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

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OVERSEAS DISTRIBUTORS:
USA: Games Workshop US, 8&20 Heute 10E, Columbia MO 21045
Canada: RAFM Company, PQ Box 62, Paris, Ontario N3L 3E5
New Zealand: Blackwood Gayle Distributors, PO Box 2B35B, Auckland, NZ

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A Guide to Dungeon Mastering
Part 1: Setting up Adventures
by Lewis Pulsipher

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 adventure 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 door 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 vastly different.

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 players, and most 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 sort 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 would, 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 accuse you of fixing the dice 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 lot 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 conecting. You aren't giving anything away.

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 character sees. 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.
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 have your wandering monsters prepared on 3" by 5" cards, so that there is no delay when the party encounters one — and so that the party won't know whether the monster is a wanderer or one you placed there for some reason. Further, you should roll the die to determine when wanderers will appear during the adventure, marking the results on your Time Chart. This is a sheet of numbered areas (small boxes for melee rounds, larger rectangles for turns). Place it in a page protector and mark off the relevant area with a grease pencil as time passes during the adventure.

You can also mark when long duration spells expire and any other information that will help you run the adventure smoothly. The more you prepare ahead of time, the more fun the game will be for all concerned.

You will probably devise situations in which one character may be affected in some way that isn't noticed by the others. Prepare 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.

A guide to Dungeon Mastering

I use square and hex grid sheets to regulate movement of characters and monsters, rather than measure in inches. Squares are best for indoors, hexes for outdoors. A scale of one square per foot 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 cards, or throw them off their pieces, but they can be trained. Only a veteran DM who 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 is happening. It saves much aggravation.

Treasures

Vary your treasures so that they lead to further adventures, or complications in the present adventure. Treasures made up solely of coins, gems, and jewellery get boring after a while. For example, some ancient coins valuable to numismatists, archeologists, or other sages 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 far as a buyer can be found. If the players don't work to find a buyer then they'll earn fewer gold pieces (and less experience) from the treasure they've found. Information is another valuable treasure which, though not amounting to many experience points in 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 dwarven or a book on alchemy by a skilled dwarf might be worth a fortune to human miners. A diary or scroll 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 have met few people who use the method of gaining levels described on page 86 of the DMG. Simple calculations show that even an exemplar 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 inserted to slow down those DMs 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 (eg four adventures to reach second level, ten to rise from fourth to fifth). I prefer about 6-8 per level to all the characters with sixth level or so, when even more 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 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 persons have different opinions, for example, the DMs who play 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 party is too powerful it is too easy to make the lower levels and to give the players too many adventures. Of course, other persons have different opinions, for example, the DMs who play at third or fourth level.

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, one side may rush into a room and surround an unsuspecting 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 movement of the other as they go. This is more 'realistic', and the use of a referee in the game makes it easy to do — what's the DM for but to make the mechanics easier? In cases where a creature in melee is killed, or is trying to do something other than fight, initiative dice can be rolled for the creatures involved, taking into account wounds, dexterity, and so on. This requires less dice rolling than the standard method.

If you follow exactly the rules for burning oil, and your players are clever, dungeon adventures will turn into firebombing raids.

I don't allow firebombs to be used at all, though characters may pool oil on the floor and light it with a torch, or throw down a lantern with some hope that there will be a fire that 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 medieval or even early 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 AD&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 homogeneous 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 co-operation 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 remedy weakness of his own powers, and the more intelligent ones may arrange to re-model 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, 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 defence against them. (By the way, although monsters have invasions, 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, unrealistically 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, intelligent, and 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 any number of player characters if he wants to.

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 resorting 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 expensive 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 anti-magic shell or any device which defeats the invisible object or the irresistible force. One soon encounters force blades which will cut anything and collapsium armour which stops everything. Who knows what happens when the twist meets? In the process you've ruined the game. The solution to the paladin with his Holy Sword is 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 web a group, pour oil on them, and burn them to a crisp, too easy to use magic jar to wipe out small groups of creatures (possess them one by one and start a fight 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 PH and Dungeon Masters 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 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 adventure 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 choices 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 various ways. The worst is to arbitrarily start a vendetta against the character 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, gather 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 politico must work behind the scenes, which largely neutralizes 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 wishes, dodging the demons which appear in their sanctum sanctori, etc.

They'll have no time for mere adventuring! But don't try to actually conduct the wish wars unless you want 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 dogmatic 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, your 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 Pulsipher

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 12, constitution at least 14, and wisdom at least 14; a 10% experience point bonus is given for 16+ Intelligence. Though not a 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 secrecy are hampered by the loathsome nature of the necromancer's work. In effect, for each level he rises 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 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 1-12 are indefinitely controlled by the necromancer. If a 1 is rolled, the undead immediately attack the necromancer. If a 2 or 3 is rolled, the undead must be manipulated into doing his bidding. Control lasts until a good cleric turns the undead in question, or the undead moves more than 20 feet times 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/disolve 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 judgement). As explorers of the realms of death, they also save at +2 vs death magic.

A 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 brazier, candles, and ritually purified knife, and takes one hour to perform. (Note that the grade 5 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 renews a satisfactory schedule of sacrifice (and attunes for missed sacrifices).

Sacrifice Table

<table>
<thead>
<tr>
<th>Level</th>
<th>Average Frequency</th>
<th>Maximum Interval Between Sacrifice</th>
<th>Minimum Creature Required</th>
<th>Minimum Special Sacrifice Required</th>
<th>Once per Year</th>
</tr>
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<tbody>
<tr>
<td>1</td>
<td>4 weeks</td>
<td>6 weeks</td>
<td>Dog, cat, horse,</td>
<td>Human</td>
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<td>or creature of</td>
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<td></td>
<td>similar intelligence</td>
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<tr>
<td>2</td>
<td>4 weeks</td>
<td>6 weeks</td>
<td>Dog, cat, horse,</td>
<td>Human</td>
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<td>or creature of</td>
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<td>similar intelligence</td>
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<tr>
<td>3</td>
<td>4 weeks</td>
<td>5 weeks</td>
<td>Female of above</td>
<td>Female human</td>
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<td>4</td>
<td>4 weeks</td>
<td>5 weeks</td>
<td>Female of above</td>
<td>Female human</td>
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<tr>
<td>5</td>
<td>3 weeks</td>
<td>5 weeks</td>
<td>Chimp,</td>
<td>Human virgin</td>
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<td></td>
<td></td>
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<td>orangutang</td>
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<td>dolphin, or similar</td>
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<td>intelligence</td>
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<tr>
<td>6</td>
<td>3 weeks</td>
<td>5 weeks</td>
<td>Giant class</td>
<td>Human virgin</td>
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<td>(orc, goblin, etc)</td>
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<tr>
<td>7</td>
<td>Fortnight</td>
<td>4 weeks</td>
<td>Female of above</td>
<td>Human virgin</td>
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<td></td>
<td>(2 weeks)</td>
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<tr>
<td>8</td>
<td>Fortnight</td>
<td>4 weeks</td>
<td>Female of above</td>
<td>Human mother pregnant with first child</td>
<td></td>
</tr>
<tr>
<td>9</td>
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<td>3 weeks</td>
<td>Human</td>
<td>Human mother pregnant with first child</td>
<td></td>
</tr>
<tr>
<td>10+</td>
<td>Fortnight</td>
<td>3 weeks</td>
<td>Human</td>
<td>Human</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 of human bones — the more the better (and bigger) — bonded 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 raise 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 five 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/discover the spells which create a lich from a human being, and if he is killed 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 rehearsed 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 that 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 four and one, and at fifth level choose another grade two, and a grade three to give him four-two-one.

The Necromancer Table

<table>
<thead>
<tr>
<th>Experience Points</th>
<th>Experience 8-sided Dice for Abilities:</th>
<th>Grade</th>
</tr>
</thead>
<tbody>
<tr>
<td>0-1500</td>
<td>1</td>
<td>1 2 3 4 5</td>
</tr>
<tr>
<td>1501-3000</td>
<td>2</td>
<td>2 3 4 5 6</td>
</tr>
<tr>
<td>3001-6000</td>
<td>3</td>
<td>3 4 5 6 7</td>
</tr>
<tr>
<td>6001-13000</td>
<td>4</td>
<td>4 5 6 7 8</td>
</tr>
<tr>
<td>13001-27500</td>
<td>5</td>
<td>5 6 7 8 9</td>
</tr>
<tr>
<td>27501-56000</td>
<td>6</td>
<td>6 7 8 9 A</td>
</tr>
<tr>
<td>56001-110000</td>
<td>7</td>
<td>7 8 9 A B</td>
</tr>
<tr>
<td>110001-225000</td>
<td>8</td>
<td>8 9 A B C</td>
</tr>
<tr>
<td>225001-450000</td>
<td>9</td>
<td>9 A B C D</td>
</tr>
<tr>
<td>450001-875000</td>
<td>10</td>
<td>10 A B C</td>
</tr>
<tr>
<td>875001-900000</td>
<td>11</td>
<td>11 A B C</td>
</tr>
<tr>
<td>90001-1125000</td>
<td>12</td>
<td>12 A B C</td>
</tr>
<tr>
<td>112501-1350000</td>
<td>13</td>
<td>13 A B C</td>
</tr>
<tr>
<td>135001-1575000</td>
<td>14</td>
<td>14 A B C</td>
</tr>
<tr>
<td>1575001-1800000</td>
<td>15</td>
<td>15 A B C</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.
Grade 4

**Improved Animate Dead.** Animate Dead is a prerequisite. The necromancer is able to animate 1-6 human (not demi-human) dead with half the hit die he had before death (round down), which cannot be a Braunian or degenerate form. Both the body and the mind are intact. They may be used once a day, and cannot be raised. The necromancer is able to control them as normal undead creatures.

**Manufacture Ghoul.** Manufacture Ghoul. Creates a ghoul from a dead human body. The procedure requires one body part or a possession often used or carried by the dead person. The corpse must have been more-or-less intact, and less than one day dead, and neither diseased nor mutilated in the relevant part. Roll for abilities. The servant often looks deformed. The servant has full powers, and is able to use evil (but not good) magic items or unaligned items. It is turned as an undead of similar hit dice; if the result is 'dissolve', the zombie spell is broken.

**Become Non-Corporeal.** The necromancer's body (and accouterments) becomes non-corporeal for six turns. This raises his armour class to 4, and he can be hit only by magic weapons. He is immune to breath attacks, cold, fire, and acid, but is not immune to electricity, bludgeoning, piercing, and slashing. (As for a normal spell.)

**Zombie Army.** The necromancer can animate 1,000 bodies less than one week dead; the body, which must be more-or-less intact, has the full powers it possessed, including any spells or magic-using ability it had at the moment it died — it cannot actually learn or memorize new spells. Clerical spells are possible only the first 24 hours. Each body is turned as the normal undead of similar hit dice; if the result is 'dissolve', the zombie spell is broken. The zombie victims become zombies.

**Speak with Dead.** Same as third level clerical spell.

**Sneak.** The necromancer may sneak using one of the following rules or variations: 30% of the victim's level of ability, plus a sneak ability modifier, roll for total. If this is higher than the victim's level plus a sneak ability modifier, sneak succeeds; if not, sneak fails. The victim is aquirable to the sneak's attack. Other sneak modifiers apply, as for a normal sneak. If the sneak is a cleric, his sneak bonus may be used by others; if not, the sneak may only use his own sneak ability modifier.

**Animation.** The necromancer may animate one person per day, who is no more than one week dead. The body, which must be more-or-less intact, has the full powers it possessed, including any spells or magic-using ability it had at the moment it died — it cannot actually learn or memorize new spells. Each body is turned as the normal undead of similar hit dice; if the result is 'dissolve', the zombie spell is broken. The zombie victims become zombies.

**Possession.** The necromancer may possess one person per day, who is no more than one week dead. The body, which must be more-or-less intact, has the full powers it possessed, including any spells or magic-using ability it had at the moment it died — it cannot actually learn or memorize new spells. Each body is turned as the normal undead of similar hit dice; if the result is 'dissolve', the zombie spell is broken. The zombie victims become zombies.

**Animate Dead.** Enables animation and control of 1-6 dead human-type bodies, which become casualties, and not actually animate or control them. One 24 hours in the place he occupies. What occurred during the previous 24 hours is remembered by the victim.

**Drain Hit Points.** Hit points represent fatigue and fatigue and the victim's level. They are used up at a rate of 5 per round, the total remaining hit points. Hit points represent fatigue and fatigue, and the victim's level. They are used up at a rate of 5 per round, the total remaining hit points. In the previous 24 hours. The victim looks vacant-eyed and is slow to speak; there is obviously something wrong. Every evil person is a vampire and his old self is a vampire.

**Ghoul Army.** The necromancer can animate 1,000 bodies less than one week dead; the animation lasts 24 hours. Only human-type bodies can be animated. Animate Dead is a prerequisite.

Grade 5

**Death Angel's Shadow.** The necromancer summons an 'Angel of Death', directing it to slay one creature within 30 feet of the necromancer at the time the summoning is made. The angel appears immediately. If the victim falls a save vs death min and is slain by the archangel. The creature's level or smaller. If a character with no magic items, to serve for one hour. If the summoned person is of a higher level than the necromancer, the victim is forced to undergo the ritual he gets an extra save vs charm. If the summoned person is killed by the necromancer, reduce this chance by 20%. If a necromancer summoned the same dead person twice in a row, the dead person's spirit could intervene, usually merely by preventing summoning henceforth.

**Ghoul.** Grade 1 summoning ability, but mummies are called. Their presence is reduced to zero level if the necromancer he touches. A save vs spells is allowed. A victim reduced below zero level is dead — he does not become an undead. Level drain is permanent learning restoration.

**Summon Dead Person From the Outer Planes.** Once per day the necromancer may summon any human, demi-human, or humanoid he touches. A save vs spells is allowed. A victim reduced below zero level is dead — he does not become an undead. Level drain is permanent learning restoration.

**Zombie.** Grade 1 summoning ability. This creature is a non-player character 'monster'. Any DM using the class for players must enforce the class restrictions. The creature's level is one level below that of the necromancer, but is a prerequisite.††† Construct Servants. The necromancer can make servants from dead body parts. These creatures are not actual undead, but react as normally encountered undead when they arrive within sight of the necromancer.

**Evil Eye.** The necromancer's eyes act as those of a vampire except that the effect is to hold the victim in place, if he is within this range; those within this range who on any occasion occurring up to 50 feet from the body, even if the body is buried. The power to report the flesh to bones is 20 miles per experience level of the necromancer. The skull can report the flesh to bones of the victim. A save vs spells is possible. Only those vulnerable to charm person can be affected. Feign Death. Same as the monk's feign death ability, usable any number of times per day.

**Grave Noise.** Similar to the MU's audible glamor spell except that only noises appropriate to the Romantic idea of a graveyard can be produced: screams, wails, cries, groans, screams, wails, cries, groans, chains rattling, thumps, etc. Moreover, the spell can be set to be triggered off by the approach of any living human (or demi-human) within 10 feet of the location of the spell. The noises can be made target to particular humans.

**Animate Dead.** Animates a person using undead control ability. The controlled shadows may be sent out sight, to return later and report what they have learned.

**Improved Animate Dead.** Improved Animate Dead is a prerequisite. The necromancer is able to animate 1-6 human (not demi-human) dead with half the hit die they had before death (round down), which cannot be a Braunian or degenerate form. Both the body and the mind are intact. They may be used once a day, and cannot be raised. The necromancer is able to control them as normal undead creatures.

**Manufacture Ghoul.** Manufacture Ghoul. Creates a ghoul from a dead human body. The procedure requires one body part or a possession often used or carried by the dead person. The corpse must have been more-or-less intact, and less than one day dead, and neither diseased nor mutilated in the relevant part. Roll for abilities. The servant often looks deformed. The servant has full powers, and is able to use evil (but not good) magic items or unaligned items. It is turned as an undead of similar hit dice; if the result is 'dissolve', the zombie spell is broken. It is also slain if the victim's level is lower than the necromancer's level and the level of the caster as one would when determining whether dispel magic destroys an undead automaton without will, under the control of the necromancer permanently. The victim re- turns as an uncontrolled undead creature.

**Dispel Mogre.** No effect.

**Zombie Army.** The necromancer can animate 1,000 bodies less than one week dead; the animation lasts 24 hours. Only human-type bodies can be animated. Animate Dead is a prerequisite.
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 Theelar, 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 Wyrms 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 Wyrms 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 with a base score of 0%. Familiarity with this skill means that the character knows 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 magics, 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 out with various substances on some hard surface around the summoner. This takes several minutes and so must be prepared before the Ritual of Summoning is begun. 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 cast spells 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:

<table>
<thead>
<tr>
<th>Increase in the Draw Pentacle skill is by experience only. Remember that the</th>
<th>01-04 05-08 09-12 13-16 17-20 Each +4</th>
</tr>
</thead>
<tbody>
<tr>
<td>INT</td>
<td>-10% -06% +05% +10% +15% +20%</td>
</tr>
<tr>
<td>DEX</td>
<td>-05% +05% +10% +15% +20%</td>
</tr>
</tbody>
</table>

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

summoner won't know whether he has
drawn out the Pentacle correctly until a
hostile demon tries to violate it. Also,
one Pentacle cannot be drawn inside
the other, so characters cannot 'double
attack' that way.

The Ritual of Summoning

Obviously, summoning is the form of
magic most people would think of in
connection with Demonology. The Ritual
of Summoning cannot 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:
INT +05% +10% +05%
POW -06% +05% +05%
DEX +06% +05%

The Ritual of Summoning takes three
full turns (fifteen minutes) to perform
and requires several rare components
such as incense, chalks, paints and cer-
tain powders and distillations. These
components are used up in the Ritual
and must be prepared for each sum-
moning, 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.

The demon's advantage. It may want per-
domains in any way - the binder cannot
see through their eyes, nor can he use
their INT and POW for spell purposes. A
character skilled in demon magic
bargain can often get more POW (and guts!) a character could try
binding a demon lord, but the resistance
of these creatures is often 80% or more.

The Pact of the Dark Companion

This applies only to
lesser demons - demon lords will not
lesser demons - demon lords will not
behave well in any way - the binder cannot
see through their eyes, nor can he use
their INT and POW for spell purposes. A
character skilled in demon magic
bargain can often get more the demon's advantage. It may want per-
domains in any way - the binder cannot
see through their eyes, nor can he use
their INT and POW for spell purposes. A
character skilled in demon magic
bargain can often get more
POW (and guts!) a character could try
binding a demon lord, but the resistance
of these creatures is often 80% or more.

The Pact of the Dark Companion

This applies only to
lesser demons - demon lords will not
bind themselves to a summoner. A demon
pact lord will not
bind themselves to a summoner. A demon
pact lord will not
bind themselves to a summoner.
**SUMMONING SUMMARY**

**NO WAY — THAT'S DISGUSTING.**

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. BOSS.**

**GO KILL AUNTIE.**

Bargained successfully? set it a service.

**THIS BIT'S WRONG FOR A START!**

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

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

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

**BREATH...**

**OKAY! OKAY! ALL RIGHT!..**

**YOU CAN HAVE ALL THE LUNARS...**

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

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

**DRAW A PENTACLE.**

You may find the need to banish the demon.

**GET OUT!**

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

**O.K. BOSS.**

**GO KILL AUNTIE.**

Bargained successfully? set it a service.

**JUST A Service.**

**YOU CAN HAVE ALL THE LUNARS...**

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

**BREATH...**
DEALING WITH DEMONS

> permanently by 1 point. They can still be increased in the usual way, but species maximum for these characteristics is also reduced by one. After sealing the Pact, the evocator receives the demon's mark and the creature departs.

Thereafter, 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 to 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 evokers can thus force a conclusion to the Pact by withholding victims—other evokers

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 cost to the spell do not 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>5%</td>
<td>5%</td>
</tr>
<tr>
<td>5%</td>
<td>10%</td>
<td>5%</td>
</tr>
<tr>
<td>0%</td>
<td>5%</td>
<td>5%</td>
</tr>
<tr>
<td>5%</td>
<td>10%</td>
<td>5%</td>
</tr>
</tbody>
</table>

To cast a possession spell one must also have the talisman appropriate to the demon lord invoked—this may be a mask, wand, bell, censer, 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 the 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 reclusive 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 time. The Skills Table reflects this.

<table>
<thead>
<tr>
<th>Demon Magic Skills Table</th>
</tr>
</thead>
<tbody>
<tr>
<td>Time (hours) for a 5% increase ability</td>
</tr>
<tr>
<td>Demonology</td>
</tr>
<tr>
<td>The Ritual of Summoning</td>
</tr>
<tr>
<td>The Ritual of Binding</td>
</tr>
<tr>
<td>Cast Possession</td>
</tr>
<tr>
<td>Draw Pentacle</td>
</tr>
</tbody>
</table>
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 catch 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'kraths are stealthful killers which operate to best effect in shadow—but it is hardly common knowledge that these demons do not barter, 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. A successful Demonology roll means that each ability is known to within ±25% (randomly determined by the Referee).
2. Special wards against the demon, if any.
3. The demon's tractability - the proportion of friendly, neutral and hostile individuals among a given demon race.
4. The demon's probable requirements in bargaining.
5. The demon's resistance to Binding. A successful Demonology roll lets the character know this to within ±10%.

Character 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 Demonology 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 result 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.

The first paragraph is general information about the demon that any demonologist would know or that could be found in some demon bestiary. The second paragraph is specialized information that can only be discovered through the right Demonology roll.

B'krath

B'kraths are slender, prowling killers—roughly humanoid in appearance but with musculature and stance reminiscent of a jaguar. The jet-black fur of a—
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.

**Porphyrs**

Vampiric blue-skinned demons, porphyrs 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 Porphy will wear a silver cuirass with intricate designs worked upon it.

**Specialized knowledge**: Porphyrs have all the vulnerabilities of any vampire. They have great difficulty controlling their passionate thirst, and the summoner should wear a garlic sash as this gives an effective Defence bonus of +10% against a Porphyr’s attacks. The Porphyr will demand at least one bound spirit 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 (halves movement)
6. Horribly disfigured (-10 from CHA)

A curse can be removed with *dispel magic*. Demon Wolves take double damage from aconite-based poisons. The minimum payment for a Demon Wolf’s service 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 oozy blob of grey-mauve protoplasm. But the form of the Amorph is full of eyes and chattering mouths, and it will occasionally extrude temporary appendages.

**Specialized knowledge**: Amorphs are best used as guards in dark places or assassins where there are moats and rivers to be crossed, as they travel freely through water. Fire causes an Amorph 50% extra damage. Amorphs take 3d3 damage if they cross a line of eucalyptus oil, so this makes an excellent warding material. Amorphs serve in exchange for a litre of Gorp acid, on which they feed.

**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. Success 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 limes, which further reduces the demon’s chance of charming by 05%. Succubi and Incubi barter for payment of any kind — jewels, spell potions, etc — to a value of about 500L. 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.

**Sraim**

Sraim have a giant maggot’s body on four long spidery 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**: Sraim serve in return for at least one dose of potency 20 acid. In addition to biting in combat, a Sraim is also able to spit its own acidic venom (accuracy 5) up to 10m, with an accuracy of 50%.

**Pazuzu**

These demons are thin and manlike. Their taut, glistening skin is ruddy-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 15m.

**Specialized knowledge**: Pazuzu 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 Pazuzu). Pazuzu require payment of about 750L worth of ivory. Offering a Pazuzu water brought from an oasis causes it to become more tractable (-10 from its reaction roll).
Stalkers
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 cowl'd 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 Storage crystal often points capacity, as long as the whistle is blown within 5m of the Stalker its attack chances are halved. If a Stalker wounds its foe it matches its POW against his, with success costing the opponent two points of STfl, which later recover at one point per hour. Every fifth round a Stalker can cast bolts of white light up to 10m with an accuracy of 85%, 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 man who has murdered more than once. They will haggle for gold, silver and gems—a Rult usually requires about 1000L. Rult 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, Rult 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 Rult.

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 elemental 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 heatshock like a fire elemental. A paling of sharp copper rods 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 fizard's and a globular head perched on a narrow neck. They have pale green skin and their large, saucer-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 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 flute.

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 Great 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 wards - if any - are a matter of conjecture.

Similarly there is some uncertainty as to the precise levels of power of the demon lords. Tsienra’s stats are given here as a guideline, but Referees 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 Tsienra 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 - Umau 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 3d10 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 it 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.

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 Demons

There are a number of others which could not be listed here — among them, Pazuzu, Lord of Fevers, ruler of the lesser demons which bear his name; Bakshuro the Firebringer, who inhabits a dimension hostile that only he can live there; Valadyl of the Emerald Eye, who sees all; and Lady Kleshkala of the Pit, whose face is so sordid that me to summon her to court insanity.

The three important parameters for each demon lord are his or her Resistance to Summation, 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.

Tsienna can make one bite attack and two claw attacks which spring from the caster’s wrists. He can fight with these using either Fist or Dagger skill — the talons do only 1d4 damage (no STR/SIZ bonuses apply), but the only effective defense against this is the Rune spell shield, which absorbs one point from the damage. Leaping (20m) 100%.

The spirit of Tsienna is immune to non-Runic weapons.

The Lord Tsienna, Screaming Metal Spirit, Demon of Ferocity.

Tsienna usually appears as a metallic figure, something like a huge tiger armoured in intricately patterned plates of tarnished silver and with a violet light burning behind his eyes and gaping maw. He embodies the lightning attack, the unrelenting ferocity of battle, the prowling spirit of savage death. Possession by the spirit of Tsienna gives great speed and grace to the recipient’s fighting prowess. Greater Gift: Tsienna can give the power of ferocity. When a character with this power uses it, his STR and DEX are effectively increased to species max for combat purposes, 35% is added to his Attack chance and 10% is subtracted from his Parry. The character expends two points of battle magic POW to go into ferocity and then another point for every full round he keeps it going.

Lesser Gifts: For the sacrifice of one POW point, he will teach his summoner the battle magic spell the talons of tsienra (see below). For two POW points he will use his skill at stalking between the planes to take the summoner within a few miles of any location he specifies, now matter how great the distance. For three points of POW he will enchant any sword with a permanent blade of ferocity — for 20% of the character’s lifespan — five years for one POW, then years for two POW, fifteen years for four POW and so on. A character can only petition for this gift once. During the added years the character does not age, but the deal must be phrased with exceptional caution or Adelmar will surely twist things to the summoner’s detriment.

Lord Tsienna

DEFENCE: 160%

ATTACKS: Bite (1d10+1+4d6) SR4, 150%. Claw (1d8+4d6) SR4, 180%.

(Count as severities.)

Spells: Any (variable spells to points).

Skills: Stealth 120%; Perception 180%; Multispell 2; Runes 3; Shield 4; Vision; Teleport.

The Lord Umalu, the Whip of Chaos. Demon of Pain.

Umalu is overlord of Incubi, Succubi and Gremlins. He may pass in any guise he chooses, the better to advance his wiles, but will always eventually cast images of himself to reveal his true form. He gets an Oratory bonus of +35%.

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 use only — and 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 100m 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.

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, but each morning the character must roll POWx5 or less on percentile dice to see if the power works for that day; this chance is increased by 15% if the power was working the previous day, and decreased by 5% if it was not. Any luck roll the character has to make has a 50% chance of working automatically without him having to roll for it; on a roll of 05 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 Incubus or Succubus does. Finally, he gets an Oratory bonus of +35%.

The Talons of Tsienna

POW used: 4 points only

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 1d4 damage (no STR/SIZ bonuses apply), but the only effective defense against this is the Rune spell shield, which absorbs one point from the damage. The talons are immaterial, so parrying a weapon with them will damage but not deflect it. The spell can only be used by Tsienna himself, and if the character tries to teach it to someone else then Tsienna will materialize unbidden and kill him.

The Spirit of Umalu: Demon of Pain. The spirit of Umalu is that of chronic pain. He is a fierce, powerful demon who hates Lawful creatures...
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 black hair that perpetually contorted in hatred. He wields a glinting whip with which he can bestow Reverse Chaos features and an envenomed shortsword which inflicts terrible wounds.

Greater Gifts: Umalu can bestowed Chaos on a character, giving him or her a Chaotic feature. He can also give the power of exorcism, so that any weapon the character inflicts has a 20% chance of dealing an extra 1'd6 damage to the victim’s hit point total owing to extreme pain.

Lesser Gifts: In exchange for one point of POW he will teach a character an extra 20% in the Torture skill. For two points he grants the Rune spell curae of anguish (see below). For three points of POW he will personally torture a captive to obtain information on the summener’s behalf.

Cure of Anguish
Range: 160m
POW used: 2 points
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 his POW. 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, elementals 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 the victim has extracted all or part (40% + 1'd6x10%) of the truth from his captive, failure means that he has got false 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 Void, Eternity, Monarch of Demons
Summon the terrible Adelmar only when you plan such grand designs of mayhem and destruction as would make lesser demons cringe, 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, horned head, the latter having a pair of slashes rearing outwards. He wields enchanted scimitars in each hand — one of which feeds on the blood of victims, the other on their souls. Adelmar is said to ride a small horse with wings 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 five 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 veils of Time to uncovers a 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 armament protection.

Lesser Gifts: For one point of POW Adelmar will teach two points of the battle magic spell. (Honoured only available only to Humakti). For two points of POW he en- chant 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 confu- sion, or block a pass with landslides.

Her Eldritch Highness Sarathsa, Princess of Chaos, Demons of Blight, Power of the Void, Chaotic of Heradax. Sarathsa has sovereignty over things impenetrable or unknowable. Possess- ion with her spirit-essence renders the recipient immune to spirit combat, as spirits will recoil from her terrible mys- teries, but is double-edged in that the recipient could become sunk into lethargy and penesive introspection (roll POWx5 or less when coming out of possession to avoid this). Sarathsa may have many forms, but is often described as a very tall (27/2m), slender, graceful woman in blue and green robes. Her skin is pale and mottled in a serpentine pat- tern, and the right side of her face is con- cealed behind a fantastical mask in the form of an embryonic dragon. All sum- moners describe her as cold and distant, and rather draconic in temperament.

Greater Gift: Sarathsa can grant morphic counsel. Whenever the spiri- talist has the problem to solve or mystery to uncover she will whisper clu- gue to him in his dreams. This acts as though the character had 80% in the General Knowledge skill, and also allows him 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 99% ac- curacy. 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 Martial Virtue, Member of the Guild of Martial Virtue, Demon of Fighting Skill.
Kojuro appears as a slender man with greyish skin and sharp white shark’s teeth. He wears white and grey cotton robes and carries a number of swords and throwing knives. His proven 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 one POW point Kojuro will increase a character’s score in any fighting skill by 5%, to a maximum of 15%. For two POW points he will place a single-use transwield 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 skill of an entire army for 5% for a single battle.

The Lord Keash, Jewelled Serpent, Demon of Confusion and Terror, Demon of Resurgence, Demon of Indomitability, Demon of Invincibility.
Keash embodies the transfixing gaze of a snake. He causes awe by his presence alone, a massive bejewelled, serpentine shape coiling about the Pentacle and rising up to the roof of the summoning chamber — the summener must roll
DEALING WITH DEMONS

POW6 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. 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 serpentine creature for Kumashala and a skeletal guard to serve them.

**Lesser Gifts:** For one POW point Kesh will transform a character into a vampire or mummy. The customary pledge of POW is useless to a character in an undead being so instead of that pledge 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 champion wins, Engala will come and take the character as one of his personal servants.

**Lesser Gifts:** In exchange for a powerful 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 favoured summons 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 man in a white robe. He is master of stealth and guile, and can cause invisibility, blizzards and darkness and particularly aids those who were once mighty, for he is the demon lord of regathering old powers.

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

**Lesser Gifts:** For one POW point he will increase a single Stealth or Tracking skill by 10%. For two POW he will give one use Rune spell to summon thick 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 blizzard or turn a character invisible for eight hours.

**His Excellency Hragahl, Minister of Lightning, Demon of Intellect.**

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

**Greater Gift:** Hragahl can transform a staff or weapon of the summoner’s so that it has powers of a Stormblade (WD38, RuneQuest). 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 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 are involved carry a high risk factor in that 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 might have inspired or actively fed me with demonic ideas – in particular, Steve Ditko, Richard Lupoff, Miyamoto Musashi, Yvonne Newnham, Mike Poling, Jack Vance, Oliver Johnson and William Burroughs. Vance’s short story “The Power of the Powerless” supplied 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.

**Possession Table**

<table>
<thead>
<tr>
<th>Possession</th>
<th>POW</th>
<th>Cost</th>
<th>Effects</th>
</tr>
</thead>
<tbody>
<tr>
<td>Akresh</td>
<td>12</td>
<td>+20% to Parry (to a maximum of 50%); +1 to armour points</td>
<td>CON rises to species maximum.</td>
</tr>
<tr>
<td>Eldyr</td>
<td>10</td>
<td>+20% to Oratory (minimum 35%);</td>
<td>CHA rises to species maximum.</td>
</tr>
<tr>
<td>Hragahl</td>
<td>13</td>
<td>STR &amp; CON rise to normal maximum; INT rises by 5 points (to an upper limit of species maximum);</td>
<td>+1d3 melee damage.</td>
</tr>
<tr>
<td>Kesh</td>
<td>10</td>
<td>+10% Defence; DEX rise to species maximum;</td>
<td>+1d3 melee damage.</td>
</tr>
<tr>
<td>Kojiro</td>
<td>11</td>
<td>+10% to Attack and Parry (minimum 50%);</td>
<td>+1d3 melee damage.</td>
</tr>
<tr>
<td>Kyrax</td>
<td>14</td>
<td>+20% to Stealth and Perception (minimum 60%);</td>
<td>+1d3 melee damage.</td>
</tr>
<tr>
<td>Sarasathsa</td>
<td>13</td>
<td>Immunity to spirit combat; effect +2</td>
<td>POW for resisting spells; +10% General Knowledge.</td>
</tr>
<tr>
<td>Tsienna</td>
<td>11</td>
<td>+20% to Attack (minimum 50%); +10%</td>
<td>Defence; DEX rises to species maximum.</td>
</tr>
<tr>
<td>Umalu</td>
<td>14</td>
<td>+10% chance of Chaotic feature, 30% chance of Reverse Chaos feature.</td>
<td>Two different possessions cannot be combined. Possessions shatter unimpacted by demoralize or fanaticism. Possession spells were detailed in part one of the series.</td>
</tr>
</tbody>
</table>
Fiend Factory is a regular AD&D/D&D department for readers' monsters edited by Albie Fiore. This issue, the RuneQuest demons from White Dwarf 44-46 converted for AD&D.

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 stats, to enable high-level magic-users and demonists in the AD&D universe to summon some of these creatures. So now everyone can get summoning!

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

Gremlin

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

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

Sraim

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

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

Rult

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

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

B'krath

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

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

Storm Demon

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

Like storm giants, these beings are not harmed by any sort of electrical attack, and an attacker takes 1-4 damage if a metal weapon is used.
**STALKER**
ArmourClass: 4
Movement: 18”
Hit Dice: 11
Attack: One, talons for 1-12, Stab drain; energy bolt for 2-20 every five rounds
MagicResistance: 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 Backstab and, optionally, DMs may allow them to use the Assassination Table. A stalker will ask for a magic ring or weapon as payment. As Runes do not bulk large in AD&D, the silver whistle which wards against the stalker should instead be made of silver which has been heated by a heat elemental [WD46] then cooled by an air elemental. Stalkers have infravision and true seeing. These demons surprise an opponent on a 1-5 on d6 and cannot be surprised themselves. The strength drain is as per the shadow (MM).

**PORPHYR**
ArmourClass: 8
Movement: 12"/18"
Hit Dice: 8+3
Attack: One bite for 6-11 and energy drain
MagicResistance: 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 porphy will want the magic-user to hand over his familiar, or a demonist to give some of his own blood) to its tender mercies before it will serve him. They can only be hit by +1 weapons or better.

**PAZUZU**
ArmourClass: 8
Movement: 12"/18"
Hit Dice: 4+3
Attack: Weapon for 1-8, flame breath 1-8
MagicResistance: 10%
Intelligence: Average
Alignment: Lawful evil
Size: M

Pazuuz (below, right) can cast the illusion 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 Padfoots. Usually, they are black or dark green with glowing eyes and are associated with violent deeds. A Barguest might stalk the halls of a castle where some ugly massacre had occurred, for instance. Use the hell hound stats from the MM for this demon.

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

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**Fiend Factory**

**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 2-8 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. WD46 details the Demon Lords, 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**
ArmourClass: -2
Movement: 15”
HitPoints: 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
MagicResistance: L (30 to 80 feet tall)
Alignment: Neutral
Cleric: 17th level
Fighter: 17th level

Akresh’s Greater Gift is the power of indomitability. 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 ½, and 2 points are subtracted from each hit he takes. Any hits taken are divided proportionally between the character’s personal hit points and the extra points granted by the indomitability - so that if Ezmerelda, with 14hp, uses this power and then takes 6 points damage in a fight she will be down to 4hp when the power wears off. Indomitability lasts 20 rounds and can be used 1-4 times each day.

The Lesser Gifts: For 1hp Akresh can give any character (magic-user or not) one use of shield per day. For 2hp you get a +1 shield which only you can use - or another +1 added to your own magic shield; for 5hp 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 Runes text originals, but AD&Ders should get plenty of fun out of them. Remember that any article in White Dwarf, whatever game system it is for, could provide some good ideas for your own campaign if 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 Players 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>0</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
</tr>
</thead>
<tbody>
<tr>
<td>No needed to hit</td>
<td>18</td>
<td>17</td>
<td>16</td>
<td>15</td>
<td>14</td>
<td>13</td>
<td>12</td>
<td>11</td>
<td>10</td>
<td>9</td>
<td>8</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>-2</th>
<th>-1</th>
<th>0</th>
<th>0</th>
<th>0</th>
<th>0</th>
<th>0</th>
<th>0</th>
<th>0</th>
<th>1</th>
<th>2</th>
</tr>
</thead>
<tbody>
<tr>
<td>No needed to hit</td>
<td>16</td>
<td>15</td>
<td>14</td>
<td>13</td>
<td>12</td>
<td>11</td>
<td>10</td>
<td>9</td>
<td>8</td>
<td>7</td>
<td>6</td>
</tr>
</tbody>
</table>

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

<table>
<thead>
<tr>
<th>Armour Class</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
</tr>
</thead>
<tbody>
<tr>
<td>No needed to hit</td>
<td>14</td>
<td>13</td>
<td>12</td>
<td>11</td>
<td>10</td>
<td>9</td>
<td>8</td>
<td>7</td>
<td>6</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 Players 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 AC0, and at each AC value from 0 to 10 he needs 3 less to hit than a zero level human needs.

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 +6. 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 recalculate 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 guard 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 AC5. 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 dice on the DMG combat table).
4. Those classes unable to use the weapons indicated have either been deleted or labelled 'Not Applicable'.

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

<table>
<thead>
<tr>
<th>TO HIT TABLE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level</td>
</tr>
<tr>
<td>-------</td>
</tr>
<tr>
<td>1-2</td>
</tr>
<tr>
<td>3-4</td>
</tr>
<tr>
<td>5-6</td>
</tr>
<tr>
<td>7-8</td>
</tr>
<tr>
<td>9-10</td>
</tr>
<tr>
<td>11-12</td>
</tr>
<tr>
<td>13-14</td>
</tr>
<tr>
<td>15-16</td>
</tr>
<tr>
<td>17-18</td>
</tr>
<tr>
<td>19-20</td>
</tr>
</tbody>
</table>

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with katana, wakizashi and bow has reached 75%, two hours minimum must be set aside for each of these. Each samurai has a weapon and bow they would start to learn the fancy weapons until he could handle the basic ones.

**Weapon Statistics Table**

<table>
<thead>
<tr>
<th>Katana</th>
<th>STR</th>
<th>DEX</th>
<th>Damages</th>
<th>ENC</th>
<th>Length</th>
<th>SR</th>
</tr>
</thead>
<tbody>
<tr>
<td>(two-handed)</td>
<td>9</td>
<td>9</td>
<td>1d10+1</td>
<td>1</td>
<td>0.8</td>
<td>3</td>
</tr>
<tr>
<td>(one-handed)</td>
<td>13</td>
<td>9</td>
<td>1d10</td>
<td>1</td>
<td>0.3</td>
<td>4</td>
</tr>
<tr>
<td>Wakizashi</td>
<td>8</td>
<td>11</td>
<td>1d6+1</td>
<td>1</td>
<td>0.4</td>
<td>4</td>
</tr>
<tr>
<td>Bow</td>
<td>9</td>
<td>11</td>
<td>1d8+2</td>
<td>1</td>
<td>0.4</td>
<td>4</td>
</tr>
<tr>
<td>Naginata</td>
<td>9</td>
<td>12</td>
<td>2d6</td>
<td>2</td>
<td>2.0</td>
<td>0</td>
</tr>
<tr>
<td>Yari</td>
<td>7</td>
<td>1d8+1</td>
<td>15</td>
<td>2.0</td>
<td>1.8</td>
<td></td>
</tr>
<tr>
<td>Staff</td>
<td>8</td>
<td>1d6+1</td>
<td>15</td>
<td>2.0</td>
<td>1.8</td>
<td></td>
</tr>
</tbody>
</table>

*Note: All damage is in addition to the weapon's normal damage.

**Bow**

The effective range is the same as the RunesQuest composite bow.

**Other Skills**

Many samurai directed all their efforts into honing their combat skills, but some realised that they needed other ways to serve their lord. These would train in Stealth, Perception and Manipulation, also, using their skills as a bow, ninja or the craftmanship is very fine. But this happens if the weapon parries a critical hit, -.

**Armour**

The armour was of lamellar design, laced with leather. If used, treat it as light iron scale as in RunesQuest.

**Helmets**

Helmets were usually open, and often discarded for close-quarter fighting. Higher ranking samurai sometimes used a full helm, with a fierce mask intended to terrify enemies. The trouble with this sort of helm 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 katana and bow), he is considered a hero. The chance of this is the samurai's CHA x 1%. CHA is figured as in RunesQuest with the following modifications: CHA is increased by 1 point for every 20% increase over 70% ability in the same skill.

**Samurai Heroes**

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.

**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 koku, but this happens if the weapon parries a critical hit, -.

**Armour**

Armour was only worn for full-scale battles, it won't see much use in the average campaign. The armour of lamellar design, laced with leather. If used, treat it as light iron scale as in RunesQuest.

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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 skillfully 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.

It will be 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 some extent, and to be understandable 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 travelling NPCs, 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 beck and call 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 stave off a Jacques Cousteau 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? Prospectors, and bearers 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 a standard rate for the day, which he is expected to provide for his own food and board from his own pocket. With wages as depressed as this, your bearer is likely 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 those days, beer is simplicity itself. The PHB price for a pint of small beer is 5cp, while at the local you’d pay about 60p. This works out rather nicely to 1sp = 10p, 1sp = £1, 1gp = £20, 1pp = £100.

This fits 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 still some anomalies — chickens seem cheap at 50p, and at £20, 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.

If you keep the Ale Standard in mind when setting prices for unlisted items, you should be able to keep them consistent, and not do things like charging a nightly rent of 100gp (£2000) for the garret at the Golden Gargoyle.

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 elbow. This isn’t to say that
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 they would have a probationary period before being given full craftsman 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. Should they 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 1.3% plus 1.5% for each apprentice plus 1.2% for each journeyman/craftsman in his employ. Thus:

\[ C \times \left( 1 + \frac{\text{no of apprentices}}{4} + \frac{\text{no of journey/craftsmen}}{2} \right) \text{sp/year} \]

For example, consider a relatively lowly craft, that of leather-working. The goods produced are fairly inexpensive and the occupation not regarded particularly high, so the average journeyman wouldn't be making much more than a labourer, say 30sp per week. A qualified journeyman would thus get about 45sp/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% + 3% + 2% - 5) = 11,250sp/year. A man of substance, indeed!

As shown in the following 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 EQUITED FAIRLY EASILY

<table>
<thead>
<tr>
<th>Occupation</th>
<th>Daily Pay</th>
<th>Weekly Income</th>
<th>Yearly Income</th>
<th>Master Pay</th>
<th>Value/Day</th>
</tr>
</thead>
<tbody>
<tr>
<td>Labourer</td>
<td>5</td>
<td>1000</td>
<td>1500</td>
<td>2500</td>
<td>750</td>
</tr>
<tr>
<td>Lackey</td>
<td>3%</td>
<td>30</td>
<td>1500</td>
<td>2500</td>
<td>750</td>
</tr>
<tr>
<td>Leather-worker</td>
<td>7%</td>
<td>30</td>
<td>1500</td>
<td>2500</td>
<td>750</td>
</tr>
<tr>
<td>Blacksmith</td>
<td>7%</td>
<td>30</td>
<td>1500</td>
<td>2500</td>
<td>750</td>
</tr>
<tr>
<td>Tailor</td>
<td>7%</td>
<td>30</td>
<td>1500</td>
<td>2500</td>
<td>750</td>
</tr>
<tr>
<td>Carpenter</td>
<td>10%</td>
<td>40</td>
<td>2000</td>
<td>3000</td>
<td>750</td>
</tr>
<tr>
<td>Teamster</td>
<td>10%</td>
<td>40</td>
<td>2000</td>
<td>3000</td>
<td>750</td>
</tr>
<tr>
<td>Valet</td>
<td>10%</td>
<td>60</td>
<td>3000</td>
<td>4500</td>
<td>750</td>
</tr>
<tr>
<td>Mason</td>
<td>15%</td>
<td>60</td>
<td>3000</td>
<td>4500</td>
<td>750</td>
</tr>
<tr>
<td>Limner</td>
<td>30%</td>
<td>120</td>
<td>6000</td>
<td>9000</td>
<td>1350</td>
</tr>
</tbody>
</table>

NB: J/Man = Journeyman, C/Man = Craftsman, all figures refer to silver pieces. The Value/Day refers to the total value of the items which a journeyman or craftsman could produce in one day, after taking raw materials cost and master craftsman's profit into account. It is calculated by taking the price of an item from the PHB (in silver pieces) and dividing by this figure, the length of time to make the item can be calculated. A leather-worker, for example, would take 200 + 14% days to make a saddle.

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

**Smiths, Armourers & 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 armourers are 30gp and 100gp respectively, or 7200sp and 24000sp per year. If these figures are considered to refer to the craftsman 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 armourer isn't really satisfactory, though. As it stands, the master armourer would earn 2½ times the income of a master limner. Also, does this figure refer to the perfectionist who crafts plate mail for the nobility? Or to the bungler who churns out leather jacks for the town militia?

The best way of resolving this is to look at what the various types of armourer could make in a year and then value the items made, beginning with the best armourer 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, ring mail, 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, 50-week year, an armourer could make 3½ suits/year. If, for a given year, a master-armourer works hammer and tongs making plate mail, and his two craftsmen and three journeymen do likewise, then by the end of the year he should have 20 suits gracing his workshop. The apprentices would naturally be occupied with minor tasks (fetching, carrying, trips to the local ale-house for bevvies, 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 armourer's pocket. Raw materials would account for 10%, leaving 144,000sp, and the staff must be paid, of course.

From the formula, this master armourer 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 journeymen 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 armourers, the annual incomes are: journeymen — 9000sp, craftsmen — 14,400sp, and masters — 28,800–72000sp.

One thing to remember is that a Class I master armourer will ensure that anything made in his shop will be as profitable as plate mail, otherwise it would not be worth his while. Thus the price of anything in his shop will be 89sp times the number of days it took to make. A suit of scalemail, for example, would cost 135gp charged by a Class IV armourer.

Using the same procedure for a Class IV armourer, using scalemail as a base, yields a figure of 4850sp for a craftsman's yearly income. This is about right — he would be working for less wealthy clients, not catering for nobles personally.

***Table II — Armour Manufacture Times***

<table>
<thead>
<tr>
<th>Armour Type</th>
<th>Class</th>
<th>Days to Make</th>
<th>Suggested Price (in gp)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Plated Mail</td>
<td>I</td>
<td>90</td>
<td>400</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>22%</td>
<td>100</td>
</tr>
<tr>
<td>Large Shield</td>
<td>III</td>
<td>6%</td>
<td>25</td>
</tr>
<tr>
<td>Large Shield</td>
<td>III</td>
<td>6%</td>
<td>25</td>
</tr>
<tr>
<td>Split Mail</td>
<td>III</td>
<td>23%</td>
<td>150</td>
</tr>
<tr>
<td>Ring Mail</td>
<td>IV</td>
<td>20</td>
<td>80</td>
</tr>
<tr>
<td>Studded</td>
<td>IV</td>
<td>10</td>
<td>45</td>
</tr>
<tr>
<td>Leather</td>
<td>IV</td>
<td>3%</td>
<td>15</td>
</tr>
<tr>
<td>Small Helm</td>
<td>IV</td>
<td>6%</td>
<td>30</td>
</tr>
<tr>
<td>Small Shield</td>
<td>IV</td>
<td>6%</td>
<td>30</td>
</tr>
<tr>
<td>Padded</td>
<td>**</td>
<td>Made by a tailor**</td>
<td>-</td>
</tr>
</tbody>
</table>

Unfortunately, adhering to the manufacturing times in the DMG causes problems with Classes 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 prefer ♦
Thirdly, decide on the skill level of the jeweller and calculate the average increase in value his work brings about on the materials he uses — our goldsmith is ‘superior’ and thus effects a 22% increase of a ring it would take a week to make — 300gp in this case.

Base value of the appropriate jewellery type and say that this is the value of a ring it would take a week to make — 300gp in this case. Subtract the result from 100 to determine the wealth made by the jeweller in a year — 54,090sp 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, sappers 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-artillers are presumed to have workshops where they make siege engines upon becoming master craftmen.

### The item made which is due to this increase (ie profit). Do this by finding the percentage of the value of the ring mentioned earlier (in sp) and multiply by 50 to determine the wealth made by the jeweller.

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**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 7sp or 30sp/week if employed on a more permanent basis. In table I, I’ve 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. Horse archers, being irregular tribesmen of doubtful 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 ½-⅔ regular pay whilst in training.

At ten times usual pay (according to the DMG) the differentials between sergeants and their troops are far too large. This would mean that the lowliest 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 troops 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 ships’ crewmen are included in table I.

Note on Hiring NPCs

It would be a rare master indeed who would hire out his stuff in order that players might get things more cheaply than he sold them. The craftsman who took a week off in order to work for a player on his own account would be unlikely to find his job waiting for him when he returned. If trade were slack, however, a master might offer a discount on bulk orders.

Then again, there may be a myriad reasons why journeymen or craftsmen would be prepared to work 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 absent 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 craftsman 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 from 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 clay pit 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’ teamsters @ 3000; 1 scribe @ 5400; 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 supper/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 I

<table>
<thead>
<tr>
<th>Occupation</th>
<th>Daily Pay</th>
<th>Weekly Income</th>
<th>Yearly Income</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Regular</td>
<td>Elite</td>
<td>Regular</td>
</tr>
<tr>
<td>Footman</td>
<td>7½ 30 45</td>
<td>1500 2250 3750</td>
<td>5625</td>
</tr>
<tr>
<td>Crossbow</td>
<td>7½ 30 45</td>
<td>1500 2250 3750</td>
<td>5625</td>
</tr>
<tr>
<td>Archer-short</td>
<td>7½ 30 45</td>
<td>1500 2250 3750</td>
<td>5625</td>
</tr>
<tr>
<td>Slinger</td>
<td>7½ 30 45</td>
<td>1500 2250 3750</td>
<td>5625</td>
</tr>
<tr>
<td>Sailor</td>
<td>7½ 30 45</td>
<td>1500 2250 3750</td>
<td>5625</td>
</tr>
<tr>
<td>Pikeman</td>
<td>10 40 60</td>
<td>2000 3000 5000</td>
<td>7500</td>
</tr>
<tr>
<td>Hobilar</td>
<td>10 40 60</td>
<td>2000 3000 5000</td>
<td>7500</td>
</tr>
<tr>
<td>Horse archer</td>
<td>10 40 60</td>
<td>2000 3000 5000</td>
<td>7500</td>
</tr>
<tr>
<td>Oarsman</td>
<td>10 40 60</td>
<td>2000 3000 5000</td>
<td>7500</td>
</tr>
<tr>
<td>Marine</td>
<td>10 40 60</td>
<td>2000 3000 5000</td>
<td>7500</td>
</tr>
<tr>
<td>Archer-long</td>
<td>12½ 50 75</td>
<td>2500 3750 6250</td>
<td>9375</td>
</tr>
<tr>
<td>Mtd Crossbow</td>
<td>12½ 50 75</td>
<td>2500 3750 6250</td>
<td>9375</td>
</tr>
<tr>
<td>Light Cav</td>
<td>12½ 50 75</td>
<td>2500 3750 6250</td>
<td>9375</td>
</tr>
<tr>
<td>Sapper/mine</td>
<td>12½ 50 75</td>
<td>2500 3750 6250</td>
<td>9375</td>
</tr>
<tr>
<td>Artillerst</td>
<td>15 60 90</td>
<td>3000 4500 7500</td>
<td>11250</td>
</tr>
<tr>
<td>Heavy Cav</td>
<td>17½ 70 105</td>
<td>3500 5250 8750</td>
<td>13125</td>
</tr>
</tbody>
</table>

NB: All figures refer to silver pieces.

TABLE II

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

Officers of Elite units would earn 1½ times 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, add up the total incomes 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 MUs, clerics and thieves travelling with the caravan 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 merchants' employ; and that the guards' leaders are 8th and 7th level fighters.

This gives us a figure of approximately 37,000sp/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 18,500sp. Wagon by wagon, of course, the merchant must provide a teamster 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 merchantman consists of 1 4th level captain @ 28,000; 1 2nd level lieutenant @ 9,600; 1 mate @ 3750; and 10 sailors @ 1500. 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 @ 3750; 1 marines sergeant @ 5000; 10 marines @ 2000; and 20 sailors @ 1500. This gives us a figure for merchants' incomes:

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

Farmers

In agricultural areas food would be cheaper than in towns, but wages would not be so high as many necessities could be provided freely, either by the labourer himself or by members of his family. We'll say that agricultural labourers will accept 500sp/year with food and board, 750sp/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 1500sp/year. For every extra labourer (including family) he will make 750sp/year and for every foreman (no more than one tenth of his labour force) he will make an extra 1500sp/year. So, a farmer who worked the land with his four sons would make 4500sp/year. If the same farmer had 9 labourers and a foreman in addition he would make 12,750sp/year, almost as much as the village smith. If he was a large landowner, and employed five times the above number of labourers, plus two overseers and one head overseer (treat as lieutenants and captain) he would make 72,150sp/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.

Inns 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 60sp. In a 300-day working year his takings would be 18,000sp, one third of which gives him an annual income of 6000sp. If the tavern was an inn instead, catering for poorer travellers as well as dockers, he would make 50-100% more than this, 9,12,000sp.

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

Taverns sell beverages (and perhaps food) only, unlike inns 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 certain specific trades or regular visitors to certain locations (e.g. the cattlemarket) and their decor should reflect this. Gossip in taverns would usually be work, trade, or neighbourhood oriented, 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 would be 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 shifting and varied. Certain types of traveller would favour certain inns, through either custom or location. You would find inns where the majority of residents were mercenaries, scholars, wool merchants or journeymen, for example, and again the decor should reflect this.

Many inns and taverns would have some form of entertainment 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 trades and crafts 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 '...'^s Arms' names. Even the more bizarre names (usually of inns like 'Purple Stigo' 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...
regular customers, decor, prices, things available, and idiosyncrasies such as the foul-mouthed parrot at the 'Crow's Nest' for example, as well as different entertainments at different places. As hostilies 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 reached in the last article which was 2sp/d. Using this figure, costs of buildings (not doors, windows or any other accessories) should be twice the figure listed in the DMG, though internal walls (but not extra doors, windows etc) are included in the price.

To calculate the time taken to construct a given 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.

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% worse). If instead 12 labourers were hired for the duration (total value per day 112sp) then the task would take 34,000 - 196 = 173% working days or about 30 weeks. A time of 19 weeks could be achieved by a 75% increase in cost (i.e. 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-artillerist 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 60% 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 misanthropic, 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 guilds-masters-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 journeymen 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 taxes (a n silver pieces per influence level).

<table>
<thead>
<tr>
<th>TABLE III</th>
<th>Income, Property and Influence Level</th>
</tr>
</thead>
<tbody>
<tr>
<td>Annual Income in gp</td>
<td>Percentage of Income Taken by Necessities</td>
</tr>
<tr>
<td>0-600</td>
<td>100</td>
</tr>
<tr>
<td>501-1000</td>
<td>94</td>
</tr>
<tr>
<td>1001-2000</td>
<td>88</td>
</tr>
<tr>
<td>2001-4000</td>
<td>82</td>
</tr>
<tr>
<td>4001-8000</td>
<td>74</td>
</tr>
<tr>
<td>8001-16000</td>
<td>66</td>
</tr>
<tr>
<td>16001-32000</td>
<td>58</td>
</tr>
<tr>
<td>32001-64000</td>
<td>50</td>
</tr>
<tr>
<td>64001-128000</td>
<td>42</td>
</tr>
<tr>
<td>128001-256000</td>
<td>34</td>
</tr>
<tr>
<td>256001-512000</td>
<td>26</td>
</tr>
<tr>
<td>512001-1024000</td>
<td>18</td>
</tr>
<tr>
<td>1024001-2048000</td>
<td>10</td>
</tr>
<tr>
<td>204801-4096000</td>
<td>2</td>
</tr>
<tr>
<td>409601-8192000</td>
<td>0</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 count as 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 gp's counted as experience points) would enable him to achieve on the appropriate character table. This way a first level MU isn't going to be able to achieve the alchemist, and a 10th level assassin wouldn't have a 99% chance of murdering the mayor. NPCs could also have the same chance of having magical items as would an adventurer NPC of the same type and level.

The important point is, however, that in every other respect (ie apart from saves, hit dice/points, and chances of assassination/noticing pickpockets) an NPC would be 0 level. This makes the richer NPCs much more resilient without giving them adventuring skills. To stop the very richest ones being too resilient, however, NPCs can never rise higher than name level in their equated character class.

As an example the master mason mentioned earlier in the article we'll say is aged 40, was made a craftsman at 30, set up on his own with a single apprentice at 34, and has added an extra employee every two years since then, his last apprentice having only just been taken on.

From the formula given in the last article his present income is 14,625sp/year. He will rarely carry more than 48sp around with him at any one time, and the value of his house/shop will not exceed 73,125sp - in fact it will probably be much less. Of his present income 9652sp/year will go on necessities, 2983sp with him at any one time, and the value of his house/shop will be worth 14,625sp/year. He will rarely carry more than 43sp around overnight (unless the mason's wife has found out about it first!).

As being a mason is heavy work we'll equate his present income to a fighter, so he has 3d10 hit points and saves as a swordsman, though he still fights at 0 level.

Of his 5275sp taxes, food, buying the shop etc have taken 3738 of them; 922gp has gone towards furnishings and movable property, and 615sp is secreted in the false bottom of his wife's linen chest, available as immediate funds for unexpected expenses - paying a ransom for instance - or waiting to be discovered by a thief (unless the mason's wife has found out about it first!).

DESIGNING A QUASI-MEDIEVAL SOCIETY FOR D&D
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 (WD 18), 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 simple matter to key the village completely. Finally, mystery was supplied by the newly constructed stone buildings, the marauding ‘Night Things’, and the continued absence of Martin Black. Greywood (WD 22), 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 seemed to have been gossiping at the inn or wall, but telling strangers nothing, and wandering in the wilderness to be encountered by adventurers. In fairness to Greywood, it was part of a competition dungeon and was not meant for continued residence, but nevertheless it provides a good example of how 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 pot-holes — 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 sites (trade route junctures, 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.

Less common in the village were the dovecote and other specialized buildings. 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 moot-house or stockade might be present for use in times of need.

If there is a manor, several of the 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 many openings set high in the walls to keep out vermin.

The village pond was equally divided between all the common fields, as was some¬what similar to the village pond in that it was a feature of many medieval villages. Generally, it was a place where animals were kept during the winter months, and where animals that strayed 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 cider press where appropriate. These began their existence in the hands of the lord, and villagers were expected to use them however they wished. They paid fees 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 a 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 D&D 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 dependants. Villeneus 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 all 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, swineherd, cowherd or even gosling chief. 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 herdsmen 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 village pits 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 villagers could usually provide their own food and would only need trade for necessities such as salt, metal, and pitch. Similarly, the traditional craftsman 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, cobblers, tailors, clogmakers or tailors.

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 on his visits and implement the steward’s directives. If a lord’s holdings were small and/or he was interested in the running...
of the estate, he might perform the bailiff's duties himself.

The village reeve was usually a squire with a large land holding, receiving the post either by order of the lord or by election. The post was generally held on a yearly basis, though a satisfactory reeve could be returned for further terms. Although the reeve enjoyed certain benefits, such as reduced rents and food allowances especially during busy periods in the agricultural year, such as the harvest, when he ate at the lord's table, the position was not popular. The reeve was a kind of village foreman whose job was to safeguard the lord's interests. He was held personally responsible for all that was due to the lord, and any shortfalls in his yearly accounts had to be made good from his own pocket.

Being one of the villagers, the reeve would have a better idea as to the best utilisation of the land and the whereabouts of any shining their duties than the bailiff. Since the duties of each overlapped to a certain extent, it would have been wasteful to have both a full-time bailiff and a reeve in the same village, even though the lack of a bailiff would mean that the reeve would occasionally have to leave the village on the lord's business.

Other village officials were the mesor or hayward, who was in charge of sowing and reaping; the leetor, who had no unauthorised use of the lord's land; the woodward, who kept a keen eye on the waste to ensure that he took wood, cleared assarts, or hunted without lordly sanction; and finally, the beadle or constable, who was the village policeman and who placed any stray animals in the pound, took charge of the lock-up (if there was one), took pledges, rents and fines, levied distresses, and brought people before the manor court. One man frequently held more than one of these offices.

Any adventurer NPCs should be carefully placed and have a good reason for being in such a backwater! Perhaps they originated from the village and, having had some success, returned to become a respected member of it; they might have been invited to the village by the lord to perform some service; or they could be on the same quest as the players or on a quest of their own. They could be brothers or cousins, protectors, employer connected with this would also be regular visitors. There could be some more-or-less long standing wrangles between particular villagers, about land, chattels, sons, daughters, wives, and certain villagers, about land, chattels, sons, daughters, wives, and husbands. Gossip should be rife, some true and some false, and there will always be someone to tell it to strangers even if they aren't accepted by the village as a whole. Also there will be considerable rumour and gossip about the strangers themselves.

Since most of the gossip would concern social relationships, the village will be more interesting if these are varied; what was instead of being static, aimless and boring. The social system will determine many of these relationships. Others can be formed by villagers savaging, or thought to have taken, other villagers' lives; having done others a good/bad turn in times of need; closely following or blatantly ignoring village custom or the law, etc. There could be some more-or-less long standing wrangles between certain villagers, about land, chattels, sons, daughters, and so on, into which visitors might find themselves drawn. There would also be rivalries and grumbling about unpopular officials.

The buildings would be made from the most convenient building materials, unless there is a specific reason for them not to be. Wood would be most common, though poorer villages would make do with wattle and daub. Where suitable stone was available, the only two stone buildings in our typical village would be the manor house and the church. Where there is no suitable timber or stone, layers of mud and straw (cob) might be used instead.

Roofing would usually be thatch, less common alternatives being shingles, tiles or roofing stone of some kind. The houses would generally be small, single storey affairs rarely built adjacent to each other. Most would be set in a small plot of land used for growing vegetables and keeping domestic animals.

Village Events and the Village Year

Several periodic and unique events should be worked into the village's calendar. These are fairly easy to handle as the DM knows the situation exactly. Villagers are more interested in the doings of the village than outside events and those in campaigns should be told. Gossip should be rife, some true and some false, and there will always be someone to tell it to strangers even if they aren't accepted by the village as a whole. Also there will be considerable rumour and gossip about the strangers themselves.

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Village Events and the Village Year

Several periodic and unique events should be worked into the village fabric to help breathe life into the place. Regular events could be a weekly or monthly market, and a fair once or twice a year. At the former would be found various traders selling goods to the villagers and/or buying goods from them. Fairs would be on a larger scale, having a greater variety of traders plus entertainers and contests and would attract people from further afield.

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 village. Rarer occasions 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 gossiping at the inn, the villagers would be occupied with other activities depending on the time of year. Villagers saving, or thought to have taken, other villagers' lives; having done others a good/bad turn in times of need; closely following or blatantly ignoring village custom or the law, etc. There could be some more-or-less long standing wrangles between certain villagers, about land, chattels, sons, daughters, and so on, into which visitors might find themselves drawn. There would also be rivalries and grumbling about unpopular officials.

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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-rent lands 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-rent lands or was the town plan laid out from the start or was the area given a charter, building materials, low-rent lands or was it originally a farm and then left much to its own devices?

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 be 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, had a Butcher Row, Fish Row, Pot Row, Cordwainer Row (shoes), Ironmonger Row and Wheeler Row. Some towns had separate markets for different goods. The early 17th century map of Stanford 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) so as not to hinder trade 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; cheese — 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. If of prime importance would be fresh water, provided in Stanford 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 townspeople would have 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 thus most of the town's trade), the market place (Stanford, c & w), the stocks (at the far end of f, 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 is needed both in the manufacture of cloth and the grinding of corn. Also, in the later middle ages the more offensive trades and those constituting a fire risk were banished to the less populous areas of towns and to the suburbs. These trades included butchers, fishmongers, tanners, smiths, potters, lime-kilns and tile-layers.

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. Stanford contains no fewer than six churches, three friaries, and two nurseries, in addition to 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

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THE TOWN PLANNER

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 1500), while York, Bristol, Norwich, Plymouth, and Gloucester had 10-13,000 and Gloucester, Newcastle, Exeter, Salisbury and Winchester had 5-6,000. 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 16th century was as follows:

<table>
<thead>
<tr>
<th>Percentage of Population</th>
<th>Class</th>
<th>Wealth Assessed At</th>
</tr>
</thead>
<tbody>
<tr>
<td>30%</td>
<td>Poor</td>
<td>Too poor to be assessed</td>
</tr>
<tr>
<td>30%</td>
<td>Upper Working</td>
<td>£1</td>
</tr>
<tr>
<td>30%</td>
<td>Lower Middle</td>
<td>£2-10</td>
</tr>
<tr>
<td>7%</td>
<td>Middle</td>
<td>£10-40</td>
</tr>
<tr>
<td>3%</td>
<td>Wealthy</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 peergage and London) was £1,333 for a clothier's widow. Even a middling 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 equated to roughly 50gp 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 mercenary 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, lapiardists, 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 nth level, then the number of worshippers attended to might be $10 \times 2^{(n-1)}$. 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 in the charge of the clerics of the towns who are subservient to the arch-clerics of the cities.

The Assassins Guild poses a few problems. 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 nth level, then the number of worshippers attended to might be $10 \times 2^{(n-1)}$. 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 in the charge of the clerics of the towns who are subservient to the arch-clerics of the cities.
Thieves Guilds pose similar problems. They might be left alone if they too had a ‘forbidden list’ (inclusion in which could perhaps be bought) and kept a vigorous check on freelance thieving, or if they bribed officials in a similar way to assassins. Alternatively, since accessibility is not as important for them, they could be secret, underground organisations whose very existence would be denied. Most towns could support a Thieves Guild and larger towns and cities more than one, each with its own frequently contested territory in a mafia-type framework.

There could also be a number of adventurer NPCs there for a specific purpose. Their quests could be on their own account, or they could be in the employ of some individual, cult, society, or group. Most will be specifically placed in connection with potential adventures written into the fabric of the town.

The non-adventurer dignitaries will be the town’s richest tradesmen, merchants, rentiers, goldsmiths, moneylenders and the like. It will be this group who share the most important civic offices with those NPCs already mentioned, and in many cases families would be closely inter-related.

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 other holdings; separate markets for corn, hay and livestock, (and probably for poultry and dairy produce too); and many resident craftsmen — weavers, fullers, dyers, tanners, cobblers, glazemakers, tailors; carpenters, tilers, cooperers, smiths, locksmiths, 2 millers, 1 wheelwright, 1 oil-maker, 1 rope-maker, 1 butcher, baker and cook — 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 — armourers, 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 no fewer than 16 different listed occupations in the wool and cloth trades, 16 in victualing, 12 in metal working, 8 in the leather and fur trades, and 4 in building trades. Coventry had in addition: 1 wheelwright, 1 bowstring-maker, 1 engine-maker, 1 fletcher, 1 basket-maker, 1 wig-maker, 2 parchment-makers, 2 charcoal burners, 8 turns, 3 scribes, 9 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 — 15, trades concerned with victualing and transport, warehouses, etc. There would also be more trade in luxury goods from abroad (silks, 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 chandlers, sail-makers, chart-makers and the like, as well as lightermen, warehousesmen, 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. Workers in specific trades and crafts would tend to favour certain taverns, rooms at which they were often called 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 grouped under this heading.

The poorest inhabitants would live in hovels.

The houses of the richer inhabitants will usually be built of stone and have a large number of rooms — great hall, kitchen (sometimes a separate building), larder, buttry, a number of chambers, a large cellar for storage, and sometimes a gatehouse and courtyard between the house and the street.

Richer labourers would live in timber-framed wattle and daub or sometimes brick. An average tradesman’s dwelling might have a shop and kitchen on the ground floor, a hall on the first floor, two chambers on second floor, and a clock loft as the third floor. Richer labourers would live in timber-framed terraces, usually one-up-one-down, though some would have a single ground floor room, perhaps partitioned into two or three areas.

THE TOWN PLANNER
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 the town/city was situated, but for the purpose of this article, only those forms which existed in medieval England will be considered.

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

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

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

Alternatively, the townsmen could be responsible for collecting their own taxes, and for appointing the reeve who accounted for them yearly at the exchequer of the overlord. Townsmen might be given a charter by the king or by the local lord, and the town would then have a certain degree of independence. Sometimes, a town might be granted a royal charter by the king. This would give the town certain privileges and powers, such as the ability to mint its own coins, hold property in its own right and issue by-laws; 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 a 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 townspeople. The titles of bailiff, reeve and portreeve were generally interchangeable (a port was any trading town, not just those with access to waterbourne trade), and these officers presided over courts and collected tolls from non-members and the rents from market stalls and shops. Some towns dispensed with mayors and were ruled by two bailiffs. In county boroughs, the bailiffs were often replaced by the sheriff. A chamberlain or steward might be at hand to look after the town’s money and they would rank high in the civic hierarchy.

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

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

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

As an example, when the king granted Ipswich the right to collect its own taxes, the town’s congregation elected two bailiffs and four coroners to manage its affairs. Two beadle were then appointed to work under the bailiffs, their duties being to make arrests, distraints, etc, while one of them also had charge of the prison. The bailiffs were elected to serve for one year, but no fixed term was set for the other offices and no provision was made for electoral meetings. (In some towns, important posts were almost hereditary.) The bailiffs and coroners then chose four lawful men from each of the town’s parishes, and these in turn chose the 12 chief portmen to govern and maintain the borough and its liberties, render judgements, and decide what was useful to the town with the advice of their peers. Ipswich also had a common clerk (who 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 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.

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 land in the borough and pay 'scot and lot' (the full dues).

There were three main types of law courts in medieval England: church courts, baronial courts and king's courts. The church courts were presided over by the sheriff or the mayor's court which dealt with the increasing interest would be 'to increase his income by any means possible. Special tolls might be in operation against foreigners (ie. non-burgesses) or the burgesses as such, such as murage for the building or repair of town walls, pavage for paving the streets, or pontage for the building or upkeep of bridges. Tallage, an arbitrary direct tax levied on the king, whether upon the king himself, the town as a whole, the proceeds going to either the

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.

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

Law and Order

There were three main types of law court in medieval England: church courts, baronial courts and king's courts. The church courts generally gave lighter penalties, but were only open to churchmen, though even church door-keepers could be counted as such. The baronial courts ranged from ordinary manor courts to those of the greatest barons. Manor courts only dealt with minor offences, such as breaches of the assizes of bread and ale, minor assaults, etc. They could not deal with cases of murder, arson and robbery, for instance, though some great barons were empowered to do so. Where lords did not have a right to a manor court, the minor cases went to the hundred courts (a hundred being a division of a county) held twice yearly and presided over by a justice of the peace. These petty courts were presided over by the sheriff with judgement by a jury of 12 freeholders of the county. To prevent sheriffs abusing their powers, especially when they were also important barons, they were replaced by officials of lower rank, and royal judges were sent on tour to try important cases.

Most boroughs would have their own court, the borough moot or portmanmoot, though sometimes they remained under seigneurial 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 tried for the Royal Justices, though some towns had the right to have burglaries tried within the town by an all-burgess jury. The borough moot was later joined by various subordinate courts such as the sheriff's court or the mayor's court, which dealt with the increasing volume of commercial cases. In some towns, the wards had their own courts under their alderman. The ward courts dealt with policing, defence, public hygiene, and so forth.

In medieval times, the ideal case would be where the criminal was caught in the act and run down by a 'hue and cry', in which case he would be punished without trial. Hearsay evidence was also valued, and when the Shire courts were in session, 12 local men would present the sheriff with the robbers and murderers of the locality. The sheriff would have the suspects apprehended, but as he was not empowered to deal with such crimes, would pass them in turn to the Royal Justices when they came around. However, hearsay evidence was not enough to condemn anyone. Suspected criminals, therefore, were tried by ordeal or combat, to determine God's will as to whether they would die or survive. Townsmen, however, soon attained the right to defend themselves against criminal charges by oath rather than battle, and as trial by ordeal became less popular, so trial by jury became the norm.

Similarly, in civil disputes (which mostly concerned land rights) trial by combat, which could be between champions in these cases, was increasingly superceded 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 townsmen 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 accordance to the regular 'in-the-graveyard' type adventure. These could be on an individual basis, concerned with ambition, rivalry, revenge and/or the righting of real or imaginary wrongs. The roots of these disputes could be land, property, family, mercantile interest or position, whether it be rivalry over the guildsmanship of the bakers or the mayoralty of the whole town. The more important the position in question, the more scope there is for factionalism in the town itself.

There could also be conflicts between interest groups: fishermen vs fishmongers, inter-guild conflict over trading rights, burgesses vs non-burgesses, journeymen vs masters, or conflict between weavers and fullers, on one hand, and cloth merchants on the other. If the town is multi-racial, multi-national or multi-religious, conflicts can arise. If the town is still in the control of a feudal lord, the manor courts might be the only courts available. If the town is in the hands of the king or the town itself, the proceedings go to either the king or the town itself. Many towns had different levels of tolls for natives of different places.

The roots of these disputes could be land, property, family, ambition, addition to the regular 'ghouls in the graveyard' type adventure. They could be of interest to those mentioning them and/or those about to be the victims of the events. Rumours picked up should be of interest to those within the town and/or those about which they could have some knowledge. A beggar in the slums, for example, would be unlikely to have knowledge or be interested in the goings on in the duke's bedchamber. Talk overheard in taverns and markets should concern the locality and people frequenting the place as well as the strange comings and goings of folk nearby. At the Weaver's Rest, for example, derogatory remarks about tight-fisted cloth merchants might be heard, while at the inn frequented by the Merchant Guild, the topics under discussion might be the outrageous demands of the weavers and fullers and how they are threatening to ruin the cloth trade.

The Urban Calendar and Other Events

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

THE TOWN PLANNER

ARTICLES II

THE BEST OF WHIRE

WITH TRANSPARENCIES III

43
Borough lands after the harvest, for example, and there could be festivals to celebrate this. Certain fairs, such as the wool fair, take place in the wake of the specific agricultural events. Not all fairs would be concerned with trade, however. There might be a yearly job fair where apprentices were taken on and journeymen gathered with the tools of their trade in the hope of finding a master for the following year.

Other yearly events could be the election of town officials, and a parade by the town militia. There might be one or two carnivals, perhaps of religious significance such as the performing of mystery plays by the various craft guilds. ‘Cultural’ events could include tournaments, games, races, gladiatorial contests, bands or dramatic contests and so forth. Each regular event would be accompanied by an influx of appropriate visitors to the town. Provision should also be made for one or more random events to occur each week, and if they were worked out in advance, player characters might be able to get advance warning of some of these. Examples of these possible events are: outbreaks of banditry/piracy in the area accompanied by a call to arms or recruitment for a punitive expedition; visits to the town by important religious/cleric personages; government proclamations about new laws or special measures; plague, fire or flood with possible taffage being levied to help alleviate the damage; the arrival/departure of caravans/ships; strikes/riots in connection with food shortage, peasant/labour unrest; criminals could be caught/escape/executed; criminal plots could be uncovered and initiated, etc., and so on. Provision in the town schedule should also be made for crop damage/failure; and plots could be uncovered in connection with interest, craft or political groups. Finally, events could occur which affect the town’s dignitaries and denizens, such as marriage, death, robbery, kidnapping, murder, a stroke of good/ bad luck in business, etc. Provision can be made for these to also happen to resident NPCs. Naturally, the less serious events would be more common and their nature will depend on the type of town.

Urban Encounters

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

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

The Thieves' Toolkit in D&D

By Marcus L Rowland

"By the Gods, the jimmy's snapped!" muttered Grabbo 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 gp (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 (gp)</th>
<th>Size</th>
<th>Cost</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Jest lockpicks (17 in leather case)*</td>
<td>9</td>
<td>6x4x1</td>
<td>12(gp)</td>
<td></td>
</tr>
<tr>
<td>Jimmy/claw</td>
<td>5</td>
<td>3x3x1</td>
<td>3(gp)</td>
<td></td>
</tr>
<tr>
<td>Nail extractor</td>
<td>4</td>
<td>2x2x1</td>
<td>1(sp)</td>
<td></td>
</tr>
<tr>
<td>Pry bar</td>
<td>3</td>
<td>3x3x1</td>
<td>2(gp)</td>
<td></td>
</tr>
<tr>
<td>Screwdriver</td>
<td>2</td>
<td>3x3x1</td>
<td>2(gp)</td>
<td></td>
</tr>
<tr>
<td>Chisel (3 wood, 2 masons, in pouch)</td>
<td>1</td>
<td>10x1x1</td>
<td>2(gp)</td>
<td></td>
</tr>
<tr>
<td>Small hammer</td>
<td>1</td>
<td>2x2x1</td>
<td>1(gp)</td>
<td></td>
</tr>
<tr>
<td>Metal saw (steel)</td>
<td>1</td>
<td>2x2x1</td>
<td>1(gp)</td>
<td></td>
</tr>
<tr>
<td>Keyhole saw (bronze)</td>
<td>1</td>
<td>2x2x1</td>
<td>1(gp)</td>
<td></td>
</tr>
<tr>
<td>150' Twine</td>
<td>1</td>
<td>2 x 2</td>
<td>2(sp)</td>
<td></td>
</tr>
<tr>
<td>Carrying bag, belt loops, etc</td>
<td>10</td>
<td>3x2x15</td>
<td>1(gp)</td>
<td></td>
</tr>
</tbody>
</table>
| Totals: Weight: 124.6GP  Cost: 31 GP * Only available from Thieves Guild.

The standard toolkit is fairly heavy, at over twelve pounds, and would be a fairly awkward load if improperly stowed. Typical packing would be to put the lockpicks, a small screwdriver, and pliers in a belt pouch, loop the jimmy, and possibly the prybar to the belt, and keep everything else in the bag until needed. The cost of a full set of replacements is slightly more than that of the normal toolkit, since items would have to be purchased from specialised 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 (gp)</th>
<th>Cost</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Burglary</td>
<td>50</td>
<td>30(gp)</td>
<td></td>
</tr>
<tr>
<td>Crowbar (extra-long jimmy)</td>
<td>20</td>
<td>18(gp)</td>
<td></td>
</tr>
<tr>
<td>Long lockpicks (for very deep locks)*</td>
<td>10</td>
<td>16(gp)</td>
<td></td>
</tr>
<tr>
<td>Key Blanks (brass)</td>
<td>12</td>
<td>6(gp)</td>
<td></td>
</tr>
<tr>
<td>Small files (wallet of evil)</td>
<td>10</td>
<td>6(gp)</td>
<td></td>
</tr>
<tr>
<td>Lump beeswax (for key improvements)</td>
<td>5</td>
<td>4(gp)</td>
<td></td>
</tr>
<tr>
<td>Climbing spikes (pair for boots)</td>
<td>25</td>
<td>12(gp)</td>
<td>1(gp)</td>
</tr>
<tr>
<td>Trap detection &amp; removal</td>
<td>1</td>
<td>6(gp)</td>
<td>1(gp)</td>
</tr>
<tr>
<td>Sheet mica (pair for listening horns)*</td>
<td>1</td>
<td>6(gp)</td>
<td>1(gp)</td>
</tr>
<tr>
<td>Hand drill (wood, bit, bow drill)</td>
<td>10</td>
<td>8(gp)</td>
<td>1(gp)</td>
</tr>
<tr>
<td>Brace &amp; Bit, wood, bit 4 x 1 set of 6)</td>
<td>36</td>
<td>12(gp)</td>
<td>1(gp)</td>
</tr>
<tr>
<td>Long probes (thin needles &amp; hooks)*</td>
<td>1</td>
<td>1(gp)</td>
<td></td>
</tr>
<tr>
<td>Inspection mirror on rod</td>
<td>4</td>
<td>1(gp)</td>
<td>1(gp)</td>
</tr>
<tr>
<td>Lubricating oil (small bottle)</td>
<td>3</td>
<td>1(gp)</td>
<td>1(gp)</td>
</tr>
<tr>
<td>Listening horn</td>
<td>5</td>
<td>6(gp)</td>
<td>1(gp)</td>
</tr>
<tr>
<td>Strong lodestone</td>
<td>2</td>
<td>10(sp)</td>
<td>1(gp)</td>
</tr>
<tr>
<td>Pickpocket, shoplifting, etc</td>
<td>20</td>
<td>15(gp)</td>
<td></td>
</tr>
<tr>
<td>Saff (bag with false bottom)*</td>
<td>12</td>
<td>15(gp)</td>
<td></td>
</tr>
<tr>
<td>Scissors (to cut bags etc)</td>
<td>6</td>
<td>2(gp)</td>
<td></td>
</tr>
<tr>
<td>Hooded wires, laced for wallets etc)*</td>
<td>3</td>
<td>1(gp)</td>
<td></td>
</tr>
<tr>
<td>Flavor flask Ring (to slit pockets)*</td>
<td>1</td>
<td>2(gp)</td>
<td>1(gp)</td>
</tr>
<tr>
<td>Scouting, Hiding, and Getaways</td>
<td>5</td>
<td>8(gp)</td>
<td>1(gp)</td>
</tr>
<tr>
<td>Lamp black (hands, face, pot)</td>
<td>6</td>
<td>10(gp)</td>
<td>1(gp)</td>
</tr>
<tr>
<td>Oversocks (to muffle feet)</td>
<td>20</td>
<td>1(gp)</td>
<td>1(gp)</td>
</tr>
<tr>
<td>Adidas (2 pointed dropping spike)</td>
<td>10</td>
<td>5(gp)</td>
<td>1(gp)</td>
</tr>
<tr>
<td>Bag tags (for feet)</td>
<td>8</td>
<td>7(gp)</td>
<td>1(gp)</td>
</tr>
</tbody>
</table>

* Only available from Thieves Guild.

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 a 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 part of a set of similar items, eg lockpicks, this DM is reduced to -2.)

Examples: El Grabbo, Lvl4 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 Grabbo successfully picks the lock. Had he used normal picks there would have been a DM of -10%. Grabbo sneaks along the aisle, muffling his footsteps with the oversocks to cancel the echoes. On reaching the altar Grabbo tries to pry a gold statue free with a jimmy, but rolls 00. The jimmy tip snaps. He tries again with his prybar, luckily rolling 95 and succeeding. As he turns to leave he notices four acolytes, summoned by the noise of the breaking jimmy...

In the above example the referee decided that although the statue was not trapped it would still require a Remove Trap spell to free it from its socket. He rolled d10 to establish the muffling effect of the socks, by chance getting a result of 5 which exactly cancelled the echoes. Although Grabbo 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 rulings on the 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 evade escape, should be reduced. Thieves will also rattle as any 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 this time is omitted the thief will take twice as long in the next use of his skill, since tools will have been returned to the wrong places in the kit.□

STOP THIEF!!
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 determinations system is rather simplistic and one-dimensional. Nonetheless, the standard system works, despite a few peculiarities - why should 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 both 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 has been invented, each with its own characteristics, each with a numerical value. The Bureaucracy Level (BL) is a measure of the extent to which government agencies intervene 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 to the random throw determining the society's Law Level. The Technological Modifier (TM) is the DM applied to the random throw 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 favor 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 1, except on a very few 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' (i.e. loyal) hands. In particular, missile weaponry is often carefully controlled, as it can be too much of an equaliser between the wealthy, well-armed lord and the disarmed peasant. This is related to a certain dislike of technological development generally.

Demarchy: Code R, BL 1, LM 1, TM +2. A rare form of participant democracy with many of the traits of an anarchy. In fact, Demarchy may be the only form of participant democracy possible to some very populous, or geographically dispersed, people. However, in the usual system of meetings in a particular place, a Demarchy uses the most sophisticated two-way communications media available to allow mass discussion and voting on almost every issue. Because of the speed and frequency of debates, the result is virtually mob rule, with skilled speakers and self-publicists given a considerable advantage. 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 very low esteem. A Demarchy can represent a very dangerous society for outsiders, and especially 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 writer Joan 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 +2. 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 used it to awe and cow the masses. Such rulers may assume the role of priests, granted miraculous power 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 eye on their domains, they will tend to feel that they have little to fear, and so government/divine intervention will be limited - except when technological change threatens status.

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, however, is Roger Zelazny's Lord of Light, which introduces the interesting twist that the pseudo-divinities are actually master psionicists. Other Zelazny worlds 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 enjoy their position, they 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; there is a hint of such ideas in Larry Niven's Beowulf Shaeffer stories, and Ursula LeGuin's Ekumen is a highly relevant concept. It is also argued that the Traveller Imperium represents exactly this sort of government. The classic example, however, is Cordwainer Smith's Instrumentality, which appears in all of Smith's works, which are highly recommended.

Sample Scenarios Using Non-Standard Governments. Three scenarios are presented here, each centred on a world government of one of the types described in the first part of this article. Each is in the 46 Patrons format, with patron, required skills (if any) for the job, and alternative backgrounds for the referee to choose or roll for.
### 1. Survey Mission

**Patron:** Industrialist, UPP 6970DA, Age 51  
**Required Skills:** Mechanical, Electronic

<table>
<thead>
<tr>
<th>Title</th>
<th>Details</th>
</tr>
</thead>
<tbody>
<tr>
<td>Worldly Power</td>
<td>Survey Mission</td>
</tr>
<tr>
<td><strong>Patron:</strong></td>
<td>Industrialist, UPP 6970DA, Age 51</td>
</tr>
<tr>
<td><strong>Required Skills:</strong></td>
<td>Mechanical, Electronic</td>
</tr>
<tr>
<td><strong>Basics:</strong></td>
<td>The survey mission involves the exploration of a planet named Voan, which is nominally a democracy, and usually regarded as a civil-service bureaucracy. However, the planet has grown fabulously rich on its automated farms, which are run by an Abstract Supreme Authority. The job involves obtaining a trading permit, which the council suspects is a Zhodani front. The long-term result of its advice will be to create a strong trade bond between the two planets, with Vo generally bearing gas giants nearer.</td>
</tr>
<tr>
<td><strong>Referee's Notes:</strong></td>
<td>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 Voan (C7864R4-D), as there are reasons to believe that mineral wealth could be present there. Basic skills required to operate the survey equipment are Mechanical-1 and Electronic-1. Prospecting skill would also be of use. Expenses, middle passage, and Cr15,000 per head are offered to the party as all of the company’s regular prospectors are otherwise engaged at present. The patron wants the work done quickly, before the rumour reaches any larger organizations; freelance professional prospectors are all too often paid by the competitor’s backhand means of interesting commissions from rivals.</td>
</tr>
<tr>
<td><strong>Referee’s Notes:</strong></td>
<td>Noth was inhabited by a small farming community that has grown fabulously rich on its automated farms’ output of Noth Cumin, a superb spice that will only grow successfully in the soil and solar radiation pattern of Noth. The farmers control their government by voting on all major issues, including criminal trials, via a video-conferencing system. If a debate occurs involving the party, the referees must assess the rhetorical skills applied, the mood of the populace, and any other relevant factors.</td>
</tr>
<tr>
<td><strong>Referee’s Notes:</strong></td>
<td>The job on offer is to obtain a trading permit to survey specific areas. Permission to survey is not available; permission to survey certain areas must be obtained in the face of attitudes ranging from hostile to benevolent neutrality to outright hostility.</td>
</tr>
<tr>
<td><strong>Referee’s Notes:</strong></td>
<td>The problem may be solved by the referee. He has cloth armour and an automatic rifle.</td>
</tr>
</tbody>
</table>
| **Referee’s Notes:** | The Blue Crystal Brotherhood is an innocent social club with a childish taste for secrecy; the permit was refused on the patron’s part. The Blue Crystal Brotherhood is an innocent social club with a childish taste for secrecy; the permit was refused on the patron’s part. The Blue Crystal Brotherhood is an innocent social club with a childish taste for secrecy; the permit was refused on the patron’s part. The Blue Crystal Brotherhood is an innocent social club with a childish taste for secrecy; the permit was refused on the patron’s part. The Blue Crystal Brotherhood is an innocent social club with a childish taste for secrecy; the permit was refused on the patron’s part. The Blue Crystal Brotherhood is an innocent social club with a childish taste for secrecy; the permit was refused on the patron’s part. The Blue Crystal Brotherhood is an innocent social club with a childish taste for secrecy; the permit was refused on the patron’s part. The Blue Crystal Brotherhood is an innocent social club with a childish taste for secrecy; the permit was refused on the patron’s part. The Blue Crystal Brotherhood is an innocent social club with a childish taste for secrecy; the permit was refused on the patron’s part. The Blue Crystal Brotherhood is an innocent social club with a childish taste for secrecy; the permit was refused on the patron’s part. The Blue Crystal Brotherhood is an innocent social club with a childish taste for secrecy; the permit was refused on the patron’s part. The Blue Crystal Brotherhood is an innocent social club with a childish taste for secrecy; the permit was refused on the patron’s part. The Blue Crystal Brotherhood is an innocent social club with a childish taste for secrecy; the permit was refused on the patron’s part. The Blue Crystal Brotherhood is an innocent social club with a childish taste for secrecy; the permit was refused on the patron’s part. The Blue Crystal Brotherhood is an innocent social club with a childish taste for secrecy; the permit was refused on the patron’s part. The Blue Crystal Brotherhood is an innocent social club with a childish taste for secrecy; the permit was refused on the patron’s part. The Blue Crystal Brotherhood is an innocent social club with a childish taste for secrecy; the permit was refused on the patron’s part. The Blue Crystal Brotherhood is an innocent social club with a childish taste for secrecy; the permit was refused on the patron’s part. The Blue Crystal Brotherhood is an innocent social club with a childish taste for secrecy; the permit was refused on the patron’s part. The Blue Crystal Brotherhood is an innocent social club with a childish taste for secrecy; the permit was refused on the patron’s part. The Blue Crystal Brotherhood is an innocent social club with a childish taste for secrecy; the permit was refused on the patron’s part. The Blue Crystal Brotherhood is an innocent social club with a childish taste for secrecy; the permit was refused on the patron’s part. The Blue Crystal Brotherhood is an innocent social club with a childish taste for secrecy; the permit was refused on the patron’s part.
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. The following packages are intended as a framework and leaves room for addition and adjustment as referees and players see fit.

**Deck Plan Analysis**
A finely tuned advancement of the CPA, this package gives all the information relayed by a CPA 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.

**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. Its visual display takes the form of one dot for each living cell present, 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 cells 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.
**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.

**Weaponry**

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

**Interior Conditions**

These are always controlled from the bridge. Pressure is very useful in defence. Defending areas are put up to two atmospheres and attacking areas are depressurized or filled with a low 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 vacc suits (count as shotgun).

Light and gravity can also be used to help 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. Coloured light is used to show up attackers.

**Design**

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

Corridors can be protected by fitting armoured shields, which swing down garage 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 fits. For instance, steel discs and a rapid setting 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 an imperishable 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 manouevre and jump drives, partly to reduce energy losses, partly to simplify engineering access. 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 noise). Wheeling around, they first see nothing, unless a Spot Hidden roll reveals the dark forms of beasts. As tuskers bust 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 riderless 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 with penalty and each ENC point over this subtracts 5% from the chance of success.

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.] Aid may be in the form of a hand or a rope over longer distances. Assisted characters would not normally get 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 as percentage or less.

Rolls of 36% should be treated normally (100% or better in climbing should be counted as 95% only); characters who fumble will get no luck roll. For damage assessment (where appropriate) the equivalent of a 1d6 metre fall, and then another luck roll can be attempted (note that, although the distance fallen will be far more than 6 metres, sliding down a slope will reduce the damage). If a character must pull himself/herself up after a fall when on the edge of a pit, hanging from a tree limb etc (or in any similar circumstance, such as scaling a wall unaided) use the following roll: STR vs SIZ + 1/3 ENC on the standard Resistance Table. If this roll is failed three times in a row, the character losses 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. A drowning character can be saved by friends throwing a rope to him/her (roll DEX x current CON modifier as a %; thus, if 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.

b. Another character can swim to the aid of a drowning comrade (assume 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.

c. 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 tusk riders. If a character sets his/her hand 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 so set 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 high hit.

After defeating/evading the tusk riders 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 bled to death. (Although they would need to know xenohaeling to do so which must be used on any other race but your own. A centaur would similarly have to use xenohaeling on a human.) They search the bodies of the centaurs and their foes, the tusk riders and their riders. Hidden between layers of clothing on one of the tusk riders (a Spot Hidden roll 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 caves on the map and set about exploring them.

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 1/4 or less of maximum distance, double chance; 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 Panash 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 ruled to be big enough by the GM. The basic abilities are 25% parry, 5% attack, with training costs on the 500/1000/2000L system. A successful parry with a cloak does not cause it damage; instead it functions as a shield, absorbing a maximum 8 points of damage; instead it functions as a shield.

2. Characters that successfully grapple an opponent may try to bite next MR for 1d3 points' damage (if human; if, say, baboon, as in RO ODI). The base chance is 25%, increased by experience only. At the GM's discretion, a character grappled by another may bite the attacker.

3. Swinging from ropes/chandeliers. A character grappled by another may

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 RO ODI). 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 RO a successful surprise attack should add 20% to the attackers' percentage. I feel it might be unfair to apply this as well as the penalties below, but it could be added under 9-10.

6. 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.

7. Extreme surprise. Characters parry at half value and get no attack this MR.

8. Surprise. Characters parry at 10% or half value, whichever is higher; they may attack this MR, but at -4 to Strike Rank.

9. Partial surprise. Characters attack at -4 to Strike Rank; no other penalty.

10. Finally, a more detailed look at modelling an aimed blow, from Ashley Holloway. During the Statement of Intent, players should note 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 MR 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 value (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 in addition to the dice, and to this successful hit the 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 (POW x 3 if not INT) must be rolled, 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 percentage 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 MR 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 before the aimed blow is executed, 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 the HPs of the arm not holding 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 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 09, a special hit, the Scorpion Man fails 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 (7d8), 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 talons for 1-3 each; or 2 daggers for 1d4 each
Alignment: Lawful neutral
Intelligence: Average

The javukchari, or vulture-men, are a bird-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 (AC6, attack with 1-3 beak and two talons for 1-2 each; move 1'/15'; 1d6+1 hit dice; animal intelligence) and a 2nd level javukchari cleric. In a lair, numbers are doubled, and additional types are: 3-8 vultures; one 5th level cleric leader; his 4th level assistant; three 1st and three 2nd level clerics; 5-20 eggs (value 6-38gp each); and 1-4 egg-warden (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 Tele-kinesis, all as a cleric, at 6th level mastery.

Javukchari have their own language. Their clerics also speak the common and lawful neutral languages.

**RUSALKA**
by Roger E Moore

No Appearing: 1—2
Armour Class: 5
Movement: 12”/24” swimming
Hit Dice: 4d8
Treasure: P, Ox5
Attack: Hands for 1d4, drowning, or special
Alignment: Chaotic evil
Intelligence: Average

Rusalka are the undead spirits of chaotic evil female magic users who died by drowning. Given these conditions, they are naturally very rare. They initially appear to be lightly clad women, not unlike dryads, nymphs or normal women. They are found in lonely places near a marsh, swamp, lake, or river where they wait for unwary passers-by.

A rusalka will attack with its clawed fingers for 1d4 points of damage, or by a more subtle method. If one can entice its victim to kiss her, the victim must save vs natural 20 to avoid being drowned. Magical spells or devices above the base number the rusalka needs to drown. Rusalka may also attempt to grapple where they lair; this requires a score of 2 or better on a die for success. Once the grapple is successful, a nearby ally of the victim may (50% chance) be able to see enough of the victim to deliver powerful electric shocks. It is important that they be kept in brine when not engaged in combat (eg, a brine-filled stone coffin).

In combat they can strike twice, once with each hand for a 1d4 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 for 1d6 electric shock each.

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 skeletons. 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 stone 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 for 1d6 electric shock each.

Once the round in which the egg-tube is inserted the victim is given no chance to move. In the next melee round the wrnn 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 wrnn 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 wrnn 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.

**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-

The wrnn 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 spiky emerging from a cavity in the creature's under-surface 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 wrnn 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 wrnn 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 wrnn 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 wrnn 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 wirrn has been attacked - each round roll to hit dice for every character within 10' of the wirrn. After this period, the eggs will hatch progressively and the new creature will emerge from the victim's body (which constitutes their first meal). 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 poison, and neutralise poison. After this period, the eggs will hatch progressively inside the victim's body, and four days after the first hatching 1–4 small wirrn inside the victim's body, and four days after the first hatching 1–4 small wirrn will eat the victim's body, and four days after the first hatching 1–4 small wirrn will eat the victim's body. 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 emotive 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 30% chance that the creature will attack anyway if it is disturbed. They attack by flying in and ejecting a jet of poison at +6 to hit with a 5' range. Saving throws against this flesh poison are made at -2, failure means death. Since the jet is always armed 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.

### MINIDRAG

**by D. Farrington**

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

This minidrag can be kept as a pet and will be loyal to its owner. They are highly valuable as pets and can be used for various purposes, such as rescuing lost items or aiding in battles.

### MORBE (or Semi-Dead)

**by Albie Fiore**

- **No Appearing:** 2–8
- **Armour Class:** By armour type
- **Movement:** 12'
- **Hit Dice:** 2d6 + 3
- **Treasure:** K, M, X
- **Attack:** Two claws, 1 bite, all special/by 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 clothed and armed as a fighting man. Their flesh is grey and pockmarked 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 drops below 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. 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, 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.
GWYLLION

No Appearing: 2
Armour Class: 10
Movement: 12" 
Hit Dice: 5
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 defence.

Bogles

No Appearing: 1-20
Armour Class: 3
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 tempt 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 gothic 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 dying 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: 2  
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 portent, 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 wail twice per day.

As they are semi-corporeal, 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), 8 (as stirge)  
Hit Dice: 1 to 6  
Treasure: A  
Attack: 1 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 houris 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 size), 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 50%. 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, $  
Attack: 1, Variable damage  
Alignment: Neutral evil  
Intelligence: Average

Spriggans 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, spriggans 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).

<table>
<thead>
<tr>
<th>Size</th>
<th>Armour Class</th>
<th>Damage per attack</th>
</tr>
</thead>
<tbody>
<tr>
<td>2'</td>
<td>5</td>
<td>1d4</td>
</tr>
<tr>
<td>4'</td>
<td>6</td>
<td>1d6</td>
</tr>
<tr>
<td>6'</td>
<td>7</td>
<td>1d8</td>
</tr>
<tr>
<td>8'</td>
<td>8</td>
<td>1d10</td>
</tr>
<tr>
<td>10'</td>
<td>9</td>
<td>1d12</td>
</tr>
</tbody>
</table>

Spriggans take great delight in the fear their special ability causes, and may deliberately slow down their advance to melee in order to heighten their menacing appearance.
The duergar are a race akin to the dwarves though they are of a twisted and corrupt nature. They are dark-skinned, dwarf-sized, misshapen of limb and they favour many-pocketed robes of sombre colour. Legends say that 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 is 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 (as 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.

The rare and cunning phooka of moorland, mire or hill country is a strange, perverse creature with the ability to *shape-change* into a variety of forms. It is normally found in the form of a goat, a shaggy pony or a giant eagle. Favoured solitary travellers or stragglers it becomes very friendly with its victim, encouraging him or her to ride it, though it may also use its power to *enchant* an unwilling victim into mounting (those who fail a save versus magic will mount, unless restrained; the phooka can carry two heavy people, chosen randomly if more than two fail their saving throws). If ridden, the phooka will go on a wild and terrifying gallop, eventually dumping its rider(s) in mire or ditch and chuckling as it gallops away.

In appearance it is generally jet black with blazing eyes. The phooka is also capable of changing into the following forms: dog, cat and bull.