CONTENTS

A Guide To Dungeon Mastering - Lew Pulsipher
Advice from the master on how to run adventures - originally published in three parts in WD 34 to WD 36.

The Necromancer - Lew Pulsipher
An AD&D character class from WD 44-46

Dealing With Demons - Dave Morris
A 3-part series on Demonology in Runescape, first seen in WD 44-46

Dungeonboring With Demons - Liz Fletcher
A Fiend Factory special for AD&D

Arms At The Ready - Lew Pulsipher
A ready reckoner for AD&D combat from WD 31

Zen And The Art Of Adventure Gaming - Dave Morris
RuneQuest Samurai rules from WD 40

Designing A Quasi-Medieval Society For D&D - Paul Vernon
How to create a realistic and consistent campaign background. Originally published in WD 29 and 30.

The Town Planner
The 3-part follow-up to Quasi-Medieval Society - how to design settlements, from WD 31, 32, and 33.

Stop Thief!!! - Marcus L. Rowland
A Thieves' toolkit for D&D, from WD 45

Worldly Power - Phil Masters
New and unusual planetary governments for Traveller, from WD 46

The Best of Starbase
Detector Systems by Anthony Cornell and Martin Barrett
Starship Security by Andrew Miller

The Best of Rune Rites
Additional rules and ideas for RuneQuest

The Best of Fiend Factory
Monsters and races for D&D

This volume contains some of the best feature articles that appeared in White Dwarf during 1982 and 1983 (WD 29 to WD 48).

It’s interesting to see how things have changed in our hobby. In those days there were less roleplaying games available, and they usually came with less background material. White Dwarf reflected the demand for “hardware” - articles about rules and adaptations such as are less prevalent nowadays. The best of these articles - for instance those collected here - are, however, permanently useful for anyone with a serious interest in roleplaying games.

We hope you enjoy them.

Ian Livingstone
Rationales
At first you won't worry about why this strange hole in the ground, a 'dungeon' filled with nasties, exists. But in medieval times dungeons, when they existed at all, were small and often above ground. How about some believable reasons why a place of that type exists, for those players who can't accept the unlikely (if not slightly silly) dungeon idea?

Briefly: in a magic-rich universe like the worlds of D&D the only effective defences will be underground defences. The traditional medieval castle can be blown down, climbed over, dimension doored into, flown over, and so on. Consequently, an abandoned fortress would consist largely of underground passages now inhabited by monsters. Underground burial areas, such as the Roman catacombs, suggest further adventures. Natural caves, such as Mammoth Caves in Kentucky, or abandoned burrows of giant insects and snakes, might be used by evil creatures as hideouts. Some D&D monsters customarily burrow out tunnels in earth or rock, and some giant insects, such as bees and ants, build large nests - what about an ant hill 200 feet high? Finally, large dwellings may be adapted for above ground adventures, and religious buildings, whether under or above ground, could be faster than a gothic cathedral.

Scenario vs Environment
There are two ways to create places of adventure. You can make places for a particular party of adventurers, a scenario specifically designed to fit the capabilities of the characters and, more important, the preferences of the players. Or, you can design a variety of places suitable for a range of strength and, you hope, interesting enough for anyone likely to play in your world. The first method is scenario design, the second environment design. Obviously, a DM can be more impartial in environment design, but it may be harder to create environments which will result in good games because more variables must be accounted for. If you intend to run a campaign, you might ask the players which scenarios they prefer, but generally a novice DM is better off with environment design because his mistakes are less likely to ruin the adventure.

Information
You must decide how much information you should make available to the players. In general, players should not know more than their characters need to know, but this restriction is not always possible because of the limitations of game format.

Let's be specific. Let the players roll saving throws, attack dice, and probably damage dice, because this gives them a strong sense of participation in the game. (Moreover, they can't accuse you of fixing the die's results.) Have each player throw a few d20 before the game starts, and record one or two results to be used when a character must save but the player shouldn't know about it. For most situations the character might know that he was under magical attack or otherwise in trouble. Although you let the player know what they roll to hit, which may enable them to figure out that an enemy has unusual protection, the character might know he was swinging well enough to do damage but wasn't connecting. You aren't giving away anything.

On the other hand, a thief shouldn't know whether he has successfully hidden in shadows. I have the thief roll into a box held above his eye level, so I can look at the roll but he can't. Many DMs just roll themselves for hiding. Don't tell players what a monster is as it approaches - tell them what the characters (think they) see. It's too easy to give away information by saying, for example, 'you see four werewolves ahead'. The characters shouldn't know whether they're facing normal wolves or werewolves. Don't say how many hit points a monster has, just describe its general condition (seems unaffected, bleeding, bleeding heavily, staggering, motionless on the floor). Similarly, when a character is reduced to zero or fewer hit points, don't reveal whether the victim is dead or simply unconscious until someone stops to look for breathing.

THE BEST OF...ARTICLES 11
Don't give away character experience levels. There is no way to discern the level of a character, except by the spells he casts - even a second level can have enough money to look rich; appearance proves nothing.

Preparation and Organization
You should prepare your wandering monsters prepared on 3" by 5" cards explaining the effect, so that you can give one to the victim and continue the game without interruption. If you're an artist you can draw scenes, or you might collect picture postcards to show to players when they're outdoors. This will be quicker and more tangible than an oral description.

I use square and hex grid sheets to regulate movement of characters and monsters, rather than measure in inches. Squares are best for indoors, hexagons for outdoors. A scale of three and a third feet per square is best, though some people use five per square, while the outdoor scale will vary with the activity and terrain. Every creature should be represented by a miniature figure or cardboard piece. The players must not be allowed to shuffle their characters around anytime, at will, for this will create chaos and engender cheating and arguing. If you do that, you can be trained. Only a veteran DM knows his players should ever try to run an encounter without resort to a complete set up on the appropriate grid, which allows everyone to see what's happening. It saves much aggravation.

Treasures
Make sure the players find treasure so that they lead to further adventures or complications in the present adventure. Treasures are made up solely of gold, jewels, and other treasures getting better after a while. For example, you could use really valuable numismatists, archeologists, or other treasures would be worth more than face value, provided the players noticed the difference and then found someone who wanted to buy them. Art objects, whether paintings, sculpture, or metalwork, are valuable only as a buyer can be found. If the players don't work to find a buyer then they'll earn few gold pieces (and less experience) from the treasure they've found. Information is another valuable treasure, though not amounting to many experience points itself, can help characters find large treasures or better utilize treasures (including magic items) they find. For example, a book on mining by a skilled dwarf might be worth a lot of money to human miners. A dilapidated scroll or a fragment might give a clue to the location of a treasure, or reveal some illicit relationship between a trusted ally and an enemy. Finally, very large or very heavy treasures, such as thrones, can test the ingenuity of the players and force them to return later with proper equipment to bring the object out, or to disassemble it.

Gaining Levels
I've met a few players who use the method of gaining levels described on page 86 of the DMG. Simple calculations show that even an exemplary of his class will, at low levels, spend half his time adventuring without gaining experience points, just to obtain enough money to pay to rise to the next level. Perhaps this rule was intended to slow down those Ols who customarily rush players through the first few levels. But in a more believable game this is a crippling restraint. Using the system beginning at fifth or sixth level does keep down the money supply.

It's hard to say how many adventures a character should survive before going up a level, or what the 'kill rate' should be. Some players think that two adventures times the number of the level a character is trying to attain is a good number (four adventures to reach second level, ten to rise from fourth to fifth). I prefer about 6x per level until the character reaches fifth level or so, when even fewer adventures will be needed. If it's tough from the beginning to rise, the power of higher levels is all the more appreciated, and it's easier for the DM to keep control of the game. AD&D starts to break down when characters are in double figure experience levels: there are too many options, too much magic, too few good monsters. The game is probably best with third to sixth level characters. Of course, other players have different opinions; for example, the DMs who start players at third or fourth level.

AD&D is a much better game when all characters in a party are of roughly equal levels. For example, a party predominantly of fifth level characters should include none lower than fourth (or possibly a strong third) or higher than sixth. If the variation is too great the lower levels either stagnate or are overwhelmed, while the higher levels can't do anything, doing all the dirty jobs. Moreover, the low levels can get a quick ride upward in experience in this way. If you have a high level campaign then this may be OK. I prefer characters to struggle upward so that they really savor their powers when they reach higher levels. People who play a few months in order to reach fifth level are missing much of the interest in the game. Players who have worked long and hard to attain higher levels won't appreciate a rapid rise by other players.

When ten makes many adventures to go up, the 'kill rate' (percentage of characters killed each adventure) had better be low or no one will live long enough to rise far. Of course, death followed by resurrection is much less disastrous than death when resurrection is unlikely. A good DM does not necessarily want a high kill rate - in fact, DMs do not, unless they play with a pack of idiots, but when someone is killed it is both depressing and frightening, not merely 'oh, hum, another one dead'. A better measure of a good DM is how long it takes characters to rise levels. After all, you can kill dozens, but if the rest of the characters rise at one level per adventure there are going to be a lot of high level characters around soon. In a well-DMed campaign, as long as the players play sensibly and unprovocatively, few characters will die; but if they really foul up, the entire party may be massacred. A DM who strives to kill X number of characters each adventure is a bad DM.

Miscellaneous Mechanics
I don't use the initiative system described in the DMG. When the entire side moves before the other you can get ludicrous results. For example, a party could walk into a room and surround an unsupervised party, individually, before they can even move. If you must use this system, move by segments, not by rounds.

I use simultaneous movement: the DM decides where the monsters will go, the player characters begin to move, the monsters move at the same time, and both can react to the movements of the other as they go. This is more realistic, and the use of a ref and the DMs do not, unless they play with a pack of idiots, but when someone is killed it is both depressing and frightening, not merely 'oh, hum, another one dead'. A better measure of a good DM is how long it takes characters to rise levels. After all, you can kill dozens, but if the rest of the characters rise at one level per adventure there are going to be a lot of high level characters around soon. In a well-DMed campaign, as long as the players play sensibly and unprovocatively, few characters will die; but if they really foul up, the entire party may be massacred. A DM who strives to kill X number of characters each adventure is a bad DM.

I don't allow firebombs to be used at all, though characters may pool oil on the floor and fire it with a torch, or throw down a lantern with some hope that a fire will start, reasoning that lantern oils are not highly inflammable, closer to modern engine oil than to petrol. Petrol (gasoline), paraffin (kerosene), and other highly inflammable derivatives of petroleum cannot be produced by modern technology. Alcohol burns easily, but distilling was not practiced in medieval times, so it's easy enough to say that pure alcohol isn't available in the D&D world.
Part 2: Monsters & Magic

An important part of DMing is placing monsters and magic items in some interesting adventure setting. At one time most DMs distributed these more or less randomly, but this mindless method is bound to be unsatisfactory.

A novice DM tends to make monsters easy to kill, relying on extremely numerous or extremely powerful monsters to frighten adventurers. He tends to place monsters in homogenous groups, a single race per room or region, where they can easily be surprised. Homogeneous groups can be easy prey for a party of adventurers which has the advantage of cooperation among characters with quite different abilities — MU offensive magic, clerical, defensive magic, fighters, and thieves. A good DM will sometimes cause a monster to gather a group of disparate creatures together to take advantage of dissimilar powers, just as the adventurers do. Fortunately for the players, monsters tend to lack spell casting abilities; nonetheless, a pretty formidable monster group can be gathered. Certainly any really powerful monster, such as a beholder or devil, will have a variety of minions to serve him and to render weakness of his own powers, and the more intelligent ones may arrange to remodel their abodes and set up alarms and traps.

When you place monsters in a dungeon or other area, think not only about how they interact with the adventurers, but how they interact with each other. The classic error is to place a monster in a room which can be reached only via another room occupied by another (hostile) monster. How could this situation have occurred? More broadly, if monsters live near one another, why don't they kill each other? There must be some relationship between them, whether slave, ally, or enemy. Furthermore, where do the monstrous inhabitants find food and water? Where do they get their treasure? When you first begin to DM these details may be more than you want to bother with, but ultimately your places of adventure will be improved by attention to such questions. Similarly, if and when you begin to devise your own monsters, don't just throw statistics together and think of odd abilities. Consider how evolution ('survival of the fittest') and ecology affect, and are affected by, the monster. For example, 'cleanup crew' must be the least fecund and least numerous of all dungeon monsters, or else they'd clear every dungeon of other creatures because most monsters have no defense against them. (By the way, although monsters have invasiveness, the intelligent ones would normally use light underground because that allows them to see their surroundings much more clearly.)

A DM can kill any number of player characters if he wants to. This is not the object of the game. Moreover, the defensive strength of a well planned complex in a dungeon is such that, if D&D were a competitive wargame between one person playing the monsters and others playing the characters, the monsters would often win. That's why dungeons are arranged in increasing level of difficulty, unrealistic as it is. D&D is a game, the players expect to have some fun, and from this arises the unwritten rule that governs every good D&D game: if the players are wary, imaginative, and therefore play well, they should succeed. The DM mustn't feel that he is 'letting the side down' if the monsters fail to kill adventurers. It should not be 'my' troll that dies, but merely 'a' troll (which may have deserved to die, who knows?). Your job is to make the game exciting and challenging. Any dope of a DM can kill characters, but only the better DMs can run consistently good games. In the ideal session the players should escape almost literally sweating with fright, but perhaps with some reward and with no one dead (or at least, with no one irrevocably annihilated). Most DMs err by making everything too easy, but to the other way is even worse, for you'll find yourself without any players.

Try to maintain some reasonable ratio between the type and number of monsters occupying an area and the magic items they possess. Ask yourself how the monsters might have obtained the items. For example, are orcs, even hundreds of them, really likely to possess a fireball wand? No doubt the wand was originally owned by a rich or powerful magic-user. How could mere orcs acquire it from such a person? (It's possible, but most unlikely.) In a typical D&D world most monsters cannot use any kind of magic except weapons and protection. One reason why humans are dominant in the D&D universe is their ability to use all kinds of magic items, while monsters cannot.

If monsters have magic items which they can use, they should not leave them sitting in their treasure chests. But don't give weak monsters magic weapons in order to make them more dangerous. It's too easy to defeat such creatures with spells without resort to melee. The player characters will undoubtedly obtain the magic; the increase in the power of the monsters is not commensurate with the risk that the characters will benefit immensely.

In general, magic items should be rare, valuable, wonder-full, not commonplace. Items which are expended when used (such as scrolls and potions) are the best treasure, for the players can have their toys without becoming over-powerful headaches for the DM. One of the bigger mistakes an inexperienced DM can make is to introduce runaway escalation of magic spell and item powers. Examples of such is magic which will go through an antimagic shell or any device which defeats the immovable object or the irresistible force. One soon encounters force blades which will cut anything and collapsium armor which stops everything. Who knows what happens when the twain meet? In the process you've ruined the game. The solution to the problem is to let his Holy Sword not to give players or monsters something super-powerful to defeat him, rather, let the sword be very rare and hard to obtain in the first place. You'll find that your campaign is much more manageable as well as more believable.

As a DM you must read spell descriptions (and additions in the DMG) with care. Wherever there is a doubt choose the meaning which most limits the spell's effectiveness. It's just too easy to use a group of pour oil upon them, and burn them to a crisp, too easy to use magic jar to wipe out small groups of creatures (possess one by one and start a flight amongst them). If you think it's necessary to change the rules to weaken a spell, do so! If players complain that spells are too weak, remind them that enemy MU have similar handicaps — and men are the most dangerous 'monsters' you can meet.

Higher-level magic-users will dominate the game unless you keep close watch over the rule interpretations; even if you do, you'll have to accept that MUs are the most powerful characters. Most players cannot impose reasonable limitations on themselves — the DM must do it. Don't lean too hard on low-level MUs, who do have their difficulties, but don't be afraid to change your methods as the MUs progress.

You can find plenty of advice about monsters and magic in the Players Handbook and Dungeonmasters Guide. Read it!
Part 3: Some Conclusions

Don't run a double standard. Whatever you allow the players to do, the human 'monsters' should be able to do. This will also help you if players complain about your rulings (as they surely will). Just remind them that whatever advantages you give to them you must give to the enemy as well.

Always assume that the adventurers will get through, regardless of how difficult you make it, and you'll be in danger of giving away too much treasure or magic. Remember that for every self-restrained player there's one whose aim is to accumulate as many advantages as he can. Don't let this sort push you around.

Every DM makes a mistake sooner or later, allowing a player character to gain some magic item or ability which unbalances the game. When one character is so powerful that the others become onlookers or minions, something must be done. Typically, an inexperienced DM will begin a vendetta against the character, usually resulting in theft of the item or death. This is reasonable only if the vendetta arises from the game situation, for example when the former non-player owner of the item pursues the character. Otherwise it is at the least unfair, at the worst likely to destroy your campaign. The players can usually notice that the DM is out to get a particular character; they will probably, and the player involved will certainly, think that you are cheating, trying to take back a fair gain. Your personal relations with the player involved can deteriorate, and he may begin a vendetta against your characters in other games, particularly if he is DM.

There are two better ways to repair the damage. First, reason with the player, showing him how he is unbalancing the campaign regardless of how much he enjoys lording it. Try to persuade him to give up the item or ability, perhaps in return for less powerful items or magic which cannot be used indefinitely. If that doesn't work, ask the player to retire his character until other player characters have become as powerful. In the meantime he can run another character, enjoying the thrill of possessing the 'great man' (or woman) without ruining the adventures for the rest of the players. If neither of these methods work you can finally resort to the vendetta, but in a mature group of players such desperate action should never be required.

If you DM AD&D long enough you'll see characters rising to levels and powers too great for the game mechanics to handle, and too powerful to adventuring with newer characters. At higher levels luck begins to dominate the game, because the first strike is so powerful and because all participants have so many options to choose from. The best way to cope with this is to move the character(s) out of the adventuring part of the game. This can be accomplished in several ways. The worst is to arbitrarily start a vendetta against the characters until they're dead. A better alternative is to persuade the character to retire permanently to his castle where he can collect taxes, make magic items, get other information, and enjoy himself. If a player refuses to retire, persuade him to become involved in the politics of your world. While he concerns himself with dynasties, colonisation, economics, wars, court intrigue, he won't be gaining many experience points and he won't be ruining the adventures of other characters. The political must work behind the scenes, which largely neutralises his great powers and magic items. It's a challenge to the player, as well, and he can use other characters for normal adventuring.

If the player is recalcitrant, consider these possibilities. The more powerful a character becomes, the more well-known he becomes. Lower level characters will be out to kill the famous characters to show how tough the young ones are. The 'gunslinger effect', as some have called it, may force characters into retirement to avoid death in an ambush (Jesse James was shot in the back). And if that doesn't work, remember that eighteenth level magic-users can cast the wish spell. Really powerful characters are going to be caught up in the wish wars, in the affairs of the gods and the representatives of the gods. They'll spend all their time staying alive, avoiding the effects of enemy wishings, dodging the demons which appear in their sanctum sanctorum, etc.

They'll have no time for more adventuring! But don't try to actually conduct the wish wars yourself, to make a permanent headache. Just let the player concerned know what's happening, and if he really wants to play it out, he'll probably die before he gets the hang of it.

DMing is not a one-person activity, nor can it be pursued as though there was an absolute right way to do things. The point of the game is to have fun; if your players aren't having fun, perhaps it's partly your fault. You can't let players take advantage of your better nature to gain unfair or unearned advantages, but on the other hand you should not be domineering or sadistic.

The simple everyday rule, 'not everything you read is true must be applied (in modified form) to D&D. Not everything printed in magazines or even in official rules is useful for your campaign. In fact, some of it isn't useful to anyone with any intelligence and good sense. No one is obligated to use every additional rule or monster, nor can you let your players push you around merely because whatever foolishness they want to perpetrate is backed up in print. There are so many different ways to play D&D that no one can possibly use every rule suggestion printed. There would be too many inconsistencies, if nothing else. That goes for what I have said in this series, as well. Use your head — there's nothing sacred about the written word, and both authors and editors are fallible. Your campaign is what you make it. If responsibility alone. Anyone can run a good D&D campaign, but only if he's willing to work at it.
The NECROMANCER
An AD&D Character Class
by Lew Pulipher

The necromancer is an extremely evil human who deals with death and the undead — the original meaning of the word adopted in D&D for the 10th level magic-user. Intelligence must be at least 14, and wisdom must be more than 12. A 10% experience point bonus is given for 16+ Intelligence. Though not clerical sub-class, experience point levels, hit dice, saving throws, and attacking columns are as for clerics. Necromancers use those magic items available to all classes (such as rings and most potions) and all magic weapons except swords. They may use any non-magical weapon, and any type of armor and shield.

A necromancer is a loner. He prefers to surround himself with the dead (and undead), not with life. He rarely subordinates himself to anyone, preferring to rule his own 'kingdom of the dead' He may, however, employ (or rather, force into servitude) such devoted agents of destruction as orcs, goblins, and trolls. Even animals smell the necromancer's devotion to death and dissolution, and avoid him.

A necromancer avoids sunlight and open spaces (except on moonless nights). He is secretive, furtive, and reclusive as townspeople — all sedentary peoples — distrust and abhor the necromancer and all that he stands for. A low level necromancer usually resides in a town in order to have access to the necessary 'materials' of his work. Attempts to maintain a Necromancer's work. Attempts to maintain secrecy are hampered by the loathsome nature of the Necromancer's work. In effect, for each level he gains, he loses a charisma point, until he reaches rock-bottom (zero). This helps represent the growing suspicion of acquaintances and general reaction of people as he becomes imbued with Death. When discovered he must flee (unless he can defeat the aroused town) and begin his lone existence.

A powerful necromancer is often the object of a quest by extremely good characters such as paladins, rangers, and high level clerics.

Necromancers may communicate with undead, friendly or not, and may be friendly with undead just as evil clerics can, using the matrix on page 75 of the Dungeonmaster's Guide. However, a D result means that the undead are indefinitely under the control of the necromancer. Otherwise, to gain 'permanent' control of undead, the necromancer presents himself to undead already friendly with him, and the Matrix of Clerics Affecting Undead (DMG) is consulted again. If the result indicates that the undead are affected, then 1-2 are indefinitely controlled by the necromancer. If a 1 is rolled, the undead immediately attack the necromancer.

Control lasts until a good cleric turns the undead in question, or the undead moves more than 20 feet_towards the necromancer's experience level away from him, or out of his line of sight. However, volitionless undead such as skeletons and zombies may be left in one location with orders to attack anything that appears etc. Control can also be broken by a dispel evil spell, or a D result from an evil or good cleric on the matrix. Undead controlled by a necromancer who is present are harder to turn/divest of than ordinary undead. Subtract one from a cleric's D20 roll per three levels of the necromancer (fractions lost).

The maximum number of undead that a necromancer may control at one time is equal to ten times his level, in hit dice. Vampires and higher undead beings cannot be controlled.

A necromancer is immune to special powers (such as paralysis) of undead which have fewer hit dice than himself, i.e. a third level necromancer cannot be paralyzed by ghouls, a fifth level cannot be life drained by wights, and so on. Necromancers are unaffected by fear of death. Consequently they save at +1 when fear of death is the principle emotion (DM's judgment). As explorers of the realms of death, they also save at +2 vs death magic.

The NECROMANCER's wounds do not heal naturally, nor by cure spells or potions but can be healed by ritualistically sacrificing a human or demi-human, gaining half the victim's hit points in healing. The ritual requires special equipment, such as braziers, candles, and ritually purified knife, and takes one hour to perform. (Note that the grade 6 ability Drain Hit Points allows a necromancer to drain hit points from an opponent, transferring them to himself.)

A necromancer must sacrifice periodically to his god of death. If he fails to do so faithfully he loses all spell-like abilities until he renewes a satisfactory schedule of sacrifice (and atones for missed sacrifices).

<table>
<thead>
<tr>
<th>Sacrifice Table</th>
<th>Level</th>
<th>Average Frequency</th>
<th>Maximum Interval Between Sacrifice</th>
<th>Minimum Creature Required</th>
<th>Minimum Special Skill Required</th>
<th>Once per Year Required</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>4 weeks</td>
<td>6 weeks</td>
<td>Dog, cat, horse, or creature of similar intelligence</td>
<td>Dog, cat, horse, or creature of similar intelligence</td>
<td>Human</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>4 weeks</td>
<td>6 weeks</td>
<td>Dog, cat, horse, or creature of similar intelligence</td>
<td>Dog, cat, horse, or creature of similar intelligence</td>
<td>Human</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>4 weeks</td>
<td>5 weeks</td>
<td>Female of above</td>
<td>Female of above</td>
<td>Female human</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>4 weeks</td>
<td>5 weeks</td>
<td>Female of above</td>
<td>Female of above</td>
<td>Female human</td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>3 weeks</td>
<td>5 weeks</td>
<td>Chimp, orangutang, dolphin, or similar intelligence</td>
<td>Chimp, orangutang, dolphin, or similar intelligence</td>
<td>Human virgin</td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>3 weeks</td>
<td>5 weeks</td>
<td>Human virgin</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>7</td>
<td>4 weeks</td>
<td>4 weeks</td>
<td>Human virgin</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>8</td>
<td>4 weeks</td>
<td>3 weeks</td>
<td>Male human pregnant with first child</td>
<td>Male human pregnant with first child</td>
<td></td>
<td></td>
</tr>
<tr>
<td>9</td>
<td>3 weeks</td>
<td>3 weeks</td>
<td>Male human pregnant with first child</td>
<td>Male human pregnant with first child</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

For example, a seventh level necromancer must sacrifice at least 26 times a year with no more than 4 weeks between sacrifices. He must sacrifice a female orc, goblin, hobgoblin, kobold, or other giant class, or a human, each time. Once a year he must sacrifice a human virgin, in addition to other sacrifices.

As a necromancer advances in experience he more and more resembles the undead rather than the living. At second level he gains infravision, but his normal sight slowly deteriorates until, at tenth level, it is not better in any conditions of light than normal sight is under a full moon. He tends to rely on his infravision. At the same time, he can see better than other humans into other planes which touch the Prime Material, especially the Negative Material. Necromancers also see invisible objects well — 5% plus 1% per level in addition to the possibility derived from the table on page 60 of the DMG.

At tenth level the necromancer may create a Temple of Death. He can possess only one such temple, but if one is destroyed he may create another. The Temple of Death must be constructed on human bones — the more the better (and bigger) bound by a mixture of human blood and various thickeners.
ing throws against his powers are at -2, or -1 if the target is not in the temple. The necromancer regenerates damage at the rate of one hit point per turn while in his temple. Finally, he may call forth skeletons from the temple walls, up to one per 10 cubic feet of bones in the temple per day. The skeletons follow his implicit will — he need not speak, or concentrate to cause them to act as he desires. These are treated as normal skeletons. The skeletons may not appear simultaneously closer than five feet to one another. They never leave the temple.

Example: A 20 foot square temple, 10 feet high, with one foot thick walls and six inch thick floor and ceiling, is 1,200 cubic feet of bones — bones of 6,000 persons. The necromancer can call forth 120 skeletons per day from the temple.

When he is killed a necromancer above first level will, unless his body is perfectly preserved, return as an undead type of a similar number of hit dice (lower when none is equal; he cannot be raised unless the raised dead or resurrection spell is cast within one minute per the necromancer’s level after death.) The undead does not gain experience or levels. Even destruction of the body will not prevent this hideous occurrence. The undead appears at the grave or last resting place of the necromancer, one week after death to the minute. Necromancers of ninth to fourteenth level return as vampires; those of fifteenth level return as liches.

A necromancer may curse his killer as he dies (assuming he has a chance to speak it), as the clerical curse spell but not automatically removable. Figure the level of the curse as four times the necromancer’s level. Any remove curse (or dispel evil) spell works against the curse as dispel magic does on magic. Each cleric or magic-user casting remove curse or dispel evil can try once only; if he fails the first time, he’ll fail every succeeding time against this curse, if he bothers to try.

At fifteenth level, the maximum level attainable, a necromancer has reached Utter Degradation (from an ordinary point of view) or the Ultimate (from his own point of view). He learns/discovering the spells which create a lich from a human being, and if he kills he ‘returns’ as a lich at any time from immediately up to a week later, as he desires. He may also employ these rituals to enable another powerful (and willing) human (at least twelfth level cleric or magic-user) to become a lich. A non-necromancer becomes a lich immediately — he is ‘killed’ as part of the rituals.

Of course, it is extremely difficult to arrange such an evolution, given the distrust common among evil characters.

**Necromancer Abilities.** Once learned, an ability is not forgotten (barring amnesia or the like) and need not be relerned in the way a magic-user must memorize his spells from books. An ability cannot be changed or substituted, but may be selected more than once. Unless otherwise stated, an ability is useful just once per day. Some abilities must have another ability selected at an earlier experience level before it is possible to choose the ability in question. For example, Animate Dead must be selected before Improved Animate Dead. A necromancer may use the opportunity to learn a higher grade ability to learn a lower one instead. For example, a third level necromancer could have four grade one abilities instead of three grade one and one grade two. Later he may put the ability back in its proper place, in effect — in the example, when he reaches fourth level he could choose one grade two for a fourth one, and at fifth level choose another grade two, and a grade three to give him four-two-one.

---

** Necromancers Table **

<table>
<thead>
<tr>
<th>Level</th>
<th>Experience Points</th>
<th>8-sided Dice for Accumulated Hit Points Abilities: Grade</th>
</tr>
</thead>
<tbody>
<tr>
<td>0-1500</td>
<td>1</td>
<td>1 1 1 1</td>
</tr>
<tr>
<td>1501-3000</td>
<td>2</td>
<td>2 2 2 2</td>
</tr>
<tr>
<td>3001-6000</td>
<td>3</td>
<td>3 3 3 3</td>
</tr>
<tr>
<td>6001-13000</td>
<td>4</td>
<td>4 4 4 2</td>
</tr>
<tr>
<td>13001-27500</td>
<td>5</td>
<td>5 5 4 2 1</td>
</tr>
<tr>
<td>27501-56000</td>
<td>6</td>
<td>6 6 4 2 2</td>
</tr>
<tr>
<td>56001-110000</td>
<td>7</td>
<td>7 7 4 3 2 1</td>
</tr>
<tr>
<td>110001-225000</td>
<td>8</td>
<td>8 8 5 3 2</td>
</tr>
<tr>
<td>225001-450000</td>
<td>9</td>
<td>9 9 6 3 2</td>
</tr>
<tr>
<td>450001-675000</td>
<td>10 9+2</td>
<td>6 4 3 2 1</td>
</tr>
<tr>
<td>675001-900000</td>
<td>11 9+4</td>
<td>7 4 3 3 1</td>
</tr>
<tr>
<td>900001-1125000</td>
<td>12 9+6</td>
<td>7 4 3 2 2</td>
</tr>
<tr>
<td>1125001-1350000</td>
<td>.13</td>
<td>9+8</td>
</tr>
<tr>
<td>1350001-1675000</td>
<td>14</td>
<td>9+10</td>
</tr>
<tr>
<td>1675001-1800000</td>
<td>15</td>
<td>9+12</td>
</tr>
</tbody>
</table>

15th is maximum level. A necromancer gains full experience for what his creatures do while he is present, none if he is not present.
Description of Abilities

Grade 1

Animal-themed Abilities: Enables animation and control of 1-6 dead human-type bodies, which become obedient to the necromancer's commands. They serve as guards or laborers as desired. Once per week, the necromancer may animate one dead human-type body, including its clothing and equipment. The body remains under the necromancer's control for one hour. If the body is destroyed during the hour, it cannot be raised again. The body cannot return to life. The necromancer may animate any human, humanoid, or humanoid, either dead or alive.

Grave Stone: The necromancer can command and control any dead human-type body within 50 feet of the body. The body remains under the necromancer's control for one hour. If the body is destroyed during the hour, it cannot be raised again. The body cannot return to life. The necromancer may animate any human, humanoid, or humanoid, either dead or alive.

Animate Dead: Enables animation and control of 1-6 dead human-type bodies, which become obedient to the necromancer's commands. They serve as guards or laborers as desired. Once per week, the necromancer may animate one dead human-type body, including its clothing and equipment. The body remains under the necromancer's control for one hour. If the body is destroyed during the hour, it cannot be raised again. The body cannot return to life. The necromancer may animate any human, humanoid, or humanoid, either dead or alive.

Grave Stones: The necromancer can command and control any dead human-type body within 50 feet of the body. The body remains under the necromancer's control for one hour. If the body is destroyed during the hour, it cannot be raised again. The body cannot return to life. The necromancer may animate any human, humanoid, or humanoid, either dead or alive.

Grave Stones: The necromancer can command and control any dead human-type body within 50 feet of the body. The body remains under the necromancer's control for one hour. If the body is destroyed during the hour, it cannot be raised again. The body cannot return to life. The necromancer may animate any human, humanoid, or humanoid, either dead or alive.

Grave Stones: The necromancer can command and control any dead human-type body within 50 feet of the body. The body remains under the necromancer's control for one hour. If the body is destroyed during the hour, it cannot be raised again. The body cannot return to life. The necromancer may animate any human, humanoid, or humanoid, either dead or alive.

Grave Stones: The necromancer can command and control any dead human-type body within 50 feet of the body. The body remains under the necromancer's control for one hour. If the body is destroyed during the hour, it cannot be raised again. The body cannot return to life. The necromancer may animate any human, humanoid, or humanoid, either dead or alive.

Grave Stones: The necromancer can command and control any dead human-type body within 50 feet of the body. The body remains under the necromancer's control for one hour. If the body is destroyed during the hour, it cannot be raised again. The body cannot return to life. The necromancer may animate any human, humanoid, or humanoid, either dead or alive.

Grave Stones: The necromancer can command and control any dead human-type body within 50 feet of the body. The body remains under the necromancer's control for one hour. If the body is destroyed during the hour, it cannot be raised again. The body cannot return to life. The necromancer may animate any human, humanoid, or humanoid, either dead or alive.

Grave Stones: The necromancer can command and control any dead human-type body within 50 feet of the body. The body remains under the necromancer's control for one hour. If the body is destroyed during the hour, it cannot be raised again. The body cannot return to life. The necromancer may animate any human, humanoid, or humanoid, either dead or alive.

Grave Stones: The necromancer can command and control any dead human-type body within 50 feet of the body. The body remains under the necromancer's control for one hour. If the body is destroyed during the hour, it cannot be raised again. The body cannot return to life. The necromancer may animate any human, humanoid, or humanoid, either dead or alive.
DEALING WITH DEMONS

Demonology in RuneQuest

Part I: Demon Magic

Demon. To the superstitious this is any obviously powerful supernatural being. The word is even used to describe unusual Chaotic creatures or the less familiar Elementals. In the precise sense, however, a demon is any being which lives on another plane of existence and is capable of acquiring a physical presence in the world (by this definition, the Ancients of Thoefer, Games Workshop's own Questworld continent, sometimes refer to the Invader Race from Glorantha as demons. This usage is valid, if extreme). Note that it must originate on a plane which to the demon itself constitutes physical reality. The spirit plane does not qualify, so embodied spirits such as dervishes (or elementals) are not true demons.

A couple of the simpler demonic types have already appeared in RuneQuest sources. The demons of Wyrm's Footnotes 10 are Chaotics with material form but no POW - they cannot use magic, nor are they affected by it. One of these appears in Chaosium's Questworld. A very different type of demon is to be found in the Munchroom's scenario of Trollpak. These know all battle magic spells and are extraordinary in having POW, Hit points and armour all equal and interdependent. They seem to be tied to the Darkness Rune, without allegiance to Law or Chaos.

It is fairly well known that the demonic hierarchy consists of sundry demon races ruled by ascending ranks of nobility up to the demon princes, each of whom may reign over several different planes of existence. The demonic types of Wyrm's Footnotes and the Munchrooms fall into the first group, while the demons who rule them are all unique beings of much more fearsome power. The categorization and study of the many demonic types forms the Demonology skill - a Knowledge skill something of the interrelationships, powers and Runic associations of the various demons. From this he may be able to infer their weaknesses - if any. The Demonology skill does not include summoning techniques or other magic, although it is useful to know something about demons before you start trying to summon them.

The Pentacle of Protection

In case a demon turns out to be hostile, the Pentacle of Protection is a useful defence for the summoner. The Pentacle must be drawn with various substances on some hard surface around the summoner. This takes several minutes and so must be prepared before the Ritual of Summoning begins. When the Pentacle is complete, the summoner casts a point of battle magic POW into it, thus activating it for the next hour. So long as another point is cast into the design before the hour has passed it will remain active. Once the Pentacle's power is allowed to lapse, the design smoulders away into fine ash.

A hostile demon cannot spell into nor enter an active Pentacle. Neither can it use summoned minions of its own to attack the summoner. There are minor design differences between Pentacles according to the type of demon the Pentacle is intended to ward against. If the wrong demon materializes, the Pentacle is useless.

It takes only a few hours to learn to draw a Pentacle. Treat this as a skill with a base score of 70%, adjusted for characteristics as follows:

1) Int: +10% +05% +05% +10% +10% +10% +10%
2) Suv: +05% +05% +05% +05% +05% +05% +05%
3) Dex: +05% +05% +05% +05% +05% +05% +05%

Increase in the Draw Pentacle skill is by experience only. Remember that the
DEALING WITH DEMONS

The Ritual of Summoning

Obviously, summoning is the form of magic most people would think of in connection with Demonology. The Ritual of Summoning is a skill that can be practiced by anyone with POW of at least 10 and DEX and INT both 12 or more. It has a base score of 0%, modified thus:

\[
\text{INT} + 06\% \quad \text{DEX} + 06\% \quad \text{POW} + 06\%
\]

The Ritual of Summoning takes three turns (fifteen minutes) to perform and requires several rare components such as incense, chalks, paints and certain powders and distillates. These components are used up in the Ritual and must be prepared for each summoning, at a cost of 2d4 x 10L. As the evocator completes the incantations he rolls against his Ritual of Summoning skill to see whether the demon appears. Many demons have an innate resistance to summoning which acts as a negative modifier to the character's chance of success. Critical and fumble rolls usually have no special significance, except that on a roll of 00 some other demon than the one intended will appear.

Bringing the demon into being causes a terrible drain on the summoner's life force—at the moment of completing the Ritual he loses 1d3 points of CON, later recovering at the rate of one point per week. Once the demon has been banished, it remains on this plane of existence for 1-4 hours and then fades back to its own world. Only the Ritual of Binding will prevent this.

Simply evoking a demon does not give the summoner any control over it, and if he does not use Binding he will have to bargain for its services. Consult the response table in Appendix J of the RuneQuest rulebook. A demon which takes an active dislike to its summoner will attempt to kill him, if thwarted in this it may attempt to disperse the character or even turn its attentions to its own capital. Demon will depart. A moderate response indicates that the demon is prepared to do as it is bid but may drive a hard bargain. If offered significantly less than it would normally expect, it may become enraged (charge response again at -10) and attack. A friendly demon will probably state that it is devoted to the summoner's first offer, as long as this is not wildly short of its expectations. In the case of NPCs, Bargaining rolls can be used. If the demon is a player character, however, then the Referee should take the demon's role and haggle.

Once the deal has been agreed and the demon has received its payment, the summoner must say, "Here then are my wishes..." and go on to describe the service he wants the demon to perform. This must be concisely and carefully worded—the demons are adept at twisting the meaning of a casual phrase and following the demon's bidding in order to discommodate its summoner. The demon will then embark on the task set and continue until it has done what was asked of it (to within a limit on its summoning runs out—which ever comes first. Demons are typically quite happy to undertake suicidal missions because the destruction of their physical form only returns them prematurely to their own plane. If the demon's spirit or freedom of action is endangered, however, it will become considerably less enthusiastic about completing the task. If it voluntarily backs out of an agreement, the demon must return 90% of its payment to the summoner.

The lesser demons are usually called upon to kill or harm their evocator's service. Although the demons may have special skills which make them excellent for such activities, it is after all the case that much of the effect on which human thugs or mercenaries might be hired. Demon lords and princes will not stoop to sneaky and underhanded means, and may be persuaded to use their grand supernatural forces—sometimes to the summoner's lasting benefit. The demonic Lord Kash, for example, can teach a character to brew venoms and acids. The experience gained may come from the various demons, and the payments they might ask in return, will be described in the second part of this article, next issue.

Banishing a Demon

For a number of reasons the summoner of a demon may want to banish it before it would normally fade from this plane of reality. If it or until the time the summoner to chant a mystic phrase; this takes five Melee Rounds (one minute), during which time he can parry and defend, but not attack. When the chant is completed, the summoner must see if his attempt is successful—if so, the demon immediately vanishes. The character's chance of successfully banishing the demon is the same as his chance of summoning it in the first place. Only one attempt at banishment can be made—if that fails, others must be used to destroy the demon. A character skilled in demon magic will also be able to use banishment against a demon summoned by someone else. In this case, the chance of dispelling the demon is half what the character's chance of summoning that demon would be. As before, the character has only one chance to make the banish roll.

Slowly, the misty shape coalesced before him; it's hideously powerful form already becoming apparent. 'By the Runes! The Pentacle, it's... aaarrrgh!'

The Ritual of Binding

Binding eliminates the necessity of bargaining with a demon but it has its drawbacks in that attempting to bind a demon without its consent will certainly enrage it. The Ritual of Binding is performed by the Melee Round to perform, and to stand even a chance of success the caster must expend battle magic POW at least equal to the demon's own or at least 150% of the load spread over all his bound spirits and POW storage crystals if necessary. These POW points are committed without the character knowing the demon's exact POW, of course. It's a good idea to overestimate.

The Ritual of Binding is a Knowledge skill with a base score of 0%. If the character makes his roll in this skill then the demon is bound in his service. Instead of vanishing after a few hours, it remains on this plane until killed or banished. A bound demon can be directly harmed in the one way it can be harmed; nor can it deliberately kill itself in order to escape from this plane. The binder can give it one command of up to thirteen words, and the demon will obey this command literally. Commands such as 'Obey all my future commands' or 'Serve me loyally' are not effective, and immediately the demon fades out of existence. The binder must specify particular services and actions rather than establishing conditions or attitudes for future behaviour.

Bound demons are not like bound spirits in any way—the binder cannot see through their eyes, nor can he use their INT and POW for spell purposes. A character may command a demon to remain on this plane, but the demon may not be bound on this plane at one time; if he tries to bind an eighth, all are freed.

Some demons have a resistance to binding, which works like Defence against the Binding Attack. With enough POW (and guts!) a character could try binding a demon lord, but the resistance of these creatures is often 80% or more. Binding can be in some cases be to the demon's advantage. It may want permanent residence on this plane. Demon lords invariably desire to return to their realms as soon as possible, some of the lesser demons will want to settle and live in their own world and would prefer being bound to this plane. The problem is one of trust—there is nothing to prevent a summoner from agreeing to bind a demon 'as a favour' and then giving it any order he likes. There is thus only about a 1% chance of a demon asking to be bound—if you then actually keep your word and bind it without giving it a command, you will have that demon's eternal gratitude.

The Pact of the Dark Companion

After successfully bargaining with a demon its summoner can, instead of requesting a service, offer the Pact of the Dark Companion. The pact is of a demon's lord is not even consider making the Pact with any except the mightiest human Heroes.

For the demon to accept the pact, the referee must roll an 'extremely friendly' reaction on the response table. The Pact is then sealed in any of several revolting ways, the result of which is that the evocator gives the demon some of his own life and soul; his POW and CON both drop>
SUMMONING SUMMARY

Draw a Pentacle.

You may find the need to banish the demon.

GET OUT!

Activate the Pentacle (1 POW point), then roll Ritual of Summoning. If demon is summoned, lose 1d3 Con.

NO WAY — THAT'S DISGUSTING.

WHY NOT?

You could offer it the Pact of the Dark Companion - only with a lesser demon, mind.

OKAY! OKAY! YOU CAN HAVE ALL SIX LUNARS...

Try bargaining - go for a good deal, but don't upset the demon.

O.K. OSS.

GO KILL AUNTIE.

Is the demon hostile? Roll to see if you drew the Pentacle right.

SO YOU'RE QUITE SURE YOU DON'T MIND GARLIC?

BARGAINED SUCCESSFULLY? - SET IT A SERVICE.

Got through the Pentacle? How good was your preliminary research?

If you got the Binding right, give the demon an order.

THIS BIT'S WRONG FOR A START!

AND THEN STOP ANYONE LEAVING BY THE CENTRE DOOR ON FRIDAYS. IS THAT MORE THAN THIRTEEN WORDS?

BINDING!!! HAH! HAH! HAH!

YOU COULD TRY THE RITUAL OF BINDING. MATCH THE DEMON'S POW FIRST. IF YOU FAIL THE DEMON WILL GET NASTY.
DEALING WITH DEMONS

The evocator can call on his Dark Companion at any time. The normal summoning procedure is unnecessary. There is a 20% chance each round of calling the demon's name that it will hear and come to aid him. It will always serve the best of its abilities, but cannot remain on this plane for a total of more than twenty-one Melee Rounds in a single day. If slain, it vanishes and cannot rematerialize that day.

The Dark Companion must slay at least one sentient being each month, as it feeds on the release of life-energy. If this is prevented it will end the Pact and then seek to slay the evocator before returning to its own world forever. The evocator can thus force a conclusion to the Pact by withholding victims - other methods are to try banishing the demon or else to destroy it in spirit combat.

A character can have only one Pact operating at any given time.

The Curse of Asterion
Also called the Curse of Binding Energy, this is a technique for dispelling a particular demon for all time. It is usable only once in a character's lifetime (for reasons which will become obvious), and in fact only two cases of its use are recorded - once when the noble Asterion employed it to save his daughter's life, the other when the lunatic mage Athar turned it against a demon lord in a moment of arrogant pique.

The Curse is learned by a character reaching 85% in Demonology. A fairly short phase, the Curse is only effective if the character follows through the complex logical arguments associated with it as he speaks the words of the Curse. A character using the Curse must thus roll INTX5 or less on percentile dice for it to work.

The procedure is as follows: the character must touch and grapple with the demon as he (or she) activates the Curse of Asterion. If successful, both the demon and the character disappear forever from this world. Are they both disintegrated by the power of the magic? Or transported to a dimension of their own where they battle on together throughout Eternity? The truth is unknowable.

Possessions
The possession spells are a group of enchantments for possessing people (usually the caster's companions) with the spirit-essence of a demon lord. The demon is not summoned by the spell. The effect of a possession is to enhance the recipients' fighting prowess or other skills. The exact effect varies according to the demon invoked.

Possession spells take five Melee Rounds to cast and have a duration of three full turns (fifteen minutes). Although they cost battle magic POW to cast, possessions do not have to be memorized within the caster's INT limit as battle magic spells must. Instead the caster must make his roll in the Cast Possession skill for the spell to work. If he fails, he loses half the POW cost of the spell to no effect. Cast Possession has a base score of 0% with these characteristic adjustments:

<table>
<thead>
<tr>
<th>INT</th>
<th>POW</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>+0%</td>
<td>+10%</td>
<td>+0%</td>
</tr>
</tbody>
</table>

To cast a possession spell one must also have the talismans appropriate to the demon lord invoked - this may be a mask, wand, bell, gong, censor or one of several other items. The caster must prepare talismans for any demon lords he wishes to invoke, at a construction cost of 3-18L each. Alternatively, he can buy or otherwise obtain talismans prepared by another demonologist. The character must make his Demonology roll to see whether he has properly prepared a particular demonic talisman - Cast Possession will always fail if the talisman used is defective.

Three people are affected by a single casting of possession. To be affected they must be conscious but passive - the spell cannot be applied to a character in combat. Possession can be directed at subdued or harmonized enemies of the caster, but he must overcome their POW for the spell to take effect. Also, possessions do not give the caster control over the spell's recipients - the possessed characters retain their own normal aims and motives. However, they cannot under any circumstances harm the caster so long as he carries the proper talisman.

The average POW cost of a possession spell is some 12 points. Exact costs and effects will be laid out in the third part of this series.

Campaign notes
You cannot just walk into a Lankhor Mhy college and enrol in demon magic classes, obviously. Demonologists tend to be scarce and elusive for several very good reasons. One is the fact that they occasionally indulge in human sacrifice and other odious practices. Another is the very high risk taken by the habitual summoner. Most telling of all, the priests of established temples consider demonology synonymous with demon worship, a threat to their own authority, and so the practice is universally frowned upon if not actually outlawed.

How then is a character to learn the demonic arts? There are two ways - either collect the rare books and study them or else seek out one of those reclusive Masters and convince him that he needs an apprentice. Both means may well be expensive, but the crucial factor in the character's study will be one of time. The Skills Table reflects this.

Demon Magic Skills Table

<table>
<thead>
<tr>
<th>Time (hours) for a 5% increase in ability</th>
<th>05-11 21-30 31-50 51-75 76-100</th>
</tr>
</thead>
<tbody>
<tr>
<td>Demonology</td>
<td>100 90 80 70 60</td>
</tr>
<tr>
<td>The Rite of Summoning</td>
<td>75 150 250 450</td>
</tr>
<tr>
<td>The Rite of Binding</td>
<td>100 250 500</td>
</tr>
<tr>
<td>Cast Possession</td>
<td>50 100 150 EXP</td>
</tr>
</tbody>
</table>

Draw Pentacle (Increase by experience only)
Part 2: The Lesser Demons

In Part 1 the basics of demon magic and summoning in RuneQuest were covered. Part 2 presents the lesser demon races and their abilities and weaknesses, the ways in which they should be dealt with and the 'benefits' they can give the summoner. It should also prove an easy matter to convert this series to other fantasy roleplaying games.

Hajpool the Wary finished laying out his third row of copper rods. 'No Storm Demon's going to heatshock me!', he exclaimed. His master paused in mid-ritual, and turned incredulously to his apprentice. 'But we're summoning a B'krath, you idiot!', he screamed.

It is a rash student of demonic magic who expects to start his career by summoning the great demon lords and princes. Such a career would be short lived. It is best to begin with the lesser demons, even though their services are scant beside their masters' powers. To the would-be summoner, knowledge is most definitely power. His Demonology score determines how much he knows about each type of demon. Any novice will know the names and general skills of common demons such as those listed here, but their exact strengths and vulnerabilities can only be found out through exhaustive study and calculation. For example, a character who had done no more than to leaf through a few compendia of demons would know that B'krath are stealthy killers which operate to best effect in shadow – but it is hardly common knowledge that these demons do not bartter, and will only serve in exchange for a precise quantity of gold.

Demonology rolls are usually made by the Referee on the character's behalf, so that the character can never be entirely sure that his information about a demon is correct until he has actually tested it out. Information is broken down for convenience into five categories:

1. The demon's abilities – POW, hit points, fighting skill and damage, etc.
2. A successful Demonology roll means that each ability is known to within ±25% (randomly determined by the Referee).
3. Special wards against the demon, if any.
4. The demon's tractability – the proportion of friendly, neutral and hostile individuals among a given demon race.
5. The demon's resistance to Binding. A successful Demonology roll lets the character know this to within ±10%.

Characters trying to discover these facts for a particular type of demon check for them after every 2-20 days (roll two d10). This represents the time taken in research and meditation. The check is made for each of the five information categories separately. In each case, if the Referee makes the character's demonstration roll then he gives the player the correct information – within the limits given above. On a fumble the Referee gives the player completely erroneous information. Any other roll on the Demonology roll simply means that the character has turned up nothing useful and will need to spend another 2-20 days in study.

A character might want to double-check his results; he can go on devoting study time to a demon as long as he wants. For example, Hajpool the Wary is a student with a Demonology ability of 30%, trying to find out about Storm Demons. Hajpool's Master has told him most of what he wants to know, but insists that as an exercise he determines for himself any wards that can be used. After his first study period, Hajpool is informed by the Referee (correctly, because a 27 was rolled) that the appropriate ward is a fence of sharp copper rods around the perimeter of the pentacle. Wanting to make sure, Hajpool spends another 2-20 days in his Master's library. This time he turns up no further information. After six more study periods Hajpool has twice been told that copper rods are the proper warding, four times drawn a blank, once been told to use garlic and once that the proper ward is a gold Life Rune. He realises that the last two must be incorrect results from fumbles and that the two answers which agree are almost certainly the right answer.

Note that because Demonology is a complex subject, highly liable to error and miscalculation, the chance of a fumble is twice what it would normally be for any other skill. A Demonology skill of 30%, for instance, leads to a fumble on 93-00 rather than 97-00.

The following is a list of lesser demons.

B'krath
B'krath are slender, prowling killers – roughly humanoid in appearance but with musculature and stance reminiscent of a jaguar. The jet-black fur of a 20-year-old B'krath is as hard as steel, its sharp, jagged claws and menacingly sharp teeth make it a fearsome opponent. B'krath are also highly intelligent, able to learn and master almost any form of demon magic. They are solitary creatures, rarely seen in groups of more than two or three. Their habitat is the most remote and inaccessible corners of the world, where they can be found lurking in the deepest shadows or hidden in the most hidden places. B'krath are highly territorial and will fight to the death to defend their territory. They are highly resistant to cold and heat, and can withstand great physical abuse.

28000
**B’krath** makes it particularly adept at stalking in shadows (its Defence and Stealth abilities are halved in bright light). B’krath fight with their long powerful talons and needle-sharp teeth.

**Specialized knowledge:** B’krath when summoned always appear in groups of three. The summoner thus temporarily loses 3d3 points of CON! The three B’krath are identical in their characteristics, reaction to the summoner, etc, and are in permanent mental rapport (not mind link) with one another so that they hunt and fight as a team. B’krath will not haggle over payment for their services — indeed, they never communicate with humans except to receive their instructions. B’krath will undertake only assassinations and, must be paid 3000L worth of gold dust for this.

**Porphyra**

Vampiric blue-skinned demons, porphyra are very tall and gaunt and have all the normal powers of a RuneQuest vampire. They have bald, veined heads, eyes of limpid yellow and long seemingly delicate nails. Over its robes a Porphyra will wear a silver cuirass with intricate designs worked upon it.

**Specialized knowledge:** Porphyra have all the vulnerabilities of any vampire. They have great difficulty controlling their passionate thirst, and the summoner should wear a garlic sachet as this gives an effective Defense bonus of +10% against a Porphyra’s attacks. The Porphyra will demand at least one bound spirit familiar as payment. From this it will drain all blood and POW, destroying it.

**Demon Wolves**

Large, black wolves with red eyes. They have excellent tracking skills and are best employed as hunter killers.

**Specialized knowledge:** Demon Wolves are partially resistant to weapons of non-Runic metal (which cause them only half damage), and moreover anyone striking a Demon Wolf with such a weapon must resist its POW or suffer one of these curses:

1. Arms paralyzed
2. Struck blind
3. Struck dumb
4. Transformed into a rat
5. Leg withered (half speed movement)
6. Horribly disfigured (-10 from CHA)

A curse can be removed with **dispel magic** 2. Demon Wolves take double damage from any poison-based poisons.

The minimum payment for a Demon Wolf’s services is the sacrifice of a sentient being. They must be summoned by night, as daylight demoralizes them.

**Amorphs**

At first glance an Amorph could be mistaken for a Gorp — an oozing blob of grey-mauve protoplasma. But the form of the Amorph is full of eyes and chattering mouths, and it will occasionally extrude temporary appendages.

**Succubi & Incubi**

These are respectively the female and male demons of carnality. Their true forms are clawed and bat-winged, but they appear to victims as beings of perfect beauty, matching their CHA against the victim’s POW. Succubi means that the victim succumbs to seduction.

**Specialized knowledge:** What makes these demons particularly hazardous to summon is the fact that, if hostile, they may turn their charms against the summoner and convince him to leave his Pentacle of Protection. The summoner should thus chain himself (or herself) within the Pentacle’s bounds and have some trusted servant take the keys. Wearing a silver anklet chain reduces the demon’s chance of charming by 15%. Another defence is to drink the juice of alices, which further reduces the demon’s chance of charming by 10%. Succubi and Incubi barter for payment of any kind — jewels, spell potions, etc — to a value of about 300L. When they sleep with a victim they can drain him or her of 1d12 CON (which recovers at the rate of one point a week). An Incubus has a 3% chance of impregnating a female victim, who will later give birth to a demon child with its father’s powers.

**Staim**

Staim have a giant maggot’s body on four long spiderly legs, with a face which is lumpy and misshapen as though made of putty. They can detect items that the summoner has lost and will lead him towards such an item.

**Specialized knowledge:** Staim serve in return for at least one dose of potency 20 acid. In addition to biting in combat, a Staim is also able to spit its own acid venom (power level 5) up to 10m, with an accuracy of 50%.

**Pazuuz**

These demons are thin and manlike. Their smooth, glistening skin is russet-bronze in colour, their leonine manes are dusty grey and their eagle-like wings and talons are darkest black. They can breathe flame up to 10m.

**Specialized knowledge:** Pazuuz make particularly useful servants because of their powers of illusion (they can cast image creation at will for no POW cost) and their partial resistance to magic (one-point battle magic spells cannot affect a Pazuuz). Pazuuz require payment of about 750L worth of ivory. Offering a Pazuuz water brought from an oasis causes it to become more tractable (-10 from its reaction roll).
DEALING WITH DEMONS

A man who has murdered more than once, They will haggle for gold, silver and gems—a Rultz usually requires about 1000L. Rultz have two special abilities. First, they can teleport over distances of up to 3 kilometres, with the restriction that some living or once-living body which they have encountered is at each end of the teleport. Secondly, Rultz can breathe a poisonous vapour doing 1d3 damage which cannot be healed with magic. Any character wearing a Man Rune amulet has a -10% bonus to his chances of harmonizing a Rultz.

Nightmares
These large, black demon horses are usually summoned as a mount for the demonologist, as they can cross any terrain at 30 kilometres an hour.
Specialized knowledge: Nightmares can only be evoked after sunset, and dissolve into mist if exposed to sunlight. There is no other special defence against them. A Nightmare will require a pint (equivalent to 1d3 STR) of the summoner’s blood in return for its services.

Storm Demons
These creatures of living lightning can only be evoked in the midst of a thunderstorm. They appear as flickering, electrical humanoid figures up to twice the size of a man.
Specialized knowledge: Storm Demons are much like elementals in that they have no specific hit locations or CON. A Storm Demon can hurl bolts of energy up to 20m which inflict four 1d8 wounds on the target (armour giving half normal protection) or it can grapple an opponent, causing heartbreak like a fire elemental. A paling of sharp copper rod will cause 4d6 damage to any Storm Demon which tries to cross it and will deflect lightning bolts cast by the demon so that their accuracy is halved. Storm Demons require 800L worth of sapphire dust for their services.

Gremlins
These are small (two and a half feet tall), thin humanoids with elongated toes and fingers like a lizard’s and a globular head perched on a narrow neck. They have pale green skin and their large, escarped-shaped eyes give them a rather comical look. Gremlins are demons of (bad) luck.
Specialized knowledge: Gremlins are ineffective fighters, but their special ability is that anyone within 8m of a Gremlin suffers bad luck—any rolls that the character makes are adjusted by 1d3x5% so as to be less favourable. Any luck rolls must be made by the character rolling their POW as a percentage (instead of the usual POWx5%). Gremlins have 85% natural camouflage in all surroundings, and utilize this to skulk near their victims and bring down upon them the vicissitudes of disaster. If forced to fight, Gremlins use long straight-bladed knives. Gremlins will require a minimum payment of 350L. They cannot harm anyone tied to the Luck Rune.

Afterword
This list of demons is not intended to be exhaustive. Referees are encouraged to shift abilities around between demons and to invent demons of their own, with unique appearances and specialised skills. It is not expected that demons will appear frequently in any one campaign, but players must be prevented from becoming complacent at all costs.

<table>
<thead>
<tr>
<th>Stalkers</th>
<th>Stealth</th>
<th>2d6+10</th>
<th>2d6+12</th>
<th>3d6+6</th>
<th>3d6+8</th>
<th>3d6+10</th>
<th>3d6+12</th>
</tr>
</thead>
<tbody>
<tr>
<td>Can</td>
<td>1d6+4</td>
<td>1d6+6</td>
<td>1d6+8</td>
<td>1d6+10</td>
<td>1d6+12</td>
<td>1d6+14</td>
<td>1d6+16</td>
</tr>
<tr>
<td>Int</td>
<td>1d6</td>
<td>1d6</td>
<td>1d6</td>
<td>1d6</td>
<td>1d6</td>
<td>1d6</td>
<td>1d6</td>
</tr>
<tr>
<td>Wis</td>
<td>1d6</td>
<td>1d6</td>
<td>1d6</td>
<td>1d6</td>
<td>1d6</td>
<td>1d6</td>
<td>1d6</td>
</tr>
<tr>
<td>Char</td>
<td>1d6+4</td>
<td>1d6+6</td>
<td>1d6+8</td>
<td>1d6+10</td>
<td>1d6+12</td>
<td>1d6+14</td>
<td>1d6+16</td>
</tr>
<tr>
<td>Con</td>
<td>1d6</td>
<td>1d6</td>
<td>1d6</td>
<td>1d6</td>
<td>1d6</td>
<td>1d6</td>
<td>1d6</td>
</tr>
</tbody>
</table>

Stalkers are the premier demonic assassins. They can pass freely through wood, stone, etc. (although they are tangible to metal and magical materials), and have excellent Stealth abilities. Stalkers appear to be vaguely humanoid, hunched inside their dusty robes, but have withered brown skin like tree bark and a cowled vulture’s head.

Specialized knowledge: A Stalker’s abilities are not bought cheaply. The demon will require at least one POW storage crystal of ten points capacity, and may often barter for powered crystals or truestone. The only ward against a Stalker is to blow a silver whistle on which Runes of Stasis, Movement and Air have been etched; as long as the whistle is blown within 5m of the Stalker its attack chances are halved. If a Stalker wounding its foe it matches its POW against his, with success costing the opponent two points of STR, which later recovers at one point per hour. Every fifth round a Stalker can cast bolts of white light up to 10m with an accuracy of 86%, dealing 1d20 points of damage.

Rult
Rult have large, hunched bodies with dry, shredding flesh, a large head like that of a fly and skelatal wings draped with a torn web of skin.

Specialized knowledge: Rult must be summoned at the place of execution of a

Demons: Statistics

<table>
<thead>
<tr>
<th>Demon</th>
<th>Strength</th>
<th>Dexterity</th>
<th>Constitution</th>
<th>Hit Points</th>
<th>Armor Dice</th>
<th>Armor Bonus</th>
<th>Size</th>
<th>Speed</th>
<th>Armor Class</th>
<th>Hit Dice</th>
<th>Special Abilities</th>
</tr>
</thead>
<tbody>
<tr>
<td>Drak</td>
<td>2d6+8</td>
<td>2d6+10</td>
<td>1d6+4</td>
<td>1d6+10</td>
<td>1d6+12</td>
<td>1d6+14</td>
<td>Large</td>
<td>30</td>
<td>-</td>
<td>1d4</td>
<td>-</td>
</tr>
<tr>
<td>Cinn</td>
<td>2d6+6</td>
<td>2d6+8</td>
<td>1d6+4</td>
<td>1d6+10</td>
<td>1d6+12</td>
<td>1d6+14</td>
<td>Large</td>
<td>30</td>
<td>-</td>
<td>1d4</td>
<td>-</td>
</tr>
<tr>
<td>Snek</td>
<td>2d6+4</td>
<td>2d6+6</td>
<td>1d6+4</td>
<td>1d6+10</td>
<td>1d6+12</td>
<td>1d6+14</td>
<td>Large</td>
<td>30</td>
<td>-</td>
<td>1d4</td>
<td>-</td>
</tr>
<tr>
<td>Sky</td>
<td>2d6+2</td>
<td>2d6+4</td>
<td>1d6+4</td>
<td>1d6+10</td>
<td>1d6+12</td>
<td>1d6+14</td>
<td>Large</td>
<td>30</td>
<td>-</td>
<td>1d4</td>
<td>-</td>
</tr>
<tr>
<td>Bane</td>
<td>2d6+0</td>
<td>2d6+2</td>
<td>1d6+4</td>
<td>1d6+10</td>
<td>1d6+12</td>
<td>1d6+14</td>
<td>Large</td>
<td>30</td>
<td>-</td>
<td>1d4</td>
<td>-</td>
</tr>
<tr>
<td>Bane</td>
<td>2d6+2</td>
<td>2d6+4</td>
<td>1d6+4</td>
<td>1d6+10</td>
<td>1d6+12</td>
<td>1d6+14</td>
<td>Large</td>
<td>30</td>
<td>-</td>
<td>1d4</td>
<td>-</td>
</tr>
<tr>
<td>Bane</td>
<td>2d6+4</td>
<td>2d6+6</td>
<td>1d6+4</td>
<td>1d6+10</td>
<td>1d6+12</td>
<td>1d6+14</td>
<td>Large</td>
<td>30</td>
<td>-</td>
<td>1d4</td>
<td>-</td>
</tr>
<tr>
<td>Bane</td>
<td>2d6+6</td>
<td>2d6+8</td>
<td>1d6+4</td>
<td>1d6+10</td>
<td>1d6+12</td>
<td>1d6+14</td>
<td>Large</td>
<td>30</td>
<td>-</td>
<td>1d4</td>
<td>-</td>
</tr>
<tr>
<td>Bane</td>
<td>2d6+8</td>
<td>2d6+10</td>
<td>1d6+4</td>
<td>1d6+10</td>
<td>1d6+12</td>
<td>1d6+14</td>
<td>Large</td>
<td>30</td>
<td>-</td>
<td>1d4</td>
<td>-</td>
</tr>
</tbody>
</table>

Rults are ineffective fighters, but their special ability is that anyone within 8m of a Rultz suffers bad luck—any rolls that the character makes are adjusted by 1d3x5% so as to be less favourable. Any luck rolls must be made by the character rolling their POW as a percentage (instead of the usual POWx5%). Rults have 85% natural camouflage in all surroundings, and utilize this to skulk near their victims and bring down upon them the vicissitudes of disaster. If forced to fight, Rults use long straight-bladed knives. Rults will require a minimum payment of 350L. They cannot harm anyone tied to the Luck Rune.

Afterword
This list of demons is not intended to be exhaustive. Referees are encouraged to shift abilities around between demons and to invent demons of their own, with unique appearances and specialised skills. It is not expected that demons will appear frequently in any one campaign, but players must be prevented from becoming complacent at all costs.
Part 3:
The Demonic Nobility

This is the final part in our three-part series on Demons in RuneQuest. We present the Greater Demons, in all their terrifying power.

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

Similarly, there is some uncertainty as to the precise levels of power of the demon lords. Tsjenna's stats are given here as a guideline, but remember must design these creatures to suit their own campaigns. They should be virtually impossible to overcome with raw power alone, and if your campaign abounds with 150% plus Rune Lord-Priests then the abilities of Tsjenna and the others should be increased accordingly. When the demon lords have suffered defeats in the past, it has been through the summoner's quick wit and daring, rather than from spells and swords.

As a general rule, demon lords will have personal POW between 80 and 100, and can draw on unlimited POW reserves from their home dimension for casting battle magic. They are hostile about 20% of the time and otherwise neutral. They will only be friendly if there is a very good reason why they should react favourably to the summoner — Umali prefers Chaotic berserkers, and so on.

The Gifts

While not precluding the possibility of striking completely unique bargains with a summoned demon lord, there are two types of deal which are 'commonly' made. These are the Lesser Gifts — minor exertions from the demon's point of view, made in exchange for characteristic POW from the summoner — and the Greater Gifts — permanent abilities bestowed on the summoner in exchange for a soul-pledge. A soul-pledge means the summoner gives the demon 1 POW point to seal the bargain and promises him a further 30 POW points later. These further points are intended to be collected on the summoner's death, but there is a 2% chance the demon will arrive if he feels the summoner's life-force is burning low — in game terms, whenever the character's hit points or POW reach 2 or less. Once the demon arrives nothing can stop it from devouring the POW promised to it. These POW points are permanently lost to the character, at which point the soul-pledge is ended and he loses the Greater Gift. If he survives the POW loss he can later bargain again for a Greater Gift, either with the same or with a different demon lord. A character can buy any number of Lesser Gifts from demon lords (if he can spare the POW), but it is only possible to have one Greater Gift at
The Demon

There are several number of others which could not be listed here - among them, PazuLord, King of Fears, ruler of the lesser demons which bear his name; Bakshur the Fire, who inhabits a dimention so hostile that only he can live there; Taladolyr of the Elsmer Eye, who sees all, and Lady Kleshkala of the Pit, whose face is so terrible that merely to summon her is to court instant disaster. The three important parameters for each demon lord are his or her Resistance to Summoning, Resistance to Binding and Cross Pentacle ability. The last is applied as a negative modifier to the summoner's chance of correctly drawing the Pentacle of Protection.

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

The Talons of Tienstra

POW used: 4 points each
Type: passive, unfocused, temporal

This battle magic spell causes 30cm talons of red light to spring from the caster's wrists. He can fight with these using either Fist or Dagger skill - the talons do only 1d damage (no STR/SIZ bonuses apply), but the only effective defense against this is the Rune spell Shield, which absorbs one point from the talons' damage for each point of Shield. The talons are immaterial, so parrying a weapon with them is useable but not deflect it. The spell can only be learned from Tienstra himself, and if the character tries to teach it to someone else then Tienstra will materialize unbidden and kill him.

His Fell Highness Eldyr, Prince of Deceit

Demon of Persuasion

Eldyr is overlord of Incubi, Succubi and Gremlins. He may pass in any guise he chooses, the better to advance his will, but will always eventually cast images aside to reveal his true (perhaps true) self. In the Chronicles of the Conjunction, Eldyr's own description of himself is recorded: "My hair is like black silk, my skin is burnished copper in the moon-light, my eyes are sapphires and my robe embraces the stary night..." This description was for the benefit of the elven sorceress Cordelia, who had wisely escaped his true self before the summoning. Without defenses such as this, all in time succumb to Eldyr's charms; the evocator must attempt to banish him at once, therefore, if he begins to use his powers in a hostile fashion.

Greater Gift: Eldyr can give the power of harmonic spirit. This is a combination of charm and blind luck. It costs nothing to activate this power, and each morning the character must roll POW x 5 or less on percentile dice to see if the power works for that day; this chance is increased by 1% if the power was working the previous day, and decreased by 1% if it was not. Any luck roll the character has to make has a 2% chance of working automatically without him having to roll for it; on a roll of 5 or less he may have quite incredible luck - a 20m fall broken by some bushes, for instance. He gets a CHA bonus of +4 and can use his CHA as an Inebuice or Succubus does. Finally, he gets an Oratory bonus of +3.

Lesser Gifts: For one POW point, he will aid a character in an attempt to persuade others of something. He gives the character a 45% bonus to his persuasion chances for one use only - this must be some matter where the character's chance of persuasion was at least 10% in the first place. The bonus is reduced to 10% - 30% in attempts to bargain with demon lords because Eldyr's powers work only erratically against his peers. For two points of POW Eldyr will give a Luck ring. This silver ring has 100 charges and each charge can be used to change the chance of something happening by 1%. The event to be influenced must occur within 10m of the wearer and have at least a 10% chance of happening in the first place; you can't make a healthy warrior suddenly die of a heart attack, for example. The wearer must declare how many charges he is committing before the roll is made. When all charges are expended the ring permanently tarnishes and is powerless thereafter.

The Lord Umalu, the Whip of Chaos

Demon of Pain

The spirit of Umalu is that of glorying in the inflicted of pain. He is a fierce, powerful demon who hates Lawful creatures.
DEALING WITH DEMONS

> with an intense passion and is little better disposed towards being of Chaos. Umalu manifests himself as a 3m tall muscular black giant with a long mane of white hair that perpetually contorted in hatred. He wields a glittering whip
which can bestow Reverse Chaos features and a venomous shorthand
which inflicts terrible wounds.

**Greater Gifts:** Umalu can bestow Chaos on a character, giving him or her a Chaotic feature. He can also give the power of excruciation, so that any
wound he and the character inflicts has a 20% chance of dealing an extra 1'd8 damage to the victim’s hit point total owing to extreme pain.

**Lesser Gifts:** In exchange for one point of POW the character may throw a character a 20% chance in the Torture skill to cause a victim to experience excruciation. For two points he
grants the Rune spell curse of anguish (see below). For three points of POW he will personally torture a captive to obtain information on the summoner’s behalf.

**Curse of Anguish**

**Range:** 16m

**Duration:** Permanent, Non-reusable, Not stackable

The caster of the Rune spell is able to inflict wracking pain on a victim if he can overcome the POW of the victim. He can alter the victim’s hit point total at will to represent the pain, and can thus force the victim into unconsciousness, vary the pain so that he must fight at a disadvantage, or merely threaten him with the effects.

The curse of anguish cannot kill - its victim will merely lapse into a coma if the pain level is increased too far. This spell does not affect undead, elements or other creatures which do not actually experience pain.

**Torture**

Torture is a manipulation skill with a base score of 15% and is learned at the rates 200/400/800/EXP. Normally a character must join the Guild of Torturers to learn the skill. A successful Torture roll means that the torturer has extracted all or part (45%, 16x10%) of the truth from his captive, failure means that he has not gained any information.

A fumble means that the captive has died. Torture can usually be used only once a day on a given captive - each extra use in the same day doubles the chance of a fumble. Captives can use their CON + POW as a ‘Defence’ against the Torture ‘Attack’ if they wish.

**His Demonic Majesty Adelmar, Lord of the Vaults of Eternity, Monarch of Demons.**

Summon the terribile Adelmar only when you plan such grand designs of mayhem and destruction as would make lesser demons quail for he is a proud and potent force and should not be summoned lightly. Standing about 2.5m tall, he is ebony-black with the lower body of a serpent, a human torso and an armoured, hinged head like that of a triceratops.

Wields enchanted scimitars in each hand - one of which feeds on the blood of victims. The other on their souls. Adelmar is said to have a brythrin battle on an island in an unknown lake; when Adelmar is summoned, the evocator and his party (up to six others) are carried to this castle to petition the demon.

**Greater Gifts:** Adelmar has a limited power over time itself, and can give the ability of temporal navigation. This enables a character to cross up to ten years either into the past or future, arriving within 1-12 weeks either side of the required date. Each use of temporal navigation costs the character 1’d4 from characteristic POW.

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

Finally, he gets an extra point of armour protection.

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

**Her Eldritch Highness Sarasatth, Princess of Eternity, Demon of Paradox.**

Sarasatth has several gifts, but none impenetrable or unknowable. Possession with her spirit-essence renders the recipient immune to spirit combat, as spirits will recall from her terrible mysteries, but is double-edged in that the recipient could become sunk into lethargy and passive introspection (roll POWx5 or less when coming out of possession to avoid this).

Sarasatth may have many forms, but is often described as a very tall (22m), slender, graceful woman in blue and green robes. Her skin is pale and mottled in a serpent pattern, and the right side of her face is concealed behind a fantastical mask in the form of an embryonic dragon. All summoners who describe her as beautiful and deceitful and rather draconic in temperament.

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

**Lesser Gifts:** For one point of POW she will answer any three yes/no questions about the past or present with 90% accuracy. For two points she will convert any powered crystal into another type which the summoner specifies (the crystal’s POW is diminished by 1 by this process).

For three points she grants a character a permanent 5% bonus on POW gain rolls.

**The Lord Kojuro, Who is One with the Sword, Demon of Fighting Skill.**

Kojuro appears as a demon with greyish skin and sharp white shark's teeth. He wears white and grey cotton robes and carries a number of swords, each a different kind of skill in combat, particularly swordplay.

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

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

**The Lord Kesh, Jewelled Serpent, Demon of Confusion and Terror.**

Kesh embodies the transcendent gaze of a snake. He causes awe by his presence alone, a massive bejewelled, serpentine shape coiling about the Pantacle and rearing up to the roof of the summoning chamber - the summoner must roll
DEALING WITH DEMONS

POWx6 or less on d100 or lose all power to bargain with the demon. Looking into Kesh’s eyes causes demoralization.

Greater Gift: Kesh grants the power of intimidation. Given two rounds in which to talk to foes before he fights them, a character with this power can threaten with such unholly force that those hearing him must roll POWx6 or less on percentile dice or be demoralized. In combat, the character’s gaze can transfix like a vampire’s.

Lesser Gifts: For one POW point Kesh will reveal the location of an ancient treasure hoard of at least 90 treasure factors. For two points he will set a giant demonic serpent to guard your treasure for you. For three points he will teach you how to brew any venom or acid up to potency 15.

Demonic serpent (Servant of Kesh)

STR: 4d6+12
CON: 1d6+12
SIZ: 2d6+15
POW: 2d6+6
DEX: 2d6+10
Move: 8
Hit Points: 19 average
Armour: 5-point skin
Attacks: 1 (2d6 + potency 4 blade venom) SR1, 75%
Crush (3d6 [like a python] SR6, 80%
Skills: Move Quietly 80%; Hide in Treasures 80%

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

Lesser Gifts: In exchange for a powered crystal Engala will give a lead amulet which grants the wearer some protection from undead — hostile undead act neutrally and neutral undead will be friendly, as per the RuneQuest response table. Occasionally he may give favourable summoners a zombie or skeleton guard to serve them.

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

Kyrax is one of the oldest demons. He has the form of a giant white wolf; or sometimes a vast bird of prey. He is the master of nature and power, and can cause invisibility, blizzards and darkness and particularly aids those who were once mighty, for he is the demigod of gathering old powers.

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

Lesser Gifts: For one POW point he will increase a single Stealth or Tracking skill by 10%. For two POW he will give a one-use Rune spell to summon black mist in a 160m radius; the caster can see up to 30m in this mist but for others the visibility is under 10m. For three POW he will summon a blizzards or turn a character invisible for eight hours.

His Excellency Heragali, Minister of Lightning, Demon of Intelligence.

This bizarre and ancient demon lord is master of all matters connected with logic and philosophy, and if he is impressed by a summoner’s abilities in these areas he will have a friendly reaction to him. Heragali materialises as a giant (1m) bald, fanged head with silvery-blue skin, incandescent white eyes and giant wings springing from his back. He has a tongue of flickering lightning which can snake out to 20m.

Greater Gift: Heragali can transform a staff or weapon of the summoner’s so that it has powers of a Stormblade (W039, RuneQuest). Lesser Gifts: For one POW point he will summon up a Storm Demon and place it under the summoner’s control for fifteen minutes. For two points of POW he will also give a 5% bonus in General Knowledge (to a maximum of 45%). For three POW he can increase a being’s INT by one point or summon storms to confound an enemy.

Final Notes

A word of warning: campaigns where demon lords get summoned up every weekend and every other character has a Greater Gift are going to get dull very quickly. Scenarios could involve a demon lord’s influence without requiring them to make a personal appearance — player characters could battle a small cult worshipping on its name, or inadvertently break a chain of events in motion by a demon lord long ago.

Bears in mind that the Lesser Gifts of a demon lord do not tend to come by. There is (or should be, if refereed properly) a high risk factor in any summoning, and the demon lord may not have a form that can be controlled by the summoner. If any deal is to be struck, few generals would care to swell their army’s ranks with demon warriors, even if they can seek out one of the demonologists powerful enough to make such a bargain. Only three cases of military use of demonic powers are recorded in Questworld’s history — each time by the extravagant, whimsical Ancients, for whom normal caution and logic seem meaningless.

Lastly, words of thanks to everyone who made the previous edition possible and who has contributed.

Steve Diko, Richard Lupo, Miyamoto Musashi, Yvonne Newnham, Mike Polling, Jack Vance, Oliver Johnson and William Burroughs. Vance’s short story "The Miracle Worker" captured the idea of possessions, and gives a vivid account of their effects. For a host of further demons, Prof M A R Barker’s Book of Ebon Bindings is recommended. It details, with many colourful anecdotes, creatures for Barker’s Petal Throne game, but usable in any setting.

<table>
<thead>
<tr>
<th>Demon</th>
<th>Invoked POW</th>
<th>Cost</th>
<th>Effects</th>
</tr>
</thead>
<tbody>
<tr>
<td>Akresh</td>
<td>12</td>
<td>+20% to Parry (to a minimum of 50%); +1 to armour points; CON rises to species maximum.</td>
<td></td>
</tr>
<tr>
<td>Eldyr</td>
<td>10</td>
<td>+20% to Oratory (minimum 50%); CHA rises to species maximum.</td>
<td></td>
</tr>
<tr>
<td>Engala</td>
<td>13</td>
<td>STR &amp; CON rise to normal; maximum INT rises by 5 points (to a upper limit of species maximum).</td>
<td></td>
</tr>
<tr>
<td>Heragali</td>
<td>13</td>
<td>INT rises by 5 points (to a upper limit of species maximum).</td>
<td></td>
</tr>
<tr>
<td>Kesh</td>
<td>10</td>
<td>+10% Defence; DEX rises to species maximum +4.</td>
<td></td>
</tr>
<tr>
<td>Kojuro</td>
<td>11</td>
<td>+10% to Attack and Parry (minimum 50%); +1 melee damage.</td>
<td></td>
</tr>
<tr>
<td>Kyra</td>
<td>14</td>
<td>+20% to Stealth and Perception (minimum 60%).</td>
<td></td>
</tr>
<tr>
<td>Sarasath</td>
<td>13</td>
<td>Immunity to spirit spells; +10% General Knowledge.</td>
<td></td>
</tr>
<tr>
<td>Tienara</td>
<td>11</td>
<td>+20% to Parry (minimum 60%); +0% Defence; DEX rises to species maximum.</td>
<td></td>
</tr>
<tr>
<td>Umali</td>
<td>14</td>
<td>+70% chance of Chaotic feature; 30% chance of Reverse Chaos feature.</td>
<td></td>
</tr>
</tbody>
</table>

Two different possessions cannot be combined. Possessed characters are unaffected by domarize or fastranc. (Possession spells were detailed in part one of the series.)
Dungeoneering with Demons
by Liz Fletcher

The RuneQuest demons in the Dealing with Demons series (WD44-46) proved very popular. Liz Fletcher has translated the idea to summon high-level magic-users and demons in the AD&D universe to summon some of these creatures. So now everyone can get summoning!

DMs will still need to refer to the Dealing With Demons series first, to get the general idea. Demons may summon these creatures using the evoke demon spell or be possessed by a demon by using the possession spell.

**SRAIM**

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

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

**B'KRATH**

Armour Class: 2
Movement: 10"
Hit Dice: 5
Attack: Two claws for 3-12 each
Magic Resistance: Standard
Intelligence: Average
Alignment: Neutral evil
Size: M

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

**RULT**

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

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

**STORM DEMON**

Armour Class: 9
Movement: 18"/20"
Hit Dice: 7
Attack: One grapple for 2-10, four dice lightning bolt
Magic Resistance: See description
Intelligence: Average
Alignment: Neutral
Size: L

Like storm giants, these beings are not harmed by any sort of electrical attack, and an attacker takes 1-4 damage if a metal weapon is used.
FIEND FACTORY

STALKER
Armour Class: 4
Movement: 18" 
Hit Dice: 11
Attack: One, talons for 1-12, St(1/2d); one slice for 1-20 every five rounds 
Magic Resistance: Standard
Intelligence: Exceptional
Alignment: Lawful evil
Size: M

Stalkers can Move Silently, Hide in Shadows and Hear Noise as a 12th level thief. They can Back Stab and, optionally, DMs may allow them to use the Assassination Table. A stalker will ask for a magic ring or weapon as payment. 

As in AD&D, a silver whistle which warms against the stalker should instead be made of silver which has been heated by a heat elemental [WD4] then cooled by an air elemental. Stalkers have invisibility and true seeing. These demons surprise an opponent on a 1-5 on d6 and cannot be surprised themselves. The strength drain is as per the shadow ([MM]).

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

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

AMORPH
Armour Class: 9
Hit Dice: 7 (crushing)
Magic Resistance: Standard
Intelligence: Average
Alignment: Neutral evil
Size: L

You pay for the amorph's services with a bottle of green grime. Good luck in gathering and storing that!

PAZUU
Armour Class: 8
Hit Dice: 4+3
Magic Resistance: 10%
Intelligence: Average
Alignment: Lawful evil
Size: M

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

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

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

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

If you want to bargain with a Questworld Demon Lord you'll have to offer at least 5000gps. To obtain a Lesser Gift you will have to offer one or more hit points permanently. For a Greater Gift, you give the demon 1hp and promise it 2-6 experience levels on your death. You lose the experience levels even if you're immediately resurrected, and there is also a 3% chance the Demon Lord will turn up anytime you're down to 4hp or less. W&DM details the Demon Gifts, including their Gifts. Only the stats for Akresh are given here. DMs should find it easy to convert others as they need them.

AKRESH
Spirit of Thunder in the Mountains, Demon of Invincibility, Armour Class: -2
Movement: 15"
Hit Points: 215
No of Attacks: 1
Damage/Attack: 8-64
Special Attacks: Radiates fear, 8" radius
Special Defences: +3 or better weapon to hit, immune to attacks by beings of less than four hit dice

Magic Resistance: 5%
Size: L (30 to 60 feet tall)
Alignment: Neutral
Fighter: 17th level
Cleric: 17th level

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

The Lesser Gifts: For 1hp Akresh can give any character (magician or not) one use of shield per day. For 2hp you get a +1 shield which only you can use - or another +1 added to your own magic shield. For 8hp Akresh will use his magical abilities on your behalf.

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

Combining the AD&D Combat Tables
by Lewis Pulsipher

The profusion of combat tables in AD&D is daunting if not confusing. The weapons table in the Player's Handbook (p38) must be consulted as well as the combat matrices of the Dungeon Masters Guide (p74), taking into account the attacker's character class and level. But with a little effort one can combine all these tables into one generally applicable combat table. Everything needed can be typed on one page, and this speeds up combat considerably.

The idea is to devise a table which states the basic probability for each weapon type to attack each Armour Class from 0 to 10. Then the effects of character class and level are accounted for by a bonus to the attacker's die roll. (When the target has a very good Armour Class, requiring a 20 to hit according to the normal combat matrices, the system I am explaining may not work, but one can always return to the normal, slow means of combat resolution on these rare occasions.)

For example, the basic number a zero level human needs to hit is:

<table>
<thead>
<tr>
<th>Armour Class</th>
<th>No needed to hit</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>3</td>
</tr>
<tr>
<td>3</td>
<td>4</td>
</tr>
<tr>
<td>4</td>
<td>5</td>
</tr>
<tr>
<td>5</td>
<td>6</td>
</tr>
<tr>
<td>6</td>
<td>7</td>
</tr>
<tr>
<td>7</td>
<td>8</td>
</tr>
<tr>
<td>8</td>
<td>9</td>
</tr>
<tr>
<td>9</td>
<td>10</td>
</tr>
</tbody>
</table>

When this basic human uses a longsword against a creature wearing armour, the following modifications to the die roll are required:

<table>
<thead>
<tr>
<th>Armour Class</th>
<th>No needed to hit</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>-1</td>
</tr>
<tr>
<td>3</td>
<td>0</td>
</tr>
<tr>
<td>4</td>
<td>0</td>
</tr>
<tr>
<td>5</td>
<td>0</td>
</tr>
<tr>
<td>6</td>
<td>0</td>
</tr>
<tr>
<td>7</td>
<td>0</td>
</tr>
<tr>
<td>8</td>
<td>0</td>
</tr>
<tr>
<td>9</td>
<td>0</td>
</tr>
</tbody>
</table>

This means that the zero level human needs the following to hit:

<table>
<thead>
<tr>
<th>Armour Class</th>
<th>No needed to hit</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>4</td>
</tr>
<tr>
<td>3</td>
<td>6</td>
</tr>
<tr>
<td>4</td>
<td>8</td>
</tr>
<tr>
<td>5</td>
<td>10</td>
</tr>
</tbody>
</table>

(Note that a plus modification to the die roll becomes a minus modification to the number needed to hit — it is easier to hit.)

Once you have figured out similar scores for each weapon you have your basic combat table. I type these scores, plus other weapons information from page 37 of the Player's Handbook, on one line on my table in the order: weapon's name, space required, damage vs man-size, damage vs larger than man size, AC 0 to 10, speed, length.

Now one must look at the combat matrices to determine modifications according to class and level. For example, a 3rd level fighter needs an 18 to hit ACO, and at each AC value from 0 to 10 he needs 3 less to hit than a zero level human needs.

Therefore his bonus is +3. Bonuses for all classes and levels are shown in the following table:

<table>
<thead>
<tr>
<th>Fighter</th>
<th>Paladin</th>
<th>Ranger</th>
<th>Cleric</th>
<th>Mind</th>
<th>Bard</th>
<th>Thief</th>
<th>Assassin</th>
<th>Magic User</th>
<th>Illusionist</th>
<th>Monster</th>
<th>Hit Dice</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1-2</td>
<td>3-5</td>
<td>4-6</td>
<td>1-2</td>
<td>1-2</td>
<td>2-4</td>
<td>5-7</td>
<td>6-8</td>
<td>7-10</td>
<td>2-4</td>
<td>1-2</td>
</tr>
<tr>
<td>2</td>
<td>3-5</td>
<td>6-8</td>
<td>7-10</td>
<td>1-2</td>
<td>1-2</td>
<td>2-4</td>
<td>5-7</td>
<td>6-8</td>
<td>7-10</td>
<td>2-4</td>
<td>1-2</td>
</tr>
<tr>
<td>3</td>
<td>5-7</td>
<td>8-10</td>
<td>9-12</td>
<td>1-2</td>
<td>1-2</td>
<td>2-4</td>
<td>5-7</td>
<td>6-8</td>
<td>7-10</td>
<td>2-4</td>
<td>1-2</td>
</tr>
<tr>
<td>4</td>
<td>7-10</td>
<td>9-12</td>
<td>10-14</td>
<td>1-2</td>
<td>1-2</td>
<td>2-4</td>
<td>5-7</td>
<td>6-8</td>
<td>7-10</td>
<td>2-4</td>
<td>1-2</td>
</tr>
</tbody>
</table>

The numbers in the main part of the table are the levels. For example, a 3rd or 4th level fighter has a bonus of +3. An 8th level cleric has a bonus of +8. Find the class at the top, move down the page until you find the appropriate level, and look across to find the bonus. (Note: I have divided most classes into more graduations than are used in the DMG tables. If you prefer not to make this change you'll have to re-calculate the bonuses yourself.) When the adventurers meet a monster the DM, knowing the Armour Class, can state what basic number is needed to hit the monster with each kind of weapon the party is likely to use. The DM doesn't have to figure out what each player needs to hit, nor does he need to consult many tables.

Example: A 7th level thief attacks a temple guardman in plate mail (AC3) with a sword. The basic number to hit is 18. His bonus is 2 with a +1 weapon to hit armour adjustment which means he needs a 17 to hit.

There follows a selection of weapon to hit tables, using this method. Weapon vs AC adjustments have been combined with level bonuses to give easy-to-use combat tables. Find the correct weapon table, then cross-reference the level and Armour Class to find the number needed to hit.

The DM can type up further weapon tables in this way.

Notes:
1. Remember, when the Armour Class derives from nature, not artificial armour, the basic hit probability is used without alteration by weapon type. (See DMG, p28, Weapon Types, To Hit Adjustment Note).
2. In the case of magic armour, the modification against AC must be taken first and then the bonus added to the number required to hit. For example, vs +3 chainmail, find what is needed to hit AC 6. Say it is 15. Then add the magical bonus, so an 18 is required to hit. The same procedure must be applied when taking into account dexterity AC adjustments.
3. When a monster attacks without weapons add the hit die bonus to the basic score needed to hit (up to 1-1 hit die on the DMG combat table).
4. Those classes unable to use the weapons indicated have either been deleted or labelled 'Not Applicable'.
with katana, wakizashi and bow has reached 75%; two hours minimum must be set aside for each of these tasks. A samurai would not start to learn the fancy weapons until he could handle the basic ones.

points as far as they are concerned. If this takes the effective CHA Below 1, then the only Kami prepared to take any notice of the character will be a demonic spirit which will use spirit combat with a view to possessing him.

Roll on the Allied Kami Table for the level of spirit summoned. The Kami will usually inhabit the samurai's sword, or possibly his horse. It can then cast spells for him as needed. These spells can be selected at random, or the Referee may prefer to take an allied spirit or deity from Japanese mythology and assign spells appropriate to the spirit's nature. Raiden, the god of thunder, for example, would certainly be able to summon air elements.

Other Skills
Many samurai directed all their efforts into honing their combat skills, but some realised that there were other ways to serve their lord. These would train in Stealth, Perception and Manipulation, also, until they were adept as any ninjas. Unmatchable. Such samurai occasionally were given secret missions by their lord, missions taking them deep into the heart of an enemy province to spy on the plans of rival lords.

Money
Samurai were not supposed to care much about money. In fact, they received their stipend not in terms of actual cash but in koku, which were large measures of rice. Outstanding service to the lord might result in extra grants of land, leading to an increase in the stipend. Since an average samurai could expect to receive about a hundred koku a year, some 2500 Lunars in RunesQuest terms — he would have no trouble in buying a few spare weapons.

Armour
Since armour was only worn for full-scale battles, it won't see much use in the average FRP campaign. The armour was of lamellar design, laced with leather. If used, treat it as light iron scale as in RunesQuest. Helmets were usually open, and often discarded for close-quarters fighting. Higher ranking samurai sometimes used a full helm, with a fierce mask intended to terrify enemies. The trouble with this sort of helmet is that it restricted the vision such that the wearer could only concentrate on one opponent at a time.

Heroes and Kami
When the samurai reaches 100% ability in three fighting skills (which must include the use of the katana and the bow and arrowmanship, he qualifies as a Hero. At this point he may attempt to acquire a patron Kami — much like the allied spirit of RunesQuest. The chance of this is the same; CHA. CHA is figured as in RunesQuest with the following modifications: CHA is increased by 1 point for every 20% increase in CHA in the use of the katana as a main weapon. Very cowardly or dishonourable actions are known to the Kami, and may lower the samurai's effective CHA by 1-20

Samurai Heroes can appeal for divine intervention, just like a Rune Lord. This intervention comes from Amaterasu, the Sun Goddess. The Referee should take note of the honour (or dishonour) of the character's past actions when rolling for POW loss!

Samurai who are Buddhists may also call on the various Buddhas (Amida, Kwanon, etc) for aid. No POW is involved, but the Buddhas will give guidance and advice rather than intervening directly.

Divine intervention cannot normally

be discharged he should perform seppuku.

Power
Since the players do not have personal access to magic, a special rule applies for POW increase. This is that a character is only able to increase POW on one of the Blessing Tracks for the sum total of all one's past incarnations, and this was called karma. The Referee should roll karma for each character and keep a secret note of this. Players should never know their character's exact karuma, though they may eventually begin to get a rough idea. Since no character with really bad karuma would be born a samurai, roll 1d12 for this characteristic. KAR is used for all luck-type rolls — whether you happen to have your mouth open when a demon breathes poison gas in your direction, and so on...

Campaign Notes
A certain amount of good role-playing is needed if a campaign of this sort is to be effective. Obsessing over attribute and skill scores (or the like) is totally inappropriate to the samurai ethic. The trick is for players to realise that they must substitute acquisition of honour in place of acquisition of treasure. The important thing is to fight bravely, never to appear cowardly - the man who hangs uselessly back when his comrades are plunging into the fray has lost face and can expect no reward or thanks from his lord. If all this leads to real rivalry between the players as they vie for the honour of displaying some hated foe or of being the first into a battle, this is at it should be. Samurai were not gentlemen. Greater honour brings a number of privileges — grants of land, retainers, and so on. The ultimate recognition is for the lord to declare a samurai hatamoto, or bannerman, indicating that he is a special favourite. A samurai who found a new samurai or weapon would normally make a gift of it to his lord; in the case of a hanamoto samurai, the lord would insist that he keep it himself.

Since the name of the game is role-playing, of course, a player would choose to have a depraved character. He will care nothing for honour — though he'll go out of his way to convince his comrades and his lord that he does. In this case he suffers no penalties to CHA when trying to obtain a patron Kami because, rather than being an upright samurai who has fallen short of the mark, he is actually a dedicated, thoroughgoing SDB, and some evil spirit somewhere will certainly take a shine to him. The villainous samurai must always take care to conceal his true nature, though, since if he is ever found out his lord will require him to perform seppuku.

Finally, there are a few books which will certainly be useful for those wishing to run a samurai campaign. Richard Storry's The Way of the Samurai makes a good Referee's manual, for the players' manual try Richard Lupoff's excellent Fantasy Sword of the Demon, and 'monsters' can be culled from any one of several books of Japanese folklore.
Designing a Quasi-Medieval Society for D&D
by Paul Vernon

PART I: THE ECONOMY - WORKERS AND CRAFTSMEN

The best players of D&D (or any other medieval FRP variant) are those who most skilfully and consistently manipulate any given situation to their best advantage. To be manipulated, a situation must be understood to some extent and to be understandable it must have some degree of internal consistency.

The aim of this series to give some guidance about the design of reasonable urban areas; areas with NPCs who seem to have lives of their own to lead, and don't just magically animate when characters appear. To be credible, an NPC must conform to one's expectations of what he claims to be (unless it isn't what he claims to be), as indeed most of the urban area as a whole. How much money an NPC has, how he habits, how much he has saved for an upcoming trip to relieve him of, etc. It can also be useful and guide to age and hit dice points. This isn't to say that the dashing young prince shouldn't be up to his elbows in the money-lender's or that the unassuming stableboy shouldn't really be the deft assassin who bumped off the baron waiting for the heat to cool, but these should be the exceptions to the norm.

Economies and the Ale Standard
It is essential, therefore, that any 'realistic' urban area be firmly rooted in a consistent monetary system. Unfortunately, in AD&D socio-economics is not a strong point, due largely to the vagueness surrounding the true value of gold. To cite but one example - by the time the sun is sinking, you will expect the bearer who has manfully carried your pack all day to have built up a raging thirst, quenchable only by a couple of pints. Unfortunately for the bearer, two pints of small beer would leave him nothing out of the 1sp that the Dungeon Master's Guide says he should be paid for the day; in fact he is expected to provide his own food and board from this as well!!! With wages as depressed as this, your bearer is unlikely to slip away with your pack and join Robin Hood's Merry Men at the first opportunity!

To resolve this and similar anomalies, a financial yardstick is needed to base a consistent economy on, and so we come to the Ale Standard. Although it's difficult to gauge how much plate mail would cost these days, beer is simplicity itself. The PHB price for a pint of small beer is 1sp, while at the local you'd pay about 50p. This works out rather nicely to 1sp = 10p, 1sp = £1, 1sp = £20, 1sp = £100. It will be quite well with the prices in the PHB, which is all to the good as they are too widely used to change to any extent. There are some anomalies - chickens seem cheap at 30p, and at £240, lanterns seem very pricey, for example - but there is nothing too outrageous. (Remember that the D&D economy is an inflationary one - gold is cheap.)

The Urban Economy - Workers and Craftsmen
Most town and village dwellers will be unremarkable 0 level types, mainly concerned with going about their ordinary everyday affairs; not retired adventurers. As far as adventuring goes, very few will know their orc from their elvish. This isn't to say that they won't have various snippets of interest to visiting parties, or that they won't be interesting characters in themselves. What it does mean is that the community will be tailored to their needs, not to those of passing adventurers. Player characters, at least initially, will merely be another group of travellers, the likes of which have been seen before and will no doubt be seen again. They should be incidental to the everyday life of the place itself.

To 'realise' the community in this way, we must first know how long the purses of labourers, artisans, small craftsmen and tradesmen can be expected to be.

To return to your disgruntled (and thirsty) bearer, if you want to prevent him from absconding with your pack, you will have to pay him a decent wage. Now bearers, and labourers generally, will be at the back of the labour market. Since these are pre-industrial, pre-trade union times, wages will not be high in any event, in fact the only trade organisations of any kind, the guilds, will be doing their best to keep wages as low as possible.

Thus, 5sp/day for labourers should suffice to stave off a jacobin for a year or two. So for a 6-day week, your bearer can expect to earn 30sp. Thus for a 50-week working year, in full employment, he would earn 1500sp. From this, however, he would have to pay for his own food and board; if this were included, he would be willing to work for two-thirds of the above amount.

Now, what about the enterprising chap with a keen nose for finding work, as a result of which 5-10 other bearers have latched onto him as a sort of unofficial foreman? Prospective employers know that he keeps his lads from pilfering too much, and makes sure that they work hard. Because of this, when engaging his team they pay the bearers standard rates while a sum equal to half the total pay of his men is given to the 'master bearer'. The same should hold for the more official foreman of a road-building gang or dockers. With food and board included, master labourers would get 2500-5000sp/year, without 3750-7500sp/year, depending on the number of the men they were responsible for.

Lackeys, being a cut above your average labourer, would get about 5sp/day plus food and board. They will usually be employed on a permanent basis with food and board thrown in, but more prestigious ones (cooks, etc) would be paid as though it weren't. 'Master lackeys' would again receive half the total pay of their underlings - a head cook with 3 under-cooks and 2 scullions would thus get 3250sp/year, for example. Of course, the Chief Steward of a Duke's household (probably a minor noble) with a considerable number of underlings could expect to make considerably more.

Valets are a rather special case, rarely more than one working for the same employer. They would receive a daily wage of about 10sp plus board, though if their employer is particularly wealthy they would expect more than this. The value of a minor master would be easier to assess as to the location of his master's treasure then would a well paid viscount.

For craftsmen and tradesmen, things are slightly different. It will be useful to subdivide the workers in a craft into four categories - apprentices, journeymen, craftsmen and master craftsmen.

In medieval times, the families of apprentices often paid master craftsmen to take them on and train them in the craft. If they lived under the master's roof, ate at his table, and often slept on the
shop floor, obviating the need for guard dogs. As far as wealth was concerned, they were probably worse off than labourers.

Journeymen also lived with their masters. They were fully trained in their craft, but going through a probationary period before being given full master status. They were paid, though if they were to do anything so ill-considered as to marry and/or live away from the shop before they were fully qualified, their pay was probably not increased.

Craftsmen are designated as fully qualified in their craft but still working under a master craftsman, not for themselves. They will be paid somewhat more than journeymen and will rarely live at the shop. They may wish to do so, however, nothing will be subtracted from their wage for food and board.

Master craftsmen are qualified craftsmen with their own premises and a norm of 1-3 apprentices and 0-5 journeymen/craftsmen working for them, in the order apprentice-journeyman-craftsman-apprentice-etc. To calculate a master craftsman's earnings, let C be the number of sps a similar craftsman earns per year. The master craftsman would make 1.5C plus 0.5C for each apprentice plus 0.1C for each journeyman/craftsman in his employ. Thus:

\[ C \times \left(1 + \frac{\text{no of apprentices}}{2} + \frac{\text{no of journey/craftsmen}}{2}\right) \text{sp/year} \]

For example, consider a relatively lowly craft, that of leatherworking. The goods produced are fairly inexpensive and the occupation not regarded particularly highly, so the average journeyman wouldn't be making much more than a labourer, say 300sp/week. A master craftsman would thus get about 465sp/week or 2250sp/year, so for leather working C=2250.

According to the formula, the lowest master craftsman (one just started with but one apprentice) would earn 2250 x (1 + 1/2) = 4500sp/year. Whereas a well-established master with 3 apprentices, 3 journeymen, and 2 craftsmen would earn 2250 x (1 + 4/2 + 2/5) = 11,250sp/year. A man of substance, indeed!

As shown in the table, the same methods can be applied to all the standard hirelings in the DMG by taking the listed monthly cost, equating it to a journeyman's weekly wage and proceeding from there, though a few changes have been made.

Occupations which aren't listed can be equated fairly easily with those which are. For butchers and bakers, for example, would make roughly the same as leather-workers or carpenters, while wood-carvers can be equated with linners.

<table>
<thead>
<tr>
<th>Occupation</th>
<th>Daily</th>
<th>Weekly</th>
<th>Monthly</th>
<th>Yearly</th>
</tr>
</thead>
<tbody>
<tr>
<td>Labourer</td>
<td>5</td>
<td>30</td>
<td>900</td>
<td>1800</td>
</tr>
<tr>
<td>Labourer</td>
<td>10</td>
<td>60</td>
<td>1800</td>
<td>3600</td>
</tr>
<tr>
<td>Leatherworker</td>
<td>7.5</td>
<td>45</td>
<td>1650</td>
<td>3300</td>
</tr>
<tr>
<td>Tailor</td>
<td>7.5</td>
<td>45</td>
<td>1650</td>
<td>3300</td>
</tr>
<tr>
<td>Tailor</td>
<td>10</td>
<td>60</td>
<td>2400</td>
<td>4800</td>
</tr>
<tr>
<td>Tailor</td>
<td>15</td>
<td>90</td>
<td>3600</td>
<td>7200</td>
</tr>
<tr>
<td>Tailor</td>
<td>20</td>
<td>120</td>
<td>4800</td>
<td>9600</td>
</tr>
</tbody>
</table>

---

**Table I — Workers & Craftsmen**

---

Problems can arise, but most trades can be accommodated without undue difficulty. One group which does cause considerable headaches, however, are smiths, armours and weapon-makers.

**Smiths, Armours & Weapon-makers**

Smiths were well-respected members of the medieval community, so much so that in more barbaric areas they were sometimes hamstrung to prevent them from leaving the village!

In the **DMG**, the recommended monthly salaries of blacksmiths and armours are 30gp and 100gp respectively, or 720sp and 2400sp per year. If these figures are considered to refer to the craftsmen grouping, then the richest master craftsmen would get five times these amounts.

For the blacksmith this is about right, The average village smith, a master craftsman with one apprentice, would earn 14,400sp per year according to the formula. With this he could expect to be a man of consequence in the village, eclipsed only by nobles and one or two of the richer farmers.

The figure for the armurer isn't really satisfactory, though. As it stands, the master armurer would earn 2½ times the income of a master linner. Also, does this figure refer to the perfectionist who crafts plate mail for the nobility? Or to the bungler who churns out leather jerks for the town militia?

The best way of resolving this is to look at what the various types of armurer could make in a year and then value the items made, beginning with the best armurer making the best armour. Armourers can be subdivided into four classes, as in the **DMG**:

- **Class I** — can make plate mail, banded mail, and any armour made by the other classes. **Class II** — can make chainmail and any armour made by classes III & IV. **Class III** — can make splint mail, large helms, large shields, and any armour made by class IV. **Class IV** — can make scale mail, ringmail, studded leather, leather, small helms and small shields.

In the **DMG**, a suit of plate mail would take 90 days to make. Therefore, assuming a six-day week, 8-week year, an armurer could make 3½ suits/year. If, for a given year, a master armurer works 50 weeks and 350 days, his two craftsmen and three journeymen do likewise, then by the end of the year he should have 20 suits grading his workshop. The apprentices would normally be occupied with minor tasks (fetching, carrying, trips to the local ale-house for beer, etc) so as to allow the others free to get on with the real work.

Twenty suits of plate mail would realise 160,000sp (8000gp), but by no means would all this find its way into the master armurer's pocket. Raw materials would account for 10%, leaving 144,000sp, and the staff must be paid, of course.

From the formula, this master armurer would make five times as much as an ordinary craftsman, so half the above amount would go to the master and the rest would be divided equally between the other five. Admittedly, three of them are journeyman and would not be paid as much as craftsmen, but it's presumed that the extra is taken up by various running expenses — beer money for the apprentices, paying a scribe to do the accounts, etc.

So, for **Class I** armurers, the annual incomes are: Journeyman — 9000sp, craftsmen — 14,400sp, and masters — 28,800 sp.

One thing to remember is that a **Class I** master armurer will ensure that anything he makes in his shop will be as good as plate mail, otherwise it would not be worth his while. Thus the price of anything in his shop will be 8sp times the number of days it took to make. A suit of scale mail, for example, would cost 135sp from a **Class I** armurer — considerably more than the 45sp charged by a **Class IV** armurer

Using the same procedure for a **Class IV** armurer, using scale mail as a base, yields a figure of 4800sp for a craftsman's yearly income. This is about right — he would be working for less wealthy clients, not catering for nobles personally.

<table>
<thead>
<tr>
<th>Armour Type</th>
<th>Class</th>
<th>Days to Make</th>
<th>Suggested Price by Armurer Class in sp</th>
</tr>
</thead>
<tbody>
<tr>
<td>Plated Mail</td>
<td>I</td>
<td>90</td>
<td>45</td>
</tr>
<tr>
<td>Banded Mail</td>
<td>I</td>
<td>20</td>
<td>90</td>
</tr>
<tr>
<td>Chainmail</td>
<td>II</td>
<td>15</td>
<td>275</td>
</tr>
<tr>
<td>Mail</td>
<td>III</td>
<td>5</td>
<td>105</td>
</tr>
<tr>
<td>Large Shield</td>
<td>I</td>
<td>4</td>
<td>28</td>
</tr>
<tr>
<td>Splint Mail</td>
<td>III</td>
<td>3</td>
<td>275</td>
</tr>
<tr>
<td>Scale Mail</td>
<td>IV</td>
<td>2</td>
<td>90</td>
</tr>
<tr>
<td>Ring Mail</td>
<td>IV</td>
<td>4</td>
<td>120</td>
</tr>
<tr>
<td>Studded</td>
<td>IV</td>
<td>5</td>
<td>30</td>
</tr>
<tr>
<td>Leather</td>
<td>IV</td>
<td>5</td>
<td>120</td>
</tr>
<tr>
<td>Small Helm</td>
<td>IV</td>
<td>5</td>
<td>165</td>
</tr>
<tr>
<td>Small Shield</td>
<td>IV</td>
<td>5</td>
<td>235</td>
</tr>
<tr>
<td>Padded</td>
<td>IV</td>
<td>5</td>
<td>235</td>
</tr>
</tbody>
</table>

* Made by a journeymen.

Unfortunately, adhering to the manufacturing times in the **DMG** causes problems with **Class II** and **III**. **Class II** would earn only slightly more than **Class IV**, while **Class III** would be almost as wealthy as **Class II**. To make sense economically, the manufacturing times have been altered on the above table (in preference...
item made which is due to this increase (ie, profit). Do this by dividing 10,000 by the 'increase in value' percentage plus 100. Subtract the result from 100. For the superior goldsmith, this is:

\[ \frac{10,000}{100 - 18.03\%} = 122 \]

Find this percentage of the value of the ring mentioned earlier (in sp) and multiply by 50 to determine the value made by the jeweller in a year — 54,009sp in the case of the superior goldsmith. Journeymen would get 40% of this per year, craftsmen would get 60% and the largest masters (with 5 journeymen/craftsmen) 300% — 21,636sp, 32,454sp and 162,270sp respectively for the superior goldsmith.

This assumes that all the jewellers in a workshop are of the same skill level. (Different skill levels in the same shop simply means more calculations!) Gemcutters are also assumed to work as smiths (hence their higher incomes) and will be found in appropriate workshops. The silversmiths and gems + platinum workers in the table below are also assumed to be 'superior'.

**Professionals**

Professionals, eg scribes, engineers, alchemists, etc, can generally be treated as craftsmen. 'Master scribes', for example, could own bookshops employing a number of copyists. The **DMG** figures have been altered where appropriate.

Specialist scribes, eg lawyers and cartographers, would earn 2-5 times the amount on the table below, depending on how effective/well respected they are in their profession.

Engineer-sappers/miners and engineer-architects are slightly different in that, once they have attained craftsman status, they don't need to purchase any plant in order to set up on their own. Freelance engineers of these types will, therefore, have a maximum of one apprentice and one journeyman in their employ, unless they are masons or mine-owners in addition.

Engineer-artillirists are presumed to have workshops where they make siege engines upon becoming master craftsmen.
PART 2: THE ECONOMY - MERCENARIES AND RESOURCE OWNERS

Mercenaries
Although mercenaries are assumed to be provided with food and board, in most cases their pay in the DMG is far too low (working from the ale standard outlined in the last article where 1sp = £1.00). Only the strongest, fittest individuals would become mercenaries, and they would consider themselves to be a cut above the average labourer. They are also one of the most dangerous groups to underpay, especially if their main function is to keep the rest of the population in line.

Ordinary footmen will get a daily wage of 7½sp or 30sp/week if employed on a more permanent basis. In table I, I have taken the same values for different troop types as the DMG in most cases. Light footmen have been equated with their heavier brethren because their relative worth is about the same and recruits for both would be very similar. Heavy horse archers, being irregular tribesmen of dubious loyalty in the main, would not command anywhere near the pay of trained, regular heavy cavalrymen as the DMG would have them do. Regular horse archers should be treated as light cavalry.

Elite troops, with higher morale and loyalty than normal, should be paid 1½ times these amounts. Untrained troops, on the other hand, should receive only ¾-⅔ regular pay whilst in training.

At ten times usual pay (according to the DMG) the differentials between sergeants and their troopers are far too large. This would mean that the lowest sergeant would be paid as much as the richest master carpenter. A more sensible figure for sergeants’ pay would seem to be 2½ times the pay of the troopers under their command.

The same problem exists with higher level fighters — lieutenants would earn 48,000sp per year, as much as a journeyman alchemist, whilst an 8th level captain would earn more than the richest master goldsmith, 192,000sp/year. A more reasonable pay scale appears in table II. Ship masters and officers can be treated similarly, whilst ship’s crewmen are included in table I.

Note on Hiring NPCs
It would be rare indeed for someone who had worked for PCs. They may be out of work and take temporary employment whilst seeking a master; they may wish to work some overtime, or are heavily in debt. For the right wages they may accept themselves from their master’s workshop and so on. This will be less likely in the case of permanent employment — although a journeyman may not be interested in craftsmen status, for good wages he may accept secure employment so he could marry the baker’s daughter. A craftsman may agree to work for a year or two (at twice normal journeyman’s wages plus food and board) to save up and buy a shop of his own. The possibilities are endless.

The important thing is that hirelings should be characters in their own right, with goals to aim for, likes, dislikes, and personal quirks, and not just necessary furniture in a PC’s stronghold.

Merchants and Resource Owners
There is little information for which to calculate the incomes of merchants and resource owners (owners of mines, quarries, timber yards etc). All that can be done is to total the incomes of all the people employed by the person in question and say that his income is half this total amount.

For example, the owner of a large claypit employs the following people, the figures after whom refer to income (in silver pieces) per year: 20 labourers @ 1500; 2 foremen @ 3750 (treat as sergeants); 2 craftsmen’s apprentices @ 3000; 1 scribe @ 6400; and 1 "pit manager" @ 9600 (treat as lieutenant). The total pay of his employees is 58,500sp/year, so the income of the claypit owner would be half this amount, or 29,250sp/year.

More specialised labour can be equated to the various troop types. Miners, for example, could be equated to sapper/miners in table I, and for the richer types of mine (silver, gold, gems etc) could be counted at n times their actual number for the purpose of calculating the mine owner’s income.

<table>
<thead>
<tr>
<th>TABLE I</th>
<th>Mercenaries and Sailors</th>
<th>Occupancy</th>
<th>Daily Pay</th>
<th>Weekly Income</th>
<th>Yearly Income</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>Regular</td>
<td></td>
<td>Regular</td>
<td></td>
</tr>
<tr>
<td>Footman</td>
<td>7½ 30 45</td>
<td>1500</td>
<td>2250</td>
<td>3750</td>
<td>5625</td>
</tr>
<tr>
<td>Crossbow</td>
<td>7½ 30 45</td>
<td>1500</td>
<td>2250</td>
<td>3750</td>
<td>5625</td>
</tr>
<tr>
<td>Archer-short</td>
<td>7½ 30 45</td>
<td>1500</td>
<td>2250</td>
<td>3750</td>
<td>5625</td>
</tr>
<tr>
<td>Slinger</td>
<td>7½ 30 45</td>
<td>1500</td>
<td>2250</td>
<td>3750</td>
<td>5625</td>
</tr>
<tr>
<td>Sailor</td>
<td>7½ 30 45</td>
<td>1500</td>
<td>2250</td>
<td>3750</td>
<td>5625</td>
</tr>
<tr>
<td>Pikeman</td>
<td>10 40 60</td>
<td>2000</td>
<td>3000</td>
<td>5000</td>
<td>7500</td>
</tr>
<tr>
<td>Hobbit</td>
<td>10 40 60</td>
<td>2000</td>
<td>3000</td>
<td>5000</td>
<td>7500</td>
</tr>
<tr>
<td>Horse archer</td>
<td>10 40 60</td>
<td>2000</td>
<td>3000</td>
<td>5000</td>
<td>7500</td>
</tr>
<tr>
<td>Groom</td>
<td>10 40 60</td>
<td>2000</td>
<td>3000</td>
<td>5000</td>
<td>7500</td>
</tr>
<tr>
<td>Marine</td>
<td>10 40 60</td>
<td>2000</td>
<td>3000</td>
<td>5000</td>
<td>7500</td>
</tr>
<tr>
<td>Archer-long</td>
<td>12½ 50 75</td>
<td>2500</td>
<td>3750</td>
<td>6250</td>
<td>9375</td>
</tr>
<tr>
<td>Muskets</td>
<td>12½ 50 75</td>
<td>2500</td>
<td>3750</td>
<td>6250</td>
<td>9375</td>
</tr>
<tr>
<td>Light Cav</td>
<td>12½ 50 75</td>
<td>2500</td>
<td>3750</td>
<td>6250</td>
<td>9375</td>
</tr>
<tr>
<td>Sapper/manner</td>
<td>12½ 50 75</td>
<td>2500</td>
<td>3750</td>
<td>6250</td>
<td>9375</td>
</tr>
<tr>
<td>Artillerist</td>
<td>15 60 90</td>
<td>3000</td>
<td>4500</td>
<td>7500</td>
<td>11250</td>
</tr>
<tr>
<td>Medium Cav</td>
<td>15 60 90</td>
<td>3000</td>
<td>4500</td>
<td>7500</td>
<td>11250</td>
</tr>
<tr>
<td>Heavy Cav</td>
<td>17½ 70 105</td>
<td>3500</td>
<td>5250</td>
<td>8750</td>
<td>13125</td>
</tr>
</tbody>
</table>

NB: All figures refer to silver pieces.

<table>
<thead>
<tr>
<th>TABLE II</th>
<th>Higher Level Hirelines</th>
<th>Level</th>
<th>Wages in sp Per Level Per Month</th>
</tr>
</thead>
<tbody>
<tr>
<td>2-3</td>
<td>20</td>
<td></td>
<td></td>
</tr>
<tr>
<td>4-5</td>
<td>30</td>
<td></td>
<td></td>
</tr>
<tr>
<td>6-7</td>
<td>40</td>
<td></td>
<td></td>
</tr>
<tr>
<td>8-9</td>
<td>50</td>
<td></td>
<td></td>
</tr>
<tr>
<td>10-11</td>
<td>60</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Officers of Elite units would earn 1½ times these amounts. Gentlemen would earn double these amounts. The table can also be used as a guide to the pay of henchmen.
To find how much merchants make, we must look to the
Monster Manual. If we take the largest caravan, and add up the total
income of all the employees and divide this figure by twice the
number of merchants, then we will have a figure for the annual
income of a small merchant. For the purposes of the calculation
let’s say that all MSU clerics and thieves travelling with the car-
avan are doing so for purposes of their own and are unconnected
with its mercantile aspects; that half of the ‘merchants’ are in
fact scribes in merchant’s employ; and that the guards’ leaders
are 8th and 7th level fighters.

This gives us a figure of approximately 37,000gp/year for
each true merchant present. If we divide this by two we have
a figure for a merchant’s income per wagon per year of 18,500gp.
Without a wagon, of course, the merchant must provide a team-
ster and eight men at arms, otherwise he would not be considered
eligible to join a caravan.

The same process can be repeated for merchant ships, both
small and large. We’ll say that the average crew of a small mer-
chantman consists of 1 4th level captain @ 28,000; 1 2nd level
lieutenant @ 9,600; 1 mate @ 3,750; and 10 sailors @ 1,500. The
average crew of a large merchantman, on the other hand, would
consist of 1 6th level captain @ 57,000; 1 3rd level lieutenant @
14,400; 2 mates @ 3,750; 1 marines sergeant @ 5,000; 10 marines
@ 2,000; and 20 sailors @ 1,500. This gives us the following
for merchants’ incomes:

18,000gp/wagon owned/year; 28,000gp/small merchantman
owned/year; 67,000gp/large merchantman owned/year.

The above means that, taking the cost of the ships into
account, a small ship is more profitable to run than a large one. We
can say that this is offset by small ships being more prone to
accident, piracy, and costly repairs.

Farmers
In agricultural areas food would be cheaper than in towns, but
wages would not be so high as many necessities could be pro-
vided freely, either by the labourer himself or by members of
his family. We’ll say that agricultural labourers will accept 500gp/
year with food and board, 750gp/year without. Foremen will
get double these amounts.

As a rough guide we’ll say that a farmer farming his own land
alone would make 1,500gp/year. For every extra labourer (in-
cluding family) he will make 750gp/year and for every foreman
(no more than one tenth of his labour force) he will make an
extra 1,500gp/year. So, a farmer who worked the land with his
four sons would make 4,500gp/year. If the same farmer had 9
labourers and a foreman in addition he would make 12,750gp/
year, almost as much as the village smith. If he was a large land-
owner, and employed five times the above number of labourers,
plus two overseers and one head overseer (treat as lieutenants
and captain) he would make 72,150gp/year.

As to the value of farms, we’ll say that they are worth sixteen
times the amount that the owner makes per year. If rented out,
the rent will be one thirtieth of the value per year.

Inn and Tavern Keepers
The incomes of this group are best worked out by looking at the
total value of the goods they sell each year, and saying that one
third of this amount goes into their pockets.

The landlord of a dockside tavern catering in the main for
dockside labourers, for example, has 10-30 customers (average
20) an evening, and that the usual drink bought is small beer. If
each customer drinks an average of 6 pints/day (includes daytime
drinking) then his daily takings would be 60p. In a 300-day
working year his takings would be 18,000gp, one third of which
gives him an annual income of 6,000gp. If the tavern was an inn
instead, catering for poorer travellers as well as dockers, he would
make 50-100% more than this, 9,12,000gp.

Landlords catering for richer patrons would sell more expen-
sive drinks and/or charge more for them. The patrons wouldn’t
mind paying these prices as they would keep out the riff-raff
(except the exception of jumped-up adventurers!). The richest
landlords, with the most prestigious houses, could expect to
make 100,000gp/year or more.

Inns sell beverages (and perhaps food) only, unlike taverns
which provide food and board in addition. Not having to attract
passing travellers they would not generally be in such prominent
positions as the latter, and would usually be of somewhat lower
status. The usual clientele of taverns would be members of cer-
tain specific trades or regular visitors to certain locations (eg the
cattlemarket) and their decor should reflect this. Gossip in tav-
erns would usually be work, trade, or neighbourhood orientated,
when not of a personal nature.

The custom at inns would tend to be more cosmopolitan in
nature. With a constant stream of travellers passing through they
were sources of news from afar, and non-resident customers
would usually be interested in this for one reason or another,
though they could well be associates of residents too. Prices
would be somewhat higher than taverns, and the clientele more
shifted and varied. Certain types of traveller would favour cer-
tain inns, through either custom or location. You would find
inns where the majority of residents were mercenaries, scholars,
wool merchants or journalists, for example, and again the decor
should reflect this.

Many inns and taverns would have some form of entertain-
ment on one or more nights of the week. Travelling players,
minstrels, jugglers, performing animals, dancers, cock fights and
even the odd down-at-heel illusionist putting on a show are all
possibilities.

The names of taverns would usually be connected with the
tradecrafts which furnished the bulk of their customers – the
‘Hand and Shuttle’ for weavers, for example, or the ‘Crow’s Nest’
for sailors, as well as the hundreds of clan Arms’ names. Even the more bizarre names (usually of inns like ‘Purple Stigro’
or ‘Green Dragon’) could be rooted in history or legend.

Ideally, each inn and tavern should have a distinct atmosphere
and personality which is different to all the others. This is
achieved by differences in the personality of the landlord and

34 THE BEST OF MONSTROUS ARTICLES III
regular customers, decor, prices, things available, and idiosyncrasies as such as the foul-mouthed parrot at the ‘Crow’s Nest’ for example, as well as different entertainments at different places. As hostetliers are the most likely places to be visited by adventurers, the work will seldom be wasted.

Construction - Times and Costs
To calculate building costs we can use the 'value per day' figure recorded in the last article which was 28sp. Using this figure, costs of buildings (not doors, windows or any other accessories) should be twice the figure listed in the DMGs, though internal walls (but not extra doors, windows etc) are included in the price.

To calculate the time taken to construct a building take the revised price of the building (in silver pieces) and divide by 28 x the number of journey/craftsmen masons working on the building. For building purposes, for every journeyman, master craftsman and two apprentices on a project, three labourers can be hired to help, and the combined value per day figure for three labourers is equal to that for one journeyman/craftsman, ie 28sp/day.

As an example, a master mason and his two apprentices, journeyman, and craftsman (total value per day 84sp) are contracted to build a round tower 30' high and 20' in diameter (revised cost 1700gp or 34,000sp). By themselves they would take 34,000 - 84 = 405 working days to complete it (67 weeks). If instead 12 labourers were hired for the duration (total value per day 112sp) then the task would take 34,000 - 108 = 173% working days or about 30 weeks. A time of 19 weeks could be achieved by a 75% increase in cost (ie having the builders work overtime).

A further 10% would be added to the total cost for the work of the architect, 3400sp. This figure divided by an architect's value per day figure (200sp) would be the number of days he would spend designing the site of the building, (17 days in the above case).

Ship and boat building can be treated similarly, equating shipbuilding with the engineer-artillery covered in part I.

The rents for stone constructions should be 1/20th their construction cost. Wooden buildings and ships, which stand more risks from piracy, fire, and/or the weather, would have rents of 1/10th and 1/5th construction costs respectively per year.

Incomes and NPCs
Using the tables we can estimate very accurately how much an NPC earns now, used to earn, and the total that he has earned throughout his life. These figures can be used in a number of ways.

An NPC is unlikely to carry more than one day's income around with him at any time unless he has good reason to do so, so we have a guide to how much his pockets will yield if picked and also the price range of the places in which he is likely to be found.

The dwelling of an NPC will not be worth more than five times his current annual income, so we have a guide to the sort of house he is likely to live in.

Obviously a proportion of the income of any NPC will be taken up with necessary expenses such as food, board, clothes, taxes, tools, and socialising. This proportion will vary with the amount of income, as shown in Table III. Of the remainder 80% will have been spent on property, embellishment and ornaments for it, and creature comforts such as servants etc. The other 40% will be in ready cash. We therefore have a guide to the property, valuables, servants and ready cash an NPC is likely to have in his house and/or business premises. Of course all these proportions will be amended somewhat if the NPC is particularly frivolous or mean, but already they give us a fairly good sketch of the NPC in question which only demands a little filling in.

An NPC's income can also be a good guide to his social level. In the historical period on which many D&D campaigns are loosely based, distinctions of birth and rank were becoming blurred. There was more than one social scale in operation. In agricultural areas it was basically nobles-peasants-serfs, whilst in towns it was guildmasters-master craftsmen-craftsmen-journeymen-apprentices-labourers. Nobles would generally be more highly regarded than commoners, though already influence and power were beginning to go hand-in-hand with wealth, no matter what the owner's origins. Also, master craftsmen of a lowly craft would usually be held in higher esteem than journeyman of a more prestigious one. In Table III a scale of 'influence level' is included which is based solely on economic considerations, and is useful in determining tax rates (at n silver pieces per influence level).

**TABLE III**

<table>
<thead>
<tr>
<th>Income, Property and Influence Level</th>
<th>Annual Income in sps</th>
<th>Percentage of Income Taken by Necessities</th>
<th>Property Savings</th>
<th>Influence Level</th>
</tr>
</thead>
<tbody>
<tr>
<td>0-600</td>
<td>100</td>
<td>34</td>
<td>3.6</td>
<td>2</td>
</tr>
<tr>
<td>501-1000</td>
<td>94</td>
<td>34</td>
<td>3.6</td>
<td>2</td>
</tr>
<tr>
<td>1001-2000</td>
<td>88</td>
<td>72</td>
<td>4.8</td>
<td>3</td>
</tr>
<tr>
<td>2001-4000</td>
<td>82</td>
<td>10.8</td>
<td>7.2</td>
<td>4</td>
</tr>
<tr>
<td>4001-8000</td>
<td>74</td>
<td>15.6</td>
<td>10.6</td>
<td>5</td>
</tr>
<tr>
<td>8001-16000</td>
<td>74</td>
<td>20.4</td>
<td>13.8</td>
<td>6</td>
</tr>
<tr>
<td>16001-32000</td>
<td>62</td>
<td>22.8</td>
<td>15.2</td>
<td>7</td>
</tr>
<tr>
<td>32001-64000</td>
<td>56</td>
<td>25.2</td>
<td>16.8</td>
<td>8</td>
</tr>
<tr>
<td>64001-128000</td>
<td>58</td>
<td>28.4</td>
<td>17.6</td>
<td>9</td>
</tr>
<tr>
<td>128001-256000</td>
<td>55</td>
<td>27</td>
<td>18</td>
<td>10</td>
</tr>
<tr>
<td>256001-512000</td>
<td>54</td>
<td>27.6</td>
<td>18.4</td>
<td>11</td>
</tr>
<tr>
<td>512001-1024000</td>
<td>53</td>
<td>26.2</td>
<td>18.6</td>
<td>12</td>
</tr>
<tr>
<td>1024001-2048000</td>
<td>52</td>
<td>25.8</td>
<td>19.2</td>
<td>13</td>
</tr>
<tr>
<td>2048001-4096000</td>
<td>51</td>
<td>29.4</td>
<td>19.6</td>
<td>14</td>
</tr>
<tr>
<td>409601-8192000</td>
<td>50</td>
<td>30</td>
<td>20</td>
<td>15</td>
</tr>
</tbody>
</table>

In determining hit dice and hit points, theoretically all NPCs who are not adventurers of some kind, whether active or retired (with the exception of high level mercenaries) should be 0 level. In practice this just doesn't work. Unimportant NPCs can manage quite well at 0 level, but richer, more influential ones are far too easy to rob or kill, which gives less scrupulous characters a very free rein almost without risk.

We could say that an NPC's total earnings throughout his life could be experience points in the character class most appropriate to his occupation. For example smiths would find themselves on the fighter's table, alchemists on the MU's, (merchants on the thieves?) and so on. An NPC therefore would save as, and have the same hit dice/points as the level that his total earnings (in gps counted as experience points) would enable him to achieve on the appropriate character table. This way a level 1 MU isn't going to be able to sleep the alchemist, and a 10th level assis-"
The Town Planner

by Paul Vernon

PART I: DESIGNING AND RUNNING VILLAGES

This new series is a follow-up to Designing a Quasi Medieval Society for D&D.

First, to illustrate the kind of village that this article will be dealing with, a comparison between two villages that have already appeared in White Dwarf. Cahli (WD18), although briefly sketched, was in many ways superior to most current, commercially produced villages because it had a reason for being there — sited by the only safe river crossing (a convenient source of water) with a plentiful supply of timber easily transportable by road or river, and its social system — a free peasant democracy — though only hinted at, left its mark upon the village plan and its buildings. From the outline given, it would have been a simpler matter to key the village completely. Finally, mystery was supplied by the newly constructed stone buildings, the murmuring ‘Night Things’, and the continued absence of Tizun Thane, Greywood (WD22), on the other hand, was centred on the inn, smithy and grocer’s which supplied all the items listed in the Players’ Handbook even though the villagers would have no use for half of them. No indication was given as to how the villagers gleaned a living — their sole purpose seems to have been gossiping at the inn or well, but telling strangers nothing, and wandering in the woods to be encountered by adventurers! In fairness to Greywood, it was part of a competition designed and was not meant for continued residence, but nevertheless it provides a good example of how not to design a village.

The way to design a boring village is to draw the map, place the adventurers’ suppliers, and then randomly fill out the rest. Interesting villages demand some planning beforehand.

Village Background, Siting and Social Setting

Primarily, the villagers must have some way of earning a living, depending on the type of area, or the village just wouldn’t exist.

The mainstay of most villages would be agriculture of some kind. There was very little specialisation in medieval agriculture, and villages made use of any available land to fulfil as many of their needs as possible. Roads were bad — horses and riders were drowned in some potholes — and transport was expensive. Livestock for meat, eggs, hides and wool would also be found on arable land. Regions with no arable land, however, would be solely dependent on stock-raising and would have to trade for corn, etc.

Other possible sources of livelihood could be quarries, mines (anything from salt to platinum), fishing, forestry, or strategic siting (trade route junctions, river crossings, mountain passes, etc.).

Villages could have more than one economic base, but never less.

The site would have as many necessary resources as possible within easy reach. Of prime importance would be a reliable source of fresh water — a spring, stream, lake or well. Other considerations — in order of decreasing importance — would be access to ploughland, pasture, woodland for fuel and building materials, and a flat, well-drained location.

A ‘typical’, English, medieval village would be surrounded by a few fields and meadows for growing crops and hay respectively. Beyond these would be common pasture fringed by the ‘waste’ (forest and woodland) where wood could be gathered, game hunted (whether legally or not) and animals grazed at certain times of the year. Also in the waste would be some ‘assarts’ — clearings farmed in addition to the common fields.

Once a village’s livelihood has been decided, the next problem is how it came to be there and why it was founded. With villages not solely dependent on agriculture, this is self-evident — the mine, quarry, river crossing or whatever was discovered and people began to use it. Agricultural villages occurred mainly because peasants and serfs farmed scattered strips of land in the common fields, and the village at the centre was the most convenient place to live. In more troubled areas, of course, the people would tend to live behind the village rampart for protection.

The reasons behind the foundation of an agricultural village also depend on the social system existing in the village itself. Are the villagers slaves, serfs, labourers under some lord, or free peasants? If the latter, do they rent the land from an overlord, or hold it in their own right? Is the social system feudal, tribal or a kind of free peasant democracy? Whatever it is, where did the villagers (or their ancestors) come from and why? Were they led into the wilderness by some daring war-leader as a result of population pressure, religious persecution, or a disaster of some kind? Were they encouraged to migrate by the generous terms offered or coercion applied by a lord who had already pacified the area?

Whatever the reason, the background of the village and its inhabitants will play a large part in determining the buildings found there and the layout and organisation of the village.

Monsters and Villages

The areas where villagers work and the access routes should be relatively safe or else the village would not be able to function, unless, of course, this is why the adventurers have been called in. In the ‘typical’ village outlined, all non-NPC monsters would occur in the waste and may or may not be known about in the village. Obviously, those that are known will be avoided by the villagers and the places they have been seen in given a wide berth. Generally it is better if all the monsters in the area are specifically placed in a lair. After their lairs are marked on the map, a larger area should be designated as the monster’s hunting range. A percentage chance for meeting the monster is given for each turn spent or hex entered in the hunting range. The hunting range should not usually include areas frequented by villagers, though occasionally monsters could make inroads into these. In such cases, the monsters should not be too strong to be overcome by a communal effort on the part of the villagers.

Village Features

The main features of a village will be determined by its location, background and social setting. (You wouldn’t expect to find a mill in an area where no corn was grown, for example.) In all cases, the main features should be placed first and the rest of the village built around them, even if this did not occur in the history of the village itself. The following list of features is not exhaustive but
will give some indication of possibilities. Obviously it would be unlikely for them all to be found in the same village.

The village green is common to many villages. It may have been planned as a central enclosure in which villagers could protect cattle from raiders, but the majority were introduced into existing villages. Whatever its origin, it is a useful space for trading, dancing, archery practice, and boisterous celebrations.

Leaving the village pond. This could be the village’s water source and/or used for keeping fish. Some medieval villages had both a main pond and a series of smaller ones for breeding purposes or for keeping the different species separate.

In feudal societies the moated manor house would feature in most villages unless they were one of several on the same manor, in which case the manor would be in only one of them, though some villages were split between two or more manors. Even in non-feudal societies, a communal moat house or stockade might be present for use in times of need.

If there is a manor, several other features might also be present. The lord’s dovecote was, after the manor house itself, probably the most unpopular building in the village. Only the lord could keep doves, and though they were a valuable source of meat for his table, and manure for his fields, they were fed at the villagers’ expense from their crops. The dovecote had a steep, sloping roof, and small openings set high in the walls to keep out vermin.

Also unpopular was the village pound, where animals found straying in the fields were held until their owners paid a fine to the lord for their return.

Other possible sources of lordly revenue were the village mill, bakehouse, and wine or beer press where appropriate. These began their existence in the hands of the lord, and villagers were required to use them whether they wanted to or not. They paid heavy for these services, the miller would take as payment, on average, one-sixteenth of the total grain sent to him, and were fined if caught using alternative means. Later, it became more common for these to be leased by the lord to others, though the strictures as to their use remained in force.

Mills were not only used for grinding corn. In mining areas, they were sometimes used to beat out the ore body, for fulling (wool beating) in wool producing areas, or in irrigation to transfer water from one level to another.

Some villages might boast a guildhall (market, exhibition and conference hall) if the thriving cottage industry were present with its guild. Alternatively, there could be a moot or meeting hall.

Alehouses, surprisingly, were not that common in medieval English villages, most of which usually made do with two or three ale-wives instead. Some licence can be taken here — if the village is on a trade route, one or two inns for travellers may be provided. A village might also possess a pillory and/or stocks, whipping post and lock-up to punish lawbreakers or restrain them until a court could be convened and judgement passed. Finally, if it were astride a trade route or river crossing, a village could have a toll-house, the proceeds going to its governing body.

Churches and temples are omitted because religion is such a fluid factor in DD& that all DMs handle it their own way. A religious edifice of some kind would feature in most villages though.

The Village Population

Working from proportions derived from the Domesday Book, our ‘typical’ feudal village would comprise the lord, 10 — 11 villeins, 8 — 9 cottars, 3 — 4 free tenants, and 2 — 3 slaves plus dependents.

Villeins held up to 30 acres of land from the lord, together with ploughs, carts and oxen. In return, a yearly rent was paid and a number of services rendered to the lord, such as working on his domain for a certain number of days per week. The villein’s land was equally divided between the common fields, as was sometimes the lord’s domain, though this was usually a separate area.

Cottars, crofters and ‘pytel holders’ also held land from the lord, but only about 2 — 5 acres, but they rendered fewer services in return. Cottars would often labour for payment on the villeins’ or lord’s land as well as their own. They might also double as the village carpenter, bee-keeper, shepherd, turner, smith, potter, smith, swineherd, cowherd or even gosherd. They could also work as weaver’s or miller’s assistants. Not being free, however, much of their industry would go to their lords. In addition to their own and the lord’s, the village herdsman would tend the other villagers’ animals in return for payment of some kind.

The free tenants would rent land from the lord but owe few, if any, services. They could also perform any of the above functions, probably those demanding the highest degree of skill.

The slaves were a carry-over from Anglo-Saxon times. They disappeared quite quickly, becoming villeins or cottars.

The villagers would fulfill as many of their own personal needs as possible, so there would not be a plethora of tradesmen and shopkeepers in a village. The villager could usually provide his own food and would only need trade for necessities such as salt, metal, and pitch. Similarly, the villager could make cloth and simple utensils in his own home and tan hides in the garden. Those skills that a village lacked would be supplied by itinerant craftsmen.

The only necessary craftsmen are the smith and wheelwright who could also supervise house-building, do general carpentry work, and even double as coffin-maker and undertaker. Even these two would be itinerant workers if the village were not large enough to support their own. Other itinerant tradesmen (who could also be resident if the village were large enough) could be joiners, cobbler’s, tailors, clogmakers or thatchers.

The lord of the manor would have servants in various capacities around the village. These could either be members of his household or resident in the village.

If the lord were an important noble, holding a number of manors but having little time to see to them all, he would appoint a steward who would visit the manors occasionally, formulating and implementing agricultural policy, convening the manor court in the lord’s absence, making sure that services due were being rendered, generally ensuring that the lord was getting (and keeping) all that was due, and hearing the reeve’s annual accounts.

As a go-between for the steward (or lord if he had too few manors to warrant a steward) was the bailiff. He was usually an outsider to the village, though more frequently seen than the steward, having only 1-3 villages to oversee. He would report to the steward, or on visits and implement the steward’s directives. If the lord’s holdings were small and/or he was interested in the running...
Traders, itinerant craftsmen and entertainers could visit the village at times other than the fair and market days, and if the village were the centre of a cottage industry, such as lace-making, traders or employers connected with this would also be regular visitors.

Other events could be services and festivals connected either with religion or the secular life of the villagers, such as training of the thatchers, or generally the social obligations of the village. Rarer occurrences could be unforeseen, such as outbreaks of disease, fires, storms, and floods.

There would also be everyday events such as births, betrothals, marriages and deaths with their associated rites and festivities.

Between village events, rather than wandering through woods and gossipping at the inn, the villagers would be occupied with other activities depending on the time of year. In our 'typical village', January the end of the winter would find the villagers spreading manure and marl to ready the fields.

In early spring, one of the fields would be ploughed, harrowed and then sown with spring corn (oats or barley), or peas and beans. After the seed had been harrowed, time would be spent on drainage, ditch digging and tending hedges and enclosures until the fallow field was ploughed in April.

May would see a holiday, with May Day festivities, and in June those who would be bad and work in the fields at the standstill. There would be many household tasks to be done, however, such as making and repairing utensils, before the January muck-spread begins again.

Village Encounters

Most village encounters are of four categories:

The first type are those purposely initiated by the DM as part of the plot or counterplot around the village or dungeon. These are fairly easy to handle as the DM knows the situation exactly.

The second type, where players initiate encounters out of curiosity, are also easily handled. If they ask at a house, the occupant should already be known, while if they ask outside, given the location, day and time of year, it is fairly easy to say who would be most likely to be there to answer their questions.

The third type is when the players have a good idea of what is going on, but are not sure. This is probably the most difficult situation to handle, as the other group is more likely to be unprepared and not have an answer.

The fourth type is when the players have a good idea of what is going on, and are prepared to handle it. This is probably the most difficult situation to handle, as the other group is more likely to be unprepared and not have an answer.

The best way of handling these is to make up a table of reasons why NPCs might want to talk to players. Some examples are: idle curiosity; asking the whereabouts of a person/place/animal/thing; mistaken identity; asking for help with something (possibly with payment offered); making a proposition of some kind; accusing (rightfully or wrongfully) the players of wrongdoing; and so on.

Once the reason is determined, it must be decided whether the NPC(s) involved is a local or a stranger to the village. If the latter, a table of possible visitors must be consulted, whilst for villagers, it is easy to randomly select house and occupants if the village is keyed numerically.

The final type of encounters are those where players observe something and may or may not choose to become involved. These may be connected with one of the possible village events detailed above or a table of random events could be consulted. This would contain a list of things which could happen from time to time, such as broken wagon, escaped domestic animals, thefts, arguments, fights, inert bodies, overheard conversations and so on.

Before play begins, the DM should make a list, with complete details, of several assorted encounters of each of the four types. He should then mix these in a manner more believable, and leaves players in some doubt as to exactly what type of encounter are they about to become involved in.
PART II: DESIGNING TOWNS AND CITIES

Background and Topography
Much initial planning is necessary in town and city design and questions must first be answered. Firstly, did it mushroom from an existing village through fortuitous sitting or was it always intended as a town? If it were a planned town, the whole site would have been owned by a single individual or corporation, and be founded near the protection of a castle or abbey, by river crossings, or in areas where routes crossed and merchants were already congregating. So who owned the site originally and what became of them afterwards? Was the whole town plan laid out from the start or was the area given a charter, building materials, low rents and/or other inducements and then left much to its own device?

Any town must have a solid economic foundation. Secondly, “What does it do?”

Trade is the lifeblood of towns, and the most influential factor in the shaping of medieval towns was the crossing of trade routes (either by land or by water) where a market might grow up. The trade in small market towns would be local in nature, the town providing goods and services needed by agricultural communities in the area in exchange for farm produce. Larger towns would provide luxury and manufactured goods for wealthier customers and serve as an inlet and outlet for these and for certain valuable raw materials as well.

Markets would be held once or twice a week, the stalls being arranged in separate rows for each type of merchandise. Salisbury market, for example, had a Butcher Row, Fish Row, Pot Row, Cordwainer Row (shoes), Ironmonger Row and Wheel Row. Some towns had separate markets for different goods. The early 17th century map of Stamford above shows both a Beasts Market (c) and a Whitmeat (presumably poultry) Market (w), the market cross of the former being clearly visible.

Fairs would be held once or twice a year and draw people from much farther afield than would the markets. They were usually held in fields outside the town. All shops in the town would be closed for the duration of the fair (from a few days to three weeks in some cases) as all trade had to be conducted at the fair itself. Merchants would come from afar to sell goods which the town itself was unable to provide, and some of the buyers would travel similar distances if the fair were sufficiently well known. Fairs even had their own courts to settle trading disputes.

Transport in the middle ages, at least by road, was no easy matter. Raw materials used by trades in a town would not generally come from very far away, and any goods produced by the town would not usually travel very far either. As an example, the usual distances travelled (by cart and packhorse) by various goods from the medieval port of Southampton were as follows: coal and building materials — up to 20 miles; household goods, iron, fish — 30 miles; wine — 60 miles; and dyestuffs — 120 miles. Generally speaking, the higher the value/weight ratio, the further the goods could expect to travel. There were exceptions of course. The exports of medieval England consisted in the main of good quality wool, tin, and cloth, but it was much easier to transport goods by water in any case.

Since the town or city is for a campaign, a fair idea should already be had of any raw materials and trading links which are available. This adds realism and it is useful to have the information to hand should inquisitive players find a use for it.

The needs of a town would be similar to those of a village, though as well as being on a larger scale they could be provided from farther afield. Of prime importance would be fresh water, provided in Stamford by the river and two wells (8 & 9).

The areas around most towns would be under cultivation. The extensive open areas inside the town itself would be put to use by their holders, growing fruit and vegetables in the main, and all townsmen would have had the right to graze animals on the open land when the crops had been picked. In connection with their agricultural aspects most towns would have at least one mill (4).

The main streets would be the most popular sites for shops and houses, especially by the town gates and in the centre where the stone houses of the richer citizens would be found along with the guildhall (home of the guild merchant which controlled the markets and fairs), and the market place (Stamford, c & w), the stocks (at the far end of t, Silver Lane), and the court (possibly in the guildhall).

For mutual protection and co-operation trades would be centred on one area, if not on a single street leading off one of the main routes. These streets would be named after the resident trade. Alleys out of these streets would lead to stables, lay-stalls, and the hovels of poorer artisans and labourers.

The suburbs, straggling along the main routes outside the town, were also inhabited mainly by the poor, who were more or less deliberately excluded from the town proper even when land was available within the town walls to house them.

However, certain NPCs, trades, and occupations would be near other focal points. Sailmakers would wish to be near the harbour, for example, and access to a source of running water needed both in the manufacture of cloth and the grinding of corn. Abbeys in the later middle ages were more offensive trades and those constituting a fire risk were banished to the less populated areas of towns and to the suburbs. These trades included butchers, fishmongers, tanners, smiths, potters lime-kilns and tileries.

Town walls and a castle (5) were a feature of many towns, especially those possessing a royal charter. Even those towns not founded by the king might enclose the founder’s castle.

Religion would also leave its mark indelibly upon a town. Stamford contains no fewer than six churches, three friaries, and two monasteries. In addition, as a school and college which were probably also under clerical control. Some towns were, in fact, founded by churchmen. Instead of being dedicated to different
saints, the temples of an FRP town would be dedicated to different gods, a wide range of which could co-exist as long as their anti-social aspects were (at least publicly) kept in check.

Cities would have a number of features generally lacking in towns. Firstly, being a centre of government administration (as most cities were) they might have palaces to house the rulers, high ranking officials, and the machinery of government. They might also have a mint where coins of the realm could be struck, and a prison (though towns sometimes had prisons too).

Cities might also have a large military presence. The ruler's guards could be stationed there, as could his field army, with barracks, granaries, and other ancillary buildings.

FRP cities make further demands, though what these are exactly will depend upon the campaign, since they might house 'colleges' for sages, MUs, monks, bards etc, the various 'adventurer' guilds, and various things connected with these.

The final features which cities are more likely to have than towns are 'cultural amenities' — libraries, theatres, an arena, a hippodrome (for racing horses, chariots, etc), a sports stadium, a tournament site, a zoo and so forth. Whether any of the above appear in one city will depend upon the flavour of the campaign.

Once the main features of the town or city have been decided, a large scale plan can be made, showing the street pattern (possibly split up into plots), walls, and main buildings. (Stanford was approximately 1600 feet by 800 feet, and at a scale of 1 inch to 50 feet would fit onto a piece of graph paper 32" x 16").

Other buildings and the myriad shops and dwellings, should not be drawn in until it is established exactly who lives there.

The Urban Population

In 1086, England had about 9,000 villages each with an average population of 150, whilst only five towns — London, Norwich, York, Lincoln and Winchester — had over 1,000 burgesses. There were hundreds of small market towns serving a radius of 3-5 (and sometimes 10) miles, and even in 1520 their populations would average only 5-600 with larger ones having 3,400 at most. The populations of even the largest cities were very small by modern standards — 14th century London had only 50,000 inhabitants (75,000 in 1560), while York, Bristol, Norwich, Plymouth, and Coventry had 10,000 and Gloucester, Newcastle, Exeter, Salisbury and Winchester had 5,000. It is useful to have an idea of the 'target' population and to have established exactly what is going to be in the town. Then, to detail the population, begin at the top of the social scale and work downwards. Naturally, the further down the scale, the less detail is needed for adventurers are far more likely to have dealings of one sort or another with all the rich merchants than with all the labourers. Just how much detail is a matter of choice, for more can be added later. For anyone from town dignitary to master craftsman, useful things to know at this stage are: name; age; number of henchmen, craftsmen, journeymen, apprentices, labourers, and/or scribes employed (from which the income and wealth can be ascertained — see Designing a Quasi-Medieval Society, Parts I and II on pp. 30-35); alignment or religion; marital status; number of children; and number of household servants. If this is done, an accurate figure for the total population will be obtained, determining how many dwellings will be needed to house the various craftsmen, labourers, servants, etc, without having to go into a similar wealth of detail.

The social structure of a medieval town was surprisingly similar to that of a modern one. The great disparity between rich and poor had already emerged. In late medieval Norwich, for example, 8% of the population owned 60% of the town's wealth, as opposed to the 7:84 ratio of today. As an illustration, according to its tax assessment, the class structure of Leicester in the early 18th century was as follows:

<table>
<thead>
<tr>
<th>Class</th>
<th>Percentage of Population</th>
<th>Wealth Assessed At</th>
</tr>
</thead>
<tbody>
<tr>
<td>Poor</td>
<td>30%</td>
<td>Poor to be assessed</td>
</tr>
<tr>
<td>Upper Working</td>
<td>30%</td>
<td>£1</td>
</tr>
<tr>
<td>Lower Middle</td>
<td>7%</td>
<td>£2-10</td>
</tr>
<tr>
<td>Middle</td>
<td>3%</td>
<td>£10-40</td>
</tr>
<tr>
<td>Wealthy</td>
<td></td>
<td>Well in excess of £40</td>
</tr>
</tbody>
</table>

How much in excess of £40 the wealthy could own may be surmised from the fact that in 1523 a Norwich grocer was assessed at £1,100. whilst the highest assessment at this time (outside the peage and London) was £1,333 for a clothier's widow. Even a middle mercantile merchant in the provinces could hope to exceed the incomes of many of the local country gentry. In the cities, of course, the rich were even richer, and £1,500 in accumulated capital was not unusual in London. For purposes of the above figures only, £1 can be equal to roughly 90gp in AD&D terms.

Dignitaries and Denizens

The obvious starting point is the town government who would be attended by various ministers and officers in different branches of government. Some members of the local gentry may have urban residences, and in cities they would be joined by powerful nobles, both groups being attended by henchmen and retainers.

Other fighter types would be found with any military units, the town or city guards, constabulary, etc. There could be a few retired adventurers, perhaps now engaged in trade or tutoring others in the use of arms, and freelance mercenaries or caravan commanders together with ships' captains and lieutenants.

If a magical college is present, then its staff and students must be accounted for. If not, there may still be a few MUs in residence, possibly living off wealth gained in younger days, or friends/henchmen of the rulers or others, or perhaps financing their magical research by being alchemists, herbalists, fakiries, etc.

The various temples will naturally provide a number of NPC clerics. A useful guide to the level which the head of a temple should be is the number of worshippers he/she tends to. If, for example, we say the cleric is of 6th level, then the number of worshippers attended to might be 10 x 2<6 - 1>. Thus a 1st level cleric would have a congregation of 10 and a 6th level one, 320.

A church hierarchy for each religion could be instituted, with the priests of the villages being the charge of the clerics of the towns who are subervient to the arch-clerics of the cities.

The Assassins Guild poses a few problems. To function at all, it must be accessible to prospective clients, and it won't generally be countenanced, at least not officially. The only way a Guild could operate, really, is with official connivance, ideally as
Workers in specific trades and crafts would tend to favour certain taverns, those at which they were often used by Craft Guilds for their business. Other services would be provided by the bordello(s) and gambling houses, at which drinks might also be sold.

Occupations concerned with the upkeep of the town would include the maintenance of the main streets (many of which were paved and cleaned from the 13th century onwards) and drains, streetlighting, control of vermin, and the night carriage of filth. Those concerned with the 'cultural' aspects of the town can also be handled under this heading.

There were many other occupations which the poor might turn their hands to. In the days before piped water, it was sometimes brought to people's homes by water-carriers, and in the streets would be found many peddlars selling firewood, flowers, fruit, berries, and other things which could be collected locally. Some would also buy goods and hawk them round the streets some distance away from the shops where they were made or in nearby villages. These goods would include cloth, clothes, ribbons, pins, pots, pans, knives, etc. At the bottom of the heap would be beggars, mostly having some real or feigned disability.

**The Market Town**

By modern standards, small medieval market towns were well equipped. For example, Stratford, when newly founded in the mid-13th century, boasted 240 burgage tenements, 50 plots of land, together with various shops, stalls, and totally isolated, separate markets for corn, hay and livestock, (and probably for poultry and dairy produce too); and many resident craftsmen — weavers, fullers, dyers, tanners, cobblers, goldsmiths, tailors, carpenters, silverers, cooperers, smiths, locksmiths, 2 millers, 1 wheelwright, 1 oilman, 1 rope-maker, baker and cox — all from a population of 7,900.

**The Manufacturing Town**

In larger towns, a higher proportion of the population would be engaged in manufacturing, rather than agricultural trades. There would also be a wider diversity and greater degree of specialisation in these trades — armours, weapon-makers and saddlers for example. Not only the goods themselves, but in some cases the tools needed to manufacture them.

In 12th and 13th century Coventry, for example, there were few fewer than 16 different listed occupations in the wool and cloth trades, 15 in the weaving, 12 in metal working, 8 in the leather and fur trades, and 4 in building trades. Coventry had in addition: 1 wheelwright, 1 bovating machine, 1 engine-maker, 1 fletcher, 1 basket-maker, 1 wig-maker, 2 parchments, 2 charcoal-burners, 3 turners, 3 scribes, 8 cooperers, and 8 carters. In medieval London, over 180 different trades are named.

**The Trading Town**

In some towns, and all cities, trade would not only be local, but also national or international. In such towns would be found correspondingly more merchants, both resident and visiting, and more trades catering to their needs and services, and trades concerned with victualling, transport, warehousing, etc. There would also be more trade in luxury goods from abroad (silver, spices, precious metals, gems, etc) and more available customers for these. Late medieval London, for example, had 50 goldsmiths in the Strand out of a total population of 75,000, and also had numerous pie and wine shops which were open all hours.

If the trading town were also a port, there would be shipyards where ships were built and repaired, ship's chairyards, sail-makers, chart-makers and the like, as well as lightermen, warehousemen, and others concerned with the loading and unloading of ships.

**Town Service and Other Occupations**

Apart from bakers, butchers, etc., others would also provide services. Inns would cater mainly for the usual kinds of travellers and visitors. Taverns would cater in the main for the townsfolk.
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 town and a high city was typical, 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 lord 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.

Towns, however, 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 nonmembers 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 townspeople 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 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 townsman. The titles of bailiff, reeve and portreeve were generally interchangeable (a port was any trading town, not just those with access to waterborne trade), and these officers presided over the town and collected taxes. The bailiffs and consuls were chosen 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 counsels to supervise or advise them, generally of 12 or 24 members including the officials themselves. These counsels could have an equal number of 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 constables 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 beadle, ale-tasters, sealers, searchers, weighers and keepers of the market, fermerymen and porters, clock-keepers and chancellors, pavilions, 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 twelfth 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 constables to manage its affairs. Two constables were then appointed to work under the bailiffs, their duties being to make arrests, distresses, 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 were in the past hereditary. The bailiffs and constables 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 abscended with the town's records in 12721) 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 to 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.

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 (i.e. non-burgesses) or the burgesses as well, such as murage for the building or repair of town walls, pavyage for paving the streets, or pontage to pay for the building or upkeep of bridges. Tollage, an arbitrary direct tax, could be levied 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 doorkeepers 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.

In the hundred court, cases were decided by the sheriff with judgement by a jury of 12 freemen 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 portman moot, though sometimes they remained under seignioral 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-burgesses 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 aldermen. 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 by 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 townsfolk 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 rascally ‘in-the-alarmsyard’ type adventure, there 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 gildsmanship 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 for 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 landowners 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 gather, such as markets, inns, or taverns, though shops or individuals might also furnish them occasionally. Rumours picked up should be of interest to those mentioned, 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 Reast, for example, derogatory remarks among the 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...
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.

Stringer 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.

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 the table, subdivided into two to four different times of day. It is important that each are 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 player knows 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 NPC’s initiate themselves. Thieves 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.

As a further example, suppose that the figure we have for Table 1 is 67, and those for Table 2 are 6, 83%, 47%, 82. The party are on some nocturnal escapade in the dock area when an encounter is called for. From Table 1, we see that some NPC’s want to befriended the party; Table 2 tells us that the NPC’s is male, and drunk (the latter 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? Are they really friendly?
Stop, Thief!!

The Thieves’ Toolkit in D&D

by Marcus L Rowland

‘By the Gods, the jemmy’s snapped!’ muttered Grabbio under his breath. As he turned from the gold idol to his kit, he saw a flutter of movement out of the corner of his eye. Acolytes. Four of them...

When you consider the huge range of tasks performed by a typical AD&D thief, it seems surprising how little attention has been paid to the tools of their trade. The Players Handbook only mentions the kit, giving its price as 30gp but no data on weight or encumbrance. In the following list, items are listed by name, by their weight in ggs (1/10lb), their size in inches and by the cost of a replacement. A few tools can be used as weapons (with a DM for lack of proficiency).

Table 1 - The Standard Thieves Toolkit

<table>
<thead>
<tr>
<th>Item</th>
<th>Weight</th>
<th>Size</th>
<th>Cost: Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>SET Lockpicks (12 in)</td>
<td>6 x 3</td>
<td>24gg</td>
<td>-</td>
</tr>
<tr>
<td>Leather coat</td>
<td>6 x 1</td>
<td>12gg</td>
<td>-</td>
</tr>
<tr>
<td>Jemmy (claw)</td>
<td>2 x1</td>
<td>4gg</td>
<td>2 - 5 (blow)</td>
</tr>
<tr>
<td>Pry bar large</td>
<td>3 x 3</td>
<td>2gg</td>
<td>6 - 12 (break)</td>
</tr>
<tr>
<td>Screwdriver</td>
<td>7 x 1</td>
<td>1gg</td>
<td>-</td>
</tr>
<tr>
<td>Picklocks</td>
<td>6 x 1</td>
<td>1gg</td>
<td>-</td>
</tr>
<tr>
<td>Sawedriver</td>
<td>6 x 1</td>
<td>1gg</td>
<td>-</td>
</tr>
<tr>
<td>Bridgaw (11/10th)</td>
<td>3 x 3</td>
<td>8gg</td>
<td>-</td>
</tr>
<tr>
<td>Glass (2 wood, 2)</td>
<td>2 x 2</td>
<td>8gg</td>
<td>-</td>
</tr>
<tr>
<td>Masons (in pouch)</td>
<td>6 x 8</td>
<td>1gp</td>
<td>1 - 3 (stab)</td>
</tr>
<tr>
<td>Small hammer</td>
<td>6 x 1</td>
<td>1cp</td>
<td>1 - 3 (blow)</td>
</tr>
<tr>
<td>Metal saw (steel)</td>
<td>6 x 1</td>
<td>1gp</td>
<td>-</td>
</tr>
<tr>
<td>Keyhole saw (bronze)</td>
<td>5 x 1</td>
<td>1gp</td>
<td>-</td>
</tr>
<tr>
<td>150’ Twinie</td>
<td>2 x 1</td>
<td>2sp</td>
<td>-</td>
</tr>
<tr>
<td>Carrying bag, belt</td>
<td>12 x 8</td>
<td>1sp</td>
<td></td>
</tr>
<tr>
<td>TOTALS: Weight: 12.4lb; Cost: 31gp</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
* Only available from Thieves Guild.

The standard toolkit is fairly heavy, at over twelve pounds, and would be a fairly slow and improporily stowed. Typical packing would be to put the lockpicks, a small screwdriver, and pliers in a belt pouch, loop the jemmy and possibly the prybar to the belt, and keep everything else in the bag until needed. The cost of a full set of replacement is slightly more than that of the normal toolkit, since items would have to be purchased from specialized shops or toolmakers rather than through the Thieves Guild.

A lot of thieves will need additional equipment, most of it (lanterns, daggers, etc) already listed in the PHB. However, some special assignments will need unusual tools and devices available in any larger town or city. Table 2 is split into sections representing some of the traditional thieves activities, but should not be considered absolute - some tools might be used for several purposes but are only listed once:

Table 2 - Specialised Thieves Tools

<table>
<thead>
<tr>
<th>Item</th>
<th>Weight</th>
<th>Size</th>
<th>Cost: Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Burglary</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Crowbar (large)</td>
<td>50</td>
<td>30x2</td>
<td>2x2</td>
</tr>
<tr>
<td>Long lockpicks (for very deep locks)</td>
<td>20</td>
<td>18x4</td>
<td>1x1</td>
</tr>
<tr>
<td>Key Blanks (bunch)</td>
<td>10</td>
<td>6x2</td>
<td>1x1</td>
</tr>
<tr>
<td>Climbing spikes (pair for boots)</td>
<td>25</td>
<td>12x2</td>
<td>2x3</td>
</tr>
<tr>
<td>Lumps (small)</td>
<td>5</td>
<td>3x2</td>
<td>4sp</td>
</tr>
<tr>
<td>Trap detection &amp; removal</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Special mica (to slip latchet etc)</td>
<td>1</td>
<td>6x1x1</td>
<td>1gp</td>
</tr>
<tr>
<td>Hand drill (wood 6” to bow drill)</td>
<td>10</td>
<td>8x2</td>
<td>1gp</td>
</tr>
<tr>
<td>Brace &amp; Bit (wood, bits #1-5, etc)</td>
<td>35</td>
<td>14x9</td>
<td>2sp</td>
</tr>
<tr>
<td>Long prongs (thin needles &amp; hooks)</td>
<td>1</td>
<td>10x1x1</td>
<td>2gp</td>
</tr>
<tr>
<td>Missile mirror on rod</td>
<td>4</td>
<td>6x2</td>
<td>1gp</td>
</tr>
<tr>
<td>Lubricating oil (small bottle)</td>
<td>3</td>
<td>2x1x1</td>
<td>1sp</td>
</tr>
<tr>
<td>Listening horn</td>
<td>6</td>
<td>2x2</td>
<td>1gp</td>
</tr>
<tr>
<td>Strong lodestone</td>
<td>6</td>
<td>2x1x1</td>
<td>4gp</td>
</tr>
<tr>
<td>Pocket, shopping, etc</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Staff (bag with folio bottom)</td>
<td>20</td>
<td>15x8</td>
<td>8x8</td>
</tr>
<tr>
<td>Scissors (to cut bags etc)</td>
<td>6</td>
<td>2x4</td>
<td>2-3 (stab)</td>
</tr>
<tr>
<td>Hooks for wallets etc</td>
<td>3</td>
<td>1x1</td>
<td>1gp</td>
</tr>
<tr>
<td>Piston (to slip pockets)</td>
<td>1</td>
<td>2x1</td>
<td>5gp</td>
</tr>
<tr>
<td>Scouting, hiding, and giveaways</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Lampblack (for hands &amp; feet)</td>
<td>6</td>
<td>2x3</td>
<td>10gp</td>
</tr>
<tr>
<td>Overlocks (to pluck fingers)</td>
<td>2</td>
<td>1</td>
<td>2 bundle 5sp</td>
</tr>
<tr>
<td>Caltrap (0-sided)</td>
<td>3</td>
<td>5</td>
<td>8gp</td>
</tr>
<tr>
<td>Bag locks (also for feet)</td>
<td>6</td>
<td>3</td>
<td>7gp</td>
</tr>
</tbody>
</table>

In most circumstances the possession or lack of a single item of equipment will make little difference to a thief’s performance – several items would have to be lost from the standard kit before the thief could not deal with any normal lock, for example. If the DM wishes to introduce unusual locks requiring long picks or a mission requiring the copying of keys, he should give the thief time to make preparations. However, the referee should not allow thieves to suddenly have every item on both lists in their toolkits, since such an assortment would be an extremely awkward load. If a thief attempts some feat with his tools and rolls 100, the tool will be broken and the thief will perform the feat with a DM of -5% until a replacement is purchased. If the tool is a part of a set of similar items, eg lockpicks, this DM is reduced to -2."

Example: El Grabbio, L1/4 thief with 15 Dex, scouted the local temple and discovered that the door has an unusually deep lock. He also noticed that the floor echoed loudly when he walked (giving a DM of -5% on Moving Silently). He visits the local guild and market and buys a set of long picks and some oversocks.

On returning next night Grabbio successfully picked the lock. Had he used normal picks there would have been a DM of -10%. Grabbio next sneaks along the aisle, muffling his footsteps with the oversocks to cancel the echoes. On reaching the altar Grabbio tries to pry a gold statue free with a jemmy, but rolls 00. The jemmy tip snaps. He tries again with his prybar, luckily rolling 05 and succeeding. As he turns to leave he notices four acolytes, summoned by the noise of the breaking jemmy...

In the above example the referee decided that although the statue was not trapped it would still require a Remove Traps roll to free it from its socket. He rolled d10 to establish the muffling effect of the picks, by checking if it got a result of 5 which exactly cancelled the echoes. Although Grabbio did not try it he would have suffered a DM of -5 on any climbing roll, also due to the socks. DMs should be able to make similar rolls for any use of any other specialised tool – for example, I assume that a thief has the same chance of making an accurate copy of a key (given blanks, files, and a wax impression) as he would have of picking the lock.

A disarmed thief may still have several useful weapons if his or her captor neglects the toolkit. If, however, a captor carefully searches the thief and removes all tools; all chances to pick locks, defuse traps, and otherwise aid escape, should be reduced. Thieves will always try to Move Silently, and will be as likely to attract the attentions of a rust monster as any other fighter or cleric. Referees should take care to allow sufficient time when a thief tackles some obstacle, since at least three rounds will be needed to repack the toolkit. If the referee allowed the thief to take twice as long in the next use of his skill, since tools will have been returned to the wrong places in the kit. [ ]
Worldly Power

Additional Government Types for Traveller by Phil Masters

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

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

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

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

Demarchy: Code R, BL 1, LM 1, TM 2. A variant form of participatory democracy with many of the traits of an anarchy. In fact, Demarchy may be the only form of participatory democracy possible to some very populous, or geographically dispersed, populations. The Law Level is not very high, and while the government appears to be a participatory democracy, the actual level of democracy depends on such factors as the level of technology: such a system can only survive if bureaucrats and officials, who will always seek to centralise political power, are severely restrained, and this may only be possible if such individuals are generally held in low esteem. A Demarchy can represent a very dangerous society for outsiders, and, especially for those who oppose popular sentiment. Laws tend to be vague, but penalties for infringement may be heavy.

Example: The name and idea of a Demarchy seems to have been invented by SF author Joel Vinge in her novel, The Outcasts of Heaven Belt. Although the mechanisms of the system have often been discussed in SF, I know of no other work which examines the subject so fully.

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

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

Abstract Supreme Authority: Code S, BL 8, LM 10, TM 1. A world governed by an Abstract Supreme Authority will generally appear to be Balkanized, although other structures might be visible instead. Actually, supreme power resides in the hands of a small, rather detached elite, who permit the more visible structure to persist as a convenient means of detailed minor administration. Selection for the elite is subtle and discrete, usually based on the rulers' determination to maintain power. The elite take care to remain dispassionate: although they may not like their position, they do not claim — quite sincerely for the most part — that their detachment, experience, and intellectual ability allows them to enforce the genuine greatest good for the greatest number. They may have access to more sophisticated technology than the mass of the population.

Example: Despite all claims to the contrary, no government in human history has actually functioned as an Abstract Supreme Authority. Science Fiction writers have frequently toyed with similar ideas, but there is a hint of such ideas in Larry Niven's Beka Shaeffer stories, and Ursula LeGuin's Ekumen is a highly relevant concept. It is also arguable that the Traveller: Imperial setting represents exactly this sort of government.

Sample Scenarios Using Non-Standard Governments. Three scenarios are presented here, each can be adapted to a world government of one of the types described in the first part of this article. Each is in the format, with patron, required skills (if any), and alternative backgrounds for the referee to choose or roll for.
1 • SURVEY MISSION • PATRON: INDUSTRIALIST, UPP 697BDA, AGE 51 • REQUIRED SKILLS: MECHANICAL, ELECTRONIC

Base time to perform the survey is 30 days; -5 if any Prospecting skill is available, -1 per level of such skill over 1, 100 for each item evaluated, subject to maximum damage:
1. All is straightforward. The party can obtain permission to perform a survey without much trouble, it should be able to avoid infringing local customs with a modicum of tact and care.
2. High level farmers are suspicious of any threat to their stable, self-sufficient outposts. Blanket permission to survey is not available; permission to perform tests in each area must be obtained in the face of attitudes ranging from affable but businesslike neutrality to outright hostility. 4.5; As 1-2, but the general attitude is hostile, and 1-2 acts of despotism (pety sabotage, assault, etc.) will occur in the course of the survey.
3. As 4.5, but at least one of the farmers has been secretly bribed by an agent of one of the jockeying local tribes; similarly, 2-3 days, a group of young tribal thugs will be encountered and threaten the party for a chance to cause trouble.

2 • HIGH LORDS • PATRON: NOBLE, UPP 8599AC, AGE 40 • REQUIRED SKILLS: NONE

that some off-world interference is involved, and wants to hire a small group in a major conflict area to locate and remove the trouble-makers. Cr300,000 plus reasonable expenses are offered for success.

Molnarax (D544472-A) has a population of humanoid primitives who are dominated by a large group of humans— the High Lords, who have set themselves up as deities. The natives are small (1-11 am), slender beings (~10 on strength), ~1 on dexterity, ~20 on intelligence, limited to both level 0-1. Their weapons are clubs, spears, and short bows. However, they produce remarkably fine jewelry and abstract art, which the High Lords sell off to other planets.

1. There is off-world interference by a small group of humans. The party is hired to remove the trouble-makers. A group of humans is hired to remove the trouble-makers. The party is hired to remove the trouble-makers.

Referee's Notes: The offer of work comes from an accredited agent of a minor interstellar mining corporation. A small team is required to perform a quick but careful survey of the planet Molnarax (C78664R-D), as there are reasons to believe that mineral wealth could be present there. Basic skills are required to operate the survey equipment are Mechanical-1 and Electronic-1. Prospecting skill would also be of use. Expenses, middle passage, and 3-4,000 per day are included, and the party is to adhere to the party's decision. All of the company's regular prospectors are otherwise engaged. The patron wants the work done quickly, before the rumour reaches any other planets; freelance professional surveyors are all too often paid by the results. There are back news of interesting commissions from rival rivals.

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

Referee's Notes: The offer of work comes from an accredited agent of a minor interstellar mining corporation. A small team is required to perform a quick but careful survey of the planet Molnarax. The non-human population of the planet Molnarax has been communicated and dealt with, but recently there have been rebellions and other difficulties. The Council suspects that some off-world interference is involved, and wants to hire a small group in a major conflict area to locate and remove the trouble-makers. Cr300,000 plus reasonable expenses are offered for success.

Molnarax (D544472-A) has a population of humanoid primitives who are dominated by a large group of humans—the High Lords, who have set themselves up as deities. The natives are small (1-11 am), slender beings (~10 on strength), ~1 on dexterity, ~20 on intelligence, limited to both level 0-1. Their weapons are clubs, spears, and short bows. However, they produce remarkably fine jewelry and abstract art, which the High Lords sell off to other planets. The world is off the radar of the trade routes, the nearest populated world is 2-4 years away, although there are systems with fuel-burning gas giants near.

1. There is off-world interference by a small group of Molnarax; they are seeking to bring down certain of their senior officials, and have spread rumors of 'false gods' among the natives to cause disruption. Establishing and proving this is the party's problem.

2. The 'trouble-maker' is a lone ex-scout who stumbled across Molnarax, and took a dislike to the political system. He is dwelling in a small hideout, waiting for his chance to strike in the guise of a 'sage' to the natives (natives and animal encounters in the area must be determined by the ref.). He has cloth armour and an automatic rifle.

3. The trouble comes from a flatlander, who has been sending a group of his lessers to disrupt events, and after 266 days, a group of young tribal thugs similarly hired will be encountering the party for a chance to cause trouble.

4. The Imperial Secret Service, which regards the Molnarax situation as intolerable exploitation of primitives, has established a project to disrupt and educate the natives. Their detachment on the planet, which includes a squad of marines, is small but well equipped with a group of well-armed mercenaries along as a bodyguard.

5. The Imperial Secret Service, which regards the Molnarax situation as intolerable exploitation of primitives, has established a project to disrupt and educate the natives. Their detachment on the planet, which includes a squad of marines, is small but well equipped with a group of well-armed mercenaries along as a bodyguard.

6. There is no outside intervention at all. The natives, who are quite intelligent and not particularly prone to superstition in the human sense, have come to the nature of their situation from a multitude of trivial clues. Being so intelligent, they may set some remarkably ingenious traps and ambushes for the party.

3 • TRADING PERMIT • PATRON: MERCHANT, UPP 6578986, AGE 47 • REQUIRED SKILLS: ADMINISTRATION

investigations have suggested that Vo is really run by an Abstract Supreme Authority; certainly, multiple versions of this bureaucratic, at different levels, are members of a mysterious organization called 'The Blue Crystal Brotherhood'. The job is to acquire information about the Brotherhood, Cr2,000 to cover expenses, plus return tickets, high passage, to Vo, are also available.

1. There has been an error of intelligence on the patron's part. The Blue Crystal Brotherhood is an innocent social club with no hidden agenda.

2. The Blue Crystal Brotherhood is an innocent social club with no hidden agenda.

Referee's Notes: A representative of an interstellar trading company offers the party work at Cr2,000 on a success-only basis. The job involves a planet named Vo, which is nominally a democracy, and usually regarded as a low-tech bureaucracy. The planet is a haven for outcasts, and is subject to attacks by other planets (planetary statistics C8866289). The planet's economy is based on trade; high-tech machinery and tools for local products; the request was refused, for no apparent reason. Initially, the party was given a mission to gather information about the Blue Crystal Brotherhood, but the mission was ultimately unsuccessful.

The Blue Crystal Brotherhood is a powerful and secret organization; the most secret fact is that it is a Zodhian front. The long-term aim of the organization is the manipulation of Voan society, but essentially involves the development of technology for the advancement of the people. The organization has a number of sectors, including the development of weapons and technology, the manipulation of the government, and the control of the media. The organization is, however, ultimately motivated by a desire to ensure the survival of the species and the advancement of society.
There are, in our own world, many different systems for the detection of aircraft. Therefore it follows that in a Traveller universe there will be a great variety of systems for the detection of spacecraft. In the rules governing starship construction there is a very limited selection of detection equipment available to players. We feel there is a need for a wider range for use in scenarios and campaigns and so put forward a few suggestions.

An active system is one in which an object is detected by the reflection of some ray or beam transmitted by the detecting ship. A passive system is one which detects an object by receiving emissions directly from the object.

The Basic Sensor Package
This is an expanded description of the system outlined in Book 2, page 33. It consists of a radar guidance system which can detect any object up to one hundred thousand miles distant, in open space, and an object in planetary orbit at up to ten thousand miles. There is also a companion passive system capable of detecting ships only, as opposed to space debris, at ranges of up to half a million miles when installed on civil ships, and up to two million miles when installed on scouts and other military vessels.

The final component of the basic sensor package is the transponder decoder. All ships are fitted with transponders which continuously transmit the name of the ship into which it is fitted, its planet of registration and purpose. The transponder is extremely inaccessible and is thus very difficult to tamper with except on pirate vessels as described in Supplement 4. The basic sensor yields no information about the object other than its presence, position and trajectory.

A ship which shuts down all its systems, including power plant and transponder, is treated as space debris for the purposes of detection.

Engineering Perception Package
This is the first sensor package to give more detailed information about the vessel being observed. It is a passive method of detecting work on the neutrino emissions of power plants, maneuver drives and jump drives. It relays accurate information on the size, in tons, of each of these major engineering components. It also gives the total displacement of the observed vessel.

If the High Guard construction rules are being used then it is the tonnage of the power plant that is given and not the power plant number. In other words the sensors can not define the tech level of a vessel.

Component Perception and Analysis Package
This is a more sophisticated version of the EPP. It is an active system and analyses all the major components and area of a vessel to deduce its specifications (if High Guard is being used then the entire USP will be given) except that it can only estimate the number of personnel on board. This estimate is based on the number of staterooms and low births present. For example, if a ship has four staterooms then the ship's complement will be between four and eight.

Deck Plan Analysis
A finely tuned advancement of the CPA, this package gives all the information relayed by a CPA and in addition gives full deck plans. The deck plan readout takes twenty minutes to be collated before being displayed, as opposed to all other sensor packages which produce readouts instantaneously. Like the CPA, it is an active system.

N8 Referees are advised to prohibit this sensor package's use by civilian player characters, for obvious reasons.

Life Detection
This is the most sophisticated sensor unit and, because it provides no information about the physical nature of the ship it scans, it is generally used in conjunction with one of the aforementioned packages.

The visual display takes the form of one dot for each living character, thus on scanning a normal atmosphere, a haze of dots, representing micro-organisms, is seen. Higher organisms are seen as silhouettes unless micro-organism density is very high, obliterating all detail. As death of individual characters takes place subsequent to actual body death, a corpse may register on instruments for some time.

The angle of scan is very small and therefore it will take several minutes to build up a complete picture of a ship. Range is extremely limited, being only three hundred miles.

Scanner Alarms
These appear at tech level A. They have a mass of three tons and a cost of five hundred thousand credits. The alarm alerts the crew whenever it is scanned by an active system.

Planetary Scanning
Planetary surface installations may be scanned by the more advanced sensors in the same way as spaceships, unless the installations are subterranean. It may be impossible to scan for surface life due to the overlapping effect of atmospheric micro-organisms forming an opaque layer.

Sensors in Play
All sensors, active and passive will require equipment on the ship exterior and must be protected by radomes etc. Sensors are especially vulnerable to battle damage and cost of repair is as for any other ship system as described in Book 2 or Book 5.

Attempts at repair by characters during battle requires at least one character to leave the ship and for the ship to stop accelerating.

This system of detection methods and equipment is only intended as a framework and leaves room for addition and adjustment as referees and players see fit.

<table>
<thead>
<tr>
<th>Sensor Package</th>
<th>TL</th>
<th>Mass</th>
<th>EP</th>
<th>Cost</th>
<th>Range</th>
</tr>
</thead>
<tbody>
<tr>
<td>Basic Sensor Package</td>
<td>9</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>250</td>
</tr>
<tr>
<td>Engineering Perception</td>
<td>A</td>
<td>2</td>
<td>1</td>
<td>1.5</td>
<td>250</td>
</tr>
<tr>
<td>Component Perception</td>
<td>C</td>
<td>3</td>
<td>2</td>
<td>2.5</td>
<td>500</td>
</tr>
<tr>
<td>Analysis</td>
<td>E</td>
<td>3</td>
<td>2</td>
<td>3</td>
<td>250</td>
</tr>
<tr>
<td>Deck Plan Analysis</td>
<td>F</td>
<td>2</td>
<td>1</td>
<td>5</td>
<td>3</td>
</tr>
<tr>
<td>Life Detection</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>0.3</td>
</tr>
</tbody>
</table>

Mass is in tons; EP is energy point requirement; Cost is in MCr; Range is in thousands of miles; ships maintaining complete silence and ships in orbit are subject to the standard Book 2 ranges.
STAND BY TO REPEL BOARDERS

Starship Security in Traveller by Andrew Miller

Starbase is a regular Traveller department edited by Bob McWilliams. This issue, starship security in Traveller - standing orders for piracy.

PORTALS

Iris valves are not indestructible and can only take as much damage as a bulkhead. To positively lock an iris valve, brackets are fitted to each blade so that a metal hoop can be passed through and locked into all of them (see fig 1).

Hatches open into areas where defenders will probably be able to hold and are fitted with a locking bar on that side. Important portals are usually fitted with weapon detectors hooked up to the bridge. Crew are issued with tags sewn into their clothing (only they know where) which negate the detectors.

WEAPONRY

Most starship crews are heavily vetted and carry armament while in flight. For corridor personnel, the standard armament is snub pistols and flak jackets, while personnel likely to come into contact with passengers wear a concealed body pistol at most. Large ships have security personnel armed with assault rifles or shotguns.

In the event of a boarding all crew will don vac suits, and change to laser weapons which are racked at frequent intervals in crew-only areas. To prevent the use of these weapons by boarders, no power packs are provided; they plug into power outlets, set into the walls, and controlled from the bridge. Passengers are disarmed before they embark and their weapons are stored in the ship's locker until after arrival.

PRESSURE

The air is kept under pressure opaque gas. Defenders should stay affixed to walls away from the entrance so when the entrance is finally forced open (despite the locking bar and two atmospheres pressure) they are not half killed by the rush of air and debris. Sadistic defenders scatter small razor sharp fragments around to slash up enemy vac suits (count as shotgun).

Light and gravity can also be used to the defence. Switching off the gravity gives three dimensions to move in and increases the area an enemy must scan or shoot up. Lack of light can slow up enemies, especially if they are trying to move heavy cutting gear along narrow corridors. Alternatively, darkness will hide defenders while red light is used to show up attackers.

DESIGN

All too often I have seen air locks which open into hatches for maintenance hatches that lead through the avionics into the bridge. The bridge is the nerve centre and must be protected; if this area fails, all the ship will. It is preferable to mount if centrally with the only access a single, fairly long, straight corridor. The power should be fitted with the bridge as loss of this means loss of communications, energy weapons (including crew lasers), iris valves, main lighting, detection systems and air pumps. Also the computer, security room, armament, ship's locker and some avionics can be fitted with the bridge. This measure also helps stop battle damage to these vital systems.

Corridors can be protected by fitting armoured shields, which swing down gate door style, to block them at intervals. They can be fitted with gunports and take as much damage as bulkheads. They are fitted only in crew-only areas to avoid panicking passengers.

Always handle NPCs intelligently and make use of standard fitments. For instance, steel discs and a rigid setting in concrete-like foam are used to seal the hull in emergencies; the foam can be used to seal hatches as well. Fire sprinklers can be used to help disperse some smoke and gases. "Use your head" is the main message.

As a Traveller starship designer, I feel I should add a few comments of my own. Any ship is bound to be a compromise between conflicting requirements, and for the sake of interest each should be different. These criteria mean that ideal arrangements will not and should not be very common. Who wants to hi-jack an impregnable ship? This does not mean that the crew shouldn't have a fighting chance - in that Andrew is correct.

Regarding some specific points, it seems to me that the primary requirement for the power plant is to be as close as practicable to the manœuvres and jump drives, partly to reduce energy transfer loss, partly to simplify engineering mass. Huge amounts of power are involved and it does not seem wise to have cables running the length of the ship to transfer this energy. Remember also that the power plant is usually a fusion reactor, and radiation is not the best neighbour for delicate electronic equipment. - BM
RULES ADDITIONS

by Simon Early

Many new players find it difficult to devise simple introductory scenarios for starting adventures. The trick is to use as many of the characters' skills as possible, and outdoor scenarios are usually more suitable than dungeon-delving into vast labyrinths — especially in *RQ*. Here are a few ideas, with some new rules (interpretations and extrapolations of the basic rules).

As the party are travelling upriver, they hear a sound in the bushes (a Listen roll is required to hear above the background noises). Wheeling around, they at first see nothing, unless a Spot Hidden roll reveals the dark forms of beasts. As tuskers burst out of the undergrowth, panic ensues among the party. The more alert members (Alertness roll = INT x 5%, or INT x 3% for more difficult tasks) will notice that although the Tuskers are scurrying they are wearing saddles and other riding equipment.

The party have various options open to them:
1. Climb a handy tree (luckily, there are several about). For climbing only half the possible ENC may be carried without penalty, and each ENC point over this subtracts 6% from the chance of success.
2. Once a character is up a tree or whatever, he/she may aid companions: this will either add 25% to their chance of success or double it (after encumbrance modifications) — whichever gives the higher chance. [If a roll is missed, the damage for falling should not exceed the equivalent of a 2d6 metre fall.] Aids may be in the form of a hand, or a rope for longer distances. Assisted characters would not normally gain an experience roll, unless the GM is kind or the climb still very hazardous. For climbing cliffs or other large distances, several successful rolls would be required to complete the climb. However, if a roll is missed it should not result in instant death as you fall 200 metres to the valley below. A character should be given a luck roll to catch onto a handy branch or rock (this system can also be used for jumping over pits etc). The luck roll is dependent on how badly the climbing roll was failed as follows:
   - If climbing roll is missed by 5%, luck roll = POW x 5% or less
   - If climbing roll is missed by 10%, luck roll = POW x 4% or less
   - If climbing roll is missed by 15%, luck roll = POW x 3% or less
   - If climbing roll is missed by 20%, luck roll = POW x 2% or less
   - If climbing roll is missed by 25%, or more, luck roll = POW x percentage or less.

Rolls of 36+ should be treated normally (100% or better in climbing should be counted as 95% only): characters who tumble will get no luck roll. For damage assume (where appropriate) the equivalent of a 12d6 metre fall, and then another luck roll can be attempted (note that, although the distance fallen will be far more than 30 metres, sliding down a slope will reduce the damage).

If a character must pull him/herself up over a wall after falling, the rule stated above is applicable. If a character must pull himself/herself up over a wall after falling and then try to climb over a tree limb etc (or in any similar circumstance, such as scaling a wall unaided) use the following rules:
   - STR vs 12 + 1/3 ENC on the standard Resistance Table. If this roll is failed three times in a row, the character loses his/her grip and falls.
2. Swim the river (as it is too wide to jump). Swimming is as normal, with the following additions:
   - A drowning character can be saved by friends throwing a rope to him/her (roll DEX x current CON modifier as a %; thus, when a character must roll CON x 3% to hold breath, he/she must roll DEX x 3 to catch the rope). Once the rope is grasped the character is allowed another swimming roll at +25 or double the normal chance, whichever is greater.
   - Another character can swim to the aid of a drowning comrade (assuming maximum swimming speed = normal walking speed, with modification if a Mobility spell is cast). When the drowning character is reached the rescuer attempts a life-saving roll, equal to the average of the characters' swimming percentages. If this roll is missed, the rescuer must make a normal swimming roll or be pulled under. . . . The rescue may be attempted any number of times, to a maximum of once a MR, until there are no more people to save because they have drowned or been successfully rescued.
   - When swimming across a strong current a character must take care not to be swept downstream. Reduce the swimming chance by 5% for each point of the current's STR in excess of the character's. Most currents have a STR of 3d6, but raging torrents of 40+ STR are not unknown.

3. Fight. The party members who chose to stay or failed to climb to safety will now fight the tuskers. If a character sets his/her spear to receive a charge, a hit will inflict the normal weapon damage plus the damage bonus of the charging beast, rather than the character's own damage bonus. A spear set so can be used to attack the charging beast or its rider; when fighting opponents on large mounts, use 1d10 for hit location — to reflect the fact that lower hits are likely — and the rider should roll 1d10+10 to reflect the probability of a hit.

After defeating/evading the tuskers the party decide to find out where they came from (Tracking roll required). They arrive too late to save one of the combatants, a centaur, who has been killed. (Although they would need to use *Xeronahealing* to do so which must be used on any other race but your own. A centaur would similarly have use to use *Xeronahealing* on a human.) They search the bodies of both the centaurs and their foes, the tuskers and their riders. Hidden between layers of clothing on one of the tuskers (a Spot Hidden roll is required) they find a map. Unfortunately, none of the party can read the notes in Dark Tongue on the map, but Drucilla luckily recognises some of the landmarks (a successful Mapmaking roll is needed, plus a prerequisite of some knowledge of the area). The party travel to the cave and set about exploring it.

Deeper into the caves the party are under attack by spiders; they retreat down another exit, only to find it cut off by a 3m wide pit. Herman and Razorbeak hold off the spiders while Drucilla and the rest of the party attempt to rig a rope to aid them. Fortunately, the presence of a stone 'bridge' makes this easy — only a DEX x 5% roll and a few melee rounds are required. For jumping use the same ENC rules as for swimming and the following additions: 1. For each 0.1m attempted above normal allowance — 5% from ability, 2. Jumping 1/2 or less of maximum distance, double chance (after ENC modification), 3. Jumping from a standing start, half distance that can be jumped and double ENC and distance penalties, 4. If rope-assisted, add 25% or double chance of success, whichever is greater. 5. Four-legged animals (and possibly characters with Mobility) double the distance that can be jumped and halve the distance penalties, due to the greater speed they attain in their run-up. Obviously, from a standing start they are as badly off as anyone.

Example: Herman of SIZ 10, capable of 3m jump at 90% (he's done this before). He is already carrying all his 1/2 normal ENC (after tossing his sword over to Drucilla); unfortunately, he also has to carry the unconscious body of Razorbeak, who has been overcome by poison. Razorbeak is only SIZ 4, which converts, in the normal way, to 12 ENC (rather than 20, as the original printings of the Orialtani tekeliheis spel spell would have us believe: see *WF 12*, p29). 12 ENC gives — 60% to his chance of success; using the rope set up earlier doubles the remaining 30% to 60% (if Herman had retained his two-handed sword he would have had 20% chance, 25% for the rope). Herman would like to dispose of more of his items to increase his chance, but has no time as the spiders rush towards him.
Swashbuckler!

Combat Related Ideas

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

1. Use of a cloak, blanket, or any similar piece of cloth to be big enough by the GM. The basic abilities are 25% parry, 5% attack, with training costs on the S&D/1000/2000L system. A successful parry with a cloak does not damage it; instead it functions as a shield, absorbing a maximum of 8 points of damage, and is destroyed if it takes more than 12 points in a single blow. The effects of a successful attack depend on the location hit. A limb will be bound, and another successful attack the following MR will disarm or trip the defender; a head hit will blind the defender for the next MR; a chest hit will bind an arm, but will not allow a disarm attempt next MR; an abdomen hit will allow the attacker an attempt to knock down the defender next MR in a STR x STR roll on the resistance table. This assumes a fairly humanoid opponent.

2. Jumping onto other characters, a skill useful to be made. A hit will do damage to the defender as if he/she had fallen, i.e. half the attacker's damage bonus; but if the attacker does more damage than his/her Jumping skill divided by 2, any damage over the figure will be taken by the attacker.

Example: Gnasher the baboon Jumps 3m onto the back of an adventurer and does 1d6 + half his damage bonus. (25, i.e. 1d6 + 12.5 = 17.5 points; however, he only has 40% Jumping skill, which divided by 5 gives 8; he therefore does 8 points of damage to the adventurer. After a successful attack, the attacker may attempt to grapple with the defender or roll his/her Jumping skill again; success will mean that the attacker has landed on his/her feet and can perform normally the following MR. A successful attack may also knock the defender over; roll attacker's SIZ x defender's STR to knock down. Add 1 to attacker's SIZ for every metre jumped, and halve defender's STR if attack is a surprise.

If a jumping attack misses, the attacker must make a second Jumping roll, or will take damage as if from a fall.

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

4. Biting. A character that successfully grapples an opponent may try to bite next MR for 1d3 points' damage (if human; if, say, baboon, as in RC-001). The base chance is 25%, increased by experience only. At the GM's discretion, a character grappled by another may bite the attacker.

5. Catching. The chance of catching an object thrown at you is 25% + Manipulation bonus, and can be learned on the scale 200/400/1000/EXP. Thrown weapons require a special hit (20% of basic chance) to catch. The chance to catch is reduced by half if anything larger than a dagger is held in either hand, and it is not possible to catch something if you are holding things in both hands. If a critical hit is rolled when using the catching skill, the item caught may be thrown back at the attacker in the same MR.

Next, some comments on surprise from Dave Morris; but note that to judge from RC a successful surprise attack should add 20% to the attackers' percentage. I feel it might be unfair to apply this as the penalties below, but it could be added under 9-10.

The effect of being caught unawares on a party is likely to be a lot more serious than just a couple of lost Strike Ranks. In order to make the use of scouts and ambush precautions worthwhile, and thus encourage better role-play, I propose the use of the following table. When surprise is indicated, roll 1d10.

1-3: Complete surprise. Characters parry and defend at half value, and get no attack this MR; they can attack next MR at half value and +3 to Strike Rank. Thereafter they can fight normally.

4-6: Extreme surprise. Characters parry at 10% or half value, whichever is higher; they may attack this MR, but at +4 to Strike Rank. 7-8: Surprise. Characters parry at 10% or half value, whichever is higher; they may attack this MR, but at +5 to Strike Rank. 9-10: Partial surprise. Characters attack at +2 to Strike Rank, no other penalty.

Finally, a more detailed way of modelling an aimed blow, from an Ashby-Holloway. During the Statement of intent, players should state that they intend to aim a blow at a particular location. They must roll 1d6-1 and add this to their PC's normal Strike Rank to find the SR at which the blow can be delivered; if the result is over 12, the PC has failed to find an opening that MR, can make no other attack, and parries during the MR at half ability (rounded down). If a blow may be aimed, the attack is rolled and the actual roll subtracted from the normal chance to hit; the special hit (20%) chance with the weapon is added to the result, and to hit successfully his/her location aimed at, the player must roll the total or less on d100. If this roll fails, d20 is rolled as usual to find the actual location hit, but if this produces the location originally aimed at, the PC has missed completely! Whether the aimed blow succeeds or fails, the defender has a chance to parry it. If the attack is successful, INT x 3 (normal X 3 if not INT), and then roll 1d4 on 1d10, or the parry will be at half ability (rounded up), but if it fails, only INT x 5 is needed.

To discover if the PC has made a special or critical aimed blow, or has fumbled, calculate from the result the chance of making the blow, rounded down to the nearest 5%. The 1d6-1 addition to Strike Rank accounts not only for the time taken for the location to be opened up to the attacker, but also for any distraction that he/she might be subject to while concentrating on the blow, which would include being hit but taking no damage. If any damage is done to the aimed at location, I suggest that (i) if the damage is less than the total HPs of the location, the attacker must roll CON x 5 to make the aimed blow, (ii) if it is equal to or exceeds 25% HPs, but not the weapon, the attacker must roll CON x 3 or less, and add 1d4-1 more to SR, to make the blow. Any other location wounded in this way would affect as detailed on RO which would most certainly prevent the blow.

Example: Altoch Greystorm confronts a Scorpion Man, having ignorantly entered its nest; he decides that he must immediately lop its head from its shoulders. He is 65% with Pole Axe and normally attacks on SR4; rolling 1d6-1 he gets 3, so can attack on SR7. Altoch fails his parry at half ability and rounded down (30%) and takes 9 points of damage in the abdomen: 2 get through to wound him, and he must roll CON x 5 to make his attack. He succeeds, and then rolls 22 for his attack; subtracting this from 65 leaves 43, to which the special hit chance of 13 is added, making the chance to hit the desired location 56. He rolls 08, a special hit; the Scorpion Man falls INT x 3 and its parry at half value, and off goes its head!
A lorelei willow has a total of several hundred constricting branches, but a man-sized creature will only be entwined by 4–16 branches at any one time. Larger creatures will be attacked by up to twice as many, and smaller creatures by half as many. Because the branches are so flexible and somewhat elastic, a victim must roll the percentage chance he or she has for bending bars or lifting gates in order to break all the attacking strands by pulling away from them. Each branch can take 1 hit point of damage before it breaks; these hit points are independent of the trunk’s hit points. Lorelei willows, because of their wet sap, save against fire damage as if protected by a Ring of Fire Resistance. Regardless of hit points contained in the branches, if the central trunk sustains damage from magical or physical attack beyond the hits rolled for it (7d6), the entire tree will die in a single turn.

JAVUKCHARI
by Phil Masters

No Appearing: 3–12
Armour Class: 6
Movement: 2″/15″
Hit Dice: 1d8 + 1
Treasure: Individuals, nil; lair, E
Attack: 2 daggers for 1d4 each
Alignment: Lawful neutral
Intelligence: Average

The javukchari, or vulture-man, are a birdlike race, perhaps distantly related to the aarakokra, who occupy cave-eyries high on mountains in remote wilderness areas. They are man-sized, with black plumage, large featherless heads, and long, yellow-skinned legs culminating in flexible talons capable of wielding weapons.

The javukchari have a ghoulish reputation among men, who see them as little better than their cousins, the vultures. In fact, the race is clerical by nature, with high wisdom (2d4 + 10 to determine). Their god, Uk-Thruz-Zu, is said by their clerics to have granted them the bodies of all dead as their right. They therefore claim that it is an honour to be eaten after death by a javukchari.

Any combat in their lands has a 1 in 12 chance per round of attracting 3-12 javukchari who will not intervene but will, afterwards, demand the bodies of all those slain, and who will attack if refused.

Outside the eyrie, javukchari groups are always accompanied by 1-3 vultures (AC 6; attack with 1-3 beak and two talons for 1-2 each; move 11/15″; 1d6+1 hit dice; animal intelligence) and a 2nd level javukchari cleric. In a lair, numbers are doubled, and additional types are: 3-6 vultures; one 5th level clerical leader; his 4th level assistant; three 1st and three 2nd level clerical acolytes; 5-20 eggs (value 6d3gp each); and 1-4 egg-wardens (see below).

Javukchari clerics have full appropriate hit dice and spells, including bonuses for wisdom (1d6+12 to determine). For doctrinal reasons, they fight with talons.
only. Egg-wardens are psionic females who fanatically defend the brood. They attack with talons; have 1d8 hit dice; psionic ability 161-180; combat modes D/FGH; and the disciplines Cell Adjustment, Empathy, Hypnosis, Molecular Agitation, Body Control, Energy Control and Telekinesis, all as a cleric, at 8th level mastery. Javukchari have their own language. Their clerics also speak the common and lawful neutral languages.

Demon Prince of the Undead. They may be turned by clerics as ghosts. Holy water will do 2–5 points of damage per vial on them, and only silvered or enchanted weapons will affect them. They are immune to charms, holds and death magic.

GOLDFINGER
by I J Chomacki

No Appearing: Not applicable
Armour Class: 7
Movement: 6"
Hit Dice: 2 or 3d8
Treasure: See below
Attack: 2 hands for 1d6 electric shock each
Alignment: Neutral
Intelligence: Non-

These undead appear as dripping, disgustingly decayed zombies. A close look, however will reveal small, exposed gold plates on their fingertips. They are the creation of the combined efforts of a high level magic user and an alchemist for they have been created as walking batteries. Copper plates attached to their spines, combined with their brine-soaked bodies enable them to deliver powerful electric shocks. It is important that they be kept in brine when not engaged in combat (eg, a brine-filled coffin).

In combat they can strike twice, once with each hand for a 1d6 electric shock per hand — any metal armour does not count toward the defender’s armour class. Hits delivered to a goldfinger with a conductive weapon have a 50% chance of hitting an internal component, giving the wielder a 1d8 electric shock. A goldfinger has up to 20 charges it can deliver (a weapon conducted shock counts as two charges). Once its charges are spent, the goldfinger attacks normally with two claws per round for 1–3 each. If the creature is freshly soaked in brine, it takes only half damage from fire and holy water attacks. As with zombies, they always strike last in combat. Clerics turn them as shadows.

When destroyed, their gold finger-plates are worth 5gp total. Apart from this, the only treasure will be what the creatures were set to guard. They are only ever met as guards, not as wanderers.

WIRRN
by Ian Beckingham

No Appearing: 2–20
Armour Class: 3
Movement: 6"
Hit Dice: 3d8+body+12hp(egg tube)
Treasure: C
Attack: Special
Alignment: Neutral
Intelligence: Semi-

Wirrn is a huge maggot-like creature which grows up to 7" in length. This rare stone-coloured creature usually roams the underworld in search of prey. Its main weapon is its egg-tube which resembles a 12" long, forward pointing spike emerging from a cavity in the creature’s underside near the tail. Its attack takes the form of a ponderous charge (treat this, for ‘to hit’ purposes, as an attack by a five hit dice beast and treat the victim as AC8 whatever his armour — dexterity bonuses may reduce this figure). A successful hit means that the wirrn has knocked its victim to the ground and is sprawled on him, the victim being undamaged but unable to move. In the next melee round the wirrn will insert its egg-tube into the victim’s body, doing no immediate damage but piercing his armour or other protection. This process is automatic and requires no ‘to hit’ roll. During the insertion process, a nearby ally of the victim may (50% chance) be able to see enough of the egg-tube to strike a blow at it; only sharp weapons will damage the egg-tube which is AC3 and takes 12 hit points of damage before breaking. After the round in which the egg-tube is inserted no strike may be made at it as it is in the victim’s body. In the round immediately after insertion, the wirrn will lay 20 tiny eggs in the victim’s body, inflicting 1d4 damage in the process. It will continue to do this each melee round to a maximum of 10 rounds — once the egg-tube has been inserted, the wirrn will not voluntarily withdraw until the maximum of 200 eggs has been implanted. Only the death of the creature will halt the egg-laying process.
While the creature is laying its eggs, it will try to ward off attacks by squirting acid from tiny apertures near the 'head'. The acid squirt has an area effect and is continuous once the wrrn has been attacked — each round roll 'to hit' dice for every character within 10′ of the wrrn's 'head', treating each target as AC10 (with appropriate dexterity modifiers) to determine whether he has been hit by the acid. If so, the acid will penetrate metal armour in two melee rounds (leather armour or ordinary clothes in one) and will cause 1d4 damage for each melee round it is in contact with flesh. The acid can be washed off with water, wine or a similar liquid. If it has been determined that a victim has been hit by the acid, roll percentile dice; there is a 2% chance that the acid has struck his eyes, in which case he is immediately blinded (80% chance that only one eye is affected — determine which at random or according to the relative position of the victim to the wrrn).

For 2–4 days after eggs have been implanted in a victim, he will suffer no ill-effects except constant gnawing hunger. During this period, a number of spells will kill the eggs and restore the victim to normal — neutralise poison, cure serious or critical wounds, or heal. After this period, the eggs will hatch progressively inside the victim's body, and four days after the first hatching 1–4 small wrrn (6′–9′ long) will emerge from his body. For every 20 eggs implanted, the victim dies instantly as they emerge. During the hatching period, only wish or alternate reality will save the victim.

Wrrn grow to full size in 5 days after emerging from the victim's body (which constitutes their first meal).

**MINIDRAG**
by D. Parrington

No Appearing: 1
Armour Class: -2
Movement: 9'/18'
Hit Dice: 2d8
Treasure: Nil
Attack: Poison jet
Alignment: Neutral
Intelligence: Animal

These very rare creatures are found in various climates both above and below ground. They are scavengers and are almost always found in the company of predatory beasts by whom they are peacefully tolerated and permitted to feed on the left over scraps of prey because of their special abilities. These abilities also make them highly valued as pets.

They are empathic with other creatures and are able to read their emotions. When with their master or accompanying predators, they will warn them of anyone approaching who means them harm by rearing up, and may even attack.

To gain one as a pet, the minidrag must be either raised from the egg or a wild one must be consistently fed without any intention of harm or fear. If either of these emotions is shown towards it, the creature will attack. There is a 20% chance that the creature will attack anyway if it is disturbed.

They attack by flying in and ejecting a jet of poison at +5 to hit with a 5′ range. Saving throws against this flesh poison are made at -2, failure means death. Since the jet is always aimed at the face, any successful save must be followed by a second saving roll vs poison to prevent being blinded.

If left undisturbed, the minidrag will never attack, being of a generally peaceful and lazy disposition.

**MORBE** (or Semi-Dead)
by Albie Fiore

No Appearing: 2 – 8
Armour Class: By armour type
Movement: 12′
Hit Dice: 2d8 + 3
Treasure: None
Attack: Two claws, 1 bite, all special/weapon type
Alignment: Neutral
Intelligence: Semi/low

Morbes are peculiar in that they are neither truly undead nor alive. Instead they are trapped in a limbo existence. Some sages even believe that they are victims of a rare and incurable disease. They are usually encountered in their 'undead' form which is that of a zombie cloaked and armed as a fighting man. Their flesh is grey and puckered with open sores while their eyes are glassy and staring. In this state they do not use their weapon but attack with two claws for 1d4 each and a bite for 1d6 but any hits scored drain constitution from the victim instead of doing hit point damage. Each morbe has a constitution of 3d6 and any constitution points that it drains are added to its own constitution. As a morbe's constitution nears 18, the sores begin to heal, the skin begins to become a pale flesh colour and the eyes de-glazed. When its constitution reaches 18, it is no longer 'undead', and can no longer drain constitution, instead it must draw its weapon and attack as a fighting man for normal damage. Any hits delivered to it in 'human' form are taken off its constitution. They revert to 'undead' form when their constitution drops below 18. When in 'undead' form, hits delivered to a morbe are taken from its hit point total. Thus they can only be killed while in 'undead' form.

Because of their twilight existence, 'undead' morbes will generally attack on sight in an effort to gain precious constitution and become 'human'. If encountered in 'human' form, they will be less willing to attack, and will usually try to inveigle their way into joining a group to gain surprise.

Any victim of a morbe whose constitution is drained, suffers the penalties laid down for low constitution. Should their constitution drop below 3, then they will collapse in a sickly state. Unless a cure disease, bless (cast by a 3rd or higher level cleric), or similar healing magic is applied, they will rise again in 1–4 rounds as a morbe. A morbe in 'human' form can also be cured by similar means. A victim who has been drained of any constitution can regain the constitution at the same rate as hit points are recuperated.

While in 'undead' form, morbes can be turned by clerics as ghouls but cannot be damned. Nor are they affected by holy water. Mind-influencing spells can only affect them when in 'human' form.
FAERIE DENIZENS
A New Monster Group for AD&D by Alan E Paull

GWYLLION

No Appearing: 2
Armour Class: 10
Movement: 12"
Hit Dice: 6
Treasure: None
Attack: 2 claws for 1d4 each
Alignment: Lawful neutral
Intelligence: High

Gwyllion are hermaphroditic human figures, usually encountered only by travelers through lonely mountains. Always seen in pairs, they sit among the rocks on either side of a mountain path and silently watch passing travelers.

Those courteous enough to speak to them may be well rewarded, though not in gold, for gwyllion deal in information. Answers to questions put to them will always be truthful, if known, but unless they are very well paid with other information, they will respond in rhymes and riddles, so as to impart little information, while keeping their word, being truthful, and leaving out nothing. If they can be sufficiently bribed to leave the mountains, they can be used as witnesses in courts.

Gwyllion have no voices, communicating entirely by means of telepathic words (not true telepathy). They dislike fighting, though they are not above provoking others, and will never fight unless in self-defense.

BOGLES

No Appearing: 1-20
Armour Class: 6
Movement: 6"
Hit Dice: 2
Treasure: M; X.
Attack: 2 claws for 1d8 each, plus suggestion
Alignment: Neutral evil
Intelligence: Average

Racially related to goblins, bogles are just as evil natured, though for reasons best known to themselves they prefer to harm liars and murderers. They are as small of stature as goblins, but have an unusually distinctive appearance. They have very pointed features, hooked noses and sharp chins, while their bodies are thin, angular and knobbly, giving them a very spiky look. Their skin is extremely hard and is covered in studs, which accounts for the low armour class.

Bogles inhabit underground caverns and graveyards, being fond of the companionship of the dead and undead for whom they have great respect. Regrettably, this respect is matched by their love of killing, and their very effective claws make them dangerous opponents. The bodies of those killed by bogles will be neatly laid out on the ground above the bogles' lair the day after the deaths occurred.

Bogles immensely enjoy surprising unsuspecting victims, who will usually flee the encounter owing to the reputation of these creatures. Such surprise attacks are made simpler by the bogles' appearance, which enables them to camouflage their form amongst junk or woodpiles. This speciality also means that bogles themselves cannot be surprised. When confronted by those stronger than themselves, bogles may try to tempts or bribe people to evil ways. All bogle individuals have the ability to use a suggestion spell (as 3rd level MU spell) once per day.
REDCAPS

No Appearing: 1
Armour Class: 6
Movement: 6" 
Hit Dice: 5
Treasure: B
Attack: 1 by weapon type
Alignment: Chaotic evil
Intelligence: Average

Small giants or large ogres (12 feet tall), redcaps inhabit old ruined towers and castles in remote areas, particularly those with a history of evil. Redcaps have a goblinish appearance, and may sometimes be found leading their smaller brethren. Their favourite weapons are pikes and halberds of huge size.

These creatures are known as redcaps because of their unsavoury habit of dyeing their caps in human blood. Tales say that unknown wizards used redcaps as guards and strengthened them by making their hides impenetrable to normal weapons; thus magic or silver is required to affect these creatures.

BEAN-NIGHE

No Appearing: 1
Armour Class: 6
Movement: 12"
Hit Dice: 1
Treasure: X
Attack: 1 touch for 1d6, plus special
Alignment: Neutral evil
Intelligence: Average

The bean-nighe (pronounced ben-neeya) are said to haunt lonely streams in heathlands of hills. Legend has it that these spirits are the tortured souls of women who died in childbirth, and the appearance of a bean-nighe is an ill omen, as they are usually seen washing the blood-stained garments of those about to die. Fortunately they appear only very rarely on the material plane.

The bean-nighe can defend herself using her chilling touch, but if attacked she will utter a banshee-like wail, which will inflict 1d10 damage on individuals within 2" who fail their saving throw versus magic. The bean-nighe can wall twice per day.

As they are semi-corpsoreal, bean-nighe can be harmed only by silver or magical weaponry. They are impervious to cold and are unaffected by charm, sleep or hold spells. The soul of a bean-nighe can be released from torment by means of an exorcism spell.

FAY STIRGE

No Appearing: 1
Armour Class: 10 (as faerie), B (as stirge)
Hit Dice: 1 to 6
Treasure: A
Attack: by weapon type, or 1 bite (as stirge) plus blood drain
Alignment: Chaotic neutral or Chaotic evil
Intelligence: High

Commonly found in Faerie, the vampiric fay stirges (sometimes known as leanan-sidhe), are of two varieties. Some inspire their lovers to become great poets, who live brilliant though short lives. Others are merely blood-sucking vampires, content to pursue their own self-centred and evil aims.

Fay stirges are usually discovered in the form of hours of the faerie race (grey elves), possessing exceptional beauty and allure. In faerie form they may use a suggestion spell (as 3rd level magic-user’s spell) and a charm spell (as 1st level magic-user’s spell) once each per day. In addition they may use houri spells, as a houri of the same number of hit dice. However, this monster is most feared because of its ability to polymorph at will into a stirge of immense size (man-sized), having hit points equal to those of the creature in faerie form. The stirge bites for 1-3 points of damage, but a successful bite means that the creature has attached itself and thereafter will drain its victim’s blood at a rate which inflicts 1-6 points of damage per round until the victim dies. In stirge form it can only be affected by magical or silver weapons or by spells, though it has a basic magic resistance of 25% and versus charm spells a magic resistance of 60%. They may be turned by clerics as vampires.

SPRIGGANS

No Appearing: 4-40
Armour Class: Variable
Movement: 9"
Hit Dice: 2 to 4
Treasure: Individuals M; E, S
Attack: 1, Variable damage
Alignment: Neutral evil
Intelligence: Average

Sprigghans are an unusual form of goblin with a particular hatred for humankind. They live in underground locations especially mines, as they enjoy digging.

When initially encountered, sprigghans are only two feet tall, but will immediately begin to grow in size, taking four melee rounds to grow to their maximum size of 10 feet. As they grow, their vulnerability to weapons increases, but their claws become bigger and more effective (see table below).

Size | Armour Class | Damage per attack
--- | --- | ---
2' | 5 | 1d4
4' | 7 | 1d6
6' | 7 | 1d8
8' | 8 | 1d10
10' | 9 | 1d12

Sprigghans take great delight in the fear their special ability causes, and may deliberately slow down their advance to menace in order to heighten their menacing appearance.
DUERGAR
No Appearing: 1-3
Armour Class: 10
Movement: 12”
Hit Dice: 1d6 per level
Treasure: F
Attack: As Illusionist plus special
Alignment: Chaotic evil
Intelligence: High and above

The duergar are a race akin to the dwarves though they are of a twisted and corrupt nature. They are dark-skinned, dwarfish-faced, misshapen of limb and they favour many-pocketed robes of sombre color. Legends say the duergar are the descendants of dwarves who dabbled too deeply in magic and evil crafts, and they now only rarely wander from their secret underground laboratories. There exists an ancient enmity between the duergar and true dwarves.

The duergar are powerful illusionists and may presumably progress to an unlimited level of ability, though there are no confirmed reports of duergar higher than 10th level. (NB Progression as a character of illusionist class.) Owing to mighty enchantments early in their history, the duergar are immortal (and thus unaffected by ageing) and do not require sleep. In addition to illusionist spells (appropriate to an illusionist of the same level), a duergar has a particularly powerful spectral force spell, which may be used once per day. The area of effect and range are the same as the 3rd level illusionist's spell, the maximum duration is 1 round plus 2 per level of the duergar, and the saving throw is made at -4 owing to the spells potency.

PHOOKA
No Appearing: 1
Armour Class: 7
Movement: 15”/18”
Hit Dice: 3-3
Treasure: None
Attack: 2 claws for 1d4 each, plus special
Alignment: Neutral evil
Intelligence: Exceptional

Also known as the blue hag, black annis is the personification of winter as a cannibalistic hag. A powerful minion of the Goddess of Winter, she is blue-skinned and wears black robes. Evil creatures of less power will often worship her, and so she will usually be found at a temple fair in the company of fanatical disciples. For food she prefers human infants.

Black annis hates all goodness and will attack any creature(s) of good alignment as long as the possibility of success appears favourable. Once per day she may use three spells from the following selection: sleep (as 1st level magic-user's spell); ice arrow (as 1st level magic-user's magic missile spell); ray of frost (as 2nd level magic-user's ray of frost spell); know alignment (as 2nd level cleric's spell); cause fear (as 1st level cleric's spell); change self (as 1st level illusionist's spell). In addition black annis wields the Staff of Winter (see below).

As black annis is a spirit-being, she is unharmned by normal weaponry, though silver, magic or iron weapons inflict normal damage. Furthermore, she is immune to sleep, fear and cold-based spells, but fire will do an additional one point of damage per die.

The Staff of Winter resembles a long, gnarled hawthorn staff, tipped at one end with an unmeltable ice-crystal. This staff has a maximum of 25 charges and may be recharged by black annis (only) at a rate of 5 charges per day.

The following effects can be produced by using the staff:
1. A successful strike upon an opponent uses 1 charge and inflicts 2-12 hit points of cold damage. Treat all targets as AC 10 as the damage is transmitted through armour; dexterity advantages apply as normal.
2. For the expenditure of 2 charges the staff's head can be struck upon the ground to create an area of magical sheet ice (2' radius), which will have the same effect as an Off of Slipperiness poured on the floor. All creatures within the area of effect, except the staff wielder, will take 1-6 hit points of damage when this ability is used (half damage, if save versus staff is made). The sheet ice will remain for 1-4 turns, at the end of which it will melt. The wielder will be unaffected so long as he or she remains stationary.
3. When the staff is pointed at a desired target area and a command word (DM's option) is uttered by the wielder, the staff's magic will create a blinding snowstorm confined within a hemi-spherical area of 5’ diameter and 1½’ height. The centre of the snowstorm can be up to 10’ from the wielder, and it lasts for 2-8 melee rounds. All creatures will suffer 1 hit point of cold damage for each round that they remain within the area of effect. In addition, creatures in the snowstorm that fall a save versus staff will be blinded for 1-4 melee rounds after they come out of the area of effect (a save results in no effect). Those on the edge of the area of effect (within ½’), who make their saving throws, are assumed to have jumped clear and will suffer no adverse effects.