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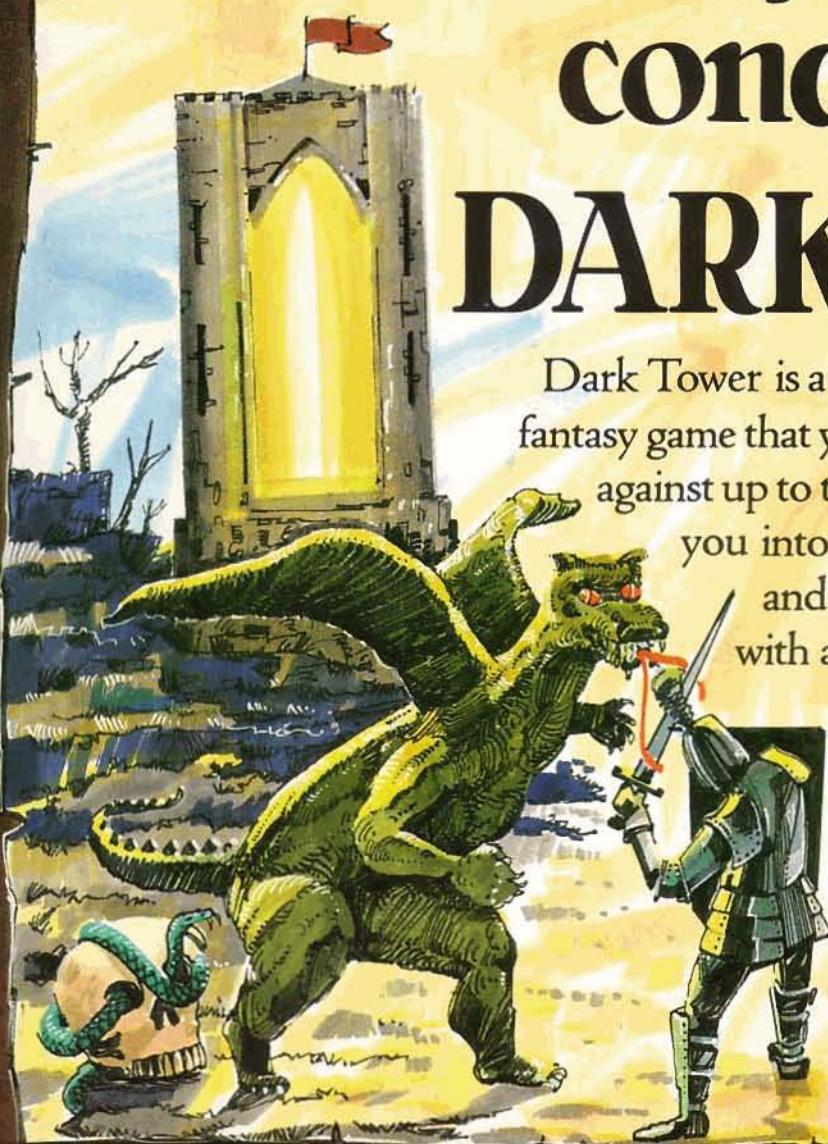
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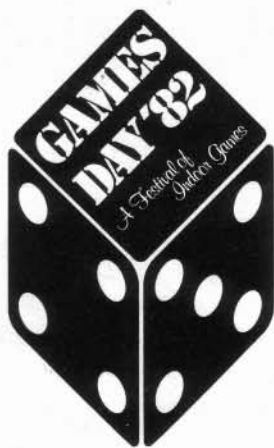
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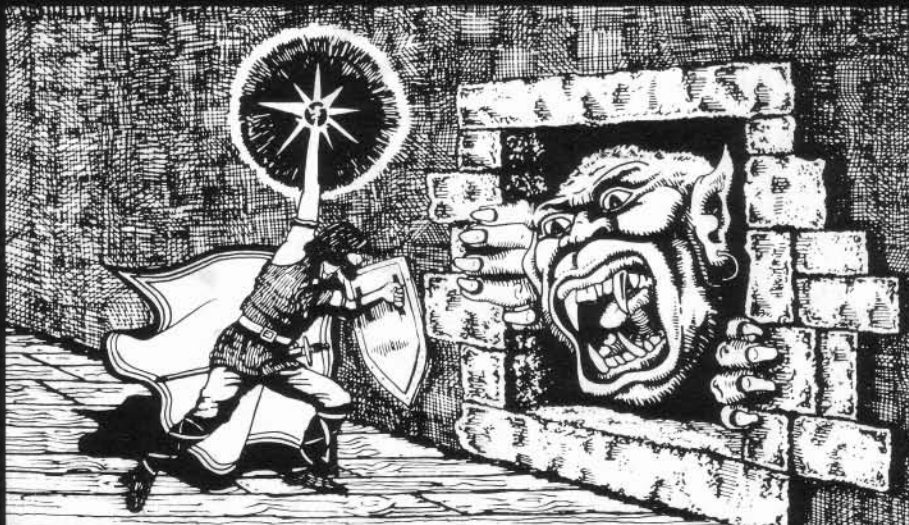


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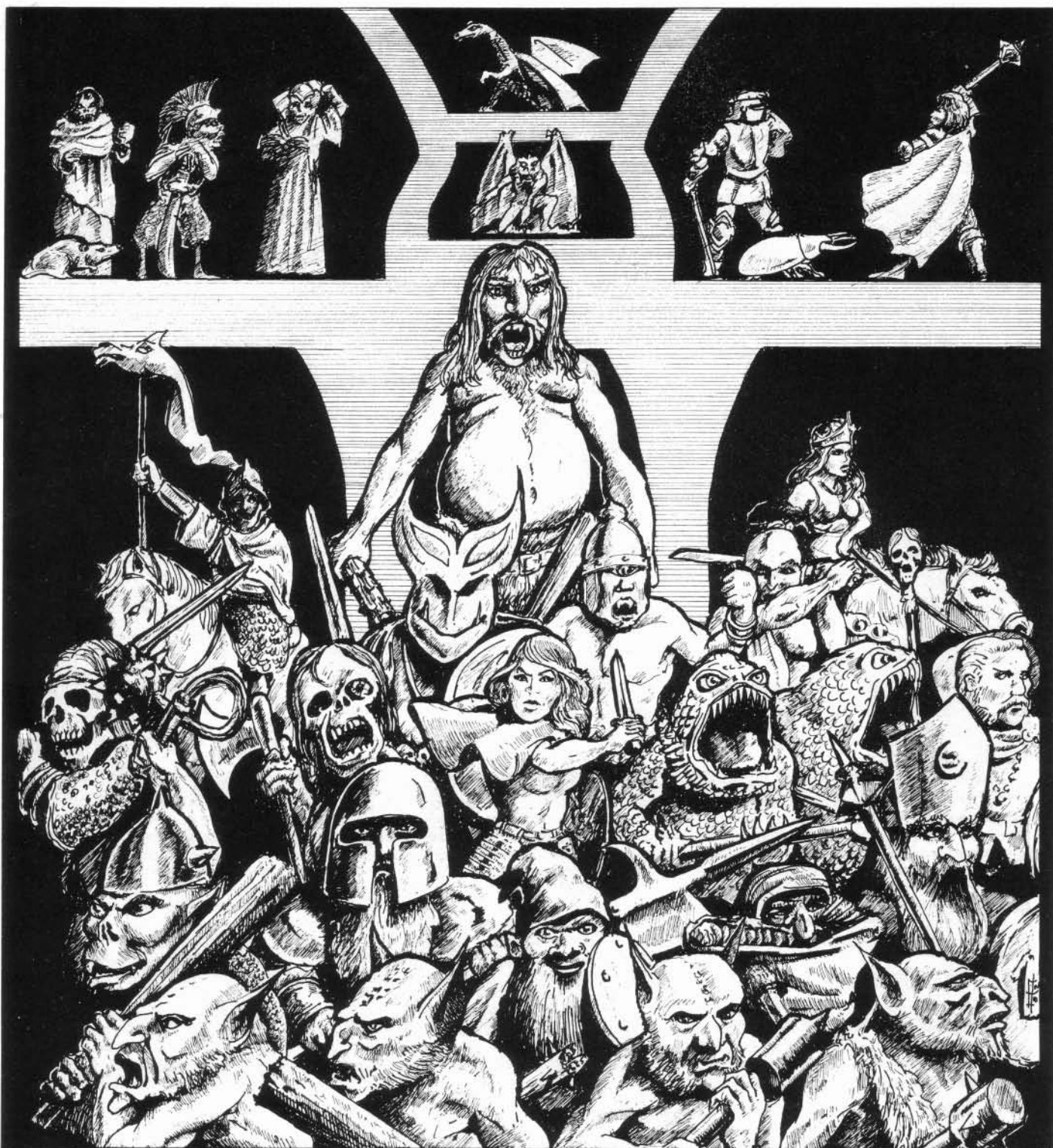
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Since the rapid rise of fame of *D&D* and other role-playing games thereafter, the number of new SF/F game products has been staggering. Companies have sprung up overnight, some good some bad. In the late 70s when the games were emerging people were willing to purchase just about anything that appeared. But today it's a different story. People can now afford to be more discerning and selective with the wide choice available, and some companies whose standards have remained static are bound to go to the wall.

The indications are that 1982 is becoming the year of the great sort out, and the gaming public can only benefit as a result.

Needless to say, *White Dwarf* will always try to improve in quality. . . .

Ian Livingstone

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WEAPONS for Traveller

by Bob McWilliams

Weapons seem to be a popular type of submission to Starbase; the file has built up to such an extent that I thought we should devote two pages to them, rather than one page that Starbase normally occupies. So, here is a selection of reader's submissions in the usual Traveller format. Please note, however, that publication does not constitute an endorsement of any particular weapon — it is up to individual referees to look over a weapon carefully and decide if it is acceptable in his or her campaign.

FLAMETHROWER by Ian Brotzman

This is a primitive thermal energy projector fuelled by a ten-shot backpack. The second figure in the Ammo Price column is the cost to recharge the backpack. Flamethrowers are cumbersome and dangerous — the major problem is loss of pressure causing a blowback; to reflect this, attack the firer rather than the target on a natural 'to hit' roll of 2. Nevertheless, despite its drawbacks the flamethrower is a potent weapon for its tech level.

Damage is 6d6 on impact. Additional burn damage on a roll of 7+ is inflicted using the Armour DMs only, of 1d6 for an additional 1d6 rounds thereafter.

AUTOSHOTGUN by Ian Brotzman

Automatic variant of the basic shotgun, using the Group Hits by Shotguns rule. The weapon fires four round bursts, and is banned at Law Level 3. Semi-automatic single shot fire is as a basic shotgun.

HEAVY BODY PISTOL by David Bell

A small pistol that fires the standard automatic pistol ammunition. It outwardly resembles a small automatic pistol but is manually cycled by pushing the barrel forward. The magazine holds 4 rounds and takes one combat round to replace, two if the user is evading. Player-Characters do *not* have any unearned expertise and will suffer from the Untrained Usage DM. This weapon cannot be effectively used one-handed.

Equivalent to the Semmerling LM-4 .45ACP, but slightly smaller since the *Traveller* Auto-Pistol is partly based on a 9mm weapon. See *Guns & Ammo*, June 1977 for the original.



SUBMACHINE PISTOL by Stephen Simkin

Lightweight version of the SMG, which can be fired from the hip with one hand as well as two. It fires on automatic (five rounds per pull of the trigger) and single shot; the selection being made by heavy or light pressure on the trigger. Magazines are not interchangeable with SMG ammunition, the round being 9mm x 18mm. Replacement of an empty magazine requires one combat round, during which the firer is treated as evading.

SNUB RIFLE by Ian Brotzman

This is a short-barrelled, carbine development of the Snub Pistol. It fires 10gr bullets at up to 300 metres per second with the same warhead type availability as the pistol, and comes in two configurations, repeating and automatic. The repeating version has six chambers, fully selectable for type, and can fire once per combat round. Reloading takes one round, or two if the firer is treated as evading. The automatic version has a twenty round magazine inserted into the pistol grip. This magazine holds only one type of ammunition and takes one round to replace, during which the firer is treated as evading. First figures on the Statistics Table refer to the repeating version, the second figures after the slash to the automatic version.

STUN PISTOL AND STUN RIFLE by Adam Walker

These weapons fire controlled charges of electricity and act by knocking out the target. Wounds are applied to one characteristic only. The second figure under Ammo Price is the recharge cost of the powerpack.

SHOCK DISABLERS

by Stephen Simkin

A weapon designed for hand to hand combat, particularly by starport personnel for stunning an opponent when reasoning fails. It consists of a pair of gauntlets with 20cm cylinders attached, below the arm. Thin cables run up the arm and into a socket on the backpack that supplies high frequency electricity. The points of both cylinders must be in contact with the opponent's body to complete the circuit. After three seconds, the shock is automatically cut out. *Note:* The pack must be turned on prior to use. Both the switch and a red 'on' light are situated on the left-hand glove. Wounds are applied to one characteristic only.

TONITE PISTOL AND CARBINE

by Steve Cook

Both of these weapons work according to the same principle. They both fire a purple ray of energy which explodes on impact. The power for this reaction is supplied from the magazine; hence the high cost. Both magazines take one round to change, during which the firer is considered to be evading. The pistol magazine fits into the butt of the gun whilst the carbine magazine is fitted behind the trigger guard.

Unfortunately, due to the nature of the weapon itself an inordinate amount of wear is caused on the barrel, necessitating frequent replacement. After a certain number of shots have been fired a negative DM is imposed (see statistics). Barrel replacement takes two rounds if the firer is considered to be evading, one if not.

The pistol is supplied with holster and spare barrel; the carbine with sling and spare barrel. Second figures on the Statistics Table are for spare barrels. Extreme range for the carbine is 2km.

These weapons are often used instead of lasers when weight restrictions are an important consideration.

Note: These weapons come from Asimov's stories, especially *Black Friar of the Flame*.

NEEDLE RIFLE

by Stephen Simkin

A heavy, bulky rifle that emits a high intensity laser beam, designed to be effective against Battle Dress as well as other armour. The power pack (holding 50 shots) is clipped to the top and incorporates sockets for accessories such as electronic sights. The second figure under Ammo Price is the recharge cost. The weapon is also fitted with a bipod; unless this is used it fires at a DM of -4.

PLASMA PISTOL

by Sean Masterson

This and the following two weapons are rumoured to have been found in various locations, possibly associated with Ancient sites — but who really knows? The Base Prices represent an estimate of their value if commonly available; in practice such artifacts might be worth many times this to Imperial research agencies or collectors. The Plasma Pistol appears to work on the same general principle as the PGMP, but with a clip-on power unit, and is much smaller.

WIPER

by Sean Masterson

This device is sensitive to the brain waves of any intelligent creature picked up by its jam-proof polarised sensors and may scramble the brain of the target, reducing the victim(s) to a vegetable. The Wiper is a pocket-sized, wafer-thin piece of black metal with colour-coded touch sensitive controls.

WARPERS

by Sean Masterson

This small hand-held weapon creates a temporary (two combat rounds) space/time vortex which sucks the victim(s) within it to any place and any time the referee wishes. The effects may be minimal or extreme.

Item	Weapons Statistics Table				Base Price	Ammo Price	Tech Level
	Base Weight	Ammo Weight	Rounds/Clip	Length Overall			
Flamethrower	5000	1000	10	950	450	200/100	6
Autoshotgun	4750	1250	16	1000	750	20	6
Heavy Body Pistol	500	100	4	100	1000	50	7
Submachine Pistol	1800	400	25	605	550	15	7
Snub Rifle	2000	60/220	6/20	600	400/450	15/50	8
Stun Pistol	950	500	50	175	750	1000/50	8
Stun Rifle	2050	500	50	850	1500	1000/50	8
Shock Disablers	2000	2000	15	260	1000	450/20	9
Tonite Pistol	1000/250	150	20	250/120	1500/500	200	12
Tonite Carbine	2800/650	500	30	700/480	3000/800	450	12
Needle Rifle	6000	3000	50	1100	8000	2500/50	14
Plasma Pistol	300	30	20	200	50000	20000	16
Wiper	100	—	—	120	1 million	—	17
Warper	150	—	—	90	1.5 million	—	18

Weapons Matrix

Attacker's Weapon	Defender's Armour						
	Nothing	Jack	Mech	Cloth	Reflec	Ablat	Battle
Flamethrower	+5	+5	+2	0	+5	+3	-4
Autoshotgun	+8	+8	0	-3	+8	+3	-5
Heavy Body Pistol	+1	+1	-1	-3	+1	-1	-5
Submachine Pistol	+4	+4	-1	-4	+4	+1	-5
Snub Rifle,							
High Explosive	+3	+3	0	-2	+3	+1	-6
HEAP	+3	+3	+2	0	+3	+3	-2
Tranq	0	0	-2	-4	0	-2	no
Stun Pistol	+6	+5	+5	+4	+5	+4	-3
Stun Rifle	+7	+6	+6	+6	+7	+6	-2
Shock Disablers	+3	+2	0	-1	+2	-1	-5
Tonite Pistol	+2	+1	0	-1	-6	-3	-7
Tonite Carbine	+4	+2	+1	0	-4	-2	-6
Needle Rifle	+4	+4	+4	+4	-2	-4	0
Plasma Pistol	+3	+3	+3	+3	+3	+3	+2
Wiper	+4	+4	+4	+4	+4	+4	+2
Warper	+3	+3	+3	+3	+3	+3	+1

Range Matrix

Attacker's Weapon	Defender's Range						Wound Inflicted
	Close	Short	Medium	Long	Very Long	Extreme	
Flamethrower	-8	+1	+3	+6	no	no	see text
Autoshotgun	-12	+2	+8	-4	no	no	4D
Heavy Body Pistol	+1	0	-7	no	no	no	3D-3
Submachine Pistol	-3	+1	-3	-7	no	no	3D
Snub Rifle,							
High Explosive	no	+1	-4	-6	no	no	4D
HEAP	-2	+1	-4	-6	no	no	4D
Tranq	-2	+1	-3	-5	no	no	3D*
Stun Pistol	0	0	-2	-6	no	no	3D*
Stun Rifle	-2	0	+1	-1	no	no	3D*
Shock Disablers	0	-3	no	no	no	no	3D*
Tonite Pistol	-2	+3	-1	-6	no	no	4D-5
Tonite Carbine	-3	+3	+1	0	-2†	-5†	6D-4
Needle Rifle	no	-2	+3	+3	+1†	+0†	6D
Plasma Pistol	no	-3	+2	+3	+2	no	12D
Wiper	no	+1	+1	0	no	no	see text
Warper	no	0	+1	+1	0	no	see text

* Applied to one characteristic only (stun weapon).

† 2/3 wounds at Very Long, 1/3 wounds at Extreme ranges.

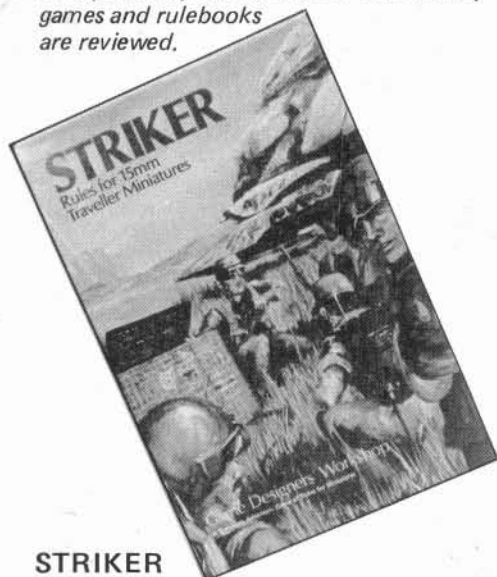
Required and Advantageous Dexterity Table

	Required Dexterity Level	Required Dexterity DM	Advantageous Dexterity Level	Advantageous Dexterity DM
Flamethrower	4	-1	9	+1
Autoshotgun	5	-2	9	+2
Heavy Body Pistol	9	-4	12	+1
Submachine Pistol	7	-2	10	+2
Snub Rifle	6	-2	9	+1
Stun Pistol	7	-3	11	+1
Stun Rifle	7	-3	11	+1
Shock Disablers	8	-1	11	+1
Tonite Pistol	7	-2	10	+2
Tonite Carbine	6	-2	10	+2
Needle Rifle	7	-1	10	+1
Plasma Pistol	9	-2	12	+2
Wiper	5	-1	8	+1
Warper	7	-1	9	+1

Barrel Wear DMs for Tonite Pistol and Carbine

No Shots	Tonite Pistol	Tonite Carbine	No Shots	Tonite Pistol	Tonite Carbine
5+	-1	—	25+	no	-1
10+	-2	—	30+	no	-2
15+	-3	-1	45+	no	-3
20+	-4	-1	60+	no	no

In Open Box, science fiction and fantasy games and rulebooks are reviewed.



STRIKER
Game Designers' Workshop £8.95

Striker is the latest addition to the *Traveller* universe; it is a set of rules for tabletop miniatures battles in a science fiction setting, using either 15mm or 1/285 figures and models with a ground scale of 1mm to 1m and a time scale of 1 turn equals 30 seconds.

The box contains two dice and four booklets; Basic Rules, Advanced Rules, Equipment, and a small pamphlet of vehicle design tables. The game is played in turns, divided into phases: Command Phase — both players decide what orders or functions their officer and NCO units will give or perform.

First Player Movement Phase — the first player moves his units. Units within 100m of the enemy and able to see them then check morale.

First Player Fire Phase — the player who has *not* just moved fires his units, including artillery, at the units of the player who has just moved. The moving player then gets to make direct fire attacks back. Units taking casualties then check morale.

Then the second player takes his turn after which there is the Panic Morale Check Phase.

The rules stress heavily the problems of command and communication. Troops are divided into three initiative classes; those with high initiative basically think for themselves, and can be moved by the players at will; units of average initiative will follow orders and units of low initiative have to be led by the hand. I found this aspect of the rules most believable and enjoyable; the player gains real benefits from spreading his more experienced soldiers around to stiffen the recruits and allow them to (a) follow orders and (b) not run away screaming the first time someone is hit. Further, since it takes several turns to give even the simplest of orders, players find themselves setting up nets of conditional orders executed by a codeword or special circumstances. The stress on the difficulty of controlling troops successfully gets across the feel of being a small

unit commander, as far as I can tell without having been one.

Movement and sighting are fairly standard; melee and fire combat are handled using a very clean and believable system — each weapon has a penetration rating, and each type of protective armour a defence rating; the two are respectively added to and subtracted from a 2d6 roll to determine if, and how severely, a figure has been wounded.

As each individual soldier must be monitored, the game is fairly slow-moving. Although the rules suggest forces be several dozen to about a hundred troops, with artillery, vehicle, and air support, I find it more suitable for skirmish actions with perhaps a section or two of men and maybe a couple of vehicles, since that represents the limit of the record-keeping and waiting I'm prepared to handle.

The range and lethality of the weapons involved mean that forces usually choose to meet each other in areas with lots of cover, which they promptly hole up in and snipe at each other from. This is realistic, and when combined with the difficulty of controlling your troops, nerve-wracking at times.

The advanced rules bring in ammunition supply, nukes and chemical weapons, combat engineering, and similar options; also presented are a set of campaign rules concerning repair, support, and recovery of wounded, and a section allowing the user to integrate the system with both *Mercenary* and basic *Traveller*.

I have mixed feelings about the last two booklets, which cover the design and construction of every type of vehicle, aircraft, weapon system or missile a player could wish for. The design is a long and complex process, and I was disappointed to see so few examples presented. Since the players will be company commanders at best, they rarely have the chance to design their own equipment — so this burden falls on the referee (the rules suggest a referee, but I find it's possible to play without one). It might have been sensible to give a booklet the same size, but filled with examples rather than design algorithms — typical vehicles of each tech level.

As with any rules set, there are some errors. There are some discrepancies in the personal weapons table, notably the price of SMGs and laser power packs; helicopters for some reason have a completely different design procedure than other vehicles; and so on. The point which worries me most is that the sample vehicles, carrying half a dozen men each, range up to 50 feet long and 400 tons weight. Even for antigravity vehicles that seems excessive; I'm hoping it will turn out to be a typo when I check the designs through. Issue 12 of the *Journal* has a list of errata in the first edition of *Striker*, and may be worth a look.

I suspect many people will be interested in this work simply because it covers and integrates all the elements of the *Traveller* combat environment for the first time, and allows vehicle design — although the game is enjoyable in its own right, and perfectly

playable as a stand-alone set of miniatures rules; however, referees and players do have limited time available, and I for one prefer to spend it playing rather than designing tanks. The clean simplicity of *Traveller* is getting lost in a maze of calculations. Still, *Striker*, is believable and fun.

Overall: 6

Andy Slack

DUNGEON MODULES A1-4

A1 Slave Pits of the Undercity £2.95

A2 Secret of the Slavers Stockade £3.50

A3 Assault on the Aerie of the Slave Lords £2.95

A4 In the Dungeons of the Slave Lords £3.50

TSR

The A modules were originally used as the AD&D Open Tournament at Gen Con XIII in 1980. A1, A2 and the first part of A3 provided the first round, the second part of A3 the semifinal and A4 the final round. The modules have since been expanded to facilitate campaign play. For those interested in recreating the competition the original areas have been clearly marked (on the maps and where applicable in the text) and a scoring system has been included.

Each A module is a self contained adventure leading logically to the next and the availability of adventures for characters of levels 4-7 is a welcome addition to TSR's catalogue. Intended for use on TSR's *World of Greyhawk* they can easily be plugged into any existing campaign setting. For years the slavers have raided coastal settlements on the Sea of Gearnat, carrying their victims off into the night. Resistance from rulers of the afflicted lands has been piecemeal; the occasional sea battle backed by bribery and the slow fortification of towns. Recently attacks have increased, with whole towns and villages destroyed as the slavers lay waste to the coast in their search for victims. In order to put an end to the slavers, the rulers send groups of adventurers to seek out the Slave Lords.

All four modules are located in the Pomarj, once a flourishing land, now overrun by tribes of evil monsters. The search for the slavers commences in the ruined city of Highport. Module A1 deals with the slavers' base, a ruined temple on the edge of the city. Information discovered in the temple leads the party into the wasteland of the Drachensgrab Hills to the slavers



stockade. Pursuing further clues the party is led to the *Aerie of the Slave Lords*.

As can be expected from tournament scenarios the modules are tough and require skill from both DM and players. The first round modules are mainly combat orientated as the party struggles to destroy the strongholds of slaver power. They do contain a few surprises for those who forget that AD&D is more than hack and slash. A3 details the slavers' hidden city of Suderham. A4 is in my opinion the best of the four; it is packed with intriguing situations and requires a thoughtful and subtle approach.

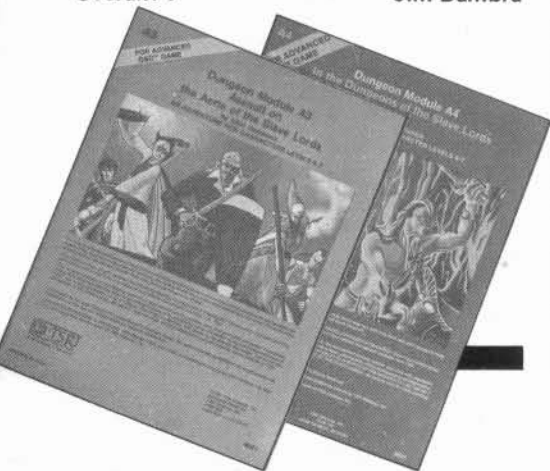
DMs running the modules need to be flexible; room descriptions in the tournament areas are often given for only one of the available entrances existing in campaign play. Once play commences it is incumbent on the DM to rearrange the occupants of rooms as these are not passive dungeons, the inhabitants react quickly and intelligently to intruders. In order to avoid heavy party attrition players will have to be on their toes as certain areas are designed to kill the unwary or the foolish.

Each module has been written individually using the slavers as a common theme. This has worked well ensuring different approaches from the authors and new monsters for use in each of the modules. The ideas contained in these dungeons will be a source of inspiration to DMs even if they are never played.

Unfortunately the series is not without flaws. As TSR increases its output of material standards are declining. There are numerous errors in the text and on some of the maps. On page 14 of A2 part of a sentence has been omitted, though the meaning can be gleaned with a bit of thought. The characters provided for tournament use are riddled with errors and the errors change from module to module. I would advise any one using these to check them very closely. Editing has not been done very scrupulously in the case of modules A3 and A4. It is the designers intention in A3 that one of the NPCs should reappear in A4, when A4 is checked for this character he is discovered under a different name and with different magic items. This is a mistake of the worst kind and these modules should never have been released with such errors. Let's hope that in future editions these mistakes will be rectified as they detract from an otherwise excellent offering.

Overall: 7

Jim Bambra

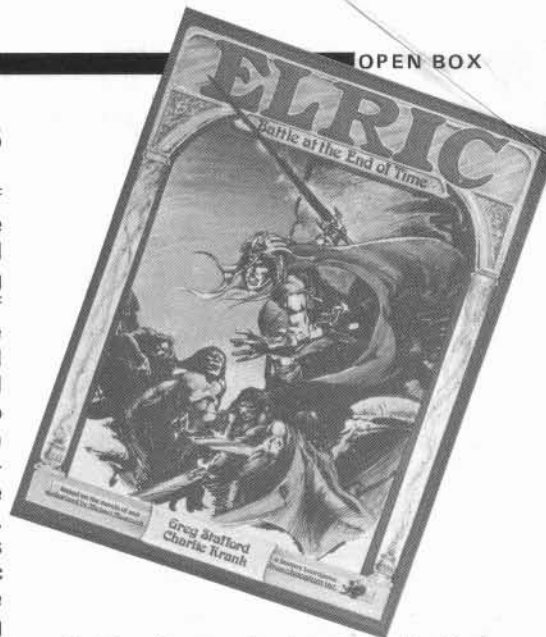


ELRIC Chaosium Inc

£14.95

This boardgame is an updated version of *Chaosium's* earlier release of the same name. Players manoeuvre armies, fleets and personalities across a map of the Young Kingdoms. The goal is possession of Imrryr capital of decadent Melniboné, the only key to which is the capricious and disillusioned Elric. Players must seek aid both magical and mundane, attempting to amass sufficient force to impress and retain Elric. Then they must assault Imrryr, fending off jealous rivals and maintaining the balance between Law and Chaos. If Elric, and hence Imrryr, are beyond a player's power to take, then judicious use of Chaotic or Lawful magic and a little luck can cause the Cosmic Balance to tip, precipitating the End of the World. Victory then goes to whoever is in position to make best of the way it ends.

This just scratches the surface of possible conditions occurring in the game. There are many ways to win and all of them race against time. Events from Moorcock's books, on which the game is based, are faithfully reproduced to maintain the flavour of the mythos and at the same time enhance play. A game should last no more than an evening, even though play is slowed a little by players taking separate turns to move and combat. Movement, combat and magic are straightforward and easy to pick up, though the rules contain an annoying number of ambiguities.



Quick reference sheets are provided for all players. Game counters are large and sturdy. Both the map and the counters are bright and colourful, perhaps a little too much so, and are illustrated in caricature style. Slicker and more sombre artwork would have suited the mood of the original stories rather better. As a bonus for FRP gamers, the map is ideal for *Stormbringer*, *Chaosium's* role-player on the same subject (which has its own map, but not as large or colourful).

All in all an enjoyable game, recreating the books quite successfully, though a little slow to play and subject to a fair degree of chance.

Overall: 7

Murray Writtle

GRIMTOOTH'S TRAPS Flying Buffalo Inc

£3.95

In this 54 page, A5 booklet there are 101 new ideas for pits, traps and tricks, with which the Games Master of any FRPGs can bewilder, — or kill — his dungeon delving players. Each trap, trick or whatever is fully described, and where appropriate, neatly illustrated, but, to preserve the universality of its use, no references to the mechanics of any particular game are made: instead, sufficient note space is left in the margin for exact probabilities and effects to be determined by the individual GM — though the concepts of death, mutilation and amputation are common to all games, and a likely result from most of the traps.

In fact, though the effects of traps vary from mild confusion and irritation to the possible elimination of the whole party, most of the traps seem likely to kill one member of the party pretty thoroughly, and convince the rest to go elsewhere. However, a 'deadliness rating' is provided for each trap — something which seems to be of dubious accuracy, or necessity.

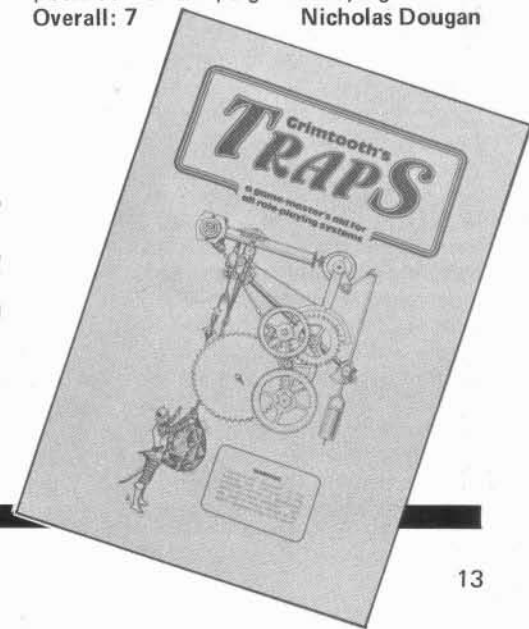
There are Room, Corridor and Door traps, and item traps which provide a more imaginative sting in the tail of a treasure hoard than the standard cursed

items. Some are entirely automatic, whereas others are manned, willingly or not, by monsters. (Though they look all right on paper, I don't think Newton or Einstein would be very impressed by the mechanisms of some of the traps. It's about time someone researched the spells of *eliminate friction*, *supercharge spring*, and *magic motor* that might make them go).

Although perhaps a little expensive, *Grimtooth's Traps* is none-the-less a demon-send for the referee who is always looking for that extra special trap for the next level. Be cautious, though: there is therein the potential for campaign destroying overkill.

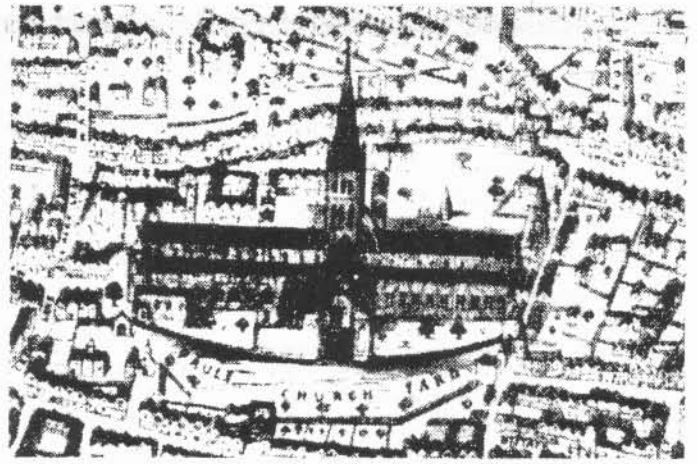
Overall: 7

Nicholas Dougan



The Town Planner

by Paul Vernon



PART III: RUNNING TOWNS AND CITIES

Government and Customs

All towns and cities would be, to some degree, centres of government, ranging from a capital city to a small town managing some of its own affairs. The form of government would depend on the type of state in which the town/city was situated, but for the purpose of this article, only those forms which existed in medieval England will be considered.

At one extreme, the whole place could be under the control of one individual — a king, noble or ecclesiastical lord. The feudal system of government was very simple in that it was based upon the running of a castle. In charge of the hall, where the lord ate, would be the steward and master butler, while the bed-chamber would be the responsibility of the chamberlain and the treasurer (the lord's treasure was often kept under the bed!). The chapel would be in the care of the chancellor, while the constable and marshal would look after the stables (and kennels) and the castle's defences respectively.

In practice, the responsibilities of the lord's officers were much more far reaching. The steward, for example, would manage the lord's estates with underlings to handle the day-to-day tasks; the lord's chamberlain might be responsible for tax collection; while the master butler might be in charge of a town's trade and the marshal, its defences. A king's officers would be powerful nobles and would serve him in the administration of the state. Similarly officers of a lesser lord would help administer his fiefs, including towns and cities if he held any.

Townsmen would generally have some say in their affairs, though this might be limited to their having a Merchant Guild, often seen as representing the town as a whole but originally intended to regulate the town's trade. Initially, entry to the guild was open to any burgess who paid the fee and swore an oath of loyalty. In many places, only guildsmen could sell goods by retail. The guild would collect tolls from non-members and the rents from market stalls and shops, as well as the charges for the use of the town's standard weights and measures. The guildsmen elected their own officers, chief of whom was the alderman.

Alternatively, the townsmen could be responsible for collecting their own taxes, and for appointing the reeve who accounted for them yearly at the exchequer of the overlord. Further moves towards independence might be a town's incorporation, which meant that the town had a legal existence of its own and could sue, be sued, hold property in its own right and issue by-laws; or a town becoming a county borough, in which case it would have an elected sheriff with his court and officers and would be treated differently from the surrounding countryside. As a town's independence increased, new offices would be created or merged with existing ones — the alderman of the Merchant Guild might be merged with the new office of mayor. There was no standard form of government, though there were a number of offices.

The mayor symbolised a town's unity, though mayoral elections were often accompanied by riots! He presided over major public occasions accompanied by his sword-bearer and sergeants-at-mace bearing the borough regalia. The mayor would be aided by bailiffs who had financial and legal responsibilities to the king

or overlord, even if they were appointed by their fellow townsmen. The titles of bailiff, reeve and portreeve were generally interchangeable (a port was *any* trading town, not just those with access to waterbourne trade), and these officers presided over courts and collected taxes and tolls. Some towns dispensed with mayors and were ruled by two bailiffs. In county boroughs, the bailiffs were often replaced by the sheriff. A chamberlain or steward might be at hand to look after the town's money and they would rank high in the civic hierarchy.

Town officials might also have sworn councils to supervise or advise them, generally of 12 or 24 members including the officials themselves. These councillors went under various names: jurati, aldermen, portmen, or chief portmen, for example. In many boroughs, aldermen were responsible for separate wards and kept the peace in them with the aid of their constables. There might also be a recorder (professional law officer); one or more coroners appointed to keep records of crimes pending the arrival of the Royal Justices; and a town (or common) clerk and a sheriff's clerk recording town, council or court business, supervising election procedures, etc. These might have been career officials or have served compulsorily under threat of fine.

There would also be lesser officials, some paid and some not, including beadles, ale-tasters, sealers, searchers, weighers and keepers of the market, ferrymen and porters, clock-keepers and criers, paviours, scavengers and street-cleaners, gate-keepers and several ranks of watchmen.

These officials could be appointed in a number of ways: by the 'congregation' of the whole town; by the council; or by a two-tier system with the council choosing from those put forward by the town's congregation. The posts might be held yearly or on a lifetime basis. There might also be concentric rings of government with a common council and one or more inner councils.

As an example, when the king granted Ipswich the right to collect its own taxes, the town's congregation elected two bailiffs and four coroners to manage its affairs. Two beadles were then appointed to work under the bailiffs, their duties being to make arrests, distraints, etc, while one of them also had charge of the prison. The bailiffs were elected to serve for one year, but no fixed term was set for the other offices and no provision was made for electoral meetings. (In some towns, important posts became almost hereditary.) The bailiffs and coroners then chose four lawful men from each of the town's parishes, and these in turn chose the 12 chief portmen to govern and maintain the borough and its liberties, render judgements, and decide what was useful to the town with the advice of their peers. Ipswich also had a common clerk (who absconded with the town's records in 1272!) but does not seem to have had chamberlains until 1320.

Town crafts might be regulated by craft guilds which were generally viewed unfavourably by oligarchic town councils who preferred to regulate the crafts themselves. Town governments dominated by cloth-dealing entrepreneurs would try to keep weavers and fullers in economic subservience, for example, or try to get their guilds' royal charters rescinded. Craft guilds also had social and religious functions. They often had their own chapel

dedicated to the patron saint of their craft, operated what amounted to sickness and insurance schemes for their members through mutual charity, and functioned as associations for general sociability and drinking as well.

Land in the towns was held by burgage tenure. A yearly rent was paid to the owning lord and, unlike rural areas, no onerous services were due. Also the leases on land were freely transferable.

It must be decided what rights were enjoyed by burgesses, and who qualified for them. Often, only Merchant Guild members were free from tolls, but in other cases it was a right of all burgesses, and there were various ways of qualifying as one. Living unchallenged within the borough for a year and a day could be enough to gain burgess status. Alternatively, it might be necessary to hold land in the borough and pay 'scot and lot' (the full dues of householders) or to be a member of a crafts guild after having served an apprenticeship, or to buy burgess status for a lump sum.

If the townsmen had some say in the government, tolls would be light upon raw materials and those goods which the town itself could not provide, but heavy on goods from competing towns. The toll of an overlord would be more arbitrary, as his main interest would be to increase his income by any means possible.

Special tolls might be in operation against foreigners (ie non-burgesses) or the burgesses as well, such as *murage* for the building or repair of town walls, *pavage* for paving the streets, or *portage* to pay for the building or upkeep of bridges. *Tallage*, an arbitrary direct tax, might be levied occasionally, either on non-burgesses or upon the town as a whole, the proceeds going to either the king or the town itself. Many towns had different levels of tolls for natives of different places.

There are also various religious, social and local customs (marriage and so on) to be decided. Books on folk customs can be a rich source of ideas on these.

Law and Order

There were three main types of law court in medieval England: church courts, baronial courts and king's courts. The church courts generally gave lighter penalties, but were only open to churchmen, though even church door-keepers could be counted as such. The baronial courts ranged from ordinary manor courts to those of the greatest barons. Manor courts only dealt with minor offences, such as breaches of the assizes of bread and ale, minor assaults, etc. They could not deal with cases of murder, arson and robbery, for instance, though some great barons were empowered to do so. Where lords did not have a right to a manor court, the minor cases went to the hundred courts (a hundred being a division of a county) held twice yearly and presided over by the county sheriff.

The shire or county courts were presided over by the sheriff with judgement by a jury of 12 freeholders of the county. To prevent sheriffs abusing their powers, especially when they were also important barons, they were replaced by officials of lower rank, and royal judges were sent on tour to try important cases.

Most boroughs would have their own court, the borough moot or portmanmoot, though sometimes they remained under seignorial control as though it were a manor court. These would be concerned mainly with trading disputes, weights, measures, tolls and penalties connected with these, enrolment of deeds concerning town properties, enrolment of probate wills, wardship of orphans, widows of burgesses and their rights, and with nuisance cases such as gutters and party walls, etc. Serious crimes, except where the criminal was caught in the act, would usually be reserved for the Royal Justices, though some towns had the right to have burgesses tried within the town by an all-burgess jury. The borough moot was later joined by various subordinate courts such as the sheriff's court or the mayor's court, which dealt with the increasing volume of commercial cases. In some towns, the wards had their own courts under their alderman. The ward courts dealt with policing, defence, public hygiene, and so forth.

In medieval times, the ideal case would be where the criminal was caught in the act and run down by a 'hue and cry', in which case he would be punished without trial. Hearsay evidence was also valued, and when the Shire courts were in session, 12 local men would present the sheriff with the robbers and murderers of the locality. The sheriff would have the suspects apprehended, but as he was not empowered to deal with such crimes, would

pass them in turn to the Royal Justices when they came around. However, hearsay evidence was not enough to condemn anyone. Suspected criminals, therefore, were tried by ordeal or combat, so that God could decide their guilt or innocence. Townsmen, however, soon attained the right to defend themselves against criminal charges by oath rather than battle, and as trial by ordeal became less popular, so trial by jury became the norm.

Similarly, in civil disputes (which mostly concerned land rights) trial by combat, which could be between champions in these cases, was increasingly superseded by the sheriff's empanelling juries of local men to decide upon the outcome.

Needless to say, the punishment for serious crimes would be severe — death, mutilation or blinding — though fines would be imposed for the less serious offences tried in the borough courts.

The above points are given more as a source of ideas than as hard and fast rules. To run a town successfully, however, the DM must have some idea of who runs it, what the customs are, what laws are in operation, which courts deal with transgressors, and what penalties are meted out. Also, it must be decided whether the townfolk deal with those matters themselves or whether professional law and government officials are paid to do so.

'Built-In' Adventures and Rumours

Possible adventures can be written into the fabric of a town, in addition to the regular 'ghouls-in-the-graveyard' type adventure. These could be on an individual basis, concerned with ambition, rivalry, revenge and/or the righting of real or imaginary wrongs. The roots of these disputes could be land, property, family, mercantile interest or position, whether it be rivalry over the guildsmanship of the bakers or the mayoralty of the whole town. The more important the position in question, the more scope there is for factionalism in the town itself.

There could also be conflicts between interest groups: fishermen vs fishmongers, inter-guild conflict over trading rights, burgesses vs non-burgesses, journeymen vs masters, or conflict between weavers and fullers, on one hand, and cloth merchants on the other. If the town is multi-racial, multi-national or multi-religious, conflicts can arise. If the town is still in the control of an overlord, the burgesses might be campaigning to extend their rights and liberties, and any town's government would have its opponents with views that could bring them head on with the authorities. Established rights may be being eroded, such as land-owners enclosing lands that burgesses have the right to graze animals on at certain times of the year.

The most common way of introducing these urban adventures is through rumours, but these must be handled with care. It is far better to have rumours tied down to specific locations/personages than to have them broadcast indiscriminately by inappropriate people in inappropriate places. Naturally, the best places to pick up rumours would be those where a fair number of people gathered, such as markets, inns, or taverns, though shops or individuals might also furnish them occasionally. Rumours picked up should be of interest to those mentioning them and/or those about which they could have some knowledge. A beggar in the slums, for example, would be unlikely to have knowledge or be interested in the goings on in the duke's bedchamber. Talk overheard in taverns and markets should concern the locality and people frequenting the place as well as the strange comings and goings of folk nearby. At the Weaver's Rest, for example, derogatory remarks about tight-fisted cloth merchants might be heard, while at the inn frequented by the Merchant Guild, the topics under discussion might be the outrageous demands of the weavers and fullers and how they are threatening to ruin the cloth trade!

The Urban Calendar and Other Events

A calendar of regular events needs to be drawn up so that players might hear about forthcoming events. Weekly events would include the various market days and minor religious ceremonies, while the sessions of the less important courts (perhaps with trials by combat) and more important ceremonies might occur monthly. The most important courts, where criminals could be tried, would occur every three to six months.

The yearly events would reflect the cycle of the agricultural life of most towns. All burgesses could graze animals on the▶

►borough lands after the harvest, for example, and there could be festivals to celebrate this. Certain fairs, such as the wool fair, take place in the wake of the specific agricultural events. Not all fairs would be concerned with trade, however. There might be a yearly job fair where apprentices were taken on and journeymen gathered with the tools of their trade in the hope of finding a master for the following year.

Other yearly events could be the election of town officials, and a parade by the town militia. There might be one or two carnivals, perhaps of religious significance such as the performing of mystery plays by the various crafts guilds. 'Cultural' events could include tournaments, games, races, gladiatorial contests, bards or dramatic contests and so forth. Each regular event would be accompanied by an influx of appropriate visitors to the town.

Provision should also be made for one or more random events to occur each week, and if they were worked out in advance, player characters might be able to get advance warning of some of these. Examples of these possible events are: outbreaks of banditry/piracy in the area accompanied by a call to arms or recruitment for a punitive expedition; visits to the town by important religious/civic personages; government proclamations about new laws or special measures; plague, fire or flood with possible *tallage* being levied to help alleviate the damage; the arrival/departure of caravans/ships; strikes/riots in connection with food shortage, peasant/labour unrest; criminals could be caught/escape/executed; criminal plots could be uncovered and initiate a house-to-house search; speculation in the town treasury; crop damage/failure; and plots could be uncovered in connection with interest, craft or political groups. Finally, events could occur which affect the town's dignitaries and denizens, such as marriage, death, robbery, kidnapping, murder, a stroke of good/bad luck in business, etc. Provision can be made for these to also happen to resident PC's. Naturally, the less serious events would be more common and their nature will depend on the type of town.

Urban Encounters

Two things must be determined about any urban encounter: its exact nature and the NPC's involved. A separate table is needed for each. The encounters would vary both with the time of day and the area of the town, and the tables should reflect this. The different quarters (main routes, docks, merchant quarters, etc) might each have a separate column in each table, subdivided into two to four different times of day. It is important that each area has its own distinctive flavour. Meticulous DMs might have a column for each street.

Apart from encounters deliberately initiated by the DM in connection with an adventure, there are three main types. With those initiated by the player characters themselves, the players know the form that the encounter should take — even if the DM doesn't! — and the only thing to be determined is who is around for them to talk to. This is dealt with below. The encounters covered in the first table are those where the players observe something and choose whether to become involved or not, and those initiated by NPCs initiate themselves. Things observed could be assassination attempts, boisterous behaviour (from nobles racing down the street in chariots to apprentices rolling one of their number along in a barrel as part of an initiation ceremony) and so forth. Reasons why NPCs might approach players could be to accuse them of something, to ask the way, to ask their help, offer employment, or even just because they are lonely and want someone to talk to.

Type of Encounter (d100)	Main Routes				Dock Area			
	Morning	Afternoon	Evening	Night	Morning	Afternoon	Evening	Night
Party observe:								
Argument	1-2	1-5	1-3	1-2	1-4	1-6	1-4	1-3
Assassination attempt	-	6	4-5	3-4	-	-	5	4-6
Boisterous behaviour	-	7	6-8	5-6	5	7-8	6-9	7-9
DMs choice								
Type of Encounter (d100)	Morning	Afternoon	Evening	Night	Morning	Afternoon	Evening	Night
NPC approaches to:								
Accuse	51	48-49	49-50	47-49	61	62-63	61-63	61-64
Ask way	52-58	50-57	51-55	50-55	62	64-65	64	65-66
Befriend	59	58	56-57	56-59	63	66	65-67	67-70
DMs choice								

The first thing to determine about any NPC encountered is whether they are residents (of the street/area), natives (of the town but not the area), or strangers to the town. There should

also be various chances as to their sex and whether they are drunk.

The sensible keying of the town directory and map helps with encounters. The directory should be keyed in order of social level, with those of similar occupation grouped together in each section. The map should be keyed not only to the directory, but also to each street or quarter in the town. If this has been done and the encounter calls for one or more residents, a house number in the appropriate street or area can be randomly determined and by consulting the building's town directory number, the resident(s) can be brought into play. If the NPC is a native, the lower section of the second table must be consulted to determine his/her social class. The town directory can then be used to randomly select a member of that class. The native could turn out to be a resident.

Strangers to the town can be treated similarly to residents to determine their social class and/or occupation. The calendar will determine whether there could be any event which has brought them to town, or they could be on business, visiting relatives or friends, stopping over en route to somewhere else, etc. They would be most often found on the main streets.

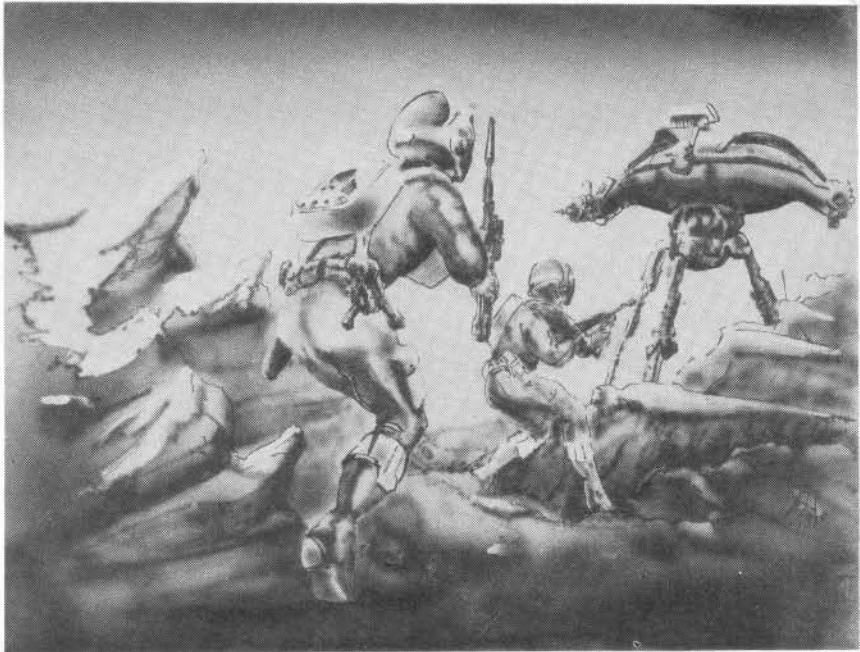
	NPCs Encountered							
	Main Streets				Dock Area			
	Morning	Afternoon	Evening	Night	Morning	Afternoon	Evening	Night
Resident	1-5	1-2	1-3	1-4	1-8	1-4	1-7	1-8
Native d12	6-11	3-7	4-9	5-10	9-11	5-9	8-10	9-11
Stranger	12	8-12	10-12	11-12	12	10-12	11-12	12
Female (Chance)	40%	50%	30%	10%	35%	30%	40%	30%
Drunk on d100	5%	10%	30%	50%	10%	20%	40%	60%
Social Class (d100)								
(No appearing)								
1	1-30 (1-20)	1-30 (1-20)	1-15 (3-12)	1-10 (3-12)	1-40 (2-20)	1-30 (2-20)	1-45 (4-16)	1-50 (3-12)
2	31-45 (1-20)	31-40 (1-20)	16-23 (2-12)	11-20 (2-12)	41-55 (2-20)	31-45 (2-20)	46-60 (4-16)	51-65 (3-12)
3	46-55 (1-12)	41-50 (1-12)	24-30 (1-10)	21-30 (2-8)	56-65 (2-12)	46-55 (2-12)	61-70 (3-12)	66-75 (2-5)
4	56-60 (1-12)	51-57 (1-8)	31-39 (1-6)	31-40 (1-6)	66-70 (2-12)	56-60 (2-12)	71-75 (3-12)	76-79 (2-5)
5	61-64 (1-10)	58-62 (1-8)	40-46 (1-6)	41-53 (1-6)	71-75 (2-8)	61-65 (2-8)	76-79 (2-5)	80-81 (3-6)
etc.								
10	87-92 (1-4)	85-90 (1-4)	84-87 (1-6)	79-81 (2-5)	94-95 (3-6)	93-94 (3-6)	90 (3-8)	83 (1-8)
Townwatch	93-99 (2-8)	91-96 (2-8)	88-95 (2-12)	82-93 (2-16)	96-97 (2-12)	95-97 (2-12)	91-95 (2-16)	84-90 (2-20)
Thief	99 (1-2)	97-99 (1-4)	96-98 (1-3)	94-97 (1-6)	98-99 (1-4)	98-98 (1-4)	96-99 (1-6)	91-98 (1-8)
Other	100	100	99-100	98-100	100	100	100	99-100
Character Class	(1-4)	(1-4)	(2-8)	(2-8)	(1-4)	(1-4)	(1-6)	(1-8)

Because the DM has no way of knowing in which areas urban encounters will occur, it is difficult to pre-roll the encounters, but a few lines of the relevant types of dice throw should be noted down before play begins and the appropriate tables consulted when the need arises. For example, suppose that the first number in the list for the types of encounter is 6, and that the first line of pre-rolled figures for the NPCs encountered is — 9, 27%, 74%, 47. Now, suppose that the party is walking down one of the main streets when an encounter occurs. Using the example tables, a 6 on Table 1 tells us that the party witness some boisterous behaviour. Looking at Table II, the figures we have tell us that the parties involved are natives of the town, female, not drunk, and of social class 6. A die roll tells us there are four of them, and from the town directory we find that they are the wife, two teenage daughters, and maid of a master stonemason. Hardly the types for boisterous behaviour, so more likely to be on their way to/from friends, though they might be the *victims*. The next row of figures (11, 43%, 14%, 27) gives strangers, male, drunk, and of social class 3 (more like it!). A die roll gives 7 of them, and a look at the town directory and calendar tells us that they are journeymen leather workers in town for the annual beer festival, and are making ribald comments and gestures at the expense of the four ladies. What the player characters do now depends on whether they are gentlemen or not!

As a further example, suppose that the figure we have for Table I is 67, and those for Table II are 6, 83%, 47%, 82. The party are on some nocturnal escapade in the dock area when an encounter is called for. From Table I, we see that some NPC(s) want to befriend the party; Table II tells us that the NPC(s) is resident, male, and drunk (the last number being inapplicable as the NPC is a resident). There are 20 houses in the street in question, a dice tells us the NPC(s) come from no. 14 — they turn out to be Shadowjack (a pawnbroker/thief who makes most of his money stealing goods from dockside warehouses) and his cronies. So are they *really* drunk? And are they *really* friendly? ■

GUNS FOR SALE

by Steve Cook



Starbase is a regular department devoted to readers' ideas for Traveller, edited by Bob McWilliams. This issue, we look at a weapons availability system.

At the start of many adventures players wish their characters to go down to the nearest hardware store and buy a couple of FGMP 15s for their forthcoming 'Trade Mission'. A problem many referees face is whether the weapons would be available to the player-character. The following system is designed to calculate the chance of a particular weapon being available, any variation in cost and the waiting time.

Weapon Availability

The figure quoted below is the base chance of that weapon being available at the minimum possible Tech Level, at the maximum legal Law Level (that is one before it is made illegal), in a specialist gun shop. It includes the weapons found in the article elsewhere in this issue.

Base Chances:

Accelerator Rifle.	50%	PGMP 12.	2%
Adv Cmbt Rifle.	40%	PGMP 13.	2%
Assault Rifle.	60%	PGMP 14.	1%
Auto Canon.	1%	Plasma Pistol.	No
Auto Pistol.	55%	Pike.	40%
Auto Rifle.	35%	RAM GL.	25%
Auto Shotgun.	30%	Revolver.	70%
Bayonet.	75%	Rifle.	55%
Blade.	75%	Shock Disablers.	20%
Body Pistol.	60%	Shotgun.	70%
Broadsword.	45%	SMG.	35%
Carbine.	60%	Snub Pistol.	50%
Cutlass.	55%	Snub Rifle.	35%
Dagger.	95%	Spear.	60%
FGMP 14.	1%	Stun Pistol.	30%
FGMP 15.	1%	Stun Rifle.	25%
Flamethrower.	5%	Submachine Pistol.	40%
Gauss Rifle.	25%	Sword.	50%
Halberd.	40%	Tonite Pistol.	20%
Heavy Body Pistol.	40%	Tonite Carbine.	30%
Laser Carbine.	20%	VRF Gauss Gun.	1%
Laser Rifle.	20%	Warper.	No
LAG.	40%	Wiper.	No
Needle Rifle.	10%		

Note: These figures may seem to be strange but it should be born in mind that they are for the minimum Tech Level. No means none for sale.

The resultant figure should be amended as follows:
 Per Tech Level world is above minimum for weapon . . . +10% (max +50%)
 Per Tech Level world is below minimum for weapon . . . -15%
 Per Law Level world is above maximum for weapon. . . -25%
 Per Law Level world is below maximum for weapon . . . +10% (max +30%)
 If purchased at a non-specialist shop, eg. hunting shop . . -15%
 If purchased at a general shop -35%
 Per level of Streetwise skill character has +10%
 If purchased on the Black Market:
 Per Law Level world is above max for weapon +15%
 Per level of Bribery skill character uses +10%
 These Black Market adjustments are used in addition to the normal adjustments.

Weapon Prices

The cost should be modified as follows:
 If purchased at a non-specialist shop, eg. hunting shop . . +10%
 If purchased at a general shop +30%
 Per Law Level world is above maximum for weapon. . . +15%
 Per Law Level world is below maximum for weapon . . . -05%
 Black Market:
 Per level of Bribery skill character uses +10%
 Per Law Level world is above maximum for weapon. . . +25%
 Per level of Streetwise skill character has -05%
 To calculate the waiting time (time for the shop to get the gun etc.) roll percentage dice:

01 — 50	No delay — available straight away
51 — 75	Wait of 2d6 Hours
76 — 90	Wait of 2d6 Days
91 — 00	Wait of 2d6 Weeks

Note: payment will usually be in advance.
 This system should also be used when buying ammunition. It could also be used in reverse when characters were trying to sell weapons — the base chance would be of someone wanting to buy the weapon.

Example: A character with Bribery 1 and Streetwise 1 on a Tech Level 10, Law Level 4 planet is trying to buy a carbine. His base chance is 60%, modified as follows: Tech Level 10, +50; Law Level 4, 25%; Purchased at a specialist gun shop, no penalty, Streetwise 1 +10% = a final chance of 95%.
 The cost will be: Law Level 4, +15%; = 230 cr (not including Tech Level changes). Percentage dice are then rolled to see how long the wait would be. The carbine is a light assault weapon (illegal at Law Level 4) with a maximum legal Law Level of 3. ■



RUMBLE AT THE TIN INN

A Bar-Room Brawl for RuneQuest

by Michael Cule

This is a scenario written in imitation and appreciation of Lew Pulsipher's *D&D Barroom Brawl*, and is set in *Apple Lane*. I first used this scenario to introduce players to the *RQ* game-system and begin my current campaign. The NPCs in this scenario were drawn from *Apple Lane* and it can lead naturally into the scenarios of that book. If you want to develop further scenarios you might try hunting up the Temple of Mallia that Maldoon serves, or defending the village against irritated trolls if the two sent to fetch Shuffle die. The following special rules and notes apply:

1. All pieces are set up in the position shown and with the facing shown. 1707/5 in the position column indicates hex 1707, facing 5. Pieces placed in hexes with chair symbols are assumed to begin the game sitting with their weapons and shields on the table or floor. It takes one SR to stand and the standard five to ready each weapon or shield. Exceptions: the NPC Shuffle remains off the board until someone enters his room, and the two trolls enter at the position shown on MR3.
2. Each hex is one metre; three hexes or parts of three, moved through equal 1SR. For these purposes a shift of one or two hex-sides in facing equals one metre's movement.
3. During the first phase of the Melee Round (MR hereon in) — Statement of Intent — the characters' intentions will be stated in the order given in the Statement Order column, ie low DEX first and if DEX ties, low POW first. This is to reflect the chance of high DEX and POW characters reading and reacting to others' intentions. However, in the second phase — Movement of Non-Engaged Characters — the order must be reversed, with highest DEX moving first.
4. The werewolf Thursas will not wake until MR4, but will be able to move in that round; he will turn into wereform at the end of MR5. He should not know how long it will be before he turns into wereform.
5. Neither Thursas nor Maldoon should be given to players as permanent characters, unless the GM likes powerful Chaotic characters ruining the game balance.
6. **Special Movement Rules.** Forward/side-steps are free from extra cost. Back-steps take a full SR, opening a door takes 2SR.
7. There is no fixed length to the scenario. If things seem to be getting out of hand Bulster Brewer will go to fetch the Sheriff and his arrival will end the scenario.
8. The farmers in this scenario are identical rustics. All are mildly suspicious of all foreigners, have 11 in all characteristics, and carry identical walking sticks/cudgels, which they use 2-handed (or 1-handed if necessary) at 35% attack and parry, doing 1d6+2 damage. They are unarmoured, and carry 1d10 Clacks.
9. There are 2d100 Lunars in the till, or its equivalent.
10. The date is Wildday of any week, any season, any year, during the Lunar occupation of *Dragon Pass*.
11. **The Map.** This shows the bar at the Tin Inn and the second floor, with a balcony. Upstairs are Bulster's rooms (A&B) and guest rooms C-F, and a balcony over the courtyard. Hex 1501 marks the till, 1906-7 the service counter. Below the upstairs rooms is the stable, accessible only from the outside.

Positions of tables, chairs and beds.

Tables: The first number or set of numbers is where the tables are, the second two (if given) the directions they face. 1003, 0902/5-2; 1106, 1107, 1108/6-3; 0705; 1212, 1111/5-2; 1302 0416/0417; 1509, 1610, 1710/5-2; 1512, 1613, 1713/5-2; 0408, 0508, 0609/5-2; 0410, 0510/5-2; 0202, 0203/6-3; 0208, 0209/6-3.

Chairs: 1707; 1907; 1503; 1504; 1301; 1007; 1008; 1208; 1103; 0903; 0704; 0605; 0607; 0411; 1612; 1712; 1614; 1609; 1709; 1611; 1312; 1211; 1112; 0507; 0601; 0509; 0409; 0109; 0107; 0102, 0103; 0302.

Beds: 0414-0425; 0419-0420; 0819-0820; 0718-0719; 0116-0117.

Order and Position Table (NPCs in block capitals)

Statement Order	Starting Position	Name	Notes
1.	1707/5	Maldoon	Sitting
2.	1710/1	Liriell the Lute	Playing Lute and Singing
3.	1515/6	Big Arggh	Enter MR3
4.	1907/5	Shifter	Sitting
5.	1103/5	FARMER 1	Sitting
6.	1004/6	FARMER 2	
7.	0903/1	FARMER 3	Sitting
8.	1007/2	FARMER 4	Sitting
9.	1008/1	FARMER 5	Sitting
10.	1208/5	FARMER 6	Sitting
11.	1503/3	FARMER 7	Sitting
12.	1504/6	FARMER 8	Sitting
13.	1606/4	BULSTER BREWER	Chatting with Customers
14.	0419,0420	Thursas	Wakes MR4
15.	1701/4	POSTAL	Leaving the Cellar
16.	1516/6	Little Arggh	Enters MR3
17.	1301/3	Almaro the Outcast	
18.	0411/1	Tharatal	Sitting
19.	1715/5	BEK LEADHEAD	
20.	1506/1	AVEREEN BOSOM	Chatting with Bulster
21.	0414,0415	SHUFFLE	Lying Asleep, Drunk
22.	0606/1	MINEERA	Serving the Lunars
23.	0605/2	Ceribeteles	Sitting
24.	1905/3	BERTHA	Carrying Meals
25.	0704/3	Marops	Sitting

Player Characters

1. **MALDOON** (Human Male, 21).

STR: 15; CON: 13; SIZ: 12

INT: 8; POW: 11; DEX: 6; CHA: 15

Short Sword: (1d6+1+1d4) SR9 50% Parry 55% Points 20

Large Shield: Parry 25% Points 16

Defence: 0; Move: 8

Spells: protection 2, sneeze (*Cults of Terror* p29)

Skills: Prepare Disease Potion 40%. Riding 60%; Spot Hidden 45%; Spot Trap 30%; Tracking 30%; Camouflage 45%; Hide in Cover 30%.

Languages: Speak Praxian 40%, Speak Sartarite 20%.

You are an ex-slave, escaped from the Unicorn Tribe and embittered by your experiences, and have become a voluntary Initiate of Mallia. You have prepared a potion of *Soul Waste* and wish to introduce it into people's drinks; you are also a carrier of the disease and can attempt to infect people by standing next to them for 2 whole MR. You have 70L in cash on your person.

L 3/5 R
3/4 2/6 3/4
2/5
3/5 3/5
TOTAL HPS: 13



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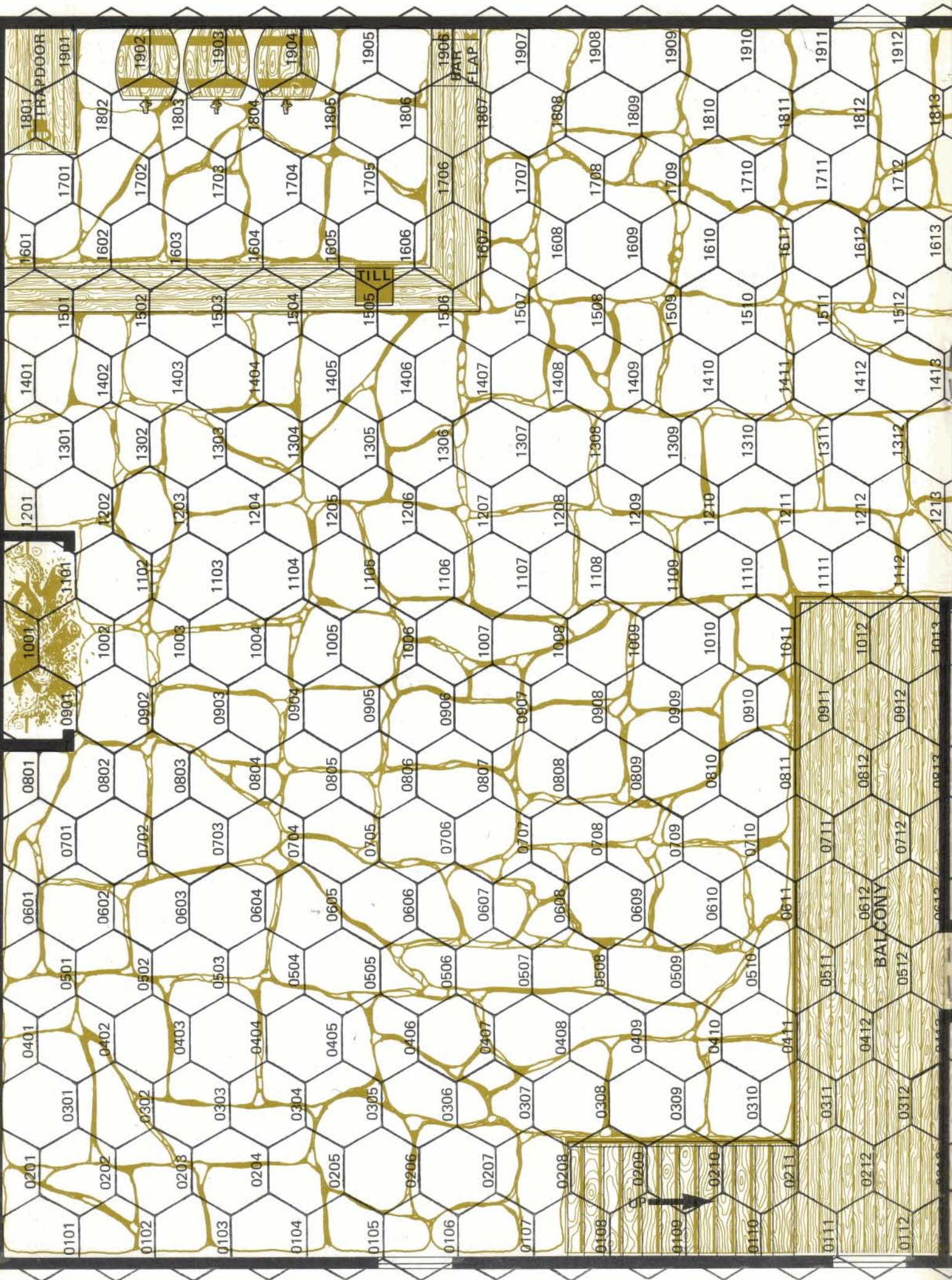
THE ADVENTURERS

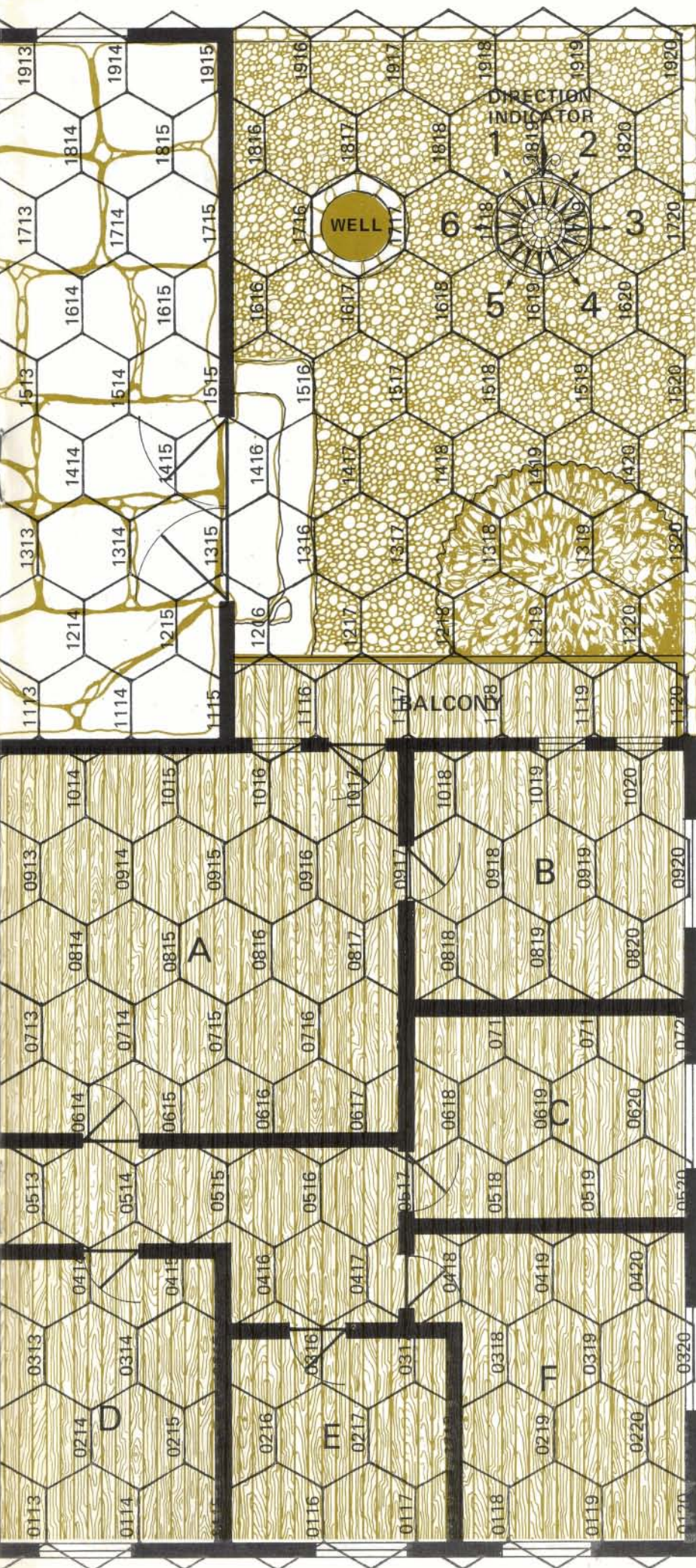
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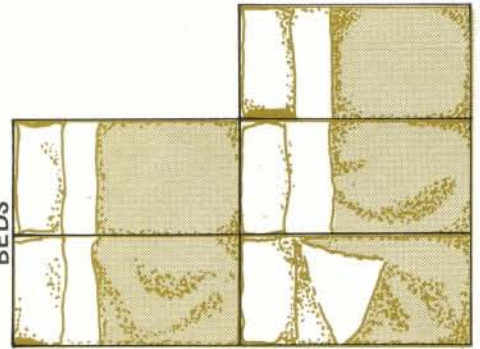




RUMBLE AT THE TIN INN

SCALE: 1 HEX = 1 METRE

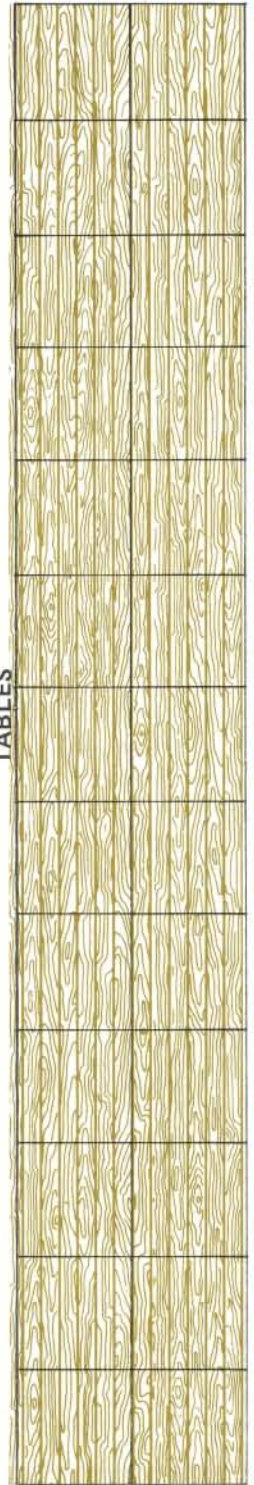
BEDS



CHAIRS



TABLES



CHARACTERS (NPCs in tone)

1	MALDOON
2	LIRIELL
3	BIG ARGGH
4	SHIFTER
5	FARMER 1
6	FARMER 2
7	FARMER 3
8	FARMER 4
9	FARMER 5
10	FARMER 6
11	FARMER 7
12	FARMER 8
13	BULSTER BREWER
14	THURSAS
15	POSTAL
16	LITTLE ARGGH
17	ALMARO
18	THARATAL
19	BEK LEADHEAD
20	AVEREEN BOSOM
21	SHUFFLE
22	MINEERA
23	CERI BETELES
24	BERTHA
25	MAROPS



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RUMBLE AT THE TIN INN

2. LIRIELL THE LUTE (Human Female, 21).

STR: 12; **CON:** 8; **SIZ:** 16
INT: 17; **POW:** 13; **DEX:** 9; **CHA:** 12
Quarterstaff: (1d8+1d4) SR4 45% Parry 40% Points 15
Dagger: (1d4+2+1d4) SR8 35% Parry 25% Points 12
Defence: 10%; **Move:** 8
Skills: Tumbling (Jumping + Climbing) 55%; Playing the Lute 50%; Singing 40%; Hide Item 50%; Pick Pockets 45%.
Languages: Speak Sartarite 85%.
 You are a Lay Member of Donandar (the Players' god); you have been playing and singing all evening and have made enough to bring your cash to 83L, but need another 70L to get to your next job. If they don't appreciate your singing, take it by using your thief skills. Incidentally, you recognise Shifter as a thief from Boldhome.

3. BIG ARGGH (Dark Troll Male, 21).

STR: 20; **CON:** 10; **SIZ:** 21
INT: 13; **POW:** 11; **DEX:** 9; **CHA:** 18
Maul: (2d8+1d6) SR5 50% Parry 45% Points 15
Large Shield: Parry 40% Points 16
Defence: 0; **Move:** 8
Spells: *healing 2, disruption, bludgeon 2.*
Skills: Jumping 80%; Move Silently 50% (-15% for ringmail); Hide Item 55%.
Languages: Speak Dark Tongue 80%; Read/Write Dark Tongue 45%; Speak Sartarite 40%.
 You are an Initiate of Kyger Litor, and have been sent with your brother Little Arggh by your priestess to find the trollkin Shuffle, who lives in Apple Lane. You must bluff or force the innkeeper to tell you where he is. His (and your) uncle, the Rune Lord, wants to invite him to dinner (ho ho). If you fail to bring him back you could be the guest to dinner (ha ha).

4. SHIFTER (Human male, 21).

STR: 11; **CON:** 8; **SIZ:** 13
INT: 14; **POW:** 14; **DEX:** 10; **CHA:** 15
Short Sword: (1d6+1) SR8 40% Parry 35% Points 20
Throwing Dagger: (1d4) SR3 25% Points 12
Dagger: (1d4+2) SR9 30% Parry 25% Points 12
Medium Shield: Parry 30% Points 12
Defence: 5%; **Move:** 8
Spells: *disruption, mobility, vigour.*
Skills: Hide Item 45%; Pick Lock 40%; Pick Pockets 50%; Move Silently 55%; Listen 65%.
Languages: Speak Sartarite 70%.
 You are a recently qualified thief apprentice from Boldhome; your aim is to make money any way you can. You have 11L on you and 500L banked. You recognise Liriell, having seen her in a player troupe at Boldhome.

14. THURSAS (Bearwalker male, 21).

STR: 14 (28); **CON:** 17; **SIZ:** 17;
INT: 14 (9); **POW:** 13; **DEX:** 11; **CHA:** 13
1H Battleaxe: (1d8+2+1d4) SR7 55% Parry 45% Points 15
Javelin: (1d10+1d2) SR 35%
Large Shield: Parry 25% Points 16
(Claw): (1d6+1d6) SR8 55%
(Bite): (1d10+1d6) SR8 45%
(Hug): (4d6+1d6) SR8 35%
Defence: 0; **Move:** 8(10)
Spells: *healing 1, protection 1, countermagic 1.*
Skills: Spot Hidden 30% (25%); Spot Trap 30% (25%); Tracking 30% (25%); Hide in Cover 45% (40%); Camouflage 30% (25%).
Languages: Speak Sartarite 70%.
 You are a member of a Sartarite poor noble house, who fled home when it became clear you had inherited the taint of lycanthropy. You can turn into a werebear at any time, but must do so each week at the full of the Red Moon; in this form you can use no weapons or offensive magic, but have 1pt skin armour and are immune to all but magic damage and pure Rune metals. The bracketed figures then apply. After five years as a mercenary officer you have returned to your homeland. You awake in the Tin Inn, your armour (closed helm, chain hauberk, plate limbs) and equipment (weapons and shield, pack and 35W, 14L) beside you, with a pounding hangover. Looking out of the window, you see the full Red Moon about to rise. You gotta get outta this place. . . .

16. LITTLE ARGGH (Dark Troll male, 18).

STR: 18; **CON:** 12; **SIZ:** 20
INT: 13; **POW:** 14; **DEX:** 12; **CHA:** 11
Maul: (2d8+1d6) SR5 45% Parry 45% Points 15
Large Shield: Parry 45% Points 16
Defence: 0; **Move:** 8
Spells: *healing 2, bludgeon 2, glue 1, befuddle.*
Skills: Climbing 60%; Spot Hidden 50%; Hide in Cover 45%.
Languages: Speak Dark Tongue 80%; Read Dark Tongue 30%; Speak Sartarite 30%.
 Your primary task is to help your big brother, as a fellow Initiate. However, you have acquired from somewhere an unhealthy taste for human and if you get the chance to capture one you will do so.

17. ALMARO THE OUTCAST (Human male, 21).

STR: 13; **CON:** 9; **SIZ:** 17
INT: 13; **POW:** 14; **DEX:** 14; **CHA:** 17
Broadsword: (1d8+1+1d4) SR5 50% Parry 45% Points 20
Javelin: (1d10+1d2) SR2 20%
Mounted Lance: (1d10+1+mount's damage bonus. Can use as Long Spear, at natural ability + bonuses) SR3 20%
Defence: 5%; **Move:** 8
Spells: *countermagic 2, disruption, bladessharp 2.*
Skills: Riding 80% (but only High Llama); Spot Hidden Item 55%; Spot Trap 35%; Tracking 35%; Camouflage 30%; Hide in Cover 30%; Oratory 60%.
Languages: Speak Praxian 65%; Speak Sartarite 25%.
 You are a Lay Member of Humakt, and have been thrown out of the Llama tribe by your Khan because of your increasing popularity and irritating boastfulness. You have arrived in Apple Lane on foot, with 40L. You wish to do something spectacular to impress the locals and attract an employer, but are hampered by knowing little of the local language.

18. THARATAL (Human male, 21).

STR: 7; **CON:** 14; **SIZ:** 7
INT: 17; **POW:** 14; **DEX:** 14; **CHA:** 9
1H Light Mace: (1d6+2) SR8 40% Parry 30% Points 20
Small Shield: Parry 10% Points 8
Defence: 15%; **Move:** 8
Skills: Evaluate Treasure 20%; Bargaining 15%; General Knowledge 15%.
Languages: Speak Sartarite 85%; Read/Write Sartarite 90%; Read Old Pavic 30%.
 You are a Lay Member of Lhankor Mhy; you and your cult were thrown out of the Temple Library in Swenstown when Fazzur the Widedread (the local military governor of the Lunar Empire) took it for the Lunar god of knowledge, Irrippi Ontor. You wish to be revenged on the two Lunar characters but you are not much good with weapons, having spent your youth in academic study. Be subtle.

23. CERIBETELES (Human male, 21).

STR: 12; **CON:** 11; **SIZ:** 13
INT: 16; **POW:** 9; **DEX:** 17; **CHA:** 13
Lunar Scimitar: (1d8+1+1d4) SR5 55% Parry 50% Points 20
Large Shield: Parry 45% Points 16
Defence: 15%; **Move:** 8
Spells: *healing 2, disruption.*
Skills: Oratory 35%.
Languages: Speak Lunar 80%; Read Lunar 60%; Speak Sartarite 60%; Read Sartarite 35%; Speak Tarshite 40%.
 You are a rich young noble of the conquering Lunar Empire, a Lay Member of the Seven Mothers, and have been trained from infancy in the skills needed by the Empire for the conquest of Dragon Pass. You have been sent by your father (an assistant to the military governor) to survey the area of Apple Lane; with you is your bodyguard Marops. The locals are suspicious and hostile. Do something to impress them. You have 100L on you, 340L in the bank, and an income of 1960L per year.

25. MAROPS (Human male, 21)

STR: 11; **CON:** 11; **SIZ:** 7
INT: 7; **POW:** 12; **DEX:** 18; **CHA:** 10
Lunar Scimitar: (1d8+1) SR5 55% Parry 60% Points 20
Heavy Crossbow: (2d6+2) SR1 35% Points 10 (can fire once per 3MR, reloading between).
Small Shield: Parry 40% Points 8
Spells: *healing 1, xenohealing 2, bladessharp 2, speedart.*
Skills: Riding 85%; Spot Hidden 45%; Spot Trap 30%; Tracking 30%; Camouflage 30%; Hide in Cover 30%.
Languages: Speak Lunar 35%; Speak Tarshite 15%.
 You are an ex-mercenary formerly employed by the Lunar Empire's Native Furthest Cavalry Corps; you currently work for Ceribeteles' father (at 100L a season) as Ceribeteles' bodyguard. You should obey any direct command he gives you. However, you are stupid, and also want a woman, but do not speak the local language. Improvise.

Non-Player Characters

The statistics for these are in *Apple Lane*. NB Pramble is visiting the Temple of Uleria tonight.
Corrections to Apple Lane -OD.
NPCs
Bulster Brewer: Spear if 1H, SR7.
Bertha: Hit Points 10, Defence 5%.
Bek Leadhead: No Defence.
Postal: Hit Points 13, Defence 5%; 2H Spear's damage 1d8+1+1d4, Javelin's damage 1d10+1d2.
Mineera: HP 14 (6 on chest), Defence 5%; club SR7.
Avareen Bosom: DEX 14; HPs 17 (so 7-6-5), Defence 15%; club SR8.
Shuffle: Move 6; HPs 4-3-2; no Defence; Dart SR2.



Arms at the Ready

Part II

Combining the AD&D Combat Tables

Here are a further number of weapons using the system outlined in Arms at the Ready in WD31.

SCIMITAR
TO HIT TABLE



		Level				Armour Class										
Fighter	Paladin	Druid	Assassin	Magic-User	Monster	(hit dice)	2	3	4	5	6	7	8	9	10	
0			1-3		*		22	20	19	17	15	14	12	11	8	
1-2	1-2	4-5			1-1		21	19	18	16	14	13	11	10	7	
	3-4	6-7			1		20	18	17	15	13	12	10	9	6	
	5	8			1+		19	17	16	14	12	11	9	8	5	
	6-7	9					18	16	15	13	11	10	8	7	4	
5-6	8	10-11			2-3+		17	15	14	12	10	9	7	6	3	
	9-10	12-13			4-5+		16	14	13	11	9	8	6	5	2	
7-8	11	14-15					15	13	12	10	8	7	5	4	1	
	12-13	16-17			6-7+		14	12	11	9	7	6	4	3	0	
	14	18-19			8-9+		13	11	10	8	6	5	3	2	-1	
	15-16	20					12	10	9	7	5	4	2	1	-2	
11-12	17	21+			10-11+		11	9	8	6	4	3	1	0	-3	
	18+				12-13+		10	8	7	5	3	2	0	-1	-4	
13-14+					14-15+		9	7	6	4	2	1	-1	-2	-5	

HAND AXE
TO HIT TABLE



		Level				Armour Class										
Fighter	Paladin	Monk	Assassin	Magic-User	Monster	(hit dice)	2	3	4	5	6	7	8	9	10	
0			1-3		*		22	20	19	17	15	14	12	11	10	
1-2	1-2	4-5			1-1		21	19	18	16	14	13	11	10	9	
	3-4	6-7			1		20	18	17	15	13	12	10	9	8	
	5	8			1+		19	17	16	14	12	11	9	8	7	
	6-7	9					18	16	15	13	11	10	8	7	6	
5-6	8	10-11			2-3+		17	15	14	12	10	9	7	6	5	
	9-10	12-13			4-5+		16	14	13	11	9	8	6	5	4	
7-8	11	14-15					15	13	12	10	8	7	5	4	3	
	12-13	16-17			6-7+		14	12	11	9	7	6	4	3	2	
	14	18-19			8-9+		13	11	10	8	6	5	3	2	1	
	15-16	20					12	10	9	7	5	4	2	1	0	
11-12	17	21+			10-11+		11	9	8	6	4	3	1	0	-1	
	18+				12-13+		10	8	7	5	3	2	0	-1	-2	
13-14+					14-15+		9	7	6	4	2	1	-1	-2	-3	

LONG SWORD
TO HIT TABLE



		Level				Armour Class										
Fighter	Paladin	Cleric	Thief	Magic-User	Monster	(hit dice)	2	3	4	5	6	7	8	9	10	
0			1-3		*		21	19	17	16	15	14	13	11	9	
1-2			4-5		1-1		20	18	16	15	14	13	12	10	8	
			6-7		1		19	17	15	14	13	12	11	9	7	
			8		1+		18	16	14	13	12	11	10	8	6	
			9				17	15	13	12	11	10	9	7	5	
5-6			10-11		2-3+		16	14	12	11	10	9	8	6	4	
			12-13		4-5+		15	13	11	10	9	8	7	5	3	
7-8			14-15				14	12	10	9	8	7	6	4	2	
			16-17		6-7+		13	11	9	8	7	6	5	3	1	
			18-19		8-9+		12	10	8	7	6	5	4	2	0	
			20				11	9	7	6	5	4	3	1	-1	
11-12			21+		10-11+		10	8	6	5	4	3	2	0	-2	
					12-13+		9	7	5	4	3	2	1	-1	-3	
13-14+					14-15+		8	6	4	3	2	1	0	-2	-4	

HAND AXE (THROWN)
TO HIT TABLE



		Level				Armour Class										
Fighter	Paladin	Monk	Assassin	Magic-User	Monster	(hit dice)	2	3	4	5	6	7	8	9	10	
0			1-3		*		23	21	19	17	16	14	13	12	10	
1-2	1-2	4-5			1-1		22	20	18	16	15	13	12	11	9	
	3-4	6-7			1		21	19	17	15	14	12	11	10	8	
	5	8			1+		20	18	16	14	13	11	10	9	7	
	6-7	9					19	17	15	13	12	10	9	8	6	
5-6	8	10-11			2-3+		18	16	14	12	11	9	8	7	5	
	9-10	12-13			4-5+		17	15	13	11	10	8	7	6	4	
7-8	11	14-15					16	14	12	10	9	7	6	5	3	
	12-13	16-17			6-7+		15	13	11	9	8	6	5	4	2	
	14	18-19			8-9+		14	12	10	8	7	5	4	3	1	
	15-16	20					13	11	9	7	6	4	3	2	0	
11-12	17	21+			10-11+		12	10	8	6	5	3	2	1	0	
	18+				12-13+		11	9	7	5	4	2	1	0	-1	
13-14+					14-15+		10	8	6	4	3	1	0	-1	-3	

BROADSWORD
TO HIT TABLE



		Level				Armour Class										
Fighter	Paladin	Cleric	Thief	Magic-User	Monster	(hit dice)	2	3	4	5	6	7	8	9	10	
0			1-3		*		22	20	18	16	15	13	12	11	10	
1-2			4-5		1-1		21	19	17	15	14	12	11	10	9	
			6-7		1		20	18	16	14	13	11	10	9	8	
			8		1+		19	17	15	13	12	11	10	9	8	
			9				18	16	14	12	11	10	9	8	7	
5-6			10-11		2-3+		17	15	13	11	10	8	7	6	5	
			12-13		4-5+		16	14	12	10	9	7	6	5	4	
7-8			14-15				15	13	11	9	8	6	5	4	3	
			16-17		6-7+		14	12	10	8	7	5	4	3	2	
			18-19		8-9+		13	11	9	7	6	4	3	2	1	
			20				12	10	8	6	5	3	2	1	0	
11-12			21+		10-11+		11	9	7	5	4	2	1	0	-1	
					12-13+		10	8	6	4	3	1	0	-1	-2	
13-14+					14-15+		9	7	5	3	2	0	-1	-2	-3	

HEAVY CROSSBOW
TO HIT TABLE



		Level				Armour Class										
Fighter	Paladin	Monk	Assassin	Magic-User	Monster	(hit dice)	2	3	4	5	6	7	8	9	10	
0			1-3		*		20	18	16	13	12	11	9	8	7	
1-2	1-2	4-5			1-1		22	20	18	16	14	12	11	10	8	
	3-4	6-7			1		18	16	14	11	10	9	7	6	5	
	5	8			1+		17	15	13	10	9	8	6	5	4	
	6-7	9					16	14	12	9	8	7	5	4	3	
5-6	8	10-11			2-3+		15	13	11	8	7	6	4	3	2	
	9-10	12-13			4-5+		14	12	10	7	6	5	3	2	1	
7-8	11	14-15					13	11	9	6	5	4	2	1	0	
	12-13	16-17			6-7+		12	10	8	5	4	3	1	0	-1	
	14	18-19			8-9+		11	9	7	4	3	2	0	-1	-2	
	15-16	20					10	8	6	3	2	1	-1	-2	-3	
11-12	17	21+			10-11+		9	7	5	2	1	0	-2	-3	-4	
	18+				12-13+		8	6	4	1	0	-1	-3	-4	-5	
13-14+					14-15+		7	5	3	0	-1	-2	-4	-5	-6	

FOOTMAN'S
MILITARY PICK
TO HIT TABLE



Level						Armour Class										
Fighter	Paladin	Cleric	Assassin	Magic-User	Monster	2	3	4	5	6	7	8	9	10		
Ranger	Druid			Illusionist	(hit dice)											
0	Not Applicable		1-3		*	18	17	16	15	15	14	14	13	12		
1-2			4-5		1-1	17	16	15	14	14	13	13	12	11		
			6-7		1	16	15	14	13	13	12	12	11	10		
3-4			8		1+	15	14	13	12	12	11	11	10	9		
			9			14	13	12	11	11	10	10	9	8		
5-6			10-11		2-3+	13	12	11	10	10	9	9	8	7		
			12-13		4-5+	12	11	10	9	9	8	8	7	6		
7-8			14-15			11	10	9	8	8	7	7	6	5		
			16-17		6-7+	10	9	8	7	7	6	6	5	4		
9-10			18-19		8-9+	9	8	7	6	6	5	5	4	3		
			20			8	7	6	5	5	4	4	3	2		
11-12			21+			10-11+	7	6	5	4	4	3	3	2	1	
					12-13+	6	5	4	3	3	2	2	1	0		
13-14+					14-15+	5	4	3	2	2	1	1	0	-1		

RuneRites is a regular department devoted to RuneQuest, edited by Oliver Dickinson. This issue, a look at invisibility and magic in general.

INVISIBILITY and MAGIC

Here's something to put in a treasure instead of some of the more run-of-the-mill items — but note that it is fairly valuable, and unlikely to be possessed by anyone but a troll. Some comments by Greg Stafford on the invisibility, concealment, and vision spells, and some of my own, follow this.

THE CAP OF SIGHT

by Jim Sizer

Description: A perfectly normal-looking leather cap, good for 1 point protection; normally of large (dark, great, or mistress race troll) size.

Cults: *Associated* — Kyger Litor. *Friendly* — Other enemies of Aldryami. *Hostile* — Aldryami.

Knowledge: Cult Secret; Famous; Few.

History: During the Gods War, Kyger Litor realised that when elves attacked troll strongholds their invisible pixie scouts could easily warn them of troll outposts. To counter this, she showed some troll heroes how they could Heroquest and find these caps. Many did so, but there are now few intact caps, and the way to make them has been lost, although troll researchers are trying to recover the knowledge.

Procedure: Go on the Heroquest, recover the lost knowledge, and make your own (only applicable if you are a troll or worship Kyger Litor, I take it — O.D.). Alternatively, find a cap (and kill the usually attached troll) and attune it to yourself, at a cost of 1 point POW (permanent loss).

Powers: The wearer is immune to all invisibility effects, both the spell and natural (as with pixies) or Chaotic invisibility. In addition, if a concealment Rune spell is affecting the owner's eyesight, he/she can see the person under concealment if the caster's POW can be overcome. This 'attack' is automatic, and need not be initiated by the owner.

Value: Generally about 8000L, more to enemies of Aldryami; but those who recognise one might be able to buy it for the cost of an ordinary leather cap.

SPELLS WHICH I DON'T USE IN MY CAMPAIGN

by Greg Stafford

Playing RQ as the referee has dominated my experience, and so I tend to view things on a larger scale than most player characters. At first I figured the spell lists were good and simple, but play and experience have made me change my mind. The spells of invisibility, concealment, and vision make it very hard for me to referee a decent game which includes drama and tension. They make it too easy to scout out in advance, boring the players and me. Also, the wide-reaching ramifications of these spells are such that they make the world too different from the one we would recognise easily. The knowledge that these spells could pry out

the most secret places and conferences is mind-boggling to contemplate! Finally, the spells just don't feel right to me, for my campaign. Their effects are just too unnatural to be accomplished with such ease.

Thus, even though the rules have them, they are no longer generally available to regular people or to adventurers. Invisibility and concealment are still available to some specialists, especially Tricksters, but vision is not. I must also stress that Tricksters themselves are quite rare. This banishment of invisibility includes that ridiculous belief that pixies have 100% natural invisibility — elvish propaganda! (As a matter of fact, I do not allow PC pixies in any of my games either!).

A NOTE

by Oliver Dickinson

Well, there you have it. When the creator gods start disagreeing, as on pixies, the best we poor mortals can do is duck! Greg does not say whether he banishes Chaotic invisibility too; it would not necessarily follow, since the essence of Chaos is unpredictability. It seems to me that the high cost and relatively large amount of POW needed for invisibility, the conditions attached to its use, its short duration, and other considerations (eg it need not make you inaudible) make it easier to accept, though I find the description of how it works (by directing attention elsewhere) difficult to envisage. Perhaps the conditions for its use could be made stricter: it could be a real invisibility spell, in that you would be invisible even if looked at directly, but anything you wore or carried would not be. Or it could be the property of a magical treasure, like Tolkien's *Rings of Power*. The concealment and vision spells are very strong, but then so are most of the Rune spells, and most of them cost only 1 point of POW, not 2 as these do.

This brings up a point which has been occurring to me more and more forcibly as I read more scenario packs and contemplate *Fangs*, *Foes*, and *RuneMasters*: most NPCs have too much magic to suit their status in life or age. For example: in *Griffin Mountain*, p73, Merchant Guards nos. 3 and 5 have healing 6, and they and the others have plenty more magic as well. Healing 6 at average CHA costs 10,500 Lunars; yet these are hill barbarian types, whose whole tribe could probably not put together so much! *RuneMasters* p5 suggests that lay members in a RuneMaster's retinue should know at least healing 2, befuddle, dispel magic 1, counter magic 1, multissile 1/speedart, blades sharp/bludgeon 1, mobility, and at least one detect spell; a minimum 9 points of battle magic, costing an average 6800 Lunars (most detect spells cost 300). Well, after several years' extremely successful and lucrative adventuring you might be able to acquire that much extra apart from arming yourself, buying weapon-training, board and lodging, clothing, fees to your cult, paying off debts, etc etc, but I doubt it. Has anyone managed by straight play, at most starting someone with mercenary experience, to build up to one of the prodigies in *RuneMasters*? It may be easy enough to get the chance to make a POW roll; it becomes increasingly difficult to succeed with the roll as your POW grows greater; it is almost beyond belief that this should happen often enough to give someone under 30 many points of Rune magic. As for Chaos creatures and other such beasties, it is clear from *Cults of Terror* that your average brood will know no magic or very little — few of the cults teach any to lay members, and they can't just buy it in town. Ogres can at least pretend to be human, but they're taking a chance.

May I suggest that if you use characters from *Foes* or whatever you cut their magic down, also that of figures in scenarios (and remove unlikely abilities, eg the loser Via Duck's ability to make Potency 14 Systemic Poison in *Lei Tabor*, p80 — where on earth did he get the chance, money, and time to learn that, as a robber?) and if you create Rune characters be frugal with their magic-supply. Also, give characters sensible magic; why don't the ogres in *Duck Tower* have any healing, for instance — they would be nuts to adventure without some.

Finally, if you send anything in to GW, use up-to-date RQ sources: I don't want to see any more speedart 2/3/4 or whatever in stats (sadly still quite common in *Griffin Mountain*). ■

Brevet Rank for Low Level Characters

by Lewis Pulsipher

A GM at a convention is setting up an AD&D adventure. A fellow approaches to ask if he can play. 'OK,' says the GM, 'this is an adventure for about ninth level characters. Let's see yours.' 'I've only got a third level,' says the newcomer. What's the GM to do?

He could allow the low level character to join the party, but this would be most unsatisfactory. The higher levels might use the low level as cannon fodder, or the novice could spend most of his time passively in the rear watching the high levels. Yet the low level character would receive many more experience points, relative to what he needed to rise a level, than he would in a low level adventure in which he would participate more and take more risks. This is a particularly poor 'solution' in a campaign, because the low level character will climb to higher levels rapidly. That could annoy the veterans who have scrambled and worked for years to reach high levels. Moreover, the newcomer will miss much of the enjoyment of the game, that of working a character up from a humble beginning relying on wits, luck, and hard work. Too often, the low level adventuring with high levels is getting a cheap ride.

What else could the GM do? He could give the player a pre-rolled ninth level character to use in the adventure. This is unsatisfactory for two reasons. First, most players want to use their own characters, not something made up for them. There are some people who just can't 'believe' in a game if they're not 'themselves'. Second, occasionally players carry away such characters to use in other games, as though the character has risen from first level. Some people don't mind players who do this, but many others feel that the player hasn't earned his level, or they may even feel that he's cheating. Don't tempt a player in this way.

The next solution is to give the low level character a temporary or 'brevet' level. For the length of the adventure only, he is ninth level (or whatever) in *all* respects, accordingly rolls additional hit dice, gains spells and attack capabilities, and so on. Perhaps the GM lends him some magic items as well. But this is not sufficient in itself, for there are still problems of a low level earning high level experience and gold, and perhaps gaining powerful magic items which would unbalance a low level adventure or campaign. There should be a method of pro-rating experience, gold, and magic items so that the low level won't gain unfairly from his brevet rank.



At first sight experience is easy to pro-rate. Just divide the character's real level by his brevet level, and multiply the result by the experience gained. However, because experience in D&D follows an arithmetic rather than linear progression (doubling at each level), this method gives the low level more than he deserves. He should gain experience points which will give him a percentage rise in level comparable

to the percentage rise of the high level characters. That is, if the high levels gain experience points equivalent to 10% of the interval between their current level and the next, the low level should similarly gain 10%. For example, a third level cleric is breveted to ninth level, and gains 15,000 XP. This is 15,000 divided by 225,000, or 6.67% of the way from ninth to tenth level. 6.67% of the interval from third to fourth level is 200 XP. Or, if the character was lucky and received 50,000 XP (22%), he would actually gain 667 XP.

Gold should be similarly reduced by a percentage, using experience points as a basis. For example, if the third level gains 10,000gp as a ninth level, he actually receives 10,000 times (3,000 divided by 225,000), or 133gp.

(The assumption behind these calculations is that it takes the same number of adventures to rise from third to fourth level as from ninth to tenth. If your game is different you'll have to modify the percentages accordingly.)

What about magic items? Perhaps here we can divide brevet by real level to get a comparison. Then the experience point and gold point value of magic items gained during the adventure, as shown in the *Dungeon Masters Guide*, can be multiplied by the comparison number. The DM then chooses magic items of the same type, of the adjusted value, to give permanently to the character. For example, a third level breveted to ninth level strikes it rich, gaining a fully charged *Wand of Frost* (6000 XP, 50,000gp) and a *+3 Sword* (1400 XP, 7000gp). the actual items the character takes away from the game are, say, a *Wand of Enemy Detection* (or perhaps a *Wand of Magic Missiles* if the GM feels that's closer to one third of a *Frost Wand*) and a *Sword +1, +2 vs magic users and enchanted monsters*. Obviously, no hard-and-fast rule can be laid down. The GM may permit the player to suggest possible substitutes, given the one third guideline. Experience points are probably a better gauge of the value of a magic item than gold piece value, but the GM cannot avoid inserting his own opinion into the procedure.

Similar methods can be applied in other role-playing games. However you do it, remember that the point of these calculations is not only to be fair to all, but to enable novice or inexperienced players to gain the full measure of enjoyment from the game. This comes when the player feels that he's earned his gains by good play, not by chance. ■

Dear WD,

In the past few years rapid developments have taken place in the SF/F field regarding computers, which contrary to popular belief have far worthier applications than merely playing 'Space Invaders' etc, ad nauseum.

As *Games Day* and *Dragonmeet* have demonstrated, computers can be used to moderate role-playing and war games; their microchip brains being more reliable, if less creative, than their referee operators. In addition, the 'Adventure' games also seen at gaming conventions, and available on a variety of microcomputers, while not being accurate renditions of role-playing games, are nevertheless formidable challenges and can be extremely enjoyable.

The computer can be used to generate characters for most role-playing games, and when coupled with a printer, can produce neat, legible character sheets, complete with bonuses, etc. This is particularly useful in games requiring a lot of dice-rolling and looking up results — so I'm definitely in favour of a new computer department for *WD*.

Having climbed down from the soap box, it should be mentioned that although the majority of readers do not own computers, many will have access to them through school, work, or the gaming club. It is also unfair to criticize a department such as this for not catering for its readers. The only role-playing game I play regularly is *D&D*, and consequently, give other departments a cursory glance at best. I assume that people uninterested in this area of the hobby will do the same with the computer department, which after all, can be used in all role-playing games. To quote Ian Livingstone in *WD* 23: "We have the games, we will soon have the technology, let's hope we are around to have the chance." Need I say more?

Yours,

Andrew Groves, Essex.

Dear WD,

It's great to see that you have at last recognised the fantasy RPG *RuneQuest*, but (and it's a big but) when is *RuneRites* going to get exciting? I was interested by Oliver Dickinson's two part story, but not excited. I found *Crime & Punishment* in *RQ* mildly amusing (but who needs chastisement?). I heard (through a *Games Workshop Newsletter*) that we were going to be treated to Griselda's stats, but come on, no way do stats add up to Griselda's glamour pose — what are we going to do with her?

What we want is adventure, incredible curiosities, monsters, violence and excitement. In short when are *RuneQuest* players going to get something really juicy, please?

Yours,

Bryan Marshall, Staffs.



Be properly addressed

White Dwarf,
27-29 Sunbeam Road,
London NW10 6JP

— Well, *RuneRites* will be featuring new *RQ* monsters and items over the next few issues, but *RuneRites* can only be as good as its contributions so if you want 'juicy adventure' all you *RQ*ers out there — start sending us material — and not just for *RuneRites*, but articles and scenarios as well.

—Ed

Dear WD,

Having looked through the rulebook of the game *RuneQuest* and its supplement *Cults of Prax*, I have come across some points/rules that I am unsure of.

1. If a player has an 80% chance of hitting, and casts *bladesharp* 4 therefore raising his chance to 100%, is he allowed to split his attacks 50-50, and if so what damage bonus does he get — the full 4pts on each blow, or just 2? Along the same lines, if someone with a 120% chance to hit splits his attacks 60% and 60%, and then casts *bladesharp* 4, does he gain the full 20% on each blow plus 4 damage or just 10% on each and 2 damage?

2. Is it possible to parry a large missile weapon such as a javelin or boulder (I have already assumed that arrows are slightly too small and fast to attempt this)?

3. Can you attack and parry with the same weapon in one round? Rurik does this with his cudgel in Gimpy's Tavern, but I have found no confirmation in the rules.

4. Anyone with a 60% chance to hit impales on a roll of 01-12, and criticals on a roll of 01-03. Does this mean that all criticals are also impales?

5. With weapons you must gain 5% from experience before you can buy 5% in training. Does this restriction also apply to non-combat skills such as Hide in Cover, etc?

6. Do you have to be a *RuneLord* to progress above 100% ability in weapons, or can anyone join in?

7. A master of a weapon (90%+) can train others in its use — does the master keep this money, or must he pay it to the fighting guilds?

8. A *RuneLord* must have at least 15 POW, but what happens to him if he uses his Divine Intervention powers and is reduced to say 7 POW — does he lose his powers until he is back up to 15?

9. In that other weird game (*D&D*) elves live to be 1000 years old or more, and each race lives a different age span to the others — what is the situation in *RuneQuest*?

10. On page 60, *Rune Magic* section in the rulebook, it states 'Casting a *Rune* magic spell prevents a character from casting any other *Rune* magic or battle magic spell.' Que?

11. In *Cults of Prax*, in the section of Biturian Varosh's travels of the Chalana Arroy section, 'men-and-a-half' are mentioned. Any ideas as to what these are?

12. Have any details been published on the Mostali cult, and if so where?

13. Are *Rune* spells stored in the mind like Battle magic spells, taking up one point of INT per point of spell?

Despite this large number of queries, I have played and enjoyed the game very much... (honest).

Yours sincerely,

Graham Cobley, Leics.

1. This isn't actually specified anywhere but if you did choose to allow it (and why not) +4 on both attacks should be given as the blade is sharp for both attacks. As the percentage increase is added before the split your second example would entail a 10% increase on each attack.

2. An arrow cannot be parried (nor a slingstone or bolt) but if it hits the location specified to be covered by a shield it strikes the shield. A larger missile weapon could be parried by a shield and a shield only, and only if the parrier saw the missile being thrown in time. Perhaps throwing under DEX x3 on percentile dice could allow a parry (or x2 in difficult circumstances). The referee must decide each case on its own merits.

3. Yes. 4. I've always considered that a critical is also an impale, slash or crush according to the type of weapon. What damage these do is currently under discussion (see WF13 pg2; WF14 pgs11-12).

5. Not necessarily, although disallowing any increase above 75% with training alone would be advisable.

6. Yes, only *RuneLords* can progress above 100%.

7. If the master is a member of a guild he would have to pay the guild some kind of tithe, but if he isn't he could keep all the money but it's very likely the guilds wouldn't be at all happy about it.

8. No, he is still a *RuneLord*. Only *RunePriests* are forbidden (voluntarily) to go below the minimum POW required and hence cannot ask for Intervention as a Lord can, but have to use the Divine Intervention spell.

9. Can't find a reference to this anywhere. Try writing to Chaosium.

10. This refers to a single melee round. Only one *Rune* spell can be cast per round and during that round no other magic can be cast, unless the caster is under the effects of a multi-spell.

11. The men-and-a-half or Agimori are described in Wyrms' Footnotes 12 and in Borderlands (available from GW now). They're another Praxian tribe.

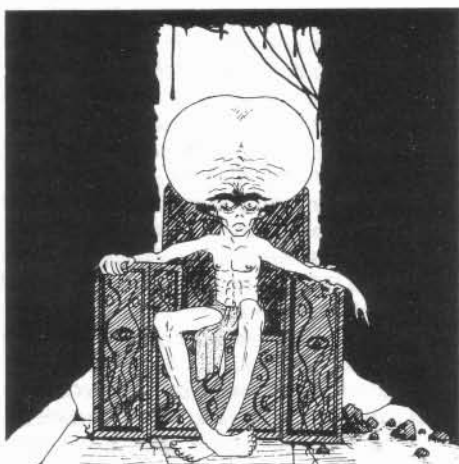
12. The Mostali cult is referred to in Griffin Mountain (pp120-3) but only briefly. No doubt Chaosium will soon be producing something substantial on the subject.

13. No, *Rune* spells are 'memorized' by the God on behalf of the caster. Look out for *RuneRites* in WD35 for another Question and Answer session.

—Ed/O.D.

Fiend Factory is a regular department featuring readers' monsters, edited by Albie Fiore. This month, a collection of creatures with psionic powers...

All in the Mind



PSITAN
by Andy Wouldham

No Appearing: 1 – 2
Armour Class: 10
Movement: 3"
Hit Dice: 5 – 10d4
Treasure: 50 – 100gp
Attack: See below
Alignment: Chaotic evil – lawful good
Intelligence: Genius to supra-genius
Psionic Ability: 300–800. Attack/defence modes: all/all

Psitan can be found in most regions barring the most arctic and the most arid. They are usually encountered in subterranean settings as they are albino and dislike prolonged exposure to sunlight.

It is believed that psitan are the result of radical genetic engineering carried out by mind flayers on humans to create a thrall race more susceptible to psionic control. However, the experiments went badly wrong, creating a race of super-psionics with a pathological hatred of mind flayers.

They are medium sized, physically weak creatures (strength ranging from 3 – 8), and, due to their enormous craniums, they are slow and awkward (dexterity not more than 9). They are easily exhausted by any physical exertion and must rest frequently. Most of their labour and tasks are carried out by their use of psionic disciplines, of which each individual has a complete command, their level of mastery ranging between 9 and 14.

Psitans communicate with each other by a natural telepathy and are known to speak the tongue of mind flayers and 30% of them also speak the common tongue.

Due to their frail, physically weak bodies and awkwardness, psitans engage in any physical combat (a rare occurrence) as though 1st level magic users with a -2 to hit. Damage done by a successful hit will be 1–2 regardless of weapon type.

PSI-MULE by Phil Masters

No Appearing: 1
Armour Class: 6
Movement: 12"
Hit Dice: 3d8
Treasure: Q
Attack: 1 bite for 1 – 3
Alignment: Chaotic evil
Intelligence: Exceptional
Psionic Ability: 120–150. Attack/defence modes: A, C, D, E/F, G, H

No-one knows when or where, or whether by accident or design, but somehow a mule once mutated so as to breed true, gain a thicker hide and high intelligence, and, worst of all, to fight with psionic powers. The result, the psi-mule, is omnivorous, needing all sorts of protein for its mutant metabolism, but has a taste for human flesh; furthermore, it enjoys killing. It can bite opponents, but obviously finds a mind flayer-type Mind Blast more effective.

A psi-mule has a weak form of ESP permanently in operation, which prevents it from being surprised. When first encountered, it produces a powerful sort of psionic illusion which makes it appear to be a normal, tame mule with saddle-bags stuffed with jewellery, weapons, money and such treasure – thus putting victims off their guard. It has a 60% chance, re-checked every 5 rounds, of completely taking over any normal mule within 3"; an Intellect Fortress within range halves this chance and a Tower of Iron Will negates it.

The psi-mule, in addition to its attack/defence modes, has the following disciplines at the 5th level of mastery: Animal Telepathy, Body Equilibrium, Cell Adjustment, Detect Magic, ESP, Molecular Agitation, Suspend Animation, and Molecular Manipulation.

ation, Suspend Animation, and Molecular Manipulation.

GIANT MOLE by Roger E Moore

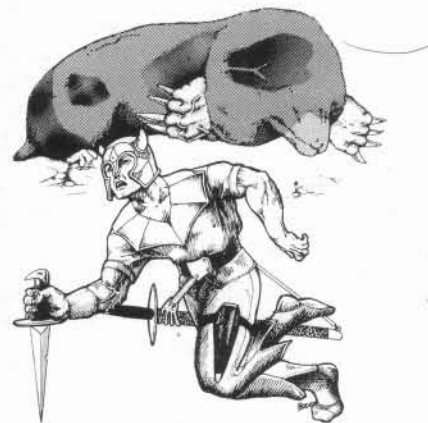
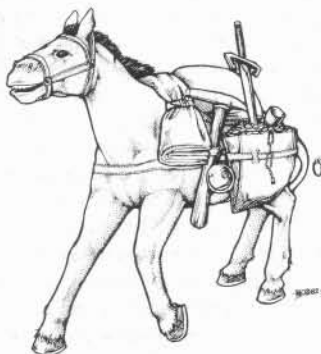
No Appearing: 3 – 18
Armour Class: 7
Movement: 6" (3" burrowing)
Hit Dice: 3d8 + 1
Treasure: C, T, X
Attack: 2 claws for 1d4+1 each, or psionics
Alignment: Neutral
Intelligence: Average
Psionic Ability: 70–100. Attack/defence modes: B/F, G, special

Giant moles inhabit hills, plains and scrub country where they build their winding tunnelled homes. They are man-sized, and have dark grey or black fur. With their barely visible eyes, giant moles cannot see well at all beyond 30' in daylight, and have no infravision. However, their senses of hearing and touch are extraordinary, and their sense of smell so well developed, that they cannot be surprised in underground settings, and they incur no penalties to hit in combat. Their long, sharp front claws tear easily through even hard packed dirt, but not solid rock. Giant moles live in colonies in complex tunnel systems with several entrances and secret exits. The tunnels average 3' to 5' in diameter, with large chambers and rooms (10'–20' across).

These creatures are fairly amiable, and are on especially good terms with gnomes. They are usually neutral to all other beings, except ankhegs, whom the moles hate for the damage and destruction they do to the mole colonies. Giant moles can *detect magic* by touch, and tend to collect magical items in their burrows as souvenirs.

They all speak their own language and alignment tongue, 60% also speak gnomish, 10% know the common language and 5% know one other tongue of some sort.

Giant moles are psionic to a moderate extent, and each has a psionic ability of 70–100. All are immune to Mind Thrust psionic attacks and each has 1–3 randomly determined Minor Devotions. A giant mole colony is 75% likely to have 2–4 brain moles (MM) acting as unintelligent guards.



ZYTRA (Lord of the Mind Flayers) by Charles Stross

No Appearing: Unique
Armour Class: -7
Movement: 12"
Hit Dice: 130 hit points
Treasure: A x 4, H x 2, U
Attack: 4 tentacles (special), 2 hands for 2d12 or by weapon type plus special
Alignment: Chaotic evil
Intelligence: Supra-genius
Psionic Ability: 436; Attack/defence modes: all/all

There can be no question that this is the most subtle, deadly, evil and merciless of all the Demon Lords or princes, being the prince of the dread illithids. He appears as a mind flayer at first glimpse, but the resemblance is only skin deep, for he is more powerful than any illithid lord and will tolerate no rivals from the common mob of ordinary mind flayers. The enmity between him and the other lords is so great that all shun him.

He seems to attack in the normal mind flayer manner of inserting tentacles into the victim's brain, but that is only what *appears* to happen, for in reality he is launching a psionic attack on the unprotected brain of such power that the brain is fried in a number of melee rounds equal to the intelligence of the victim divided by 4 (fractions rounded down). Only a psionic defence can withstand this, in

ion; Levitation; Detection of Good/Evil or Magic; Astral Projection; Aura Alteration; Probability Travel; Mind Bar; Telepathy; or Shape Alteration all at the 11th level of mastery, one only in any one melee round, and at half cost. He also uses the following magic: *cast continual darkness, shadow monsters* (illusionist), *phantasmal killer, detect invisible, ESP, clairvoyance/audience, cast 10d6 fireball, shape change, mass charm* (x1/day), *telekinesis* (16000gp weight), *prismatic sphere* (x3), *permanent* (x1), *animate dead*, lvl 23 MU *power word kill/unholy word* (x2/day), any *symbol* (x1), *mirror image* (only in dire cases), and *gate* in 1-4 type 3-5 demons (75% success, 33% each type), and he fights with the *Rod of Zytra*, a strange object related to a *Rod of Lordly Might*, which, in addition to using all the powers of such, can sprout tentacles as a ¼-sized *tentacle wall* (50 HP) once per day, acts as a *Helm of Telepathy* for psionic users, and has the effect on a victim, if no other property is used at the same time, of a *death* spell, with the maximum hit dice killed/raised to 8 +4, and has a +4 bonus to hit in all weapon modes. It drains one level/round if handled by any of unlike status using the wand without Zytra's express and willingly given wish (given rarely and even then only grudgingly and for a short time). It is used only in combat if Zytra uses no other attack method, in which case Zytra attacks as a level 32 lord.

oeuvreability Class of C. They look like a cross between an imp and a gargoyle. Their colouring can range from blue to green, brown, black, or red, but blue and green are by far the most common.

The grimp delights in causing difficulty and distress. The sight of a completely helpless creature about to be torn limb from limb is hysterically funny to them. They typically render a party, or lone adventurer, helpless, lure a powerful monster within sight of the victim and then withdraw to watch the fun. They usually accomplish this by having 10% of their number find a monster, while 90% engage the victim(s) in combat.

In combat, they attack with either a claw/claw/bite/sting combination; the use of two weapons/sting; or a use of their special powers. The tail sting also injects poison (save at +1, or take 2d8 damage). They can use two weapons (one in either hand) at one time but these are scaled down and do only half normal damage. They prefer not to engage in melee unless they greatly outnumber their opponents, but prefer to use their special abilities.

They permanently emanate a *disruption* spell (1" range, 1 round duration), and an *absorption* spell (see below). They also have a special form of *disruption* spell which causes things to break, fly off in the wrong direction, dance about of their own accord, and generally go wrong (save vs magic negates) — castable once per day.

They have no psionic attack and defence modes, but do have the following abilities at the 3rd level of mastery: Molecular Agitation, Molecular Manipulation, Telekinesis (thrice per day each), and Molecular Rearrangement (once per week).

DISRUPTION (Enchantment/Charm)

Usable by: *illusionist* Level: 3
 Range: T" Duration: T turns
 Area of effect: 3"x3" Components: V,S
 Casting time: T rnds. Saving throw: neg.
 This spell causes another caster's spells to go wrong. When the spell is cast all spell-using creatures within the area of effect are required to save vs spells or else believe that all their spells will not work. Thus, although the victim has not been attacked in any way, his/her spells have been *disrupted* by the victim him/herself and will not work.

ABSORPTION (Abjuration)

Usable by: *cleric, MU* Level: 5
 Range: touch Duration: 6 turns
 Area of effect: Components: V,S,M
 1 individual Casting time: 1 rnd.
 Saving throw: neg.

The recipient can absorb spells which add up to the total level of the caster. Thus all saving throws against any sort of magic are at +4 and whenever a spell is cast at the recipient, then he/she may make a saving roll against spells. Thus if a 10th level MU casts this spell, then the recipient can absorb 10 1st level, or 5 2nd level, or 3rd and one 1st, etc, up to 2 5th level spells. The material component is a small iron bar.



which case the victim only suffers the equivalent of a maximum strength psionic attack upon a non-psionic, and it costs Zytra only 5 points per melee round to maintain one tentacle's attack, as opposed to the huge amounts expended in normal psionic combat (which Zytra can use, but sharing the illithid's cowardly nature, prefers not to). He has two other attacks by hand: Zytra has a strength equal to a storm giant's, and chokes and crushes two of his victim's for 2d12 each round, cumulative, or uses weapons with +6 to hit and +8 on all damage. He can only be hit by +3 or better weapons, and has a magic resistance of 90%.

Zytra has the following psionic abilities: Body Equilibrium; Domination; Expans-

GRIMP by L Barton

No Appearing: 3 - 9 (2d4 + 1)
Armour Class: 4
Movement: 6"/12"
Hit Dice: 2d8 + 3
Treasure: A
Attack: 2 claws for 1d4 each, bite for 1d6 (or by weapon type), sting for 1d6 plus poison, plus special.

Alignment: Neutral evil
Intelligence: Average
Psionic Ability: Special

These rare, 2' tall creatures have large wings which give them an Aerial Man-

THE CUBE OF PUZZLEMENT

by Tony Parry and Jerry Vaughn

This small 3" cube consists of multi-coloured squares. When it is first discovered a character must make a saving throw versus magic or try to solve the cube. If a character fails his save then he/she will do nothing but try to solve the cube. No combat can be entered into, no spells cast, and only necessary actions such as eating, sleeping etc can be taken.

There is only a 1% chance per week plus an extra 2% per three points of intelligence of solving the cube. If the cube is solved then it stays solved until someone else picks it up!

The cube is impervious to all forms of attack and only a *remove curse* will nullify its effects.

D&D FIGHTERS WORDSEARCH

by Graham Staplehurst

Q U I N T A I N A I R A B R A B
B C M O R N I N G S T A R R X L
O C H E V A L G E N T E R M E I
L R N A W L S D N T I O M R Y A
A A E R I R I L L I W R U L L L
T W O H A N D E D S W O R D E F
G E C M R E V I U Q M S A A I H
N R V R U E P H A R U R R G P L
A A O I M L G S A R T A H L O S
R P A L A D I N W O B T R O H S
E I T T S L V T A I E K H R E P
M E H N H I G E C R S C R Y E I
O R G P K G C F E R S O R O E L
O O I I M A I N G A U C H E F U
B K N A M S D R O W S A P R S M
E G K S T A F F W T N E D I R T

56 words are hidden in the grid shown above. They are written in any direction: up, down, forwards, backwards or even diagonally. The word RANGER has been given to you to start off. All you have to do is locate and mark in the 55 other words. When you have done this, there will be 11 unused letters left in the grid which can be arranged to give the name of a well-known fighter. To claim your prize, just send this name to *White Dwarf*. All those correct entries will be put into a hat and a single winner drawn out. The prize will be a free annual subscription to *White Dwarf*. The other 55 words are:

Arabic
Arena
Armour
Army
Arrow
Awl
Axe
Barbarian
Battle
Bola
Boomerang
Chain
Cheval
Cock
Crest
Dart
Epee
Fighter
Fist
Flail
Fork
Glaive
Glory
Helmet
Hero
Knight
Mace
Main Gauche
Mars
Morning Star
Net
Paladin
Pilum
Pike
Quarrel
Quintain
Quiver
Rapier
Rend
Rope
Samurai
Sap
School
Shield
Shortbow
Sparring
Spear
Staff
Swing
Swordsman
Trident
Two Handed Sword
Viking
Warrior
Wright

Witch's Brew

Treasure Chest is a regular department dedicated to readers' ideas for D&D. This issue a collection of miscellanea...

ARMOUR DISINTEGRATION IN D&D

by Nick Gray

In the present AD&D system armour lasts for ever. With all the battering it gets I find this hard to believe. The following is a system of gradual armour disintegration.

Armour Class Disintegration Points = Damage — (no needed — no rolled).

Eg Jodrine Angor, a fighter, has a brand new plate mail suit. He is attacked but not damaged (the attacker needed a 17 and rolled a 15). The attacker then rolls the damage he would have caused, had he hit. He rolls a 7.

ACDPts = 7 - (17 - 15) = 5pts.

Now Jodrine's plate is reduced from a perfect 400 to 395. When it is reduced to 330 it has been battered so much that its protective value has become that of AC4 and so on until it falls to pieces at AC0.

This disintegration only applies if the attacker's score was high enough to hit AC10. If this is not so then no ACDPts are lost.

If shields are used then they take 25% of the damage and then armour takes the rest. This disintegration can also apply to magic armour and shields at the DMs option. Perhaps they can be given an increased number of Armour Class Disintegration Points that must be lost before a drop in Armour Class occurs.

Armour Disintegration Points Table

	Armour Class										
Armour	2	3	4	5	6	7	8	9	10	Shield	
Plate	—	400	330	275	220	165	110	55	0	—	
Splint	—	—	300	235	188	141	94	47	0	—	
Banded	—	—	330	260	208	156	104	52	0	—	
Chain	—	—	—	300	228	171	114	57	0	—	
Scale	—	—	—	—	250	177	118	59	0	—	
Ring	—	—	—	—	—	200	120	60	0	—	
Studded	—	—	—	—	—	100	60	30	0	—	
Leather	—	—	—	—	—	—	—	—	—	—	
Padded	—	—	—	—	—	—	50	20	0	—	
Leather	—	—	—	—	—	—	60	25	0	—	
Small Wooden	—	—	—	—	—	—	—	—	—	20	
Shield	—	—	—	—	—	—	—	—	—	—	
Small Shield	—	—	—	—	—	—	—	—	—	40	
Large Shield	—	—	—	—	—	—	—	—	—	50	

POTION OF LYCANTHROPY

by Roger E Moore

Appearing in no way different from any other sort of magical potion, the cursed *Potion of Lycanthropy* contains a magical suspension of viral matter that will infect any human character drinking it with the disease of lycanthropy, even if the smallest drop is consumed or touched to the tongue. Non-human beings drinking the potion will be stricken ill and will suffer 3-12 points of damage on the spot, and 1-2 points per round thereafter for one turn; no other effects will occur. Humans, however, will notice no after-effects aside from temporary nausea and cramps. But on the nights of the next full moon afterwards, the character will be transformed into a lycanthrope of the following sort (roll d20; a portion will produce lycanthropes of one sort only):

- 1-7 Werewolf
- 8-11 Wererat
- 12-14 Werebear
- 15-17 Wereboar
- 18-19 Weretiger
- 20 Other sort of Were-creature (mammalian)

The guidelines in the *Dungeon Master's Guide*, p22-23, should be used to determine the course of the illness and the chances for curing if detected in time. See the *Monster Manual* for details of the various lycanthrope types.

MAGIC TRACERY

by Alex Begg

Usable by: Cleric, MU

Level: 3

Range: see below

Duration: see below

Area of effect: One person or passage
Components: S
Casting Time: 2 segments per strand
Saving Throw: None

This spell causes a fine tracery of glowing strands. Each one acts as a strong, almost unbreakable cord. They can be used either to block a passageway or bind a captive. They last until unpicked, which can be done at the rate of one a melee round, by an MU or Cleric, or using a magic sword to cut them away.

JUDGE DREDD ON THE SHELF

Judge Dredd, the game of crime-fighting in Mega-City One is to be released at *Games Day '82* by *Games Workshop*. Designed by Ian Livingstone, an ardent Dredd fan, the game involves players as Judges attempting to arrest notorious lawbreakers like Judge Death, The Angel Gang, Orlok the Assassin and others for crimes ranging from Driving Too Slow to Murder. Dredd fans will love the Brian Bolland box art and Ian Gibson board art depicting Mega-City One.

There will be a Judge Dredd prize competition at *Games Day '82* run by Ian Livingstone.



EIGHT 'KILLED' AT DRAGONMEET



Attendees at Dragonmeet before they became Dragon meat courtesy of *Treasure Trap*.

Dragonmeet this year was held at a new venue, Central Hall, Westminster on 17th July. This larger site, together with extended hours, saw much more games playing happening and higher attendance. 800 people joined in on the activities which included *AD&D* and *RuneQuest* competitions, *Traveller*, *T&T*, boardgames, Table Top figure battles, Computer games, figure painting competitions all surrounded by trade and fanzine stands.

Perhaps the most bizarre sight of the day (apart from the editors of *Dragon Lords*) was the live medieval combat demonstrated by fully costumed members of *Treasure Trap*. Their spectacle overflowed outside Central Hall to the sunny streets outside Westminster Abbey where *Dragonmeet* attendees could challenge the *Treasure Trappers* to combat with foam-headed mace and shield. Needless to say non survived. Rumour has it that revenge may be taken at *Games Day '82* where *Treasure Trap* will throw out their next challenge.

OVER THE TOP

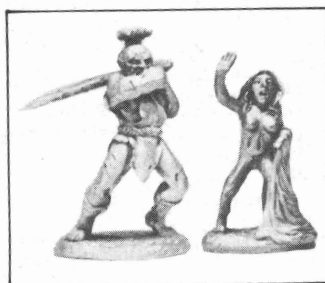
Definitely on the fringe of the role-playing hobby are two releases from two new companies. *Oracle Games* from Canada have released *Alma Mater*, an RPG concerned with a teenager's life in modern day American high school. It's a kind of pencil and paper simulation of 'sex, drugs and rock 'n' roll' with suggested scenarios including gang fights and the control of drug markets. Interesting classmates include Starr, a social queen who hangs around Jocks as if she were a team mascot, and often grants them 'favors' to enhance her popularity!

Next, we have *Recon*, the role-playing game of the Viet Nam War published by *RPG Inc* from Arizona. The obscenities of Viet Nam are obviously long forgotten as quote, 'within the restrictions of an entertaining game, *Recon* attempts to be as accurate in its portrayal of the Viet Nam experience.' Oh, what fun napalm is.

ZOMBIES ON THE LOOSE



Just seen, crawling up from the bowels of the earth is the latest addition to *Citadel's Fantasy Tribes* range. These are the Zombies and, as usual, they are supplied with assorted heads. Seen leering above from left to right are *FTZ1: Zombie Staggering Forward*, *FTZ6: Zombie with Butcher's Cleaver* and *FTZ3: Zombie with Club*.



Also new from *Citadel* is the remodelled *FA9: Massive Barbarian Hero* and a replacement for the *Ral Partha ES34: Female Dungeon Victims*, one of which is shown.

NEW FLOORS

Back in print after a lengthy repackaging exercise are *Games Workshop's Dungeon Floor Plans* together with *Dungeon Floor Plans II*. The original set of 12 card sheets of gridded stone, dirt, flagstone and wooden flooring are joined by an extension pack of trees, grass, water, room features and additional flooring. Now boxed, the good news is that the price remains at £2.99 per set.

HOT OFF THE PRESS

As the cost of importing games from the USA continues to increase, more titles are now being printed in the UK. *Games Workshop* have just released *Chaosium's Cults of Prax*, probably the most important supplement to *RuneQuest*.

Flying Buffalo UK have now printed *The Morrow Project* under licence from *Timeline Ltd*. This RPG is set 150 years in the future in post holocaust America.

DWARFS INCREASE

New minigames from *Dwarfstar*, the people who gave you *Barbarian Prince*, are *Star Smuggler* another solitaire game, *Dragonrage* in which one player controls a dragon bent on the destruction of the other player's town, *Goblin* and *Grav Armour*.

Dicing With Dragons

Is the title of a new introductory book on role-playing games written by Ian Livingstone. In addition to the chapters on existing RPGs, accessories and peripheral activities such as computer games and 'live' role-play, there is a complete solo RPG included. The RPG system is entitled *Fantasy Quest* and the scenario in the book is called *Eye of the Dragon*.

Dicing With Dragons is being published by Routledge & Kegan Paul, and advance copies will be available at *Games Day '82* where Ian will be signing copies.

Sunday Drivers

A new role-playing supplement to *Car Wars* has been published by *Steve Jackson Games* entitled *Sunday Drivers*. Also expected soon are *Autoduel* miniatures.

Just confirmed is the news that *Games Workshop* will now definitely be releasing *Battlecars*. This game was designed by Ian Livingstone and has been in prototype form for 2 years! Last seen in public at *Games Day '81*, the boxed game of do-it-yourself death machines should be available in November.

FRONTIER EXPANSION

Star Fleet Battles Expansion No 2 continues the *Star Fleet Battles* series from *Task Force Games*. Included are rules revisions, 21 new ship displays, Federation fighters, new weapons and scenarios.

Award Winner

Voting for this year's *Games Day Awards* has been very heavy and as a result, *Games Workshop* have confirmed that the same postal ballot system will be used for *Games Day '83*.

NEXT ISSUE

Before your eyes in the next issue of *White Dwarf*, which is due out on 1st October, will be:

Troubles at Embertrees, a *D&D* epic scenario by Paul Vernon based on his *Town Planner* series; *Droids*, robots in *Traveller* by Andy Slack; — details of various robots for use in *Traveller* — by Andy Slack; *Microview*, the new department covering computer games, edited by Mike Costello; plus much more.

CLASSIFIED

All classified ads must be prepaid at the rate of 10p per word, display ads £3.00 per scc. Please send copy and payment to White Dwarf, 27/29 Sunbeam Rd, Park Royal, London NW10, making cheques/POs payable to Games Workshop Ltd.

Grand Clearance Sale

Up to 50% off. 25mm figures, collectors figurines, military books, military equipment in 25mm and 1/72, board games and fantasy items. Send large SAE to: *Follow the Drum*, 9 London Rd, Pembroke Dock.

Grim Reaper 2

This is a New Zealand fantasy/science fiction amateur magazine covering most topics. For a sample copy write to Callum Forbes, 75 Messines Road, Wellington S, enclosing \$2 if in Australasia, \$4 elsewhere.

You want a fight?

Then get *Cantina*, a role-playing brawl in the far future. Includes board, shield, many different characters, combat system and full instructions. Excellent value at only £2.50. Send to *Masked Referee Games*, 10 The Parkway, Willerby, Hull. Make cheques/PO payable to *Masked Referee Games*. Sorry — UK only. We regret the game does not include percentile dice. Please allow 28 days for delivery.

For Sale

Traveller rulebooks 1, 2, 3, 4, 5, £2 each. *Supplements* 3, 7, 4, £1 each. *Adventures* 3 & 6, doubles 2 & 3, £1.50 each. Tel: Hornchurch 40109.

Not the Dragon Lords Advert

Please assume this is a witty, intelligent, eye-catching advert and send 60p to D Hulks, 54 Slimmons Drive, St Albans, Hertfordshire for issues 1-5 of 36pp, mega-quality F/SF games fanzine *Quasits & Quasars*.

Look!

FOR SALE — 35 items, *AD&D*, *Magazines*, *C&S*, *Games*, *SF*. Must be something for you! Write for list with SAE to Mr A R Barrow, Royden, Perks Lane, Prestwood, Bucks.

"DragonLords 12 is out now!

Mneep mneep bloop kazingo maaap!! Yoki tangtang duubak hombo ajakilbeis ixat lan Livingstone AGAIN!! Kotobongy gujgudghe bloop, ornax zonk pugdrithik urs Vornatashontolomity! Work this out and win a prize, by sending 60p to Ian Marsh, 'Avalon', Grams Road, Walmer, Kent."

The Fantasy Herald

Issue one *Space Opera* and the Temple of Khaa. Issue two *RuneQuest* module and *D&D* encounters. Reviews, articles and news. A great new fanzine. Sixty pence post free each issue. Six issue sub £3.60. All from *Sun Reach Publications*, 44 Candleriggs, Glasgow.

For Sale

D&D equipment. Cost £65. Accept £40. Will split. Phone 0706 217260, write to Jason S Proctor, 3 Jonathan Close, Helmsdale, Rosendale, Lancashire, BB4 4JF.

CLUBS

NORTH SURREY**Strodes College FRP Club**

Games: Any RPG, especially *RuneQuest*.

Time: To be arranged.

Place: Strodes College, High St, Egham, Surrey.

Contact: Neil Bardon, The Klondyke, Bridge Lane, Virginia Water, Surrey. (099 04 2420).

HARLOW**The Other Harlow Wargames Club**

Games: *AD&D*, *Traveller*, *Top Secret*, board games.

Time: To be arranged.

Place: To be arranged.

Contact: Philip Edgeworth at Harlow 25868 any Monday between 5-6pm.

BLACKBURN**Hoghton Role-Playing Club**

Games: *AD&D*, *RuneQuest*, *Traveller*, *T&T*, *C&S*, etc.

Time: Saturdays.

Place: Members' Houses.

Comments: Ages 13+.

Contact: Gary Newton, 16 Fowler Close, Hoghton, PR5 0DS. Tel: Hoghton 3329.

EAST GRINSTEAD**East Grinstead Role-Playing and Boardgames Club**

Games: *D&D*, *RuneQuest*, etc.

Time: Saturday 2-6pm.

Place: Methodist Church Hall, Lingfield Road.

Comments: Above details to be finalised. Beginners welcome.

Contact: Tom Owen, East Grinstead 25228.

HELP!

Clubs, contacts and events can be advertised once at no charge up to a maximum of 40 words. Further insertions at the rate of 5p per word.

Magazines Wanted

Excellent prices paid for any *Wyrms Footnotes* (excluding issue 9) and *JTAS* 4-5. Contact: Don Lloyd, 2 The Borough, Canterbury, Kent, CT1 2DR.

Hemel Hempstead

Serak the ex-illusionist has defected to the ranks of DMs and needs youthful players to play in campaign. Call Dane on Hemel 53258.

RPG Wilmslow

AD&D, *T&T*, *Traveller*, *RuneQuest*, any others tried. Age 15+. Contact: Richard Hudson, 10 Oak Lea Ave, Wilmslow, Cheshire, SK9 1QL.

AD&D NW London

Inexperienced 15-yr old *AD&D* player seeks group in NW London area to join. Contact: Mark on 01-205 4322 (after 6pm).

Urgently Wanted

Buy, borrow any of the following. *Wyrms Footnotes* 1-13, *WD* 1-6, 8-11. Good prices, will consider any. Contact: Andrew Roberts, 2 Park Walk, Fareham, Hants PO15 6NQ. Phone Fareham 282 031 during office hours.

AD&D Leicestershire

22-yr old DM seeks *AD&D* players/clubs/groups in the Ashby, Marketfield, Loughborough area. Interested parties phone Nigel on Coalville 38404.

AD&D Peterborough

'Honesty', a female halfling thief recently transported to Orton, seeks dungeon adventurers in Peterborough area — adult groups preferred. Contact: Jackie Apps, 57 Eldern, Orton Melborne, Cambridgeshire.

Wanted

Anyone interested in exchanging scenarios, ideas etc for *Space Opera* or *Traveller*. Send in 2, receive 4 back. Also wanted *Traveller Journal* 7. Write to Jeff, 31 Tamer-ton Ave, St Bucleaux, Plymouth, Devon. (SAE).

Urgent

WD18 wanted, fair price paid. Contact: Ian Bennett, 15 Daisy Avenue, Penshurst, Sydney, Australia 2222.

RPG Cambridge

Any players of RPGs or other games needed to join established campaigns of *AD&D*, *RQ*, *DQ* hybrid, *AD&D* and *Traveller* variants. Contact: Cambridge 355354 and ask for Gavin.

D&D Woodlesford/Dulton

Players needed, either sex, any alignment. Ages 13-18. Contact: R Middleton, 37 Beechwood, Woodlesford, Leeds.

Outreach

Anyone interested in a game of Postal *Outreach*, taking place in September onwards? Please contact: C Boote, 37 Cypress Grove, Hainault, Ilford, Essex, or ring 01 500 7918 after 7.30pm and ask for Chris.

FRP Luton

15-yr old interested in *T&T*, *Dragonquest*, and boardgames seeks contacts in Luton area of similar age and interests. Please write to Robert Ellis, 84 Montrose Ave, Luton or phone Luton 25838.

Mayday!

16-yr old space *Traveller* stranded in Paisley subsector. Would like to make contact with any clubs in Paisley area. Contact: Colin Bisset, 78 Dundonald Road, Gallowhill, Paisley, Scotland.

PBM

Play by Mail games at non-profit prices — *D&D*, *Traveller*, *T&T*. Send SSAE to David Horner, 32 Fagley Drive, Bradford, W Yorkshire, BD2 3LE.

Tired of the Mundane?

Then come with us, back to when women were real women and men fought over them. When food was not artificial and additives were interesting. Make history exciting — join us in the current middle ages. Tel: Dave, Basingstoke 57561.

Is there anybody out there?

16-yr old experienced *AD&D* player seeks group/club in Medway area. I have plenty of modules and many dungeons of my own creation. Contact: Trev on Medway 813651.

FRP Kent

Steven Hammatt, 115 Blendon Rd, Bexley, Kent, seeks FRP players in and around Bexley.

FRP NW London

Nick Alter and friends, 35 North View, Eastcote, Pinner, seek FRP players and clubs in North West and North West London.

Finsbury Park

Peter Coleman, 274 Ferme Park Road, London NW8, seeks FRP players in Finsbury Park area.

FRP Wimbledon

Timothy Dymond, 105 Upland Road, Sutton, Surrey, seeks FRP players in the Sutton, Croydon, S. Wimbledon areas.

Players Wanted

Mark Avery, Warner House, Cock Lane, Stowe, Nr Hythe Kent seeks FRP players in his area.

Norwich

Are there any clubs/individuals willing to take on a 13-yr old boy at *T&T* in the Norwich area? GM or player. Willing to learn *D&D*, *RuneQuest* or *Traveller*. Phone Norwich 619949 and ask for Russell.

Central Derbyshire

26-yr old beginner in *Traveller* looking for RPGs in above area. Please write to Aubrey Bacon, 4 Rutland Place, Bullbridge, Ambergate, Derbyshire.

Help!

Relatively experienced *AD&D* player would like to contact adventurers interested in Sci-fi/Fantasy lit, with regard to forming a local FRP Guild for regular play.

If anyone has any knowledge of a Medieval Re-Enactment Club I would be grateful for any information. Contact: P Machin, HMS Dreadnought, HM Naval Base, Chatham, Kent.

Experienced Players Wanted

Giselle Winston, 18 Weech Road, London NW6, seeks competent FRP players to offer advice on running *D&D* games for school children.

London FRP

Nick Barnes, 24 Pollards Hill South, Norbury, London SW16, seeks FRP players in his area.

FRP Essex

M. McConnell, 85 Arkwrights, Harlow, Essex, seeks FRP players in his area.

National Wargames Championship, 9th, 10th October, Margate Wargames Convention, 8th, 9th, 10th October

Venue: The Winter Gardens Margate. Convention: The Main Hall. Nationals: The Queens Room. Admission free. For details contact: Chris Baylis, 12 The Fryth, Basildon, Essex.

AD&D Burnley

Established group of *AD&D* players require a couple of experienced adventurers (any race except ½ orc) to help destroy various Lancashire beasties. Naimad (12th level Bard) on Burnley 36951.

Wanted!

WD1-23. Contact: Michael Parr, Durfleet 6492, after 7pm.

**NOW
MONTHLY!**



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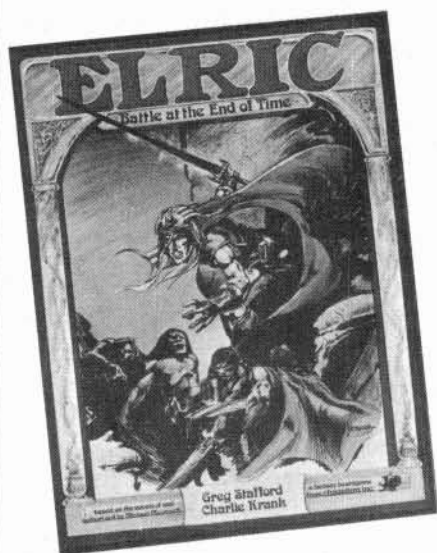
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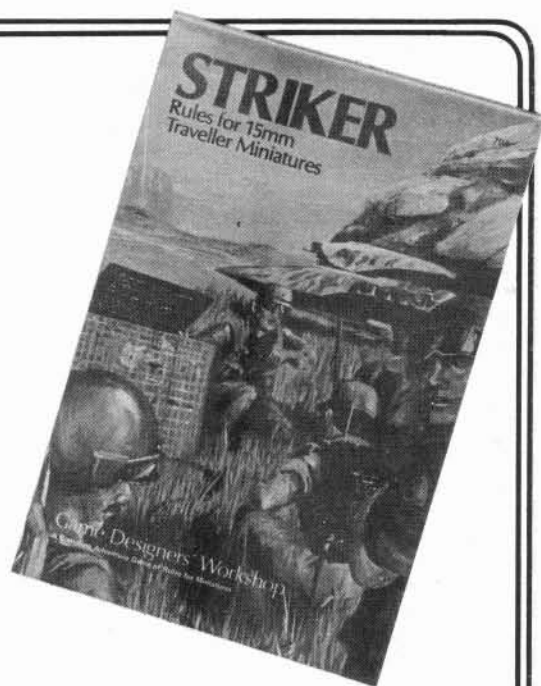
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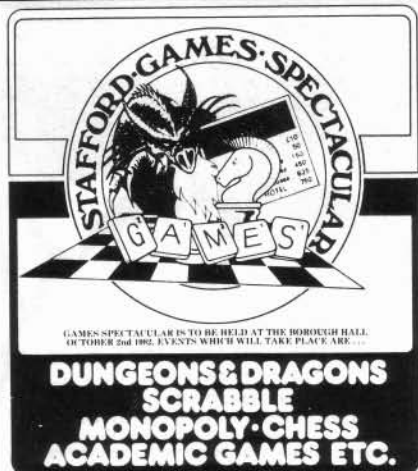
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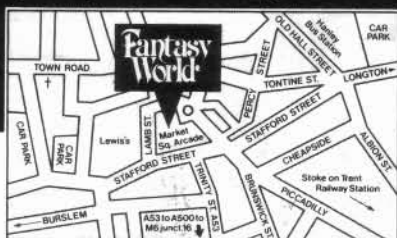
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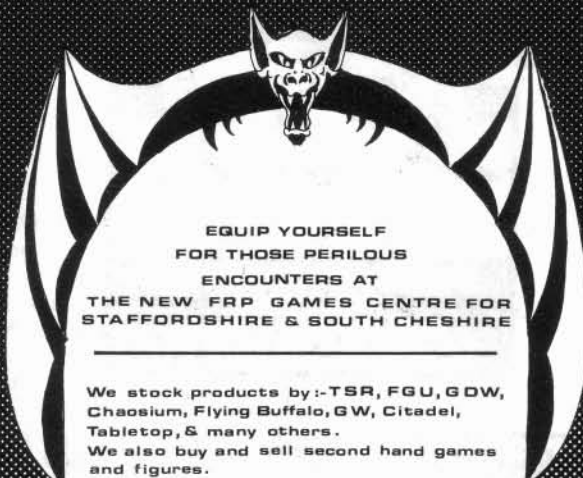
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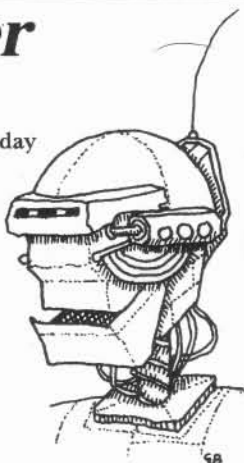
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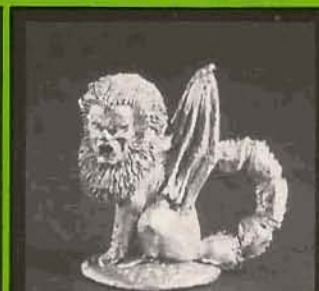
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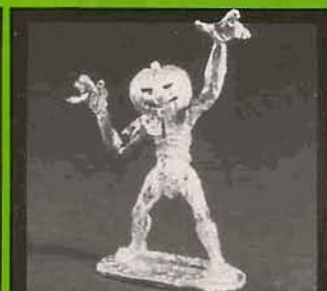
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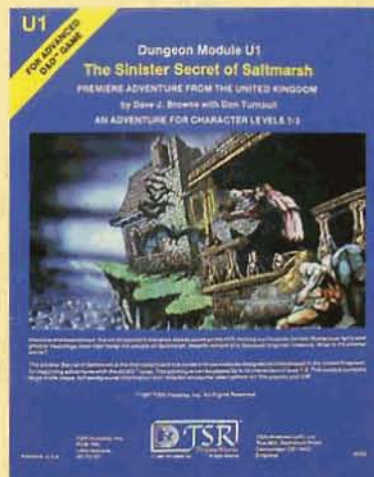
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