterbalancing advantages of immediacy, empathy: these Chronicles are all told in full stream of consciousness) interesting background material here for those who like Lord Valentine's Castle.

Tanith Lee is, intermittently, a fine fantasy author better known in the USA than in Britain. Red as Blood [DAW 280pp £2.50] comprises nine retold fairytales, mostly well written in Lee's favourite perverse vein of fantasy. Her Pied Piper tries to wean a village from ill-advised rat-worship, but still proves unsafe to know; a Queen struggles to exorcise the evil power of her stepdaughter Bianca, or Snow White to you and me; Ashella/Cinderella is another way of a girl twists the Prince's ball into the Masque of the Red Death... Fun: but these inversions can become repetitious, while Lee's SF 'Beauty and the Beast' founders in a morass of sung pseudoscience. Also: her Sung in Shadow [DAW 349pp £3.50] is a hefty reshuffling of Romeo and Juliet in an alternate 19th-century Italy with added ingredients of alchemy and witchcraft. Knowing the play makes for extra enjoyment plus a surprise or two.

New Arrivals, Old Encounters by Brian Aldiss is a collection of stories from Britain's best SF stylist, variously profound, funny, bizarre. 'The Impossible Puppet Show', a cycle of unplayable nonsense plays, is hilarious; and I relish such lines as 'As for Ring Lardner's No Enemy But Time [Sphere 397pp £2.25]: Michael Bishop's Nebula-winner in paperback here at last, a highly successful tale of time travel via dreams to a bleakly lit fantasy of the Afro of protohumans. A Secret History of Time to Come by Robie Macauley [Corgi 219pp £1.95] shows the advantages and disadvantages of a post-holocaust writer of 'In Search of'. It shows looking for Yeti, Nessies, Bigfeet, you name it, and never found anything. To hand is William Rotsier's Star Trek: Short Stories [Sparrow 159pp £1.25], set after the first Trek film and with allusions to the TV show. Rotsier's takes a few liberties with the film's events. Rotsier plays safe with brief tales leaning on Trek stereotypes: Kirk agonizes but decides right, Spock is logical, McCoy is={(His Probable Sex: Male). Rotsier's engines can't take the strain. The deadly piffle plague ravages the Enterprise but succumbs to, literally, a pinch of salt; other such well-born SF tropes appear. For younger fans...
By the Gods!

Magic and FRP Battles

Recently someone suggested in the letter column that magic would insignificantly affect fantasy battles because the Gods of War would intervene rather than allow magic (and, therefore, the Gods of Magic) to triumph on the battlefield. A number of unstated assumptions underly this assertion: 1) that Gods of War and Gods of Magic exist; 2) that the Gods of War must strongly prefer conquest by melee to conquest by magic; and 3) that the gods frequently intervene directly in the affairs of men.

Assumption 1 is not unreasonable, though it had never occurred to me that there would be separate Gods of Magic. After all, the gods themselves are the epitome of magic, and all exert their powers largely through magic, so why should there be distinct Gods of Magic?

Assumption 2 follows the literary line that magic is somehow unfair, unwholesome, downright unmanly. However, traditional this view may be, it is by no means necessary to fantasy fiction or gaming. Particularly if use of magic requires great will-power or strength—not that it is a DD but true in some games—the magic-user may be as much respected as the man of great physical power and skill. And if this is the case, why should the Gods of War object to the use of magic? Or to put it another way, why shouldn’t magic be just as legitimate a weapon as a sword, provided (perhaps) that the magician doesn’t manfully hide behind others?

Assumption 3 is truly far out. In literature, the gods rarely intervene in human affairs. The Greek gods are perhaps the most frequent interveners, but they affect only the great, and usually neutralize one another. Moreover, by FRP standards the Greek gods are very co-operative and organized, even acknowledging a supreme ruler. In modern fiction, gods almost always work through human or other mortal beings, occasionally through angels or demons, usually because they’re unable to act in the prime material world. Sometimes this inability is a limitation of godhood, sometimes a consequence of competition with other gods, sometimes a philosophically self-imposed constraint on behaviour.

There are practical reasons, too, why gods would not frequently interfere in mortal affairs. As one person put it, if a god tries to answer every call for help, every case in which some other god may get the upper hand is spend all his time on pranks or ‘at the battlefield.’ Unless the gods are much more powerful than we usually postulate in a pantheistic world, closer to the omnipresent and omnipotent Christian or Muslim god, they’re simply unable to intervene very often in mortal affairs.

Moreover, if the gods permit one god or group of gods to consistently intervene in the world, the .indivduals gain advantages vis-a-vis the rest, in number and loyalty of worshippers if nothing else. Consequently, the gods must always watch potential rivals to insure that any intervention is countered. In other words, when the Gods of War intervene in battle to stop magicians, the Gods of Magic will surely intervene to restore the ‘no-gods’ state of affairs. That brings us back to the original question of how much magic will affect battle when the gods are discounted. The answer is that it depends a lot on the rules of the game. In some games, such as RuneQuest, spells tend to be personal affairs, affecting only one person or object. Such magic is unlikely to make much difference in a battle unless, somehow, it helps one side incapacitate the other side’s generals. In other games, such as AD&D, spells often affect large areas destructively or for long periods. Cloudkill, fireball, ice storm, stinking cloud—one can name many area spells. The significance of such spells individually depends on the scale of the battle. If there are thousands of participants, a few fireballs aren’t going to make a lot of difference physically (psychologically is another matter). If there are only a few hundred troops involved, one or two fireballs could determine the winner. But even in a small battle, magic will only tip the scales toward one side or the other; unless he’s a 25th level wizard, no magician can defeat an army worthy of the name single-handed.

Another factor making a difference is the number of spells, or the rarity of magic. In the AD&D and RU worlds there are usually plenty of magic-users though in individual campaigns, magicians may be uncommon. In a world in which magicians are rare, such as the worlds of King Arthur and Charlemagne, a single wizard may make a big psychological difference, even if the physical affects of his spells are insignificant. (The mud-slingers aren’t going to know that the MU has only one fireball...). But if magic-users are a dime a dozen, combatants will learn to expect fireballs and stinking clouds; magic-use will lose its aura of mystery and horror, hence lose its psychological effect.

The subtle effects of magic may be as strong as the spectacular. If enemy leaders can be incapacitated by magic, or with the help of magic (such as invisibility or flying spells), the leaderless side is likely to lose. Imagine the impact on morale if the general disappears the night before the battle, abducted by a magicalally transported enemy commando squad. Magic, after all, provides many ways to get around or through physical obstacles. If you want battles to be decided by brawn rather than magic, yet your game rules suggest otherwise, then invent magical means which can be used in a pitched battle but not in a typical adventuring skirmish. Perhaps each nation has a few huge boulders which dump out magic within a range of several hundred yards. For a significant battle these boulders would be brought to the battlefield in great wagons, or would be rolled by teams of monsters. Problems occur when one side is routed and the boulder is captured. Maybe it has a word of recall on it! Or for a simpler method, make sure that magic-users feel compelled (by tradition, honor, the guild, whatever) to take out enemy spell-users and leave the main battle alone.

Whatever you do, don’t try the gods argument unless you have a very unusual pantheon. The players are too likely to tear your logic apart.
Rules for using Giants in Warhammer by Rick Priestley

Random Generation

<table>
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<tr>
<th>Description</th>
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<th>Points Value</th>
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<td>True Giant</td>
<td>6 2 4 1 4 4</td>
<td>Club  YES</td>
<td>380</td>
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Many of the larger humanoid creatures in Warhammer live solitary and isolated lives or live in small roving groups. Often these creatures are handicapped by stupidity or psychopathic criminality, and for these reasons giants cannot really be considered 'armies' – but they often band together with other evil types to assault passing merchants and travelling parties.

One popular trick, developed by an unusually bright giant, concerns the military use of the giant pitching ball – a huge sphere of lead used by the giants to play 'Giant Skittles'. This is a game which requires great strength and a dozen captive travellers (preferably dwarfs).

Special Provisions

Players may select any of the three types of giant described above, either the small giant or the largest kind the 'True' giant. Because giants are so diverse a race the characteristics for the larger type may be very variable. Use the True Giant Generation section to create your giant. Obviously this means that your giant could be better or worse than you expected. It is all in the luck of the dice.

Giants usually carry a club or similar massive weapon. The largest sorts of giant may carry 1 or 2 huge spheres of lead to drop on or bowl at their enemies.

Special Rules

True giants may Bowl or Drop balls of metal. A giant may attempt to Bowl one ball at a regiment up to 18" away. Of course, there is always a chance the missile will miss altogether, either not reaching the target or veering off at an angle.

The giant picks his exact target spot and bowls the ball. The player then rolls dice to see how far the ball goes. Roll 3d6 for bowls on the level, 1d6 for bowls uphill and 4d6 for bowls downhill.

Bowls passing over rivers, bogs or trenches get stuck. Bowls passing over hedges lose 1d6 inches of range. Bowls passing through woods or over low walls lose 2d6 inches of range.

Mark the target point of the ball and then roll for accuracy. Roll a d10 for 'right swerve' in inches, and a d10 for 'left swerve' in the same way. Now you should know where the balls strikes; any ball hitting a Regiment go straight through to their bowled distance. The ball will strike any units in its path, and may even pass through one unit and hit another behind it.

Each bowl causes 1d6 automatic Hits at Strength 3. Troops in Skirmish order, or units of less than 10 models, can try to 'dodge' the ball. To simulate this they get a +1 on their Saving Throw (minimum 6).

The giant may DROP a metal ball onto combat opponents who are man sized or smaller in any combat round instead of attacking normally. The ball will cause 1 Strength 4 Hit, 1 Strength 3 Hit, 1 Strength 2 Hit and 1 Strength 2 Hit due to the 'bounce effect'.

True giants may be attacked normally by long spears or longer weapons. They may be attacked normally whilst their enemies are laying down, after the result of a fall, for instance. Otherwise if the attackers are armed with shorter weapons they can only hack at the giant's feet – causing only 1/2 damage. With 'Wounds' can be recorded and added to normal 'Wounds'. A Giant 'Pushed Back' in combat may fall over. Roll a d6 – a score of 6 and he falls.

Giants cause Fear in man sized or smaller enemy. Elves are not affected.

True Giants Attack Modes

Because giants are rather special their combats are not worked out as normal attacks. Normally a throw 'To Hit' and then 'To Kill' for each 'Attack' is made. With giants, roll a dice to discover how many automatic hits you cause. Then roll, as normal, for each hit to see if you score a 'Kill'.

In combat the true giant has several possible Attack Options. Each has a slightly different effect and level of amusement value – a factor important to giants. The giant's Weapon Skill Level makes no difference to his attack, and similarly the Weapon Skill Level of his opponent makes no difference either (no amount of fancy fencing is going to stop a giant who is intent on hitting you with a telegraph pole). For example, Drough Glutthog the giant, swings his club against a regiment of attacking dwarfs. He causes 1d6+2 automatic hits at Strength 3 (standard number of hits for this attack option is explained below). The dice turns up a 4 – so he has caused 6 hits.

1. Stomp and Grind. (Against opponents under 10' tall only). This involves the giant treading on his target and grinding the poor victim into the ground – an attack option which negates the value of armour entirely. Creatures with Strengths of 3 or more are immune – smaller creatures receive 1d3 Hits at Strength 4 with no Saving Throw for Armour.

2. Pick Up and Throttle. (Against opponents under 10' only). This is an option which appeals especially to more stupid giants. The giant picks up any single member of the enemy regiment. The victim may attempt to escape. He does this by striking once against the giant's hand at this time extra an attack, on top of any other attack he might already have had.

If the struggling victim causes a Wound then the giant must drop him causing 1 Strength 1 Hit as he hits the ground. If the victim fails to cause a wound then the giant squeezes... (and the rest is too horrible to think about but results in automatic death for the person concerned).

3. Pick Up and Throw. (Opponents under 10' only). This is another popular attack option with giants of a more athletic disposition. The giant picks up the victim in the same way as in 2 above and the victim gets his chance to strike and escape. If he doesn't escape then the giant may throw him back into his regiment causing 1 Strength 3 Hit on him and 1d6 Strength 3 Hits on the regiment.

4. Pick Up and Eat. (Against opponents under 10' only). This is an option used by especially slow witted or enraged giants who have difficulty remembering whether or not the victim is grasping or eating. The giant picks up his victim who may strike and escape as for the other 'Pick Up' attacks. If the captive fails to escape then the giant bites his head off. The unfortunate victim, faced with the oncoming maw of the unhymic giant may have yet another attack – this time against the face of the giant. Again if he scores a Wound he is instantly dropped causing 1 Strength 3 Hit and 1d6 Strength 1 Hits on the rest of the regiment. Victims who have their heads bitten off are killed instantly.

5. Pick Up and Stuff into Bag. (Against opponents under 10' only). The giant picks up the victim who may try to escape as per the other 'Pick Up' attacks. Failure to escape results in being stuffed into a sack, bag or pouch for the rest of the game – the captive escapes automatically if the giant is killed.

6. Jump Up and Down. (Against opponents under 10' only). A giant may jump up and down on top of troops in combat – the resulting carnage can be quite devastating. There is a 10% chance that
any giant attempting to jump up and down or fall will immediately (use the 'Stagger and Fall' chart to find out where). The chance increases to 50% if the giant attempts to jump up and down for two or more moves consecutively, with an additional 10% chance of instantly expiring in an apoplectic frenzy. (Kills outright – use Stagger and Fall Chart). A regiment jumped on must save against Terror at the end of combat. The giant causes d12 automatic Hits at Strength 4 on the regiment.

7. Swing With Club. This involves cutting a sweep across the front of the regiment causing 1d6+2 automatic Hits at Strength 3.

8. Thump With Club. This is a more discriminating stroke for the conscientious giant. It involves raising the club above the giant’s head and, taking hold of the weapon with both hands, bringing the weapon down with a single stroke. This method causes only 1 automatic Hit – but at Strength 6. There is a 10% chance any weapon used in this manner will become embedded firmly in the ground and take an entire combat round otherwise unengaged to free.

9. Yelling and Bawling. (Against opponents under 10’ tall only). This is an attack option which is a great favorite with the more jovial giants. The giant bends down until his face is only a few yards away from his assailant – he then proceeds to yell as loudly as he can, bellowing his foes with a frightening blast of sound and rancid air. The air blast has the effect of making it impossible for the enemy to fight at all that combat round. In addition they must save against Terror. The giant player must announce that the giant is going to Yell before the enemy attack.

10. Head Butt. (Against opponents over 10’ tall or flying only). If your opponent is tall enough, or is attacking you from the air then you may opt for this useful combat mode. The giant causes d3-1 automatic Hits, so their is a chance he will miss altogether. Hits caused are Strength Attack 3.

True Giant Generation

To generate your giant, deal with each of the 'characteristics' in turn. Movement, Weapon Skill etc. For each characteristic roll a d6 and read down the appropriate column to give the score – some scores involve extra dice throws.

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<td>5</td>
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<tr>
<td>Attack</td>
<td>6</td>
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<td>Attack</td>
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<td>Attack</td>
<td>8</td>
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<td>Attack</td>
<td>9</td>
</tr>
<tr>
<td>Will Power</td>
<td>2</td>
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<td>Will Power</td>
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<td>Will Power</td>
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<td>Will Power</td>
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<td>Will Power</td>
<td>8</td>
</tr>
<tr>
<td>Will Power</td>
<td>9</td>
</tr>
</tbody>
</table>

* Giants with an Intelligence Level 1 are subject to Stupidity, with a further 10% chance of being subject to Stupidity -1 (that’s really dim).
† Giants with a Cool of 2 must make a compulsory throw for Frenzy whenever any enemy approach within charge range or fire missiles at them.

Giants with a Will Power of 1 or 2 take double damage from critical attacks. Giants with Will Power levels of 10 are Magically Resistant (see Advanced Rules).

Giants and Alcohol

It is a sad fact that giants have a very irresponsible attitude towards alcohol. Quite why this should be is uncertain, the elves believe it is due to ‘environmental factors’ and ‘widespread social and economic deprivation’. Whatever, the cause is certainly true that a great many giants spend a great deal of time uttering and obviously drunk. Giants with a Will Power of 5 or less are subject to Alcoholism +1; there is a 10% chance any other giant may be subject to Alcoholism.

A giant subject to Alcoholism will start the battle drunk 25% of the time. Even if sober he will take every opportunity to drink that he can, stopping at nothing to imbibe as much as possible before passing out.

Drunk giants have very little control of their attack options – so instead of the player choosing how he will attack roll a dice. If the result is inappropriate for the enemy type roll again.

1. Stomp and Grind
2. Pick up and Throttle
3. Pick up and Throw
4. Pick up and Eat
5. Pick up and Stuff into Bag
6. Jump up and Down
7. Swing with Club
8. Thump with Club
9. Yelling and Bawling
10. Head Butt or Drop Ball on short opponents.

Giant Stagger and Fall Chart

Giants are clumsy. This chart will enable you to simulate that most common occurrence – the Giant Stagger and Fall. A stagger consists of the giant lurching about in a random direction, treading on people and walking into trees etc. Giants may stagger for many reasons – drunken giants stagger automatically on the d6 dice roll of a 6 made of the beginning of their movement phase. A giant who is killed in combat may also stagger about in his death throes – this happens on the throw of a 4, 5, 6 on a d6.

How to simulate a Giant Staggering

Consult the chart – you will see that it resembles a clock face, with 12 being the direction in which the giant is facing. Roll a d20 to establish the direction in which your giant is going to stagger. A roll of 12-20 is counted as 12, so there is more chance your giant will stagger forward. Stagger distance is 1d6 inches. A giant staggering through a unit causes 1d6 Strength 2 Hits.

Falling giants are downright dangerous! Dead giants always fall, (after staggering if appropriate). Drunken giants may fall after staggering on the d6 throw of a 6. To simulate a falling giant use the illustration of a fallen giant next to this article’s title as a template (photocopy it and cut it out).

Use the ‘stagger’ chart to determine the direction in which the giant falls. Throw a d20, 12 on the chart represents the direction in which the giant is facing, a dice score of 13-20 is counted as 12. Now use the ‘Falling Giant Template’ to determine who has been hit by the plummeting giant. You can copy out the diagram onto a piece of card for easy use. Place the feet of the template by the feet of the model with the head in the direction of fall. All models completely covered by the template are hit. The model has 1d6 Strength 4 Hits. Models partly covered receive 1 automatic Strength 2 Hit.

A drunken giant falling over may knock himself out, or just lapse into unconsciousness and remain unconscious for 6 and the giant is unconscious for 1d6 turns. A drunken giant attempting to rise takes a complete Move Phase to stand up and then must roll again to see if he staggered.

Giant Attack Option Summary Chart

This chart is intended as a ready reference for players familiar with the attacks.

<table>
<thead>
<tr>
<th>Attack</th>
<th>Hits</th>
<th>Strength</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Stomp/Grind</td>
<td>3</td>
<td>4</td>
<td>No Armour</td>
</tr>
<tr>
<td>Pick up/Throttle</td>
<td>1</td>
<td>3</td>
<td>Save Instant Death</td>
</tr>
<tr>
<td>Pick up/Throw</td>
<td>1</td>
<td>3</td>
<td>Instant Death</td>
</tr>
<tr>
<td>Pick up/Eat</td>
<td>d6</td>
<td>2</td>
<td>Capture</td>
</tr>
<tr>
<td>Jump up/down</td>
<td>d12</td>
<td>4</td>
<td>Terror</td>
</tr>
<tr>
<td>Swing with club</td>
<td>d6+2</td>
<td>3</td>
<td>Embed Weapon</td>
</tr>
<tr>
<td>Head Butt</td>
<td>d6-1</td>
<td>6</td>
<td>None</td>
</tr>
<tr>
<td>Dropped Ball</td>
<td>4</td>
<td>1-4</td>
<td>Full Strike</td>
</tr>
<tr>
<td>Fall</td>
<td>2</td>
<td>4</td>
<td>Partial Strike</td>
</tr>
</tbody>
</table>

Example

Drough Gluthog is a true giant, also very drunk. At the beginning of his move he rolls a d6 to see if he ‘stagger’ he rolls, scores a 2, so he’s alright. The giant charges an enemy unit of hobbits, who dice to save against Terror and stand firm. Drough has an Initiative of 3 against the hobbits 2, so he attacks first. As Drough is a bit worse for drink he gets a random Attack Option, dices and scores 4 – ‘Pick Up and Eat’. Drough bends down and picks up one of the hobbits, the hobbit takes a swipe at his hands but causes no damage (The hobbit requires a 6 followed by a 4 “To Hit” – WS 2 vs 3). As Drough stuffs the struggling Hobbit into his mouth it strikes a blow which causes no damage as Drough’s jaws clamp down and crush him.

The hobbits fight back but cause no damage at all and are pushed back and routed. Drough decides not to follow.
The assassin in AD&D is a feared and respected class. However, several of the class attributes are designed solely for the mega-dungeon environment, restricting the assassin so that in that environment they are no better than they think they are. This produces anomalies which can be corrected without increasing class power much.

There is no reason why the intelligent, dextrous assassins should perform their functions at lower levels than their relatively stupid, clumsy brethren, the thieves. True, assassins rarely pick pockets and should be worse at this than thieves, but think of them, standing in the shadows! Thus an extra line should be added to the Thieving Functions table: assassin modifiers. An assassin picks pockets at the probability of a thief three levels lower than himself (listed as -3 levels). The other functions are: Open Locks: same level. Find/Remove Traps: -2 levels. Move Silently: +2 levels. Hide in Shadows: +2 levels. Hear Noise: +2 levels. Climb Walls: +2 levels. Read and Comprehend Languages: +2 levels (a Comprehend Languages skill, taught only to assassins, should allow them to understand overheard conversations in the same way that thieves can). They can read written languages: a useful ability for spy work. At first level the skill is at 15%. Assassins would still have skill in other Thieving activities (Pockets, Traps and Heists) but were original members of the Thieves' Guild, the most promising apprentices of which are frequently recruited by the Assassins' Guild. For this reason, the Guilds are closely linked, often sharing the same building in small towns as assassins aren't very numerous. In return for this filing of their best, the thieves demand compensation: anyone, regardless of level, to the Assassins for arranging the contract (even if privately arranged). In addition, the Assassins' Guild will remove, free of charge, any threat to the security of the thieves. Because little if anything links all assassins use Thieves' Cant rather than their own speciality tongue.

Speciality tongues (Thieves' Cant, Druidic, Mage's Mutterings, etc) exist as a jargon (such as 'Dark Brotherhood' for the Assassins' Guild, 'Top' or 'Top Job' for an assassination, 'God-Squad of the Goats' for clerics of Thor, etc, and any assassin who makes his Comprehend Languages can understand a speciality tongue that he does not speak). If you use alignment tongues, the assassin should know one at first level, then gaining one with each weapon proficiency up to the intelligence limit in the PHB.

At present, assassins must be evil in alignment: 'as killing... for profit is the antithesis of weal', but I have yet to meet a DM who does not allow neutral characters to kill if they stand to gain from it: how many of you have garrotted guards to enter a jeweller's shop or casually murdered intelligent beings for their treasure? An assassin is only a trained specialist doing his job, and may be neither neutral or evil.

The assassination roll rules should be modified by the stipulation that the assassination must succeed in rolling 'to hit' the target before the DM rolls the assassination percentage. If the assassin hits but the roll fails the damage done is not 'normal', but is increased as a backstab as it is still a surprise attack. The limitation that the rollings should apply only to permanent hirelings: any class of character may be hired for up to a month by any level of assassin.

Upon a change of Guildmaster Assassin, the members of his Guild would have only a 3% chance per level of moving to a new Guildmaster's sphere of influence. The fee listed as a bonus to the followers of any former Grandfather Assassin was designated as the patron of the American mega-dungeon campaigns, and should be cut to 100pp per level, and the destruction of the former headquarters is no longer necessary (in fact, it's a shame it is). This is devoted once per year of a change of Grandfather.

Assassins have four main lines of work: financing, spying, investigating, and killing. Financing involves gaining living expenses for themselves by the usual thief's methods, preferably by burglaries and con tricks as they use the skills at which assassins are most proficient. This is supplemented the Guild wage while on spying or investigation missions, for which the Guild pays 5sp plus 21sp per level per day (thus a sixth level assassin gets 20sp per day), and the icing on the cake is provided by the rare assassination fee. Straight financing missions must be cleared with the Thieves' Guild (in case you target is paying them protection or they are planning their own mission to the same target) and the sliding scale the (40%-5%lev) is paid to the Thieves Guild, while the Assassins Guild takes only 5%.

Spying work is done on commission from the Guild for a client and is described in the DMG. The standard wage is paid for simple missions: difficult or extraordinary missions are paid at a rate worked out separately for each mission. Negotiative missions are similar to spying but instead of collecting any information to be had the operative is looking for specific pieces of information which are probably not well-known but must be worked out. On these missions the assassin is operating as a private detective (often the Guild's cover activity), either for a client or for the Guild itself, who use operatives to find out information of use to themselves (locating those members of the secret police who aren't Guild members, reconnaitring a mission for a more senior assassin, or finding a murderer before the City Guard do). The fee for not passing their name over to the Guard. The fee will generally be two-thirds of the Guild's estimate for doing the job themselves: assassins are not fond of freelance work. Killing is self-explanatory, I hope! However, these missions are rare whatever the operative's level, as few people can afford the services of an assassin.

Possible Scenarios

The Gems of Kabarotim. The character, attracted by a ship ablaze in the harbour, arrives in time to see the last of a group of dwarves on the quayside subdued by the City Guard. They are surrounded by piles of sailors, all dead, and Guardsmen, all wounded and unconscious. The Guard drag the dwarves off to City Jail. If the PC gets in to see them, the dwarves will offer a reward for their release. The ship they burned was a pirate ship which had raided their coastal gem mine. They found out of the gems stolen aboard the ship, and the dwarves offer some of these as reward if the PC can a) release the dwarves, b) find out where the dwarves weapons, armour, and gems are stored, c) retrieve the weapons and gems with the dwarves aid. They are also willing to pay for information leading to the recovery of their other gems, which have been taken ashore by the pirate captain in his innocent merchant guise. Unfortunately, they don't know who he is...

Clear Argos. Argos, a fellow assassin and friend of the PC, has been arrested by the City Guard for the murder of Nestim Teflor, a powerful local merchant. Argos bribed a guard to get in touch with the PC, and passed on the information that he is due for trial in 12 days but he doesn't expect to live that long: he didn't kill Teflor but has been framed. Teflor's guards have identified him as the killer, and Argos has no alibi (he was following a sea-captain for the Guild at the time). Despite this, Argos will not hang, because under avert detest in the court he will be
1. The Dullstrand branch of the Guild of Assassins undertakes to attempt to kill, ___________, resident at ___________.

2. In return, the sponsor, ___________, agrees to pay the arranged fee of ___________ gold pieces, 60% of which is to go to the operative performing the task, the remainder to the Guild. In addition, the sponsor will pay all reasonable expenses (an itemised breakdown will be provided on request). Major expenses will be cleared with the sponsor before outlay. Half of this fee is to be paid in advance, the remainder, plus expenses, after completion. The sponsor is warned that defaulting on this second payment may be hazardous.

3. Up to three attempts will be made upon the target for the agreed fee. There are four conditions which will cancel any or all of these attempts. These conditions are:
   a. The operative is killed attempting to fulfilling the contract.
   b. The operative is captured attempting to fulfill this contract.
   c. There is evidence that the target suspects that an attempt is to be made upon his life and takes more precautions than were taken at the time of the Guild’s fee evaluation.
   In any of the above cases the full fee is still payable, including incurred expenses.

4. This contract may be negated by the sponsor at any time prior to the operative going out of contact to perform the elimination. If the operation is cancelled in this way the sponsor will still pay the expenses incurred but the second half of the fee is waived. The first half of the fee is not refundable. Contact with an operative cannot be guaranteed, and in the case of a sponsor cancelling when the operative is out of contact the full fee is still payable if the target is eliminated.

5. Apart from two copies of this contract (one to be the Guild’s property, one being retained by the sponsor), nothing concerning this matter is to be put in writing. Upon payment of the final portion of the fee the Guild will destroy their copy, and recommends that the sponsor does likewise.

Signed: For the Guild: ___________

By the sponsor: ___________

Notes: The fee will be set by the Assassination Guild, taking into account the level of the victim (see the Influence Level table, WD30, p14), the precautions he takes to prevent it, the level of assassin hired, and the degree of the risk the assassin faces.
Parab档次 3a and 3b will be invoked if the assassin is killed captured in reconnoitring the target or preparing the operation, but if the operative is killed or captured in connection with another case he or she will be replaced by one of the same or higher level at no extra cost. The Guild will be reluctant to invoke paragraph 3c as it may get them a name for backing out of their contracts. It will thus only be used in one of two cases; either if the operative discovers really formidable extra guards/protections, or if the target is a senior member of the Assassins Guild (in which case the Guild tips them off to take extra, visible precautions).
The Game of the Book...

SF and Fantasy games have had a pronounced link with their generic literature for sometime, perhaps more than some games designers believe in a more obvious fashion. The success of Call of Cthulhu has arisen from the ability of the game to recreate the idiosyncratic world of Lovecraft, but it seems to me this success only came with the production of Shadows a scenario that mirrored the settings, the characters, and the richness of plot which a novelist must give but which scenario designers seldom essay. Boardgames have not been notably successful as this excellent scenario but their range is worthy of comment. If I had to pick an example of a game that achieves much of its original book's flavor I would probably choose a game that's odd that some of the great SF 'sagas' are to a considerable degree historical works rewritten. If the Foundation Trilogy is Decline and Fall of the Roman Empire then Dune is the rise of the Prophet, Mohammed and the Arabic invasions. The story is a match even with Herbert's rather convoluted dialogue scenes and the game in no way disguises itself. Its major success is the excellent way in which the characters are so different and the subtle fashion is which the gamer is encouraged to play those different roles. The almost fatal hubris of the Emperor, the untrustworthiness of the Harkonnen, the terrifying power of the Atreides in battle, the non-violent power of the Bene Gesserit (not bad that, a war-game in which one power is not really a match for the other) are all there. The Guild who more accurately simulate the reality of such historical city-states as Venice and Genoa than many an historical boardgame, and finally the nomads of the desert. Of course what the game lacks is the sure victory of Paul Muaddib but in this it more accurately recreates Herbert's world. Its successes are those of characterisation, role-playing, and simplicity. It is also quite believable within the terms of the book's storyline.

Dune's successes are less applicable in boardgaming's other 'huge' game, SPI's The War of The Ring. Perhaps the designers lack of time betrayed them, perhaps it was the very success of the book that made them afraid of opening up the plot as Dune's designers have. For whatever reason one of the most seminal books of the last few decades for literate Westerners becomes a laughable charade. The forces of Mordor are faced with a lack of knowledge because the Players say they have a lack of knowledge not because the designers actually cause such a lack. It might be objected that there are only so many ways to approach Mordor, but why did we not get something akin to the naval search rules so successfully employed in many games. I remember one game of WOTR in which the heroes eschewed vulgar scavenging and instead shot a flying wedge for Mordor. The baddies drew a pile of useless search cards that never caught sight of the chaps in the white hats until they stormed up the hill. Clearly a little more thought was necessary to make this a game; of course if you simply wished to rehearse the events of the book it remains useable. This consideration opens up a subsidiary problem for the game designer. Is it designed to recreate the book first and be a game second, or is it simply a matter of good design giving you both and bad design seeking an excuse? WOTR is a case in point. A good short story is The Hobbit in which one of the greatest features of storytelling, that is that everything should not be fully explained, is more in evidence than in LOTR. This open country is where the designer can function to give the options that present the gamers with challenge. Let's consider a second game, John Carter Warlords of Mars published by SPI. Now the original Carter stories are not the greatest works of literature. The Hero always zaps heaps of the enemy but when they capture him do they tap him smartly on the head? Do they hell, the dozy blighters capture him and let him escape. But then you cannot keep a good Hero down. The stories also contain the standard stereotypes that make for a good B-movie with the setting excusing the situations. Not great fiction but diverting if not to read the exclusion of all else. The game comes very close to simulating the style of the books. The Hero is roused by finding his Woman taken by the Unseen Villain who has legged it for the Distant But Exotic Location aided by Evil Henchmen. Apropos of this Information the Hero leaps upon a passing Thot or, as it might be, flyer and pursues frequently aided by a Loyal and Exotic Friend. Several escapes later the Villain is finally nicked and the Heroine freed. Of course this plot is hackneyed, of course it is dull and repetitive, but if you read the book and know why this complain about the game? The game does of course seek to simulate the many features of Barssorn that make the books diverting, plenty of odd flora and fauna and all accurately located so as to provide you with a fun travelogue. Whilst it would seem difficult to see how one might make the game 'realistic' because the Villain would doubtless fill the hero full of holes in Scene One, it cannot be gainsaid that one of the chief determinants of the Villain's ability to avoid the Hero is the number of times he is allowed to escape everything else being effective only as to small increments in victory compared to this one random roll.Sure the game is at least crozgolf rather than chess it should at least be an equal challenge to all players. Even so the result is admirably like the original as I discovered when I read the book after playing the game. John Carter never seemed to be enormously successful as a game, not that its books are bestsellers, and the lessons to be drawn from it are consequently less clear.

Perhaps the problem for the designer circles around characters who are but innocent pawns of a greater destiny. Thus WOTR with its apocalyptic ending is perhaps more suited to a flying wedge for Mordor. The Hobbit shows the problems can be covered by highlighting that struggle, in this case to the detriment of the 'simulating-the-book's aspect. Elric represents the modern growth from the literary tradition of John Carter; he is less clean-cut, slightly androgenous and rather more likely to indulge in Unspeaking All than some. The game fails in my opinion because it gets apocalyptic far too soon, rather like those nuke games where real players will always fire first no matter how the designer seeks to do it.

The majority of games lack the ambition of the book they seek to simulate. Dune is an exception, a game in which you really get to play the game about which you have read. Sanctuary of Mayfair Games probably succeeds as well with its tacky fast-moving style simulating the books well, with all their pseudo-medieval detail that make them suit stretched: unless of the Anachronism style of much fantasy gaming. I am afraid there is little the gamer can do here because this is a real problem of designing. Wargames have laboured under the problem for years what with political rules that would bore Zippy the Pinhead, supply rules that defy belief and generals who know exactly where everyone else is, one is hard pressed to see how the game is anything that comes within several paces of what a real general considers. Instead the designers tend to rehash old systems. It is not surprising the game should have been designed by the brilliant Eon team whose trade-mark is the ability to simulate in a few rules widely differing civilizations and races as so well evidenced in Cosmic Encounters. They replace the various systems and aims to a single series of characteristics. The Fellowship of the Ring should be aware of their weakness, but conscious of their elusiveness, Mordor should be powerful but stretched: unless these are experienced by the gamer he will derive little advantage from the game. Starship Troopers almost succeeded in some aspects of the book, but the Board Game did not get much more interesting after a couple of scenarios. The only other real threat to Dune's supremacy is probably Mythology which really should be adapted to the Iliad or Odyssey; the game once again grasping and simulating the fact that heroes are pawns of the gods which must have been obvious to everyone who reads the books but most designers still treat the gods as each side's artillery.\
A Cult for Goblins in RuneQuest

Crom Cruach

Translated by Ian Bailey

Hown here is a consoli-
date extract from Track-
True Eye's Mythology of
the goblins. Explain'd dea-
ing with the demon cult of
Crom Cruach. Due to this
cult's excessive hatred of
mankind, it has been diffi-
cult for the philosophers to
discover much about its history, organi-
ization or powers and so Track True Eye's
account, limited though it is, represents
one of the most detailed available on
the subject. Interested readers should read
part 1 of Track True Eye's Extracts about
goblin races first. [WD47].

"Crom Cruach encircles the world: his
colls are disorder; his shadow darkness;
his breath death." Goblin saying.

Crom Cruach is the Worm god of the
night, a god of death and destruction,
calamity and war. In the past he was pla-
cated by goblins when they wished to
avoid bad luck but he was never wor-
shiped. It was not until the goblins
were driven into the wastes of this world
that some, especially the hog-goblins,
began to actively worship this demon.
The cult holds such sway in the far north
that the territory of the goblins there is
now named the 'Lands of the Boghazkoy'
or the 'Lands of the Servants of Crom
Cruach'.

The Runes of Crom Cruach are those of
Darkness, Death and Disorder. The
precise meaning of these runes has
been interpreted by the cult priests so
that death is said to represent the end of
all cult enemies (especially man), whilst
disorder stands for the confusion the
cult will sow amongst its foes. The priests,
with their nefarious rantings, have ele-
vated this savage cult in the eyes of
many goblins by claiming that it repre-
sents the only hope of salvation from
the continual persecutions of mankind, and
the only way by which the goblin's
ancient lands can be reclaimed. The
priests name this 'crusade' the Dracon-
mac and claim it will culminate in an
apocalyptic war known as Angmagssalik.

Priests are widespread and more like
warlords than religious advisers.

Social Structure

The Cult of the Dark Serpent has no lay
members. A goblin is either committed
to the cult or against it, in which case he
is considered inferior to all cult mem-
bers. Initiates of Crom Cruach are known
as Boghazkoy, which means 'servants',
and they display their rank by staining
their skin green. They are indoctrinated
into the cult's practices by the priests
and if they transgress any cult taboos
they are immediately sacrificed either by
being burned alive or bled to death.

The Boghazkoy are taught up to three
weapon skills to a minimum of 50%
(usually short spears, knives, hatchets,
clubs and bows) as well as some battle
games:

- Dullblade - for the colls of Crom
  Cruach are immune to all blows.
- Strength - Crom Cruach is awesome
  in his physical power.
- Extingush - Cruach Cruach casts a
  shadow over all things.
- Fanaticism - Cruach Cruach's spirit
  knows no limits.
- Disruption - The eyes of the serpent
  harm those upon whom they look.

Light, lightwall and harmonize are for-
bidden. The warrior Boghazkoy are
taught to show no mercy in battle and
to count heads after a triumph. They will
only take prisoners if the priests require
sacrificial victims. They also believe all
weaponry and armour are the gift of
Crom Cruach and if they defeat an
enemy when bound under the vow of
victory they must break all the captured
military equipment and then sacrifice it
to the Worshippers of Kermu (see next
issue), and they have access to all the
common rune magic as well as the fol-

Vow of victory - 2 point RuneSpell; pas-
sive; duration: until the Boghazkoy
achieve victory or are totally and com-
pletely wiped out.

The vow adds 5% to all Boghazkoy
attack chances. The priest loses two power
points on top of the two sacrificed to
acquire the spell and he must then place
himself in the custody of two captives
who do not participate in the fight. If the
Boghazkoy fail to triumph it is assumed
the priest is out of favour with the Dark
Serpent and he is immediately sacrificed
to the god.

If the Boghazkoy achieve victory and
cover any military spoils the whole force
will immediately be cursed with -5% to
all attacks in their next battle.

Summon horror - 8 point RuneSpell;
passive; duration: variable.
A Horror of Crom Cruach may only be
summoned on a totally dark night, and
only once a lunar year by any individual
priest. The priest must sacrifice one
intelligent being per d6 of size required
up to 7d6 SIZ. Victims are sacrificed by
burning in a wicker cage. The ceremony
is so exhausting that the priest will lose
half his CON.

Horror of Crom Cruach

ST: 4d6
CON: 4d6
SIZ: 2d6 to 7d6
INT: 2d6
POW: 4d6
DEX: 3d6 + 3
Move: 7/11 flying
Armour: 3-point skin

Attacks: Bite, SR9 (3d6) 50%
Tail Lash, SR17 (1d4 + construction) 70%
Damage may be higher with damage
bonus.

Spells: Permanent aura of terror,
Dermalize all within a 10' radius,
except summoner. For resistance, it
works with half the horror's POW.

Once summoned the priest tries to com-
mand it. A roll of 95-90 means the horror
is confused and attacks the congrega-
tion, killing 1d3 goblins/onlookers etc
per d6 of SIZ. Once sated or its physical
manifestation destroyed it will disap-
pear. If the priest successfully com-
mands it he may tell it to attack any
group of creatures. It will do this until it
is sated or destroyed, as above. If the cre-
ture kills all the people in a group
specified by the priest and is still not
satisfied it will attack the nearest living
and intelligent beings(s) to the scene of
its last battle (this may include the sum-
moning priest).

The Horror attacks by biting and using
its tail on alternate melee rounds. If its
tail wraps around a creature it does not
parry there is a chance (x 3 the creatures
DEX) that the tail has wrapped itself around
the victim and on the next melee round it
will begin to constrict and bite the victim.
If the tail wrapes itself around a creature,
the victim will immediately lose the use
of that arm (dropping any weapon held
in that hand) and the horror's bite chance
will rise by 10%.

If the tail wraps itself around a leg, roll
on the Resistance Table (STR vs STR)
to see if the victim falls. If he or she does,
the horror's bite chance rises by 20%.

Check to see if the victim falls every
round until he does or gets free.

If the tail wraps around the chest there
is constriction. Once the constriction has
crushed any armour there is a 10% chance,
increasing by a further 10% each melee
round, that the victim will be unable
to breathe and pass out. The horror
will then crush its victim at leisure.

If the tail wraps around the head, the
victim will be unable to see or breathe
and the horror will try and free himself.
He must free himself in CON/6 melee
counts or pass out. This involves killing
the horror or a STR vs STR contest. □

Next Issue: Kermu, an Alternative
Goblin Cult.
Microview is a regular bi-monthly computer column for gaming micro-enthusiasts, edited by Mike Costello. This issue, a quick note on getting the 'bugs' out of your programs.

Tracing Errors

by Gareth Williams

All programmers know only too well, 99% of their non-trivial programs will not execute correctly on the first run. In fact, the majority of a programmer's time is spent inventing that elusive ultimate computer game, or even in typing long programs, but in removing errors from programs that just refuse to execute as expected.

Errors can be divided into two classes. First, errors in the syntax or 'grammar' of the program code, which occur when the code is not recognised by the interpreter (or compiler) as valid according to the language used. Secondly, run-time errors in the semantics of the program, which occur when the code is syntactically correct but does not execute in the manner intended.

Of the two types of error, run-time errors are by far the most difficult to correct. This is mainly because the help your computer can give you in dealing with errors is usually limited to the first type. If you include a syntax error in your program, the computer will stop execution and print a message such as:

SYNTAX ERROR AT LINE 100

or, if you're lucky, something more detailed such as:

SYNTAX ERROR ARRAY VARIABLE OUT OF BOUNDS AT LINE 100

In either case the programmer knows the line in which the error is located and can list the line to correct it. But if a run-time error is suffered, anything may happen, and the computer will give no help as far as it is concerned it is doing exactly what you intended.

For example, in a Space Invaders-type game I wrote, at the point where the program was supposed to give instructions, it filled the screen with zeroes and promptly printed GAME OVER. The program had given no error messages and was syntactically correct. The essential problem is that a run-time error will give no hint as to its location.

The trace technique is designed to help locate run-time errors by giving a trace of the flow of control in the program (which lines were executed and in which order) before it crashes. A series of trace-lines is inserted at key points and at suitable intervals in your code. A trace-line is simply a line of code which outputs its own line-number and, optionally, the values of variables at that point in execution. For example:

20 A=A+B
21 PRINT"AT LINE 21, A=",A,";B=";B
25 A=A*A

When this version of the program is run, there will be a trace output on the screen such as:

AT LINE 21, A=10 B=5

If you know that A was supposed to equal 15 at line 20, you know that at least part of your problem occurs at or before that line.

A trace is virtually useless in a program that is heavily spiced with GOTOs, for the simple reason that the flow of control will leap around inside the program like a manic firecracker, producing a trace such as:

AT LINE 10
AT LINE 600
AT LINE 20
AT LINE 25
AT LINE 400
AT LINE 300

The usefulness of a trace is proportional to the size of a program. A trace in a 1000-line program is very useful, but in the case of a 10-line program it's quicker to scan the code visually. An exception to this occurs when the program is short but recursive. Traces are very useful in tracing the depth of recursion, if your micro supports this feature.

Some micros have a trace facility built in, such as the Apple's TRACE/NOTRACE commands, TRON/TROFF on the TRS-80, etc. But implementing your own gives you the chance to get as much or as little information as you want and in whatever format you desire (either to the screen or the printer). Although I regularly use the Apple I find its TRACE facility very confusing and always use my own.

Always trace a copy of the program, not the original! Removing traces from a large program can be very time-consuming and error-prone.

LISTINGS RECEIVED

by Mike Costello

Here's a summary of material received by Microview concerning character generators and similar GPs for commercial role-playing games. It would take a lot of space to print all the listings and this would also involve a great deal of duplication, as the same ideas have occurred to a number of different people. But thanks to all contributors for sending in the fruits of their labours.

Character Generators
Gamma World
John Pitts (Glasgow). For the ZX81 (16K).
Tunnels and Trolls
D G Evans (Leeds). For the ZX81 (1K).
Gareth Williams (Glasgow). For the Apple II.
D&D/AD&D
Liam Collerton (Newcastle on Tyne). For the ZX81 (16K).
Phillip Knight (Surrey). For the Apple II.

Dungeon Generator
D&D/AD&D
Owen Thomas (London). For the ZX81 (16K).

World Generator
Traveller
Nelson Cunningham (Devon). For the Apple II.
Dear WD,
Having played AD&D for several years, I have come to the conclusion that whoever wrote the Class Level Limitations must have been working late. Why are elves limited to 11th level in MageSteps? (I know AD&D is humanocentric but this is going too far! Surely, in their 16 centuries of life they can learn a lot more about spell casting than a human in his meagre 120 years. Therefore one should allow elves to be unlimited level MU's!!!

Yours irately,
Seth the White.

Dear WD,
Being an enthusiastic AD&D player and the proud owner of a RO boxed set, I am very impressed with the high quality of WD and the new format. The reason for this grovel is because I spotted a mistake in WD45.

In the article Divination, Oliver Dickinson said that the Storm Bull cultists do not like Idols and knockings pieces of truestone off of the Block because it may eventually free the Devil. This is wrong...

In Cults of Prax it tells of how Storm Bull summons the Devil to crush the Devil, but it also tells of how the god, Waha, ordered the construction of the Good Canal to wash away the remains of the Devil, and also of the fact that when the Devils arrived in Hell, he was devoured by Arachne Solar. The reason for the Storm Bull worshippers' attitude may be because the Block is one of their holy places and that they do not want it taken away by little pieces.

Apart from this mistake, the RO articles have been excellent, especially the article Dealing With Demons by Dave Morris. Before I seal the envelope, a few questions:
1. Do you have any news on Chaosium's 'Santar Campaigns'?
2. Could someone enlighten me about how to become a hero in RO? Is this lack of information on Chaosium's part just a ploy to get more people to buy further publications in their quest for knowledge?
3. Will you be publishing any RO scenarios in the near future?
Yours,
Steven Cox, W Sussex.

Steven has not perceived that the words in question are not mine, but Greg Stafford's, and as far as I'm concerned what he says about Golarthas goes! See also Cults of Terror on the distinction between Waboth, who is pinned under the Block, and KaJaboor, god of entropy, who was eaten by Arachne Solara. The Storm Bull cultists in any case, are unlikely to appreciate such theological niceties; as far as they're concerned, that's the Devil under there, and I wouldn't argue if I were you, knowing what Storm Bulls can be like! See further RuneQuest Companion, pg 9, and the Devil's Playground scenario in The Big Rubble. Waha cultists may, of course, believe that the Devil's body was washed away or consumed; but there's an awful lot of Chaos in the Marsh, as their Rune Lords will know full well.

On other points (1) Apart from the tales recounted in Wyrm's Footnotes 11-14, and some further information in the article in Different Worlds 28 I know no more than anyone else. Try writing to Greg Stafford. (2) Becoming a hero should be beyond the scope of an ordinary RO character; if you're in that league, you're too good for ordinary RO. Once the new edition of RO is produced (next February!), I am told, Herouquest, long heralded by Chaosium, may be revealed to the waiting masses at last. (3) I hope so.

May I, finally, comment that I too am a S R Donaldson fan, but he does use words in a strange way sometimes, and there is nothing illogical about saying so! — OD.

Dear WD,
While I cannot help but admire Dan Bedford's letter [WD45] and commend his perception as to my article, please credit me with having thought things through before putting finger to keyboard.

When approaching a planet by Starship the first thought to come to mind is 'where to land? A Scoutship on an exploration mission is going to be careful and take precautions against all dangers. What better place to land than the middle of a dried up lake bed, or salt flats or even desert (after seismic analysis)... where you save fuel and can see for miles around.

Landing near a source of water (fuel) would be better, and so what if the countryside is not quite right, just chuck in a few 'clean' tac nukes and play the main drive over what remains and the ground will be levelled off quite nicely thank you. We can always write it off as a training run. How do you think the RAF helicopters take part in those charity shows?

A planet is a big place and there is bound to be a suitable area to land somewhere (unless it is a waterworld!). Once the survey team have recorded their findings, the follow up crew are likely to land in the same place; so will the colonists, because they know it to be safe and thus Starport is born.

As for the cylinder shaped cutters etc. having the glide characteristics of a grand piano, take a look at the NASA shuttle designs. If the pilot of the Space Shuttle said it had the glide characteristics of a rowing boat and that at those speeds it really didn't matter, I am inclined to believe him. Watching 100 tons of shuttle on my TV, hurtling in to a safe landing (at Mach 6!) has convinced me that any ship streamlined as in Book 2 can do it.

In conclusion, there will be a Starport with a landing ground, on virtually all planets with atmosphere. The formation of the initial landing ground won't cost anything because it will be done by the military, long before the colonists and commercial ships get there. The construction of other Starports at a later date is another matter...

Yours,
Thomas M Price, W Germany.

Dear WD,
I was especially pleased to see the article on new planetary governments in Traveller in White Dwarf 46, I think these examples are both well thought out and ripe with potential for Traveller development.

Thanks for the good work.
Yours,
Marc W Miller, USA.

Dear WD,
A few comments on Happy Landings [WD43] by Thomas Price, and the letter in WD46 by Dan Bedford: Mr Price appears to equate streamlining in Traveller with aerodynamic lift. On glance at the designs for streamlined vessels (in the Type S Scout) in GDW artwork ought to demolish this. As I understand it (and I may well be wrong, streamlining simply allows one to get a little more lift out of the same wingspan) the Space Shuttle is designed, with some degree of lift and with control surfaces. For preference small starships and auxiliaries would be 'waveriders' as described in Duncan Lunan's Man and the Planets.

The other problem with the article is that drawing specific designs for starports — useful though they are — tends to ignore the fact that, in Traveller, a wide range of gravitational, political and cultural factors are encountered on individual worlds, and these modify the design. There is not really such a thing as a 'typical' starport design. At least Mr Price has made a start and stimulated discussion on a rather neglected subject, considering how frequently players come into contact with starports.

Yours,
Bob McWilliams, Shepperton, Surrey.

Dear WD,
I must object in the strongest possible way (i.e. I am sending an iron golem to off) to the completed naked demon on the cover of WD44. Why do you persist in showing monsters without any clothes or armour as if they were dumb jerks who exist only for the sick gratification of the few deviant monster-fetishists among your readership. At least the girl had Bracers of Defence on, for god's sake. You guys are ill.

Dave Morris
## DATABASE

### Computers in Traveller by Marcus L Rowland

Although various computer models and programs are listed in the Traveller rules, uses other than main ship handling functions are rarely mentioned. This article suggests a few programs and accessories which might be found in a commercial or military spacecraft, and some suggestions for modifying the normal Traveller computer models to give a better approximation of the progress likely to be made in several thousand years of computer design and construction.

Some programs incorporate anti-copying devices into their programs which make Backup useless or, even worse, give a faulty copy which might endanger the ship.

**Business.** A general business and accounting package: administrative routines, word processing, tax auditing, payroll generation. Referee only: User must have the Broker or Admin skill to get positive DMs. Compiler/Aid. Speeds up the production of new programs and adds extra language and error-trapping facilities, making it easier to generate fast bug-free programs. Referee only: It must be tailored to the computer upon which it will be used. If not the new program will eventually malfunction, typically at an inconvenient moment. If Compiler/Aid is bought along with the computer this will not occur. Referee must remember, "What Can Go Wrong, Will" when new programs are written by player characters with or without Compiler/Aid.

### Programs Available

<table>
<thead>
<tr>
<th>Program</th>
<th>Space Price (IMC)</th>
<th>Effect &amp; DMs</th>
</tr>
</thead>
<tbody>
<tr>
<td>Backup</td>
<td>0.5</td>
<td>1.4</td>
</tr>
<tr>
<td>Business</td>
<td>0.6</td>
<td>0.3</td>
</tr>
<tr>
<td>Compiler/Aid 1</td>
<td>0.5</td>
<td>0.4</td>
</tr>
<tr>
<td>Compiler/Aid 2</td>
<td>0.8</td>
<td>1.1</td>
</tr>
<tr>
<td>Damage Control</td>
<td>1.0</td>
<td>0.8</td>
</tr>
<tr>
<td>Low Monitor</td>
<td>0.2</td>
<td>0.1</td>
</tr>
<tr>
<td>Medicaid 1</td>
<td>1.0</td>
<td>0.6</td>
</tr>
<tr>
<td>Medicaid 2</td>
<td>2.0</td>
<td>0.8</td>
</tr>
<tr>
<td>Remote</td>
<td>1.0</td>
<td>1.3</td>
</tr>
<tr>
<td>Science Data</td>
<td>1.0</td>
<td>See below</td>
</tr>
<tr>
<td>Self Test</td>
<td>0.1</td>
<td>0.3</td>
</tr>
<tr>
<td>Simulator</td>
<td>1.0</td>
<td>1.5</td>
</tr>
<tr>
<td>Translator</td>
<td>1.0</td>
<td>0.4</td>
</tr>
<tr>
<td>Watchdog</td>
<td>2.0</td>
<td>1.1</td>
</tr>
</tbody>
</table>

* Different program DMs are not cumulative if loaded together.*

A few problems associated with the following list of programs are rarely mentioned in the manufacturers sales literature - these are covered in the 'referee only' paragraph.

**Backup.** Used to make extra program copies for safety and security. Copies will only work on the machine that made them, and further copies cannot be made from them. Referee only: If the original program is lost Backup will not make another copy from the first copy.

Remote. Links the ships main and secondary computers directly to a portable computer. It must be loaded in conjunction with the vessels normal Manoeuvre or Maneuver/Evade program. Referee only: The program's range is limited to line of sight, and are on planets with an ionosphere or good satellite relay systems indirect operations may be possible. If there is any speed of light delay between transmitting and receiving signals then produces a -1 per 0.5 seconds time lag. It is usually illegal to use Remote programs on or near heavily populated worlds.

**Science Data.** Detailed Library data, covering a wide array of topics. Typical topics are Engineering, Exobiology, and Biochemistry.

**Self Test.** Runs a series of several hundred million calculations to check that the computer is still functioning correctly. Referee only: An extremely rare fault is the activation of the system. This can be avoided by disconnecting main power leads or vital components before a simulation run.

**Translator.** Gives written or verbal translations of alien languages, quickly, fairly accurately and of real time conversations. It can only cope with two languages at a time. The more obscure the language the more expensive the program. Special versions are available for difficult languages (eg Hiver sign language) with visual displays, tactile pad accessories, etc. They require 1.5 spaces of memory and are correspondingly expensive. Referee only: Translator copies very badly with figures of speech, similes, and words with more than one meaning. 'Out of Sight, Out of Mind' must be translated as 'Invisible from attention' is not possible. This is less likely with widespread languages (eg Zhodani, Vargr).

**Watchdog.** A security program, to protect an empty ship. As well as normal interrupts, it can be set to activate the outer hull, fire ships weapons at anyone entering a preset radius, activate drives or radars as anti-personnel weapons, and operate other protection devices. Authorised personnel are recognised by portable...
computer signals or voice transmission codewords. Referee only: Watchdog is illegal at Imperial spaceports. Unless parameters are carefully defined this program can be lethally dangerous, firing off a bolt of lightning that can damage the crew's hull or drift leaving or frying the ground crew who want to refuel the ship. If the deactivating codeword or signal is lost or forgotten the crew may find it difficult to return to the vessel. Voiceprint identification may fail if the speaker is injured, under stress, or suffering from a respiratory infection. Remember: this program is not 'intelligent' and cannot be persuaded to relax security.

Hardware
A typical ship's computer consists of the CPU and store, one or more master terminals giving full access to all its data (eg on the bridge and in the main engineering space), some specialised terminals (eg turrets) with restricted control, and several secondary terminals to give specific functions, intercoms, and information points that cannot be used to control any vital ship system. Usually the Captain and the first officer will know a command signal enabling them to enter data to be used as a master terminal, and the Captain will now another signal allowing such a terminal to become the only master control. Most systems also include an internal data store that data is transferred to or from a portable computer. Printers and other peripherals usually cost and weigh extra.

Computer System Extrav

<table>
<thead>
<tr>
<th>Item</th>
<th>Cost</th>
<th>Weight</th>
</tr>
</thead>
<tbody>
<tr>
<td>Printer (simple)</td>
<td>C500</td>
<td>8 kg</td>
</tr>
<tr>
<td>Printer (advanced)</td>
<td>C1600</td>
<td>14 kg</td>
</tr>
<tr>
<td>Entertainments Unit</td>
<td>C26000</td>
<td>50 kg</td>
</tr>
<tr>
<td>Voiceprint Analyser</td>
<td>C2000</td>
<td>12 kg</td>
</tr>
<tr>
<td>Silicon Control Unit</td>
<td>C2000</td>
<td>12 kg</td>
</tr>
<tr>
<td>Backup Power Supply</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Medical Monitor</td>
<td>C2000</td>
<td>0.1 kg</td>
</tr>
<tr>
<td>Navigation Interface</td>
<td>MC60E</td>
<td>100 kg</td>
</tr>
</tbody>
</table>

Printers use permanent records, usually on paper or similar. Simplices have a normal set of letters and numbers plus a few special symbols; advanced units are faster with neat results, many more characters and high-resolution graphics. Referee only: printers can generate electrical or magnetic fields that may affect other parts of the ship.

Entertainment Units
Gives secondary terminal access to plays, music and video games. Its programs are supplied by various entertainment corporations. These units are not part of the computer but they make use of its remote terminals and switching systems. The cost listed is for ten entertainment channels, more powerful units are available. Referee only: These units may interfere with vital control systems, intercoms, etc if several terminals try to access them simultaneously. Manufacturers should install a cutout circuit to prevent this, but there is a slight chance of 11+ on 26d, -1 if the unit is over 10 years old that this circuit is bypassed.

Voiceprint Analyser
Used for crew identification. They are usually linked to the ship's radio and intercom unit. Referee: see Watchdog notes, for voiceprint or identification problems.

Speech Synthesiser
Allows the computer to talk. Usually used for emergency announcements and to give an intimate feel to games, it may also be used for routine messages and reports.

Generally, these units contain 200 words per TLM above 6. Referee only: Unbiased referees tend to find them irritating after a few hours use, and maddening after prolonged exposure. In one incident a unit took a few minutes to tell the crew he 'had a nice day' eighteen times in one watch.

Backup Power Supplies Available at all tech levels.

Power output (hr) = (weight tons) x TLM x 4 (round down) Computer Model No + 3

Thus at TL12 a 1 ton Power Supply will give a Model 1 computer 12 hours power, a model 2 computer 9 hours power, etc. Backup power supplies are charged from the ship's power planet until needed. Referee only: If the computer is damaged its backup power unit may also be damaged (50% chance), reducing its storage capacity by 20% x d6 (anything over 100 is total destruction).

Medical Monitors
Worn on belts or carried in pockets. They transmit vital signs - pulse, respiration, temperature etc, to the computer, which must be running one of the Medical programs to interpret them. At higher TLs they may even monitor the body. Referee only: They can be easily modified to act as bugs or homing beacons.

Neural Interface
Lets the pilot control the ship by nervous impulses. Each unit must be individually trained and must be specially trained with the necessary electrodes implanted. At TL D+ multi-user systems are available, each pilot inserting a memory chip reprogrammed enforcing the system before plugging in. The system gives a +2 pilot skill bonus. In some designs the user can also control one or more turrets, which are more common on more expensive civil ships. Their effect is similar to the 'Evil Eye' sight mentioned in WD40. Referee only: There is a feedback mechanism, so the pilot is directly aware of the ship's condition. The feedback is usually via the nerves of touch and pain. If such a ship is seriously damaged the pilot may suffer intense pain (4d6 subdual damage) and may develop psychosomatic burnout and scars. Such units are fairly common amongst pilots with extensive combat experience using this system. Ships damage and injury areas are related:

Computer: Head Drives: Legs
Power Plant: Heart Turrets: Arms
Hull: Skin Fuel/ Hold: Stomach

Referee's Notes
If characters persist in adding new gadgets to their computer, remember that such haphazard additions increase the likelihood of a major system failure. If the computer is used exactly as designed, the basic chance of failure is a roll of 24+ on 4d6 each week. Every minor device added after initial installation (eg Priority terminals etc) gives a +1 DM on this roll. Devices like entertainment units or turret terminals which interact with the system to a greater extent gives a +2 DM, while major integral Natural Interfaces add a +3 DM. The malfunctions these devices cause should be rolled on the table below or determined by the referee.

A ship's computer will perform many routine functions regardless of program loaded, such as regulating power supplies and life support, operation of the internal gravity field and acceleration compensators, and switching intercom and other information services. Any damages to the computer will disable some or all of these functions as well as disrupting the use of many programs. Use the following if a computer is damaged but not destroyed - roll 2d6:

System Damage Malfunction Table
2 Compensator failure: roll d6: 1-4 partial, 5-6 total.
3 Gravity malfunction: d6 x 0.2g increase.
4 Gravity malfunction: Reduced to zero.
5 Gravity malfunction: d6 x 0.1g decrease.
6-7 Intercom failure: roll d6: 1-4 partial, 5-6 total.
8 Life support failure: roll d6: 1-5 partial, 6 total.
9 Power distribution malfunction: 10-60%, power loss or gain to all systems.
10 Control malfunction: -1 on Pilot and Navigator skills.
11 Main programs garbled or lost.
12 All Natural Systems activate randomly.

Updating the Traveller Computer
Many referees feel that the computer types in the Traveller rules are old fashioned, resembling older multi-user 'mainframe' models more than today's Mini- and Micro-computers. At first sight it seems more efficient to simulate computers for each job (e.g. gunnery computers) but such units would still need to exchange information, and an interlocking net of smaller units doing the same job in the master computer would be much more vulnerable to sabotage and battle damage, and probably slower. More valid objections are that the memory space in the CPU and in the Store are too restricted for the size of the data the game requires and too expensive. The following changes are suggested, which slightly enhance the abilities of Traveller computers without seriously disturbing game balances.

1. Reduce prices of all programs except Jump (including those described above) by 75%.
2. Multiply CPU space for all models by 1.5 and round up to the next whole number.
3. Multiply Store space for all models by 2.5 and round down.
4. At TL 9+ fibre-optics models are priced as normal.
5. At TL E+ multiply CPU and Store spaces by 1.25 and round up. This change is cumulative with 2 and 3 above.
6. If a starship computer is replaced with a more powerful model then at the same TL it can be an add-on process rather than a full replacement, with a saving of 60% of the original model's cost. The resulting unit is as old as its oldest component but is significantly better. Designs that could be caused by other add-ons are not corrected.
7. At TL A+ computer models 4 and above may incorporate artificial intelligence routines, at a cost of MC3.5 with a 20% weight increase. The computer gains some reasoning ability, equivalent to a human intelligence factor of half (TL + [Model no x 2]). Usually the designers only include restricted free will, and the computer can improvise while obeying orders but not set its own goals.
RuneRites is a regular column dedicated to readers' ideas for RuneQuest, edited by Oliver Dickinson. This issue three new monsters, one of which may appear in this issues' RuneQuest scenario.

Ice, Desert and Swamp

New Monsters for RuneQuest

humans when cut — instead of bleeding they exude a greenish sap, and the inside of the body is a homogeneous pulp without bones or organs. Jasmai takes 1d3 CON damage per full turn for every 10° Celsius above freezing. They have a 15% chance of a Chaotic Feature.

CACTUS DEVILS
by Dave Morris

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CACTUS DEVILS
by Dave Morris

STR: 3-6d6+8
CON: 1d6+12
SIZ: 3-6d6+2
INT: 1d6
POW: 3d6+6
DEX: 3d6
Move: 10
Hit Points: 15-20 average
Armour: None
Attack: Limb (1d8+2d6), SR8, attack and parry DEX x 5% (HPs vary).
Skills: Natural Camouflage 90%; Move Quietly 70%
Chaotic Feature: as below

Hit Location

<table>
<thead>
<tr>
<th>Location</th>
<th>Number</th>
<th>HPs (average)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Right lower limb</td>
<td>01-04</td>
<td>11</td>
</tr>
<tr>
<td>Left lower limb</td>
<td>05-08</td>
<td>11</td>
</tr>
<tr>
<td>Trunk</td>
<td>09-14</td>
<td>15</td>
</tr>
<tr>
<td>Usable upper limb (roll randomly to determine which)</td>
<td>15-20</td>
<td>10-13</td>
</tr>
</tbody>
</table>

These are chaotic desert-dwelling creatures closely resembling giant cacti. Their natural disguise is almost perfect, and many incautious traveller has made camp beside what seemed to be a harmless cactus and never woken to realise the error.

In combat, the cactus devil walks on its two lower limbs and uses its upper limbs as clubs; it will have 2-5 usable upper limbs (roll 1d4+1) and can strike with all of these each round. Nor does it cease to be a threat in death, for its chaotic feature has the effect of spoiling all drinking water in a camp where it is slain. Some cactus devils — perhaps 1 in 3 — use a special 4-point temporal spell which has the effect of confusing and enraging the victim so that he turns on his companions with fanaticism. They have no other magic.

TAN-PIRI
by Simon Basham

STR: 3d6
CON: 3d6
SIZ: 5d6
POW: 2d6
DEX: 4d6
Move: 10
Hit Points: 14-15 average
Armour: 2-point skin
Attack: Crush (1d6+1d6 average), SR6, attack DEX x 5%. Once successful, the tan-crips crushes each round unless it rolls a Fumble on its attack, in which case the victim is free. The victim is totally enfolded unless he or she is not surprised and rolls DEX x 3 or less, in which case the weapon arm is free and may be used to attack. Each round of crushing does 2d6 damage to general HPs (armour will protect against this; use the weakest armour worn), and will also cause unconsciousness unless CON x 5 or less is rolled. Bite (1d6+1d6 average), SR6, 95%. Once a crush attack has succeeded, the tan-crips will bite each round unless 96-00 is rolled.

This large, voracious, marsh-dwelling carnivore can best be described as a mottled green worm. About 2 feet in diameter, it moves by the oscillation of hundreds of white tendrils that run along either side of its body, much like a centipede, and through these it obtains all its sensory impulses. It can move forwards and backwards with equal facility. The tan-crips feeds by wrapping itself around its victim in an attempt to crush it and simultaneously biting with a score or more of small beak-like mouths situated along the belly. It is a solitary creature, only pairing to mate.
THRUDD THE BARBARIAN

Thrud is on his way home after a hard day's rest and peace...

When he hears a cry for help...

And rushes to investigate...

Our hero leaps into action.

HELP! HELP!

PRINCESS?

OH!

...but nothing can stop Thrud now.

25
Overview

The action begins in Tamary, a seething depot town in the buffer zone between the stagnating, once-mighty Ancient Empire and the lands of the Invader Race from Giorantha. Players may start as either Invaders or Ancients. For AD&D ignore SIZ and substitute Wisdom for POW.

<table>
<thead>
<tr>
<th>Invader Race</th>
<th>STR</th>
<th>CON</th>
<th>SIZ</th>
<th>INT</th>
<th>POW</th>
<th>DEX</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ancient Race</td>
<td>2d8+1</td>
<td>2d8+1</td>
<td>2d8+1</td>
<td>2d8+1</td>
<td>2d8+1</td>
<td>2d8+1</td>
<td>2d8+1</td>
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</tbody>
</table>

The two races deal with one another at a -3 CHA penalty. Optionally, the Referee may allow non-human player characters; RO—ogres, elves, dwarves and dragonwysts are all possible, AD&D only races. Note: All money in this scenario is given in RO Lunars (ie 5L). RO characters should treat any silvers or copper as silvers; RO players are advised to hire a sage for this adventure, with History knowledge. RO players should use the previous experience rules (RuneQuest Appendix H).

Player’s Introduction

Be it known to you that in the earliest days the great families of the Ancient Race lived as nomad tribes in the desert lands west of which now stands the city of Sardonyx. The gods were high above them then, not yet ready to raise the Ancients to the heights of their power, and each tribe carried with it its totem spirit, guardian deities who intermediated between the tribes and the celestial powers which guided their lives. In later years, as the tribes unified into the Ancient Empire, built their mighty civilization and finally began the slow fall into the decadence they know today, these totem spirits became degraded into mere demon-lords. Akresh, Tsienra, Eldyr and the others—now they seal bargains of oldritch power with those mighty enough to summon them, but once they were deities themselves and the greatest among them remembered those days with anguish and rage at the infidelity of the Ancient Race.

This scroll fragment from the Lankhor Mhy temple in Deliverance is shown to you by Astragard, a wandering demonologist you met three days ago in the Lying Monkey bar in Tamary. He explains his plan: to travel south and enter the tomb of an Ancient noble called Gutheron of the House of Org. Gutheron was a pure-blood descendant of the tribe which worshipped Akresh in prehistoric times, and Astragard hopes to loot his tomb of many treasures relating to Akresh’s powers.

You ask about your share? Astragard laughs and claps a meaty hand down on the table—'All the gold you can carry! There is vast treasure for the taking, and in a few months we will all return to Tamary town wealthy men!'
herself. Astrapagard, widely known as the Black Serpent then), and Gutheron’s agent(s) needed to locate. Gutheron died, then, and was buried. Astrapagard intended to loot the relic from the tomb at once, but then decided to leave it safely where it was while he searched the length and breadth of the land for the spells which would enable him to activate the relic’s power. At last, after twelve centuries of study and preparation for this single moment, he believes himself ready. If he is correct, he has only to reach the holy relic, recite the arcane formulas and the unimaginable powers of a demon lord will be his to command.

**Astrapagard** (Half-human son of Lord Eldry; demonologist for ROX)

**STR:** 15 Left leg (01-04) 7/6
**CON:** 16 Abdomen (09-11) 5/6
**SIZ:** 15 Chest (12) 5/7
**INT:** 18 Right arm (13-15) 7/6
**POW:** 18 Left arm (16-18) 7/6
**DEX:** 18 Head (15-20) 5/6
**Move:** 8

**Hit Points:** 18

**Defense:** 35%

**Spells:** protection 4; demoralize; detect magic; mobility; spirit binding; speedcast; darkwall; extinguish; repair; bladeback 2; (known by Keeksha) healing 4; xenohexing 3; dispel magic 3; invisibility; mindspeak; spirit shield 2.

**Skills:** Demonology 85%; The Ritual of Binding 95%; Cast Possession 85%; Draw Pentacle 95%; Climbing 76%; Hide item 80%; Jumping 85%; Trap Set/Disarm 80%; Listen 80%; Search 95%; Spell Resistance 95%; Hide Enn Cover 75%; Move Quiddity 70%; Orbitary 80%; Evaluate Treasure 85%; Map Making 90%; Numerous languages at 85%; General Knowledge 85%.

**Items:** Three doses of potency 10 blade venom; storage crystal; POW 12; spell resisting crystal; POW 2; scorpion venom antidote, level 8; poison gas antidote, level 8; eucalyptus oil; acid potency 20 (for bargaining with Sraim); miscellaneous components for summoning (threefulfilled): Sraim, murdertriangle, and Tain; and a diadem sword of bluish material with two uses of teleportation each; diadem with one use of shield 2.

**Bastard sword:** (1d10 + 1d14) SR4, 75%, Parry 75%, Points 30 (as hard as iron)

**Small shield:** Parry 75%, Points 8/Attack

**Shortsword:** (1d6 + 1d4) SR5, 75%, Parry 70%, Points 20

**Throwing daggers:** (1d8) SR1, 80%

**Composite bow:** (1d8+1d4) SR1, 75%

KEESSHA (bound spirit in shadow cat)

**STR:** 9
**CON:** 15
**SIZ:** 6
**INT:** 18
**POW:** 18
**DEX:** 24
**Move:** 10

**Hit Points:** 15

**Defense:** 25%

**Bite:** (2d6) SR7, 50%
**Rip:** (2d6) SR7, 80%

**Skills:** Move Quiddity 65%; Hide in Cover 65%.

**Astrapagard (AD&D)**

St: 15; Int: 17; Wis: 18; Dex: 16; Con: 16; Ch: 18

13th level Demonist, (WD47) 53 hit points, AC 7.

Astrapagard is a 2nd level Fifth Element Channeler, with 2nd level Harmonic Spirit (Element Channeler Gift, AD&D - his charm ability). He is a tall young man of almost androgynous beauty, but can appear in a number of illusory guises, usually as a hearty, middle-aged sorcerer with a huge red beard. Tied to the Luck Rune, he is thus immune to harm from goblin attacks and is not voluntarilyhandle silver (although it does not harm him); his true form is reflected in any silver mirror. He can see in the dark. Lord Eldry would react favourably to him if Gutheron had sworn to his mother that he will never do this. Astrapagard is several thousand years old, and may be naturally immortal, in that he will not die of old age.

Astrapagard plans to go to Gutheron’s tomb and there summon a Sraim (see Dealing With Demons, Part II, WD42, AD&D, this issue’s Fiend Factory) to locate the relic he seeks.

**Sraim (AD&D: see Fiend Factory)**

**STR:** 7
**CON:** 10
**SIZ:** 14
**INT:** 9
**POW:** 12
**DEX:** 13

**Move:** 8
**Hit Points:** 11

**Defense:** 65%

**Bite:** (1d6 + potency 5 acid) SR8, 35%

**Spit:** (potency 5 acid) SR2, 50%

**Rune Magic:** Extension 2 (one use only).

**Skills:** Stealth 25%; Perception 25%

Astrapagard might realize from this that Astrapagard must once have owned the relic himself. He will use as little POW as possible, as he needs to keep at least 25 points to bind Akresh. This is because the relic, a very rare, should multiply by four the effective value of POW channelled through it (AD&D: allows the use of a great summoning (Demonist spell), and gives control over Akresh and negates Akresh’s Resistance to Binding (AD&D: Magic Resistance). Astrapagard, sadly for himself, has manipulated the magic formulas involved - the relic will only multiply his POW by two, nowhere near enough to equal Akresh, in AD&D it will not allow the user to control Akresh.

**Referee’s Material**

**The Journey to the Tomb**

A week long journey through the occasional flood plains leads to a 50ft bluff with a narrow wash snaking its way up to a plateau. An encounter should be rolled for now and once more before the players reach the tomb complex.

**Desert Encounter Table**

1-5 Nomads
6-8 Bandits
9-10 Griffins
11-12 Adventurers
13-14 Scorpion Men (AD&D: Giant Scorpions)
15-16 Dragonets (AD&D: Djinn)
17-18 Cactus Devil (see RuneRites, AD&D: doppleganger)
19-24 Zombies
25-29 Wraith/Dervish
30-39 (Referee’s choice)

The plateau is the Wastes of Gizin with enormous sand dunes, some as much as 75-100ft high. No tracks are visible, the sun beats down remorselessly. From now on players will consume water rations at 4 times the normal rate.

Note the party’s water supplies adjusted for encumbrance etc. If the water supply runs out, subtract the following per player per day for days without water:

Day 1: -1 STR
Day 2: -1 STR, -1 CON
Day 3: -2 STR, -2 CON
Day 4: -2 STR, -2 CON, -1 INT

For subsequent days subtract 2 further from STR, and add 1 more to the CON and INT drain per day.

**Description of the Tomb Complex**

2 days journey into the wastes is a broad pavement constructed of jagged, jagged stones. A mile further on it disappears into the side of an enormous dune, with a gigantic head 50ft up its side. To the right of the pavement lies a low ruined building surrounded by a ruined colonnade, disappearing into the dune.

**1. The Oasis**

The oasis is a small, shallow puddle of stagnant water surrounded by stunted palm trees. No recent footprints can be seen. Nighttime: 25% Amorph (roll every 15 minutes of game time).

**AMORPH (AD&D: see Fiend Factory)**

**STR:** 21
**CON:** 21

**SIZ:** 21
**INT:** 10
**POW:** 12

**Move:** 6/10

**Hit Points:** 23

**Appendage:** (1d6+1d6) SR10, 60%

**Spells:** Ironhands 4: binding

**Rune Magic:** Aegid (see Dealing With Demons: AD&D - normal poison rules). Anyone who drinks has a 10% chance of catching Wasting Fever (typhoid).
2. The Colossal Head
The head is the tip of a 50th stature of the Goddess Cotalquie; only players with General Knowledge at 40%+ (AD&D: Sage, Ancient History) will recognize her. The climb up to the head because of the crumbling sand is quite hazardous (-30% to Climbing ability. AD&D: roll 1d4+4, die on 12). However because of the cushioning effect of the sand subtract 6 from fall damage.

The eyes (a type of sapphire, about 900L) of the statue glitter in the sun. They can be prised out after 12 hours labour. However, the eyes are hollowed out, and the eyes can be ephemerally treated with a suit of non-magical use to prevent the eyes being damaged. No light will reach room 14 if they are removed as they focus the sunlight.

3. The Mortuary Temple
The single entrance in the east wall leads to a vestibule of the floor of which consists of a grid of sand and sand walls of many feet, some human and some of an odd cloven shape. Encounters: Pauzuzu at 100% at all times. (AD&D: see Fiend Factory.)

PAZUZU (AD&D; see Fiend Factory)

<table>
<thead>
<tr>
<th>STR</th>
<th>CON</th>
<th>INT</th>
<th>POW</th>
<th>DEX</th>
<th>Move</th>
<th>Hit Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>12</td>
<td>17</td>
<td>14</td>
<td>16</td>
<td>10</td>
<td>8/12</td>
<td>19/20</td>
</tr>
</tbody>
</table>

Defence: 0%  

Special Powers: Image creation at no POW cost; immune to one-point battle magic.

The pazuuzu appears as an old hermit. Its orders when bound were: 'Misdirect strangers and allow none to pass through the bronze double doors.' It may ask characters to bring it a drink from the oasis, and if they succeed it will be better disposed towards them—though it must follow its orders to the letter. If Astaragor suspects it is a demon (give the players a chance to spot this first) he will try to banish (AD&D: cast charm and spell) it at once. The pazuuzu always keeps in the shadows as its own shadow would reveal its true shape.

4. The Open Courtyard
The two double doors in the west wall are solid bronze. The northern door is embossed with a swirling pattern decorated with battling demonic bodies. The southern one is embossed with a Death Rune (AD&D: a skull) and the Void Rune of the Ancient god Neprovolution (AD&D: Astaragor will recognize it). They are unlocked.

Behind the middle of the east wall wooden doors lie two decapitated corpses in a state of perfect preservation, in leather armour, seemingly hung on a short sword in several places (actually the pazuuzu's sword). They have swords, javelins, shields, and about 20L scattered about. The pazuuzu will try, at all costs, to stop the players from entering this room, though it will let them in the other two (empty). Knowing that if the players discover the corpses he will have had to have been slain and his servitude finished he has clawed a riddle in the Ancient tongue on the wall: To find that which you desire seek out misfortune. If refers to the gemstone in which the players must pass to reach the tomb complex proper. The pool here is now dry.

5. Neprovolution Shrine
Set into the south side is a 5' high altar. In front of it is a large pewter plate with an offering of extremely desiccated meat. A thin layer of dust covers everything. There is script in an Ancient Tongue etched into the plinth at the altar. Lay yourself, human, as a sacrifice on Neprovolution's altar!

The wall behind the altar is hollow (and) is a cavity filled with a hermetic calmage against the demon. (AD&D: -2 on saving throws); it is quite viscous, and will only effect players actually standing on the altar; others will have time to move away. Survivors may move through 8.

6. The Demon Passage
Long and unlit. 8 slits just wide enough for a large human to wriggle through stand 8' high on the south and north walls. The sides consist five statues of demons associated with the tomb complex. They are the b'kraht, the rutt, the staplen, the grlemi, and Akrho himself. Behind the statues the corridor narrows passing leads to a tiny offering room in which gifts appropriate to each demon have been placed. There is no offering behind the grlemi statue, in fact a corridor leads off to 7. None of these gifts are necessary for the binding of the demon; they are merely the display of ceremonial significance. The b'kraht: a gold-covered wooden figurine of a panther. The rutt: a skull made of mosaic tiles. The staplen: a flute made from a human thigh-bone. Akrho plates it on sculpted metal, works a smaller large head at the end of the demon passageway (10' high) of a warrior dressed in ancient armor wielding a battle hammer over the body of a fallen foe in an inscription at its base (in Ancient Karangka): The Lord Gutheron of the House of Org.

As the players pass the grlemi statue a real grlemi will slip out of a corner behind the rocky bluff at the back and follow them doggedly through the complex keeping as well concealed as possible. Originally there were two grlemis, but one of them followed the hapless architect (whose death note the players may possess,) and caused him to lose his way in the desert.

GREMLIN (AD&D: see Fiend Factory)

<table>
<thead>
<tr>
<th>Right leg</th>
<th>Left leg</th>
<th>Abdomen</th>
<th>Right arm</th>
<th>Left arm</th>
<th>Head</th>
</tr>
</thead>
<tbody>
<tr>
<td>Right leg</td>
<td>Left leg</td>
<td>Abdomen</td>
<td>Right arm</td>
<td>Left arm</td>
<td>Head</td>
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<tr>
<td>Right leg</td>
<td>Left leg</td>
<td>Abdomen</td>
<td>Right arm</td>
<td>Left arm</td>
<td>Head</td>
</tr>
</tbody>
</table>

Spells: dullblade 2; glue 1; invisibility.  

Skills: Stealth 85%; Perception 65%  

Items: Storage crystal, P0W 10; Medallion which is an extinguishing matrix. AD&D: a talisman which can cast darkness 15' radius as if by a 1st level cleric.

7. Corridor of the Sleeping Ones
Unlit with plain granite walls. The granite sarcophagi are open with 3-4 decapitated corpses piled one upon another in each. Empty phials are littered around each sarcophagi, and each of the corpses' throats has been cut. These are the builder's graves mentioned in the player's Karangka script. A Spot Hidden at +25% (AD&D: Search for secret doors) must be made to discover the hinged granite slab that leads to 3.

8. Hollow Wall
Gas filled cavity. See 5 for effect.

9. Koram's Wraith
In here is a basalt sarcophagus with a phial of amber coloured potency 20. Automatic poison (AD&D: -8 on poison saving throw). Inside is a corpse in magisterial robes, an empty phial in one hand, and an ornately covered dagger blackened with what appears to be dried blood in the other. Its throat has not been cut, and a horrid rictus grin is frozen on its desiccated face. Encounters: Koram's Wraith at all times.

KORAM'S WRAITH (AD&D: as per Monster Manual wraith)

<table>
<thead>
<tr>
<th>POW</th>
<th>DEX</th>
<th>Move</th>
<th>Hit Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>17</td>
<td>20</td>
<td>12</td>
<td>17</td>
</tr>
</tbody>
</table>

Defence: 20%

Drain*: SR1, POW vs CON for CON drain.

Spirit combat: SR1, POW vs P0W or 2xP0W loss roll as damage.  

(* First round only)

10. Funeral Corridor
Totally unit. The light of torches or lanterns will reveal reliefs etched on the walls—a large funerary procession making its way towards a vast, truncated pyramid across a desert. Some mourners wear cloaks made of feathers, others masks that resemble the faces of desert creaures such as jaka and hyenas. Reliefs further down the corridor depict various ceremonies being performed on a corpse by purple-robed figures. Over the corpse as if hovering in mid-air is depicted a squalling, rotary figure, its head surrounded by black clouds and thunderbolts, in each hand he holds the top of a mountain.

Players with General Knowledge at 20% (or any Ancient Race character with AD&D: sage) will recognize the pyramid structure as a typical Ancient Noble tomb, the purple-robed priests as Priests of Neprovolution, the Ancient God of Death. Players with demonology skills at 20% (AD&D: demonists) will recognize the mound-shaking demon as Astaragor (AD&D: a lave demon, AD&D: a hidden wraith 2 spell (AD&D: glyph of warding), 1d10 damage) covers the width of the corridor near the Akrho relief.

11. The Gallery of Offerings
The arches off the central corridor lead to rough-hewn chambers where the gems and precious metals glisten in the torchlight. If any of these chambers are entered, as the first character steps through an arch, translucent grey hands thrust down out of the stone ceiling and into his skull; at the same moment a terrible shriek will be heard which, when it characterizes as a bellow [as above vs spells or be affected as per MU fear spell]. The character attacked will suffer the effect of a severe spirit attack (AD&D: save vs Death Magic or die), after which the ghostly hands dissolve into thick acid smoke—if still alive, the character must make a luck roll (AD&D: save vs paralysis) or be
THE LONE AND LEVEL SANDS

Gutheron's Tomb (23)
Ramps Up
Ascending Passageway (22)
Passageway (15)
Summoning Room (14)
Shaft down to Main Complex
Koram's Tomb (9)
Cobra Room (17)
Sand Dune

CROSS-VIEW OF TOMB COMPLEX
SHOWING IMPORTANT LEVELS

THE TOMB OF GUTHERON OF ORG

blinded by these fumes. Each treasure niche will have this effect only once, and a dispel magic 8 [AD&D: dispel magic] will suppress the defence for two minutes. Side chamber contents:

a. A mahogany figure of Gutheron on horseback, armed for war. Artistic merit but no intrinsic value.
b. A jewelled fan, worth 200L. Anyone fanning themselves for more than one minute will enter a trance-like state for one hour. This trance is intended as a psychedelic diversion, typical of Ancient Race amusements, but is also quite refreshing and enables POW to regenerate at twice the usual rate [AD&D: spells recalled at twice normal rate].
c. A gold statue of Gutheron hunting, worth 2000L.
d. An alabaster sceptre. Anyone holding this will be able to cast protection up to 4 points without knowing the spell, at half normal cost [AD&D: minor globe of invulnerability - MU spell].
e. A bust of Gutheron's wife Yasihara, in blue marble streaked with white.
f. A bronze coffer with gold and gems worth 8000L.
g. A gold pectoral (worth 2500L) with a storage crystal (POW 8) [AD&D: treat as per Ring of Spell Storing] set into it.
h. A rosewood throne set with gems and silver inlays, total value of 12000L.
i. Fourteen grey candles set in a vortex pattern. When lit these summon one of Gutheron's ancestors back from the vortex of Nbrovolent. Use the Daka Fal summon ancestor table. Ancestors friendly to Gutheron will attack the party; others will depart. The candles lose this power if moved [AD&D: 40% chance a wight (MM) will turn up and attack].

Gutheron's favourite bow, and a quiver with ten arrows. The bow is a multimisile 3 matrix [AD&D: +2 Longbow].
k. A number of staves of office, apparently all solid gold but in fact merely wood covered in gold leaf.
l. A large shield with the Vold Rune (Nbrovolent's symbol). This gives the user a +6% parry bonus [AD&D: +1 Shield].
m. A silver mask inlaid with sapphires and jet, worth 5600L.
n. A large obelisk statue of Akresh, represented as a muscular and heavily-armoured warrior.
o. A silver truncated pyramid about two feet high. This is hollow and when opened will be found to contain gold and gems worth 18000L.
p. An 8" tall statue of a bulbous, roughly humanoid warlord with spiked clubs in place of hands. There is no sever spirit/death spell effect in this chamber, but the moment anyone enters the statue animates:

THE ANIMATED STATUE

STR: 35
CON: 18
SIZ: 22
INT: 12
POW: 15
DEX: 16
Move: 6
Hit Points: 21
RH club: (1d8 + 2 + 3d6) SR6, 80%
LH club: (1d8 + 2 + 3d6) SR10, 70%
When there are no living creatures in the statue will de-animate. For A&D: Treat the statue as a Caryatid Column in the middle of the room. (See Fiend Folio).

Exits: Through 12. If a Spot Hidden [A&D: secret door search] is made at the east end of the gallery one of the granite blocks of the floor will be seen to be slightly protruding compared to the rest of the wall. If this is prised away a low passageway will be seen leading to 14. There will also be a faint glimmer of light.

12. The False Door

Like the other alcoves in 11, a sever spirit death spell attack will be made on anyone attempting to pass under the archway of this niche. If they fail they will drop down through the crack in the far wall. This wall is of thin plaster, and if broken down leads to a 10yd long passageway. At the end is an ornate wooden portal with skull reliefs embedded into it. It surrounds double doors of life size 00000. If these doors are opened a complex pulley system within the statue is operated, a slab of stone will drop down a slot behind the players in the north wall and a cascade of loose pebbles will descend from an overhead shelf upon the backs of anyone standing in front of the double doors. The force of the pebbles is comparable to STR 13. Match this against players STR. Anyone struck by the pebbles will receive B8+2 damage. If the roll is failed the character has been swept down a steep passageway behind the doors to B. [A&D: save vs paralyzation with any strength bonus as plus.] Two more rolls (at -2 and -4) are allowed before the character is swept into a pit full of quicksand (13). There is about 10ft between the quicksand and the lip of the pit.

13. Quicksand Pit

A stalker hides here. It will not come forth until the players reach 21. See 21 for stats. The pit is about 30ft across; on the other side of it an ascending passageway disappears into the darkness (see 21 and 22).

14. Summoning Room

A glimmer of reddish light comes from an opening 20ft up the north wall which is a shaft about 1ft square leading to the eye gems of the statue at 2. If this shaft is opened a small snake either in the shaft or in a crack in the wall will be seen. A thin layer of dust covers a chalked pentangle that encloses the marble plinth in here. On it is a brass hand-bell with symbols on it. It has no clapper inside it. The characters can use their Disguise skill (value 80000). If they fail, one of the faces of the statue at 2 are still in place then the gem, if left on the plinth, will focus light down gallery 15, illuminating its entire length so it can be seen. A few specks of what appears to be gold dust may be seen sparkles in the sunlight or from the light of torches.

This room was used to summon the b`krath that stalks 15. The summoner, however, nervous of failure arranged some protection for himself thus the alchemical mechanism. The gold dust sprinkled on the floor is the remains of a supply the summoner had ready in case he had to strike a bargain.

15. The Corridor of Mirrors

The entire length is covered by wall-mirrors. Characters looking at their images will find them diminishing into infinite regress. It is frequently difficult to discover one's own image in it; if they were being subtly distorted. There is a slight downward gradient.

The door to 17 is made of wood and engraved with serpentine forms, some of them patterned as if on an ornate script. A mirror (8' x 6') hangs over the door lintel reflecting the whole length of the corridor. It is made of enchanted silver (value 5000L) and will reflect Astragal's true form (that is if the other players notice in the confusion of the b`krath attack). It will also reveal such things as stolen items concealed on players, any disguises they may have assumed, invisibility etc. It is allied to the Truth Rune, which in the ancient world is linked with the sky Goddess Cotalque. This symbol is engraved on its back. The mirror will continue to reveal hidden secrets as it removes from its present location. The script on the door is in Karangka and reads: The last resting place of Gutheron and the Thunder in the Mountains, beware last rest is your undoing you.

Encounter: B`krath at all times, but will attack with less efficiency if corridor is lit by the prism in room 14. Hidden Spots: One of the mirrors towards the end of the corridor swings in to reveal room 16.

B`krath (A&D: see Fiend Factory)

ST: 20
CN: 16
IZ: 16
INT: 16
POW: 14
DEX: 26
Move: 10
Hit Points: 18
Defence: 40%
RH claw: 3d(d+1) SR4, 100%
LH claw: 3d(d+1) SR4, 100%
Spells: Ironshard, Cloud of Evils.

16. Pit of the Night Demons

The pit is an entrance into a 10" wide marble platform. The rest of the room is a 12" deep pit full of swirling mist, so that no pike, spear etc can touch the bottom from the platform. The mists muffle the sound of anything thrown into them. Within the mists dwell minor spirits. Anyone immersed more than a foot into the mist will be subject to a 3d6 POW attack. [A&D: save vs spells] if effective, this attack causes 1-3d6 wounds. [A&D: 1-15 the image] which appears as vivid bruising under the character's armour. The attacks will continue each round until the character leaves the mist.

Treasure: In a niche on the other side of the pit is some jewelled armour. It is black with a cobalt blue decoration and a three-pointed star symbol in sapphires on the chest. Designed for a character of SI5 12, it provides 7-point protection to each body location and is only ENC 4. There is no helmet with the armour. The largest sapphire set into the breast-plate is a POW resisting crystal (POW 1). A&D: +2 armour, with the sapphire working as a 50% effective Ring of Spell Turning. This was Gutheron's famed Harmonic Armour. It is enchanted so that it follows the actions of whoever wears the matching helm. Normally this meant that Gutheron would wear the helmet and armour together, thus effectively augmenting his strength in combat because the armour follows the helmet-wearer's actions with its own STR of 30 [A&D: Str as Storm Giant]. The helmet is presently on Gutheron's mumified body (room 23).

Jumping: because there is very little landing space at the other side of the pit, players must make their rolls at -30%. The gemlin may increase this handicap. A&D: save vs Dex to jump. The DM should apply penalties for plate mail etc.

17. Room of the Cobras

If the players stop to listen, they may hear a pronounced hissing noise coming from this room, as if the cobras were waiting before they enter it. A steep flight of steps leads down into the low false burial chamber intended to fool plunderers. A large, unopened granite sarcophagus stands at the foot of the steps. Other steps lead upwards again on the other side of the room to a wall painting.

The high ceiling is loosely raftered with cedarwood. Large areas of disturbed rafters are visible. The roof is supported by cedar wood pillars. Thousands of hissing snakes cover the floors, stairways, pillars and rafters.

The wall painting shows Gutheron with his back to the chamber actually holding the sun in his right hand, a tray of fire stretches over his head to his other hand. The sun in his right hand, possibly indicates the only other exit to the room, a movable granite block high up in the western wall (20'). A heap of smashed wood lies in one corner of the room; this used to be the ladder to this door, but was smashed practically beyond recognition by Koram and his accomplice.

Encounters: Small snakes (venom potency 1; A&D: save vs poison at +2). Giant snakes hidden in the rafters will drop on anyone inspecting the sarcophagus. These have venom potency 4 [A&D: save vs poison]. See MM for snake stats.

The sarcophagus houses the dissociated corpse of a man dressed in ancient robes. He holds an idol in one hand. It is made of wood and depicts a squatting, malevolent looking god or demon. Naturally it will not deceive Astragal, who knows just what he is looking for. The idol will detect as strongly magical but is in fact useless.

18. The Judgement Room

The room is carpeted with human bones and skulls, in most places to a depth of two or three feet. A throne stands in the middle of the west
THE LONE AND LEVEL SANDS

wall on the dais. Large bas-reliefs, apparently of Ancient Gods cover the walls on either side.

Encounter: A rult will manifest itself through the bones along with 4 Skeletons with short swords.

RULT (AD&D: see Fiend Factory)

STR: 16
CON: 11
SIZ: 24
INT: 9
POW: 17
DEX: 9
Move: 6
Hit Points: 15

Height: 9
RH talons: (1d8 + 1 + 1d6) SR7, 60%
LH talons: (1d8 + 1 + 1d6) SR7, 60%
Breath: (1d3 cannot be healed magically) SR3, 60%
Spells: demoralize; fanaticism.
Rune Magic: Shield 1 (one use only).
Skills: Stealth 10%; Perception 35%.

The rult’s orders were: ‘Kill any who enter this chamber after the tomb is sealed.’ Whenever the rult teleports it appears to dissolve into a grey fog and merge with the body it is teleporting through.

The Throne bears an inscription in Karangka script: Let no one sit here but Gutheron, who Judges the People, Death will come to the usurper. Spot Trap (AD&D: Find/Remove Traps, thief only). The whole throne is in fact a trap. Anyone sitting on it will activate a catch which will swing it around activating a flight of javelins concealed at 19. These are only 6 of these at 50% ability. SR2, AD&D: attack as 6th level fighters. The mechanism will operate silently and a replica throne with an identical inscription will appear in its place on the far wall. This is the only way the players can reach 19 from here; by operating the trap.

19. Alcove
Small alcove with six empty (or full if the player approaches from 13) arbalests on a frame. Cord attached to throne back down the corridor.

20. Ceiling Entrance
Concealed in the ceiling of this long corridor is the way up. It is a large granite slab, 15' up, identical to the others that line the ceiling and thus only perceptible by a Spot Hidden at 30% (AD&D: secret doors, at +1).

21. Portcullis
This will be dropped by the gremlin at this point, trapping players descending the corridor. All lights will be extinguished by the gremlin’s extinguish spell. AD&D: his darkness talisman. The portcullis is itself made out of incredibly hard stone and will require one man week to break through. The stone to either side of it is softer and could be removed in 3 days, without magic.

Encounters: At some stage the stalker will rise out of the pit (13), though it will conceal itself from the party at first.

STALKER (AD&D: see Fiend Factory)

STR: 11
CON: 25
SIZ: 13
INT: 14
POW: 11
DEX: 11
Move: 10
Head: 18

Defence: 95%
Claws: (1d10 +2 and POW x POW for two points of STR drain) SR9, 120%
Bolt*: (1d20) SR3, 85%

(* Once every five rounds.)

Skills: Stealth 90%; Perception 85%.

The stalker’s orders were ‘Pursue any who loot the tomb and slay them individually, then return.’ It may thus attack survivors of the expedition after they have returned to Tarnary and (they think) safety.

22. Ascending Corridor
Bas-reliefs on the walls of this gallery depict a number of creatures – in procession, jaguars, snakes, eagles and scorpions. An enchantment causes anyone walking along the gallery to lose one point from, in turn, STR, CON, INT, POW and DEX (AD&D: Wiz for POW), as they pass each of the five creatures depicted. If the character walks beyond and down the gallery he/she will lose points each time. These characteristics later recover at the rate of one point per hour. A dispel magic 2 (AD&D: dispel magic) will suppress the gallery’s enchantment for two minutes, making it safe to walk through.

A gigantic granite block will begin sliding down the corridor. Match its STR of 50 against party’s strength. In AD&D, total the party’s strength, and roll under this as a percentage to stop the block. If there are three failures by the party assume that the block is now moving so swiftly that it can not be stopped. Do not forget to deduct further STR if the party are forced back past the jaguar glyphs. The block will push any players through 20. Anyone surviving the fall of 15’ may be crushed by the block when it falls (a stuck roll is required; AD&D: save vs spells).

23. The Burial Chamber
A sarcophagus rests in the exact centre of the room. Ramps 12ft across disappear into the darkness at the four cardinal points. They slope steeply upwards and have large round blocks lying at their ends. The sarcophagus lies open. On it lies a human skeleton with a jade sceptre in its right hand and wearing a helmet of black metal, like 17. A squat rock idol of a monstrous god/demon stands at the head of the sarcophagus. A karangka inscription is etched into the side of the sarcophagus: Stand firm even in the grip of death, O servitor of Akresh. Anyone lifting the idol will cause the following to happen:

a. There will be a roar as if of distant thunder drawing swiftly near.
b. The blocks plugging the ramps will give way at exactly the same time and come hurtling down the ramps, characters leaping out of the way will have to make a Jumping roll or be crushed (AD&D: save vs DE); characters who remain remain will find themselves merely enclosed in a neat frame as the round blocks meet with a crash and come to rest in a cloud of dust. The blocks are about 4ft high and can be vaulted easily. Sand will begin coursing down the ramps and soon as the sand clears from the top of the pyramid, sunlight (or starlight) will be shining into the tomb chamber through the holes left by the blocks in the outer casing.

c. Gutheron’s skeleton will rise up as a mummy and attack with a horrible cry of rage.

GUTHERON’S CORPSE (AD&D: treat as 35HP mummy [MM])

STR: 24
CON: 18
SIZ: 12
INT: 13
POW: 15
DEX: 12
CHA: 6

Move: 6
Hit Points: 18

Defence: 10%
Sceptre: (1d8 + 2 + 1d6) SRB, 75%, Parry 70, Points 20.

Treasure: Idol for summoning of Akresh. This relic doubles a character’s chance of summoning Akresh and (if properly used) negates the demon-lord’s Resistance to Binding and multiplies by four any POW invested in the binding. AD&D: allows Akresh to be called by the great summoning spell (demonlist only, WD46), negates his magic resistance and allows the user to command him. It would take centuries to properly construct the formulas required to operate the relic – Astaragard has made some fatal miscalculations.

Exits: Four ramps give onto the dune covering the top of the pyramid.
Fiend Factory is a regular AD&D/ D&D department for readers' monsters edited by Albie Fiore. This issue, the RuneQuest demons from White Dwarf 44-46 converted for AD&D.

Dunegoneering with Demons
by Liz Fletcher

The RuneQuest demons in the Dealing with Demons series (WD44-46) proved very popular. Liz Fletcher has translated the stats, to enable high-level magic-users and demonists in the AD&D universe to summon some of these creatures. So now everyone can get summoning! DMs will still need to refer to the Dealing With Demons series first, to get the general idea. Demonists may summon these creatures using the evoke demon spell or be possessed by a demon by using the possession spell. Both can be found in this issue's Treasure Chest.

**SRAIM**
- Armour Class: 7
- Movement: 12
- Hit Dice: 3+1
- Attack: One bite for 1-8, spit venom for 2-5
- Magic Resistance: Standard
- Intelligence: Average
- Alignment: Chaotic evil
- Size: M

The sraim will want a magic potion in return for its services.

**RULT**
- Armour Class: 3
- Movement: 10
- Hit Dice: 6
- Attack: Two claws for 2-12 or breath vapour (1-3 not healable with magic)
- Magic Resistance: Standard
- Intelligence: Average
- Alignment: Neutral evil
- Size: M

If you wear a talisman of mandrake root then the Rult is -2 on its saves against any charm or hold spells you cast at it.

**GREMLIN**
- Armour Class: 9
- Movement: 10
- Hit Dice: 1
- Attack: One dagger for 1-4 each
- Magic Resistance: Standard
- Intelligence: Average
- Alignment: Chaotic neutral
- Size: S

Gremlins Hide in Shadows as a 7th level thief. Due to their ill-fortune power, any character within 3" of them suffers 1-3 off saving throws, 'to hit' rolls, etc. The player shouldn't know he is taking this penalty – he should figure it out from the bad luck his character is having.

**B’KRATH**
- Armour Class: 2
- Movement: 18
- Hit Dice: 9
- Attack: Two claws for 3-12 each
- Magic Resistance: Standard
- Intelligence: Average
- Alignment: Neutral evil
- Size: M

B'krath can Hide in Shadows like a thief of 11th level. In bright light the creature's armour class goes to AC4. A b'krath is +3 when attacking owing to its high dexterity. B'krath have excellent infravision and other heightened senses – they are surprised only 1 time in 6 and themselves surprise a party on a 1-4.

**STORM DEMON**
- Armour Class: 9
- Movement: 18'/20'
- Hit Dice: 7
- Attack: One grapple for 2-16, four dice lightning bolt
- Magic Resistance: See description
- Intelligence: Average
- Alignment: Neutral
- Size: L

Like storm giants, these beings are not harmed by any sort of electrical attack, and an attacker takes 1-4 damage if a metal weapon is used.
STALKER
Armour Class: 4
Movement: 18"  
Hit Dice: 11
Attack: One, talons for 1-12, Str drain; energy bolt for 2-20 every five rounds
Magic Resistance: Standard
Intelligence: Exceptional
Alignment: Lawful evil
Size: M

Stalkers can Move Silently, Hide in Shadows and Hear Noise as a 12th level thief. They can Back Stab and, optionally, DMs may allow them to use the Assassination Table. A stalker will ask for a magic ring or weapon as payment. As Runes do not bulk large in AD&D, the silver whistle which wards against the stalker should instead be made of silver which has been heated by a heat elemental [WD45] then cooled by an air elemental. Stalkers have infravision and true seeing. These demons surprise an opponent on a 1-5 on d6 and cannot be surprised themselves. The strength drain is as per the shadow [MM].

PORPHYR
Armour Class: 8
Movement: 12"/18"  
Hit Dice: 8+3
Attack: One bite for 6-11 and energy drain
Magic Resistance: As vampire
Intelligence: Exceptional
Alignment: Chaotic evil
Size: M

Porphys (below, left) are treated just like normal AD&D vampires (perhaps with some of the changes advocated in Bloodsuckers, WD37). The porphys will want the magic-user to hand over his familiar, (or a demonist to give some of his own blood) to its tender mercies before it will serve him. They can only be hit by +1 weapons or better.

PAZUZU
Armour Class: 8
Movement: 12"/18"  
Hit Dice: 4-3
Attack: Weapon for 1-8, flame breath 1-8
Magic Resistance: 10%
Intelligence: Average
Alignment: Lawful evil
Size: M

Pazuzu (below, right) can cast the illusionist spell change self at will. In Middle Eastern mythology, they used voluptuous illusions to entice desert travellers away from oases to their doom.

DEMON WOLF
Northern Europe has many folk-tales of demonic or faerie wolves/hounds, often known as Barguests or Padfoot. Usually, they are black or dark green with glowing eyes and are associated with violent deeds. A Barguest might stalk the halls of a castle where some ugly massacre had occurred, for instance. Use the hell hound stats from the MM for this demon.

INCUBUS/SUCCUBUS
The names of these demons are derived from the Latin words for ‘to lie upon’ and ‘to lie under’. The MM succubus could be used, but a sort of doppleganger with a lamia’s Wisdom-draining ability is better. Deformed or mad children were supposedly the result of an incubus visiting a woman in her sleep.

NIGHTMARE
The MM version can be used direct, but Dealing With Demons, Part 2 [WD46] seems to suggest that it isn’t summoned primarily for fighting, though.

If you want to bargain with a Questworld Demon Lord you’ll have to offer at least 5000gp. To obtain a Lesser Gift you will have to offer one or more hit points permanently. For a Greater Gift, you give the demon 1hp and promise it 1-2 experience levels on your death. You lose the experience levels even if you’re immediately resurrected, and there is also a 3% chance the Demon Lord will turn up and yeild you to 4hp or less. WD46 details the Demon Lords, including their Gifts. Only the stats for Akresh are given here, since he might just show up in The Lone and Level Sands. DMs should find it easy to convert others as they need them.

AKRESH
Spirit of Thunder in the Mountains, Demon of Invincibility
Armour Class: 2
Movement: 15"  
Hit Points: 215
No of Attaeacks: 1
Damage/Attack: 8-64
Special Attacks: Radiates fear, 6" radius
Special Defences: +3 or better weapon to hit; immune to attacks by beings of less than four hit dice
Magic Resistance: 90%
Size: L (30 to 80 feet tall)
Alignment: Neutral
Fighter: 17th level
Cleric: 17th level

Akresh’s Greater Gift is the power of indominitability. The character using this power can ignore all attacks by creatures of 1 or 2 hit dice/levels; his Strength goes to 18(00); he gets an armour class bonus of -2, his hit points multiply by 1½, and 2 points are subtracted from each hit he takes. Any hits taken are divided proportionally between the character’s personal hit points and the extra points granted by the indominitability – that is, if Ezmerelda, with 14hp, uses this power and then takes 6 points damage in a fight she will be down to 10hp when the power wears off. Indominitability lasts 20 rounds and can be used 1-4 times each day.

The Lesser Gifts: For 1hp Akresh can give any character (magic-user or not) one use of shield per day. For 2hp you get a +1 shield which only you can use – or another +1 added to your own magic shield; for 3hp Akresh will use his magical abilities on your behalf.

And there you have it. There is no guarantee that all these adaptions are exact equivalents of Dave Morris’s RuneQuest originals, but AD&Ders should get plenty of fun out of them. Remember that any article in White Dwarf, whatever game system it is for, could provide some good ideas for your own campaign if your prepared to put a little work into adapting it.
The Demonist's Grimoire

More Demonist Spells
by Phil Masters

This issue, we have some more spells for use with and to complement the Demonist character class in WD47.

**DETECT PORTAL**
- **Detection (Reversible)**
- **Level:** 1
- **Range:** 4" + 1⁄2"/level
- **Duration:** 5 rounds
- **Area of Effect:** 1" path
- **Components:** V, S, M
- **Saving Throw:** None

Detects the presence (not the nature) of any magical portal or doorway in a 1" wide path to the front within spell range. This may be maintained at a slow walk (3" move) or while turning up to 360° per round. Doors and portals remain detectable for one round after they have closed. The spell can be blocked as detect magic and acts or detects phase spiders [see MM].

The reverse, *obscure portal*, shields one magical opening from this or any other form of detection, spell or magical device for one round per level.

**ELEMENTAL FORCE**
- **Conjunction (Summoning)**
- **Level:** 2
- **Range:** Special
- **Duration:** Special
- **Area of Effect:** Special
- **Components:** V, S, M
- **Saving Throw:** Special

Calls forth a minor, semisentient 'force' from one of the elemental planes. The plane to be called on is chosen when the spell is memorised. None of the spell effects can penetrate a protection from evil.

A good, or a Ward element spell set to protect against the relevant element. The effects for each element are:
- **Fire:** the demonist can cast affect normal fires or pyrotechnics as a magic-user of same level, or produce flame as a druid.
- **Water:** the demonist can call forth an effect in water akin to a gust of wind spell in air—an 1" wide path, 1" long for each of the caster's levels, small floating objects or swimmers are forced back 1"-6", larger can make no headway against the current. Heavy bottom silt adjacent to the spell will be pushed up, obscuring vision along or across the path for 2-7 rounds.
- **Earth:** the demonist can call for the surface of the ground to tremble in an area of 4" radius about him or her self.

Unbalanced objects will tumble, and all beings save the caster will have to save vs. spells or be cast violently to the ground, with injury resulting at the DM's discretion according to the nature of the surface. (Note: quadrupeds and well-balanced beings may be given a +1 to +6 on their save according to circumstances.)

**HOLD SPIRIT**
- **Enchantment/charm**
- **Level:** 3
- **Range:** 12"
- **Duration:** 2 rounds/level
- **Area of Effect:** One to four beings
- **Components:** V, S, M
- **Saving Throw:** Negates

Paralyses any creature or creatures affected that do not come from the plane they are on. It also paralyses any creature possessed by such an entity. If four creatures are affected, the save vs. magic at +1; if three, the modifier is -1; if two, the save is -2 for each, and one creature saves at -4. Material component: focus.

**EVOCATE DEMON**
- **Conjunction (Summoning)**
- **Level:** 4
- **Range:** 2"
- **Duration:** Special
- **Area of Effect:** As creature summoned
- **Components:** V, S, M
- **Saving Throw:** 3 turns
- **Saving Throw:** None

With this spell the demonist can summon demons of type I-IV and any of the demons mentioned in this issue's Fiend Factory. In order to perform this spell various chakras and incenses are required costing 5d10gp, as well as the demonist's focus. The chalices etc. are used to track down which chakras act as a protection from evil that must be cast by the demonist before the demon is evoked. Any summoned demon will have a base response of irritation and will first attempt to cross the pentacle to attack, requiring a save vs. magic at -5 to do so. If the spell does not contain the demon to service—a barrier must be struck (see Fiend Factory) —Monster Manual demons will require 500gp per type number. If a barrier is struck the demon will remain on the Prime Material Plane for 4 hours. The demon may attempt to 'bind' the demon to permanent service by casting a contract spell, rather than strike a bargain. If no bargain is struck the demon, if it can't cross the pentacle, will depart.

**POSESSION**
- **Conjunction (Summoning)**
- **Level:** 4
- **Range:** 4"
- **Duration:** 30 rounds
- **Area of Effect:** 1-4 beings
- **Components:** V, S, M
- **Saving Throw:** Negates

Possession spells [see WD44, Dealing With Demons, Part 1] can be used by a Demonist. The demonist must have the proper talismans to cast possession.

Possession by Effect
- **Acme bonus of 2 - hit points x 1⁄2**
- **Eldyr: Charisma to 18; charm person with chance of success equal to level x 2%**
- **Engla: Damage bonus of +1; immune to sleep, charm**

and hold; can fight until down to -1hp.

**Hragnir:** Intelligence to 18; magic-users under this possession know all listed spells.

**Kesh:** AC bonus of -3; Dexterity to 18.
**Kouner:** All attacks at +3 to hit, -3 damage.
**Kyrox:** Abilities of a thief; thieves under this possession count as 4 levels higher.

**Savara:** as all save vs. magic; character counts as a sage with no specific fields of study.

**Ungal:** AC bonus of -1; to hit bonus of +3; Dexterity to 18.
**Umalu:** Character radiates fear, 1" radius—victims save at +2, but if they fail a second save they suffer insanity for 2-10 rounds.

**ELEMENTAL POWER**
- **Conjunction (Summoning)**
- **Level:** Special
- **Duration:** Special
- **Area of Effect:** Special
- **Components:** V, S, M
- **Saving Throw:** Special

Similar to elemental force, this calls forth a semi-sentient creature for one of the elemental planes to do the caster's bidding; again, the being can be handled off by various protection spells, and the elementals may be selected at the DM's discretion. However, the forces involved in this case are rather more potent. Material component is the demonist's focus (which must be available)

**Fire:** the caster can produce fire or quench fire as per the druidic spells.

**Water:** the caster can either lower water, or be a cleric of his own level, or part water as a cleric of eighth level.

**Earth:** the demonist can call for a minor earthquake in a 6" diameter area anywhere within 12", with a 50% chance of bringing down the roof of a cavern, cave or solidity built structure (both hut and other flimsy constructs), hurls creatures about for 1-4 eight-sided dice of damage (halved by save vs. spells, and braced or enchanted creatures may be allowed a reduction), and inflicts 2-8 points of structural damage on constructions.

**Air:** the effect is equivalent to that area from a druid of similar level. ☐
Manning the ship's guns... Hayes and Dinalt.

The dice of fate rolled again and again...

I got it! I got it!

Soon it was over... or was it?

Dinalt became Kill-crazed... reverting back to the primal instincts of the Blubber-jels, his ancestors...

Fools—You're all fired!

Target Osprey entering planet's atmosphere...

Good... observe and report... everything is going according to plan...

Ah! Aha! What's going on?

It's been one of those days...

Next month: Hell, it's the pigs!
In the early morning of November 5th, the streets around our local Royal Horticultural New Hall were unusually busy. Many traders were obviously preparing for some event. The most intelligible stand on view was selling stamps relating to buses, along with other omnibus paraphernalia. However, it soon transpired that this particular exhibitor was in the wrong hall. He duly adjourned to the 'Bus Convention' in a neighbouring hall, for this event was something called Games Day '85. The doors opened to a queue of over 1,000 'gamers', the first 'lucky' 300 receiving a free copy of an exotic book, Fantasy Role-Playing Games by Eric Holmes. Games Day apparently is an annual event of indoor games which, this year, attracted an impressive 10,000 people. It is apparently the biggest event of its kind.

Strange Names, Strange Games

Along with the familiar companies such as Sams, H. P. Gibbons and Penguin Books were many strangely named concerns such as Forbidden Planet, Oraa and Red Stuff. The titles of the games were even stranger: Troll Ball, Bushido and Car Wars were some of those being played. Several new products were launched there, all of which should now be in our local shops.

A company called TSR had a volume titled AD&D Monster Manual II describing strange creatures in a cryptic code. We were told that this is part of the Advanced Dungeons & Dragons series, the latest glut game from America. War on wheels seems to be a current vogue with these devoted gamesters. Citadel Miniatures had some small tin-solder type models of armed cars in their new Battlears range, and Games of Liverpool had similar models for Car Wars by Grenadier and some grotesqueries labelled Cult of Cthulhu Figures. At least we are familiar with James Bond, a 'role-playing game by Victory Games but displayed by Avalon Hill. Games Workshop launched three new games, Talisman, Battlears, and Callanish, invented by the ubiquitous Andrew Lloyd Webber.

Talisman proved very popular in participation games with Bob Harris, the inventor. In the Battlears competition, the players drove armed cars and blew each other up. Rather a violent indoor pastime! But the players enjoyed it and in a dramatic conclusion M. Jukes machine-gunned M. Wrigley to take the title.

Guest Stars

Several overseas visitors were there, John Rankin of Steve Jackson Games of America presented a huge trophy, resembling a flying Porsche, to the winner of a Car Wars competition. Other American guests were Ken St. Andre of something mysteriously titled Flying Buffalo; Michael Trout, a game designer from Chaosium; and Don Reents of Trollkin Forge. UK games personalities Don Turnbull of W.R.K. and Ian Livingstone and Steve Jackson of Games Workshop staged the Sunday Roast during which they answered questions which were all but unanswerable to the layman.

For the Record

In an auction of collector's items, a mint condition of an obscure magazine called White Dwarf fetched an amazing £17. The Figure Painting Competition was again won by Michael Brunton, apparently the Liverpool of this genre. On the Sunday the Games Day Awards were presented to gasps of surprise. The unexpected winner in the Best Role-Playing Game category was RuneQuest. The organisers later explained that this was because, in accordance with TSR's policy, AD&D and D&D were counted as separate games. Voters were told to bear this in mind in future.

The other Award winners were:

Judge Dredd - Best SF Game and Best New Game.

Dragon Pass - Best Fantasy Boardgame.

Squad Leader - Best Wargame.

Othello - Best Abstract Game.

Monopoly - Best Family Game.

The Hobbit - Best Electronic Game.

Rubik's Cube - Best Puzzle.

Warhammer - Best Tabletop Rules.

Graffiti Mountain - Best RPG Scenario.

White Dwarf - Best SF/F Magazine.

Dragunords - Best Games Fanzine.

Talismen - Best SF Figures Range.

Runequest - Best Fantasy Tribes Range.

Callanish - Best Figure Figures Range.

TSR - Best Games Manufacturer.

Talismen - Best Figures Manufacturer.

Ian Livingstone - Best Games Personality.

Gary Gygax - Best Games Inventor.

STOP PRESS

Apparently games players can be just as dishonest as anyone else. Saturday saw the first large theft at Games Day. Esdevium were the victims.

Consequently, Esdevium Games would be extremely grateful if their customers who purchased items on the Saturday and paid by cheque or credit card would contact them as soon as possible on 0252 311443 (working hours) or 0252 722269 (all other times).

Next Issue

Shuttle Scout, a Traveller adventure; The Key of Tirandor, the first instalment of a two-part AD&D campaign; Kernels, a new gothic Cult campaign; The Reader Strikes Back - The Results, plus all the regular features.
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