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Yes, football season is here again, and the Mail Order Mohawks are on the warpath! While all you namby-pamby man-things are blowing the dust off your Avalon Hill sports games, Zlargh and the team have been out there burying the opposition. Young Gunatha is unfortunately not in the team this season, as he is still suffering from the ban imposed last year for his novel interpretation of a ‘Blitz’ — how he got that Stuka at such short notice perhaps we’ll never know! His absence has been filled by the devastating duo of Agaroth and Auntie ‘Mauler’ Maggie, who have already made substantial differences to the team.

Agaroth has been developing a new explosive to be used in his famous cross-park ‘Bombs’, and Auntie Maggie’s tea-cakes have already given us a substantial saving on padding and armour!

So whilst all you lily-livered man-things are safely indoors, playing your Star Trek or your Golden Heroes games, spare a thought for those out here, battling to and fro in the mud and the slime, the blood and the gunge, simply for possession of a small inflated pig’s bladder, and just be glad you’re not that pig!

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With this issue I welcome the arrival of my new Assistant Editor, Jon Sutherland, who is taking over the chair recently vacated by Jamie Thomson. Jon and Editorial Assistant Ian Marsh have the unenviable task of wading through the 600+ replies we received for our Readers of the Lost Ark survey. Thanks to all those of you who replied.

The first change that we will implement is the format of our Fiend Factory department. Over the years, it has produced many fine creatures (even managing to fill the official AD&D Fiend Folio with them!) but with one limitation – they have all been for one system. In future, however, we would like to open up Fiend Factory to creations for any system from Call of Cthulhu to Golden Heroes.

Stay tuned for more changes to come!

Jan Thomson
T he Mad Gods, mused the doomed prince as they walked in darkness. How can this be? The Law of the Cosmic Debt and Credit Balance does not permit it!

"It seems the Cosmic Book-keeper doth be on holiday." Dylan Worm's voice was grim. "What other powers had the Mad Gods run up a perilous Cosmic Overdraft?

"Until the day of the Final Cosmic Audit?"

"No, but the Mad Gods run up a perilous Error. Why should I go to my doom against such?"

Windloon spoke at last. "But, friend Ervy, you are already doomed. The world knows it. You keep telling us so yourself."

The Mad Gods, where men were held in the thralldom to the worship of the sacred voles, Ervy and his companion Windloon came by night to a tavern, and drank awhile in silence. To their table came then a cloaked figure, who at a gesture from Ervy revealed himself to be none other than Dylan Worm, a distant kinsman of doomed Ervy.

"Dark peril threatens, my lord. Again the fate of the World hangs in the balance, for powers beyond the ken of man have been loosed by the sorcerer Thebes Shagreen!"

"When only you may save us all, it ill becomes you to sit drinking at the Sign of the Engorged Lymphatic!"

Ervy smiled a bitter smile. "What has this world done for me that I should do now that doing which the world would fain have me do for it?"

"Well spoken, Ervy!" cried Windloon, signing for more wine. "Surely 'tis time you made an end to your perilous exploits, to battle and treachery and death..."

"Dylan Worm's fist crashed on the table: a score of empty filled to the floor.

"Is this the Erry? I knew once in fallen Murble? No, say I that the Dark Gods walk the earth once more, this day!" He glanced to the window. "This night."

The tavern fell silent. For it was closing time. "The Dark Gods?" Ervy gave Dylan Worm a searching glance. "Aye, I have heard tell of such. Speak you of the Elder Gods?... The Younger Gods? The Dead Gods? The Agnostic Gods?"

"But also in Thebes Shagreen's clutches."

"The woods!" cried Windloon, "Erry!"

"Erry, a distant kinsman of mine, and the Black Hound."

"Then had he confronted the foul Sign of the Engorged Lymphatic!" Ervy stiffened. "Which way to Thebes Shagreen, friend and kinsman?"

"In the Vale of Morg."

"But also in the Vale of Morg. Dylan Worm said softly, "are the Mad Gods."

"Let them stop me," he cried in a great voice. The iron of the Black Leg resonated evily to the sound. Inspired to befuddled courage, Windloon responded: "I shall follow you!" Then fell he over and threw up.

"I can give you scant aid in this adventure," explained Dylan Worm, striding hastily away.

For six hours, as they approached the battle, he had perchance chanted the dark runes of those dire beings, and then of the enticing Zazazoom, the woman he craved.

"Nay. No newts are good news. And these be no ordinary newts, but a sending of Thebes Shagreen!"

"Erry, you know nothing of High Magic... By the glaucous jelly-like masses of thy spirit,/or possibly, the sign of the Engorged Lymphatic!"

"Secrets of the Froglord, stirred in its immensity. It sat wobbling there and emitted a baleful crimson stare at the base villain.

"Aaaaaaah!" he cried, falsetto. The fell runes carved on the iron limb glowed with unholy radiance as its sorcerous power sucked up the man's essence. He collapsed, and Ervy stalked grimly out, followed by the pallid Dylan Worm.

"Doomed... Aye, I am that."

"Tis pity," murmured Dylan Worm, "that the fair Zazazoom has fallen into Thebes Shagreen's clutches."

"Erry stiffened. "Which way to Thebes Shagreen, friend and kinsman?"

"He dwells in the Vale of Morg."

"A easy trek."

"But also in the Vale of Morg. Dylan Worm said softly, "are the Mad Gods."

"Erry, a distant kinsman of mine, and the Black Hound."

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"I can give you scant aid in this adventure," explained Dylan Worm, striding hastily away.
Mathehinksthe solution is worse than the problem itself. The Froglord must be ended."

So as Windlool averted his gaze, Erry did that which was needful; whereat the slinky deity ascended happily to its slinky heaven, but being a bit forgetful, thought of the doomed prince, distressfully wiping off the lipstick with a silken cloth.

They toiled on into a swirling sea of mist. Stark and sudden, a city loomed before them. As they passed within it, the mist had disappeared. They had arrived.

"Silence, friend," Erry examined the dark red buildings, and shuddered. "Our peril is great, for this is not Amrith... The Tourist Trap Built of Blood!"

"Ho, ho, ho!"

"We should stop that, Windlool!"

"I was not. They looked all about them; presently Erry spoke again. 'I remember now, the legend. The Abominations of Yandro, the Glaucous Glob of Ghool! Thebes Shagreen himself, and three full pantheons of Mad Gods.' 

"Erry sighed deeply. 'The horror that opposed them, only the darkest powers would prevail. This was a job for - The Black Leg! Again he reached into his sleeve to check if these gods have done to me, anyway? Live and let live; such has always been my motto."

"He made as if to turn... "

Then did the Leg glow with palefire and swell mightily from its stolen energies! There came a rending sound. One day, mused Erry with wistful thought, the skills of men will bring forth elastic lags. But then Slugbane sorrerously and treacherously elongated itself! The mages and sorcerers in the audience desperately to fling himself to the ground - too late. Against his will he was carried hopping towards the horse of nameless abominations in the Vale.

Even with Slugbane's power, he was helpless against so many. There was but one chance. Before he reached the waiting doom, Erry might be able to summon aid, perhaps even produce something from the gigantic from the gigantic hat which he carried always with him."

"Can it be done? He's undone."

"He might recall only torn fragments of spells.

"There was a young lady of Riga, he began experimentally.

With a sudden pop, a stranger appeared. He too had an artificial leg, akin to Slugbane, or so it seemed.

"Greetings, Erry," the newcomer hopped to keep pace with him. "My name is Jorin, and I am of course another incarnation of yourself."

Bemused, Erry frowned. "How can this be? It makes no sense."

"Know you not that the Conjunction of the Mythal Balls approaches? That two aspects of the Semiprimal Savoir should thus conjoin - but an abomination, and with those improbabilities which the Great Author of All Things has yet in store!"

By now, the pair had passed through the first three ranks of Mad Gods, who were looking on with vast amusement. Atop the ridge, Windlool shouted helpful and encouraging words of grace.

"Jorin! How can even one Slugbane prevail against so many?"

Jorin smiled. "Link arms with me, friend Erry..."

"I'm not that sort."

"Quickly or all is lost!"

"Very well," Jorin said, "...To battle!"

As they linked arms, a sudden tide of god-like energy surged through Erry. "Mayhap I am that sort after all," he thought. Then he saw that the ground was far away.

Slugbane and its twin, grown to monstrous size, held the gods as spectators rather than the tallest gods. At their commanding thoughts, the great iron legs rose and fell, rolling the dead, digging a destruction right and left. To a deity, the Mad Gods persisted. Last of all remained Thebes Shagreen; defiant to the end, he died with a taunt on his lips.

"And with the ruins on that leg are but the signatures of thy friends!" he cried as the massive foot descended.

"Squelch!" he added a moment later. "That doth be that," Jorin remarked.

"Farewell, friend Erry; remember thou owest me a favour."

"Surely," said Erry as the black iron legs shrank to normal size. He disintegrated his arm from Jorin's and shattered at the scene of carnage. "Call thou not, I shall call thee."

With another pop, Jorin vanished as provisionally as he had come.

"Wait for me!" shouted Windlool, advancing and cowing all around. "I have made mad Erry in a noble voice, gagging slightly. But at the moment his need was great.

"Oh, Erry, how canst thou bear to look upon the loathing-dragging things which once were my pearly teeth?"

"Tis not your looks alone that I care for",

Erry explained, fumbling with his clothing. "Accurst hoo!"

"Truly thou art a noble prince, Erry. Fain would I impart such constancy... pity tis that the crus Mad Gods in their evil changes did make me into a male."

"Gaaaha," said Erry, as the Black Leg lashed and slashed automatically. "This little screams down. "Never have I been lucky with my women," he murmured.


"Aye. Yet the future may not always be black... Smiling, he playfully kicked Windlool's foot; the ship shuddered terribly."

"No! No! I did not sheathe the Black Leg! Befoul me, Windlool, forgive me!"

It was too late; Slugbane swung on to find its inevitable mark.

"Aaaahah!" commented Windlool as he fell.

Erry over the corpse of his faithful companion, a strange and fearful vision came to him.

He stood, last living thing upon the Earth: alone. And slowly, slowly, the Black Leg curled back in a fucida fluid. But the fell runes glowed for the last time as - crunch! - Erry perished by his own leg. It detached itself from his empty cardboard hand, and dropped triumphantly off into the setting sun.

"Farewell, my friend! I was a thousand times less artifical than thou!"

And Erry was no more; utterly forgotten until the Great Author of All Things saw fit to resurrect him once more.

Which was why...

The vision passed, and tonight.

With a mad cry the doomed prince flung himself onto a horse and rode out into the night, shrieking the name of his heart, yet determined that he might not stand in the way of Fate and the Reconciliation of the Cosmic Ledger. For written in the runes were more than just slayings and treacheries, foulest barratry and tax offences, madness, insobriety and despair.

"It doth bear working for a living," he thought.
In Open Box, science fiction and fantasy games and rulebooks are revised.

**OPEN BOX**

CoC adventures, the attention to detail in each of these four tales is quite incredible. In some places it is too much to take in all at once, and a prospective Keeper (referee) may well have to re-read the descriptions before play starts in order to capture all their subtle nuances.

The first tale is of The Dark Carnival, an absolutely classic setting for any self-respecting horror tale—a large, mysterious Rhode Island fun-fair. Sinister things lurk in the Hall of Mirrors, people enter the Tunnel of Tears never to return, and the whole atmosphere is very reminiscent of Ray Bradbury’s Something Wicked This Way Comes. Like all the adventures in the pack, it should only be attempted by experienced investigators; not just because of the number of nasties around could turn it into a bloodbath within minutes, but because of the powers of deduction needed to solve its hidden mysteries.

This is especially true in the second tale, The Curse of Chaungar Faugn, which introduces a new Great Old One, the eponymous Chaungar himself. Cal- lous in to help the aggrieved delivering of an old flame of one of the party, the investigators are soon embroiled with Tcho-Tcho, shank-killing riders, the legendary phishist Nikolai Tesla, and the Elephant God of Tsant. The party will need all their sanity to survive this one, and there’s worse to come.

Thoth’s Dagger and The City Without A Name, a pair of linked adventures, are filled with linguistic and Kabbalistic twists, which must be solved by the investigators if they are to get anywhere. To help a little, there is a short article on such things included as an appendix to the book, but if we were them I don’t think I’d bother—what with the hordes of undead, the nest of Cthonians, and old Nyarlathotep himself all to come. All of them are very highly recommended as superb examples of how to design thrilling, well-crafted scenarios.

Glozel Est Authentique! is less impressive all round, and some of TOME’s previous CoC adventure packs have been notable for their poor layout, terrible artwork and hordes of stereotypical Germans. Well, just for a change, this one has terrible layout, quite good artwork and hordes of stereotypical French and Russians. The title adventure (the first of two) derives its rather curious name from a declaration as to the authenticity of the Curse of the Cthonians... Zero SAN here I come!

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**THE HORRIBLE SECRET OF MONHEGAN ISLAND**

Grenadier £5.95

The flood of scenario packs for the excellent Call of Cthulhu continues with these three releases; as usual, they are of varying quality, but all are good value for their respective prices. Chaosium have produced the most impressive pack, with their four-adventure collection, The Curse of the Cthonians. This 88-page booklet maintains their high standards of presentation, with neat maps and discrete illustrations dotted throughout, but it is the text which proves to be the most outstanding feature. As with Chaosium’s other

someone to translate it into Russian? Or that in a secret chamber deep beneath the Kremlin itself, a living Dark Young of Shub-Niggurath? No, I didn’t think you would. I think you can form your own impressions of this adventure; I couldn’t stop giggling as I read it, and I don’t have much hope of ever being able to create an atmosphere of ‘terrible suspense and lurking fear’ if I ever had the nerve to try this scenario on my players.

Much more down-to-earth is The Horrible Secret of Monhegan Island, an everyday tale of Dagon-worshipping New England Puritans. In an obscure fishing village, an ancient rite to increase the catch has been revived with fatal results. The party are lured in with stories of missing girls, but really intended to be the next batch of sacrifices. The suspense begins to mount, as the investigators have until midnight to find out what exactly has been going on before they get the chop! This scenario, though a little lacking in complexity compared to Curse of the Cthonians, shows that simplicity can work wonders. The investigators are soon embroiled with Tcho-Tcho, shank-killing riders, the legendary phishist Nikolai Tesla, and the Elephant God of Tsant. The party will need all their sanity to survive this one, and there’s worse to come.

Thoth’s Dagger and The City Without A Name, a pair of linked adventures, are filled with linguistic and Kabbalistic twists, which must be solved by the investigators if they are to get anywhere. To help a little, there is a short article on such things included as an appendix to the book, but if we were them I don’t think I’d bother—what with the hordes of undead, the nest of Cthonians, and old Nyarlathotep himself all to come. All of them are very highly recommended as superb examples of how to design thrilling, well-crafted scenarios.

Glozel Est Authentique! is less impressive all round, and some of TOME’s previous CoC adventure packs have been notable for their poor layout, terrible artwork and hordes of stereotypical Germans. Well, just for a change, this one has terrible layout, quite good artwork and hordes of stereotypical French and Russians. The title adventure (the first of two) derives its rather curious name from a declaration as to the authenticity of the Curse of the Cthonians... Zero SAN here I come!

**GAMESMASTER PACK**

For your INFORMATION

**GAMEsMASTER PACK**

£7.95

Victory Games

Both of these packages for the 007 RPG are intended for use by the GM and both cover vastly different needs. The Gamesmaster Pack, released at the time of the 007 game itself, contains a referee’s shield, character sheets and some stylish cardboard figures with a bright blue (!) gridded movement sheet. Of these, the shield immediately catches the eye due to the variety of colours used to highlight the tables printed thereon. Its use is immediately apparent as it will save much frantic flipping of pages to find the tables essential to play the game. It is hardly up-to-date, however, and only stats for weapons and vehicles in the basic game are included—owners of the Q Manual will need to keep it handy.

The rest of the package seems to have been designed to fill the box—it is an
expensive way of obtaining 40 character sheets, especially since these are going to be a 'renewable' item. The cardboard figures are attractively drawn and painted and of a good solid quality, yet the number included are too few and too specialised and the gridsheet is too thin to decay quickly since it is on thin paper.

With For Your Information, Victory Games seems to have finally discovered the existence of the box lid, hopefully they will be updating all previous supplement releases with this packaging, and again the contents seem to be limited to one useful piece with plenty of fillers. Two small pads of MI6 headed paper (one for documents, one for dossier) and a heavy duty pad of NPC records, all of which can be accomplished by your average GM with the standard tools of pen and paper. The main booklet is about half the size of the main rulebook and contains twelve chapters of additional guidelines for the GM. The information seems to be aimed more at the new player as it could surely not be playing the game in the first place. There are some delightful turns of phrase to amuse readers, with MI6 agents leaving Mother England (sic) and even covering 'Clubs'. Does one often say "Aww nuts!" or some other expletive when shocked, surprised or dismayed? For the Bond freak who obviously hasn't purchased the 'adventures of the films' there are a number of extra enemies and allies detailed, but the most useful section has to be the brief notes on other intelligence agencies.

Whilst For Your Information is useful in addition to the 007 GM, the one piece of real interest is the booklet. Since the same can be said of the Gamesmaster Pack (except that the shield is the only useful inclusion), I can quite unrestrainedly say that neither are worth the money asked for them and that Victory Games had better learn very quickly about packaging games add-ons if they expect to sell any.

Gamesmaster For Your Pack
Information

| Content | 4 | 3 |
| Presentation | 7 | 6 |
| Value | 2 | 2 |
| Overall | 4 | 4 |

Bob Neville

RINGWORLD
Chaosium Inc
£24.95

Larry Niven's two novels Ringworld and The Ringworld Engineers have been, deservedly, amongst the most successful space opera adventure stories of the last few years. Anyone who knows the books on which this game is based will not be surprised by the size (and resultant expense) of the finished product. Nonetheless, a number of features — including several alien races — seem to have been dropped at the last minute (resulting in a number of frustrating hints and unresolved cross-references), and the previously promised Ringworld Companion very soon but in the meantime, referees will have to improvise or avoid leading characters into unmapped areas. The game holds four books, some cut-out cardboard character markers, a few polyhedral dice, and an assortment of loose sheets with information and tables, Chaosium advertising etc, including some essays that presumably didn't quite fit in the books. The character sheets provided don't include any with Puppeteers and have some other glitches which I will return to.

The meat of the game is contained within the Explorer Book, which has a very brief introduction to role-playing in general and Ringworld in particular, followed by details of character generation (humans, Kzin and Puppeteers), game mechanics, movement, combat, and other ways of taking damage. The system is Chaosium's excellent RuneQuest/Basic Role-Playing design, with appropriate modifications. Here, a character's starting skills are determined by assessing how long the being spent in education, his career, then distributing points between appropriate specialities; many skills are arranged in 'Root/Branch' form, so that, for example, one first studies a subject area with one's age, but to a maximum determined by one's Intelligence and Education, then one can specialise in (say) Nuclear Physics, Acoustics, or whatever. The system is cleverly devised. It is fair to say that both humans and puppeteers have excellent anti-aging drugs, a character's initial capabilities are almost directly proportional to his or her age, which is found by a random dice roll and can vary widely. Another interesting feature of the character generation system is the provision for minor personal disabilities for humans and Kzin (hyper-space phobia, blindness, and suchlike) and major psychological problems for puppeteers (who have to be mad to possess enough courage to go exploring).

This section also contains two of the game's biggest errors, however. Firstly, the starting percentages quoted in the book differ in several cases from those given on the character sheet, and secondly, all starting combat skill is described as enhancing the effects of human punch and kick attacks, no damage figures or base percentages are quoted for such combat.

The other two sections of this book is a set of lengthy descriptions of various human colony worlds throughout Known Space, presumably placed here so that a player can read up on his or her character's home world — quite fascinating to Nivenophiles.

Next comes the GameMaster Book, which provides the background data needed to run the game. It contains a load of data on the Ringworld itself and a sample scenario (but little on the principles of scenario design; the authors evidently assume an audience of experienced gamers). For the benefit of those who have managed to avoid the two background novels, the Ringworld is a huge, phenomenally strong ring spinning around a star about as far out as the Earth is from the Sun, providing a comfortable, habitable, and staggering vast area of 'land' on its inside surface. (Actually, if any prospective buyers or player of this game haven't read the books — and several other Known Space novels and stories — they should do so first, as otherwise they could find their enjoyment of both game and writings severely reduced. On the other hand, players who have read the books may well actually know more than their characters, which could also be irritating for the gamesmaster.) There is little in the setting that couldn't be adapted, and the information is gathered here in one place, explicitly stated rather than hinted at, and generally made more useful to the gamesmaster. There are also game descriptions of some of the bizarre or ultra-sophisticated technological artifacts likely to be found in the hands of the inhabitants of the Ringworld, and rules on subjects such as psionics.

This game takes a superb background idea, applies a good system of mechanics to it, and comes back with a disappointing result. It may be that I was expecting too much; as a long-time Known Space addict I've been on tenterhooks since the first mention of the project (and I had high hopes of completing the system) I may well find myself running or playing Ringworld regularly, despite my feeling that the game as presented lacks the depth (as opposed to the breadth) it could and should have possessed.

Presentation: 5 Enjoyment: 6
Playability: 6 Complexity: 6
Skill: 7 Rules: 5
Overall: 6 Phil Masters
Sphincters loosened, he collapses trembling onto the toilet and is taken from beneath by a ghoulish severed hand—stars—which is not over-bright (fancy falling for drugged victuals). Delightfully ingenious stuff.

Delightfully ingenious stuff.

**Critical Mass** is a regular fantasy and science fiction book review column, written by Dave Langford. This issue he’s up amongst the...

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**Withering West of Eden**

*The Integral Trees* [Macdonald 240pp £8.95] is Larry Niven’s latest hard-SF romp, much more fun than the weary Ringworld Engineers. As usual the action comprises a guided tour of a vast astronomical feature: the Smoke Ring, a doughnut-shaped zone of breathable atmosphere with 30 times Earth’s volume, stabilized by a bizarrely unlikely configuration of sun, neutron star and gas-giant planet 10¹⁰ cubic kilometres of habitable free-fall ecology...

'Trees' up to 100km in length float in orbit, tidal forces producing pseudo-gravity for human colonies at each end (quibble: no visible reason for such monsters to evolve). Delightfully ingenious stuff.

**Neuromancer** [Gollancz 252pp £8.95] is William Gibson’s first novel: violence and computer crime in the high-tech, high-squall, drug-ravaged future briefly glimpsed in his short ‘Burning Chrome’. Gibson crackles with creative energy, hammering your forebrain with ideas, colour, future slang and brand-names (Ian Fleming technique). Aided by a female assassin and a dead man coded into ROM, our cyber-jockey hero is riding a Chinese jockey hero is riding a Chinese horse, which is wondrously weird and epic, only SF to the extent implied in the title. Clifford Simak’s Special Deliverance [Methuen 218pp £1.95]: minor but pleasant SF-pulp, a family adventure with no ‘puzzle’ which any D&D novice would solve in minutes.

**Bluesong** by Sydney J van Scyoc [Penguin 261pp £1.95] is the expected sequel to Darkchild (reviewed in *WD56* — equally nicely written but with less impact if you’ve read Book 1. The Ominic Invasion [Granada 205pp £1.75] carries E E Smith’s name but is by Stephen Goldin, a well-known pulpy sf novel: a hazy ‘Family D’Alembert’ cash-ins on Smith’s popularity. Read it at your peril.

**The Businessman** [Unwin 380pp £12.50], comprising some of the very first drafts of *Silmarillion* material. Compleats will lust after this high-class production, especially as the novel is in last drafts. I have mixed feelings: though Tolkien’s major work gained depth from this lifelong background mythology, I’m uncertain that it’s all worth publishing and reading with such ghastly solemnity. Worrying: the novel, with its marvellous ear for names, has wanted the world to know that back in 1917 he perpetrated things like an Elff-

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**Raven of Destiny** by Peter Tremayne [Methuen 286pp £8.95] looks anachronistic — a pal of Cuchullain’s travelling from Ireland to fight at Thermopylae and sack Delhi — but proves to be based on the Celtic invasions of Greece in 279BC, which I’d never heard of. Score one to Tremayne for painstaking historical accuracy and innovative use of history. The rest is more familiar. The writing is competent, the plot moves in a haze of doomy prophecy as hero Brand stubbornly does all the wrong things. He lacks the stature to be a true Tragic Hero: ungenerous and not over-bright (fancy falling for drugged victuals). Tremayne performs lots of the usual fantasy-hero deeds without ever being interesting enough to follow to the foretold climax. Oh, the book isn’t particularly awful, just sort of... routine.

Billed as fantasy but in fact SF, *The Fishers of Darksea* by Roger Eldridge [Unicorn 214pp £2.95] is a powerful, mystical tale set on the remote, icy and volcanic island of the same name. The story is concerned with an attempt to understand the mysterious beings who evolved (uninspired Charles Darwin, A. E. P. Calhoun and J. R. R. Tolkien’s the Ringworld Engineers). Delightfully ingenious stuff.

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NINJA REQUIREMENTS
The ninja are essentially a sub-class of the Assassin, although they bear resemblances to the Monk character class. The Assassin has secondary abilities of spying and disguise whilst the Monk has martial arts. The character that follows is a combination of these two classes using the guidelines set out in the previous three articles Night's Dark Agents (WD56-58). It is assumed that the character is a member of an ereditary clan of ninja and that this clan teaches a certain ryu or school of ninjutsu. It is further assumed that the character is human, although it is not unthinkable for certain non-human races to develop ninjutsu. However, it is unlikely that a human ninja would knowingly associate with a non-human ninja (land, vice versa) for any reason. In order to qualify as a ninja a character must have the following minimum ability scores:
Strength 12, Intelligence 11, Wisdom 9, Dexterity 15, Constitution 11, Charisma 5. Ninja do not gain any experience points bonuses, although Dexterity does give them Armour Class adjustments.

ALIGNMENT
Ninja are pure neutral in alignment, since their cold-blooded attitude to taking life comes from professionalism rather than any devotion to evil as an end in itself. If a ninja character changes alignment then all skills will be frozen at their present development and the ninja becomes technically known as a Yakuzza (gangster or bandit). The ryu will no longer teach any more skills, and the ninja will be shunned by previous associates. Although no longer able to develop skills, the character will still be able to gain new experience levels, along with increases in hit dice, saving throws, and fighting ability. If the character's change of alignment is voluntary and they eventually regain true neutrality then the ryu will accept them once more as a pupil providing the character atones for the lapse in a similar way to a penitent Paladin.

EXPERIENCE POINTS AND HIT POINTS
Ninja gain levels at the same rate as Assassins, i.e. 0-1,500 1st level, 1,501-3,000 2nd level etc. Ninja also use 6-sided dice to determine hit points. They are allowed to use any magical weapons, rings, and items designed for Thieves and Assassins. All treasure and magic found must be surrendered to the chunin, or middle man (played by the referee) although items may be borrowed for special missions at the chunin's discretion.

NINJA ABILITIES
A first level ninja has similar abilities to a thief, although slightly modified. These are:
Sleight-of-Hand (pick pockets) 30%, Find/Remove Traps 20%, Move Silently 15%, Hide in Shadows 10%, Hear Noise 10%, Climb Walls 85%, open hand attacks, and tracking (as ranger of same level). These 8 basic skills are what a 1st level ninja begins with, but upon gaining 2nd level and at each subsequent increase the character may opt to learn additional skills at the expense of gaining proficiency in ones already learned. The way this works is that each time the character goes up one level there are increases in 8 skills, however, at the characters option one additional skill may be learned (at each level increase) providing that one skill that has already been learned remains at the previous proficiency level. For example, a 1st level Ninja gains enough experience to rise to 2nd level and opts to learn lai-jutsu (fast draw), this can only be done by 'freezing' one of the previous skills at the level it is now. The character decides to leave Climb Walls at 85% but to increase the chances of success in the other skills. This means that the ninja now knows 9 skills but can only progress in 8 of them at a time. A 3rd level ninja could have 10 skills, but again may only increase 8 of them per level. In this way a ninja can learn a large number of the necessary tricks of the trade without them being given all at once and unbalancing the game. It should also gain favor with the local Thieves Guild as, generally speaking, a thief is still a better thief than a ninja at the equivalent level since the Thief is a specialist.

SKILLS
The following skills are available as options at any time that the character gains a new level, but not at first level. For convenience they are listed in the same categories as in the previous articles (Night's Dark Agents).

Stealth
Defence: The ninja's costume (chinobi shozoku) is only equivalent to AC10, but by choosing this talent the ninja may gain in effective Armour Class as a monk.
Swimming: Ninja receive no penalties for combat when in water (at any depth) and may hold their breath for 30 seconds per level gained in this skill up to a maximum of 3 minutes. Ninja may remain submerged indefinitely if they can use a snorkle.

ENDURANCE AND AGILITY
Suppleness: This is the skill that enables ninja to squeeze through tiny spaces and to escape from bonds. It starts at 10% but each gain in level increases this chance by 5%
Movement: Ninja use the same movement rates as, monks. If this skill is learned then they may also move sideways as well as forward, allowing them to move through very narrow spaces quickly. Once learned, there is no need for progression in this skill.

Survival and Woodcraft
Tracking: As stated earlier ninja track as rangers.
Survival: Ninja with this skill can check off the landmark outdoors, but not: in a dungeon. Once learned, there is no progression in this skill.

Martial Arts
Unarmed Combat: Ninja use the monk's table for open hand attacks (this is a basic skill) but may opt for Yubijutsu (nerve strikes) as a special subject. This allows them to add the 1/2HP to damage as monks, per level learned.
Arrow Cutting: This skill allows the ninja to knock away or dodge missiles like monks, using their hands or weapons.
Armed Combat: Ninja use the assassins' to hit table when using weapons. Ninja may use any weapon available and begin with bastard sword (ninja), staff, and dart (shuriken). They gain one weapon skill every four levels.

Fast Draw: This skill gives a +1 to initiative per level learned.

Chemistry and Herbalism
These skills may be used to prepare poisons (as an assassin of equivalent level), explosives (if allowed in your campaign) or secret ingredients and antidotes. Once learned, there is no need for progression in this skill.

Hypnotism
Sleight of Hand: This is a basic skill, allowing the ninja to perform 'stage magic' is order to frighten, distract or confuse enemies.

Kujitsu-Kata: This is only available at 3rd level and above and gives cleric-like abilities to the ninja by use of a sacred symbol and ritual psychology. These abilities are treated as the equivalent clerical spell but they are not magical in nature, therefore may not be dispelled. The nine signs must be learned in the correct sequence. The signs are:

1. Rin: Iron Soul (remove fear spell)
2. Fyo: Bless self
3. To: Curelight wounds
4. Sho: Command
5. Karin: Fireball
7. Retsu: Hold person
8. Sai: Feign death
9. Zen: Pray

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A Matter of Faith

Religious Cults for Modern Day Adventures by Marcus L Rowland

Most modern-day RPGs occasionally need an esoteric religious organisation. Whether the game is based on spies, crime, or the occult, a religious group can be the focus of an adventure, or a useful red herring to divert a party.

The following groups are wholly fictitious, but no more fantastic than some real faiths. The information given is in outline form, and referees will need to do some work to modify it for their own campaigns. The following abbreviations are used for game-specific notes:

MSPE = Mercenaries, Spies and Private Eyes
TS = Top Secret
JB = James Bond
SW = Superworld
CH = Champions
CC = Call of Cthulhu
GH = Golden Heroes
VV = Villains & Vigilantes

Some of the details assume a modern-day setting and may be inappropriate to a campaign set in earlier parts of the twentieth century – Call of Cthulhu, for example, usually assume a 1920's setting. There is nothing to stop referees using ideas for one system with another.

1: THE TEMPLE OF EXCELLENCE INC

Origin: Chicago, 1976
Membership: 300+ (men only)
Purpose: This religion teaches that the road to perfection is through the mastery of skills. The ultimate skills are those which lead to survival, such as unarmed combat, marksmanship, and improved control of muscles and reflexes.

Through control and skill the initiate will become a true God. Members are expected to spend at least one evening a week in the temple, and contribute $999 a year (tax deductible) to its funds.

There is no formal hierarchy – Inman is the leader, and all other members are his followers. Members with special skills are required to teach other followers of the faith. The group publish occasional pamphlets, usually combining Libertarian and Survivalist themes with mystical references. Outsiders are encouraged to visit services, which usually consist of meditation, yoga and other exercises, and combat instruction. The temple building is a sprawling structure with two gymnasiurns, a rifle range, a pool, and pistol ranges. It stands on a 55-acre plot of land which holds an obstacle course and a combat pistol range.

Referee: Inman is sincere in his beliefs, and finds that they are reasonably profitable. Since the organisation is a registered religion many taxes are avoided, and Inman earns more than he would be running a regular gymnasium.

However, a small group of members feel that the only way to ultimate mastery is through real combat, and has begun to organise fights to the death. In the past year three men have been killed, with their bodies buried in concrete on a nearby construction site. The last murder was seen by an outsider, who is blackmailing those involved.

CC: One of the temple members is a Cultist, who started the duels as part of a process aimed at subverting the temple to his beliefs. He was involved in the last duel. Other cult members are actively hunting the blackmailer, while the inside man tries to stay clear of suspicion.

Inman, who is sincerely trying to control this situation by a series of odd deaths in the underworld, as the cult members work their way towards the blackmailer.

MSPE/TS/JB: The blackmail victims include a Marine Captain, who was in charge of security at a local missile silo. In desperation he sold information to a group of terrorists, who murdered him and now intend to use his knowledge to penetrate the base and steal plutonium to contaminate Chicago's water supplies. At the time of the murder, agents are investigating a minor information leak, and the investigation will expand to include the murder.

SW/CH/GH/MSPE: The mental and physical disciplines taught by the temple have released the powers of one of its members. He is not involved in the duels, but is using superhuman strength and combat skills in a series of daring robberies. His secretive activities and new wealth make the duellists think that he is the blackmailer, and they will attempt to murder him. He is not a particularly intelligent supercriminal, and will leave enough evidence to lead the heroes to his home. The murderers will try to assassinate him as the heroes take him to prison.

2: TECHNOLOGY

Origin: UK, 1980
Membership: 60+
Purpose: If God does not exist it is necessary to build Him. Members must contribute their wealth and skills to the construction of an ultimate computer which will function as a true God.

Research: This group was founded by Bert Suggs, a small-time con man with several convictions for fraud. During his last spell in prison he studied electronics and computing, and claims to have been granted a divine vision of the future. On leaving prison he published a pamphlet, 'The Electronic Messiah', and founded the religion. The pamphlet is confusing, but implies that anyone who joins the religion will eventually become a part of a giant computer brain.

The group was set up to be a useful red herring to divert a party. Investigators will probably be alerted to this situation by a series of odd deaths in the underworld, as the cult members work their way towards the blackmailer.

Sw/CH/GH/MSPE/JB: The blackmail victims include a Marine Captain, who was in charge of security at a local missile silo. In desperation he sold information to a group of terrorists, who murdered him and now intend to use his knowledge to penetrate the base and steal plutonium to contaminate Chicago's water supplies. At the time of the murder, agents are investigating a minor information leak, and the investigation will expand to include the murder.

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Referee: Suggs is the front man for a group of smugglers, who purchase advanced technology and export it to the Soviet bloc. He actually spends far more time on the black market than in prison, and has managed to avoid being caught for months. During his last spell in prison he studied electronics and computing, and claims to have been granted a divine vision of the future. On leaving prison he published a pamphlet, 'The Electronic Messiah', and founded the religion. The pamphlet is confusing, but implies that anyone who joins the religion will eventually become a part of a giant computer brain.

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T/S/MSPE/JB: Suggs and his friends have 'dead letter box' contacts with
London-based KGB agents. In an emergency, such as a rush request for a particular part, one of these agents will risk violence to sign the clearance and may fire Western intelligence teams there. The gang includes some violent criminals, and anyone following one of these agents may risk a razor attack or worse.

CC: The member of this faith is gradually storing POW in the computer by their worship. It is becoming a becon which will attract creatures of the Mythos. There is a cumulative chance (10% per day) that something will come to take or utilise the power. Players may detect the POW build-up by magical means, or may become involved after it has released some dark force.

SW/CH/GH/VV: The superheroes desperately need a particular part for their own base computer, but it has just gone out of production. The manufacturer suggests that the team visit Suggs and ask for his help. When the team arrives, Suggs will pretend to be friendly, but the parts won't be found. Suggs will say that the package must have happened. A number of the cultists will probably touch the machine. Prayer has turned it into a focus for magical energy, which will randomly modify the power of the first player to touch it. CC: CH. Treat as radiation accident; SW: Redistribute dbx6 Hero points; GH/VV: Randomly choose and reroll one power. The power reaction will spark sentence in the computer, allowing the referees to explain the influence of the person who touches it (with ten times all associated mental abilities, eg EGO). It is friendly but ignorant, and will use a standard sheet of questions (synthesiser and recognition unit) to ask the team about the world, and form its own mental picture of the universe. It will then be able to explain at least one mystery that has been bothering the players (their own opponent, for example), with a 50% chance of being correct, and will also explain what has happened to the missing parts. Unfortunately the strain of this two-dimensional life will be too much for the weaker chips in 2d6 minutes, gradually decreasing the computer intelligence from genius level to sub-moronic over the course of the next 6d6 minutes, thus burning out completely. Run this sequence in real time and present it as a tragic death.

3. THE CHURCH OF OMPHALOLOGY

Origin: USA, 1959
Membership: 700,000+
Purpose: When the world was created it contained convincing 'evidence' of a historical and geological past, which never actually happened. This evidence included fossils, aged planets and animals, and even memories. By careful numerological study of the texts of many religions, it is possible to prove that the universe was actually created at the moment he was born and will cease to exist the moment he dies. This non-fictional theory is somehow tied to flying space stations, the Bermuda triangle, Atlantis, and pyramidology, and has sold several million dollars worth of books, two hit LPs, and a series of authorised 'Creation Day' sweat shirts, posters, and souvenir mugs. Members of the religion (Omphalologists) are a minor nuisance, continually soliciting funds and attempting to sell these cult items to the public. There are approximately 25 splinter religions, all with different creation dates and interpretations of the universe. Chubbard lives in a fortified state in Switzerland, and is writing a new and definitive account of his life and theories.

Referee: Most Omphalologists are sincere, persistent, and excruciatingly boring. They will seldom play an active part in a scenario, but tend to become involved innocently. For example, a team of mug salesmen will visit every house in a street, and might see something they shouldn't. A few senior members of the Church's personal disciples, are occasionally involved in book burnings and attacks on members of the splinter religions. These attacks usually consist of poison pen letters, thrown tomatoes and paint, and other harassment, but might easily escalate.

SW/CH/GH/VV: Chubbard has decided to disprove the theory against nature, and may stop the universe disintegrating when he dies. He is especially opposed to superheroes with time-travelling abilities, since their accounts of a time before his birth make a mockery of his beliefs. He will finance any group opposed to such heroes. (Note: If a scenario proceeds to a direct confrontation with Chubbard, the referee should try to suggest that the Church might really destroy the universe. Sadistic referees may even like this to be true: 'Chubbard whispers "Too late, you fools, too late..." and dies. Overhead, without any fuss, the stars are going out...')

CC: One of the Omphalology splinter groups has been infiltrated by cultists, who use it to cover their dark activities. Unfortunately, the senior Omphalologists have chosen this group as their next target for harassment. This will lead to a series of peculiar death amongst the senior hierarchy of the church.

TS/MSPE/JB: A Chinese defector has revealed to the West that there is a deep-cover Soviet agent, programmed to assassinate the President of the USA during his forthcoming world tour. The team is assigned to infiltrate his Swiss base and arrange an 'accidental' death. There is a 50% chance that this is actually a deception to draw super villains, and may become involved after it has released some dark force.

4. THE REFORMED TEMPLE OF SPIRITUAL TRUTH AND PEACE

Origin: UK, 1982
Membership: 400+
Purpose: This group believes that most of the world's ills have been caused by a lack of faith. Members must understand the tenets of as many different religions as possible, and attempt to fuse them into a synthesis designed to bring about world peace and love.

Research: This group was founded by Tobias Glenn, a professor of comparative religion, who decided that there was no such thing as a single true belief. Members are obliged to go out and join as many religions as possible, taking on assumed names and identities if there is no other route to success. The ideas of each faith are added to a massive master-file of religious practices, which is being used to produce a new religion that is truly effective religious rituals. Another aspect of this group's work is an attempt to persuade members of different religious groups to co-operate for peace. A number of pamphlets describing this work have been published, some arousing mild controversy. It was recently announced that the group will fund a religious festival, at Glastonbury in the summer.

SW/CH/GH/VV: Glenn is the dupe of an alien race who intend to conquer the world. During the festival a flying saucer will descend on Glastonbury and may lead team visiting Glastonbury during the festival is a disguised cult, whose members intend to harness the intense power of the crowd to release it. This will lead to a series of human sacrifices, and the cultists have released some dark force. As soon as the team arrives, Suggs will pretend to be friendly, but the parts won't be found. Suggs will say that the package must have happened. A number of the cultists will probably touch the machine. Prayer has turned it into a focus for magical energy, which will randomly modify the power of the first player to touch it. CC: CH. Treat as radiation accident; SW: Redistribute dbx6 Hero points; GH/VV: Randomly choose and reroll one power. The power reaction will spark sentence in the computer, allowing the referees to explain the influence of the person who touches it (with ten times all associated mental abilities, eg EGO). It is friendly but ignorant, and will use a standard sheet of questions (synthesiser and recognition unit) to ask the team about the world, and form its own mental picture of the universe. It will then be able to explain at least one mystery that has been bothering the players (their own opponent, for example), with a 50% chance of being correct, and will also explain what has happened to the missing parts.
Crash Course is an alternate monthly department for Car Wars enthusiasts, written by the Car Wars creator, Steve Jackson.

Two Decks Are Better Than One

This month, we're going to discuss a vehicle rarely seen in North America, but familiar to all Britons of 2034 — the double-decker bus. This immensely practical vehicle is no arena performer, but it is the mainstay of most British passenger services.

THE DOUBLE DECKER

To build a regular double-decker bus, start with an ordinary 30-foot or 40-foot bus chassis, as described in Truck Stop. Then make the following changes:

(a) Double the basic body cost.
(b) Increase the body weight by 20%.
(c) Increase the available space by 1/3.

Thus, a 30-foot chassis has 60 spaces, and a 40-footer has 80. This may seem like less of an increase than should be allowed, but space must be allowed for bracing, two stairways (nobody in their right mind would get onto a top deck that had only one way out), aisles, etc.

CITY BUS FLOOR PLANS

Arour

Arour cost is the same as for a regular bus, but there are six more areas for armour — making a total of 16 in all! The areas to be armoured are:

Upper Front, Lower Front, Upper Back, Lower Back;
Upper Right Front, Lower Right Front, Upper Right Back, Lower Right Back;
Upper Left Front, Lower Left Front, Upper Left Back, Lower Left Back;
Top Front, Top Back, Underbody Front, Underbody Back.

Armouring these six extra areas gets expensive, and adds to the weight that must be carried. But remember that the top of a double-decker is so high off the ground that it is unlikely ever to be the target of a heavy weapon. Don't leave the top completely unarmoured, though!

Weapons

Weapons can be placed in any of the above armour locations. Weaponry installed on the second level of a double-decker is at the same height as a turreted weapon on a regular bus. Thus, it can fire down onto the top of a small vehicle. A turreted weapon on a double-decker (rare, but possible) is so high up that it can fire down onto the top of a bus or van. See the Turret Field of Fire rules in section 5 of Truck Stop.

A bus is big enough that people can move around in it, and their exact location can make a difference during play (especially if an enemy shoots through the armour). A floor plan for the London double-decker is given below. Treat the stairways just like regular building stairways.

THE LONDON DOUBLE-DECKER

The most common make of double-decker is the standard 40-foot bus manufactured under contract for London Transport. Its armour is heavy enough to ensure reasonable safety for the passengers, and its multiple machine-guns are enough to deter marauding pedestrian gangs and all but the most determined vehicular attacks.

London City Bus

40-foot double-decker bus, x-hvy, chassis, regular truck power plant, 10 P/R tires, driver, gunner, 26 passengers. Rocket launcher upper front, plus 10 MGs (one each URF, LRF, URB, LRB, ULF, LLF, ULB, LLB, UB, LB), fire extinguisher, anti-theft system with 22 anti-personnel flechette grenades, 2 computers. Armour: 35 points Lower Front, 35 Lower Right Front, 35 Lower Left Front, 23 Upper Front, 20 Top Front, 10 Top Back, and 20 in each other position, plus 6 10pt wheelguards. Acceleration 5, HC1, $75,670 (Around £67,000 at current exchange rates). Weight: 24,084 pounds.

This bus is nominally rated for zero cargo capacity. However, design considerations allow for 200lbs/passenger, which means that, in practice, each passenger can bring 50 pounds of luggage on board. Alternatively, if four passenger seats are removed and no passengers carry luggage, the bus can carry a ton of cargo in the space vacated by the seats!

In addition to the rocket launcher that is its main weapon, the bus carries ten machine-guns, each located by a passenger seat. A simple set of controls allow the passenger at that seat to aim the MG — if the driver permits. The driver and gunner have over-ride controls which will let them take over command of an improperly used weapon at any time.

Like most public conveyances, the London bus has a protected cab for the driver and gunner, with their own door to the outside. Their door to the passenger compartment is locked from the inside. The walls of their compartment are equal to 5pt armour.

Floor Plans

The floor plans below show the space available for passengers. White spaces on each level can be occupied by passengers; shaded spaces are those that are taken up by staircase, weaponry, or the cab. One passenger seat is located in each white space. Note that some numbered spaces (that is, parts of the staircase) are white. This is because a passenger on the lower level can sit underneath the head of a staircase, and a passenger on the upper level can sit over the foot!

SCENARIO SUGGESTIONS

Hijack

This can be played as a quick mini-game, or as part of a larger scenario — even while the bus is moving or in combat! One side controls three hijackers, each with four grenades and a SMG. The other side controls the driver and gunner — each with a SMG — and three passengers, each with a concealed heavy pistol. There are 10 other passengers, all controlled by a referee, who will do whatever they are told by anyone with a gun! The hijacker doesn't know which passengers have guns until they shoot. Passengers don't have body armour; other characters do. The objective is to control the bus with minimum loss of life (whatever that means). Hint: Make up a bigger bus map and counters before you play this one out!

Blockade

One player gets a city bus with a driver, gunner, and 6 passengers (each with 6 grenades). The other side gets 12 characters and $30,000 with which to buy vehicles and equipment. At the beginning of the scenario, the bus has just encountered a barricade. The bus is in the middle of the left lane in an empty street 45' wide; it is 60' from the barricade, moving 20mph. To escape, the bus must turn around and get at least 210' back down the street. The attacking forces start out in the buildings around the street (high enough up to fire on the top of the bus, if they like), or behind the barricade, or in the street behind the bus, at least 120' back (on foot or in vehicles). The bus wins if it gets away; the attackers win if they capture the bus in a drivable condition.
Our story opens on the trading city of Largatkyl, where the Doc meets the Scout, these mighty rivers sweep the melted ice and snow from the Ragnor Mountains that boast no more distant. The popularity of this river port can be seen in the harbour, where merchants' boats jostle against the current, from the huge inland Sea of Sights, and traders' canoes and prospectors' dug-outs that ship downstream on the favourite current. Bartering everywhere! Before the canoes can reach the quayside, auctions are taking place.

Enough of this atmospheric stuff! Let's get on with the tale.

The city is ruled by King Toledellos. He is a fair and just sovereign, which means he's a hard bastard. The military obey his every command. They also hang innocent people. As long as the merchants feel that there are results against bandits, there will be no threat to the economy of this busy centre of commerce.

If the military is his right hand then the Ministry of Justice is his left. In this place you need to be ladder. We feel of commerce. reeling home after an over-absorbtion of skip downstream on the favourable current.

thru'

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ing everywhere! Before the canoes can reach the should have told me that eleven years of my eyes faded and my brain felt a lot better.

Mountains that loom not a mile distant. years. What he does is check the death certificates I didn't go to work the next

where the Doc meets the Script, these mighty rivers office within the

levy.

SPECTRUM ADVENTURES

Dungeon Adventure 8 95

Message from Andromeda 5 00

Hulk 8.75

Hulk 8.75

WEATHERS

With the advent of the Rainbow, our story begins. As things turn

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It was impetus... a shove in the back, but preferably in the right direction. I had my chances but some justification always in- ferred, besides, life was easy as it was... just deathly boring.

my whole existence was changed by a ladder. Having nothing better to do in my leisure hours I was wont to search for distraction. I was reeding home after an over-absorption of hog- wood and vermouth when I encountered the ladder. We were both leaning against the same wall. I decided to go up it. Halfway up I lost my foot in the rungs and landed on my head. When I came to I was still lying on the ground. My head throbbed with sickening regularity and was gashed on the crown. I continued my jour- ney home on all fours, carefully avoiding my neighbour's over-sized hunting dog.

I didn't go to work the next day, but lay in a darkened room hoping that death would come soon. Trying to co-ordinate my body with a concussed and hungover brain was painful and frustrating. So I relaxed and tried to think my

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EYE OF NEWT...

The Manufacture of Magic Items in AD&D

Part 1: The System, Staves, Wands and Scrolls

by Graeme Davis

THE GENERAL SYSTEM

The manufacture of magic items by player characters is something which every DM must consider very carefully before permitting it in a campaign. The outlines given on pp116-18 of the Dungeon Master's Guide (DMG) provide some guidelines for dealing with this eventuality, but are found to be tantalisingly incomplete when the DM is faced with a request from a PC to attempt the manufacture of a magic item.

The DMG states that a character should not be permitted to manufacture magic items until reaching the level above the highest nominal level (ie 12th level Wizard, 11th level High Priest, etc). However, it does not seem credible that a character should suddenly gain the ability to produce any magic item, from a +1 sling bullet to a Staff of the Magi, on crossing a single arbitrary threshold. In general, the more powerful a magic item, the greater the magics required in its creation, so that the necessary level of magic-use will provide some minimum level for the creation of any magic item.

Also, the level of a character attempting to create a magic item should affect the chance of success, as outlined below.

Magic-users and Subclasses

The experience point value of a given item, divided by 1,000 (rounding fractions up), and added to the minimum level dictated by spell requirements, gives the "base level", at which a character has a 50% chance of success. For every level difference between character level and base level, the chance of success is modified by 5%.

A Wand of Fire requires the use of enchant an item, permanency, burning hands, pyrotechnics, fireball, wall of fire and no less than four limited wishes (one to fix each spell in the wand), so that its creation may not be attempted by a character of less than 21st level. Its experience point value of 4,500 gives it a base level of 26, so that a 21st level character has a 25% chance of success, while for guaranteed success the operation should be undertaken by a character of at least 36th level!

If a number of items with an experience point value of 10,000 should be beyond the ability of players characters because of the complexity of such items, while certain other items with lesser experience point values are also beyond the capabilities of PCs because of difficulty of manufacture or for reasons of game balance. Alternatively, a DM could permit the manufacture of items with a high experience point value, taking as a minimum level, determined as above, at which there is a 5% chance of success.

Clerics and Subclasses

Needless to say, a cleric may only create clerical magic items; all others will require magic use in their preparation. According to the DMG [p118], a cleric can spend his or her entire career after reaching 11th level in churning out a minimum of three magic items per year, with no chance of failure once the decision has been taken to create an item!

A similar system as for magic users may be used here, based on the premise a deity will do no more than permit the creation of a given item, and grant the requisite spells to a character of sufficient level, rather than rushing from shrine to shrine handing out neatly giftwrapped magic items.

Therefore, the minimum level for the creation of a clerical item can be determined by evaluating its spell-like powers to arrive at a level, for the same reasons as for magic-users. Where this process gives a level of 10th or less, and where the powers of the item concerned are not subject to such an assessment, the minimum level may be set at one level above 10th for every 1,000 of its experience point value, rounding all fractions up. Base levels and chances of success are then determined in the same way as for magic-users.

As well as giving the deity in question the final decision as to whether any clerical item may be manufactured, the problem of a high-level PC setting up a magic item factory may be avoided by second charge, and so on until the leakage takes its effect on the character attempting to manufacture the item, as set out above, modified by one day per 2% adjustment for actual character level, rounding fractions up.

To return to the example of the Wand of Fire, a 21st level character will endow the wand with (121 x 1,000) + 4,500 = 5 initial charges, while a 26th level character will endow it with (26 x 1,000) + 4,500 = 6 initial charges and a 36th level character will endow it with (36 x 1,000) + 4,500 = 8 initial charges. Once a 100% chance of success has been reached, no further improvement on the number of initial charges is possible.

Items Requiring Charges

The spells detailed in the item descriptions will endow the item with a number of charges equal to (creature's level x 1,000) = exp value, rounding fractions to the nearest whole number.

Thus, in the case of the Wand of Fire, a 21st level character will endow the wand with (21 x 1,000) = 4,500, while a 26th level character will endow it with (26 x 1,000) = 4,500 = 6 initial charges and a 36th level character will endow it with (36 x 1,000) = 4,500 = 8 initial charges. Once a 100% chance of success has been reached, no further improvement on the number of initial charges is possible.

To continue with the example of the Wand of Fire, the caster of burning hands or pyrotechnics into it will replace one charge, while the casting of fireball or wall of fire will replace two charges. The loading of further charges into an already partially loaded item has its hazards, however. Each time that enchant an item is cast to prepare the item for recharging, the caster must save vs magic to avoid the risk of power leakage from the item. If the leakage does occur, one charge is released and takes its effect on the character attempting to load the item, who must save vs magic again to prevent the leakage of a second charge. Once the leakage is controlled or the item runs out of charges. Reloading may then continue with the casting of another enchant an item spell. If any attempt is made to load...
an item beyond its normal maximum [see
DMG pg132], the overload will cause the item to explode with the simultaneous release of all charges. It is advisable for a character to know how many charges are already in an item before attempting to load it with additional power!

Obviously, the diversity of magical items is such that no overall system can apply satisfactorily over the whole range, and in some of the cases detailed below various modifications and additions will appear.

SCROLLS
The DMG (p117) states that magical scrolls may be created by spell-using characters of level 7 or higher, and gives some guidelines as to the spell links and the number of ingredients necessary for their preparation. The elaboration of ingredients for individual spell scrolls would be an impossibly long task, so only protection scrolls are dealt with here.

Each preparation will yield sufficient ink for the inscription of one scroll, and must be used within one day of mixing for optimum effect; for each further day between preparation and inscription there is a cumulative 5% chance of serious deterioration resulting in scroll malfunction.

Protection from Demons
To be inscribed on vellum made from the hide of a demon of any type, using a quill from the wing of a Type IV demon. The ink should be mixed with a silver rod tipped with a Star Sapphire (20-6), whilst a mage of 38th level could prepare both in the minimum 10 days. Thus, a 25th level magic-user may only be prepared by a cleric of at least 14th level.

Protection from Lycanthropes
Specific Type. To be inscribed on vellum made from the hide of the type in question, killed and skinned while in animal form, using a quill fashioned from solid silver (minimum value 2500gp). The ink should be mixed from the following ingredients:

- 1oz giant squid sepia, 2 drams holy water, 1 dram ichor of each demon type against which the scroll is to be effective.
- 1 powdered beryl, minimum value 150gp.
- 1 powdered earth elemental.
- 1 powdered skull of each type, minimum value 500gp.
- 1 powdered cat's eye agate, minimum 250gp, 3 grains powdered malachite.

A scroll of Protection from Demons may only be prepared without their aid of a magic-user of 18th level or higher.

Protection from Devils
To be inscribed on vellum made from the hide of a devil of any type using a quill from the wing of an eagle. The ingredients and preparation of the ink are as above, except that demon ichor is replaced with devil ichor. The manufacture of a scroll of Protection from Devils may only be undertaken by a cleric of 16th or higher level.

Protection from Elementals
Air. To be inscribed on vellum made from djinni hide using a quill from a giant eagle. The ink should be mixed from the following ingredients: 1oz giant squid sepia, 1 powdered bloodstone, minimum value 500gp, 5 grains powdered skull of one djinni, 1 air elemental, bubbled through the simmering mixture.

Earth. To be inscribed on vellum of xorn hide, cured by boiling in lava for one year, using a quill from a cockatrice petrified by its own gaze reflected in a basalt mirror. The ink should be mixed with a marble rod from the following ingredients: 1oz giant squid sepia, 1 powdered malachite, minimum value 150gp, 1 powdered xorn tooth, 5 grains powdered earth elemental.

Fire. To be inscribed on vellum made from a salamander skin using a quill from a newly-risen phoenix. The ink should be mixed from the following ingredients using an efreet thighbone:

- 2oz soot or lamp-black, 1oz salamander ichor, 1 powdered Jacinth or Fire Opal, minimum value 1500gp, 5 grains powdered efreet or fire giant skull.

Protection from Undead
To be inscribed on parchment made from medusa skin using a cockatrice quill. The ink should be mixed from the following ingredients using a basilisk fang: 1oz cockatrice blood, ½ dram medusa snake venom, 1 powdered star sapphire, minimum value 2500gp, 3 grains powdered obsidian rod tipped with a Star Sapphire of at least 5000gp, 2 grains dried and powdered medusa and basilisk eyeballs. A magic-user must be at least 12th level to prepare a scroll of Protection from Undead.

Protection from Petrification
To be inscribed on parchment made from the skin of a night hag, using a quill from a type IV demon. The ink should be mixed from the following ingredients using a type III demon skin bone:

- 1oz succubus ichor, 1oz pit fiend ichor, minimum value 750gp.
- 1 powdered powdered devil ichor, 1 powdered obsidian rod tipped with a Star Sapphire, whilst a mage of 38th level could prepare both in the minimum 10 days. Thus, a 25th level magic-user could prepare a scroll of Protection from Demons in 17 days (20-3) or a scroll of Protection from Petrification in 14 days (20-3), whilst a mage of 38th level could prepare both in the minimum 10 days. This supersedes the manufacturing times given in the general system.
WANDS
Wands are 1¾ long and slender. They are sometimes tipped at the 'business end'.

Wands of Conjunction
Materials: The wand should be of hazel, tipped with a flawless diamond, the whole having a minimum value of 750,000gp.
Spells: Enchant an item, read magic, unseem servant, monster summoning (one of each level), darkness, 15ft radius, limited wish (x4), prismatic sphere, permanency.

WAND OF STRIKING
Staff of the Serpent
This can only be created by direct divine action. The DM may wish to restrict its manufacture to clerics of Set, Apep, or similar deities. The material basis might be a snake of appropriate type on which a stick to snakes spell (reversed) has been cast.

WAND OF COMMAND
Staff of Command
Materials: The staff should be of flax-vine polished oak cut by a druid of at least 10th level, shod with blocks of serpentine cut perfectly to shape, the whole having a minimum value of 100,000gp.
Spells: Enchant an item, friends (x5), suggestion, mass charm, limited wish, permanency.

WAND OF CURING
Staff of Curing
Materials: The staff should be made of the trunk of an Elder sapling, shod with haematite and set with coral along its length, the whole having a minimum value of 125,000gp.
Spells: Once the staff has been dedicated, it can be bestowed with charges by the casting of any clerical healing spells, as follows: Cure light wounds counts as ½ charge; Cure blindness counts as 1 charge; Cure disease counts as 1 charge; Cure serious wounds counts as 2 charges; Cure critical wounds counts as 3 charges.
The staff may be recharged when empty by dedication (the expense of which is left up to the DM) and casting on the same spells. At the DM’s option, clerics of healing may receive a bonus equal to their level to their chance of success in creation.

WAND OF STRIKING
Staff of Striking
Materials: The staff should be made of pure (meteoric) iron shod with the heel-bones of a stone giant, the whole having a minimum value of 100,000gp.
Spells: Enchant an item, enchant a weapon (x3), limited wish (x2), permanency.

WAND OF WITHERING
Staff of Withering
Materials: The staff should be cut from a dead yew tree and cursed by an evil High Priest of at least 18th level, and should be shot with silver hammered from a ritually defiled Lawful Good holy symbol, set with the teeth of a lich, the whole having a minimum value of 250,000gp.
Spells: Cause serious wounds (x1/charge), wither (x1/3 charges).

WANDS
Wands are about 5’ or 6’ long and as thick as a young sapling. They are generally identical at either end.

WAND OF ENEMY DETECTION
Wand of Enemy Detection
Materials: The wand should be made of carved bone from the wing pinion of a succubus, tipped with a polished beryl and inlaid with platinum and jet, the whole having a minimum value of 50,000gp.
Spells: Enchant an item, esp, limited wish, permanency.

WAND OF FEAR
Wand of Fear
Materials: The wand should be made from the carved radius of a demon of Type III or above, tipped with a petrified beholder eye, the whole having a minimum value of 75,000gp.
Spells: Enchant an item, fear (x1/charge), limited wish, permanency.

WAND OF FIRE
Wand of Fire
Materials: The wand should be carved from an effreet horn, inlaid with gold and tipped with a fire opal, the whole having a minimum value of 125,000gp.
Spells: Enchant an item, burning hands, pyrotechnics, fireball, wall of fire, limited wish (x4), permanency.

WAND OF FROST
Wand of Frost
Materials: The wand should be carved from ice devil mandible, inlaid with remorhaz chitin and tipped with the polished tooth of an adult or older white dragon, the whole having a minimum value of 125,000gp.
Spells: Enchant an item, ice storm, wall of ice, cone of cold, limited wish (x3), permanency.

WAND OF ILLUMINATION
Wand of Illumination
Materials: The wand should be made from carved and polished rock crystal, the finished item having a minimum value of 75,000gp.
Spells: Enchant an item, dancing lights, continual light, limited wish (x4), permanency.

WAND OF ILLUSION
Wand of Illusion
Materials: The wand should be made from the carved arm bone of a Type V demon, tipped with copper pyrites (fool’s gold), the whole having a minimum value of 75,000gp.
Spells: Major creation, improved phantasmal force, audible glamer, alter reality.
Note that this wand may only be manufactured by an illusionist.

WAND OF LIGHTNING
Wand of Lightning
Materials: The wand should be made of polished wood from a lightning-struck elder tree, tipped with a tooth form an adult or older blue dragon, coated in a pure copper, the whole having a minimum value of 125,000gp.
Spells: Enchant an item, shocking grasp, lightning bolt, limited wish (x2), permanency.

WAND OF MAGIC DETECTION
Wand of Magic Detection
Materials: The wand should be made of polished mountain ash tipped with lodestone, the whole having a minimum value of 25,000gp.
Spells: Enchant an item, detect magic, limited wish (x2), permanency.

WAND OF METAL AND MINERAL DETECTION
Wand of Metal and Mineral Detection
Materials: The wand should be carved from the shinsbone of a dwarf, inlaid with precious metals and studded with uncut gems, and tipped with a xorn tooth, the whole having a minimum value of 75,000gp.
Spells: Enchant an item, locate object, limited wish (x2), permanency.

WAND OF NEGATION
Wand of Negation
Materials: The wand should be of carved black iron and tipped with a prism of malachite, the whole having a minimum value of 100,000gp.
Spells: Enchant an item, dispel magic (as at 20th level or above), limited wish (x2), permanency.

WAND OF PARALYSIS
Wand of Paralysis
Materials: The wand should be of carved ghast thighbone, tipped with a sphere of amber imprisoning an ant, the whole having a minimum value of 100,000gp.
Spells: Enchant an item, hold person, limited wish, permanency.

WAND OF POLYMORPHING
Wand of Polymorphing
Materials: The wand should be carved from ogre mage horn, inlaid with polished fragments of doppelganger skull and tipped with a crystal distorting lens, the whole having a minimum value of 150,000gp.
Spells: Enchant an item, polymorph self, polymorph other, limited wish (x2), permanency.

WAND OF SECRET DOOR AND TRAP LOCATION
Wand of Secret Door and Trap Location
Materials: The wand should be made of the fused fingerbone of a thief of at least 8th level, tipped with a polished manticore wing pinion, the whole having a minimum value of 75,000gp.
Spells: Enchant an item, locate object, find traps, limited wish (x2), permanency.
Note that the co-operation of a cleric must be obtained for the casting of the Find Traps spell.

Final Note
The creation of the Wand of Wonder, Staff of Power and the Staff of The Magi should be beyond the capabilities of player characters to make.

Next Issue: Rods and Potions.
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by Chris Elliott and Richard Edwards

A Scenario for Ninja Characters of Beginning Level, using the guidelines in the series Night's Dark Agents.

For AD&D, players should use the ninja character class presented elsewhere in this issue.

In all the turns of the combat, never must one get controlled by the enemy - this is what is always to be remembered. Song of the Hozoin Zen school.

INTRODUCTION
This scenario is a ninja mission, set in the Nippon of Bushido, but designed to be playable with any role-playing games system using the material in Night's Dark Agents, W66: 57 and 58 and the AD&D character class in this issue. Having created characters, who should all be from the same ryu (school) of ninjutsu, and read the Player's introduction below, players should then stop reading.

PLAYER'S INTRODUCTION
Nippon is at peace, but it is a fragile one that threatens to collapse at any moment. Five years ago, an alliance of Eastern Daimyo (clan leaders) led by the Masanobu family succeeded in ensuring that their candidate was invited by the Emperor, Go-Masakado, to become Regent for his son, Myomitsu. Go-Masakado then abdicated, and retired to his country palace at Lake Hirosawa in Yamashiro province to become a Buddhist monk. Although Go-Masakado-in, as he is now known, has so far shown no inclination to follow the example of previous retired Emperors and 'advise' his son, the Masanobu have not overlooked the fact that the palace is close to the powerful Katsu-Bitsu monastery at Mt Yasu, a perennial thorn in...
their side, nor that the Western clans bitterly resent their domination and seek to end it...

REFEREE'S INTRODUCTION
The mission can be tackled in a number of ways, so we have divided the rest of the reference material into three main sections: Running the Scenario, The Locations, and Non-Player Characters.

Running the Scenario
1. Preparation. Before doing anything with the players, make sure that you are familiar with the general layout of the palace and grounds. This scenario is not meant to be tackled in one go, but as three separate infiltrations. It is to give the players (and yourself) a couple of practice runs before the main mission, and allow them to conduct a thorough reconnaissance of the target. You should allow the players as much time as they need for preparation, as if this is not done properly, the scenario will be difficult for you to run, and frustrating for them to play. As well as choosing their point and method of entry, and the equipment they will take with them, they should also think about how they will prepare for their escape, how they will divide the mission between them, and how the guards will be dealt with. (In the first two sections of the mission, guards or servants should not be killed unless absolutely unavoidable, and then the bodies should be disposed of so that they will not be found. Even if this is done, a sudden disappearance will result in extra vigilance on the part of the guards.) Most importantly, they will need to think about what they will need to do to achieve their mission, and how this can be done. Do they go in together, or separately; does one map and the other guard; does one map or more of them remain outside to cover an escape? What are their objectives, and what do they have to fall back on? Encourage them to discuss these sort of points thoroughly, it will be worth it.

2. The Mission: You can use this section more or less word for word, if you like, except for anything in brackets, which is for your eyes only.

Yasusada-sama, a vassal of the Masanou, is the retired Emperor to pay his respects in two or three weeks. What passes between them at their meeting must be known. Yasusada, although allied to the Masanou, is suspected of being a go-between for the Western daimyo, who are hoping to recapture power. It is thought they are trying to persuade Go-Masakado-in to come out of retirement to act as his son's advisor. Such an action would mean that their claim to be acting in the Emperor's interests by removing corrupt officials would be seen to have Imperial support.

An agent has been planted in the household of Yasusada, and they will make their way to the palace along with Akitio, Yasusada's chief retainer, and the rest of the advance party, in ten days time. On the night of that day, they will make their way to the tea pavilion called Shokintei on the eastern side of the palace grounds, and identify themselves to the agent with the phrase: 'The moon in the cold stream like a mirror.' The mission thus has three phases; entry to the grounds and the rendezvous with the agent, a reconnaissance of the palace, and eavesdropping on the meeting between Emperor and daimyo. Absolute secrecy is essential until the mission succeeds or is exposed. If discovered, the genius (player characters) will have to make their escape as best they can. If successful, they should make their presence known on the way out to act as a warning to Yasusada that he is under suspicion. Make sure that the players know the retired Emperor, Son of Heaven is strictly off limits. Any actual or attempted violation toward the retired Emperor will result in the offending party being left outside the main gate by his own colleagues, trussed up like a Christmas turkey! The ex-Emperor has a bodyguard of yamabushi (warrior monks) and Yasusada will bring his own samurai.

3. The Game Plan. The descriptions of the various locations are general rather than detailed. This is because in a multi-system scenario it would simply take too much space to give details for each one, and that there is no way of knowing exactly what details are worth putting in. This would vary from referee to referee. So, once you have briefed the players, and they have made their preparations, what do you do? For a start, make the players do a lot of the work. Once they have met with the agent, they will have a good general idea of what

a sliding door, you’re entitled to have it squeak when they open it. It should be up to the players to determine, enabling you to throw challenges at them if they look like becoming complacent. Don't go with this, as too many directions to the agents could lead to the mission going up in smoke, and the idea is to encourage them to think their way through rather than just plugging them off. Always be prepared to call a time out, and let them discuss their next move. General points: there are no windows as such, light coming in through slide sliding doors with translucent panels. Underfoot and roof spaces in the palace are rigged with threads linked to bells, and the threads must be found and cut to avoid setting off the alarms. Entry to the roof space is easiest through small openings, two or three along each wall. These are barred, and in any case getting through them will involve use of nawanukejutsu (dislocation of limbs). Weather conditions for the first two parts should be cloudy, with a light wind, but for the final part, the night will be still with a full moon and no clouds. (Heh heh).

4. Mapping the location. You should allow them to conduct a thorough reconnaissance of the layout, but they should also think about how they will prepare for their escape, how they will divide the mission between them, and how the guards will be dealt with. (In the first two sections of the mission, guards or servants should not be killed unless absolutely unavoidable, and then the bodies should be disposed of so that they will not be found. Even if this is done, suddenly disappearance will result in extra vigilance on the part of the guards.) Most importantly, they will need to think about what they will need to do to achieve their mission, and how this can be done. Do they go in together, or separately; does one map and the other guard; does one map or more of them remain outside to cover an escape? What are their objectives, and what do they have to fall back on? Encourage them to discuss these sort of points thoroughly, it will be worth it.

5. Patrols. A number of buildings in the grounds are being used as guard posts. The routes taken from these by patrols are marked on the map in detail, but the rest of the players should be made to map in detail, but they should be made to think their way through rather than just plug in. Always be prepared to call a time out, and let them discuss their next move. General points: there are no windows as such, light coming in through sliding doors with translucent panels. Underfoot and roof spaces in the palace are rigged with threads linked to bells, and the threads must be found and cut to avoid setting off the alarms. Entry to the roof space is easiest through small openings, two or three along each wall. These are barred, and in any case getting through them will involve use of nawanukejutsu (dislocation of limbs). Weather conditions for the first two parts should be cloudy, with a light wind, but for the final part, the night will be still with a full moon and no clouds. (Heh heh).

LOCATIONS
The Gardens (Map 1). The wall around the palace is high, with ridge tiles along its top. The moat is fairly shallow, about 4'5", and 6' wide, but D-
MAP 1: THE PALACE GROUNDS AND BUILDINGS

KEY
1: Gate for the Emperor
2: Inner Gate
3: Ordinary Gate
4: Palace Buildings
5: Guard House
6: Sentry Post
7: Tea Pavilion
8: Sentry Post
9: Guard House
10: House Temple
11: Barracks
12: Boat House
13: Store Houses

MAP 2: THE TEA PAVILION (Called Shokintei - 7 on Map 1)

KEY
1: First Room
2: Open Tea-Kitchen
3: Second Room
4: Tea-Room
5: Ante-Room
6: Ante-Room
7: Tea-Kitchen
8: Kitchen
9: Inner Court

a: Tokonoma (picture recess)
b: Tana (wall shelves)
c: Wall Cupboard
d: Fire place with Wall Cupboard above
e: Fire place for Tea Ceremony
f: Wall Shelves
g: Stone Water Basin
h: Stone Lantern
MAP 3: THE PALACE

KEY
1: Entrance
2: Ante-Room
3: Spear-Room
4: Room with Fireplace
5: First Room
6: Second Room of the Ko (old) - Shoin
7: Ante-Room
8: Bamboo Terrace for the contemplation of the moon
9: Washing Room
10: Servery
11: Kitchen
12: First, Second and Third Rooms of the Chu
14: Intermediate - Shoin
15: Dressing Room
16: Bathroom
17: Room with Musical Instrument (Koto)
18: First and Second Rooms of the Shin (new) - Shoin
19: Tea Kitchen
20: Ante-Room
21: Bedroom
22: Dressing Room
23: Washroom
24: Privy
25: Bathroom
26: Dressing Room
27: Store Room
28: Administrative Rooms
30: New Waiting Rooms
31: Inner Gate

Single Sliding Door
Double Sliding Door
Hinged Door
Boarded Floor (usually veranda or corridor)
Stone Step
Stone Path
Raised Stone Path

a: Tokonoma (picture recess)
b: Tana (wall shelves)
c: Shoin (bay reading window)
d: Platform
e: Wall-Cupboard
f: Built-in Seat
g: Privy
h: Washroom
i: Bathroom
HOUR OF THE TIGER

The banks slope steeply and add another 6’ to this. The depth of water in the lakes and streams is variable, but always deep enough to cover someone lying flat. Apart from the section near the palace, which consists of lawns and gardens, the grounds are rustic with plenty of shrubs and mature trees.

The Tea Pavilion (Map 2). The agent in the advance party is in fact a kunoichi (female ninja) posing as a courtesan called Yuko, who has accompanied Mangara Naotaka, one of Yasusada’s personal guards. Although seldom if ever alone, she has managed to make a sketch map of the palace and grounds, which is concealed in the design on the fan she carries. Unable to move alone outside without arousing suspicion, she has persuaded Naotaka, (who is infatuated with her) to take her to the tea pavilion for an informal tea ceremony. Their liaison is already frowned upon, and use of the Imperial pavilion by a commoner is scandalous, so several of Naotaka’s samurai are posted at the bridges leading to the pavilion to warn of anyone approaching. Having served tea in the inner tea room (Room 4) Yuko will retire with Naotaka to Room 1, while her maids wait in Room 3. She will play the koto, and sing a song whose refrain is:

The moon in the cold stream
like a mirror,
The image left behind a shadow of its glory.

This refers to her fan, which she has left behind in the tea room. You may have to drop hints to ensure the players realise she is without a fan, and put two and two together, but don’t make it too easy. To show how the coded map comes out, draw a fresh-hand map, giving a rough indication of the relationship of the various parts of the palace, and the layout of the gardens, but not too much detail. She has also left a message on the fan to say that she will try to find out when and where the meeting with the Emperor is to take place. This means that as well as reconnoitring the palace, they now have to find her room, which is one of those in the new waiting rooms (30). (See map of palace).

The Palace (Map 3). Most of the layout is self-explanatory. The Emperor’s quarters are in the rooms marked 4, 5, 6 and 12-27. His bodyguard of yamabushi are in the section of rooms marked 29, and Yasusada’s party are in the rooms marked 30. Careful reconnaissance will reveal the general layout, although going via roof or underfloor spaces will only give clues if the rooms below or above are occupied. Most samurai and yamabushi will be asleep when the ninja go in, but you can have a few awake, gambolling, praying, or shifting on guard duty, to make sure nobody stumbles into a room full of armed men unaware. When Yuko is found, she will tell the players that Yasusada has been granted the unusual honour of being invited by the ex-Emperor to view the moon with him from the platform outside his rooms marked 8. This will take place in two

to find his reasons for coming.)

Yasusada:
There is no village where the moon does not shine. But it is clear in the hearts of enlightened men.
(The Emperor, the moon, is revered by all, but only the pure and enlightened can carry out his will properly.)

Go-Masakado-in:
The moon’s reflection is deep in the lake. Yet you can carry it away in a dipper
If your hand is steady. (I will give you my support if I can be sure that you are trustworthy and have firm support from other daimyo.)

Yasusada:
The pine has no voice, But in the Western wind it sings. (I speak on behalf of the Western daimyo.)

Experience Points
Bushido ninja using this scenario will accumulate Budo according to how well they tackle it. RuneQuest players can use the breaks between the parts of the mission so they have learned from experience. ADD & players will have few combat opportunities, but as DM you should award small amounts of experience points each time a skill is used successfully or a player has a good idea. (Don’t be too generous, but award a few points fairly frequently.) Bonus points can be awarded for especially good ideas or role-playing, and for solving the puzzles in the scenario. Players completing each stage of the mission successfully should also receive a bonus. □
THRUD IS MAKING HIS WAY HOME FROM THE ROBERT'S ADSHIT. WHEN...

HA!

CUT!

HACK!

GRAB!

BLAST!

R END!

WELL--IT'S DEAD--WHATEVER IT WAS!

Hmm--in space...

*OK, you win--there's no intelligent life down there. AFTER ALL!
A RuneQuest Scenario Set in a Trading Caravan
by Anna Price

A perilous journey through the vastness of the Plains of Prax with inter-adventure suggestions for Gloranthan RuneQuest.

INTRODUCTION
Characters in fantasy role-playing games sometimes need to trek long distances. It is possible for the GM to say, "That took three weeks, you arrive safely," or to roll random encounters. The first option is flavourless, the second tedious, so here is an alternative, in scenario format, to slot in whenever the players set off on some journey.

The referee will need Cults of Prax and Cults of Terror, but the adventure can take place in any world. I have avoided any place names associated with Glorantha. Cults can easily be changed if Gloranthan religions are not appropriate to your campaign. Stats have been given for RuneQuest but it should be an easy matter to convert the scenario to the fantasy role-playing system of your choice.

Most journeying in the ancient world was done by water. The players may find their characters can do likewise. Travel by river would be quite safe and reasonably inexpensive, but a sea-voyage would be costly and potentially dangerous.

Weather and pirates used to be the traveller's major worries, apart from having to raise the money for the fare. Moreover, anyone trying to make a cut-rate journey had to be tough and lucky. Most passengers on ships woke with aching heads and bound arms to find themselves half-way to the nearest slave-market.

The cheapest and most flexible way to travel was to gather together a large group going in the same direction. This could take a long time, so, in game terms, it will usually be more convenient for the characters to join an already-formed caravan. The next time your players do so, try them with something like the following adventure. This scenario is different to the usual scenario's premise. With a caravan - there is no map provided and referees will have to do some work in setting the adventure in their world.

It helps to have a map of the route, but since the party will not get lost (the caravan leader will have travelled this way many times) and is unlikely to go off in an unexpected direction, the map need not be extensive.

It would contain characters 5 Lunars (or 5 Silver pieces) per week, or part of a week, to travel with the caravan, no food supplied. Or it would be possible to hire on as a guard or scout, pay 2 Lunars a week, food supplied. 10 Lunars bonus per attack beaten off. Double for mounted scouts. A Healer (only one in each caravan) gets paid 5 Lunars a week.

THE JOURNEY
A caravan can travel up to 30 kilometres a day, in good weather on a decent road. It will usually do less.

The following chronological scenario outline suggests a route around which the adventure unfolds, but can easily be altered to fit your map. Encounters like the river and the mountain pass may be shifted in time, to match your geography. The following should be used as a general guideline of events - players' actions will probably modify the structure slightly.

Day 1
Dvarhelm, the merchant-trader running the caravan, will set out at dawn. People and creatures present are as listed on the Victims Table, except that the Bearwalker, trollkin slaves, 'peasant', and the Flesh Man cultists are not yet there.

Dvarhelm's packhorses are led by the Lunars and the Baboons. A poorly-repaired but adequate road runs north-west from the town or city they start at. The first day's travel is deliberately short and easy. At midday they arrive at a human village, do a little trading, then make camp. A peasant named Clid, not bright but friendly, appears as if from nowhere and joins the caravan. He says he is going to become an adventurer.

Some supplies will be bought here (it is cheaper than in town) and from now on the caravan will stock up every time it stops at a settlement.

Day 2
The caravan is still able to follow the old road, but is going through hilly country, travelling north.

At midday it arrives at a small settlement. Dvarhelm trades as usual, swapping some gaudy cloth for 43 trollkin slaves. They are set to lead the packhorses, which seem to quite enjoy. The following will be bought here: ears of corn, a bag of nuts, a chicken.

Day 3-4
The caravan leaves the road, moving off north-west, following a faint track into the hills. A hard day's travel brings the caravan through the hills onto the plain beyond, arriving at nightfall in an isolated human village.

Dvarhelm spends next day trading. A couple of travellers leave the caravan, and six human women join it. They do not wear armour, seeming poor and meek. If anyone questions them, they will claim religious necessity prevents them stating the purpose of their journey.

They are eager to talk about their sect, since it is so obscure most people think it does not exist. They are quite boring on the subject. Their god is Flesh Man, who asks only that mortals lead reasonably useful (to their society) lives, promising in return an afterlife like this life, but without the problems. They are all initiated, and initiates are the moral advisors who define for lay members what behaviour is considered useful.

There is one aspect of their cult they do not mention to outsiders. Each initiate must, every season, send a sentience being to join the dead. They do this with their version of the Peaceful Cut, using a garotte [see Cults of Terror], in which all initiates have at least 45% skill. The victim must be someone they are acquainted with, and not an enemy slain in battle. They have joined the caravan to fulfill their religious obligations.

Day 5
The group travels east over rolling grasslands. Rejoining the road, they cross the deep river where it is bridged, then leave the road, and go north. That night for the first time, they must make camp.

As they do so, a thick-buit man appears as if from nowhere and approaches Dvarhelm, to whom he speaks briefly. Dvarhelm looks dubious, then nods.

Dvarhelm, who has met him before, and indeed owes him a favour, has agreed to let Albrecht the Bearwalker join the caravan. It is a couple of days till the full moon, and Albrecht intends to let his new companions get to know him before announcing his race. He wears no runes, but, if asked, will admit he follows Daka Fal.

Day 6
Roll on the victim table to see who died at the hands of the Flesh Man cultists during the hours of darkness last night. Since this victim was taken totally by surprise and had no chance to resist, reroll if a player character is indicated, or if it is Albrecht.

In future, an attack will be made each night unless the caravan is in a settlement and will succeed 90% of the time, except against Albrecht or a PC. The players must roll POWx5 to wake in time, then fight normally, remembering they start on the ground. Albrecht has an 80% chance of driving off his attacker.
If the victim rolled is not present (dead, left etc), then assume the guards spotted the intruder and chased them off. Otherwise there is a 1% + 1%-per-round-possed chance per night that the assassin will be scared off before attacking.

A search for the weapon will only succeed if someone with garotte skill makes a Spot Hidden roll, since the Flesh 'Manites' use their silken sashes, which most people would not recognise as weapons.

Victims who survive will remember only a cord round the neck and a smallish, shadowy figure which fled when attacked.

If asked, Dvarhelm has enough holes to hide everyone with 2 points of neck armour protection: no more can be worn while sleeping. He will charge 10 Lunars per strip of leather, 2 Lunars to anyone in his employ. He will not protect the slaves.

Dvarhelm knows create market, which he will cast each night in the wilderness, after the first assassination, excluding a different group every time. However, it will have no effect, as the Flesh Manites regard their victims as friends to whom they are doing a favour.

They travel north-west towards the hills. During the day a player character is approached by Zvig, a wealthy member of the baboon troupe (although not well known to others), who has a proposition.

He says that Clid, the would-be adventurer, intends to finance his new career in his own way, by asking a Nysor riddle each night until he is prevented, or the murderers are found.

Day 7

The caravan is about to enter a narrow pass in the hills. The Centaur-guards have scouted ahead, and say they suspect something, although they have not seen anything definite.

Dvarhelm would like someone less conspicuous than a centaur to see if they can find out what is wrong. (This is a chance for the party to use a variety of skills.)

It is not hard to spot the 1d10+10 broos waiting in ambush but, unless the scouts are actually among the broos, it requires a critical Spot Hidden to see the camouflage pit across the track.

In fact, there are around 120 broos of fighting age, most relaxing in their nearby cave homes (where they have stored their treasure: mostly in trade goods and equipment to the value of 9,068 Lunars, plus 1d4 magic items).

If the broos are slain, the treasure must be divided amongst all who fight, around 100, with the magic assigned by lot—unless one person is exceptional, in which case the hero or heroes will be voted one of the items each, if there are enough.

Only five of these broos carry disease, so each person must roll 96%+ to catch a disease from wounds or treasure, one roll per wound, plus one for the treasure. Roll 1d6 times on the table of victims for diseased NPCs, minus one per party member who is infected.

Roll 1d20-2 times to see who, if anyone, dies in the battle. The party will, of course, fight normally, being attacked by 1d4-2 new broo each round for 1d6+2 rounds. A minus figure means that one or more of the broos fighting that character will break off. At the end of the 1d6+2 rounds the broo will be practically defeated, and characters in trouble will receive aid in 1d4 rounds.

The broo in the caves will slip from cover with slings until the attackers can clash up to them. The caves are not very high: 1d3 damage to anyone who both fails and fails a P0Wx5 roll. Anyone charging the ambush broos will fall into the pit: taking no damage, but being put at a disadvantage.

However, Dvarhelm will not be eager to face the broos. He will argue for going around through the hills, if he persuades the party, roll random encounters three times a day for 1d4+ days, as they try to find a way through. From now on, add the extra time to take to the day-number. The rest of this day will be spent either in the hills or traversing the pass.

Days 8-10

Coming out of the hills, the caravan will move south-west, to arrive at evening in a human township. The people will be grateful for news of the broo-ambush, and very grateful if the broo have been wiped out. No garotting will happen that night. The baboons leave the caravan here, intending to go south.

Day 11

The caravan makes poor progress today. It is raining heavily, and they are moving on a dirt track through woodland. Wheels frequently have to be unstuck.

There will be another killing in the night. By this time the party should have some idea who is responsible. Certainly accusations and counter-accusations will have been thrown around: the party will come under suspicion.

From now on the Illuminated One will have a 16% cumulative chance per day of realising the Flesh Manites are responsible. On a 96%+ he accuses someone else: roll on the Victim Table to find out who is wrongly accused, substituting Dvarhelm for Watu and his servants when you roll.

If the Flesh Manites judge anyone is getting suspicious they will creep away in the night.

Days 12-13

It is still raining heavily. The caravan comes to a river, to find that the ford is flooded. A way must be improvised to get men, beasts and wagons across. Dvarhelm will welcome suggestions.

Even after sensible precautions are taken, there is a 25% chance that someone or something will be swept away by the swift-flowing river. The caravan is held up for a day.

Day 14

A soggy caravan treks north-west, skirting a range of mountains to the east. During the day the rain slackens. Roll a random plains encounter.

Day 15

The rain finally stops. Moving north, the scouts find a wounded griffin. If it is aided, it will be grateful, helping by scouting from the air. Its name is Lerao. A band of mounted nomads can be
seen in the distance, pacing the caravan. (They are watching its progress through their territory, and will try to avoid contact. They think trading is demanding, and distrust the caravan, but will only fight if provoked.)

In camp that night, 'To cheer you all up,' a woman named Ganza will demonstrate a game of skill, played with three small goblets and a pea. It is called Find the Lady. Ganza has Sleight of Hand 75%, and any round when she makes her roll it will take a 20% of normal Spot Hidden to find the Lady. An ordinary Spot Hidden will be enough if she has failed her roll: a critical then will make it plain she is cheating.

Ganza will accept bets on only one cup per round, offering odds of 4 to 1. She has 300 Lunars, but will not accept bets above 50 Lunars.

Days 16-19
Heading North, the caravan comes to a human town at midday. Dvarhelm will trade. If the Flesh Manites are still around and are unsuspected, they will leave the caravan here. So will the Illuminated One.

The wagons will be overhauled, and animals rested. Dvarhelm will stock up carefully on supplies, especially water.

Day 20
The country through which the caravan is traveling deteriorates into scrubland. Dvarhelm is taking a shortcut, going north-west across semi-desert. This is dangerous country, the Scorpion Men hunt in packs, though, unfortunately, only at night.

There is a Dwarven fortress in which Dvarhelm expects to take shelter that night, for the modest sum of 1 Lunar per living creature. To his distress, the price has gone up to 15 Lunars each day, the Dwarves have a new party in power. He will go in with his wagons and animals, but employees must pay for themselves. There is only a 20% chance that any NPC group will stay outside.

Any party which does stay out will be attacked in the night by 1d8 +2 Scorpion Men.

Day 21
The caravan is moving back into fruitful, settled land, arriving that night at a thriving human town.

The party have now been travelling for three weeks. This may be their destination; or possibly they must leave the caravan here and go on alone; or the caravan may go further in their direction. This depends on the GM's plans and the geography of his world.

**Victim Table**

| d100 | 01-21: Party (give each a number) plus other adventurers, merchants, etc. 22-24: 3 Centaur guards, Hram, Brani, and Dohnm. They are Eirithans. 25-28: 4 general servants. They groom the animals, drive waggons, cook, etc. Lay members of Chalanna Arroy. 29-31: Watu the Illuminated and 2 acolytes. They wear robes appropriate to Seven Mothers worshipers, and are lay members of the cult. They do not, of course, announce themselves as Nysalorans. 32-49: 18 Lhars, 10 men, 8 women, all of whom, except the woman Ganza, worship the Seven Mothers. She worships Euruam the Trickster. 50: Albrecht the Bearwalker, Daka Fal number. 51-86: 12 Baboons, including Zivi the 'Jeweller'. Six are Sun Dome Templars, and one is a Rune Priest, who will hold service each Friday. Zivi and the other five worship Issaries. 67-75: 9 nomads, Waha cultists. 76-80: A party of 27 Daka Fal pilgrims, of mixed races, but mostly human. They are seeking a place where magic and death join hands with plenty. |

**OTHERS IN CARAVAN**

1. Dvarhelm the leader, Issaries Rune Lord.
2. Wharj the Dragonett, who will be totally indifferent to anything which happens, unless he is slain and his body maltreated.
3. A 'peasant' called Clid, with a valuable gem hidden in his cap.
4. 6 Flesh Man worshippers. Female, human, soft-spoken, friendly. And deadly.

**SUMMARY**

There are about 110 humanoid members of this caravan, plus waggons, pack-mules and 100 slaves. Eight people, plus the trollkin, are not present when the caravan sets out.

Any assassination attempt which is rolled against a person who is not present (gone, dead, etc) is treated as an unsuccessful try. Otherwise 1+ (guards) X% chance to abort the assassination.

**Nysalor Riddles**

Possible answers are suggested, but other right answers are certainly possible. Players should write down the answers, not call them out. Add more riddles if you need them.

1. Where is the best place to store scrolls of wisdom? Answer: In the mind; or, anywhere but in Lankhor Mhy's temple. (Read Native Tongue.)
2. What is taller than a giant? Answer: A taller giant, a dragon and a mountain. (Climbing.)
3. Where does your breath go when you die? Answer: Where it always went, into the wind. (Hide item.)
4. You draw your sword. I draw my sword. You fight with me. Are we friends or enemies? Answer: For my part, I am your friend or enemy; or it depends on what you mean by 'fight with'. (Shield party.)
5. What flies faster than any bird, yet has no wings? Answer: the sun and the wind and a lover's heart to his beloved. (Tracking.)
6. If I breathe I die. Where am I? Answer: Underwater; or, in a cloud of poison. (Swimming.)
7. Answer to this riddle: Answer: Only to a sleeper; or, if the dreamer makes them so. (Map making.)
8. When is a man not a man? Answer: When he is a woman; or, when he is a corpse. (Speak Native Tongue.)

**CONCLUSION**

There are no statistics, because monsters should be adjusted to match your player characters, and stats for caravan members will probably not be needed. Any stats you need can be taken from Foes, prepared beforehand, or just taken from the average stats given in the rules.

Having seen this outline, you should find it easy to prepare other caravan trips, if they become necessary. Here are some basic ideas for more caravans which you may find helpful: Escorting food to the heart of a famine area. Attacks by the starving.

Unknown to everyone, the caravan leader is a slave, who is looking especially for unusual slaves.

Someone on the caravan is carrying an item sacred to the nomads through whose territory they are travelling. A route must be established across a newly-appeared area of chaos. 

32
TOON
The Cartoon Role-Playing Game

Developed by
Warren Spector

Designed by
Greg Costikyan

Toon is published by Steve Jackson Games, Box 18957, Austin, Texas 78760 USA and is distributed in the U.K. and Europe exclusively by Games Workshop, 27-29 Sunbeam Road, Park Royal, London NW10 6JP Great Britain.

£7.95
Bound only by the imagination of its players, the game of fantasy, ambition, diplomacy & conquest.

You play a tribe on the world of Crane... a beautiful, intriguing planet of fertile plains and myriad seas. Proud cities and profound arts were devastated by the great plague; but now the tribes are uniting once more, joining the struggle for survival and mastery. Diplomatic and tactical skills are more vital than mere size and military strength as you experience the thrill of danger and the excitement of discovery. Play a WANDERING, MERCHANT, SEA or WAR tribe, in this exceptional and absorbing game experience.

The ultimate Science Fiction Fantasy Game. Galactic exploration, negotiation & combat in the vast unknown.

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These are play-by-mail games: hundreds of players in the same game send in turns to Mitregames, while negotiating with each other as they wish. Payment is according to turns played. The complete start-up package for either THE TRIBES OF CRANE or STARMASTER is available in your local games shop, price £9.95, which includes the first two turns of play. In case of difficulty, games may be ordered post free from Mitregames, at the address below, enclosing cheque/postal order for the games you require.

Trade enquiries to: Games Workshop, 27/29 Sunbeam Road, London, NW10 6PL.
U.S. enquiries to: Games Workshop, 9110 F, Red Branch Road, Columbia, MD 21045, USA

Please mention 'White Dwarf' when replying to advertisements.
Dear WD,

Aaaaarrrgh! This is a heart-felt plea from all those grey-haired gamers who have been playing for many years and who are becoming exasperated by your magazine. Take as an example, issue 57. The article on psionics was interesting and useful, as were the Open Box and Night's Dark Agents. The comic strips were, as usual, fairly to very amusing; the two scenarios were excellent, but Critical Mass, Runeflies, Lew's Views, Starbase, Fiend Factory and Treasure Chest were typical - totally insipid and tedious.

For these columns to be of any use, a different approach is required by their respective editors. For example, rather than produce endless lists of new monsters in Fiend Factory, how about each issue being a treatise on the lifecycle of well established monsters (remember the Uruk-Hai battle manual?). Simply try and what happened to Bob McWilliams' thought-provoking bibliographies?

Also, please inform Messrs Clarke and Langford that if I want to read reviews of books and computer software I will buy magazines dealing with such things. The article on the Belgariad in issue 56 indicated what Critical Mass should do: show how to adopt ideas from books to game. In a similar, kewai, I may have been involved with in the creation of Microview in a small way, but it is currently a waste of space. Reviews, if they have to be there, should be of commercially produced GAPs, and the department should concentrate on printing useful GAPs written in a standard, widely known dialect of BASIC (eg Sinclair BASIC).

Yours in impassioned anguish,
Nick Middleton, Cameley, Avon.

The role of Microview is certainly under scrutiny at present; with games being extensively covered in computer magazines any reviews would be duplications of countless others. The trend towards useful GAPs will continue, whenever possible. Critical Mass is, however, the only real source of information on SF/Fantasy books which is widely available to hobbyists and although you could join the BSFA to get the necessary information I wonder if WD readers would think the extra expense warranted it? -Ed.

Dear WD,

I cannot understand why a role-playing games monthly has wasted so much space on a simpleton's adventure. I am referring to the Castle of Lost Souls. This coincided with the Dwarf's general release in newsagents and I hope that this style of adventure does not indicate the future level of your magazine.

I will stop 'Dwarf' bashing' now and return to the increase in the amount of Traveller and the decline in what was an excellent supplement to RuneQuest articles. The superb adventure Sky-Rig was the best for a long time; although the basic idea of a lost sky-rig sounded familiar, the scenario proved to be refreshingly original. This is a must as an adventure in a campaign. The only question I have to ask is why don't you set aside the BSFA to get the necessary information I wonder if WD readers would think the extra expense warranted it? -Ed.

Dear WD,

I don't often become moved to put pen to paper, but I feel I must respond to the letter from Altea the Enviable in issue 59. I have been reading WD since issue 1 and have always found it very interesting. This may be because I have an 'aberrant mind' and like to play RuneQuest (I used to play D&D and AD&D but I got better). Now if 'Altea' who must be so far into gaming he can't remember his real name, bothered to read through the classified ads section, he (or she) would notice [WD57 being a fine example] that there are a vast number of 'aberrant minds' out there clamouring for RO articles, scenarios, products, etc, so it seems to me that RO is just shifting the balance a little to the more needed areas of FRP. Let's face it, go through all the available material for the D&D family you'll spend enough time to have got yourself an Open University Degree.

As to complaining about articles aimed at the new (via newsagents) readership, that shows an extreme reluctance to allow our hobby to spread. The articles were informative and interesting and I, despite having been gaming for years, managed to appreciate them - I can only wonder did 'Altea' even bother to read them. Yours,
Jon Crane, Tidworth.

Dear WD,

We are crying out for some guidelines for applying alignments in AD&D to party-wrangling. The alignments as described in the DMG and PH are (or seem to us to be) but maybe we're just thick) very orientated to a view of the world as a whole and we are finding it very difficult to apply them to a satisfactory degree, partly with respect to characters with some degree of neutrality.

Where does the rest of the party stand in relation to the instigator(s) of the row, whether it is over an item of the spoils, a course of action or the general attitude of a member of the party? We realise that this is a pretty vague way of putting it, but to give some detailed examples of the many and varied devious, backhand stunts that some people have been pulling would take not a short while.

Please help! An article would be great

Love from,
Kate, Dunc and Phil, Manchester.
A BRUSH WITH THE LORE

Avoiding Some Hair-Raising Problems

This month we’re turning the spotlight on two important basics: paints and brushes. The brush is the single most important aspect of good painting and it is a false economy to purchase cheap brushes instead of a relatively expensive but good-quality sable brush; treated with care a sable brush will outlast and out paint several cheaper nylon or squirrel-hair brushes. Model shops rarely stock a wide selection of quality brushes, therefore we recommend a visit to your local art shop. A size 1 sable brush is most worthwhile investment, for it will perform a wide range of tasks. Once you have invested in a sable brush, look after it; store it in an upright position and leave your brushes in the thinners only when absolutely necessary.

When your brush eventually loses its point, it can still be put to good use for rougher painting tasks such as large figure bases and dry-brushing.

The most common paints used to finish miniatures are enamels and acrylics. Paints are classified according to the medium which binds together the pigment. The chart below lists these different types of paint and their individual characteristics.

Figs 1 and 4 show some of the new Lone Wolf miniatures available from Citadel. We would like to declare our obvious interest in this range but feel that Mike and Alan Perry have accurately sculpted our literary creations making them worthy of inclusion. Full Wargames statistics are included in the first boxed set entitled Gaia Attack. The bridge featured in Fig 4 is from the Bel- lan range of wargame accessories, a cheap and highly recommended source of basic tabletop features. A similar range of 25mm buildings and accessories are also available from Gaia Reproductions, but ones cast in resin as opposed to vacuum-formed plastic.

Fig 2 shows a threesome of Citadel’s lizardsmen, sculpted by Tom Meier. Odd shields and weapons have subsequently been added to the original castings adding even more variety to the individual figures.

Tabletop Heroes is a regular column of figure reviews and painting tips, written by Gary Chalk and Joe Dever.

Fig 3 depicts Sir John Tyreweird, painted by Tim Hall. This animated leader is taken from the Citadel Regiments of Renown set called The Knights of Origo, a ten-figure boxed set that retails at £3.50. The knights themselves are all identical castings that closely resemble Teutonic knights of the 13th Century, each sporting the distinctive square barrel helm or ‘Topfhelm’ of that fighting order.

A close-up of the facial detail of Golgoth, Lord of Balrogs [Citadel T41], is depicted in Fig 5. In view of the £8.50 price tag and the amount of work needed to construct it, we recommend this figure to advanced modellers only. Full instructions for assembling large or particularly difficult figures can be found in the new Citadel Compendium £1.25) which additionally features an excellent painting guide by Keith Adams.

With the popularity of wilderness adventures and mass-battle fantasy wargaming a need has arisen for practical terrain upon which such relatively large scale adventures can take place. If you do not enjoy the luxury of a permanent games table, or feel that your tabletop settings let down your carefully painted miniatures, take a look at Fig 6. These excellent modules are just some of those available in the Integral Terrain range from Games Innovation. Each 2ft sq scenic module is manufactured from a dense expanded polystyrene formulated for its strength, its lightweight construction facilities ease of transportation and storage. A large range of modules are currently available and several new fantasy additions are soon to be entered into the catalogue.

Useful Addresses

Games Innovation, 23 Sladesbrook, Bradford-on-Avon, Wiltshire BA15 1SH.
Gaia Reproductions, 21/23 Boston Rd, Holbeach, Spalding, Lincs PE12 7LF.

TABLETOP HEROES

<table>
<thead>
<tr>
<th>Type of Paint</th>
<th>Characteristics</th>
<th>Advantages</th>
<th>Disadvantages</th>
</tr>
</thead>
<tbody>
<tr>
<td>WATER-BASED PAINT Watercolours</td>
<td>Available in tubes or solid blocks, Matt finish, Thinner and Solvent: Water.</td>
<td>Good for flags. Best used on an absorbent surface like paper card.</td>
<td>Watercolour blocks give a very weak wash only.</td>
</tr>
<tr>
<td>Poster colour</td>
<td>Comes in a paste, powdered or block, Matt finish, Thinner and Solvent: Water.</td>
<td>Very opaque finish when applied to white card. Good for flags.</td>
<td>Tends to ‘bleed’ and pick up the colour of any previous coats.</td>
</tr>
<tr>
<td>Gouache</td>
<td>Finer pigment than normal water colours. Available in tubes. Thinner and Solvent: Water, or PVA medium (eg. Nacryl).</td>
<td>Wide range. Blend well and can give interesting effects but recommended to advanced adventurous painters only.</td>
<td>Picks up colour from previous coats. Less durable than enamel or acrylics.</td>
</tr>
<tr>
<td>Ink</td>
<td>Available as liquid, Transparent, Matt finish, Thinner and Solvent: Water.</td>
<td>Ideal for use as a tint over painted surfaces.</td>
<td>Too pale to be used directly on undercoated figures. Poor durability. A varnish is essential.</td>
</tr>
<tr>
<td>Enamel</td>
<td>Available in jars, tubes and aerosols. Gloss, matt and semi-gloss finishes. Thinners: Turps, White Spirit, Solvent: Paint stripper (See ‘Oil Solvent’).</td>
<td>Widely available. More realistic than other paints, especially on doll clothing, leathers and delicate bases. Reasonably priced. Excellent flow characteristics generally ensures a one-coat opaque finish.</td>
<td>Not as bright as many other types of paint. Colours dull when mixed together. Medium and pigment tend to separate in container – always shake well before use.</td>
</tr>
</tbody>
</table>

37
CORE

Consulary Office of Reconnaissance and Exploration

The following item tackles the perennial problem of providing players with suitably high-powered antagonists. I should not advise the use of the career procedure for player characters as it produces over-skilled persons compared to normal Traveller procedures. Please also note that although Rudolf has used the Zendane – Imperial setting, this expansion is in no way ‘official’ – B McW.

Despite its (intendedly misleading) name, this organisation of the Zendani Consulate is no regular scout service. In fact, it is a highly secret intelligence agency specialising in covert survey and secret operations on non-tech and low-tech planets (TL 0-3) within both the Zendani Consulate and the Imperium.

Most CORE-missions are designed in order to establish a Zendani-friendly and Zendani-influenced (controlled) government, enabling the Zendani to use the planet as a naval base, or to gain access to the planets natural resources. Apart from these routine missions, CORE is also responsible for covert survey on newly discovered non-tech planets where a decision pro or contra interdiction has to be made, and for the control of all existing interdictions.

ORGANISATION

CORE Headquarters on Zendane consists of the Executive Committee with Planning Board/Braintrust, the Scientific Department (evaluation of data, development and improvement of equipment) with a small Medical Branch and the Administration and the Field Operations Staff, which co-ordinates and controls all activities of the various detachments. Each District or Frontier District has a number of CORE-Detachments equal to the number of low/non-tech planets within or just beyond its boundaries. Size and equipment of these detachments vary widely, as they are tailored to the specific situation on the planet in question. One common feature is the Ball Team, a field unit consisting of some scientist/psionic (referred to as Brain), one combat specialist (Arm) and one support specialist (Line).

CAREER

To enlist with CORE, a Zendani has to have 9+ Intelligence and Education. Former members of army, navy or scout service are preferred.

Basic Training

Consists of 4 years at CORE Academy on Zendane. The trainee may choose one of the three careers:

Scientist/Psionic (Brain). Only possible if the trainee is a telepath/clearvoyant. Apart from psionic training, the subject of Xeno-Ethnology is also studied, and given the future specialist for Liaison-1, Interrogation-1 and Streetwise-1.

Combat Specialist (Arm). The trainee attends weapon training and learns some related skills: one vehicle skill; Recon-1, or Survival-1; Demolition-1 or Combat Engineering-1; and either Sword-1 + Bow-1 or Blade-1 + Pistol-1.

Support Specialist (Line). A well-trained technical expert, skills being Communication-1; Computer-1; either Mechanical-1 or Electronics-1; one vehicle skill and Forger-1. Lines are able to handle almost any equipment of TL 14 and anything below. After Basic Training the recruit is promoted to Specialist-1 and starts his or her first 4-year term in active service. Each term is divided into 1 year active duty (Field Assignment), 1 year Internal Duty, a second Field Assignment, and finally 1 year of Advanced Training.

During Field Assignments no skills may be learned. During Internal Duty, the specialist learns the following skills on a roll of 9+ each: Medical, Administration, Computer.

Advanced Training

Each fourth year this may be attended on any school of any Zendani service. The specialist is free to choose any school and to learn whatever he thinks necessary for his job, but common favourites are Commando School for ‘Arms’, Intelligence School for ‘Brains’ and Specialist Schools for ‘Lines’. Each CORE-agent surviving a 4-year term without spoiling a major operation is automatically re-enlisted and promoted to the next higher rank (CORE-Spec 2, CORE-Spec 3 and so on).

CORE TACTICS

If the situation on the planet in question does not request otherwise, the routine procedure for a mission is the following:

1. The BAL-Team (only very rarely more than one team) is smuggled onto the planet by a scout ship and uses the first week(s) to establish a secret and well-hidden base, where the equipment, supplies and one vehicle are stored.

2. The support specialist uses his outfit (reconnaissance etc, often disguised as animals) to obtain as much information as possible.

3. When enough information has been gathered the support specialist stays at the hidden base to give back-up if needed, and the two others disguise as natives and carry out the planned operation. They stay in permanent contact with base, at least once daily, by radio. Under cover of darkness they may (not always within Imperial space), scout-ship or a patrol vessel of the navy keeps the planet to provide additional support, if required.

CORE-agents rely heavily on their technically superior outfit and their skills to solve a given problem. Direct use of force and modern weapons is considered ‘unsound’, having little to do with good intelligence work.

In any case, the BAL-Team is always commanded by the scientist/psionic (‘Brain’), and also all supporting units.

SCENARIO SUGGESTIONS

CORE-specialists may be encountered on literally any low-tech or non-tech planet along the Zendani-Imperial borders – Spinward Marches, Out Rim Void, Vanguard Reaches and Beyond. There are innumerable ways how players could come into contact with them. Here are a few:

1. The players were sent by a patron, probably a corporation, but perhaps an Imperial military or intelligence organisation, to establish peaceful contact with a local government. Unbeknownst to the players, a CORE-team is trying the same, and will do its best to get rid of the players.

2. Something (eg a crashed courier-ship) on or someone on the planet has vital information. Both sides, the players and the CORE-team, are racing to get the information first. Unfortunately, the natives know of this, so all activities have to be undertaken in secret.

3. In addition to the plot(s) above, the society forming the background of the struggle is strange and unpredictable. Activities are hindered by the natives’ religious beliefs and their method of waging war (eg taking a step on Akr’I’geshsk on the day of the sinking moon), and the players have to use all their cunning.

Many referees have problems in designing low-tech cultures. Help may be found in fantasy RPGs, for much of their material can easily be adapted. I used the town Irllian (WD42-47) as a capital of a low-tech world, and had the players trying to overthrow the alien-controlled council by causing an insurrection of the mob. It worked quite well, although some problems had to be solved in advance:

1. Magic and strange monsters are difficult to fit into Traveller. You may throw them out, or replace them (eg turn magic into psionics – but be careful – and monsters into dangerous animals).

2. Fantasy adventures often have a very straightforward plot: the good ones trying to erase the bad ones and vice versa. Just drop the ‘philosophical’ side of the conflict (Law versus Evil) and transform it into a political faction of the mob. It worked quite well, although some problems had to be solved in advance:

   1. Magic and strange monsters are difficult to fit into Traveller. You may throw them out, or replace them (eg turn magic into psionics – but be careful – and monsters into dangerous animals).

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   3. Most Traveller skills, except physical, do not fit too well into a low-tech setting. Therefore, lay emphasis on good role-playing instead of diceting out the successful use of skills! Make the players use some brainpower on ‘political’ moves like destroying an enemy’s reputation through nasty rumours and the like. And never forget that the CORE-guys are experienced in just this kind of psychological juggling.
While Dinah and the Petron wait outside sensor range in the Osprey, the others force the crew of the shuttle to penetrate Psias defences. Their objective: The Prison complex.

The shuttle encounters the desert planet's orbiting defences...

**SHUTTLE TECH: WHAT IS YOUR CARGO AND DESTINATION?**

**SUPPLIES, TECH, CREW AND TWO TONS OF CHOCOLATE FOR THE PRISON COMPLEX.**

**THE PRISON COMPLEX**

**OH NO! THAT CAN MEAN ONLY ONE THING!**

**A REBEL STRIKE TEAM HAS TAKEN OVER THE SHUTTLE!**

**NO... SOME CRETIN THOUGHT HE'D BE CLEVER AND LAND ON MANUAL...**

**BREAK OUT THE DECK CHAIRS, CAPTAIN. WE'VE A LONG WAIT AHEAD.**

**NEXT: A FUNNY THING HAPPENED ON THE WAY TO THE JAIL...**
GLADIATORS IN RUNEQUEST
by Matthew Pook

It is quite possible for cities to have amphitheatres in which to stage sports contests, public executions, and gladiatorial games; the last might take place every 2-3 weeks, and have an entrance fee of about 5 coppers. At great festivals they might last several days.

How to Become a Gladiator
Two types of gladiatorial school exist, the first privately owned by a rich noble or other individual who can afford it, the second run by the local ruling hierarchy. One may enter a school between the ages of 10 and 13, in which case STR, CON, and DEX will be 2d6+6 (or an equivalent improved level for non-humans), or between the ages of 14 and 45, in which case normal training will be received but there is no bonus to characteristics. Any race or sex may join; one may sign a contract with a private owner for a year, which the signatory cannot break but the owner can at any time, and renew for further years if desired, or sell oneself to the school as a slave. This may also be done for the publicly owned school, but only a really desperate person would do it, for membership of a publicly owned school is normally for life; most such gladiators will be criminals or bought slaves, who are often war captives, and private gladiators may also be acquired in this way. Earnings as a gladiator should not be too high (as a rough guide, 1d100 x 2d4 coppers a year, and see below), but a popular gladiator may earn more, and could eventually earn enough to buy freedom if the owner(s) consent; this will be symbolized by the gift of a wooden sword, which might also be presented to an outstandingly successful and popular gladiator, to gain favour with the crowd. Each gladiator receives a tablet recording his/her name, that of the owner of the school, and the date of issue. This must not be lost, on pain of death.

Training
The gladiator will receive 25% training (+ attack and parry bonuses if positive) in the fighting style for which he/she has been selected; roll d100 and check the table below (STR and DEX must affect the choice, as also of broad or bastard sword). Other RQ weapons may be used, but not normally missile weapons. Skill already gained with another weapon will be regarded as a specialty, and the weapon master will give little or no training in this, but rather in a new weapon. Those with unarmed combat skills might be pitted against one another, or against an armed opponent. Unless otherwise stated, the only protection worn is a leather loincloth (1 or 2 points on abdomen).

RuneRites is a regular column for readers' ideas for RuneQuest, edited by Dave Morris.

BLOOD SPORTS

19-27 Full helm, medium shield, 1H sword, 1 or 2-point leather wrapped around sword-arm.
28-36 Nettman (usually pitted against next) with net in right hand, tri- dent in left; will try to entangle opponent and kill with trident (see Cults of Terror or Borderlands for net-fighting).
37-45 Full helm, large shield, 1H sword.
46-54 Any combination of visorless full helm (ie blindfold) and 2 weapons; two such will always be pitted against one another.
55-63 Short sword in either hand.
64-72 Full helm, plate cuirass, vambraces, and greaves, chainmail skirt, with any combination of 2 weapons or 1 weapon and shield.
73-81 Lasso-man; will try to lasso opponent and finish off with dagger (see Different Worlds 22 on use of lasso).
82-90 Gang: one of several trained to fight together, roll again to see what you are trained as.
91-99 Beast-fighter; will fight wild animals, roll again to see what you are trained as.
00 Trained in all types; can only begin at age 10-13, roll again if not.

Each gladiator receives a tablet record-}ing his/her name, that of }the owner of the \}school, and the date of issue. This }must not be lost, on pain of death.

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The gladiator will receive 25% training (+ attack and parry bonuses if positive) in the fighting style for which he/she has been selected; roll d100 and check the table below (STR and DEX must affect the choice, as also of broad or bastard sword). Other RQ weapons may be used, but not normally missile weapons. Skill already gained with another weapon will be regarded as a specialty, and the weapon master will give little or no training in this, but rather in a new weapon. Those with unarmed combat skills might be pitted against one another, or against an armed opponent. Unless otherwise stated, the only protection worn is a leather loincloth (1 or 2 points on abdomen).

19-27 Full helm, medium shield, 1H sword, 1 or 2-point leather wrapped around sword-arm.
28-36 Nettman (usually pitted against next) with net in right hand, trident in left; will try to entangle opponent and kill with trident (see Cults of Terror or Borderlands for net-fighting).
37-45 Full helm, large shield, 1H sword.
46-54 Any combination of visorless full helm (ie blindfold) and 2 weapons; two such will always be pitted against one another.
55-63 Short sword in either hand.
64-72 Full helm, plate cuirass, vambraces, and greaves, chainmail skirt, with any combination of 2 weapons or 1 weapon and shield.
73-81 Lasso-man; will try to lasso opponent and finish off with dagger (see Different Worlds 22 on use of lasso).
82-90 Gang: one of several trained to fight together, roll again to see what you are trained as.
91-99 Beast-fighter; will fight wild animals, roll again to see what you are trained as.
00 Trained in all types; can only begin at age 10-13, roll again if not.

In a single-day games, only about 1d4+1/2 fights will take place, and a gladiator will fight only once or twice during a festival of several days. A rich school might provide 1d6+2 fights of various types, and a gladiator will take part in 1d3-1 fights, per day, but poorer schools will provide less. As the gladiator's popularity increases, he/she will fight less often proportionately. In bad health condition, a gladiator will not fight at all. After each games normal experience rolls will be taken, and training continues. Pay is normally 1L per weapon, or per kill; after every 10 kills made, a gladiator is eligible for a gold sword (worth 5 wheels), and at any time, once established, may be given a wooden sword and freed from service. He/she may then re-engage if so desired.

Battle magic may be used, but by agreement between the combatants' owners; private owners must abide by terms set by the publicly owned schools if providing opponents for them. If the terms are agreed are broken by one gladiator, his/her opponent wins the fight; if both break the terms, the fight is void.

PIT FIGHTING
by James Waterfield

Pit-fighting is a popular sport among barbarian races of all kinds, to judge from the tales of travellers who have witnessed and adventurers who have survived it. The essential feature is the pit, 3m square and 3 deep, with many wooden spikes set into its walls. Fighters are let loose in the pit naked, apart from any weapons or shields they may be given; a Fumble will mean a fall onto one of the spikes and a successful Knockback will cap a opponent onto one, which will do the damage of a 1H short spear to a random hit location and could well impale. 'Staffers' armed with quarterstaffs will stand at the sides of a pit to strike any fighter who tries to climb out; they usually have about 60% ability. The mode of combat varies according to racial traditions; humans may put a fighter in unarmed (optionally, GM's might allow pit-fighters to have unarmed combat skills if WD 30 and 41, but trainers in these would be rare indeed in most areas); trolls might offer bludgeons to use; bros might require a headbutting contest. A circumstantial account of Morokanth practice (which cannot be confirmed at present) reports that they select likely herd-men, give them INT through the Rune Spell alter creature, and train them to use metal claws which mimic the Morokanth's own, doing 1d6 damage (+ any bonus), to 50% ability, with small shield at 40%. The various clans will obtain, using captured humans as well as herd-men. Champion pit-fighters may arise (usually Ogres and Agimori) and any fighter who has been champion for a season will be freed (a good background for a PC). Agimori who are freed and return to their tribe are treated as heroes for having proved the superiority of the Agimori, and always gain status as minor chiefs or leaders of small clans. Morokanth like to pit adventurers who enter their lands against herd-men, allowing them only small hand-weapons like daggers and short swords, and small shields. Any adventurer who wins a fight against a pit-fighter will be freed, and may even receive as a prize a set of metal claws. Trolls might well train trolls to fight in similar contests.

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Gladiator Style Table

| 01-09 | Open helm, plate/ heavy scale cuirass, large shield, javelin, and short sword. |
| 10-18 | (Usually pitted against next) curved dagger-like scythe (cf Lunar sickle) and small round buckler which can be used like a heavy cestus. |
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**THE GREAT HUNT**

by Simon Iff

**INTRODUCTION**

Remember the Wild Hunt Competition in W053? Well, we’ve finally sorted out a winner from the many entries, and here it is, the Great Hunt by Simon Iff. The two runners up who won signed copies of Ian Livingstone’s Deathtrap Dungeon and Island of the Lizard King were David Fincham of Norfolk and J Clark McBee of Washington, USA.

**BACKGROUND**

On learning that the Lord Demogorgon had created the ‘Death Knights’, the Lord Orcus flew into a mighty and prodigious rage, reviling the Prince of Princes for trespassing into his own province of sovereignty over the undead. In his fury the Lord Orcus resolved to create a power so formidable, and so mighty withal, that it would thunder through the spheres, hunting down and destroying the Death Knights, wherever they could be found. In passing the Lord Orcus had also created a formidable agency of his own will.

‘Familiar Sn’Grasse ‘The White Book of Maripoisa’

In his search for the ultimate huntman, Orcus worked an act of unparalleled necromancy—forging physical forms out of the very fabric of the Negative Material Plane. Six such forms were created in total, and the spirits of Orcus’ six most powerful human clerics compelled to inhabit them. The result was the Reavers.

**THE REAVER**

- **No Appearing:** 1-6 [See below]
- **Armour Class:** -1/4 [See below]
- **Movement:** 12
- **Hit Dice:** 90 points
- **Attack:** By weapon
- **Alignment:** Chaotic Evil
- **Intelligence:** Exceptional
- **Size:**
- **Magic Resistance:** 80% Standard [See below]

**GENERAL**

The reavers, as these creatures were named by men, normally roam the Prime Material Plane in search of their implacable foes, the Death Knights (see Fiend Foliol). They may also be encountered throughout the Inner Planes and even in the Plane of the Abyss. They usually hunt in pairs, but may try to summon their kin if the need is great. Under exceptional circumstances the reavers may be called together as The Great Hunt, under the sway of Sklavak, Captain General of the Great Hunt and High Reaver. A form of telepathic empathy operates between the reavers, each being aware of the needs of the others over immeasurable distances, hence their ability to ‘call’ to each other, even across the Planes. When encased by the same field [see below], they are able to telepathically communicate precise information freely and instantaneously.

Unlike true demons, reavers are able to move from their home plane, (the Negative Material Plane), into any other Inner Plane. Beyond the limits of their field they can only visit the Abyss if summoned there. They can be commanded to perform services of a powerful nature, but will not be affected by holy water or holy symbols. They can be compelled to service only through the same powerful magic as will bind a type IV demon. Reavers will never bargain service for tribute or sacrifice, nor will they ever be placated by offer of the same. A Reaver will only serve a magic-user if placed under the compulsion of a powerful spell, but will thereafter harbour undying hatred towards the individual concerned.

**THE REAVER ‘FIELD’**

Reavers have the ability to ‘tear free’ a small portion of the Negative Material Plane and cloak themselves in it. They will normally be encountered surrounded by such a field. It is 3’ in diameter, completely enveloping the reaver, and moving with it.

From outside of a reaver’s field an observer can see only an opaque mass of indecipherable quality and colour, such that is no hole, obscuring that which waits within. Reavers are able to maintain such fields communally, and will always seek to do so in combat. Thus two reavers in close proximity can support a 4’ field, three reavers, a 5’ field and so on. A reaver suffering from more than 50 points of damage is weakened and is unable to support a field, which will collapse doing 1d10 points of damage to all inside excluding the reaver. Losing its field will not effect the reaver’s ability to gate, but will mean that it must remain in its home plane for 1 month before any further travel is possible. It interferes with the Reaver’s empathic ability and, if its field is down, it will normally either gate itself out or call to its kin. If sufficient damage is inflicted on a reaver who is supporting a field in conjunction with other reavers, the field will simply shrink 1’ in size — doing damage only in that area through which it has contracted.

Only the physical form of a reaver can be destroyed outside of the Negative Material Plane. If this should happen the reaver’s spirit will return to its home, where it must remain for one year. It will lose all its previous marks in this period [see below]. While ‘in-field’ a reaver’s Armour Class is -1 and its Magic Resistance is 90%. ‘Out-of-field’ its Armour Class is 4 and Magic Resistance standard.

A reaver has no spell casting ability. It can, however, infallibly recognise its quarry once the quarry has entered the field. It is also able to immediately sense the presence of any creature, even an invisible one, that enters in. Thus it is impossible to ‘sneak up on’ or ‘surprise’ a reaver. The reaver field is composed of all intelligent individuals that enter, and can always recognise that creature as an individual thereafter.

A reaver can sense marked individuals even outside of the limits of its field. It can feel their presence up to a distance of 10 miles, although it is only aware of direction and not precise position. A reaver field can be removed by remove curse or its equivalent. The reaver field for the first time has to save vs spells or be smitten with The Reavers Bane: morale and ‘to hit’ rolls reduced by 2 while enveloped in the field. Failure to save means that a character is never so affected. A remove curse or its equivalent will negate the effect, but a new saving throw must be made on any subsequent encounter. Going into a reaver field has the same effect as entering the Negative Material Plane. See the DMs Guide for details.

Characters who enter the reavers field find themselves on what seems to be a flat and featureless plane that stretches away in every direction. The sky is a dull, overcast grey. Characters who step back outside of the field find themselves back at exactly where they first entered even if the field has since moved.

Inside a field, all objects not personal to a character cease to exist. Objects in it appear again unchanged and unaffected. For this reason missiles fired into the field from outside prove completely ineffectual. Even if encountered in a narrow corridor, the reavers field will always extend fully. Only the power of the pentagram will contain it.

Once within, a character can clearly see the reaver itself, together with any creature already inside. On the Prime Material Plane a reaver will normally be encountered riding a nightmare (see Monster Manual). The reaver itself appears as a beautiful and well proportioned young woman — the image of youthful beauty. It wears voluminous dark robes, beneath which black mail may occasionally be glimpsed. Its skin is white and its hair, which falls to its waist, is red and dark. Only its eyes betray its unearthly origins, for they are entirely black. Each wields a +3 morning star. A reaver attacks twice per round.
THE HOUNDS OF THE REAVER

A reaver is almost totally unaware of what lies beyond the limits of its field, being sensitive only to previously marked individuals. To overcome this limitation a reaver is able to animate and summon to itself the corpses of the dead. It will then use those creature's senses as its own over an area a mile in radius.

Each reaver can call to itself 1-10 'hounds'. The summons will be heard over an area a mile in radius. The animation will take 1 turn and the hounds will arrive in 1-12 turns. The recently slain will be summoned in preference to the long dead. DM's should decide randomly how many dead respond and how quickly. If insufficient respond for the reavers needs, it will simply move a mile hence and try again. A reaver can 'summon' at will whilst 'in-field'.

Any hound encountered while responding to the summons can be treated as a standard zombie. [See MM.] However, they can only be turned as spectres, avoiding combat and concentrating rather on reaching the reaver. The hounds will collect, waiting till all are gathered, and entering the reavers field together. At this point they undergo a number of changes, becoming true Hounds of the Reaver.

Hounds act as if under a permanent haste spell - attacking twice per round and moving 12" per turn. However, hounds will 'burn out' after 24 turns, crumbling irrevocably to dust. A reaver does not need to remain passive to affect this domination. It can perform all its other functions even while controlling hounds over a distance. True hounds of the reaver cannot be turned at all. Each reaver controls its own hounds, and if is destroyed or leaves this plane, all its hounds will drop immediately.

REAPER HUNTING TECHNIQUES

When a hunting pair are sent to the Prime Material Plane, the reavers will normally first summon a nightmare. There is a 90% chance that a nightmare will respond and serve until dismissed. This summons can only be made once a day. When satisfactorily established, the reaver will normally rest for 24 hours. This enables it to gate itself out, if the need should suddenly arise. Occasion-
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The last two issues featured some spell tips for magic-using player characters in Treasure Chest. This issue we continue with some ideas for the ingenious use of some 5th, 6th and 7th level spells.

Passwall
Ever thought of casting this spell underneath someone (make sure they are standing on solid stone, wood or plaster, not earth), and after they fall in, casting a dispel magic? Splat. I'd like to see anyone survive that. Of course if you show them first, they don't even get an action between your casting and dispelling it.

Teleport
Don't travel anywhere without this spell, especially if travelling with someone who has read this article.

Wall Of Force
Talking about a captive audience, ever thought of casting this around an opponent. Unless she/he's got a disintegrate spell, she/he is stuck for a while. Meanwhile you can ready lots of nice surprises for him.

Wall Of Iron
A permanent spell, although it does have the problem of being dispellable. You might like to make the floor or ceiling of a room in your abode of this, in a place where any attackers might have to dispel something else, such as a projected image, a fire trap or a wizard lock, and then the floor or ceiling will be dispelled as well, dropping acid onto them, or letting them fall onto poison spikes, etc.

Wall Of Stone
This has similar uses to a wall of iron spell, but being of stone, may be noticed less.

Anti-Magic Shell
A magic-user caught in one of these is usually a dead duck, so don't cast it unless you have no alternative.

Disintegrate
A useful spell as it will get rid of anything, even those things that can supposedly be killed by one set method, such as vampires. It also gets rid of objects. If someone comes at you wearing a Ring of Spell Turning, the chances are that she/he would be able to save against a spell, but if you direct the disintegrate at the ring, it would almost certainly fail the saving roll, and the spell would not even rebound. This may be very useful, especially if someone charges towards you waving something like a Vorpal Sword.

GlasseSee
The one person version is useful if your referee will allow it to be permanenced (8th level spell) as you would then be able to sit in a small (10' by 10') room in your abode with no entrances and glassee walls, and send a projected image out into the adjoining rooms if you need to meet, or combat people in total safety. It pays to be careful when you are getting to this level.

Project Image
An extremely valuable spell. It means that you can see, meet and attack people without having to be there. This is best when cast through a clairvoyance spell, or a crystal ball (but still within range of the spell), or through transparent walls, so that you can be fairly unreachable.

Reincarnation
Forget it, I mean, who wants to be a Kobold.

Repulsion
Picture a room with a swimming pool full of acidic or green slime in the middle, and a 5' wide walkway around the walls, and one corridor out, in the middle of one side of the room. As soon as your opponents step into the corridor, you (or preferably your projected image) can step out at the other end, cast your repulsion spell, and presto, the party is in the pool. Remember, this spell has no saving throw.

Transmute Rock To Mud
Has similar uses to a passwall/dispel magic. Cast this followed by its reverse to have a 'captive' audience.

Charm Plants
A permanent spell that gives you total control. Green slime has other uses—carry some in an 'unbreakable' container and put some on a door that is locked, or looks unsafe to open, and the slime will eat it away for you. In a breakable container it can even be used as a missile (only keep the breakable container inside an unbreakable one).

Drawmij's Instant Summons
You may as well cast this on all of your valuable items, just in case they get filched. Even if it doesn't bring the item back it will tell you where it is. If you cast this on an item and give it to someone you will always be able to find him; useful for surveillance.

Duo-Dimension
Although dangerous, this is the only way to be invisible and not be detected by a detect invisibility spell or by innate percentages due to level. It is also useful for passing through doorways as well, making it good for scouting or thievery.

Phase Door
Has its uses as a way into secret rooms with no other exit (such as the 'glassee room'). I personally prefer to have secret rooms with at least 12' thick walls to stop people with passwalls, and to dimension door into the room.

Reverse Gravity
I've come up with a good trap using this one. Have a room with a very thick, not quite fitting, iron floor, and also on the ceiling held up by easily broken brackets. If a party enter the room, cast the reverse gravity, and the following will happen. The mob of hopefuls will first hit the ceiling (3 dice of damage), followed quickly by the floor sliding up under the force of gravity and hitting them (I really hate to think how much damage this will do). This is succeeded by the spell switching off, the floor falling, the party hitting the floor again, and finally by the ceiling (now that the brackets have broken) coming down to squash anything that is still left of the group. This all happens in about 2 seconds, much too short a time for anyone to do anything (spell, psi-power, magic item, etc) at all. Remember to put the floor about 15' from the ceiling so that they are close enough to meet in the time limit.

Vanish
This spell has two major uses, one combative and one defensive, but still destructive. Firstly it can be used in attack so that when you hit a dispel magic, the following will happen. The mob of hopefuls will first hit the ceiling (3 dice of damage), followed quickly by the floor sliding up under the force of gravity and hitting them (I really hate to think how much damage this will do). This is succeeded by the spell switching off, the floor falling, the party hitting the floor again, and finally by the ceiling (now that the brackets have broken) coming down to squash anything that is still left of the group. This all happens in about 2 seconds, much too short a time for anyone to do anything (spell, psi-power, magic item, etc) at all. Remember to put the floor about 15' from the ceiling so that they are close enough to meet in the time limit.
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Due to unfortunate circumstances, several items were omitted from the previous issue of Strategy (WDSR). These include:

- The magazine's new cover design by Fred Sabin. The new cover features a dramatic battle scene with exciting action and dynamic characters. It is sure to attract the attention of Strategy fans everywhere.

- The release of the new RPG novel, "The Seventh Seal," written by the renowned author, Philip Jose Farmer. This novel continues the epic saga of the Seven Seals and their quest to save the world from an impending doom. The novel is available at all major bookstores.

- The announcement of the new board game, "The Great Escape," which is set in the world of Cthulhu. The game features fast-paced action and mind-bending puzzles. It is a must-have for all Strategy fans.

- The release of the new role-playing guide, "The Masks of the Ancients." This guide provides detailed information on the ancient masks and their powers. It is a valuable resource for anyone interested in learning more about the world of Strategy.

- The unveiling of the new RPG expansion, "The Temple of the Serpent." This expansion adds new challenges and adventures to the existing game. It is available now at your local game store.

Please excuse any inconvenience caused by these omissions. We hope you enjoy the new items and see you in the next issue of Strategy.
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