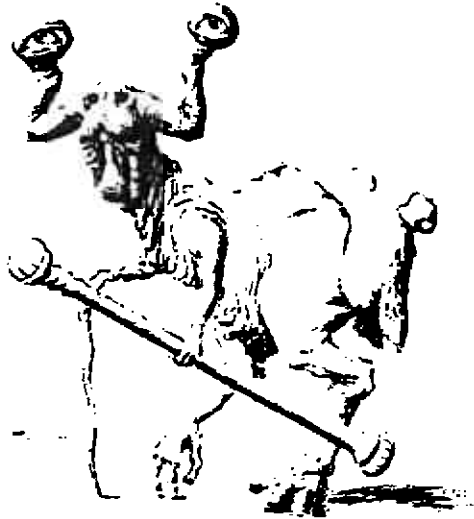


## NOTES & QUERRIDS



This section provides a forum for discussing the 3rd edition rules, the cultures and peoples of Jorune, and just about anything else that comes to mind. The idea is that I'll pose a few questions and print the replies from other readers in the next issue. Everyone is welcome to contribute, either in reply to a question/problem or by putting a question of their own. Maybe a few of these will be the seeds of future articles, you never know....

1. **MAPS.** There is a baffling lack of scale on the maps in the 3rd edition rules; nothing on the world map, Burdoth and Heridoth, Ardoth, or Es'Wother. Companion:Ardoth gives a scale of 3" = 1 mile for the Ardoth maps and the 2nd edition gives a 1cm = 30 miles for Burdoth, but they've been redrawn between editions. Has anyone come up with their own or extrapolated travelling distances from the text?

2. **ARDOTH GEOGRAPHY.** Concerning the geography of Ardoth: we're told that the highest point of the city is the Cryshell Citadel (which is flanked on the sea side by cliffs)

and the lowest point is Vintch and Durris, which are at sea level. There is also a steep incline leading down to the grazing land from Dich. My problems with this are:

a) There must be a big drop between the Bazaar and Portgate (surely the port is on the seafront!). We're informed that there is a drawbridge but it can't be completely horizontal because the Bazaar is part of Cryshell.

b) The Cryshell River forks near Es'Wother and then appears to flow uphill around the Bazaar. Eh? Unless they have a series of locks I don't see how this is possible. The river has been redirected at times but the engineering isn't explained.

3. **MORE ARDOTH.** Ardoth's many city walls are described as one of the Seven Wonders of Jorune. What are the other six?

3. **TRAINING.** The Training skill is not clear, at least in how it relates to PCs receiving training. How do y'all work this one? Would there be interest in an article expanding the training rules, perhaps on similar lines to RuneQuest? This may be particularly relevant if PCs seek out fadri for specialised knowledge.

4. **SHIELDS.** Under the rules, parrying with a shield seems to be less effective than a parry/dodge with a weapon. Shields act as an extra layer of armour which must be penetrated, while a parry negates all damage. I'm not sure I buy this. Maybe shields should be more effective by countering the 'force of blows' or still protect the user in certain locations (shield arm and chest for example) even if no formal defence is possible. This would force attackers to make more 'called shots' around the shield.

5. **MAX ISHO.** The current rules concerning Max Isho increase, combined with the availability of some crystals (particularly Desti) seems open to abuse by "power gamers". A lax Sholari could have muadra characters packed with Isho points and Colour before he/she knows it if the Isho modifiers and crystals are bandied about too liberally. Copra Nebbon in "The Gire of Sillipus" is portrayed as one of Jorune's foremost Shal experts, and her skills don't look excessive to me - how does she compare with dysha slinging PCs?

6. **SIGNATURE SKILLS.** Isho sensitivity for non-dysha users still needs some clarification from where I'm sitting. I'd like to know the effective range of the Race, Mask, and False signatures. If there is unlimited range (and zero Isho cost) the phrase about limiting the use of these skills with non-dysha users (in the "Sholari's Companion") doesn't make much sense. Also, the effect of these skills is underplayed. For example, a githerin had better be good at Mask Signature if he plans to lie in wait for a boccord, or sneaking up on anyone with Tra-sense in a dark alley. The Isho skills would seem to remove the benefits of stealth in many cases.

7. **THRIDDLE GENDER.** Thriddle are the only race capable of distinguishing between male and female Ramian, but who distinguishes between male and female Thriddle? Is it a matter of colouration? Come to think of it, are Thriddle mammals? They walk like hopping birds, so maybe they are vaguely avian. Are they egg laying creatures? Maybe Thriddle Madness is related to some frustrated desire to mate, misunderstood by the humans who spend time with lone Thriddle. Any speculations out there?

8. **CREATURE COLOUR.** Thallierian armour is scarlet, because it is made from Corondon bone (which therefore must be red), and grunder is grey because that's the colour of the locure, but what about other Jorune life? What colour is the common thombo? Grey? White? Dappled? How about a talmaron or a dichandra? Is there a colour group common to all native Jorune life?

9. **LARD ASS BRONTH.** On a related note, have you ever taken a close look at the physical dimensions of a Bronth? They are listed in the "Sholari's Companion" as being, on average, 6'4" and 450 lbs. Compare that with a Corastin's 10' and 450 lbs, and I think you're looking at a hefty biped. Bronth are usually illustrated with Apollonian bodies, but they're probably more like Winnie the Pooh than Mr Universe. Shake your booty indeed.



*A human in old style  
Thallierian Armor*