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CONTENTS

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

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

Ian Livingstone

A Guide to Dungeon Mastering

Part 1: Setting up Adventures

by Lewis Pulsipher

Ideas

Where do you get ideas for adventures? First, read and reread the rules. Ask yourself how monsters, spells, or magic items might be interestingly combined. Think about the economic and sociological implications of various rules. Imagine what you would do if you were a beholder, an orc chief, a magician, a noble or bandit.

Second, record your ideas as they come to you, in a small notebook. Whenever you read rules or literature, and whenever you play the game, keep the notebook nearby and write ideas down *immediately*, leaving plenty of space for later expansion. All too often, you'll find that you'll forget an idea if you don't write it down. Moreover, having all the ideas in one place helps you combine and work with them when you have a spare moment. As you read through your idea book you'll find yourself thinking of additional possibilities. The bare idea may sit in your book for months or years before you work it out fully and incorporate it into your world.

Third, any fiction you read can be a source of ideas, but two particularly rich, if rather obscure, sources are Stith Thompson's *Motif Index of Folklore Literature* and *Bullfinch's Mythology*. The former, amounting to six large volumes, literally lists every basic plot and oddity of every known folk story of dozens of cultures. While it cannot be called easy reading, there are dozens of simple usable ideas. Bullfinch is far more readable, though occasionally archaic in style. Here you'll find the legends of Roland and Charlemagne, King Arthur, the Greek and Roman heroes, the Norse gods, etc.

Fourth, the most accessible idea source is other DMs and players. If necessary you can borrow entire situations, it's better to modify or pick out certain aspects. Jokes and fears of the players can provide ideas. When you play, if you wonder why the DM didn't arrange such-and-such, or if you feared something which didn't occur, write it down and use it yourself.

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 doored* into, flown over, and so on. Consequently, an abandoned fortress would consist largely of underground passages now inhabited by monsters. Underground burial areas, such as the Roman catacombs, suggest further adventures. Natural caves, such as Mammoth Caves in Kentucky, or abandoned burrows of giant insects and snakes, might be used by evil creatures as hideouts. Some *D&D* monsters customarily burrow out tunnels in earth or rock, and some giant insects, such as bees and ants, build large nests — what about an ant hill 200 feet high? Finally, large dwellings may be adapted for above ground adventures, and religious buildings, whether under or above ground, could be vaster than a gothic cathedral.

Scenario vs Environment

There are two ways to create places of adventure. You can make places for a particular party of adventurers, a scenario specifically designed to fit the capabilities of the characters and, more important, the preferences of the players. Or, you can design a variety of places suitable for a range of strength and, you hope, interesting enough for anyone likely to play in your world. The first method is scenario design, the second environment design. Obviously, a DM can be more impartial in environment design, but it may be harder to create environments which will result in good games because more variables must be accounted for. If you intend to run a campaign, you might ask the players which 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't 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 let the player know what they roll to hit, which may enable them to figure out that an enemy has unusual protection, the character might know he was swinging well enough to do damage but wasn't connecting. You aren't giving 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 characters (think they) see. It's too easy to give away information by saying, for example, 'you see four werewolves ahead'. The characters shouldn't know whether they're facing normal wolves or werewolves. Don't say how many hit points a monster has, just describe its general condition (seems unaffected, bleeding, bleeding heavily, staggering, motionless on the floor). Similarly, when a character is reduced to zero or fewer hit points, don't reveal whether the victim is dead or simply unconscious until someone stops to look for breathing.

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 Organisation
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 unknown to 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.

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 three and a third feet per square is best, though some people use five per square, while the outdoor scale will vary with the activity and terrain. Every creature should be represented by a miniature figure or cardboard piece. The players must not be allowed to shuffle their characters around anytime, at will, for this will create chaos and engender cheating and arguments. At first some people just can't keep their hands 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 insofar 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 dwarf might be worth a lot of money 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 until the character is trying for seventh 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 are in double figure experience levels: there are too many options, too much magic, too few good monsters. The game is probably best with third to sixth level characters. Of course, other persons have different opinions, for example, the DMs who *start* players at third or fourth level.

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

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

Miscellaneous Mechanics
I don't use the initiative system described in the *DMG*. When the entire side moves before the other you can get ludicrous results. For example, one side may rush into a room and surround an unsurprised party, individually, before they can even move. If you must use this system, move by segments, not by rounds. I use simultaneous movement: the DM decides where the monsters will go, the player characters begin to move, the monsters move at the same time, and both can react to the movements of the other as they go. This is more 'realistic', and the use of a 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 fire it with a torch, or throw down a lantern with some hope that a fire will start, reasoning that lantern oils are not highly inflammable, closer to modern engine oil than to petrol. Petrol (gasoline), paraffin (kerosene), and other highly inflammable derivatives of petroleum cannot be produced by 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 *D&D* world.

Part 2: Monsters & Magic

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

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

A DM can kill any number of player characters if he wants to. This is not the object of the game. Moreover, the defensive strength of a well planned complex in a dungeon is such that, if D&D were a competitive wargame between one person playing the monsters and others playing the characters, the monsters would often win. That's why dungeons are arranged in increasing level of difficulty, unrealistic as it is. D&D is a game, the players expect to have some fun, and from this arises the unwritten rule that governs every good D&D game: if the players are wary, 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 characters, but only the better DMs can run consistently good games. In the ideal session the players should escape almost literally sweating with fright, but perhaps with some reward and with no one dead (or at least, with no one irrevocably annihilated). Most DMs err by making everything too easy, but to err the other way is even worse, for you'll find yourself without any players.

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

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

In general, magic items should be rare, valuable, *wonder-full*, not commonplace. Items which are expended when used (such as scrolls and potions) are the best treasure, for the players can have their toys without becoming over-powerful headaches for the DM. One of the bigger mistakes an inexperienced DM can make is to introduce runaway escalation of magic spell and item powers. Examples of such is magic which will go through an anti-magic shell or any device which defeats the immovable 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 twain meet? 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 *Players Handbook* and *Dungeonmasters Guide*. Read it!

Part 3: Some Conclusions

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

Always assume that the adventurers will get through, regardless of how difficult you make it, and you'll not 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 arised from the game situation, for example when the former non-player owner of the item pursues the character. Otherwise it is at the least unfair, at the worst likely to destroy your campaign. The players can usually notice that the DM is out to get a particular character; they will probably, and the player involved will certainly, think that you are cheating, trying to take back a fair gain. Your personal relations with the player involved can deteriorate, and he may begin a vendetta against your characters in other games, particularly if he is DM.

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

If you DM *AD&D* long enough you'll see characters rising to levels and powers too great for the game mechanics to handle, and too powerful to 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 to choose from. The best way to cope with this is to move the character(s) out of the adventuring part of the game. This can be accomplished in several ways. The worst is to arbitrarily start a vendetta against the characters until they're dead. A better alternative is to persuade the character to retire permanently to his castle where he can collect taxes, make magic items, 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.

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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 *no more than* 12. 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 armour 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, gnolls, 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 may be friendly with undead just as evil clerics can, using the matrix on page 75 of the *Dungeonmaster's Guide*. However, a D result means that the undead are indefinitely under the control of the necromancer. Otherwise, to gain 'permanent' control of undead, the necromancer presents himself to undead already friendly with him, and the Matrix of Clerics Affecting Undead [*DMG*] is consulted again. If the result indicates that the undead are affected, then 1-12 are indefinitely controlled by the necromancer. If a 1 is rolled, the undead immediately attack the necromancer.

Control lasts until a good cleric turns the undead in question, or the undead moves more than 20 feet 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/dissolve 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, ie 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 ritually 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 atones for missed sacrifices).

Sacrifice Table

Level	Average Frequency	Maximum Interval Between Sacrifice	Minimum Creature Required	Minimum Special Sacrifice Required Once per Year
1	4 weeks	6 weeks	Dog, cat, horse, or creature of similar intelligence	Human
2	4 weeks	6 weeks	Dog, cat, horse, or creature of similar intelligence	Human
3	4 weeks	5 weeks	Female of above	Female human
4	4 weeks	5 weeks	Female of above	Female human
5	3 weeks	5 weeks	Chimp, orangutang dolphin, or similar intelligence	Human virgin
6	3 weeks	5 weeks	Giant class (orc, goblin, etc)	Human virgin
7	Fortnight (2 weeks)	4 weeks	Female of above	Human virgin
8	Fortnight	4 weeks	Female of above	Human virgin
9	Fortnight	3 weeks	Human	Human mother pregnant with first child
10+	Fortnight	3 weeks	Human	Human mother pregnant with first child

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 four times the necromancer's level. Any *remove curse* (or *dispel evil*) spell works against the curse as *dispel magic* does on magic. Each cleric or magic-user casting *remove curse* or *dispel evil* can try once only; if he fails the first time, he'll fail every succeeding time against this curse, if he bothers to try.

At fifteenth level, the maximum level attainable, a necromancer has reached Utter Degradation (from an ordinary point of view) or the Ultimate (from his own point of view). He learns/discovers 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 relearned in the way a magic-user must memorize his spells from books. An ability cannot be changed or substituted, but may be selected more than once. Unless otherwise stated, an ability is useful just once per day. Some abilities must have another ability selected at an earlier experience level before it is possible to choose the ability in question. For example, *Animate Dead* must be selected before *Improved Animate Dead*. A necromancer may use the opportunity to learn a higher grade ability to learn a lower one instead. For example, a third level necromancer could have four grade one abilities instead of three grade one and one grade two. Later he may put the ability back in its proper place, in effect — in the example, when he reaches fourth level he could choose one grade two for four and one, and at fifth level choose another grade two, and a grade three, to give him four-two-one. ▶

Construction costs 10 man-hours — using living slaves, since undead have insufficient dexterity — and 10 gold pieces for every 10 cubic feet of walls, ceiling, floor, and supports. (Bone walls must be at least one foot thick, ceiling and floors half a foot thick.) Every 10 cubic feet requires bones of 50 humans and demi-humans, and blood of five. Graves and tombs are likely to be the primary source of bones in these numbers. Temple bone is magically resistant to damage, and structurally strong— treat as the hardest type of stone.

While in his temple a necromancer's power is increased. Sav-

Necromancers Table

Experience Points	Experience Level	8-sided Dice for Accumulated Hit Points	Abilities: Grade 1	2	3	4	5
0-1500	1	1	1				
1501-3000	2	2	2				
3001-6000	3	3	3	1			
6001-13000	4	4	3	2			
13001-27500	5	5	4	2	1		
27501-55000	6	6	4	2	2		
55001-110000	7	7	4	3	2	1	
110001-225000	8	8	5	3	2	2	
225001-450000	9	9	6	3	3	2	
450001-675000	10	9+2	6	4	3	2	1
675001-900000	11	9+4	7	4	3	3	1
900001-1125000	12	9+6	7	4	4	3	2
1125001-1350000	13	9+8	8	5	5	3	2
1350001-1575000	14	9+10	8	6	5	4	2
1575001-1800000	15	9+12	9	6	5	4	3

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 1	Grade 2	Grade 3	Grade 4	Grade 5
Animate Dead	Control Shadows	Animate Dead Animals	Become Non-Corporeal	Death Angel's Shadow
Cause Darkness	Improved Animate Dead	Create Skull Guard	Construct Servant	Drain Hit Points
Evil Eye	Manufacture Ghoul	Improved Control Shadows	Create Necromantic Bell	Frankenstein Creation
Feign Death	Manufacture Ghast	Manufacture Wight	Life Drain	The Ineffable Terror
Grave Noises	Sense Life	Manufacture Mummy	Summon Dead Person From the Outer Planes	Summon Spectres
Speak with Dead	Summon Ghouls and Ghasts	Paralyze	Summon Mummies	
Speak with Dead Animals	Summon Wights	Possession	Zombie	
Summon Skeletons and Zombies	Wisdom of the Dead	See/Know the Past	Zombie Army	
		Summon Wraiths		
		Superior Animate Dead		
		Unholy Strength of the Eternally Damned		

Description
of Abilities
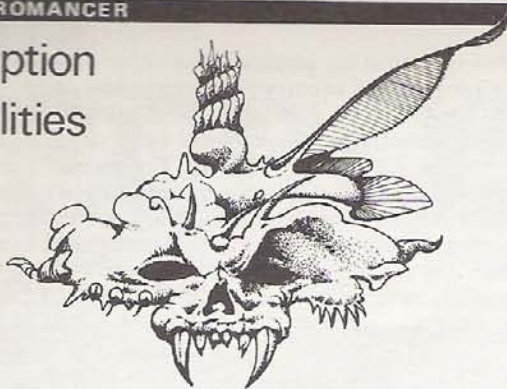
Grade 1

Animate Dead. Enables animation and control of 1-6 dead human-type bodies, which become zombies. The bodies cannot be more than one week dead, plus one day per experience level of the necromancer. (If the flesh has been stripped from the bone, the victims become skeletons rather than zombies.) No more than six times the necromancer's experience level of zombies and skeletons animated in this manner may exist at one time.

Cause Darkness. Equivalent to the MU's *darkness 15' radius* spell.

Evil Eye. The necromancer's eyes act as those of a vampire except that the effect is to *hold* rather than *charm*, and lasts only while the necromancer looks into the victim's eyes. A save vs spell is applicable. Only those vulnerable to *charm person* may be affected.

Feign Death. Same as the monk's feign death ability, usable any number of times per day.

Grave Noises. Similar to the MU's *audible glamer* spell except that only noises appropriate to the Romantic idea of a graveyard can be produced: screams, wails, crys, gasps, moans, curses, groans, chains rattling, thumps, etc. Moreover, the sounds may 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 only between dusk and dawn.

Speak with Dead. Same as third level clerical spell.

Speak with Dead Animals. As *Speak with Dead*, but permits speech only with dead animals, not human-types, monsters, or giant animals.

Summon Skeletons and Zombies. (This description applies to all the undead summoning abilities.) The necromancer may summon up to a dozen undead of this type or types within a range from himself equal to 3'' times his experience level, up to a maximum of 25''. The undead will immediately move as rapidly as possible toward the necromancer. If no undead of the type(s) specified are within range, or less than a dozen, lower level undead will answer the summons, the most powerful first. A necromancer may attempt several undead summonings, with different summoning abilities, at one time. If the undead in question are controlled by someone, halve the level of the summoning necromancer, divide it by the level of the controller, convert to a percentage, and roll percentage dice to determine whether the call overrides control.

The maximum duration of the call is one turn plus one per experience level of the necromancer. It is not necessary for the necromancer to concentrate on the call once it begins; he may stop the call at any time. Undead summoned in this manner may be controlled using the Undead Control Table, but react as normally encountered undead when they arrive within sight of the necromancer.

Grade 2

Control Shadows. This is unlike the normal undead control ability of a necromancer, because the controlled shadows may be sent out of sight, to return later and report what they've learned. The maximum distance the shadow can be from the controller is 2'' times his experience level. The basic control chance is 10%, increasing 10% for each level advanced after he has selected this ability. For example, if he selected this at third level, then as a sixth level his chance would be 40%. The maximum number of shadows which may be controlled at one time is equal to the number of levels the necromancer has possessed the ability (eg third-sixth is four levels).

Improved Animate Dead. *Animate Dead* is a prerequisite. The necromancer is able to animate 1-6 human (not demi-human) dead with half of the hit dice they had before death (round down), which attack as the level they were while alive but without strength and dexterity bonuses or penalties. They cannot wear armour, but have 8-sided hit dice regardless of the type they had while alive. They attack by weapon type and are turned as ghouls. Duration is 24 hours, the victims cannot be more than one week dead, and the bodies must be more-or-less whole.

Manufacture Ghoul. Creates a ghoul from a dead human body. The procedure requires one week without other activity, and the human must be formally sacrificed in a Black Mass at the midpoint of the week. The necromancer may take control of the newly-created ghoul using the normal undead control procedure, but otherwise the ghoul reacts as a normal independent undead creature.

Manufacture Ghast. As for *Manufacture Ghoul*, but a ghast is created. *Manufacture Ghoul* is a prerequisite.

Sense Life. Three times a day, for one turn duration, the necromancer may sense all intelligent warm-blooded living creatures within 15'' of him; he learns direction to the creature(s) only.

Summon Ghouls and Ghasts. Similar to the grade 1 summoning ability, except that ghouls and ghasts are summoned. *Summon Skeletons and Zombies* is a prerequisite.

Summon Wights. As grade 1 summoning ability, except that Wights are summoned. *Summon Ghouls and Ghasts* is a prerequisite.

Wisdom of the Dead. Once per day, the necromancer may question an intact skull to find out what is happening wherever the skull's body skeleton lies. The maximum distance from the skull to bones is 20 miles per experience level of the necromancer. The skull can report on circumstances occurring up to 50 feet from the body, even if the body is buried. The power cannot be used if the body is animated or the parts are scattered.

Grade 3

Animate Dead Animals. The necromancer is able to animate 1-6 animals dead less than a week, with the same powers they had when living. They are turned by clerics as undead of half as many hit dice. Only animals (beasts one might encounter in our normal earth) can be animated. Restrictions on numbers are as for *Animate Dead* (grade 1).

Create Skull Guard. If a human or demi-human is ritually sacrificed in the necromancer's lair, the decapitated head may be used as a guardian skull, after one week of further attention. He may have no more than his experience level of skull-guards at one time. A skull-guard is a skull – the flesh soon sloughs off – with shadowy wings. It flies rather slowly, 3'', one hit die, AC2, bites for 1-3, and has the usual undead immunities to spells. It is turned as a spectre. It will never go more than 60 feet from the location of the ritual in which it was created. Otherwise, it follows whatever order or series of orders the necromancer leaves with it. Fear emanates five feet from each skull-guard. Anyone in this area failing to save vs magic flees at full speed for five melee rounds. Once a character has saved, he is immune to fear from the skull-guard in question for the next 24 hours.

Improved Control Shadows. *Control Shadows* is a prerequisite. This works just as that ability, except that there is a telepathic link between the necromancer and shadow so that the shadow can report what it sees as it sees it, and can receive further orders. While the link is actually being used to transfer information, the shadow glows a reddish colour slightly.

Manufacture Wight. As grade 2 manufacturing abilities, but a wight is created. *Manufacture Ghast* is a prerequisite.

Manufacture Mummy. As grade 2 manufacturing abilities, but a mummy is created. *Manufacture Wight* is a prerequisite.

Paralyze. For two turns, the necromancer can paralyze any humanoid of man-size or smaller which he touches. A save vs paralysis is allowed.

Possession. Once per day this power may be used against anyone vulnerable to *charm person* who is within 60 feet of the necromancer and in his sight. If the victim fails to save vs spells his body is taken over by the spirit of the necromancer, which leaves his own body behind (as for a *magic jar* spell). The necromancer continues to sound like himself, with the necromancer able to speak any languages the victim knows. Consequently, he may attempt to insinuate himself into a party of the victim's friends. *Detect evil* or *magic* will register that something is evil or magic about the victim, though of course if the victim carries any magic item there will be no differentiation between victim and item. *Detect charm* will reveal the possession. The duration of possession is determined in the same way that duration of *charm person* is determined.

See/Know the Past. Once per day, the necromancer may concentrate for 5 rounds and know what occurred during the previous 24 hours in the place he occupies.

Summon Wraiths. As grade 1 summoning power, but wraiths are called.

Superior Animate Dead. 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 in life, including any spells or magic-using ability it had at the moment it died – it cannot actually learn or memorize more spells. Clerical spells are not available. Duration is 24 hours. The undead is turned as a normal undead creature of similar or fewer hit dice. There is a 10% chance that it will turn on and attack the necromancer, or 20% if it was chaotic good in alignment, 25% if neutral good, 30% if lawful good. *Improved Animate Dead* is a prerequisite.

Unholy Strength of the Eternally Damned. This ritual can give 18/00 strength to the recipient. A human, elf, dwarf, or gnome must be sacrificed at midnight of a full moon, and the recipient must pour the blood over his head and drink of it. He takes 1-20 hit points damage and then has a chance of gaining 18/00 strength permanently, depending on the victim's nature: male 50%, non-virgin non-pregnant female 70%, virgin 85%, pregnant 90%. If successful, the recipient is damned and becomes lawful evil. His soul is promised to an arch-devil. Someone who unwillingly undergoes the ritual may be saved by death and *resurrection/raise dead*. If a *charmed* person is forced to undergo the ritual he gets an extra save vs charm.

Grade 4

Become Non-Corporeal. The necromancer's body (and accoutrements) becomes non-corporeal for six turns. This raises his armour class by four, and he can be hit only by magic weapons. He can also walk through solids, such as walls. Daylight – not including spells which are the equivalent of daylight – immediately causes the necromancer to regain corporality.

Construct Servant. The necromancer can make servants from dead body parts. These creatures are enchanted monsters, not undead. The parts must come from humans: two arms, two legs, torso, and a head are needed, no more than one from a given body. Bodies must be dead less than one day, and neither diseased nor mutilated in the relevant part. Roll for ability numbers for the creature using 3d4. If the head was a spell-caster (excluding clerics), then the servant may be, but never casting spells above first level. The servant gains as many experience points as its master when it accompanies him (but this experience is an addition, not something taken from others in the party), and gains levels as a fighter (or spell-caster if the head is of that type). Because of the diversity of parts used, the servant often looks deformed. One will never be mistaken for a normal human in daylight.

Create Necromantic Bell. The necromancer may create a bell, only one per person (human, half-elf, gnome, or dwarf only). He sounds the bell, the spirit of the dead person appears, and he may ask five yes/no questions as though using a *speak with dead* spell. He can never make another bell for that person, and it can be used only once. The bell costs one week plus 1,000gp to make per experience level of the person being summoned. It may be made only if the necromancer has a body part or a possession often used or carried by the dead person.

Life Drain. For two turns the necromancer can drain one experience level from any man-size or smaller 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 barring *restoration*.

Summon Dead Person From the Outer Planes. Once per day the necromancer may summon someone he knew personally, who is now dead, with all normal powers and equipment but no magic items, to serve for one hour. If the summoned person is of a higher level than the necromancer, or of a different alignment, there is a chance that he will attack instead of serve: 10% per level above, 25% if neutral, 50% if good, 25% if evil but of opposite nature (law vs chaos). If the summoned person was killed by the necromancer, reduce this chance by 20%. If a necromancer summons the same dead person very frequently, the dead person's god may intervene, usually merely by preventing summoning henceforth.

Summon Mummies. As grade 1 summoning ability, but mummies are called.

Zombie. Once a day, the necromancer may attempt to enspell someone (who must be vulnerable to *charm person*) within 40 feet. If the target fails to save vs spell, he becomes an automaton without will, under the control of the necromancer permanently. The victim retains 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 broken if the victim dies and is *raised*, or by a *dispel evil* spell. (Compare the necromancer's level and the level of the caster as one would when determining whether *dispel magic* destroys some enchantment). *Exorcise* can also break the spell. *Dispel magic* has no effect. The victim looks vacant-eyed and is slow of speech; there is obviously something wrong. *Evil eye* is a prerequisite.

Zombie Army. The necromancer can animate 1-1,000 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 summons is made. The 'angel' appears immediately. If the victim fails a save vs death at *minus five*, he sees the death-angel and *dies*. Otherwise, there is no effect – no one else even sees the 'angel'.

Drain Hit Points. Hit points represent fatigue as well as other factors, and in effect the necromancer is draining stamina from the victim into himself. When the necromancer strikes an opposing human, demi-human, or giant class of man-size (not larger or smaller) with a to hit roll five or more greater than needed to hit, the hit points lost by the victim are gained by the necromancer. The necromancer cannot rise above his normal maximum of hit points, but the drained points can heal damage. Only *restoration* can renew the victim's hit points – otherwise they are permanently lost.

Frankenstein Creation. The necromancer may create a monster equivalent to a flesh golem. Parts must be obtained from bodies less than one week dead and neither diseased nor mutilated. A total of 50 parts are needed. Roll percentage dice to determine how many parts may be obtained from a particular body: 01 – two, 02-05 – one, 06-00 – none. The creature, when assembled, must be animated at night during a thunderstorm. Examining a body for parts takes an entire day. If the creature meets another of this type (not a normal flesh golem) both will run amok and attack each other until one is destroyed. Otherwise, the creature follows all voice orders of its creator, but is quite stupid. *Construct Servants* is a prerequisite.

The Ineffable Terror. The necromancer continuously projects an aura of fear in a 50 foot radius, which he may 'turn off' at will. His aspect is so terrible that those within this range who can see him must save vs spell or flee for one turn. Only those creatures vulnerable to *charm person* are affected. Creatures must save every fifth round while in the area affected.
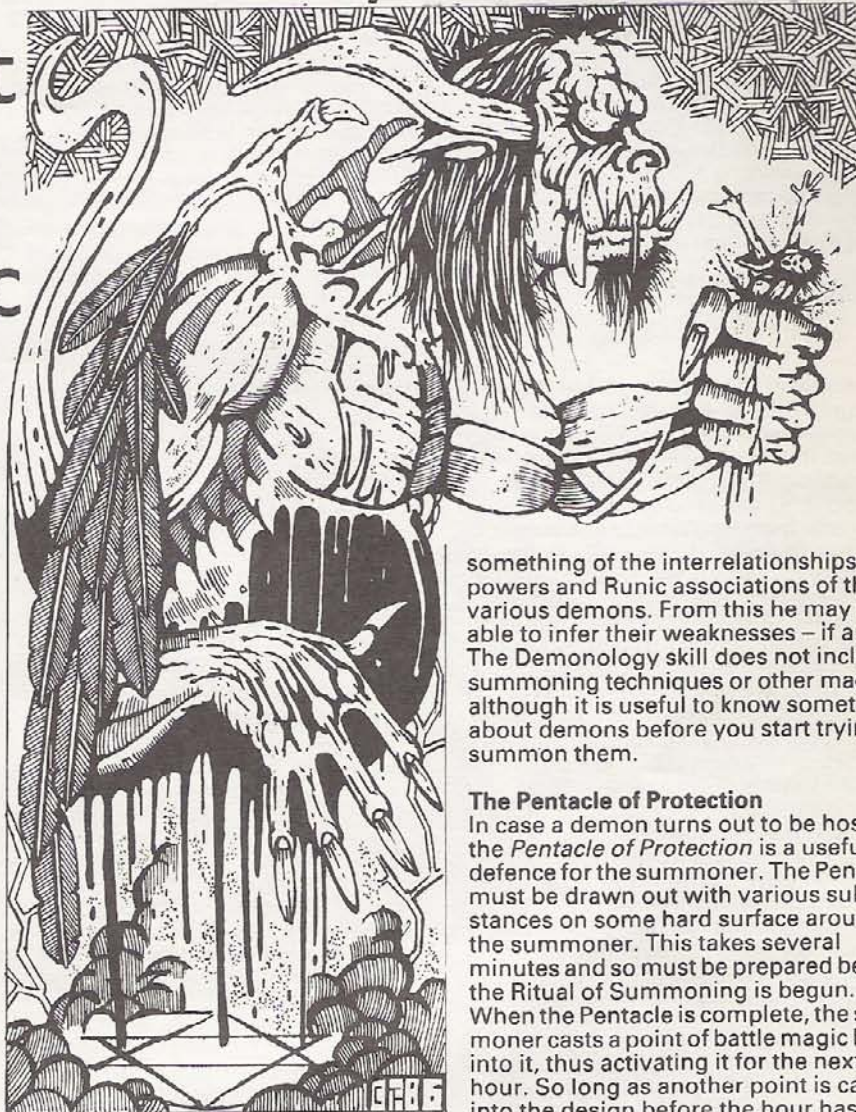
Summon Spectres. As grade 1 summoning spell, but spectres are called.

Final comment. Although a necromancer player character is possible, it is obviously primarily a non-player character 'monster'. Any DM using the class for players must enforce the peculiar restraints with regard to association with other living beings, which is why a necromancer is so hard for a player to use.

DEALING WITH DEMONS

Demonology in RuneQuest Part 1: Demon Magic

by Dave Morris

When this three-part series was first published, RuneQuest was available only in its second edition form. This has now been superceded by RuneQuest III, and second edition RuneQuest, along with all of its supplementary products, is no longer available. We have left the article unchanged to preserve its integrity, and because its contents can easily be converted to RQ3 and indeed to most other fantasy roleplaying games.

Demon. To the superstitious this is any obviously powerful supernatural being. The word is even used to describe unusual Chaotic creatures or the less familiar elementals. In the precise sense, however, a demon is any being which lives on another plane of existence and is capable of acquiring a physical presence in the world (by this definition, the Ancients of 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 Munchrooms 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:

	01-04	05-08	09-12	13-16	17-20	Each +4
INT	-10%	-05%		+05%	+10%	+05%
POW	-05%				+05%	+05%
DEX	-05%				+05%	+05%

Increase in the Draw Pentacle skill is by experience only. Remember that the ▷

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 another, so characters cannot 'double their insurance' that way.

Pentacles are not the summoner's *last* line of defence, by any means. Common sense and a good grounding in Demonology can provide a beleaguered summoner with further wards (special herbs, words and Runes that the demon will retreat from, etc) to slow an enemy demon's attack until it can be dispelled.

The Ritual of Summoning

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

	09-12	13-16	17-20	Each +4
INT		+05%	+10%	+05%
POW	-05%		+05%	+05%
DEX			+05%	+05%

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

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

Simply evoking a demon does not give the summoner any control over it, and if he does not use Binding he will have to bargain for its services. Consult the response table in Appendix J of the *RuneQuest* rulebook. A demon which takes an active dislike to its summoner will attempt to kill him; if thwarted in this (by a Pentacle of Protection, for example, or if the summoner is obviously too powerful) it will depart. A moderate response indicates that the demon is prepared to serve, but may drive a hard bargain; if offered significantly less than it would normally expect, it may become enraged (check response again at -10) and attack. A friendly demon will probably settle for a deal close to the summoner's first offer, as long as this is not wildly short of its expectations. In the case of NPCs, Bargaining rolls can be used; if the summoner is a player-character, however, then the Referee should take the demon's rôle and haggle.

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

The lesser demons are usually called upon to kill, spy or steal in their evocator's service. Although the demons may have special skills which make them excellent for such activities, it is after all much the same sort of thing for which common thugs or mercenaries might be hired. Demon lords and princes will not stoop to menial annihilations and the like, but may be persuaded to use their grand super-

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

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natural forces – sometimes to the summoner's lasting benefit. The demonic Lord Kesh, for example, can teach a character to brew venoms and acids. The exact services available from the various demons, and the payments they might ask in return, will be described in the second part of this article, next issue.

Banishing a Demon

For a number of reasons the summoner of a demon may want to banish it before it would normally fade from this plane of reality. Banishment requires the summoner to chant a mystic phrase; this takes five Melee Rounds (one minute), during which time he can parry and defend, but not attack. When the chant is completed, the summoner rolls to see if his attempt is successful – if so, the demon immediately vanishes. The character's chance of successfully banishing the demon is the same as his chance of summoning it in the first place. Only *one* attempt at banishment can be made – if that fails, other means must be used to destroy the demon.

A character skilled in demon magic will also be able to use banishment against a demon summoned by someone else. In this case, the chance of dispelling the demon is *half* what the character's chance of summoning that demon would be. As before, the character has only one chance to make the banish roll.

The Ritual of Binding

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

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

Bound demons are *not* like bound spirits in any way – the binder cannot see through their eyes, nor can he use their INT and POW for spell purposes. A character cannot have more than seven demons bound on this plane at one time; if he tries to bind an eighth, *all* are freed.

Some demons have a resistance to binding, which works like Defence against the binding Attack. With enough POW (and guts!) a character could try binding a demon lord, but the resistance of these creatures is often 80% or more.

Binding can in some cases be to the demon's advantage. It may want permanent residence on this plane. Demon lords invariably desire to return to their realms as soon as possible, but some of the lesser demons lead a difficult existence in their own world and would prefer being bound to this plane. The problem is one of trust – there is nothing to prevent a summoner from agreeing to bind a demon 'as a favour' and then giving it any order he likes. There is thus only about a 1% chance of a demon asking to be bound – if you then actually keep your word and bind it without giving it a command, you will have that demon's eternal gratitude.

The Pact of the Dark Companion

After successfully bargaining with a demon its summoner can, instead of requesting a service, offer the *Pact of the Dark Companion*. This applies only to lesser demons – demon lords will not even consider making the Pact with any except the mightiest human Heroes.

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

▷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 methods are to try banishing the demon or else to destroy it in spirit combat.

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

The Curse of Asterion
Also called the *Curse of Binding Energy*, this is a technique for dispelling a particular demon for all time. It is usable only once in a character's lifetime (for reasons which will become obvious), and in fact only two cases of its use are recorded — once when the noble Asterion employed it to save his daughter's

life, the other when the lunatic mage Athat turned it against a demon lord in a moment of arrogant pique.

The Curse is learned by a character reaching 85% in Demonology. A fairly short phase, the Curse is only effective if the character follows through the complex logical arguments associated with it as he speaks the words of the Curse. A character using the Curse must thus roll INTx5 or less on percentile dice for it to work.

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

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

Possession spells take five Melee Rounds to cast and have a duration of three full turns (fifteen minutes). Although they cost battle magic POW to cast, *possessions* do not have to be

memorized within the caster's INT limit as battle magic spells must. Instead the caster must make his roll in the Cast Possession skill for the spell to work; if he fails, he loses half the POW cost of the spell to no effect. Cast Possession has a base score of 0% with these characteristic adjustments:

	01-04	05-08	09-12	13-16	17-20	Each +4
INT	-10%	-05%		+05%	+10%	+05%
POW	-05%				+05%	+05%
CHA	-05%				+05%	+05%

To cast a *possession* spell one must also have the talisman appropriate to the demon lord invoked – this may be a mask, wand, bell, gong, 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 a particular demonic talisman – *Cast Possession* will always fail if the talisman used is defective.

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

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

Campaign notes
You cannot just walk into a Lankhor Mhy college and enrol in demon magic classes, obviously. Demonologists tend to be scarce and 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 one of *time*. The Skills Table reflects this.□

Demon Magic Skills Table
Time (hours) for a 5% increase in ability

	05-25	30-50	55-75	80-100
Demonology	150	300	450	750
The Ritual of Summoning	75	150	250	450
The Ritual of Binding	100	200	400	600
Cast Possession	50	100	150	EXP
Draw Pentacle	(Increase by experience only)			

Part 2:
The Lesser Demons

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

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

It is a rash student of demonic magic who expects to start his career by summoning the great demon lords and princes. Such a career would be short lived. It is best to begin with the lesser demons, even though their services are scant beside their masters' powers.

To the would-be summoner, knowledge is most definitely power. His Demonology score determines how much he knows about each type of demon. Any novice will know the names and general skills of common demons such as those listed here, but their exact strengths and vulnerabilities can only be found out through exhaustive study and calculation. For example, a character who had done no more than to leaf through a few compendia of demons would know that B'krath are 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%.

Characters trying to discover these facts for a particular type of demon check for them after every 2-20 days (roll two d10). This represents the time taken in research and meditation. The check is made for each of the five information categories *separately*. In each case, if the Referee makes the character's 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'krath 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 Porphyr 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 Defense bonus of +10% against a Porphyr's attacks. The Porphyr will demand at least one bound spirit familiar as payment. From this it will drain all blood and POW, destroying it.

Demon Wolves

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

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

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

A curse can be removed with *dispel magic 2*. Demon Wolves take double damage from aconite-based poisons. The minimum payment for a Demon Wolf's services is the sacrifice of a sentient being. They must be summoned by night, as daylight *demoralizes* them.

Amorphs

At first glance an Amorph could be mistaken for a Gorp - an oozing blob of grey-mauve 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 dank 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 ankle 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 900L. 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 lumpish 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 (potency 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 10m.

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 cowled vulture's head.

Specialized knowledge: A Stalker's abilities are not bought cheaply. The demon will require at least one POW storage crystal of ten points capacity, and may often barter for powered crystals or truestone. The only ward against a Stalker is to blow a silver whistle on which Runes of Stasis, Movement and Air have been etched; as long as the whistle is blown within 5m of the Stalker its attack chances are halved. If a Stalker wounds its foe it matches its POW against his, with success costing the opponent two points of STR, which later recovers at one point per hour. Every fifth round a Stalker can cast bolts of white light up to 10m with an accuracy of 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 skeletal 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 elementals in that they have no specific hit locations or CON. A Storm Demon can hurl bolts of energy up to 20m which inflict four 1d8 wounds on the target (armour giving half normal protection) or it can grapple an opponent, causing *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 lizard'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 Rune.

Afterword

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

Demon Statistics

	B'krath	Porphyrs	Stalker	Pazuzu	Demon Wolf	Amorph	Nightmare	Succubus or Incubus	Rult	Gremlin	Sraim	Storm Demon
Str	3d6+6	4d6+12	2d6+6	2d6+6	3d6	-	4d6+20	2d6+6	3d6+6	2d6+1	3d6	2d6+12
Con	2d6+10	2d6+6	25	2d6+6	2d6+6	2d6+12	d6+15	3d6	3d6	3d6	3d6	
Siz	2d6+5	2d6+6	d6+12	2d6+6	2d6+7	2d6+14	2d6+20	2d6+6	3d6+6	4	2d6+5	2d6+20
Int	3d6	3d6	3d6	4d6	3d6	2d6	3d6	2d6+5	3d6	2d6+3	3d6	3d6
Pow	3d6	3d6	3d6	2d6+7	2d6+6	3d6	3d6	2d6+6	3d6+6	3d6	3d6	3d6+2
Dex	2d6+14	3d8	3d8	3d6	3d6		2d6+6	2d6+6	2d6+3	3d6	3d6	1d6+12
Cha	-	-	-	-	-		-	1d4+14	-	-	-	
Move	10	8	10	8 (12 in flight)	10	6 (10 in water)	12	8 (10 in flight)	6	6	8	12 (12 in flight)
HP	17	14	26	14	12	22	23	12	13	9	11	2d6+18
Defense	30%		10%				-	05%	05%		05%	15%
Attack/SR	100%/4, both claws	55%/8	120%/9	50%/5+	50%/8	60%/10	45%/6	35%/4+	60%/8, both talons	25%/10	35%/9	75%/1
Damage	3d4+1 (twice)	d4+1+2d6	d10+2, Str drain	(1d8 flame or by weapon)	d8+d4	d8+d6	(as for warhorse, Pow vs Pow to discorporate victim)	by weapon +1d4 or 2d4 claw	1d8+1+1d6 talons or 1d3 breath vapour	1d4+2-1d4	1d6+ pot. 5 acid	1d8x4 bolt or 3d6 heatshock
Armour	4pts	1pt (chest: 5pts)	6pts	1pt	3pts	1pt	3pts	0	6pts	0	1pt	0
Resistance to Summoning	30%	20%	40%	5%	10%	15%	10%	-	30%	-	-	15%
Resistance to Binding	20%	30%	45%	5%	5%	15%	10%	20%	30%	-	-	20%
%age Friendly/ Neutral/Hostile	5/50/45	10/70/20	0/95/5	20/55/25	5/50/45	5/80/15	15/70/15	5/60/35	10/55/35	10/80/10	30/55/15	15/50/35
Average %age abilities	S:85, P:70	S:60, P:50	S:90, P:85	S:30, P:35	S:40, P:65	S:15, P:40	P:65	S:45, P:55	S:10, P:35	S:85, P:65	S:25, P:25%	P:80

Note: S = Stealth, P = Perception.
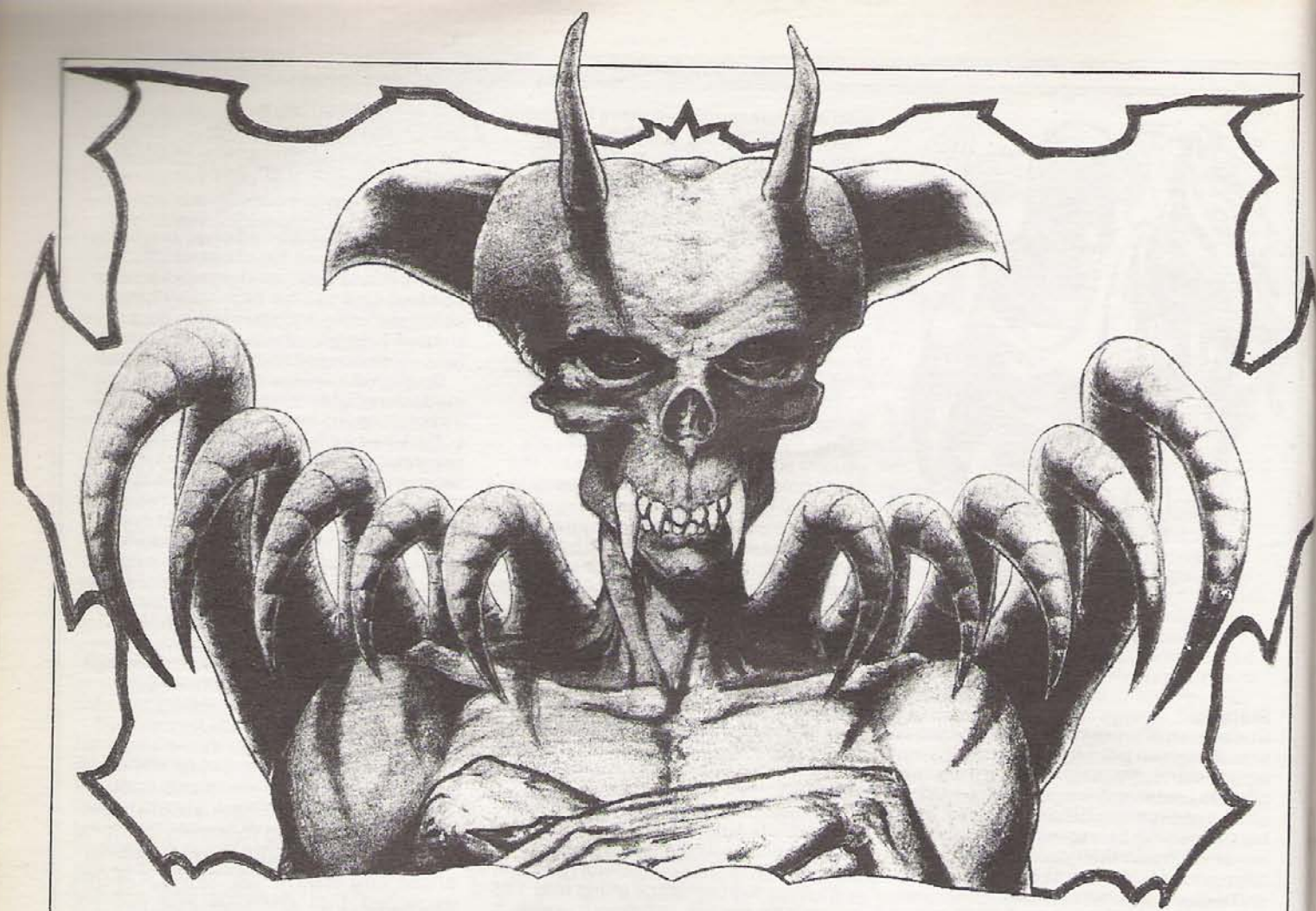
Part 3:
The Demonic Nobility

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

The demon lords and princes are individual beings of immense power who rule the demon planes. They have, of course, been summoned far less frequently than the lesser demons, so no exact canon of knowledge is available as with the latter. A summoner who does some research may find suggestions and theories as to how to deal with the demon lords ("... Rokash the Pious records that the powers of the Lord Eldyr are diminished by bright light..." etc), but exact 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 – Umalu 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. If he survives the POW loss he can later bargain again for a Greater Gift, either with the same or with a different demon lord. A character can buy any number of Lesser Gifts from demon lords (if he can spare the POW), but it is only possible to have one Greater Gift at

a time. Note that to receive *any* gift, at least 200 wheels or equivalent must also be offered.

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 Screamer, who inhabits a dimension so hostile that only he can live there; Val-ladolyn of the Emerald Eye, who sees all, and Lady Kleshkala of the Pit, whose face is so terrible that merely to summon her is to court insanity.

The three important parameters for each demon lord are his or her *Resistance to Summoning*, *Resistance to Binding* and *Cross Pentacle* ability. The last is applied as a negative modifier to the summoner's chance of correctly drawing the Pentacle of Protection.

	Resistance to Binding	Resistance to Summoning	Cross Pentacle Ability
Adelmar	100%	75%	60%
Akresh	85%	50%	20%
Eldyr	80%	40%	20%
Engala	80%	40%	25%
Hragahl	75%	55%	20%
Kesh	80%	40%	20%
Kojuro	85%	45%	15%
Kyrax	90%	55%	30%
Sarasathsa	90%	55%	40%
Tsienra	85%	50%	35%
Umalu	80%	40%	30%

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

Tsienra 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 Tsienra gives great speed and grace to the recipient's fighting prowess.

Greater Gift: Tsienra can give the power of *ferocity*. When a character with this power uses it, his STR and DEX are effectively increased to species maximum 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 turn he keeps it going.

Lesser Gifts: For the sacrifice of one POW point, Tsienra 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 *bladesharp 2*. Adelmar can also add to a 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 Tsienra

STR:	44	Right hind leg	(01-02)	14/15
CON:	21	Left hind leg	(03-04)	14/15
SIZ:	34	Hindquarters	(05-07)	14/16
INT:	25	Forequarters	(08-10)	14/16
POW:	85	Right foreleg	(11-13)	14/15
DEX:	28	Left foreleg	(14-16)	14/15
CHA:	30	Head	(17-20)	14/15

Move: 12
Hit Points: 45
Defence: 160%
Attacks: Bite (1d10+1+4d6) SR4, 150%. Claw (1d8+4d6) SR4, 180%. (Count as *severblades*.)
Spells: Any (variable spells to 8 points). Rune Magic – *concealment; dismiss elemental 3; extension 3; multispell 2; spirit block 3; shield 4; vision; teleport*.
Skills: Stealth 120%; Perception 180%; Leaping (20m) 100%.

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

The Talons of Tsienra

POW used: 4 points
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 defence against this is the Rune spell *shield*, which absorbs one point from the *talons'* damage for each point of *shield*. The *talons* are immaterial, so parrying a weapon with them will damage but not deflect it. The spell can only be learned from Tsienra himself, and if the character tries to teach it to someone else then Tsienra will materialize unbidden and kill him.

His Fell Highness Eldyr, Prince of Deceit, Demon of Persuasion.

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

Greater Gift: Eldyr can give the power of *harmonic spirit*. This is a combination of charm and blind luck. It costs nothing to activate this power, 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%.

Lesser Gifts: For one POW point, he will aid a character in an attempt to persuade others of something. He gives the character a 45% bonus to his persuasion chances for one use only – 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.

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

The spirit of Umalu is that of glorying in the inflicting of 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 white hair, face perpetually contorted in hatred. He wields a glittering whip which can bestow *Reverse Chaos* features and an envenomed shortsword which inflicts terrible wounds.

Greater Gifts: Umalu can bestow *Chaos* on a character, giving him or her a Chaotic feature. He can also give the power of *excruciation*, so that any wound the character inflicts has a 20% chance of dealing an extra 1d8 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 *curse of anguish* (see below). For three points of POW he will personally torture a captive to obtain information on the summoner's behalf.

Curse of Anguish
Range: 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 that the torturer has extracted all or part (40%+ 1d6x10%) 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 Vaults of Eternity, Monarch of Demons.
Summon the terrible Adelmar only when you plan such grand designs of mayhem and destruction as would make lesser demons quail, for he is a proud and potent force and should not be summoned lightly. Standing about 2½m tall, he is ebony-black with the lower body of a serpent, a human torso and an armoured, horned head like that of a triceratops. 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 dwell in a labyrinthine castle on an island in an unknown lake; when Adelmar is summoned, the evocator and

his party (up to six others) are carried to this castle to petition the demon.

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

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

The Lord Akresh, Spirit of Thunder in the Mountains, Demon of Invincibility.
Akresh represents steadfast strength of purpose, the glowering look that intimidates a foe, the essence of power that cannot be assailed. Possession by the spirit of Akresh is called *waiting-within-a-fortress*; it hardens the will, shields the body from harm and augments the recipient's physical might. Akresh himself can only be evoked in mountains, where he may appear as a shadow against the sky and a booming echo between the peaks.

Greater Gift: The power that Akresh can grant is *indomitability*. A character with this power must roll POWx5 or less on d100 whenever he wants to use it; once activated, the power costs two points of battle magic POW for each full turn the character wishes to use it. While *indominable* the character remains fixed in position waiting for attacks. He can automatically sweep aside all attacks made at 25% or lower, including missile attacks; his STR increases to species maximum; he gets a +20% Parry bonus and any parries he makes do an extra 1d4 damage to the parried weapon.

Finally, he gets an extra point of armour protection.

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

Her Eldritch Highness Sarasathsa, Princess of Mystery, Demon of Paradox.
Sarasathsa has sovereignty over things impenetrable or unknowable. Possession with her spirit-essence renders the recipient immune to spirit combat, as spirits will recoil from her terrible mysteries, but is double-edged in that the recipient could become sunk into lethargy and pensive introspection (roll POWx5 or less when coming out of *possession* to avoid this). Sarasathsa may have many forms, but is often described as a very tall (2½m), slender, graceful woman in blue and green robes. Her skin is pale and mottled in a serpentine pattern, and the right side of her face is concealed behind a fantastical mask in the form of an embryonic dragon. All summoners describe her as cold and disdainful and rather draconic in temprament.

Greater Gift: Sarasathsa can grant *morphetic counsel*. Whenever the character has some problem to solve or mystery to uncover she will whisper clues to him in his dreams. This acts as though the character had 80% in the General Knowledge skill, and also allows him 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% accuracy. For two points she will convert any powered crystal into another type which the summoner specifies (the crystal's POW is diminished by 1 by this process). For three points she grants a character a permanent 5% bonus on POW gain rolls.

The Lord Kojuro, Who is One with the Sword, Demon of Fighting Skill.
Kojuro appears as a 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 province is 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 75%. For two POW points he will place a single-use *truesword* 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 by 5% for a single battle.

The Lord Kesh, Jewelled Serpent, Demon of Confusion and Terror.
Kesh embodies the transfixing gaze of a snake. He causes awe by his presence alone, a massive bejewelled, serpentine shape coiling about the Pentacle and rearing up to the roof of the summoning chamber – the summoner must roll

POWx5 or less on d100 or lose all power to bargain with the demon. Looking into Kesh's eyes causes *demoralization*.

Greater Gift: Kesh grants the power of *intimidation*. Given two rounds in which to talk to foes before he fights them, a character with this power can threaten with such unholy force that those hearing him must roll POWx5 or less on percentile dice or be *demoralized*. In combat, the character's gaze can transfix like a vampire's.

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

Demonic serpent (Servant of Kesh)
STR: 4d6+12
CON: 1d6+12
SIZ: 2d6+15
POW: 2d6+6
DEX: 2d6+10
Move: 8
Hit Points: 19 average
Armour: 6-point skin
Attacks: Bite (3d6 + potency 4 blade venom) SR1, 75%.
Crush (3d6 [like a python] SR6, 60%.
Skills: Move Quietly 90%; Hide in Treasure 80%.

The Lord Engala, Gatherer of Darkness, Demon of the Undead.
Engala is usually characterized as the zombie spirit, embodiment of unrelenting attack, but in fact he is the lord of all undead creatures. Engala appears as a dull-eyed, expressionless man with dead white skin, robed in grave-soiled black raiment. His movements are slow and languid, like a corpse underwater, and when he speaks his lips hardly move to his hollow, emotionless tones. Those possessed by his spirit will fight until cut apart.

Greater Gift: Engala can make a character into a vampire or mummy. The customary pledge of POW is useless to Engala because he is an undead being, 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 character cannot *find* a champion he must play Engala's representative himself – in this case, if he loses, Engala will come and take the character as one of his personal servants.

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

The Lord Kyrax, Blizzard Flame, the White Lord, He Who Descends from the Storm.
Kyrax is one of the oldest demons. He has the form of a giant white wolf, or sometimes a man of feral aspect. He is the master of stealth and guile, 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%. Or 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 a 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 and ancient 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 snake out up to 20m.

Greater Gift: Hragahl can transform a staff or weapon of the summoner's so that it has powers of a *Stormblade* [WD39, *Runeblades*].

Lesser Gifts: For one POW point he will summon up a Storm Demon and place it under the summoner's control for fifteen minutes. For two points of POW he will give a 5% bonus in General Knowledge (to a maximum of 45%). For three POW he can increase a being's INT by one point or summon storms to confound an enemy.

Final Notes
A word of warning: campaigns where demon lords get summoned up every weekend and every other character has a Greater Gift are going to get dull very quickly. Scenarios could involve a demon lord's *influence* without requiring him to make a personal appearance – player characters could battle a small cult worshipping one of these entities, or inadvertently break a chain of events set in motion by a demon lord long ago.

Bear in mind that even the Lesser Gifts of a demon lord are powerful and hard to come by. There is (or should be, if refereed properly) a high risk factor in any summoning, and the demon lord must have a favourable reaction to the summoner if any deal is to be struck. Few generals would care to swell their army's ranks with demon warriors, even if they can seek out one of the demonologists powerful enough to make such a bargain. Only three cases of military use of demonic powers are recorded in *Questworld's* history – each time by the extravagant, whimsical Ancients, for whom normal caution and logic seem meaningless.

Lastly, words of thanks to everyone who might have inspired or actively fed me with demonic ideas – in particular, Steve Ditko, Richard Lupoff, Miyamoto Musashi, Yvonne Newnham, Mike Polling, Jack Vance, Oliver Johnson and William Burroughs. Vance's short story *The Miracle Workers* directly 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

Demon Invoked	POW cost	Effects
Akresh	12	+20% to Parry (to a minimum of 50%); +1 to armour points; CON rises to species maximum.
Eldyr	10	+20% to Oratory (minimum 35%); CHA rises to species maximum.
Engala	13	STR & CON rise to normal maximum x1½.
Hragahl	13	INT rises by 5 points (to an upper limit of species maximum.
Kesh	10	+10% Defence; DEX rises to species maximum +4.
Kojuro	11	+10% to Attack and Parry (minimum 50%); +1d3 melee damage.
Kyrax	14	+20% to Stealth and Perception (minimum 60%).
Sarasathsa	13	Immunity to spirit combat; effective +2 POW for *resisting* spells; +10% General Knowledge.
Tsienra	11	+20% to Attack (minimum 50%); +05% Defence; DEX rises to species maximum.
Umalu	14	70% chance of Chaotic feature, 30% chance of Reverse Chaos feature.

Two different *possessions* cannot be combined. *Possessed* characters are unaffected by *demoralize* or *fanaticism*. [*Possession* spells were detailed in part one of the series.]

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 *Deal-
ing 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.

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

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

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

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

B'KRATH Daemon
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 infravi-
sion and other heightened senses—they
are surprised only 1 time in 6 and them-
selves surprise a party on a 1-4.

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

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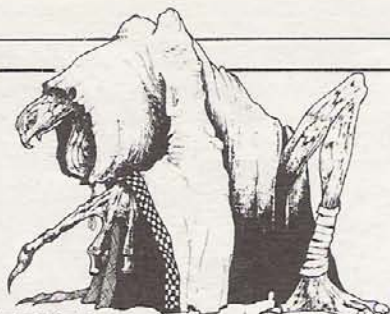
STALKER

Armour Class:	4
Movement:	18"
Hit Dice:	11
Attack:	One, talons for 1-12, Str drain; energy bolt for 2-20 every five rounds
Magic Resistance:	Standard
Intelligence:	Exceptional
Alignment:	Lawful evil
Size:	M

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

PORPHYR

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

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

AMORPH

Armour Class:	9 (7 v crushing weapons)
Movement:	8"/12"
Hit Dice:	5+3
Attack:	One appendage for 2-12
Magic Resistance:	Standard
Intelligence:	Average
Alignment:	Neutral evil
Size:	L

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

PAZUZU

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

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

DEMON WOLF
Northern Europe has many folk-tales of demonic or faerie wolves/hounds, often known as Barguests or 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/SUCCUBUS
The names of these demons are derived from the Latin words for 'to lie upon' and 'to lie under'. The MM succubus could be used, but a sort of doppleganger with a lamia's Wisdom-draining ability is better. Deformed or mad children were supposedly the result of an incubus visiting a woman in her sleep.

NIGHTMARE
The MM version can be used direct, but Dealing With Demons, Part 2 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

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

Akresh's Greater Gift is the power of 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 1½, and 2 points are subtracted from each hit he takes. Any hits taken are divided proportionally between the character's personal hit points and the extra points granted by the indomitability – so that if Ezmerelda, with 14hp, uses this power and then takes 6 points damage in a fight she will be down to 10hp when the power wears off. 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 3hp Akresh will use his magical abilities on your behalf.

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

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:

Armour Class	2	3	4	5	6	7	8	9	10
No needed to hit	19	18	17	16	15	14	13	12	11

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

Armour Class	2	3	4	5	6	7	8	9	10
No needed to hit	-2	-1	0	0	0	0	0	+1	+2

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

Armour Class	2	3	'4	5	6	7	8	9	10
No needed to hit	21	19	17	16	15	14	13	11	9

(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 ACO, and at each AC value from 0 to 10 he needs 3 less to hit than a zero level human needs.

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

TO HIT TABLE

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

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 +5. Find the class at the top, move down the page until you find the appropriate level, and look across to find the bonus. (Note: I have divided most classes into more graduations than are used in the *DMG* tables. If you prefer not to make this change you'll have to re-calculate the bonuses yourself.) When the adventurers meet a monster the DM, knowing the Armour Class, can state what basic number is needed to hit the monster with each kind of weapon the party is likely to use. The DM doesn't have to figure out what each player needs to hit, nor does he need to consult many tables.

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

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

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

Notes: 1. Remember, when the Armour Class derives from nature, not artificial armour, the basic hit probability is used without alteration by weapon type. (See *DMG*, p28, *Weapon Types, To Hit Adjustment Note*).
2. In the case of magic armour, the modification against AC must be taken first and then the bonus added to the number required to hit. For example, vs *+3 chainmail*, find what is needed to hit AC 5. 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'.

with *katana, wakizashi* and bow has reached 75%, two hours minimum *must* be set aside for *each* of these techniques. A samurai wouldn't start to learn the fancy weapons until he could handle the basic ones.

Weapon Statistics Table

Weapon	STR needed	DEX	Damage	HP	ENC	Length	SR
Katana							
(two-handed)	9	9	1d10+1	*	1	0.8	3
(one-handed)	13	9	1d10				
Wakizashi	-	-	1d6+1	*	1	0.4	4
Bow**	9	11	1d8+1	-	2	-	-
Tanto	-	-	1d4+2	24	0	0.3	4
Naginata	9	10	2d6	20	2	2.0	0
Yari	8	7	1d8+1	15	2	1.8	1
Staff	7	9	1d8	15	2	1.8	1

Hit points for these weapons are not really meaningful. Samurai did not batter away at one another's weapons. Even the magnificent katana could break, of course - but this happens if the weapon parries a critical hit, and not always then if the craftsmanship is very fine.
**The effective range is the same as the RuneQuest composite bow.*

Other Skills

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

Money

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

Armour

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

Helmets were usually open, and often discarded for close-quarters fighting. Higher ranking samurai sometimes used a full helm, with a fierce mask intended to terrify enemies . The trouble with this sort of helmet is that it restricted the vision such that the wearer could only concentrate on one opponent at a time.

Heroes and Kami

When the samurai reaches 100% ability in three fighting skills (which must include the use of the *katana* and the bow) and horsmanship, he qualifies as a Hero. At this point he may attempt to acquire a patron *kami* - much like the allied spirit of *RuneQuest*. The chance of this is the samurai's CHA x 5%. CHA is figured as in *RuneQuest* with the following modifications: CHA is increased by 1 point for every 20% increase over 70% ability in the use of the character's main weapon. Very cowardly or dishonourable actions are known to the *kami*, and may lower the samurai's effective CHA by 1-20

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

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

Allied Kami Table

D100	Kami type	POW	INT	no of spells [battle]	[Rune]
01-20	Lesser Spirit	3d6+3	3d6	INT x ½	1
21-60	Greater Spirit	3d6+6	3d6	INT x ¾	1d4
61-95	Spirit Lord	4d6+6	3d6	INT	2d4
96-99	Spirit Prince	5d6+6	3d6	INT	2d4+2
00	Deity	36	2d6+6	INT	10

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

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

Divine intervention cannot normally

be used for resurrection. Any samurai who prized life so highly would be beneath the contempt of the lowest spirit. The exception is when a samurai has been killed through deceit and trickery, or when he has left a particularly noble task unfinished. Then he may be resurrected for the purpose of avenging his death, etc, but when his duty has

been discharged he should perform *seppuku*.

Power

Since the players do not have personal access to magic, a special rule applies for POW increase. This is that a character is eligible for a POW gain roll when he successfully *resists* a hostile spell.

In *RuneQuest*, POW is also a measure of the character's luck. In Japanese myth, luck was determined by the sum total of all one's past incarnations, and this was called *karma*. The Referee should roll *karma* for each character *and keep a secret note of this*. Players should never know their character's exact KAR, though they may eventually begin to get a rough idea! Since no character with really bad KAR would be born a samurai, roll 1d12+8 for this characteristic. KAR is used for all luck-type rolls - whether you happen to have your mouth open when a demon breathes poison gas in your direction, and so on...

Campaign Notes

A certain amount of good role-playing is needed if a campaign of this sort is to be effective. Obsession with treasure (often a mark of the novice player) is totally inappropriate to the samurai ethic. The trick is for players to realise that they must substitute acquisition of *honour* in place of acquisition of treasure. The important thing is to fight bravely, never to appear a coward - the man who hangs uselessly back when his comrades are plunging into the fray has lost face and can expect no reward or thanks from his lord. If all this leads to real rivalry between the players as they vie for the honour of despatching some hated foe or of being the first into a battle, this is at it should be. Samurai were not gentlemen.

Greater honour brings a number of privileges - grants of land, retainers, and so on. The ultimate recognition is for the lord to declare a samurai *hatamoto*, or bannerman, indicating that he is a special favourite. A samurai who found a magic item or weapon would normally make a gift of it to his lord; in the case of a *hatamoto* samurai, the lord would insist that he keep it himself.

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

Finally, there are a few books which will certainly be useful for those wishing to run a samurai campaign. Richard Storry's *The Way of the Samurai* makes a good Referee's manual, for the players' manual try Richard Lupoff's excellent fantasy *Sword of the Demon*, and 'monsters' can be culled from any one of several books of Japanese folklore.□

Designing a Quasi-Medieval Society for D&D

by Paul Vernon

PART I: THE ECONOMY ~ WORKERS AND CRAFTSMEN

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

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 one's expectations of what he claims to be (unless he isn't what he claims to be), as indeed must the urban area as a whole. How much money an NPC has coming in will dictate his dress, type of dwelling, affordable pleasures, how much he has saved for an enterprising thief to relieve him of, etc. It can also be a useful guide to age and hit dice/points. This isn't to say that the dashing young prince shouldn't be up to his eyeballs at the money-lender's, or that the unassuming stableboy shouldn't really be the deft-assassin-who-bumped-off-the-Baron waiting for the heat to cool, but these should be the exceptions to the norm.

Economics and the Ale Standard
It is essential, therefore, that any 'realistic' urban area be firmly rooted in a consistent monetary system. Unfortunately, in *AD&D* socio-economics is not a strong point, due largely to the vagueness surrounding the true value of gps.

To cite but one example — by the time the sun is sinking, you would expect the bearer who has manfully carried your pack all day to have built up a raging thirst, quenchable only by a couple of pints. Unfortunately for the bearer, two pints of small beer would leave him nothing out of the 1sp that the *Dungeon Master's Guide* says he should be paid for the day; in fact he is expected to provide his own food and board from this as well!!! With wages as depressed as this, your bearer is 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 these days, beer is simplicity itself. The *PHB* price for a pint of small beer is 5cp, while at the local you'd pay about 50p. This works out rather nicely to 1cp = 10p, 1sp = £1, 1gp = £20, 1pp = £100.

This fits in 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 30p, and at £240, lanterns seem very pricy, 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

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 be merely another group of travellers, the like 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 bottom 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 *jacquerie* for a year or two. So for a 6-day week, your bearer can expect to earn 30sp. Thus for a 50-week working year in full employment, he would earn 1500sp. From this, however, he would have to pay for his own food and board; if this were included, he would be willing to work for two-thirds of the above amount.

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

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

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

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

In medieval times, the families of apprentices often *paid* master craftsmen to take them on and train them in the craft. They lived under the master's roof, ate at his table, and often slept on the

shop floor, obviating the need for guard dogs. As far as wealth was concerned, they were probably worse off than labourers.

Journeymen also lived with their masters. They were fully trained in their craft, but going through a probationary period before being given full 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 1¾C plus ¼C for each apprentice plus ½C for each journeyman/craftsman in his employ. Thus:

$$C \times \left(\frac{1\frac{3}{4} + \text{no of apprentices}}{4} + \frac{\text{no of journey/craftsmen}}{2} \right) \text{ sp/year}$$

For example, consider a relatively lowly craft, that of leatherworking. The goods produced are fairly inexpensive and the occupation not regarded particularly highly, so the average journeyman wouldn't be making much more than a labourer, say 30sp/week or 1500sp/year. A qualified craftsman would fetch about 45sp/week or 2250sp/year, so for leather working C=2250.

According to the formula, the lowliest master craftsman (one just started with but one apprentice) would earn 2250 x (1¾ + ¼ =2) = 4500sp/year. Whereas a well-established master with 3 apprentices, 3 journeymen, and 2 craftsmen would earn 2250 x (1¾ + ¾ + 2½ = 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 equated fairly easily with those which are. Butchers and bakers, for example, would make roughly the same as leather-workers or carpenters, while wood-carvers can be equated with limners.

Table I — Workers & Craftsmen

Occupation	Daily Pay	Weekly Income J/man + F&B	Weekly Income C/man no F&B	Yearly Income J/man	Yearly Income C/man	Master	Value/Day
Labourer	5	20	30	1000	1500	2500-7500	—
Lackey	7½	30	45	1500	2250	3750-11250	—
Leather-worker	7½	30	45	1500	2250	4500-11250	14
Packhandler	7½	30	45	1500	2250	4500-11250	—
Tailor	7½	30	45	1500	2250	4500-11250	14
Carpenter	10	40	60	2000	3000	6000-15000	18½
Teamster	10	40	60	2000	3000	6000-15000	—
Valet	10	60	—	3000	—	—	—
Mason	15	60	90	3000	4500	9000-22500	28
Limner	30	120	180	6000	9000	18000-45000	56

NB J/man = Journeyman, C/man = Craftsman, all figures refer to silver pieces. The Value/Day figures refer to the total value of the item(s) which a journeyman or craftsman could produce in one day, after taking raw materials cost and master craftsman's profit into account. By taking the price of an item from the *PHB*, (in silver pieces) and dividing by this figure, the length of time taken to make the item can be calculated. A leather-worker, for example, would take $\frac{200}{14}$ = 14¼ days to make a saddle.

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

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 platemail 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 platemail, 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 splintmail, large helms, large shields, and any armour made by class IV. *Class IV* — can make scalemail, ringmail, studded leather, leather, small helms and small shields.

In the *DMG*, a suit of platemail takes 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 platemail, 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 platemail 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 — 9600sp, 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 platemail, 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 from a *Class I* armourer — considerably more than the 45gp charged by a *Class IV* armourer!

Using the same procedure for a *Class IV* armourer, using scalemail as a base, yields a figure of 4860sp 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

Armour Type	Class	Days to Make	Suggested Price by Armourer Class in gp I	II	III
Platemail	I	90	400	—	—
Banded Mail	I	20	90	—	—
Chainmail	II	22½	100	75	—
Large Helm	III	6¼	28	21	15
Large Shield	III	6¼	28	21	15
Splint Mail	III	33⅓	150	112	80
Scale Mail	IV	30	135	100	72
Ring Mail	IV	20	90	67	48
Studded	IV	10	45	34	24
Leather	IV	3⅓	15	12	8
Small Helm	IV	6⅔	30	23	16
Small Shield	IV	6⅔	30	23	16
Padded	**	5¾	—	—	—

** Made by a tailor.

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 I*! To make sense economically, the manufacture times have been altered on the above table (in prefer▶

►ence to changing the *PHB* prices) so that average earnings of *Classes II* and *III* fall somewhere between those of *I* and *IV*. Instead of charging more for them, an armourer making a lower class than his own could make it in less time than a lesser armourer. Alternatively, low class armour made by a superior armourer could be so well crafted that it might act as +1, +2, or even +3 armour of that type. Not being magical, however, it will be of normal weight and have no magic dweomer. The opposite could also apply, for example, to *Class IV* armourers making platemail that is so defective that it has a high probability of being -1, -2, -3, or even falling apart at the first blow it receives.

With weapon-makers, the problems really begin. Economically, the manufacturing times for weapons just don't make sense — the most profitable things to make are short bows! Also, the lowest fixed point (broadswords) on which to base the income of a swordsmith, who should be at the top of the heap (after all it was the swordsmith who was most likely to be hamstrung), would give him nearly half as much again as a *Class I* armourer. Thus any ambitious individual with the talent to become a *Class I* armourer would have apprenticed himself to a swordsmith, resulting in a shortage of *Class I* armourers. Therefore the two should be equated, as in the *DMG*. It is also necessary to clarify the different types of weapon-maker. The following six divisions are purely subjective. Fletchers and crossbowyers could be added as separate groups, or some of the types amalgamated.

Bowyers make weapons primarily for hunting rather than combat — darts, short bows, light crossbows and their arrows and bolts. In the table below, they are equated with *Class IV* armourers.

Pole armourers are the lowest rung of the true weapon-makers, making low status weapons such as spears, axes (for military and domestic use), daggers and polearms of all types for militiamen and men-at-arms rather than noble fighters.

Great bowyers make longbows, heavy crossbows, arrows, and bolts. If there is no composite bowyer in an area, it is they who would be most likely to import them for sale. Though extremely effective, their weapons would still be held to be of low status by most nobles. Their lighter bows would be twice the normal price.

Macers make 'noble' weapons. Those for use on horseback and their pedestrian counterparts, morning stars and war hammers.

Composite bowyers are difficult to accomodate in a quasi-medieval European milieu. The weapons themselves would be rare, hence their high price, and most would be obtained from trade with nomads, a risky occupation at best. The odd renegade nomad might be making them in a large city, and it is they who are referred to in the table, but they would be rare in a town.

Swordsmiths make the 'noblest' weapons (and/or scimitars). Daggers made by them will cost double the normal price.

There are too many weapon types to list the manufacture time of each, but happily this is not necessary. To calculate the time taken to make a weapon, take the price in silver pieces, divide by the value/day figure for the appropriate weapon-maker, and you have the number of days it would take a journeyman/(master) craftsman to make the item.

There are also too many types of smiths to deal with them all comprehensively. The ubiquitous 'black'smith can range from the journeyman the stable-owner employs to shoe horses to the sculptor in iron who makes the gates for the Summer Palace. For the average smith, the figure for blacksmiths would apply. For the specialists, all that can be said is that they should not earn more than a *Class I* armourer or less than a *Class IV*. How much they do get is up to the individual DM.

Jewellers

Since the *DMG* lists five different levels of jeweller skill and seven types of jewellery, giving 35 permutations, a formula is needed to determine the income of any type of jeweller of any skill level.

First, decide the type of jewellery made, for example, a worker in wrought gold — a goldsmith. Secondly, take the lowest 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. 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. Fourthly, determine the percentage of the price of any

item made which is due to this increase (ie profit). Do this by dividing 10,000 by the 'increase in value' percentage plus 100. Subtract the result from 100. For the superior goldsmith, this is:

$$100 - \frac{10,000}{122} = 18.03\% \text{ profit.}$$

Find this percentage of the value of the ring mentioned earlier (in sp) and multiply by 50 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/miners and engineer-architects are slightly different in that once they have attained craftsman status, they don't need to purchase any plant in order to set up on their own. Freelance engineers of these types will, therefore, have a maximum of one apprentice and one journeyman in their employ, unless they are masons or mine-owners in addition.

Engineer-artillersists are presumed to have workshops where they make siege engines upon becoming master craftsmen.

Table III — Smiths, Jewellers & Professionals

Occupation	Daily Pay	Weekly Income		Yearly Income			Value/Day
		J/man + F&B	C/man no F&B	J/man	C/man	Master	
Armourer IV	16	65	97	3240	4860	9720-24300	30
Bowyer	16	65	97	3240	4860	9720-24300	30
Blacksmith	24	96	144	4800	7200	14400-36000	44
Pole Armourer	25	100	150	5000	7500	15000-37500	46
Great Bowyer	25	100	150	5000	7500	15000-37500	46
Armourer III	26	104	156	5200	7800	15600-39000	48
Armourer II	36	144	216	7200	10800	21600-54000	66⅔
Composite Bowyer	36	144	216	7200	10800	21600-54000	66⅔
Macer	40	160	240	8000	12000	24000-60000	74
Armourer I	48	192	288	9600	14400	28800-72000	89
Swordsmith	48	192	288	9600	14400	28800-72000	89
Jewellers:							
Silversmith	36	144	216	7200	10800	21600-54000	61
Goldsmith	109	433	650	21636	32454	64908-162270	181
Gems + Plat	722	2884	4328	144240	216360	432720-1081800	1202
Scribe	18	72	108	3600	5400	10800-27000	33⅓
Architect	80	320	480	18000	24000	48000-60000	200
Mining Engineer	80	320	480	18000	24000	48000-60000	200
Engineer-Artillerist	80	320	480	18000	24000	48000-120000	148
Alchemist	240	960	1440	48000	72000	144000-360000	267

Notes

All the figures in this article are flexible to a certain extent. A saddler would earn more than a maker of leather buckets, for example, yet in Table I, they are both listed as 'leather-workers'. Superior craftsmen (at least according to them and their prices) would be found in larger cities, and the upper limits would be exceeded in a number of cases, for here you would find the fabled maker of plate and the limner who paints the royal portraits.

None of the figures are gospel. The workings are explained so that they may be used to plug some of the gaps and to prevent accusations that the figures have been pulled from a hat!

PART 2: THE ECONOMY ~ MERCENARIES AND RESOURCE OWNERS

Mercenaries

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

Ordinary footmen will get a daily wage of 7½sp or 30sp/week if employed on a more permanent basis. In table I, I'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 ½-¼ 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 staff 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 claypit employs the following people, the figures after whom refer to income (in silver pieces) per year: 20 labourers @ 1500; 2 foremen @ 3750 (treat as sergeants); 2 'craftsmen' 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 sapper/miners in table I, and for the richer types of mine (silver, gold, gems etc) could be counted at n times their actual number for the purpose of calculating the mine owner's income.

TABLE I
Mercenaries and Sailors

| Occupation | Daily Pay | Weekly Income | | Yearly Income | | | |
| | | Regular | Elite | Mercenary | | Sergeant/Mate | |
				Regular	Elite	Regular	Elite
Footman	7½	30	45	1500	2250	3750	5625
Crossbow	7½	30	45	1500	2250	3750	5625
Archer-short	7½	30	45	1500	2250	3750	5625
Slinger	7½	30	45	1500	2250	3750	5625
Sailor	7½	30	45	1500	2250	3750	5625
Pikeman	10	40	60	2000	3000	5000	7500
Hobilar	10	40	60	2000	3000	5000	7500
Horse archer	10	40	60	2000	3000	5000	7500
Oarsman	10	40	60	2000	3000	5000	7500
Marine	10	40	60	2000	3000	5000	7500
Archer-long	12½	50	75	2500	3750	6250	9375
Mtd Crossbow	12½	50	75	2500	3750	6250	9375
Light Cav	12½	50	75	2500	3750	6250	9375
Sapper/miner	12½	50	75	2500	3750	6250	9375
Artillerist	15	60	90	3000	4500	7500	11250
Medium Cav	15	60	90	3000	4500	7500	11250
Heavy Cav	17½	70	105	3500	5250	8750	13125

NB: All figures refer to silver pieces.

TABLE II
Higher Level Hirelings

Level	Wages in gp Per Level Per Month
2-3	20
4-5	30
6-7	40
8-9	50
10-11	60

Officers of Elite units would earn 1½ times these amounts. Castellans would earn double these amounts. The table can also be used as a guide to the pay of henchmen.

To find how much merchants make we must look to the *Monster Manual*. If we take the largest caravan, 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. With each 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 the following for merchants' incomes:

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

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

Farmers

In agricultural areas food would be cheaper than in towns, but wages would not be so high as many necessitites 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 land-owner, and employed five times the above number of labourers, plus two overseers and one head overseer (treat as lieutenants and captain) he would make 72,150sp/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.

Inn and Tavern Keepers

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

The landlord of a dockside tavern catering in the main for dockside labourers, for example, has 10-30 customers (average 20) an evening, and that the usual drink bought is small beer. If each customer drinks an average of 6 pints/day (includes daytime drinking) then his daily takings would be 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/or 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 (eg the cattlemarket) and their decor should reflect this. Gossip in taverns would usually be work, trade, or neighbourhood orientated, when not of a personal nature.

The custom at inns would tend to be more cosmopolitan in nature. With a constant stream of travellers passing through they 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 Stirge' 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 ▶

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▶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 hostelries 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 for masons in the last article which was 28sp. Using this figure, costs of buildings (not doors, windows or any other accessories) should be twice the figure listed in the *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 journey/craftsman, ie 28sp/day.

As an example, a master mason and his two apprentices, journeyman, and craftsman (total value per day 84sp) are contracted to build a round tower 30' high and 20' in diameter (revised cost 1700gp or 34,000sp). By themselves they would take 34,000 — 84 = 405 working days to complete it (67½ weeks). If instead 12 labourers were hired for the duration (total value per day 112sp) then the task would take 34,000 — 196 = 173½ working days or about 30 weeks. A time of 19 weeks could be achieved by a 75% increase in cost (ie having the builders work overtime).

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

Ship and boat building can be treated similarly, equating shipbuilding with the engineer-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 miserly, but already they give us a fairly good sketch of the NPC in question which only demands a little filling in.

An NPC's income can also be a good guide to his social level. In the historical period on which many *D&D* campaigns are loosely based, distinctions of birth and rank were becoming blurred. There was more than one social scale in operation. In agricultural areas it was basically nobles-peasants-serfs, whilst in towns it was guildmasters-master craftsmen-craftsmen-journeymen-(apprentices)-labourers. Nobles would generally be more highly regarded than commoners, though already influence and power

were beginning to go hand-in-hand with wealth, no matter what the owner's origins. Also, master craftsmen of a lowly craft would usually be held in higher esteem than 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 (at n silver pieces per influence level).

TABLE III
Income, Property and Influence Level

Annual Income in sps	Percentage of Income Taken by			Influence Level
	Necessities	Property	Savings	
0-500	100	—	—	1
501-1000	94	3.6	2.4	2
1001-2000	88	7.2	4.8	3
2001-4000	82	10.8	7.2	4
4001-8000	74	15.6	10.4	5
8001-16000	66	20.4	13.6	6
16001-32000	62	22.8	15.2	7
32001-64000	58	25.2	16.8	8
64001-128000	56	26.4	17.6	9
128001-256000	55	27	18	10
256001-512000	54	27.6	18.4	11
512001-1024000	53	28.2	18.8	12
1024001-2048000	52	28.8	19.2	13
2048001-4096000	51	29.4	19.6	14
4096001-8192000	50	30	20	15

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 gps 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 *sleep* 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 will go on movable property and his wife's maid, and 1989sp will be tucked away with his other savings.

Throughout his working life he has made a staggering total of 5275 gold pieces (about as much as your favourite character made last week!!). As being a mason is heavy work we'll equate him to a fighter, so he has 3d10 hit points and saves as a swordsman, though he still fights at 0 level.

Of his 5275gp taxes, food, buying the shop etc have taken 3738 of them; 922gp has gone towards furnishings and movable property, and 615gp 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!).

The Town Planner

by Paul Vernon
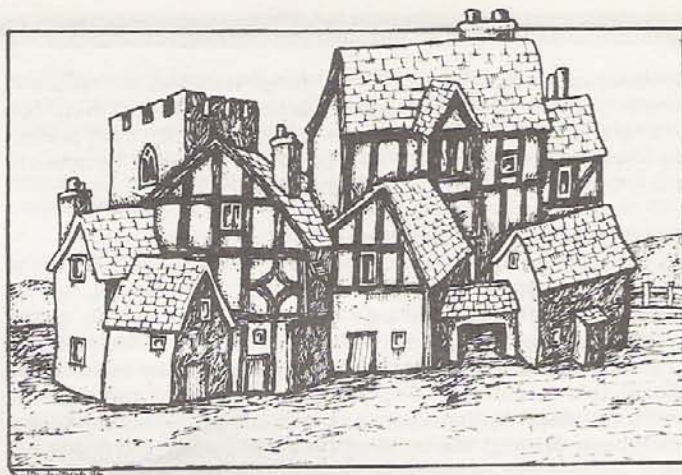
PART I: DESIGNING AND RUNNING VILLAGES

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 Tizun Thane. 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 seems to have been gossiping at the inn or well, but telling strangers nothing, and wandering in the woods to be encountered by adventurers! In fairness to Greywood, it was part of a competition dungeon and was not meant for continued residence, but nevertheless it provides a good example of how *not* to design a village.

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

Village Background, Siting and Social Setting
Primarily, the villagers must have *some* way of earning a living, depending on the type of area, or the village just wouldn't exist.

The mainstay of most villages would be agriculture of some kind. There was very little specialisation in medieval agriculture, and villages made use of any available land to fulfil as many of their needs as possible. Roads were bad — horses and riders were drowned in some 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 siting (trade route junctions, river crossings, mountain passes, etc.). Villages could have more than one economic base, but *never* less.

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

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

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

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

Whatever the reason, the background of the village and its inhabitants will play a large part in determining the buildings found there and the lay-out 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 is the village pond. This could be the village's water source and/or used for keeping fish. Some medieval villages had both a main pond and a series of smaller ones for breeding purposes or for keeping the different species separate.

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

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

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

Other possible sources of lordly revenue were the village mill, bakehouse, and wine or cider press where appropriate. These began their existence in the hands of the lord, and villagers were required to use them whether they wanted to or not. They paid heavily 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.

Villeins held up to 30 acres of land from the lord, together with ploughs, carts and oxen. In return, a yearly rent was paid and a number of services rendered to the lord, such as working on his domain for a certain number of days per week. The villein's land was equally divided between 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 gooseherd. They could also work as weaver's or miller's assistants. Not being free, however, much of their industry would go to their lords. In addition to their own

and the lord's, the village herdsman would tend the other villagers' animals in return for payment of some kind.

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

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

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

DAVID ANDREWS '86

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 thatchers.

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

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

As a go-between for the steward (or lord if he had too few manors to warrant a steward) was the bailiff. He was usually an outsider to the village, though more frequently seen than the steward, having only 1-3 villages to oversee. He would report to the steward 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 serf 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 shirking their duties than the bailiff. Since the duties of each overlap 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 messor or hayward, who was in charge of sowing and reaping and had to ensure that there was no unauthorised use of the lord's land; the woodward, who kept a keen eye on the waste to ensure that no-one took wood, cleared assarts, or hunted without lordly sanction; and finally, the beadle or constable who was the village policeman and who placed any straying 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.

Villages have always been more interested in the doings of villagers than outside events and those in campaigns should be no exception. 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 briefly outlined, instead of being static, aimless and boring. The social system will determine many of these relationships. Others can be formed by 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, wives, 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, this might be used, though 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 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 — harvest festivals and the training of the militia, etc. Rarer occurences 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.

In our 'typical' village, January and the end of the winter would find the villagers spreading manure and marl to ready the fields.

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

June would see the reaping of meadows and haymaking, and when this was done, the fallow would be ploughed once more.

From then until the harvest, hemp and flax would be gathered, dried and spun, and thistles weeded out from the fields.

In August, the harvest would begin. When that was over, the animals would be grazed on the common fields before the majority of them were slaughtered and salted down for the winter. Apart from the October ploughing and sowing of the winter wheat, most tasks would now be concerned with preparations for the cold months ahead. Nuts and fruit would be gathered, along with wood, turves, and peat for winter fuel. Sedge would be cut for thatch, bracken as bedding for cattle, and stubble for bedding, thatch or fodder. When the weather was bad, corn would be threshed with flails, and then winnowing would commence.

Over Christmas, which was a holiday anyway, the weather would be bad and work in the fields at a standstill. There would be many household tasks to be done, however, such as making and repairing utensils, before the January muck-spreading began again.

Village Encounters

Most village encounters are one of four categories:

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

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

The third type, where NPCs randomly initiate an encounter with the players, is more difficult. The best way of handling these is to make out a table of reasons why NPCs might want to talk to players. Some examples are: idle curiosity; asking the whereabouts of a person/place/animal/thing; mistaken identity; asking for help with something (possibly with payment offered); making a proposition of some kind; accusing (rightfully or wrongfully) the players of wrongdoing; and so on. Once the reason is determined, it must be decided whether the NPC(s) involved is a local or a stranger to the village. If the latter, a table of possible visitors must be consulted, whilst for villagers, it is easy to randomly select houses and occupants if the village is keyed numerically.

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

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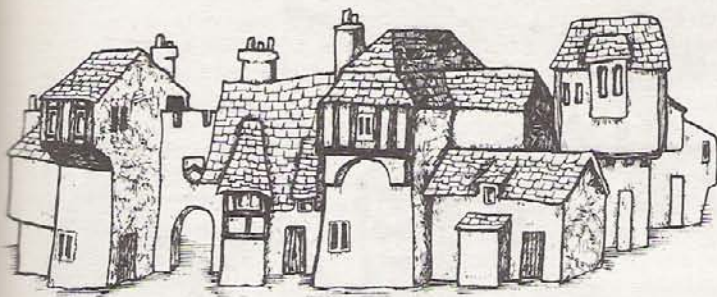
PART II: DESIGNING TOWNS AND CITIES

STANFORD

A Scale of Paces
50   100   150   200
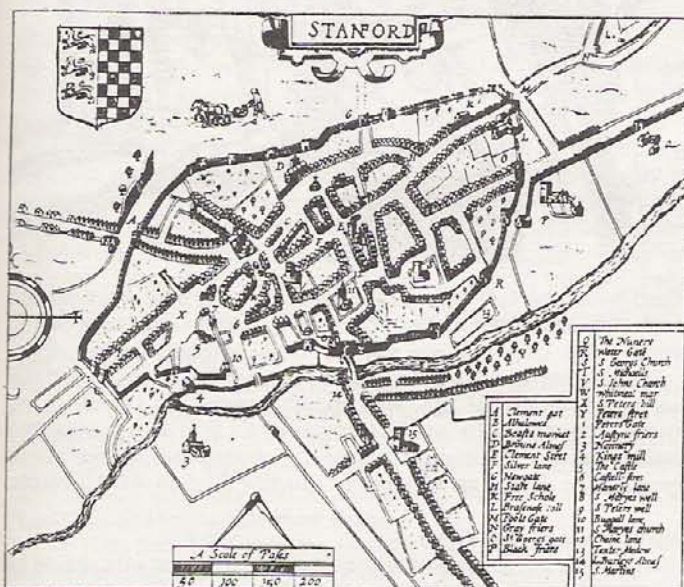
Background and Topography

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 siting or was it always intended as a town? If it were a planned town, the whole site would have been owned by a single individual or corporation, and be founded near the protection of a castle or abbey, by river crossings, or in areas where routes crossed and merchants were already congregating. So who owned the site originally and what became of them afterwards? Was the whole town plan laid out from the start or was the area given a charter, building materials, low rents and/or other inducements and then left much to its own devices?

Any town must have a solid economic foundation. So secondly, 'What does it do?'

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

Markets would be held once or twice a week, the stalls being arranged in separate rows for each type of merchandise. Salisbury

market, for example, had a Butcher Row, Fish Row, Pot Row, Cordwainer Row (shoes), Ironmonger Row and 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) as all trade had to be conducted at the fair itself. Merchants would come from afar to sell goods which the town itself was unable to provide, and some of the buyers would travel similar distances if the fair were sufficiently well known. Fairs even had their own courts to settle trading disputes.

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

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

The needs of a town would be similar to those of a village, though as well as being on a larger scale they could be provided from farther afield. Of prime importance would be fresh water, provided in 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 townsmen would have had the right to graze animals on the open land when the crops had been picked. In connection with their agricultural aspects most towns would have at least one mill (4).

The main streets would be the most popular sites for shops and houses, especially by the town gates and in the centre where the stone houses of the richer citizens would be found along with the guildhall (home of the guild merchant which controlled the markets and fairs and 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 tileries.

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

Religion would also leave its mark indelibly upon a town. Stanford contains no fewer than six churches, three friaries, and two nunneries, 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

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 3-4,000 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 Coventry had 10-13,000 and Gloucester, Newcastle, Exeter, Salisbury and Winchester had 5-8,000. 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, 6% 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:

Percentage of Population	Class	Wealth Assessed At
30%	Poor	Too poor to be assessed
30%	Upper Working	£1
30%	Lower Middle	£2-10
7%	Middle	£10-40
3%	Wealthy	Well in excess of £40

How much in excess of £40 the wealthy could own may be sur-

mised from the fact that in 1523 a Norwich grocer was assessed at £1,100, whilst the highest assessment at this time (outside the peerage 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, lapidaries, 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. To function at all, it must be accessible to prospective clients, and it won't generally be countenanced, at least not officially. The only way a Guild could operate, really, is with official connivance, ideally as a ▶

▶clandestine organ of government performing a number of 'official' jobs and having a list of forbidden targets. Less satisfactorily, it could have a number of government officials in its pay who did what they could to allow the Guild to operate without hindrance. Thus, Assassins Guilds would usually be in or near cities or centres of power, with one or two members stationed in nearby towns.

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 the 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, glovemakers, tailors, carpenters, tilers, coopers, smiths, locksmiths, 2 millers, 1 wheelwright, 1 oil-maker, 1 rope-maker and at least 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, 15 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, 3 turners, 3 scribes, 6 coopers, 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 — inns, 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, warehousemen, and others concerned with the loading and unloading of ships.

Town Service and Other Occupations

Apart from bakers, butchers, etc, others would also provide services. Inns would cater mainly for the usual kinds of travellers and visitors. Taverns would cater in the main for the townsfolk.

Workers in specific trades and crafts would tend to favour certain taverns, rooms at which were often used by Craft Guilds for their business. Other services would be provided by the bordello(s) and gambling houses, at which drinks might also be sold.

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

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

Drawing and Keying the Map

Having gone through the above process, the main features and buildings of the town or city together with its NPCs, town dignitaries, merchants, and master craftsmen along with their families and employees, and other NPCs to be housed separately should have been established. All that remains is to place their various dwellings, shops, etc on the town map.

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, buttery, a number of chambers, a large cellar for storage, and sometimes a gatehouse and courtyard between the house and the street.

Most domestic buildings will be timber-framed of 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 cockloft 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 poorest inhabitants would live in hovels.

The property of the richest inhabitants should be 'custom-built' and unique in most cases. For many of the population, however, certain set patterns of shops and houses can be used.

Similarly, although the characters, ambitions and social relationships of the most important and unique inhabitants should be worked out in some detail, NPCs who are one of the many in a group can be dealt with more economically.

Suppose, for example, that in the town directory there are ten weavers, each with a single apprentice. In the directory, instead of keying each individually, they could be grouped as numbers 41-50, say. The group are then assigned to a row of consecutive houses in Shuttle Street, the houses being numbered both 41-50 (as in the directory) and, say, 17-26 (being their order in the street). Initially only one of the weavers need be detailed. We'll call him Walt and no specific location need be given to him as he might appear anywhere in the range.

If a town encounter calls for a meeting with a weaver with one apprentice, lo and behold, Walt appears. Similarly, if the occupant of number 19 Shuttle Street is encountered, guess who it is?

Of course, once Walt is located, another weaver and apprentice must be detailed — we'll call this one Wilf. If an encounter now calls for a weaver in this class, then Walt has only a one in ten chance of appearing, otherwise Wilf will appear instead. This method avoids working out loads of information which will never be used. Also, there are many NPCs in the town who can be fully detailed in connection with adventures which are grafted onto the town at later stages.

The town map should show all inhabited buildings, and each building should be keyed with *both* its street address number *and* its number in the town directory. It is useful to group all inhabitants of the same class, craft, and status consecutively in the town directory, for use in encounters.

PART III: RUNNING TOWNS AND CITIES

Government and Customs

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Law and Order

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

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

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

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

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

Similarly, in civil disputes (which mostly concerned land rights) trial by combat, which could be between champions in these cases, was increasingly 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 townsfolk deal with those matters themselves or whether professional law and government officials are paid to do so.

'Built-In' Adventures and Rumours

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

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

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

The Urban Calendar and Other Events

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

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

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

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

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

Urban Encounters

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

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

Types of Encounter

	Main Routes				Dock Area			
Type of Encounter (d100)	Morning	Afternoon	Evening	Night	Morning	Afternoon	Evening	Night
Party observe:								
Argument	1-2	1-5	1-3	1-2	1-4	1-6	1-4	1-3
Assassination attempt	-	6	4-5	3-4	-	-	5	4-6
Boisterous behaviour	-	7	6-8	5-6	5	7-8	6-9	7-9
DMs choice				DMs choice				

Type of Encounter (d100)	Morning	Afternoon	Evening	Night	Morning	Afternoon	Evening	Night
NPC approaches to:								
Accuse	51	48-49	49-50	47-49	61	62-63	61-63	61-64
Ask way	52-58	50-57	51-55	50-55	62	64-65	64	65-66
Befriend	59	58	56-57	56-59	63	66	65-67	67-70
DMs choice				DMs choice				

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

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

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

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

NPCs Encountered

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

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

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

Stop, Thief!!

The Thieves' Toolkit in D&D

by Marcus L Rowland

'By the Gods, the jemmy'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 gps (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

Item	Weight	Size	Cost	Damage
Set lockpicks (12 in leather case)*	9	6x4x1	12gp	-
Jemmy/claw nail extractor	25	18x2x1	4gp	2-5 (blow)
Pry bar/large screwdriver	16	12x1x½	2gp	1-4 (blow)
Pliers	8	5x2x½	3gp	-
Screwdriver	6	5x1x1	10sp	1-3 (stab)
Bradawl (1/10" tip)	3	3x3x½	8sp	-
Chisels (3 wood, 2 masons, in pouch)	18	12x5x1	4gp	1-3 (stab)
Small hammer	15	8x2x1	1gp	1-3 (blow)
Metal saw (steel)	6	10x1x½	2gp	-
Keyhole saw (bronze)	6	10x1x½	30sp	-
150' Twine	2	2" ball	2sp	-
Carrying bag, belt loops, etc	10	12x6x6	10sp	-
Totals: Weight: 12.4lb Cost: 31gp				

* 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 jemmy 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 tookit, 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

	Weight	Size	Cost	Damage
Burglary				
Crowbar (extra-large jemmy)	50	30x2x2"	10gp	1-6 (blow)
Long lockpicks (for very deep locks)*	20	18x4x1"	18gp	-
Key Blanks (bunch 10 mixed sizes)*	12	6x2x1"	8gp	-
Small files (wallet of 6)	10	6x4x1"	6gp	-
Lump beeswax (for key impressions)	5	3x2x1"	4sp	-
Climbing spikes (pair for boots)	25	12x3x2"	8gp	1-3 (kick)
Trap detection & removal				
Sheet mica (to slip latches etc)*	.1	6x4x½"	15sp	-
Hand drill (fixed ¼" bit, bow driven)	10	8x2x1"	5gp	-
Brace & Bit (wood, bits ¼-1", set of 6)	35	14x9x2"	8gp	-
Long probes (thin needles & hooks)*	1	10x1x¼"	2gp	-
Inspection mirror on rod	4	10x1x1"	5gp	-
Lubricating oil (small bottle)	3	2x1x1"	8sp	-
Listening horn	5	8x2x2"	10sp	-
Strong lodestone	5	2x1x1"	4gp	-
Pickpocket, shoplifting, etc				
Gaff (bag with false bottom)*	20	12x8x8"	15gp	-
Scissors (to cut bags etc)	6	6x2x¼"	2gp	1-2 (stab)
Hooked wires (steel, for wallets etc)*	3	12x.1x.1"	1gp	-
Razor-edged Ring (to slit pockets)*	1	2" dia.	5gp	1
Scouting, Hiding, and Getaways				
Lamp black (for hands & face, pot)	6	3x3x3"	10sp	-
Oversocks (to muffle feet)	1	2" bundle	5sp	-
2 dozen marbles (to throw under feet)	5	3" bag	8sp	-
Caltrop (4-pointed dropping spike)	10	3x3x3"	50sp	-
Bag tacks (also for feet)	6	3" bag	7sp	-

* 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.)

Example.

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 next 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 jemmy, but rolls 00. The jemmy tip snaps. He tries again with his prybar, luckily rolling 05 and succeeding. As he turns to leave he notices four acolytes, summoned by the noise of the breaking jemmy...

In the above example the referee decided that although the statue was not trapped it would still require a Remove Traps roll to free it from its socket. He rolled d10 to establish the muffling effect of the 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 aid escape, should be reduced. Thieves will also rattle as they run, although not while trying to Move Silently, and will be as likely to attract the attentions of a rust monster 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.□

Worldly Power

Additional Government Types for Traveller by Phil Masters

As anyone with a nodding acquaintance with political theory will be aware, the standard *Traveller* government determination system is rather simplistic and one dimensional. Nonetheless, the standard system works, despite a few peculiarities – why should only high-population worlds be lumbered with religious dictatorships? – and I'm not offering any functioning alternatives (yet). What *is* worth doing, however, is looking at a few variant government types, from 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 three important 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 (in place of the usual government number) to a 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 favour the *status quo*. Because relationships centre on control and use of land, merchants and city dwellers are in an ambiguous, and often difficult, position. This is why this type of government is virtually unknown at tech levels beyond 3, 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' (ie 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 unloved peasant. This is related to a certain dislike of technological development generally.

Demarchy: Code R, BL 1, LM 1, TM +2. A variant 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, cultures. Instead of the usual participant 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 for those who oppose popular sentiment. Laws tend to be vague, but penalties for infringement may be heavy.

Example: The name and idea of a Demarchy seems to have been invented by SF 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 uses 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 the populous, they will tend to feel that they have little to fear, and so government/divine intervention will be limited – except when technological change is threatened.

Example: Although priests have, on occasion, used technical tricks to impress gullible worshippers, this form of government has never actually occured 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 novels using the theme are Fritz Leiber's *Gather, Darkness!*, and – more or less definitively – Roger Zelazny's *Lord of Light*, which introduces the interesting twist that the pseudo-divinities are also master psionicists. Other Zelazny works are also relevant here, notably *Creatures of Light and Darkness*.

Abstract Supreme Authority: Code S, BL 8, LM 10, TM +1. A world governed by an Abstract Supreme Authority will generally appear to be Balkanized, although other structures might be visible instead. Actually, supreme power resides in the hands of a small, rather detached elite, who permit the more visible structure to persist as a convenient means of detailed minor administration. Selection for the elite is subtle and discrete, usually based on the rulers' determination to maintain power. The elite take care to remain dispassionate; although they may 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 arguable that the *Traveller* Imperium represents exactly this sort of government. The classic example, however, is Cordwainer Smith's *Instrumentality*, which appears in nearly 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 *76 Patrons* format, with patron, required skills (if any) for the job, and alternative backgrounds for the referee to choose or roll for.

> **1108: THE MASTER'S POLITICAL SURVEY MISSION RETURNED FROM ITS SELECTED INTERSTELLAR TOUR. CERTAIN EXTRACTS FROM THE EXPEDITION'S JOURNAL REVEAL SOME NEW POLITICAL SYSTEMS DISCOVERED ON THE SURVEY.**

1 • SURVEY MISSION •• PATRON: INDUSTRIALIST, UPP 697BDA, AGE 51 •• REQUIRED SKILLS: MECHANICAL, ELECTRONIC

Referee's Notes: The offer of work comes from an accredited agent of a minor interstellar mining corporation. A small team is required to perform a quick but careful survey of the planet Noth (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 surveyors are all too often paid by the 'big boys' to pass back news of interesting commissions from rivals.

Noth was inhabited by a small farming community that has grown fabulously rich on its automated farms' output of Nothi 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 referee must assess the rhetorical skills applied, the mood of the populace, and any other relevant factors.

Base time to perform the survey is 30 days; -5 if any Prospecting skill is available, -1 per level of such skill over 1; +1d6 for each item of equipment subject to malicious damage.

1: All is straightforward. The party can obtain permission to perform a survey without much difficulty, and should be able to avoid infringing local customs with a modicum of tact and care.

2,3: The Nothian farmers are suspicious of any threat to their stable, self-indulgent society. Blanket permission to survey is not available; permission to survey specific areas must be obtained in the face of attitudes ranging from affable but businesslike neutrality to outright hostility.

4,5: As 2-3, but the general attitude is hostile, and 1d+1 acts of disruption (petty sabotage, assault, etc) will occur in the course of the mission.

6: As 4-5, but at least one of the farmers has been secretly bribed by an agent of one of the patron's rivals to disrupt events, and after 2d6 days, a group of young local thugs – similarly hired – will begin watching the party for a chance to cause trouble.

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

Referee's Notes: The party is approached by a well-dressed man who explains that he represents the Council of Lords of the planet Molnarax. The non-human peasantry of that planet has always been contented and docile, but recently there have been insurrections and other difficulties. The Council suspects that some off-world interference is involved, and wants to hire a small group of tough individuals to locate and remove the troublemakers. Cr150,000 plus reasonable expenses are offered for the job.

Molnarax (D5444T2-A) has a population of humanoid primitives who are dominated by a small group of humans – the High Lords – who have set themselves up as deities. The natives are small (1-1¼m), slender beings (-2 on strength, +1 on dexterity, education 0), limited to tech level 0-1; the only weapons they possess are clubs, spears, and short bows. However, they produce remarkably fine jewellery and abstract artworks, which the High Lords sell off-planet at high prices. The world is way off the normal trade lanes; the nearest populated world is a jump-4 trip away, although there are systems with fuel-bearing gas giants nearer.

1: There is no outside interference. A small group of junior Molnaraxi nobles is seeking to bring down certain of their seniors, and has spread rumours of 'false gods' among the natives to cause disruption. Establishing and proving this is the party's problem.

2: The 'troublemaker' is a lone ex-scout who stumbled across Molnarax, and took a dislike to the political system. He is dwelling in a well-hidden cave in a mountain area, acting as a 'sage' to the natives (natives and animal encounters in the area must be determined by the referee). He has cloth armour and an automatic rifle.

3: The trouble comes from a far trader, whose captain managed to trace the source of certain valuable traded artworks. The crew have set themselves up as 'The *True* Gods', and are dwelling in a forest region.

4: As 3, but the trader has a small group of well-armed mercenaries along as a bodyguard.

5: The Imperial Secret Service, which regards the Molnarax situation as intolerable exploitation of primitives, has established a project to disrupt the High Lords' system and educate the natives. Their detachment on the planet, which includes a squad of marines, is small but well-equipped.

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

3 • TRADING PERMIT •• PATRON: MERCHANT, UPP 567896, AGE 47 •• REQUIRED SKILLS: ADMINISTRATION

Referee's Notes: A representative of an interstellar trading company offers the party work at Cr20,000 a head on a success-only basis. The job involves a planet named Vo, which is nominally a democracy, and usually regarded as a civil-service bureaucracy (planetary statistics C666889-8). The patron's company recently sought permission to establish a branch on Vo to trade high-tech machine tools for local products; the request was refused, for no apparent reason. Initial investigations have suggested that Vo is *really* run by an Abstract Supreme Authority; certainly, many members of the bureaucracy, at different levels, are members of a mysterious organization called 'The Blue Crystal Brotherhood'. The job on offer is to obtain the trading permit, if necessary by penetrating the Brotherhood; Cr2,500 to cover expenses, plus return tickets, high passage, to Vo, are available.

1,2: There has been an error of intelligence on the patron's part. The Blue Crystal Brotherhood is an innocent social club with a childish taste for secrecy; the permit was refused because the negotiators neglected to place bribes in the right places. Careful application of cash should facilitate the party's work, as and when they identify the problem.

3: The Blue Crystal Brotherhood certainly thinks of itself as ruling Vo, although its influence is partial at best. It is a quasi-religious body, with a complex policy partly dictated by a divination method resembling the tarot. This is what caused refusal of the permit application – the cards demanded that the move be blocked. The problem may be solved by either bribing or threatening senior members of the Brotherhood, or simply by working through non-members within the civil service (who regard the Brotherhood as a nuisance).

4: The Brotherhood is an old, devious body, whose greatest asset is an ancient (First Imperium) 'super-computer', programmed to optimise the running of Vo's economy. The trade application proved, when analysed by this machine, to imply a possible de-stabilising effect on the Voan system – local machine tool manufacturers would have difficulty adapting to such competition fast enough, and dependency on off-world supplies would make the Voan economy excessively vulnerable. This decision could be reversed, but only if the party can gain access to the innermost circles of the Brotherhood, and then negotiate from a position of strength. (The threat of reporting the existence of the computer to all and sundry might suffice).

5: As 4, but the computer is – unbeknownst to the Brotherhood – subtly controlled by agents of a neighbouring world's government, who have ensured that the long-term result of its advice will be to create a strong trade bond between the two planets, with Vo generally subservient.

6: The Blue Crystal Brotherhood is a powerful and very secretive organization; the *most* secret fact is that it is a Zhodani front. The long-term aim of the consulate's manipulation of Voan society is complex, but essentially involves preventing the development of unifying trade links in this subsector by the encouragement of social isolationism – hence the trade permit refusal. Extensive investigation of the organization may eventually lead to Zhodani intelligence network operating on the planet.

Starbase *is a regular department composed of readers' ideas for* Traveller. *This issue . . .*

ADDITIONAL DETECTOR SYSTEMS FOR TRAVELLER STARSHIPS

by Antony Cornell
and Martin Barrett

There are, in our own world, many different systems for the detection of aircraft. Therefore it follows that in a *Traveller* universe there will be a great variety of systems for the detection of spacecraft. In the rules governing starship construction there is a very limited selection of detection equipment available to players. We feel there is a need for a wider range for use in scenarios and campaigns and so put forward a few suggestions.

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

The Basic Sensor Package

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

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

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

Engineering Perception Package

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

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

Component Perception and Analysis Package

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

Deck Plan Analysis

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

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

Life Detection

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

The visual display takes the form of one dot for each living 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. ∎

	TL	Mass	EP	Cost	Range
Basic Sensor Package	9	—	0	—	as *Book 2*
Engineering Perception Package	A	2	1	1.5	250
Component Perception and Analysis	C	3	2	2.5	500
Deck Plan Analysis	E	3	2	3	250
Life Detection	F	2	1	5	0.3

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

STAND BY TO REPEL BOARDERS

Starship Security in Traveller
by Andrew Miller

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


Portals

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

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

Fig 1

VALVE

Brackets   Hoop

CROSS SECTION

Iris Blade
Metal Hoop
Brackets
Locking Bar
Lock
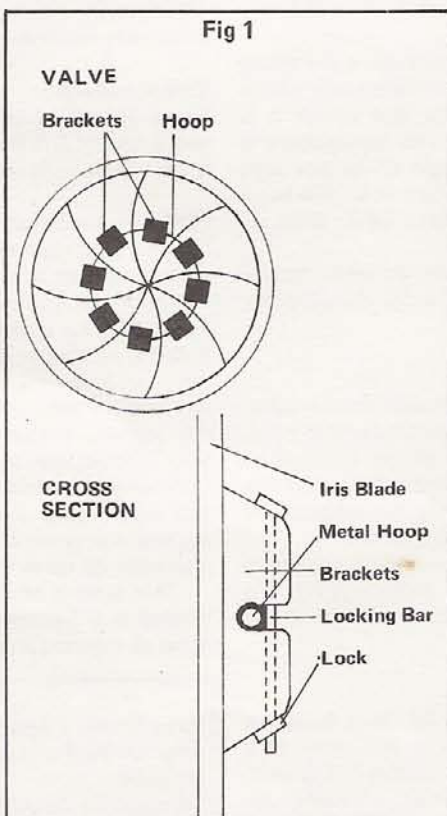
Interior Conditions

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 while red 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 only access a 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, detection 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 these 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 fitments. 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 to hi-jack an impregnable ship? This does not mean that the crew shouldn't have a fighting chance - in that Andrew is correct.

Regarding some specific points, it seems to me that the primary requirement for the power plant is to be as close as practicable to the manoeuvre and jump drives, partly to reduce energy transfer loss, 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

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

Rune Rites *is a regular department for* RuneQuest *edited by Oliver Dickinson. This issue some...*

RULES ADDITIONS

by Simon Early

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

As the party are travelling upriver, they hear a sound in the bushes (a Listen roll is required to hear above the background noises). Wheeling around, they at first see nothing, unless a Spot Hidden roll reveals the dark forms of beasts. As tuskers burst out of the undergrowth, panic ensues among the party. The more alert members (Alertness roll = INT x 5%, or INT x 3% for more difficult tasks) will notice that although the Tuskers are 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 without 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 96+ 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 assume (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 him/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 loses his/her grip and falls.
2. Swim the river (as it is too wide to jump). Swimming is as normal, with the following additions:
a. A drowning character can be saved by friends throwing a rope to him/her (roll DEX x current CON modifier as a %; thus, when a character must roll CON x 3% to hold breath, he/she must roll DEX x 3 to catch the rope). Once the rope is grasped the character is allowed another swimming roll at +25 or double the normal chance, whichever is greater.
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 tuskers. If a character sets his/her spear to receive a charge, a hit will inflict the normal weapon damage plus the damage bonus of the charging beast, rather than the character's own damage bonus. A spear 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 tuskers the party decide to find out where they came from (Tracking roll required). They arrive too late to save one of the combatants, a centaur, who has bled to death. (Although they would need to know *xenohealing* to do so which must be used on any other race but your own. A centaur would similarly have to use *xenohealing* on a human.) They search the bodies of both the centaurs and their foes, the tuskers and their riders. Hidden between layers of clothing on one of the 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 from a standing start, halve distance that can be jumped and double ENC and distance penalties. *4.* If rope-assisted, add 25% or double chance of success, whichever is greater. *5.* Four-legged animals (and possibly characters with *mobility*) double the distance that can be jumped and halve the distance penalties, due to the greater speed they attain in their run-up. Obviously, from a standing start they are as badly off as anyone.

Example: Herman is SIZ 10, capable of a 3m jump at 90% (he's done this before). He is already carrying all his 1/2 normal ENC (after tossing his sword over to Drucilla); unfortunately, he also has to carry the unconscious body of Razorbeak, who has been overcome by poison. Razorbeak is only SIZ 4, which converts, in the normal way, to 12 ENC (rather than 20, as the original printings of the Orlanthi *telekinesis* spell would have us believe): (see *WF 12*, p20). 12 ENC gives –60% to his chance of success; using the rope set up earlier doubles the remaining 30% to 60% (if Herman had retained his two-handed sword he would have had 20% chance, + 25% for the rope). Herman would like to dispose of more of his items to increase his chance, but has no time as the spiders rush towards him. ∎

Swashbuckler!

Combat Related Ideas

For Panash cultists, some of Oliver Mac-donalds 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, and is destroyed if it takes more than 12 in a single blow. The effects of a successful attack depends on the location hit. A limb will be bound, and another successful attack the following MR will disarm or trip the defender; a head hit will blind the defender for the next MR; a chest hit will bind an arm, but will not allow a disarm attempt next MR; an abdomen hit will allow the attacker an attempt to knock down the defender next MR in a STR v STR roll on the resistance table. This assumes a fairly humanoid opponent.

2. Jumping onto other characters. A successful Jump roll has to be made. A hit will do damage to the defender as if he/she had fallen, + half the attacker's damage bonus; but if the attacker does more damage than his/her Jumping skill divided by 5, any damage over that figure will be taken by the attacker. *Example*: Gnasher the baboon jumps 3m onto the back of an adventurer and does 1d6 + half his damage bonus (½d6), in fact doing the maximum 9 points; however, he only has 40% Jumping skill, which divided by 5 gives 8; he therefore does 9 points of damage to the adventurer and 1 to himself. After a successful attack, the attacker may attempt to grapple with the defender or roll his/her Jumping skill again; success will mean that the attacker has landed on his/her feet and can perform normally the following MR. A successful attack may also knock the defender over; roll attacker's SIZ v defender's STR to knock down. Add 1 to attacker's SIZ for every metre jumped, and halve defender's STR if attack is a surprise.

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

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

4. Biting. A character that successfully grapples an opponent may try to bite next MR for 1d3 points' damage [*if human; if, say, baboon, as in* RQ *—OD*]. 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% + Manipula-

RuneRites is a regular RuneQuest column, edited by Oliver Dickinson. This issue, a discussion of additions to the melee rules.

tion 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 *RQ* 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.

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

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

4-6: *Extreme surprise.* Characters parry at half value and get no attack this MR.

7-8: *Surprise.* Characters parry at -10% or half value, whichever is higher; they may attack this MR, but at +4 to Strike Rank.

9-10: *Partial surprise.* Characters attack at +2 to Strike Rank; no other penalty.

Finally, a more detailed way of modelling an aimed blow, from Ashley Holloway. During the Statement of Intent, players should state that they intend to aim a blow at a particular location. They must roll 1d6-1 and add this to their PC's normal Strike Rank to find the SR at which the blow can be delivered; if the result is over 12, the PC has failed to find an opening that MR, can make no other attack, and parries during the MR at half ability (rounded down). If a blow may be aimed, the attack is rolled and the actual roll subtracted from the normal chance to hit; the special hit (20%) chance with the weapon is added to the result, and to have successfully 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 successfull, 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 location to be opened up to the attacker, but also for any distraction that he/she might be subject to while concentrating on the blow, which would include being hit but taking no damage. If any damage is done 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 in 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 *RQ* 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! □

FIEND FACTORY

It is no easy matter to select a mere sixteen fiends from the scores that have graced the factory pages in the two years covered by this volume.

The "monsters" featured here have been chosen not only for their originality but also for their variety: they show off the diversity of opponents with which a clever DM can surprise his players.

LORELEI WILLOW
by Roger E Moore

No. Appearing: 1 — 8
Armour Class: 6
Movement: Nil
Hit Dice: 7d8
Treasure: E, R
Attack: 4 — 16 branches for 1d4 constriction each
Alignment: Neutral
Intelligence: Animal

This willow is a rare species of carnivorous plant found in dark and tangled swamps and forested areas near marshes. They grow to be 30' — 40' or so in height. Lorelei willows strongly resemble true willows, and this leads many to mistake it as such. Druids have a 50% chance per turn of correctly identifying this monster, with 5% added to this chance for each level the druid is over the first.

Each lorelei willow possesses sophisticated hearing organs in each of four depressions in the tree trunk that resemble knotholes. These 'ears' point in different directions and have a range of 180'. They transmit all sounds heard to a mass of nervous tissue (corresponding to a brain) located in the earth immediately below the trunk. While they understand no languages, these monsters can pick out the voices of humans, dwarfs, and the like. These sounds are then imitated and repeated through a vocal organ at the tree-top that is not visible from the ground. They can also repeat other voices heard within the last year, and are 50% likely to do so if aware of the presence of humans, etc.

The goal of the willow is to lure curious beings within 20' of its trunk. The moment one of its long, whip-like branches is touched (a 95% certainty for beings over 1' tall approaching the trunk), a mass of branches lashes out at the prey. Each branch is highly flexible and capable of constricting for 1d4 damage per round; separate rolls to hit are required for each branch attacking. The branches will continue to constrict a victim for 3 — 18 full turns, then drop the usually lifeless body to the ground by the roots. At this point special rootlets appear from the soil and encircle the body. These rootlets secrete a special substance which rapidly dissolves flesh. Within 10 — 30 turns after the body strikes the ground, only the armour and other non-organic material will be left. These are usually hidden by further plant growth at the base of the tree or partially buried in the earth.

One interesting thing about this monster is that it seems to learn to use certain phrases it hears over and over, as these phrases attract more wanderers. These might be calls for help, voices in half-whispers, foreign tongues and so forth that draw a lot of attention.

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 cleric acolytes; 5-20 eggs (value 6-36gp each); and 1-4 egg-wardens (see below).

Javukchari clerics have full appropriate hit dice and spells, including bonuses for wisdom (1d6+12 to determine). For doctrinal reasons, they fight with talons

only. Egg-wardens are psionic females who fanatically defend the brood. They attack with talons; have 1d8 hit dice; psionic ability 161-180; combat modes D/FGH; and the disciplines Cell Adjustment, Empathy, Hypnosis, Molecular Agitation, Body Control, Energy Control and Telekinesis, all as a cleric, at 6th level mastery.

Javukchari have their own language. Their clerics also speak the common and lawful neutral languages.
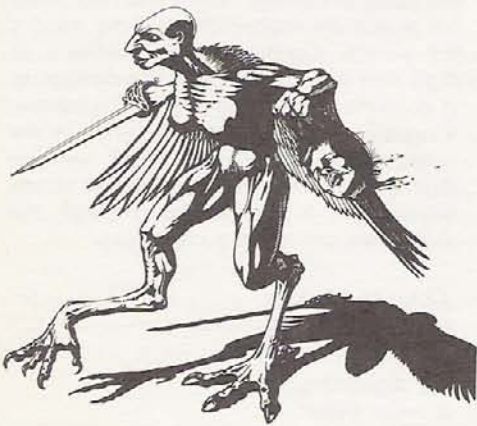
RUSALKA
by Roger E Moore

No Appearing:	1 — 2
Armour Class:	5
Movement:	12"/24" swimming
Hit Dice:	4d8
Treasure:	P, Qx5
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 *death ray* at -2 on the saving throw to be slain. Rusalka may also attempt to grapple persons swimming in the shallow waters where they lair; this requires a score of 2 above the base number the rusalka needs to hit the victim. If grappled and the victim cannot be freed in 1—4 rounds, the victim will drown. Magical spells or devices permitting one to breath underwater will prevent this from occuring.

Animals fear these creatures and will not approach within 30' of them. Viewed at close quarters, the all-green eyes of the rusalka may give it away, but by then the rusalka may be preparing to attack.

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

GOLDFINGER
by I J Chomacki

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

These undead appear as dripping, disgustingly decayed zombies. A close look, however will reveal small, exposed gold plates on their fingertips. They are the creation of the combined efforts of a high level magic user and an alchemist for they have been created as walking batteries. Copper plates attached to their spines, combined with their brine-soaked bodies enable them to deliver powerful electric shocks. It is important that they be kept in brine when not engaged in combat (eg, a brine-filled 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 golfinger attacks normally with two claws per round for 1—3 each. If the creature is freshly soaked in brine, it takes only half damage from fire and holy water attacks. As with zombies, they always strike last in combat. Clerics turn them as shadows.

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

WIRRN
by Ian Beckingham

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

The wirrn is a huge maggot-like creature which grows up to 7' in length. This rare stone-coloured creature usually roams the underworld in search of prey. Its main weapon is its egg-tube which resembles a 12" long, forward pointing spike emerging from a cavity in the creature's 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 wirrn has knocked its victim to the ground and is sprawled on him, the victim being undamaged but unable to move. In the next melee round the wirrn will insert its egg-tube into the victim's body, doing no immediate damage but piercing his armour or other protection. This process is automatic and requires no 'to hit' roll. During the insertion process, a nearby ally of the victim may (50% chance) be able to see enough of the egg-tube to strike a blow at it; only sharp weapons will damage the egg-tube which is AC3 and takes 12 hit points of damage before breaking. After the round in which the egg-tube is inserted no strike may be made at it as it is in the victim's body. In the round immediately after insertion, the wirrn will lay 20 tiny eggs in the victim's body, inflicting 1d4 damage in the process. It will continue to do this each melee round to a maximum of 10 rounds — once the egg-tube has been inserted, the wirrn will not voluntarily withdraw until the maximum of 200 eggs has been implanted. Only the death of the creature will halt the egg-laying process.

While the creature is laying its eggs, it will try to ward off attacks by squirting acid from tiny apertures near the 'head'. The acid squirt has an area effect and is continuous once the wirrn has been attacked — each round roll 'to hit' dice for every character within 10' of the wirrn's head, treating each target as AC10 (with appropriate dexterity modifiers) to determine whether he has been hit by the acid. If so, the acid will penetrate metal armour in two melee rounds (leather armour or ordinary clothes in one) and will cause 1d4 damage for each melee round it is in contact with flesh. The acid can be washed off with water, wine or a similar liquid. If it has been determined that a victim has been hit by the acid, roll percentile dice; there is a 2% chance that the acid has struck his eyes, in which case he is immediately blinded (80% chance that only one eye is affected — determine which at random or according to the relative position of the victim to the wirrn).

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

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

MINIDRAG
by D Parrington

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

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

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

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

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

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

MORBE (or Semi-Dead)
by Albie Fiore

No Appearing: 2 — 8
Armour Class: By armour type
Movement: 12"
Hit Dice: 2d8 + 3
Treasure: 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 pocked with open sores while their eyes are glassy and staring. In this state they do not use their weapon but attack with two claws for 1d4 each and a bite for 1d6 but any hits scored drain constitution from the victim instead of doing hit point damage. Each morbe has a constitution of 3d6 and any constitution points that it drains are added to its own constitution. As a morbe's constitution nears 18, the sores begin to heal, the skin begins to become a pale flesh colour and the eyes de-glazed. When its constitution reaches 18, it is no longer 'undead', and can no longer drain constitution, instead it must draw its weapon and attack as a fighting man for normal damage. Any hits delivered to it in 'human' form are taken off its constitution. They revert to 'undead' form when their constitution drops below 18. When in 'undead' form, hits delivered to a morbe are taken from its hit point total. Thus they can only be killed while in 'undead' form.

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

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

While in 'undead' form, morbes can be turned by clerics as ghouls but cannot be damned. Nor are they affected by holy water. Mind-influencing spells can only affect them when in 'human' form.
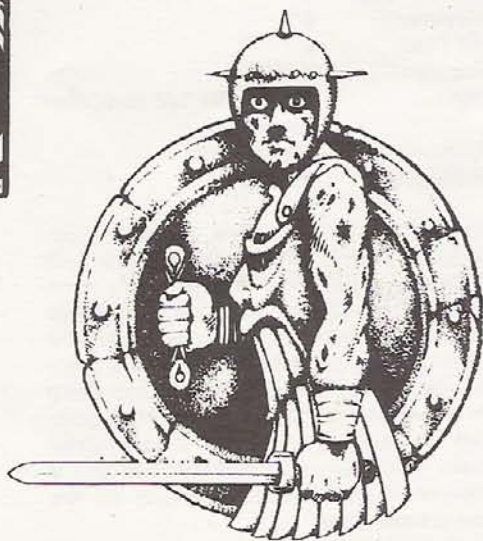
FAERIE DENIZENS

A New Monster Group for AD&D by Alan E Paull

GWYLLION

No Appearing: 2
Armour Class: 10
Movement: 12"
Hit Dice: 5
Treasure: None
Attack: 2 claws for 1d4 each
Alignment: Lawful neutral
Intelligence: High

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

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 goblinish appearance, and may sometimes be found leading their smaller brethren. Their favourite weapons are pikes and halberds of huge size.

These creatures are known as redcaps because of their unsavoury habit of 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: 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 leanansidhe), 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, S
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).

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

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. ▶

DUERGAR

No Appearing:	1-3
Armour Class:	10
Movement:	12"
Hit Dice:	1d4 per level
Treasure:	F
Attack:	As Illusionist plus special
Alignment:	Chaotic evil
Intelligence:	High and above

The duergar are a race akin to the dwarves though they are of a twisted and corrupt nature. They are dark-skinned, 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.

PHOOKA

No Appearing:	1
Armour Class:	7
Movement:	15"/18"
Hit Dice:	3
Treasure:	None
Attack:	1 or 2; damage 1-2/1-6, plus special
Alignment:	Chaotic evil
Intelligence:	Low

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. Favouring 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.

BLACK ANNIS

No Appearing:	1
Armour Class:	9
Movement:	9"
Hit Dice:	3+3
Treasure:	E
Attack:	2 claws for 1d4 each, plus special
Alignment:	Neutral evil
Intelligence:	Exceptional

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

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

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

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

The following effects can be produced by using the staff:

1. A successful strike upon an opponent uses 1 charge and inflicts 2-12 hit points of cold damage. Treat all targets as AC10 as the damage is transmitted through armour; dexterity advantages apply as normal.

2. For the expenditure of 2 charges the staff's head can be struck upon the ground to create an area of magical sheet ice (2" radius), which will have the same effect as an Oil of Slipperiness poured on the floor. All creatures within the area of effect, except the staff wielder, will take 1-6 hit points of damage when this ability is used (half damage, if save versus staff is made). The sheet ice will remain for 1-4 turns, at the end of which it will melt. The wielder will be unaffected so long as he or she remains stationary.

3. When the staff is pointed at a desired target area and a command word (DM's option) is uttered by the wielder, the staff's magic will create a blinding snowstorm confined within a hemi-spherical area of 5" diameter and 1½" height. The centre of the snowstorm can be up to 10" from the wielder, and it lasts for 2-8 melee rounds. All creatures will suffer 1 hit point of cold damage for each round that they remain within the area of effect. In addition, creatures in the snowstorm that fail a save versus staff will be blinded for 1-4 melee rounds after they come out of the area of effect (a save results in no effect). Those on the edge of the area of effect (within ½"), who make their saving throws, are assumed to have jumped clear and will suffer no adverse effects. ∎