

THE ROLE-PLAYING GAMES MONTHLY 95p



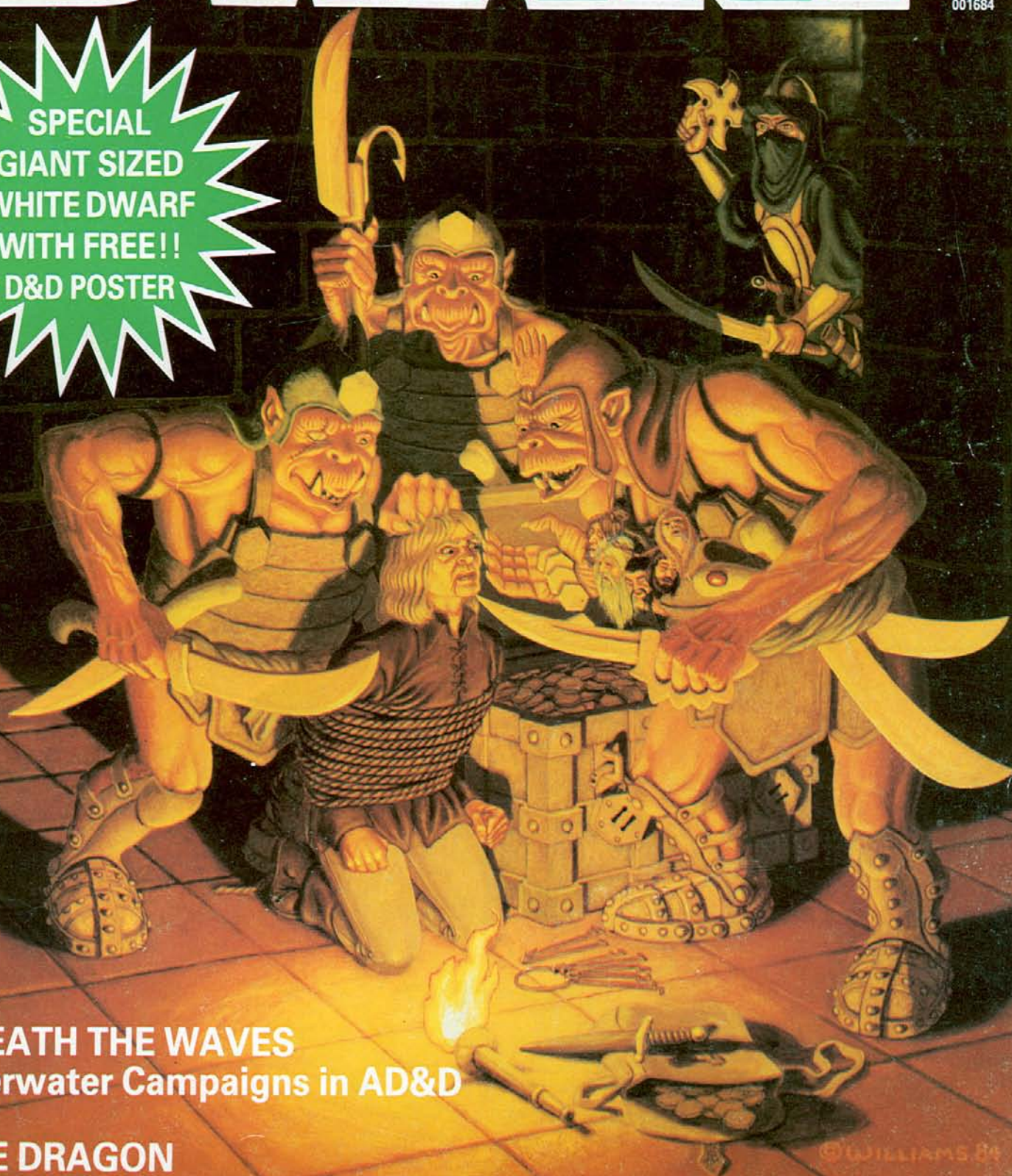
WHITE
DWARF

WHITE DWARF

USA
\$3.00
Canada
\$3.50
Australia
\$3.50
New Zealand
\$4.25

001684

SPECIAL
GIANT SIZED
WHITE DWARF
WITH FREE!!
D&D POSTER



BENEATH THE WAVES
Underwater Campaigns in AD&D

LONE DRAGON
Exotic Traveller Scenario

©WILLIAMS 84

THE BEST OF THE BEST

£1.95

THE BEST OF

WHITE DWARF

SCENARIOS
Volume III



Five Complete Role-Playing Adventures in One Volume
including a Complete AD&D City, Irilian, and Scenarios
for Call of Cthulhu, Traveller and RuneQuest.

**FIVE CLASSIC ADVENTURES FOR ONLY £1.95
AVAILABLE NOW FROM ALL GOOD SHOPS
OR DIRECT FROM: GAMES WORKSHOP MAIL
ORDER, 27-29 SUNBEAM ROAD, LONDON
NW10 6JP**

GAMES WORKSHOP

Mail Order

ORCS DRIFT



Full campaign for Warhammer, first of a brave new series of modules. Everything included to play – cut out characters, buildings, full colour maps, games master and players ready reference sheets plus much more!

Skull bursting value ONLY **£5.95**

LEGACY OF EAGLES



This exciting *Golden Heroes* scenario is specially prepared for beginners and experienced players alike. Includes Villain Card File, full-colour cardboard cut-out figures and printed play sheets.

Excellent value ONLY **£4.95**



To order, simply cut out this coupon and fill out the details below (or send all details on a piece of paper).

QTY	ITEMS	£	p
	Total		

Name

Address

Make all cheques payable to Games Workshop Ltd



MAIL ORDER

27/29 SUNBEAM ROAD
LONDON, NW10 6JP

☎ 01-965 3713

ALL ORDERS
FROM THIS AD
POST FREE IN
UK & IRELAND

CALL OF CTHULHU



Role-playing in the 1920's world of H P Lovecraft's dark fantasy novels. Includes: cardboard characters, world map; complete rules; dice; and sourcebook for the 1920's.

'Call of Cthulhu is an excellent game, well worth the money' Different Worlds No 19.

Risk your sanity for ONLY **£9.95**

AD&D BATTLESYSTEM



Hundreds of counters, buildings, roster sheets, and game aids. Based on AD&D, now take your characters to battle royale! Very packed box, lots of extras, easy to learn rules.

At a counter-punching **ONLY £15.95**

Send your orders to:
Games Workshop Mail Order,
27/29 Sunbeam Road,
LONDON NW10 6JP

or ring Clive on 01-965 3713
for Credit Cards/Enquiries



SEND SAE FOR FULL LIST OF TITLES



Grenadier Models UK Ltd.

25mm Gaming Miniatures

Dept. W, 29 Grange Road West, Birkenhead L41 4BY

Trade Enquiries Welcome

NEW - Bushido

Detail combined with perfect proportion

905 Mounted Samurai with Armoured Retainer.

BUSHIDO RANGE

£1.25 each

- 901 Heroes of Nippon
- 902 Ninja Attack
- 903 Clan of the Assassins
- 904 Swords Against the Shadows
- 905 Mounted Samurai and Retainer

MAIL ORDER

from address at top of page. Pay by cheque or P.O. made out to Grenadier Models U.K. Ltd.

Alternatively, pay by ACCESS (see below). Do not send cash or bank notes.

ACCESS CARD HOLDERS use your credit card as a convenient way of paying for mail order Grenadier Figures.

Order in the normal way by post, including your ACCESS number or ...

ORDER BY PHONE

USING ACCESS the quickest and most convenient method of all.

Call 051 647 4611, place your order and have all your questions answered.

POST AND PACKING

1-4 blister packs add 30p. 1 box set add 30p

5+ blister packs; 2+ boxed sets; any combination of blister packs and boxed sets or any order including a Gamelords Ltd. product - post free.



NAME:

Storm Giant

CODE: 137

HEIGHT: 70mm

PRICE: £1.50

VALUE: Incredible

NEW - Call of Cthulhu

Brand new creatures of unsurpassed horror all at £1.50 per set

- 221 Cthonians
- 222 Nyarlathotep
- 223 Tsathogghua
- 224 Old One and Dimensional Shambler
- 225 Spawn of Cthulhu
- 226 Hunting Horror of Nyarlathotep
- 227 Great Race of Yith

Official MIDDLE EARTH figures from GRENADIER

A great book deserves great figures - we've made them.

SET 1: THE FELLOWSHIP

Containing: FRODO SAM MERRY PIPPIN BOROMIR ARAGORN GANDALF LEGOLAS GIMLI
plus BILL THE PONY

SET 2: SAURONS DARK ONES

Containing: SARUMAN BALROG BLACK TROLL WRAITH MOUNTAIN VAMPIRE ORC CAPTAIN GOLLUM WIGHT WARG

BOTH SETS ARE BOXED AT £4.50 each

GAME NEWS

The upto date American games mag that keeps you informed of trans-atlantic developments. Current issue £1.95 post free.

FANTASY LORDS RANGE

- £1.25 except where marked otherwise

- 101 Adventurers
- 102 Females
- 103 Frost Giant - £1.50
- 104 Clerics
- 105 Were Creatures
- 106 Skeleton Cavalry
- 107 Halflings
- 108 Goblins
- 109 Orcs
- 110 Dwarves
- 111 Monks
- 112 Elves
- 113 Specialists
- 114 Undead
- 115 Bugbears
- 116 Colems

- 117 Dragon Men - £1.50
- 118 Scorpions
- 119 Hill Giant
- 120 Wing Folk
- 121 Knights
- 122 Wizards
- 123 Lizard Men - £1.50
- 124 Greenwood Adventurers
- 125 Armoured Dragonmen - £1.50
- 126 Skeleton Cavalry - barded horse
- 127 Familiars and Homoculi
- 128 St. George and the Dragon

- 129 Undead Orcs
- 130 Bolt Thrower with Undead Crew of 2
- 131 Dwarf Hydra - £1.80
- 132 Flying Carpet and Crew
- 133 Elite Skelton Infantry
- 135 Armoured Centaurs
- 136 Goatkin Warriors
- 137 Storm Giant - £1.50

CALL OF CTHULHU RANGE

£1.50 each

- | | | |
|-----------------------------------|---|---|
| 201 Federal Agents | 211 Sand Dwellers | 220 Dark Young of Shub-niggurath and Shoggoth |
| 202 Hoodlums | 212 Deep Ones | 221 Cthonians |
| 203 Adventurers | 213 Dareddevils | 222 Nyarlathotep |
| 204 Master Criminals | 214 Law Enforcers | 223 Tsathogghua |
| 205 Investigators | 215 Newshounds | 224 Old One and Dimensional Shambler |
| 206 Cops | 216 Intrepid Sleuths | 225 Spawn of Cthulhu |
| 207 Ghost and Horrible Companions | 218 Hound of Tindalos with Ghoul and Zombie | 226 Great Race of Yith |
| 208 Undead | 219 Winged Horrors | |
| 209 Ghouls | | |
| 210 Mi-go and Serpentmen | | |

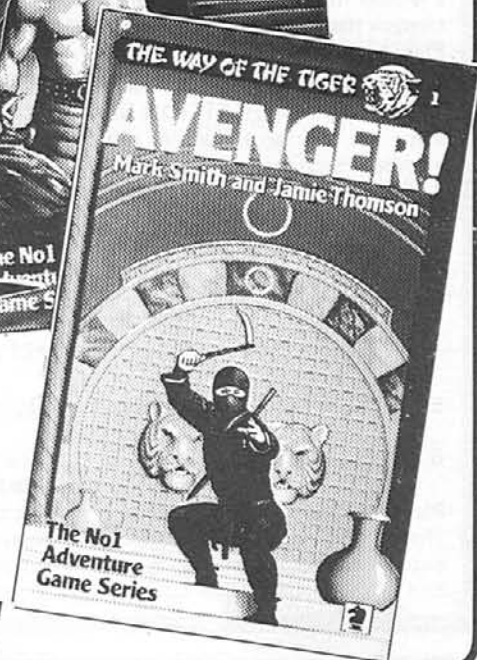
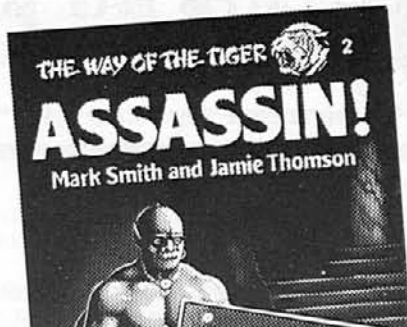
**YOUR NAME IS AVENGER!
NINJA WARRIOR! MASTER OF THE
MARTIAL ARTS! TRAINED IN
THE WAY OF THE TIGER!...**



*FIGHT THESE MONSTERS
PAGE BY PAGE! LIVE OR DIE BY YOUR
FIGHTING SKILLS! **THE WAY OF THE
TIGER** TAKES ADVENTURE GAME BOOKS
TO AN EXCITING NEW LEVEL*



Knight Books AVENGER! AND ASSASSIN! ARE THE FIRST TWO TITLES IN A NEW
ADVENTURE GAME SERIES, *THE WAY OF THE TIGER*. £1.75 each.



Axles Armies

ENTIRELY CITADEL MINIATURES

25mm WARHAMMER BATTALIONS

£19.70 + £1.30 P&P

MEN OF THE ORIENT - MEN OF THE WEST

DWARFS - GOBLINS - ORCS -

HIGH ELVES - UNDEAD - SKELETON

PLUS NEW BATTALION BOARFACED ORCS

Each Battalion comes with full points list

15mm FANTASY ARMIES Good and Evil

£16.50 + 98p P&P

**NEW! GRENADIER
FANTASY LORDS.
FIGURES.**

Made in the UK Only £1.25 per pack

RAL PARTHA IMPORTS

*New range unseen in this
country until now*

Axle says:
**WHY NOT
VISIT THE
GUARDROOM
AND SEE OUR
COMPLETE RANGE OF
GAMES AND FIGURES.**

"The Friendly Games Shop"

**The
Guardroom**

38 WEST ST., DUNSTABLE.

Tel: (0582) 606041

2 miles from Junction 11 on the M1





GAMES DAY '85

Royal Horticultural Society's New Hall
Greycoat Street, London SW1
28th & 29th September 1985

EXCLUSIVE GAMES DAY TICKET OFFER!

Buy a Games Day ticket now exclusively through White Dwarf at £1.25 per day — 25p off the price at the door.

I would like to buy ☐ Games Day ticket(s) and enclose a cheque made payable to Games Workshop totaling £_____. Please mark envelope "Games Day Tickets" and enclose s.a.e.

OFFICIAL COMPETITION REGISTRATION

Why not try for a place in one of our official competitions and have a chance to becoming a Games Day Champion.

- | | |
|--|--------------------------|
| 1. Advanced Dungeons & Dragons (48 places) | ☐ |
| 2. Golden Heroes (48 places) | ☐ |
| 3. Traveller (16 places) | ☐ |
| 4. RuneQuest III (24 places) | ☐ |
| 5. Middle Earth Role-Playing (18 places) | ☐ |
| 6. Call of Cthulhu (20 places) | ☐ |

Please state your age ☐

How many years of experience have you had at this game? ☐

(NB Please tick one box only)
Please mark envelope "Official Competitions" and enclose s.a.e.

GAMES DAY QUIZ

For the first time ever a Games Day Quiz has been organised and will be chaired by Steve Jackson on Sunday Sept/85. This is your chance at beating some of the top Games Workshop celebrities on games systems and science-fiction and fantasy questions.

Just answer the following questions:

1. Name the two miniature figure manufacturers licenced to produce official Lord of the Rings figures?

Answer:
2. The Avalon Hill version of RuneQuest is which edition of the game?

Answer:
3. In Call of Cthulhu what is the San loss if an adventurer successfully saves versus San after encountering Serpent People?

Answer:
4. In MERP what are the creatures called which are Ringwraith's flying steeds?

Answer:
5. What is the battlecry of Disciples of the Red Redemption in Warhammer?

Answer:

Please state in not more than 25 words on a piece of paper stapled to this form why you want to take part in the quiz. All entries will be examined and the top six entries will be selected to take part in the quiz. Closing date for entries: MONDAY 16 AUGUST 1985. Please mark envelope "Games Day Quiz" and enclose s.a.e.

BOOK EARLY TO AVOID DISAPPOINTMENT!!

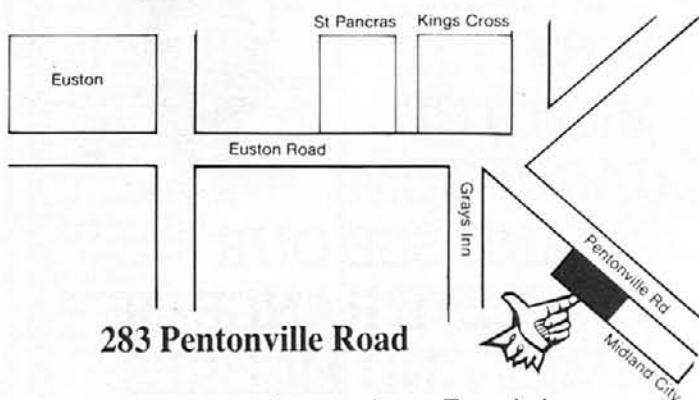
Name

Address

..... Tel

Please cut out and return this form together with individual s.a.e.s for tickets, competitions and the Quiz as stated. Photocopies of forms accepted. Send immediately to: Paul Aagaard, Games Day '85 Games Workshop Ltd., 27/29 Sunbeam Road, London NW10 6JP.

RALLY TO



283 Pentonville Road

Irregular~Feudals
plus seige equipment

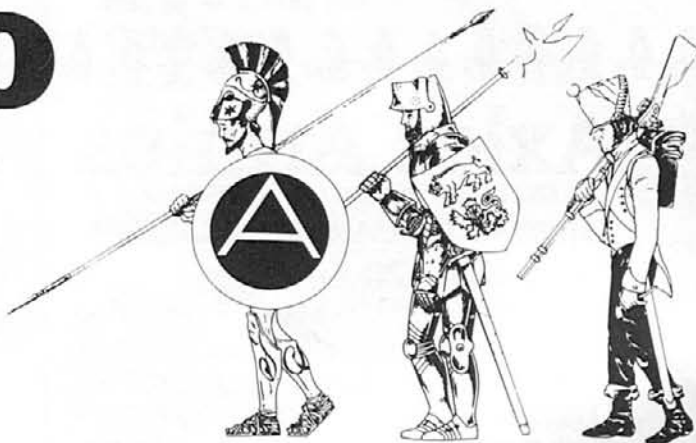
NOW AVAILABLE

Campaign Miniatures
Napoleonics
and Renaissance Imperial

Opening Hours:

Monday 1.00pm-7.00pm

Tues-Sat 10.00am-7.00pm



GAMERS IN EXILE

We stock an excellent range of wargames, role-playing games and figures.

Pax Britannica 20mm;
American Civil War 30mm;
7yrs War and 20mm Colonials.

T.S.R.
Avalon Hill
Citadel
Platoon 20

Standard
Dixons
Games Workshop
Heroics/Ros

MIKES MODELS (Renaissance and 7yrs WAR)



WHITE DWARF

Issue 68 August 1985

EDITOR-IN-CHIEF: Ian Livingstone
ASSISTANT EDITOR: Ian Marsh
CONTRIBUTING EDITORS: Dave Langford, Marc Gascoigne, Simon Burley, Pete Haines, Joe Dever
ART EDITOR: Mary Common
PRODUCTION ARTIST: Brian Cumming
PASTE-UP ARTIST: Shelagh Dwyer
COVER: Brian Williams
ILLUSTRATION: Kevin Bulmer, Alan Hunter, Pete Martin, Bill Houston, Mark Dunn
MAPS AND PLANS: Steve Luxton, Nic Weeks
TYPESETTING: Anne Kiernan
ADVERTISING: Jon Sutherland
PUBLISHER: Games Workshop Ltd
PUBLICATIONS MANAGER: Peter Darvill-Evans
 Printed in England
 All correspondence should be addressed to
 White Dwarf, 27/29 Sunbeam Rd, London NW10 6JP.

We've done what you wanted! It's almost a year since we printed our *Readers of the Lost Ark* questionnaire, and we have just about finished making the changes that you asked for.

The most popular features in *White Dwarf* turned out to be *Open Box*, *Thrud* and *Gobblidigook*. *Irilian* proved to be the most popular scenario, justifying our decision to reprint the six-part series in its entirety in the new *Best of White Dwarf Scenarios III*. The most requested new department was for *Call of Cthulhu* – hence our regular *Crawling Chaos* column.

To end on a statistical note, an average of 2.5 people (two people and one halfling?) read each copy of *White Dwarf* – which means our readership is now well over the 100,000 mark. Our hobby is still growing fast, but we are determined that *White Dwarf* will reflect the wishes of its readers – so keep the comments rolling in!

Ian Livingstone

FEATURES

The Artificer Constructive AD&D character class	by David Marsh	8
Beneath the Waves Current problems for underwater adventurers	by Peter Blanchard	22
Lone Dragon A gem of a Traveller scenario	by Phil Masters	28
Star of Darkness Pointed AD&D adventure	by David Marsh	38

DEPARTMENTS

Open Box New gaming products examined by independent reviewers		12
Critical Mass Toothsome fantasy and SF book review column	by Dave Langford	15
Crawling Chaos Entrancing behaviour for Cthulhoids	edited by Marc Gascoigne	18
Thrud the Barbarian Fun with our regular hero	by Carl Critchlow	19
Heroes & Villains Going solo...	edited by Simon Burley and Pete Haines	25
The Travellers Flinn and Syrena get exposed	by Mark Harrison	34
Letters Readers' views, questions and comments		35
Treasure Chest Special spell-binding edition		46
Tabletop Heroes The Magic Frame, Part II	by Joe Dever	48
Gobblidigook Our popular goblin gets a page to himself	by Bil	54
Newsboard All that's latest in the hobby		55
Small Ads Hobby services, games for sale and pleas for help!		56

SUBSCRIPTIONS:

Please send and make remittance payable to: Games Workshop Ltd, 27/29 Sunbeam Rd, London NW10 6JP. Tel: 01 965 3713. *White Dwarf* is published monthly. Annual subscription rates are: UK - £11.00; Europe - £22.00; other overseas surface - £22.00; other overseas airmail - £33.00; USA - contact Games Workshop US, 9110F Redbranch Road, Columbia, MD 21045, USA, 301 964 0262.

SUBSCRIPTION NOTICE:

When you want to inform us of a change of address or subscription renewal, or if you have an query, please write to Games Workshop Ltd, 27/29 Sunbeam Rd, London NW10 6JP and make sure you tell us your present name and address (old address if address is changing). When you subscribe, please tell us whether you are renewing an old subscription or starting a new one.

OVERSEAS DISTRIBUTORS:

USA: Games Workshop (US), 9110F Red Branch Road, Columbia, MD 21045.
 Canada: RAFA Company, P.O. Box 62, Paris, Ontario, N3L 3E5.
 New Zealand: Blackwood Gayle Distributors, P.O. Box 28358, Auckland, New Zealand.

ISSN 0265-8712.

All subject matter in *White Dwarf* is copyright of Games Workshop Ltd.
 All rights on the contents of this publication are reserved. Nothing may be reproduced in whole or part without prior consent of the publishers. © Games Workshop Ltd, 1985. *Dungeons & Dragons* and *Advanced Dungeons & Dragons* are registered trademarks of TSR Hobbies Inc. *RuneQuest* is a registered trademark of Chaosium Inc. *Traveller* is a registered trademark of Game Designers' Workshop.

The opinions expressed in the articles and reviews are those of the authors and reviewers and not necessarily those of the publishers. Display advertising rates and trade enquiries are available on request.

Contributions: The editor will be pleased to consider any previously unpublished articles or artwork for inclusion in *White Dwarf*. Contributions should be typed, double-spaced on one side of the paper only.

The Artificer

A New Character Class for AD&D
by David Marsh



The Artificer
is featured
in this
issue's AD&D
scenario, Star
of Darkness.

The Artificer is the herald of the new technological age which is destined never to reach the AD&D world. His (or her) expertise is in the field of things mechanical and the small scale creation: the Artificer is an engineer in the widest possible sense of the word. He is able to turn his hand to making a lock, hinge, box, door or jewel, he can design new weapons or even act as an architect. In short, the Artificer will try his hand at almost anything and will always attempt to further the cause of technology whenever he has the opportunity.

The range of talents an Artificer will gain demands a high level of ability from the outset: Strength must be greater than 12 and Intelligence, Wisdom and Dexterity must all be 15 or greater. No experience point bonuses are available, nor may an Artificer be multi-classed, however, any alignment is allowable, with the proviso that the Artificer remembers the cause he fights for.

Artificers may wear any armour except for plate or a large helm (unless made by himself), but may only perform their specific thievish abilities in leather armour or less. They may only use the following weapons: dagger, shortsword, hammer, pick, hand axe and all bows. Initial gold is the same as for a Cleric and the Artificer uses the same proficiency and combat progression as this class. Because of their eye for that sort of thing, in a situation where a weapon might normally break, a weapon chosen or made by an Artificer is entitled to a saving throw: if the roll of a d20 is less than or equal to the Artificer's level then it is saved. These weapons cost no more than usual.

A human, dwarf, half-elf or gnome may be an Artificer; in this case a dwarf can use spells because of their pragmatic and partially clerical nature (note that NPC dwarven Clerics use spells). In fact, dwarves usually make the best Artificers.

Level	Experience Points	Hit Dice (d6)	Title
1	0-2400	1	Apprentice
2	2401-4800	2	Journeyman
3	4801-11000	3	Technician
4	11001-22000	4	Craftsman
5	22001-45000	5	Artisan
6	45001-100000	6	Engineer
7	100001-150000	7	Craftsman
8	150001-240000	8	Artificer
9	240001-400000	9	Master Artificer
10	400001-750000	9+2	Master Artificer (10th level)

400,000 experience points per level for each additional level beyond 10th.

Artificers gain 2HP per level after the 9th.

COMMON ABILITIES

Artificers have the following talents arising from their training:

Detect Traps/Mechanisms (DT). If alert and wary (+30% if concentrating). Includes pits, shifting walls, spring-loaded traps, etc, generally non-magical.

Find/Remove Traps (F/RT). As a Thief, + DEX bonuses.

Open Locks (OL). As a Thief, + DEX bonuses.

See Irregularity (SI). Noticing cracks, peepholes, secret doors. 20' range, +10% to chance if concentrating.

Know Value (KV). Knowledge of the actual market value of gems, jewellery, etc. Doesn't identify magical properties. Bonuses of +15% if in special area, +8% if part specialist.

Illusion Immunity (II). In addition to saving throws; Artificers have a great dislike of illusions and Illusionists. Subtract the level of the illusion spell from the % chance to resist.

ARTIFICER FUNCTION TABLE

Level Of Artificer	DT	F/RT	OL	SI	KV	II
1	1	25	30	5	15	5
2	5	32	35	8	20	10
3	10	37	40	12	26	15
4	20	45	50	20	33	20
5	30	58	61	30	41	25
6	38	68	72	45	50	30
7	45	80	83	60	60	35
8	50	85	94	70	70	40
9	55*	90	99	80*	80*	45**

*Plus 1% per level after the 9th

**Plus 2% per level after the 9th

Racial Adjustments

Race	DT	F/RT	OL	SI	KV	II	Level Limit
Gnome	+3	+5	-	-	+5	-10	6
Elf	-	-	-	+5	-	+5	9
Half-elf	-	+5	+5	-	-	-5	8

SPELL USAGE

Artificers also have limited spell-using capabilities, although no Artificer will ever admit to using magic. In many cases, however, the Artificer will look as if he is carrying out a normal task whilst the spell is cast - verbal components can often be passed off as 'singing while you work'.

Artificers will, at all times, try to pass off every spell as if the task was completed by non-magical means. The subtle workings of Artificer magic results in it not registering under *detect magic*.

When a Master Artificer sends his apprentice off for the first time, he will give him all the level 1 spells. Each time the young Artificer wishes to progress a level, he must return for training for a period equal to his level, in months. The apprentice will be given all the level 2 spells on attaining 4th level if he has shown sufficient promise. Once the character reaches 7th level he must spend three months working on his own, in a suitable environment, to progress further. A master will not give him the level 3 spells - these must be found. Each time the Artificer achieves a new level (above 6th), he has a (level)% chance of finding one of his choice. Spells are not written down, but are passed on by word of mouth or gained intuitively. When used, a spell is 'forgotten' and must be regained by resting, as for other magic-using classes.

SPELLS USABLE PER DAY

Spell Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1	1	2	3	3	3	4	4	5	5	5	6	6	6	6	7
2	-	-	-	1	2	2	2	3	3	3	4	4	4	5	5
3	-	-	-	-	-	-	1	1	1	2	2	2	3	3	3

SPELLS

Level 1	Level 2	Level 3
Airglass	Disassemble	Detach
Detect Mechanism	Dispelling Illusion	Enhance III
Enhance I	Enhance II	Know
Lubricate	Operate	Malleable
Mend	Restore/Reset	Sabotage
Muffle	Rust	
Reduction	Rustproof	
Seal		

Level 1 Spells

Airglass (Conjuration, Alteration)

Range: 1"

Components: V, S

Duration: 1 turn/level

Casting Time: 3 segments

Area of Effect: 1' diameter disc

Saving Throw: None

Causes a disc of air to form into a lens which magnifies objects to a power of 10x level of caster. Only the caster may see the lens which he may move as wished. There is no optical distortion through the lens.

Detect Mechanism (Divination)

Range: Caster

Components: V, S

Duration: 1 turn/level

Casting Time: 2 segments

Area of Effect: 3' sphere

Saving Throw: None

Makes the caster aware of the position, size and complexity of all mechanisms in range. (A mechanism is anything with 1+ moving parts).

Enhance I (Chant, Alteration)

Range: Touch

Components: V, S

Duration: Permanent

Casting Time: Varies

Area of Effect: 1 object

Saving Throw: None

Normally an Artificer can combine materials and increase the value of parts by 15%/level. If he chants this whilst working then he does so at 30%/level, or with a 23% saving throw if a working price has been fixed.

Lubricate (Summoning)

Range: Touch

Components: V, S, M

Duration: 1 year/level

Casting Time: 9 segments

Area of Effect: 6 sq'/level

Saving Throw: None

Needs a small blob of grease. Causes the area chosen to be covered in a thin film of high quality, non-flammable lubricant.

THE ARTIFICER

Mend (Alteration)

Range: Touch
Components: V, S, M
Duration: Permanent

Repairs all tears/breaks in one object, making it 'as new'. Requires a 'special' needle and thread or glue (as applicable).

Casting Time: 1 round
Area of Effect: 1 object
Saving Throw: None

Muffle (Alteration, Abjuration)

Range: 0
Components: V, S, M
Duration: 2 turns/level

Muffles sound so that an Artificer's work cannot be heard outside the sphere. The material component, a piece of cloth, is bound around the Artificer's implements.

Casting Time: 4 segments
Area of Effect: 6" sphere
Saving Throw: None

Reduction (Alteration)

Range: 0
Components: V, S
Duration: Permanent

The inanimate, non-magical object affected by this spell can be reduced in size to (1/Artificer's level)th of its original size within a number of turns equal to the caster's level. It cannot be used against an opposing force. The spell is used to get very fine detail into work.

Casting Time: 1 segment
Area of Effect: 1' object
Saving Throw: None

Seal (Alteration) Reversible

Range: Touch
Components: V, S, M
Duration: 1 year/level

Hermetically seals existing joints and seams of a casing, making them stronger than the parent material. Molten wax is used as the material component. The reverse of the spell *unseals* joints, loosens nails, rivets etc, and requires no material component.

Casting Time: 1 round/year
Area of Effect: 1 object
Saving Throw: None

Level 2 Spells

Disassemble (Divination)

Range: Touch
Components: V, S
Duration: 2 rounds/level

Makes the caster aware of how objects can be taken apart – each component to be removed will, in turn, be seen by the Artificer to glow. For example, cast on a box it would enable the Artificer to take apart the pieces hiding a secret compartment, but the trap present might need removal first.

Casting Time: 1 round
Area of Effect: 1 object
Saving Throw: None

Dispel Illusion: As the Illusionist spell, but consider the Artificer as being an Illusionist of 2 levels higher than his actual level.

Enhance II: As *enhance I* but gives a 40% increase or a 29% saving.

Operate (Evocation/Divination)

Range: 0
Components: V, S
Duration: Variable

Detects stimuli required to activate any mechanism in range which the caster is aware of, and provides a level $\times 10\%$ chance of success (-30% if magical, eg *magic mouth*). Failure results in nothing happening.

Casting Time: 2 segments
Area of Effect: 120° arc, 6" radius
Saving Throw: None

Restore/Reset (Divination)

Range: Touch
Components: V, S
Duration: 2 rounds/level

Works as the reverse of *disassemble*, but includes resetting traps. Incorporates *mend* if joints need to be fixed, but not new charges if any have been expended.

Casting Time: 1 round
Area of Effect: 1 object/mechanism
Saving Throw: None

Rust (Alteration)

Range: Touch
Components: V, S, M
Duration: Permanent

This enables the caster to make one attack (within a time equal to 1 round/level) as a rust monster, with the same saving throws. The material component is a rust monster's antenna carried in the hand.

Casting Time: 1 round
Area of Effect: Special
Saving Throw: Special

Rustproof (Adjuration/Chant)

Range: Touch
Components: V, S
Duration: Special

Proofs objects against rust for 2 years/level, or against one attack by a rust monster per level. Caster must chant whilst creating the object.

Casting Time: Special
Area of Effect: 1 object/mechanism
Saving Throw: None

Level 3 Spells

Detach (Evocation)

Range: Touch
Components: V, S
Duration: 2 rounds/level

This instills into a blade the power to part the nearest joint living or dead) on the next thing it touches. Double ligatures are doubly severed. The object to be severed should be touched within the duration of the spell.

Casting Time: 1 round
Area of Effect: 1 blade
Saving Throw: None

Enhance III: As *enhance I* but 50%/level or a 33% saving. Can be cast with *rustproof*, mingling the two chants.

Know (Divination)

Range: 3"
Components: V, S
Duration: Permanent

The caster becomes aware of exactly how a mechanism works, what it does and how and why it is constructed.

Casting Time: 1 round
Area of Effect: 1 mechanism
Saving Throw: None

Malleable (Alteration)

Range: Touch
Components: V, S
Duration: 1 turn/level

Any non-magical metal that the caster touches becomes soft and pliable to his fingers. The area affected is as much as the caster can touch.

Casting Time: 1 round
Area of Effect: Special
Saving Throw: None

Sabotage (Abjuration)

Range: 6"
Components: V, S, M
Duration: Special

Causes any mechanism not to function such that it needs a number of complete overhauls equal to the level of the caster to work again. The material component is an iron spike.

Casting Time: 1 round
Area of Effect: 1 mechanism
Saving Throw: None

SPECIAL SKILLS

The Artificer receives an education in numerous fields, but there is still too much for one person to assimilate. Each Artificer starts with two specialist areas of knowledge to which he can add one (either material or skill) at each training period prior to advancing a level.

Specialist Materials

Rock (any 3)
Crystal/Glass (any 2)
Metals/Alloys (any 2)
Elements

Specialist Skills

Weaponry (Bows, Swords, Axes)
Clubs, Polearms or Artillery)
Jewellery
Architecture (Strongholds, Domestic or Mines)
Alchemy
Cartography
Transport
Armour
Wards (Traps or Locks)

Wood (Hard, Soft or Bone)
Cloth (Fur, Fabric or Leather)
Paper/Ink

For example, an Apprentice Artificer could start with Locks and Hardwoods, and take Softwoods upon reaching second level.

The Know Value skill of an Artificer is linked in with these fields of knowledge: the +8% bonus applies if the object is partly made of a material he specialises in; the +15% one if it is wholly constructed of such a material. An Artificer with a particular class of skill could pass himself off as the best of that profession. Each skill or material conveys special bonuses:

Material Specialities

Rock. Includes masonry skills.
Crystal/Glass. Superb gemcutter (*DMG*) in chosen materials, roll for skill in others.
Metal/Alloys. Light metalworking skills in those chosen. Need STR16+ for Smithy.
Elements. All substances not covered elsewhere.
Wood. Includes general carpentry skills.
Cloth. Includes tailoring skills.
Paper/Ink. Making scrolls, roll d6 – if less than Artificer's level then scroll is ideal for magic. Given 1 day, with Alchemy skill, can identify ink.

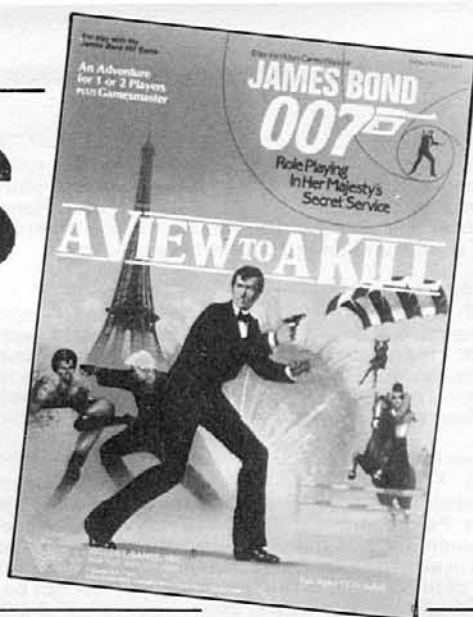
Skill Specialities

Weaponry. Bows includes all flighted weapons, Clubs includes maces, hammers and picks. In the field, an Artisan can design +1, non-enchanted weapons: a Master Artificer with this skill can design +2 weapons. In both cases, materials must be of a specialist area and will take two months to make.
Jewellery. Working with specialist materials adds 4%/level to value: if part-specialist, then 2%. Add 15% to KV for jewellery estimates.
Architecture. With Stronghold and using specialist materials, the Artificer adds 5%/level to the defensive points of structures (*DMG*). Choosing Mine gives dwarven detection abilities, +1% per level; Domestic gives find secret door at the F/RT chance (+15% for concealed) and the ability to gauge distances up to 50' to within an inch.
Alchemy. Requires the Elements speciality. Given 1 hour, the Artificer has 5%/level chance of identifying a potion. The skill also conveys a KV% chance of knowing beforehand potion miscibility (*DMG*).
Cartography. The character can judge elevations accurately of 5° and above this distance to within $\pm 2\%$. It is increased by 15% against *hallucinatory terrain*. The skill also includes trigonometry functions.
Transport. Includes design of cart – and shipwright skills. Freehand, the Artificer can draw a perfect circle of up to 1 yard radius. With Rock skill, the Artificer can build roads.
Armour. Working wholly in specialist materials and taking twice the normal time (*DMG*), an Artificer (with 16+STR) can create armour which is +1 (unenchanted) if 5th level, or +2 if 8th level or above.
Wards. Adds 10% to F/RT or OL chances depending on whether Traps or Locks is chosen. If working wholly in specialist materials, the artificer can make traps or locks which are detected/picked at a 3%/level penalty, except by higher level Artificers. □

T.M. GAMES

(FORMERLY AVALON HILL GAMES UK LTD.)

Authorised importers & distributors of the Avalon Hill Game Company & Victory Games, Inc. of New York.



The "A View To A Kill" adventure takes players to Siberia, where the killing cold and the ever-present KGB imperil the search for agent 004 and a stolen microchip that is vital to England's national defense. If you survive, you will be assigned to learn how the microchip fell into Soviet hands.

The "View To A Kill" adventure package contains an illustrated 48-page Gamesmaster's Guide with complete instructions on running an adventure, an agent's briefing dossier from MI6 with 8 mission sheets that provide clues and maps for the players, and a stand-up screen containing a map of the San Francisco bay area and floorplans of the major villain's chateau.



Beatties of London
26 South Mall, Birmingham,
West Midlands B2 4XD.
19 Hounds Hill Centre,
Blackpool, Lanes FY1 4HU
10 The Broadway,
Southgate, London
N14 8PN
135A North End, Croydon,
Surrey CR0 1TN
4-8 Dyke Road, Brighton,
Sussex BN1 3FE
210 Lewisham High Street,
London SE13 6JP
30-32 Eden Street,
Nottingham, NG1 6JW
43-37 Pilgrim Street, New-
castle-upon-Tyne, NE1 6QE
Leisureworld,
2 High Friars, Eldon Square,
Newcastle-upon-Tyne
13-15A High Street, Hemel
Hempstead, HP1 3AD
70 The Parade, Watford,
Herts WD1 1HD
17-19 Penn Street, Bristol,
BS1 3AW
36-37 Dawson Way,
St John's Precinct, Liver-
pool L1 1LJ
21-23 Ballards Lane,
Finchley Central, London
N3 1XP

104-106 High Road, Wood-
green, London N22 6HE
18 King Charles Street,
Leeds, West Yorks.,
LS1 6LJ
38-40 Pinstone Street,
Sheffield, South Yorks.,
S1 2HN
7-11 High Street, Romford,
Essex RM1 1JU
202 High Holborn WC1V
7BD
Victoria Model Railways
1 Old Mill Parade, Victoria
Road, Romford, Essex
Cyril Howe
13-14 Cheap Street, Bath,
Avon
Fantastic Shop
Kerchfeldstr. 143, 4000
Dusseldorf 1
Spielend Fantasy
Isenbergstr. 31, 4300 Essen 1
Das Spiel
Rentzelstrasse 4, Ecke
Grundealle, D200,
Hamburg 13.
Austria
Spielerai, Maria Hilfer
Strasse, 77-79, 1060 Wien
Josef Kober, Orabein 14-15
A1010 Wein

Belgium
Codaco SPRL, 1072
Chaussee de Ninore 1080
Brussels
France
Jeux Actuels, BP534, 27005
Eureux Redex
L'Oeuf Cube, 24 Rue Linne,
75005 Paris
Librairie des Tanneurs, 26
Rue de Tanneurs, 13100
Aix en Provence
Holland
De Spelciaalzaak, Kerh-
straat 186, 1017 GT
Amsterdam
Boutique de la Grande
Armee, William de Zwij-
gerlaan 120, 2582 EV Den
Haag
Broese Kermink Booksellers
BV, Zandeveg 69c 3454,
JW de Meern
Italy
Selegiochi S.R.L., Via
Fumagalli 6, 20/43 Milano
Spain
Joc Internacional, 18 Matas
Salla, Sant Hipolit 20,
08030 Barcelona



ENDLESS GAMES

Endless Cavernous
Cave Plans

Endless Tortuous
Cave Plans

Endless Forest Plans

Endless Spacious
Dungeon Plans

Endless Labyrinth
Dungeon Plans

Available at good Games Shops nationwide

Send SAE for complete list of games in case of difficulty in obtaining any game. We can supply direct.

UK P&P charges £1.75 for one game; £3.00 for 3 games. Phone for details of shop-soiled and transit damaged games at reduced prices.

T.M. GAMES (Formerly Avalon Hill Games)
650 High Road,
North Finchley, N12 ONL
Tel: 01-445 3044
Allow up to 28 days for delivery

Trade and overseas enquiries welcome

PLUNGE INTO A WORLD OF WHITE-HOT EXCITEMENT

Dave Morris

Castle of Lost Souls

Oliver Johnson

Curse of the Pharaoh



Your chance to defeat arch-fiend Slank and the evil curse of the Pharaoh in two exciting new

GOLDEN DRAGON FANTASY GAMEBOOKS

'The encounters in the Golden Dragon books are the fairest and best thought out in any of those published so far.'

Micro Adventurer

Already published: *Crypt of the Vampire*, *The Temple of Flame*, *The Lord of Shadow Keep* and *The Eye of the Dragon*.

£1.50 each

DRAGON PAPERBACKS

GRANADA A division of the Collins Publishing Group

In Open Box, science fiction and fantasy games and rulebooks currently in the shops are reviewed by independent authorities.

OPEN BOX

BLOOD BATH AT ORCS DRIFT

Wargame Scenario
Citadel Miniatures

£5.95

When you couple a company with the courage of their own convictions to produce a fantasy mass battle system with three die-hard wargamers, the result of this collaboration is something like *Orcs Drift*, in a word – perfect.

The set consists of a GM's book – including maps and illustrations by Gary Chalk, Command Sheets giving stats and details of each command, a full colour map of the land of Ramalia, two sheets of full colour cardboard armies, six sheets of full colour cardboard buildings for construction (like the ones in the *Citadel Journal*) and a badge bearing the legend 'I bathed in blood at Orcs Drift'. In short, everything you need to play the whole campaign, except the *Warhammer Battle Rules*.

The pack contains four separate scenarios – Karchas Pass, Ashak Rise, Linden Way and the major scenario, *Orcs Drift*. Each scenario is a game in its own right, forming a series of preliminary actions which lead up to the major battle. They may be played in any order, leaving some out or even just playing *Orcs Drift* itself.

The pack is very 'user friendly' with everything being provided, from tables to show you how to split the commands between the 2-7 players to printing all the information in the right place.

Anyone who has seen the film *Zulu* will know of Rourke's Drift: *Blood Bath at Orcs Drift* contains events and characters liberally lifted from this battle. As is the nature of all *Warhammer* productions, things are amplified and made larger than life.

The referee's job is really made quite simple. All the relevant information is included within each scenario, with loose command sheets for the players, and the buildings in each scenario can be used to represent the different structures on the maps.

I will not spoil the scenario by telling you anything about the plot. Suffice it to say, a certain orc king F'yar, is at the centre of the action and is determined to revenge himself on those who defeated and humiliated him – all events that follow are his doing.

If you like *Warhammer*, you'll love *Blood Bath at Orcs Drift* – it's not often that something like this is attempted and never has it been done so well. The years of wargaming experience behind it really show through. Unreservedly recommended, it's a must for all *Warhammer* addicts.

Production: 8 **Usefulness:** 10
Ease of Use: 10 **Value:** 8
Overall: 9 **Jon Sutherland**

DRAGONROAR Role-Playing Game Standard Games

£12.95

Is the market ready for yet another fantasy role-playing game? *Standard Games* obviously think it is, and have produced *Dragonroar*, the first major British fantasy role-playing game. Inside the lurid box you will find a single rulebook, a set of good quality dice, floor plans, coloured cardboard counters, a reasonable quantity of playsheets and character sheets, and... the much trumpeted introductory cassette.

The cassette is a prime opportunity to explain exactly how rolegames are conducted, so it is rather mystifying to discover that *Standard Games* offering doesn't really make much of an effort to do so. The explanation which opens the first side is sketchy and affairs are not helped by the dull run-through of the history of Home (the *Dragonroar* campaign world). The rest of the first side consists of a set of facile instructions on where certain items can be found in the rulebook. Deft touches such as the clear explanation of how to use dice are swamped in the general mediocrity.

The second side is almost as bad. Having been given a character at the end of the first side, you are invited to participate in a solo adventure. This mainly consists of a series of combats – useful to get used to the rules but not particularly exciting. The main redeeming feature is that it includes short speeches by non-player characters, possibly encouraging characterisation and role-playing.

The rulebook is impeccably presented, and generally well written. It includes an attractive map of 'Home' in its centre, which would be worth removing and using in play were it not for the fact that it has parts of the rules printed on its reverse.

A character in *Dragonroar* has five characteristics: Strength, Speed, Willpower, Knowledge and Endurance, and must be either a Warrior or a Wizard. Characters improve by acquiring honour points, which are used to advance in 'Life Level'. 'The chief purpose of players is to gain honour' the rules say, swiftly making it clear that if you want to get anywhere in *Dragonroar*, you have to play by the rules.

One system that *does* stand out is the skills system. This is organised in a set of hierarchies becoming more specialised as you move down the hierarchy. For example, the field of knowledge of Combat is divided into two specialisms: 'Individual' and 'Group' – each of which is in turn divided into a number of 'Areas of Expertise'. The knowledge characteristic determines the number of areas of knowledge that may be learned per level, and one of these must be used to

acquire any one level in the hierarchy. General knowledge of a field must be gained before a specialisation is obtained. While it is mostly used to deal with 'knowledge' proper, it is an elegant way of handling skills, and it is a pity it is combined with such a ludicrous method of advancement.

Magic uses a standard spell-points system based on endurance. There aren't very many spells listed, but new ones will be given in future supplements (a frequently encountered feature of the rules – and one which will instantly alert experienced gamers' suspicions). Similarly only a handful of magic items are given.

The dozen monsters given vary from the hackneyed goblins, trolls and so on, to the wacky originality of the war hedgehogs and killer penguins, none described in any depth.

The game rounds off with 'The Kalonthe Dive', a sample party adventure. This is sketchy, to say the least, and displays no imagination whatsoever. It consists of a small complex with a handful of different monsters, who must be fought. This demonstrates the designer's apparent attitude to rolegaming – namely as a cute variation on wargaming.

As a beginner's game, *Dragonroar* is clear and simple, but narrow in scope and restricting to those who want more out of game than combat: experienced role-players will find it about five years out of date. It may be the first British fantasy rolegame, but it isn't anything to be proud of.

Complexity: 3 **Ease of Use:** 9
Production: 8 **Value:** 6
Overall: 5 **Paul Mason**

CHAOS

Computer Game (48K Spectrum)
Games Workshop

£7.95

Chaos is fun. The game represents a duel between two to eight wizards, all of whom may be controlled either by a human player or by the computer. Each wizard starts with a number of randomly chosen spells which, in general, they can use only once. The game consists of the wizards taking turns to cast spells, then to move or engage in physical combat. The winner is quite simply the last one left alive.

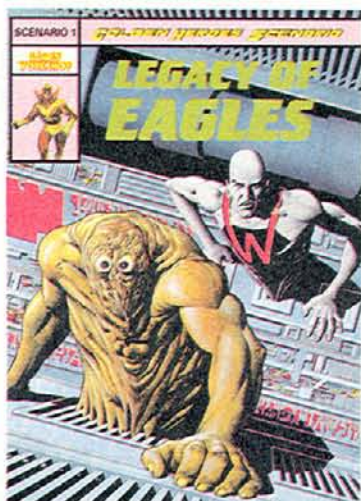
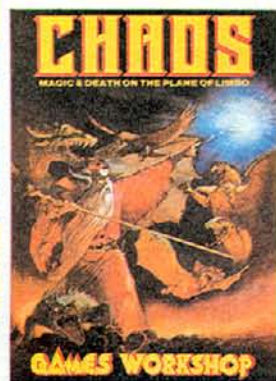
The vast majority of spells are ones to create monsters, ranging from giant rats to golden dragons. Successful casting is not automatic, and the chance depends on the strength of the creature. Further more, all spells are either Lawful, Chaotic or Neutral. As the game progresses, the balance of the universe changes and some spells become easier to cast, others more difficult.

If you think the chance of casting a creature spell is too low, you may produce it as an illusion. Illusory creatures are cast automatically and have all the abilities of all the real thing. However, all mages have use of a 'Disbelieve' spell which they can cast as often as they wish. If this is targetted at an illusory creature, that creature is dispelled. This allows for an element of bluff. Do you risk the chance of your spell failing in order to make it invulnerable to Dis-



DRAGONROAR®

Basic Rules
&
Party Adventure
The Kalonith Dive



belief? Do you possibly waste a valuable turn by casting Disbelief on that golden dragon wading through your ranks?

As well as creature spells, there are a variety of special ones. These include magic castles, lightning, raise dead, etc. In particular, 'Magic Fire' and 'Goopy Blob' are great fun – once cast, they spread across the board slowly, consuming all enemy units in their path! As with creature spells, casting is not automatic, although there is no equivalent of the illusory creature.

The programming is good. It is user-friendly, pleasant to use and practically bug free. The screens are nicely laid out and presented, if not spectacular. The creatures are represented by animated sprites, although the animation is not spectacular they are recognisable and do their job.

My major complaint against the game is the instruction booklet that comes with it. This is badly written and omits many vital points (such as the fact that the game consists of consecutive spell-casting and movement rounds). Given the amount of white space on the leaflet and the pretty picture occupying a quarter of it, there is no excuse for such omissions.

Chaos does not have rapid arcade-style action, its graphics are fair but unexciting and it is certainly not the

most intellectually stimulating of games. None of that matters. *Chaos* is fun.

Complexity: 3 **Value:** 8
Playability: 8 **Production:** 7
Overall: 7 **Trevor Mendham**

LEGACY OF EAGLES

RPG Scenario

Games Workshop

£4.95

Simon Burley's *Legacy of Eagles* is the first adventure for *Golden Heroes*, Games Workshop's Superhero RPG, and has been designed to launch superhero teams and to give maximum help to a novice referee. The pack consists of a 24-page book, two large double-sided coloured map sheets, 30 coloured cardboard NPCs and vehicles, and eight coloured file cards for the principal NPCs. All will fit in the standard *Golden Heroes* box. The pack is profusely illustrated by several artists, including a spectacular Brian Bolland front cover, a rear cover by Kev Hopgood, and interior illustrations and graphics by Brian Cumming, Albie Fiore, Kev Hopgood, and Mark Bentham.

The plot of *Legacy* isn't particularly complicated. The heroes learn that a former Superhero, Protector, who has been hopelessly insane since 1964, will

be transported to a new asylum. A supervillain group attempt to hijack the van carrying the drugged Protector, and take him back to their sinister leader, Overlord. After the subsequent fight the heroes learn that Overlord has discovered the base used by Protector's former Superhero group, the EAGLES, and needs Protector to enter part of the complex.

Background information on the EAGLES suggests that the group was wiped out by some mysterious force, which may still be penned in their base. If Overlord opens the base, it may escape and devastate the world...

The book contains nine recommended scenes, each with suggestions for dialogue and action, and a reduced-scale map for figure placement (if combat is required), plus a section of background information and full dossiers for all the characters involved. Occasional flashes of humour, reminders of mortality (the base contains a few dead Superheroes), and generally high production standards are bonuses which compensate for the straightforward plot. The ultimate reward of the adventure is a base, which is extremely useful for a Superhero group in an ongoing campaign, less useful if the adventure is run as an open scenario. It follows the games usual emphasis on campaign development and continuity.

I played in this scenario before reading it, and found it very enjoyable. However, the format does seem to emphasise combat rather than detection or role-playing, a common flaw of most superhero scenarios. My other main reservation was the price, which makes *Legacy* more expensive than some US imports.

The ratings following are based on White Dwarf's, new improved, and slightly tougher marking scheme, and may seem slightly low compared to my ratings for the original game. Don't be misled; I liked this a lot.

Complexity: 6 **Ease of Use:** 6
Production: 8 **Value:** 6
Skill: 6 **Usefulness:** 8
Overall: 7 **Marcus L Rowland**

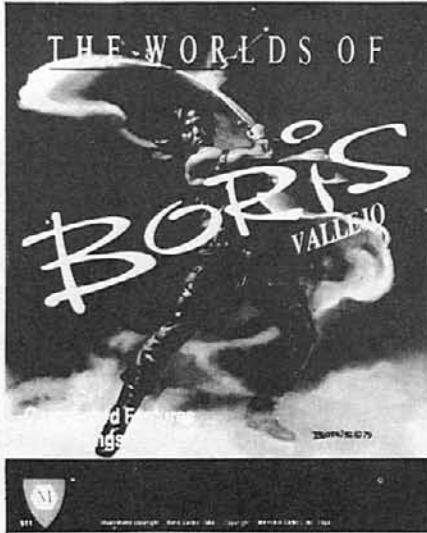
TWILIGHT 2000

Role-Playing Game
GDW

£24.95

Twilight 2000 is a role-playing game set in Europe during a spasmodic war, two years after an exchange of nuclear weapons. The player characters are American soldiers or their allies.

The physical contents of the box are well designed and presented: two rule books, a sheet of charts for players, an 8-page set of charts for the referee, an 8-page scenario 'Escape from Kalisz' with two players' handouts and a map of Poland, a 12-page equipment list with a separate price list, an assortment of character and vehicle record sheets, five dice (four 6-sided, one 20-sided), a list of contents, and an errata slip. The system is based on the use of a moderately complex equation of characteristics and skills to determine the base chance of doing something, then a percentile die



roll to succeed. Combat is on a roll to hit, roll hit location, roll damage system, with penetration rules for armour. The system works reasonably well, provided all skills are calculated before they are used, but is hampered by the use of abbreviations instead of names – CRM is Combat Rifleman, PST is pistol, etc. This makes the rules shorter and more concise, but slows down play until the system is learned.

While the system is playable, the moral stance and attitudes it exemplifies are fairly loathsome. The rules favour the style of behaviour found in 'fun' war films; player characters will occasionally get killed (but not terribly often), and wounds are either Serious (get better in a week or two), Critical (die or get better in a week or two), or Slight (get better in a day or two). There are rules for infection and radiation poisoning, but they aren't nearly harsh enough. The setting, two years after the last nuclear weapon was used, has evidently been designed to avoid showing the worst effects of the bomb; the random encounters don't include civilians suffering from third-degree radiation burns, blind children, and the hideously dead and dying victims of blast and heat. Starvation and plague are occasionally mentioned, with the implication that characters can always use their weapons to get food and medicines.

The war described is the favourite American scenario, slow escalation with most of the damage confined to Europe, Russia, China, and the Middle and Far East. Britain appears to have been destroyed, America is in the sort of anarchic state loved by survivalists. The environment left after this holocaust doesn't seem much harsher than Vietnam or the Congo. The 'Nuclear Winter' predicted by many scientists either didn't occur, or just made the normal winter slightly harsher than usual. In the year 2000, Europe is split into tiny cantonments ruled by rival warlords, some Russian and some American. No centralised governments remain.

Against this background, the players are supposed to choose goals; survival is the obvious priority, but further objectives are left to the discretion of the referee and players. The suggested theme (which beautifully explains the attitude of this game) is to 'return home' to America: Europe evidently isn't worth

anyone's time or effort. The rules never say anything about the possibility of rebuilding settlements, negotiating local peace treaties, or doing anything else to start civilisation working again. The box blurb says 'They were sent to save Europe... Now they're fighting to save themselves', and it's evident that this game has been written by and for Americans, with little or no understanding of European attitudes or desires.

Production:	8	Ease of Use:	6
Complexity:	8	Value:	5
Overall:	5	Marcus L Rowland	

THE WORLDS OF BORIS VALLEJO

Boardgame
Mayfair Games

£23.95

Boris Vallejo is probably the most popular fantasy poster artist, yet it still seems rather strange that Mayfair Games should have chosen to base a game on his creations. A cursory glance at the game reveals that his art is completely incidental to the mechanics of the game. The physical components of the game are variable – the cardboard 'World Tiles', which form the basis of a flexible game board, carry immaculately printed Boris pictures in glorious colour. The cards which essentially comprise the game system are competently produced, with most having miniature Boris pictures in black and white (although one has its pictures printed upside-down!). The counters, however, are the worst kind of plastic rubbish.

The game is an abstract strategy game with elements familiar to players of *Cosmic Encounter*, *Risk* and *Talisman*. The winner of the game is the player who successfully captures three worlds in addition to the five he starts with. Capture is achieved by moving a pawn on the game board to an opponent's World Tile, and then playing cards to try and defeat the opponent's defence force.

The cards played are of three kinds – Character, Artifact and Scroll, though all have a numerical strength value which determines their worth in combats. Characters are of five types: Warrior, Wizard, Guardian, Priest and Death, each with their particular abilities – mostly to do with the use of scroll cards, which represent Wizard Spells, and Priest's chants. A player can only deploy

two of each of Character, Artifact and Scroll in any one combat, so there is an element of skill in choosing which cards to deploy, since if you win your first combat of a turn, you are permitted a second attack if you choose. The attacking player chooses cards from his hand, while the defender must use the cards previously assigned to that world as a defence strategy. There are no dice used, but each player may call for allies in an attempt to improve his force (and this allows an extra one of each of the three kinds of card to be used). It is here that the major flaw in the game becomes obvious. Although the playing time is listed as 30 minutes, any halfway competent group of players will not allow anyone to win – allying in unison against anyone who gets dangerously close to the crucial eight worlds. A good strategy (of matching up Character cards with their corresponding World Tiles, thus doubling the value of the card) can alleviate this to a certain extent, but in practice the game will stretch on for a couple of hours, well beyond its capacity to sustain interest.

While the basic game is intended for 2 to 6 players, rules are also included for a solitaire game in which the object is to reach your 'Home World' by working your way through a succession of combats against randomly dealt defences with a small band of characters. If you like solitaire games with virtually no skill, that are simply a succession of counting exercises, then you might find this one exciting, otherwise don't bother.

In conclusion, this is a highly derivative game – its systems all originated in other games, and work better in those games than here. The game strikes me as a cynical attempt to cash in on the popularity of Boris Vallejo's artwork, which displays a very low opinion of its intended market.

Complexity:	5	Value:	3
Playability:	6	Production:	8
Overall:	3	Paul Mason	

OPEN BOX RATINGS

Products reviewed in *Open Box* are rated on a 1 (poor) to 10 (excellent) scale according to the following headings (when appropriate):

Complexity: General level of complexity indicated in playing or running the game. A rating of 1 indicates a simple game, one of 10 a complex game.

Ease of Use: How easy it is to pick up and learn the game. Clarity of rules both in definitions and ease of location.

Production: Physical quality of the game and its components.

Value: Value for money.

Usefulness: Indicates how much a supplement adds to its parent game.

Playability: A measure of how playable a boardgame is.

Skill: For scenarios, this indicates the level of skill needed by players to cope with the adventure. For boardgames, it indicates the amount of skill required as opposed to luck of the dice.

Overall: The reviewer's general opinion of a game: it is not an average of the other marks.

Critical Mass is a regular fantasy and science fiction book review column, written by Dave Langford.

BICUSPID OF DOOM

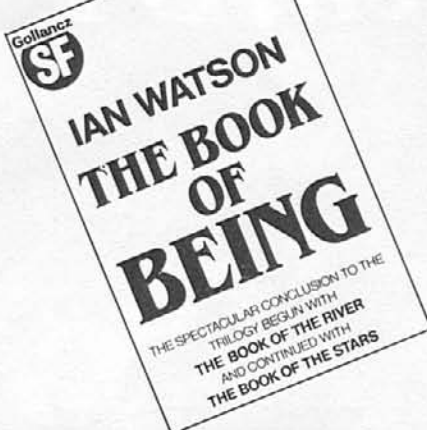
Last time I tried it I had a nosebleed; this time, five days of raging toothache (really). A hernia is the usual symptom of trying to lift it. I allude, of course, to that suppurating pustule, that boil on the buttock of literature, *Battlefield Earth* – about whose paperback edition I'm preserving a dignified silence. Isn't that nice of me?

Ian Watson's *The Book of Being* [Gollancz 184pp £8.95] concludes an ambitious, inventive and daft trilogy. Not content with previous deaths, reincarnations and cosmic insights suffered in *Book of the River* and *Book of the Stars*, heroine Yaelean tops the lot by dying more revoltingly than ever before, going mad, watching the universe freak out, and doing a rewrite job on reality. The marathon effort of trilogy-writing is showing: for ages Watson's intellectual gearshift stays in neutral, but crashes into overdrive for the forty pages of Part Three (containing most of the plot). Strangely paced stuff from one of the few SF authors with a truly strange mind.

Robert L Forward, conversely, is over-straightforward and relates strange physics in a flat, unevocative way. *The Flight of the Dragonfly* [NEL 319pp £2.25] is packed with 'hard' SF notions, Forward being a Top Physicist whose presence makes lesser gravitational astronomers grovel. There's this double planet, whose twin egg-shaped 'lobes' share an atmosphere, and orbit mere kilometres apart, one lobe being land and the other (for excellent reasons) sea, and in the sea are blobby aliens with funny symbols in their names, who divide their time between mathematics and surfing, until Earth's expedition arrives to entangle itself in the tidal and gravitational oddities... It's a shame that with all this seething behind his marble brow, Forward never put across the drama and visual excitement of the events he's calculated to the eleventh decimal place. As in much SF by scientists, the most interesting characters are the computers.

His *Dragon's Egg* [NEL 309pp £2.25] has the same weaknesses but a far more successful and audacious notion: collapsed-matter life and intelligence on the surface of a neutron star, evolving a million times faster than plodding old us, and irresistible if you like your SF to have Technical Appendices.

Not every book is labelled in a legal, decent, honest and truthful fashion. John Brunner's *Interstellar Empire* [Hamlyn 256pp £1.95] is the fourth *Venture SF* action-adventure for the young in brain: as such, it's good, rousing, unsophisticated stuff ('A slave with the hot brown skin of a Marzon and the twitching eyes of a man born under a variable star...') – but the 1976 copyright date is naughty, these being the journeyman space-operas of Brunner in the 1950s. Infinitely more grotty are the 'Sojan' (ersatz Conan) stories Michael Moorcock started when 15, and



which form the bulk of a book wickedly mistitled *Elric at the End of Time* [Granada 208pp £1.95]. The amusing semi-spoof title story; one early, inferior Elric tale; nonfictional bits; Moorcock's hilarious (but very short) self-parody 'The Stone Thing'; and that's your lot... Gene Wolfe's fine *The Devil in a Forest* [Granada 208pp £1.95] is billed as 'haunting fantasy' but is more a poetic historical novel in Wolfe's unclassifiable manner: good vs evil, rationalism vs superstition, and the outcome deeply ambiguous. Read this.

Octagon [Penguin 272pp £2.50] is more lightweight hard-SF fun, from Fred 'Berserker' Saberhagen. Dating from 1980, it has the musty flavour of an up-to-the-minute book whose minute has passed: in five short years we've got too sophisticated about computers to believe naïve visions of kids who gain Total Power by effortlessly guessing Master Passwords (two, in fact, which by sheer chance happen to be the same). That apart, it's a pleasant thriller with the computer-moderated RPG *Starweb* getting uncomfortable as players are eliminated not by strategy but by assassination. I recommend this technique to *Diplomacy* addicts. The villain's identity is obvious long before the story reveals it, but it's all quite tense nevertheless. Reissued: Saberhagen's famed *Berserker* killing-machine stories [Penguin 224pp £1.95], with a new, sleazy cover. *Roaming in space, the Berserkers had only one idea in mind... to destroy!* Makes them sound like *White Dwarf* subeditors.

Another fun blurb adorns David Brin's *Sundiver* [Bantam 340pp £1.95]: 'A journey into the fires of the sun... in search of those who made us human.' The Advertising Standards Authority might have preferred 'Several journeys into the fires of the sun... in search of evidence as to whether the already-discovered inhabitants are or aren't those who made us human.' (I admit it hasn't the same snap.) In *Sundiver*, galactic status is acquired by being a Patron and boosting some inferior species, possibly L Ron Hubbard fans, to civilized intelligence. Theoretically, this is the way everyone (except the mysterious Original Progenitors – take a bow,

von Daniken) got started. In practice, humanity seem unPatronized, and everyone rushes to investigate the solar chromosphere in a whirl of intrigue (human and alien), murder, physics, detection and discovery which admittedly keeps you turning those pages. Certain characters' weird actions are performed solely to help Brin's plot: but this is a first novel. His second won the Hugo.

Fond of King-style horror, chainsaw massacres, maggoty putrescent hands clawing up from your breakfast cornflakes? Then you (unlike me) will be less keen on Robert Aickman's fine, eerie collection *Night Voices* [Gollancz 815pp £8.95]... six tales not so much of terror as of unease. Shadows fall obliquely; something is half-seen at the corner of the eye; the telling is quiet and understated, but shivers lurk in the implications. Nothing is ever explained. Those who only giggle at H P Lovecraft will find Aickman expert at raising small, persistent goose-pimples.

I like Arthur C Clarke's nonfiction, and the 31 pieces in *1984: Spring* [Granada 268pp £2.50] include some nifty items. Whilst most American hard-SF writers are leaping on Reagan's 'star wars' defence bandwagon (I'll spare you my analysis of why this project is Silly), Clarke puts the boot into it all – as a result of which it's rumoured that an outraged Heinlein had to be restrained from biffing him. Plenty of good things here: too many, really, as Clarke reprints several speeches which make points in the same words. Where was his editor?

More reissues! One minor classic, George R Stewart's *Earth Abides* [Black Swan 364pp £3.95] in a well-deserved 'respectable' edition: the post-holocaust novel by which others are judged. Reviewed here in hardback: Geoff Ryman's excellent *Warrior Who Carried Life* [Unicorn 173pp £2.95], compulsory reading; Walter Tevis's *Steps of the Sun* [Corgi 253pp £2.95], well-written and entertaining despite silly science and a self-pitying hero; Robert Silverberg's *Valentine Pontifex* [Pan 367pp £2.50] – if you liked the science-fantasy of *Lord Valentine's Castle* you'll like this paler but literate sequel, but not as much. Also: Jack Vance's skinny but triffic *The Dragon Masters* [Granada 123pp £1.95] and two inferior Heinleins – the racist *Day After Tomorrow* [NEL 141pp £1.95], the icky *Podkayne of Mars* [NEL 157pp £1.95].

Unreadables: *The Sable Moon* by Nancy Springer [Corgi 263pp £1.95], concluding a trilogy whose first volume's prose style made my gonads atrophy, and *V: The Pursuit of Diana* by Allen Wold [NEL 186pp £1.95], about which the less said the better. (Go on, review it! Ed.) Very well, I will speak out, pillaging the uttermost depths of my thesaurus and – (On second thoughts, don't bother – Ed.) Let's just say I had more fun in my long afternoon at the dentist's. □

Know then, O Prince....



....that between the years when the oceans drank Atlantis and the years of the rise of the sons of Aryas, there was an age undreamed of, when shining kingdoms lay spread across the world like blue mantles beneath the stars. Hither came Conan the Cimmerian, black-haired, sullen-eyed, sword in hand. A thief, a reaver, a slayer to tread the jewelled thrones of the Earth beneath his sandled feet.

TSR's new easy-to-learn role-playing game gives you the chance to adventure with Conan, fantasy's greatest hero! From the bleak wastes of Asgard to the jungles of Kush, danger is ever-present — but so are fabulous treasures! The **CONAN® role-playing game** contains all you need to adventure in Hyboria: three rule-books and reference guides, player sheets, dice and a colourful map of Conan's world.

Take up your broadsword, Barbarian — and FIGHT!



For 2 or more players, ages 10 to adult. Available from better games shops, or in case of difficulty, write to us:

Game Design: 1985 TSR Inc. All Rights Reserved.
© 1985 Conan Properties Inc. All Rights Reserved. Conan and distinctive likenesses thereof are trademarks of Conan Properties Inc.
© 1985 TSR UK Ltd.

TSR UK Ltd
The Mill,
Rathmore Road,
CAMBRIDGE CB1 4AD
(Tel 0223 212517)



WARTHAMMER

REGIMENT of RENOWN

18- EEZA UGEZOD'S MOTHER CRUSHERS — *chronicle*

MINIATURES



Of all the Orcish raiders to have plundered the Old World from the World's Edge Mountains, none have been so feared, or so hated as the Great Black Orcs of the Mother Crusher tribe. Their Great Raids of Hunger continued almost completely unchecked for nearly forty two years, leaving in their wake a trail of butchery seldom equalled in Orcish history.

Despite many efforts to capture and destroy them, the Mother Crushers always managed to avoid traps set for them. On the few occasions they were brought to battle the outcome invariably favoured the Orcs - using their famous juggernaut columns to push aside any resistance.

Their success was due mainly to the inspired leadership of one Orc. Known throughout the tribes as Eeza Ugezod, Orcish legend abounds with stories of this huge and cunning Orc. One such story, typical of the time, concerns the skirmish on the Great Crossing - a huge, natural span bridging one of the few routes through the mountains to the fertile foothills and valleys of the Old World. It was upon this bridge that a group of Orcs led by Eeza Ugezod were attacked by large numbers of Dwarfs and at least one mountain Giant. An extract from the Orcish 'Voices Adgitz' translates as follows.

'We goes miles this day. Last dark we kills many wittering souls, poking and cutting them - but not having times to make it slow and get them good and screechy. We gets on the Great Crossing and suddenly all around there's Stunty Long Beards (Dwarfs) - trapping us boys and making pain threats. Then they goes all grinning silent, and crashing through the crowd comes a Great One, all drunk up, with great iron boots sparking as it steps, and long spikes and jags hanging off them, all dressed up for Orc stomping. It comes roaring and swaying towards us, swinging its club and making us boys windy and tearful. And the stunties are laughing, saying at last they'll have our pretty fangs to make their stunty women grin and dance. And us bold boys - we bunch up close, but cannot help a little wimpering. But Eeza Ugezod's got no wimper. He waves his axe and swears he's going to cut Great One's feet off and pop them in its face. With this he goes off fast forward and sharp hacks the Great One. Its knees goes one way, its great screaming whiskers goes another. The stunties has one look and go all quiet and shuffly. Then Guted - our champion - he gives an honest war shout and we goes off at them cutting up their little bodies, this way and that, and we collects much headskin with hair on it and ties it to our belts. We paints their juices all over the Great Crossing and we calls it the Red Span. We push all the stunties off it, but keeping a few for screamings later and food for the march. We leaves not too many boys deadstiff and continues our way to make our dearest war and raidings.'

No one is quite sure what happened to Eeza Ugezod - he certainly wasn't amongst the hundreds of Black Orc dead after their supernatural defeat at the hands of the Necromantic Chaos Lord Edis Edis.....

EEZA UGEZOD - BLACK ORC MAJOR HERO

M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP
4	6	6	5	5	3	6	3	9	7	9	9

BLACK ORC CHAMPION

M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP
4	4	4	4	4	1	4	1	7	5	7	7

BLACK ORC WARRIOR

M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP
4	3	3	4	4	1	3	1	7	5	7	7

REGIMENTS OF RENOWN boxed sets include eight trooper models, plus either one officer model, one champion model, one musician model, or one standard bearer model. Sets are priced at £4.50 each set.
SPECIAL OFFER.
The complete Eeza Ugezod's Mother Crushers (32 Orcs plus, chieftain, champion, standard bearer, and musician) for only £16.00 post free.

If you have trouble obtaining Citadel products in your area, then why not try our speedy and efficient mail order service.

MAIL ORDER CHARGES

UK, BFPO, and, EIRE:- Please add 65p P&P. Orders over £10 post free.

OVERSEAS:- Please add 33% P&P (minimum £2). Payment should be by cheque or money order made payable in Sterling.

U.S. Customers:- Do you know that it is possible to order direct by phone using your MASTERCARD or VISA number

Post to: Citadel Miniatures, Chewton Street, Eastwood, UK
or telephone (0773)769522
(Trade Enquiries 0773 769731)

Name

Address

QTY	ITEM	PRICE	TOTAL
	EEZA UGEZOD'S MOTHER CRUSHERS - complete	£ 16.00	
RR1	DWARF WARRIORS	£ 4.50	
RR2	HERCIC KNIGHTS	£ 4.50	
RR3	GOBLIN GUARD	£ 4.50	
RR4	DARK ELVES	£ 4.50	
RR5	MOUNTAIN ORCS	£ 4.50	
RR6	EASTERN FANATICS	£ 4.50	
RR7	WOOD ELF ARCHERS	£ 4.50	
RR8	OGRE MERCENARIES	£ 5.50	
RR9	HALF ORCS	£ 4.50	
RR10	ELF CAVALRY	£ 4.50	
RR11	LIZARDMEN	£ 4.50	
RR12	GARGOYLES	£ 4.50	
RR13	ELF INFANTRY	£ 4.50	
RR14	ORC ARTILLERY	£ 4.50	
RR15	HOBGOBLINS	£ 4.50	
RR16	CHAOS MONKS	£ 4.50	
RR17	AVENGING KNIGHTS	£ 4.50	
RR18	EEZA UGEZOD'S MOTHER CRUSHERS	£ 4.50	
BN1	GOBLIN WARLORDS CHARIOT	£ 6.50	
	Citadel Journal (post free)	£ 1.50	
	2nd Citadel Compendium	£ 1.25	
Postage and packing			
Total enclosed			

Crawling Chaos is our regular column for players of Call of Cthulhu, edited by Marc Gascoigne.

FREE THE SPIRIT

This month we present a pair of useful additions to the Call of Cthulhu rules from the busy pen of Graeme Davis. The first item is by way of a follow-on from last month's article on ghosts and spirits, Haunters of the Dark, and concerns itself with...

THE CLERGYMAN

Skills: Read/Write Other Languages*; Credit Rating; History; Library Use; Occult; Oratory; Psychology; Psychoanalyse; Exorcism (see below).

*Greek and Latin, plus commonly one or more of Hebrew, Aramaic, Syriac and Coptic.



Salary: \$1000×1d6+1, as a Professional.

Notes: A Clergyman may not use Mythos spells, and may attempt to prevent others from doing so. This profession will need very careful role-playing, perhaps more so than any other. It might be used purely as an NPC profession, interfering with the players' investigations for the sake of their souls and generally causing difficulties.

Exorcism: Exorcism is available as an initial skill to Clergymen only, at a basic score of 20%. Others may learn to perform exorcisms under the instruction of a Clergyman by making a successful Occult roll (or EDU×3 if the Keeper prefers); this will gain an initial score of 05%,

which is improvable in the normal way.

In order to perform an exorcism, the traditional materials of bell, book and candle are required, and a small amount of preparation is necessary; obviously a ghost which realises that an exorcism is about to be performed (at the Keeper's discretion, an INT×5 roll may be used to determine this) will use every means at its disposal to prevent the ceremony going ahead.

On a successful Exorcism roll, the exorcist is permitted to engage the ghost in a POW vs POW confrontation, against the ghost's *original* POW.

If the exorcist is successful, the ghost is destroyed and the exorcist loses POW equal to (ghost's original POW - exorcist's original POW). Where the ghost has a lower POW, the exorcist loses one point. This lost POW may be regained in the normal way. If the exorcism is unsuccessful, the exorcist loses double this amount, and must make a SAN roll or lose SAN as from a Major Attack (WD67).

More than one character may contribute POW to an exorcism by adding their prayers to those of the exorcist. Those without Exorcism skill may contribute up to 10% of their original POW, while exorcists may contribute up to 50%, all fractions being rounded off to the nearest whole number. All POW contributed to an exorcism is regained normally.

Other: A Clergyman also has the ability to set up a circle of holy water or crushed communion wafer in order to keep a ghost at bay; the chance of success is POW×5 for a Clergyman, while other characters may attempt to do so using half an Occult roll. The protection of the circle will last until the holy water dries or the host is scattered, and the ghost will normally attempt to disrupt it by any means at its disposal. It cannot cross the circle or attack those within it, but may use its abilities to lure people out or otherwise disrupt the circle. If any living thing crosses the circle once it has been set up, it will be disrupted.

HYPNOTISM

Hypnotism is probably best treated as a Communication skill with a basic score of 00%. It might be available to parapsychologists as a professional skill, but Keepers may wish to restrict its availability by stipulating that instruction is difficult to obtain, or by requiring an INT or POW roll from any character wishing to learn it.

Any willing subject may be hypnotised on a successful Hypnotism roll; an unwilling subject will be more difficult, requiring the hypnotist to match one-fifth of his or her skill score against the subject's INT before a Hypnotism roll can be made.

Once the Hypnotism roll has been made successfully, the subject is in a trance. An entranced subject will obey simple commands in a zombie-like fashion, but may be permitted a POW×5 roll to resist any command which is homicidal, reckless or strongly out of character. Successfully resisting a command will break the trance, as will the hypnotist's command to awaken, and the subject will have no recollection of his or her actions while in trance.

Hypnosis can be used to make a subject recall information or events with more clarity than is normally possible in a conscious state, and in some cases it has been claimed that a subject may be hypnotically regressed beyond birth, to recall the events of previous incarnations. Information can also be absorbed very efficiently under hypnosis, by a process essentially similar to sleep-learning.

When combined with Psychoanalysis to speed recovery from insanity and to cure phobias and similar afflictions, if a psychoanalyst makes both Psychoanalysis and Hypnotism rolls while treating an entranced patient, one 1-4 hour session of hypnotherapy will have the same effect as one week of conventional treatment (see pp 25-27 in the *Call of Cthulhu* rulebook).

A *post-hypnotic suggestion* may be placed on an entranced subject if the hypnotist makes two successful Hypnotism rolls. A post-hypnotic suggestion is a command which takes effect when the subject is out of trance, and is subjected to a certain stimulus or set of stimuli. This can range from a command



to feel revulsion every time that the urge for a cigarette strikes to an order to set the timer on a bomb concealed beneath Scotland Yard on receipt of the news that the hypnotist has been arrested, although the Keeper should modify the chances of success according to the complexity of the command and the danger involved for the subject. The subject will not be aware of the implanted suggestion while he or she is out of their trance, and when the suggestion is 'triggered' must match INT against one-fifth of the Hypnotism score of the hypnotist who implanted the command. If successful, the subject will resist the command, being aware of an irrational urge but unable to explain it, but if unsuccessful he or she will relapse into trance and carry out the command, regaining consciousness on completion of the task and with no recollection of having performed it.

Hypnotism may also be put to other uses, such as self-hypnosis to resist pain or fear, or the placing of a subject in trance to act as a medium, but these are left to the discretion of the individual Keeper. □

THRUD THE BARBARIAN

THRUD THE DESTROYER

Part Six

THRUD HAS JOINED UP WITH A GROUP OF MERCENARIES, WHO ARE DEFENDING A PEASANT VILLAGE AGAINST THE 'BLACK CURRENT' AND HIS EVIL FORCES WHO HAVE BEEN SUMMONED DOWN THROUGH TIME BY THE NEURONMANCER TO ME KU-PA...



RIGHT! NOW YOU KNOW THE FACT, DOWN TO THE ACTION! THE BLACK CURRENT'S MEN HAVE ATTACKED THE VILLAGE - THRUD, CROKEMAN AND HARRIS SHOBRAS' HAVE TAKEN ON THE MAIN FORCE WHILE MR. A, LYMARA AND THE VILLAGERS ARE DEFENDING THE BACK OF THE VILLAGE AGAINST SURPRISE ATTACK...

©CARL OETIKER 1975

I WONDER WHAT TIME THE PUBS SHUT AROUND HERE?

VOT IS SO YUNNY I VUNDER? ZIS IS MY MOST IMPRESSIVE POSING ROUTINE!



HA! HA! HA!

HO! HO!

I DON'T BELIEVE IT! I TRAVEL TEN THOUSAND YEARS BACK IN TIME AND STILL RUN INTO THE 'B' TEAM!!

WHERE'S LYMARA?

IN THERE - SHE'S STILL PUTTING HER MAKEUP ON

SHADDAP - SEXIST PIGS!



WHAT ARE YOU WAITING FOR? IT'S ONLY A HAYS....

BLAT!

FANTASY GAMES UNLIMITED

Bushido	£7.95	-Operation Peregrine	£5.45
-Valley Of The Mists	£4.45	-Agents Of Rebellion	£4.95
-Takishido's Debt	£0.95	-Star Atlas 1, 2, 3, 11, 12	each £5.95
Chivalry And Sorcery	£17.75	Villains And Vigilantes	£10.75
-Sourcebook	£6.95	V&V Rules	£5.45
-Sourcebook 2	£5.75	-Crisis.FORCE. Death Duel	each £4.45
-Swords and Sorcerers	£5.45	-Island Of Dr. Apocalypse	£4.45
-Dragonlord, Songsmith	each £4.45	-Opponents Unlimited	£4.45
Space Opera	£17.75	-Dawn Of DNA	£4.45
-Ground & Air Equipment	£5.45	-Battle Above The Earth	£4.45
-Seldons Compendium 1, 2	each £4.45	-From The Depths Of Space	£4.45
-Space Marines	£6.75	-Devil's Domain	£4.45
-Probe, Vault, Rowsion	each £4.45	-Counter Set 1	£3.95
-Incedus, Casino Galactica	each £4.45	Aftermath	£20.75
-Fasolt In Peril	£3.55	-Into The Ruins	£5.45

-Operation Morpheus	£6.95
-Sydney-Wilderness Campaign	£5.95
-The Empire Karo	£4.45
Daredevils	£13.45
-Adventures 1, 2, 3, 4	each £4.45
Privateers and Gentlemen	£14.95
-Heart Of Oak	£5.95
-King Over The Water	£5.45
-Decision At Djerba	£4.45
Other Suns	£13.95
-Alderson Yards	£5.95
Merc	£10.75
-Merc Supplement 1	£4.45

T.S.R.	
D&D Basic Set	£9.95
-B1, B2, B3, B4, B5, B6, B7, B8	each £4.95
-B-solo, M1 (solo)	each £4.95
D&D Expert Set	£9.95
-X1, X2, X3, X4, X5, X6, X7, X8	each £4.95
-O1, O2, X1, X-solo, M2 (solo)	each £4.95
D&D Companion Set	£9.95
-CM1, CM2, CM3	each £4.95
AC1 - Shady Dragon Inn	£4.50
AC2 - Screen & Mini-Module	£4.95
AC3 - Combat Shield	£3.95
Basic Character Records	£3.50
Monster & Treasure Book	£3.95
Dungeon Geomorphs	£3.95
AD & D Dungeon Masters Guide	£11.95
AD & D Players Handbook	£10.95
AD & D Monster Manual	£10.95
AD & D Monster Manual 2	£10.95
AD & D Fiend Folio	£10.95
AD & D Legends And Lore	£10.95
AD & D Character Records	£4.50
-DMs Screen	£4.95
-Dragonance sourcebook (DL5)	£4.95
-DL1, DL2, DL3, DL4	each £4.95
-A1, A2, A3, A4, A5, CB1, CB2	each £4.95
-C1, C2, C3, C4, D1, D2, D3	each £4.95
-EX1, EX2, G1, G2, L1, L2, MV1	each £4.95
-I1, I2, I3, I4, N1, O1, S1	each £4.95
-I5, I6	each £5.50
-S2	£3.95
-S3, S4	£5.95
-T1, U1, U2, U3, WG4, WG5	each £4.95
-UK1, UK2, UK3, UK4, UK5, UK6	each £4.95
Indiana Jones	£9.95
-IJ1, IJ2, IJ3	each £4.95
Marvel Superheroes	£10.50
-MH1, MH2, MH3, MH4, MH5	each £2.95
-MHAC1, MHAC2, MHAC3	each £2.95
-MHSP1	£3.50
Star Frontiers	£9.95
-SF1, SF2, SF3, SF4	each £4.95
Knighthawks	£9.95
-SFKH1, SFKH2, SFKH3	each £4.95
Gamma World	£9.50
-GW1, GW2, GW3, GW4	each £3.95
Top Secret	£9.50
-TS2, TS3, TS4, TS5, TS6	each £3.95
Boot Hill	£9.50
-BH1, BH2, BH3, BH4, BH5	each £3.95
Gangbusters	£9.50
-GB1, GB2, GB3, GB4, GB5	each £3.95
Dragon Magazine	£3.95
Best of Dragon 3	£3.95
Imagine magazine	£1.00
Best of Imagine (scenarios)	£1.95
- back issues available for both	

GRENADIER MODELS (all 25mm)

Masterpiece Editions	
1. War Mammoth	£9.75
2. Death Dragon	£9.75
Call Of Cthulhu	
1. Adventurers	£9.75
2. Creatures	£9.75
Champions	
1. Superheroes	£9.75
2. Supervillains	£9.75
Traveller	
1. Imperial Marines	£9.75
2. Adventurers	£9.75
3. Alien Animals	£9.75
4. Alien Mercenaries	£9.75
Fantasylords	
1. Dragons	£9.75
2. Skeletons	£9.75
3. Elves	£9.75
4. Monsters Of Mythology	£9.75
5. Knights and Fighters	£9.75
6. Demons	£9.75
7. Dungeon Raiders	£9.75
8. Fantasy Knights	£9.75
Dragonlords	
1. Wizards	£6.75
2. Halfling Party	£6.75
3. Dwarves Troop	£6.75
4. Hiring Crew	£6.75
5. Fighting Men	£6.75
6. Specialists	£6.75
7. Females	£6.75
8. Thieves Den	£6.75
9. Wizards Chamber	£6.75
10. Horrors of the Marsh	£6.75
11. Orcs of Severed Hand	£6.75
12. Subterranean Terrors	£6.75
13. Adventurers	£6.75
14. Folklore Creatures	£6.75
15. Dragonkillers	£6.75
16. Magic Users	£6.75
18. Female Adventurers	£6.75
Dragonlords Dragons	
1. Black	£6.75
2. Red	£6.75
3. White	£6.75
4. Brass	£6.75
5. Green	£6.75
6. Silver	£6.75
7. Blue	£6.75
8. Copper	£6.75
9. Bronze	£6.75
Warbots	
1. Attack Team	£6.75
2. Destro Squad	£6.75

MAYFAIR GAMES (boxed)

Empire Builder	£18.95
British Rails	£18.95
Worlds of Bons Vallejo	£16.95
Dragonriders of Pern	£16.95
Sanctuary	£16.95
Forever War	£16.95
Company War	£16.95
Fictionary	£16.95
Hammer & Slaters	£16.95
The Keep	£16.95

Role Aids (Adventures)

The Contract	£4.95
The Angry Wizard	£4.95
Wizard's Revenge	£4.95
Dragons of Weng Tsen	£4.95
Shipwrecker	£4.95
Evil Ruins	£4.95
The Keep	£4.95
Swordthrust	£4.95
Deadly Power	£4.95
The Final Challenge	£4.95
Throne of Evil	£4.95
Lich Lords	£4.95
Clockwork Mage	£4.95
Dwarves	£7.95
Dark Folk	£7.95
Wizards	£7.95
Elves	£7.95
Shadows of Evil	£7.95
Fantastic Treasures	£7.95

AVALON HILL

Dragonhunt	£16.95
Dragon Pass	£16.95
Dune	£16.95
-Spice Harvest	£9.50
-The Duel	£13.00
Elric	£16.95
Freedom In The Galaxy	£20.95
Lords Of Creation	£12.95
-Horn Of Roland	£7.80
-Yeti Sanction	£7.80
-Omegakron	£7.80
Magic Realm	£16.95
Powers And Perils	£24.95
-Tower Of Dead	£9.50
-Book Of Tables	£9.50
-Perilous Lands	£20.95
Runequest 3 -Deluxe Set	£39.95
-Players Box	£20.95
-Gamemasters Box	£26.95
-Monster Coliseum	£16.95
Starship Troopers	£16.95
Titan	£16.95
Wizards Quest	£16.95
Wizards	£20.95

GAMELORDS

Thieves Guild (boxed)	£13.95
Thieves Guild 2, 3	each £7.50
Thieves Guild 4, 5	each £5.95
Thieves Guild 6	£6.95
Thieves Guild 7	£5.95
Thieves Guild 8, 9, 10	each £5.50
Free City of Haven (boxed)	£18.95
Secrets of the Labyrinth	£11.95
City of the Sacred Flame	£6.50
Within The Tyrants Demesne	£6.50
Lair of the Freebooters	£6.50

Traveller

Wanted: Adventurers	£5.50
Startown Liberty	£5.50
Lee's Guide Volume 1	£5.50
The Undersea Environment	£5.50
Drenslaar Quest	£6.50
Mountain Environment	£5.50
Ascent To Anekthor	£5.50
Desert Environment	£6.50
Duneraiders	£6.50
A Pilots Guide: Dreslithar	£5.50

STANDARD GAMES

Cry Havoc	£9.95
-Scenarios	£2.95
Siege	£9.95
Samurai Blades	£9.95
Dragonroar (RPG)	£12.95
City Of Sorcerers	£9.95
Starship Captain	£12.95
Speed And Steel	£9.00
Thunde-rin Guns	£6.99
Dungeon Accessory Pack 1	£2.95
Dungeon Accessory Pack 2	£2.95
Character Pad (50 sheets)	£1.95
Hex Pad (50 x A4 sheets)	£1.95
Macro Hex Pad	£1.95
Dungoen Grid Pad	£1.95

ENDLESS GAMES

Endless Plans 3 (boxed)	£3.99
Endless Plans 4 (boxed)	£3.99
Endless Plans 6 (boxed)	£3.99
Endless Plans 7 (boxed)	£3.99
Endless Plans 8 (boxed)	£3.99
Halls of the Dwarven Kings	£7.95
Lost Shrine of Kaser-Khan	£4.95

Trade enquiries to:
GAMES OF LIVERPOOL
89 VICTORIA ST.,
LIVERPOOL,
L1 6DG.

In case of difficulty, items
are available mail order from:
GAMES
85-87 VICTORIA ST.,
LIVERPOOL, L1 6DG.

ALL THE ABOVE ITEMS ARE AVAILABLE FROM BETTER GAMES SHOPS:

SCOTLAND

The Dragon & George,
44, Candleriggs,
Glasgow, G1 1LE.

Games,
50-54, Manchester Street,
Liverpool, L1 6ER.
051-236 2605

Second Chance Games,
2, St.Mary's Street,
Wallasey, L44 5TX.

Zodiac Casting,
83, Canning Street,
Liverpool, L8 7NW

WALES

Armchair Adventurers,
18, Queens Chambers,
Pentonville,
Newport, Gwent.
0633 8431855

Gauntlet Games,
2, Bell Street,
Wellington,
Telford,
Shropshire.

NORTH EAST

Games,
Unit 20,
Merion Centre,
Leeds 2,
0532 456376

F.C. Parker,
46-48, Royal Arcade,
Cardiff, CF1 2AE.
0222 21159

Graingers Models & Crafts,
108, Caldmore Road,
Walsall,
West Midlands, WS1 3RB.
0922 23382

NORTH WEST

Fantasy World,
10, Market Square Arcade,
Hanley, Stoke-on-Trent,
Staffs, ST1 1NU.
0782 279294

Odyssey 7,
Manchester University Precinct,
Oxford Road,
Manchester.
061-273 6666

Wargames Guild,
145, London Road,
Stoke-on-Trent,
Staffs.
0782 416637

Games Store,
161, Linthorpe Road,
Middlesbrough,
Cleveland, TS1 4AG.
0642 247553

MIDLANDS

The Gameskeeper,
105, Cowley Road,
Oxford.
0865 721348

Midland Games Centre,
Shambles Arcade,
21, Hales Street,
Coventry.
0203 24612

DICE

De Luxe Polyset	£0.95
De Luxe D4 6.8	each £0.15
De Luxe D10 12.20	each £0.20
De Luxe Gem Inked polyset (set of 6)	£1.45
Fireball Polyset	£1.75
FB poly inked	£1.95
Gem Polyset	£2.95
Gem poly inked	£3.25
Copper plated	each £0.95
Nickel plated	each £0.95
Metal polyset (6)	£5.45
D30 (1-30)	£0.90
D30 (1-30) Gem	£1.45
D30 (1-30) Metal plated	£1.45
Average Dice (pair)	£0.35

JAMES BOND RPG

Complete Basic Game	£14.95
Basic Rule Book	£9.50
Q Manual	£9.50
Thrilling Locations	£9.50
Gamemasters Pack 1	£9.95
Gamemasters Pack 2 (FYI)	£10.95
Adventures	
Octopussy	£7.80
Goldfinger	£7.80
Goldfinger II	£7.80
Man With The Golden Gun	£7.80
Dr. No (solo)	£7.80
You Only Live Twice	£7.80
Live & Let Die	£8.65

GRENADIER MODELS UK

Maintaining the quality of their American forerunners, Grenadier UK bring highest quality figures at UK prices. All blister packed.

FANTASYLORDS - £1.25 each

1. Adventurers (3)
2. Females (3)
3. Frost Giant (1)
4. Clerics (3)
5. Were Creatures (3)
6. Skeleton Cavalry (3)
7. Halflings (4)
8. Goblins (4)
9. Orcs (3)
10. Dwarves (4)
11. Monks (3)
12. Elves (3)
13. Specialists (3)
14. Undead (3)
15. Bugbears (3)
16. Golems (2)
17. Dragon Men (3)
18. Scorpions (2)
19. Hill Giant (1)
20. Wing Folk (3)
21. Knights (3)
22. Wizards (3)
23. Lizard Men (3)
24. Greenwood Adventurers (3)

CTHULHU - £1.50 each (all 3 figures)

1. Federal Agents
2. Hoodlums
3. Adventurers
4. Master Criminals
5. Investigators
6. Cops
7. Ghost & Horrible Companions
8. Undead
9. Ghouls
10. Mi-Go and Serpentmen
11. Sand Dwellers
12. Deep Ones

(illustrated catalogues available - please send S.A.E.)

Lost Worlds @ £1.99

7. Barbarian 8. Fighter-Mage

Eagerly awaited here is FGU's latest offering - 'Flashing Blades'. A historical RPG set in 17th century France. A must for musketeers. FGU have also threatened to release 12 new V&V adventures in 1985. A re-released Swordsman is in the pipeline along with another RPG - 'Mad Dogs And Englishmen'. A must for mad dogs.

Latest Releases

from Grenadier include: Fantasy Lords 7 (Dungeon Raiders), Fantasy Lords 8 (Fantasy Knights), Dragon Lords 16 (Magic Users), Dragon Lords 18 (Female Adventurers) and Dragon Lords Dragons 7, 8 & 9 which are Blue, Copper and Bronze. See full lists opposite for details.

Best of Dragon 3 £3.95 Best of Imagine £1.95

ENDLESS GAMES

have made massive improvements to their range. All of the excellent Endless Plans now come in sturdy boxes - still at £3.99. **Halls of the Dwarven Kings** combines a top class original Tortured Souls scenario with a Dm's screen, scrolls, maps & NPC stats on floorplans. Great value at £7.95. **STOP PRESS** - now available the sequel to 'Halls' - **The Lost Shrine of Kasar-Khan** (£4.95).

Standard Games have taken the plunge and moved into a full role-playing game, it is selling fast and looks to be **DRAGONROAR**

one of the most sought-after games in 1985. Complete with cassette containing complete instructions, background and spine-tingling solo adventure. Excellent value at £12.95.

The TUNNELS & TROLLS

game system has received a boost by the release of the **COLOUR** range. This includes the rulebook (a £5.95 and the boxed set (a £8.95. Also available - **Sea Of Mystery**, **Beyond The Silvered Pane**, **Gamesmen Of Kasar**, **Naked Doom**, **Deathtrap**, **Equaliser** & **Captif D'Yvoire**. All A4 size at £1.95.

The range of best-selling de luxe dice has received double the colours originally available and a set of six retails for a miserly 95p. Their range has recently been joined by **DE LUXE GEM INKED DICE**. Six colours are available in each type of die which sell for 25p each or £1.45 for the set.

New items from TSR cover just about every aspect of the D&D range. O2 & X8 for Expert, a revised DM's screen, Dragonlance 4 and two new competition modules for AD & D - C3 & C4. Basic is well served with a new module - B8 - and **The Book of Marvelous Magic (AC4)**. This is a very useful add-on containing 500 new magical items not contained in the 3 boxed sets.

MAYFAIR GAMES now available

AVALON HILL have released two modules for Dune containing the usual 'spice'. **Monster Coliseum** for the ever-expanding Runequest 3 system; **Perilous Lands and Book of Tables for Powers & Perils**. All good solid stuff for expanding existing games.

Victory Games' latest additions to the James Bond RPG range are 'Thrilling Locations' and 'The Man With The Golden Gun'. TL is designed to expand the campaign world; 160pp. Golden Gun details the exploits of Francisco Scaramanga - the world's most expensive assassin. Watch out for JB 'action episodes' - there are four board games available (8 years and up) - £8.95.

SOUTH WEST

Midland Games Centre.
Unit 8. The Knibbs.
Smith Street.
Warwick.
0926 401104

Antons Hobbies.
1. Swan Court.
East Street. Andover.
Hants. SP10 1EZ.
0264 3880

Games People Play.
5. Wellington Terrace.
Bayswater Road.
Notting Hill Gate, London. W2
01-727 9275

Medway Games Centre.
1. Church Street.
Chatham, Kent.
0634 814750

Rainbow Games.
147. Kings Road.
Brentwood, Essex.
0277 227043

Victoria Models.
1. Old Mill Parade.
Victoria Road.
Romford, Essex.
0708 23740

The Place.
68. Worcester Street.
Wolverhampton, WV2 4LE.

Forever People.
59. Park Street.
Bristol 1, Avon.
0272 25454

Games Room.
29a. Elm Hill.
Norwich.
Norfolk. NR3 1HG.
0603 628140

The Model Shop.
190-194. Station Road.
Harrow.
Middlesex. HA1 1JU.
01-863 9788

Southsea Models.
25. Highland Road.
Southsea, Portsmouth.
Hants. PO4 9DA.
0705 733208

War and Peace.
8. Upper Orwell Street.
Ipswich.
Suffolk. IP4 1HW.
0473 58356

Tabletop Games.
53. Mansfield Road.
Daybrook.
Nottingham. NG5 6BB.
0602 205484

Games Incorporated.
9. Frantfort Gate.
Plymouth, Devon.
0752 672149

Gamesworld.
129. King Street.
Hammersmith.
London. W6.
01-741 4467

Not Just Stamps.
17-19. Crenson Street.
High Wycombe.
Bucks. HP13 6LJ.
0494 41717

Spirit Games.
1st Floor.
Croydon Indoor Market.
Park St. Croydon.
01-760 0078

The Warlord Games Shop.
818. London Road.
Leigh-On-Sea. Southend.
Essex. SS9 3NH.
0702 73308

Worcester Model Shop.
52. Friar Street.
Worcester. Worcs.

Esdevium Games.
185. Victoria Road.
Aldershot.
Hants. GU11 1JU.
0252 311443

The Guardroom.
38. West Street.
Dunstable.
Beds. LU6 1TA.
0582 606041

The Parade Ground.
Eagles. 28. Fairway.
Field, Crawley.
West Sussex. RH11 0SA.

Tanelorn.
Unit 10.
Antique & Crafts Centre.
Kings Walk, Winchester. Hants.
0962 62277

Warlord II - The Games Shop.
362. Charnwell Square, 1st Level.
Victoria Circus Shopping Centre.
Southend, Essex.
0702 615988

SOUTH EAST

Aquatic Adventures in AD&D by Peter Blanchard

This series of articles will deal with the problems of adventuring in a marine environment. It is intended for DMs and players alike since it provides background information and a common ground for understanding. Since there are more aquatic lifeforms to be found in the oceans than in inland waterways, the freshwater environment will be ignored, although many of the principles remain the same. Most life is to be found the upper reaches of the ocean since there are numerous problems (which will become apparent) associated with living at greater depths which prevent sea-creatures from venturing there, and it is these more suitable depths that will be covered here. The general view-point of the surface-dweller is taken to make things easier for all!

The First Plunge

Underwater adventuring poses a number of problems to the land-dweller wishing to explore beneath the surface of the sea. Many of these problems defy solution, except by the use of magic (or high-technology) and the role of magic will be examined closely in the second part of this series.

The most obvious problem is ensuring you can breathe underwater, or more generally, how to keep the tissues supplied with oxygen. Holding your breath is a short-term answer – about five minutes is the best a highly-trained and super-fit human could manage. Hyperventilating with pure oxygen isn't particularly recommended in addition to this since it causes hallucinations and possibly brain damage. Otherwise, for the average adventurer, the practical limit is about two minutes. Other humanoid will have much the same limit to their underwater endurance.

Near the surface the snorkel is a useful tool – any deeper and the user must return to the surface at frequent intervals. Long snorkels offer very little in the way of a solution – water pressure acting against the user's lungs to force the air back out again: this would occur with a snorkel about two feet underwater. The effect is similar to that obtained by filling a petrol can up with steam, sealing it, and allowing it to cool – the external pressure causes it to collapse. Imagine the rib-cage in place of the can and you can see how unpleasant the effects would be. For the same reason, deep-sea divers of the past had air pumped down to them under pressure.

By bringing air down in containers, however, you provide an air supply at the correct pressure. This idea developed into the form of the diving bell, a device that allows divers to stay underwater for as long as a week, but not one without its own problems.

Assuming that technology is still primitive, it would be unable to produce a pump capable of feeding air to a bell at depth due to the pressure. In this case, the bell must be raised periodically to replenish the air supply – something of a disadvantage. Diving bells do also have limitations as to the depth they can be used at – external pressure can fracture the bell if

BENEATH

it is used beyond its operating depth. Quality of materials and construction will be deciding factors in this matter. Added to this there are the necessary operating requirements such as a stable platform with adequate winching gear; the ship would have to be quite sturdy. Bad weather and strong currents further limit the bell's usage in that they endanger the ropes supporting the bell with the result that it might overturn or sink to the bottom. Conditions inside the bell are far from pleasant – cramped, either very cold or very hot (depending on local conditions), and the usual side-effects of being stuck inside a small space for any length of time. (Divers have been known to go mad after spending more than a few days in a diving bell).

The physical limitations on breathing underwater are rather depressing, therefore. One common solution which is favoured is an ingested substance which allows whoever takes it to breathe quite happily underwater (and perhaps even talk!). Older readers may well remember the awful cartoon 'Marine Boy' and the wondrous 'Oxygum'... In fantasy, however, unless this substance is magical there isn't any real alternative. Any animal or plant which provided a non-magical equivalent would be highly in demand (and probably extinct!), or at least, the product derived from it would be very expensive. Similarly, with magical substances, they are of sufficient rarity to be equally unobtainable (caches of *Potions of Water Breathing* are an all too convenient cop-out in many games).

Getting About

The next pressing problem is that of movement: water, being denser than air, requires a greater amount of force to move an object through it. Therefore, prolonged activity in this medium will be very tiring except for those inured to it, or those designed for it. To get about underwater without the aid of magic requires some ability to swim – given the typical populace of a pseudo-mediaeval West European setting, there will be very few able to do so. Society at the time was generally hydrophobic (or rather afraid of cleanliness!) and the only times they really succumbed to water were if it rained or when they were baptised. Curiously enough, the majority of mediaeval sailors couldn't swim, which probably accounts for the very high mortality rate. However, all humans have the potential ability to swim: whether or not they are able to will depend on their social conditions.

Whether or not other races can swim is a far simpler problem. The various literary and game sources give them a far more uniform culture than humans. Elves, being generally a clean and healthy lot, presumably splash around in water a bit to keep clean; the fact that they have given rise to an aquatic race tends to reinforce this belief. The same can probably apply to half-elves depending on whether or not the ability to swim is a genetic or cultural trait. Dwarfs, on the other hand, would be incapable of swimming, especially given the usual background of being made from the earth itself – they would



THE WAVES

Part 1: Hazards of the Environment

therefore sink like a stone in water. Gnomes are subject to the same disadvantage. Halflings, of course, are well documented in this regard, having a known fear of boats, although there are the notable exceptions in the racial stock. If half-orcs inherit traits from their orcish parent, they probably can swim – orcs being perverted elves after all. Their style, however, would be more animalistic in nature – no doubt they would adopt a doggy-paddle as the best way to get around. It would, however, take something drastic to force an obnoxious snaga into the water and lose his filth collection that has taken him a good seven years to build up.

Magic items can, of course, be used to assist those who can't swim, although will do little to reassure their lack of confidence. However, they will tend to tire quickly due to the new physical demands placed on them. Three-dimensional movement becomes easier, requiring far less energy than it does on land except at great depths when pressure gets too much for muscles designed to work at around one atmosphere pressure; activity at such depths will fatigue anyone much faster.

The density of water has a great slowing effect on many objects – including weapons. Swinging weapons aren't overly effective since drag prevents any great force being behind a blow: minimal damage would be caused by even the sharpest weapons. Missile weapons such as the crossbow are suited to the environment, however, although their range is reduced due to the density of the water (damage at greater ranges will also be reduced). Nets, much lauded as underwater weapons, suffer due to the fact that if they are thrown by hand they are slow – preventing them from capturing fast opponents, although the newcomer to the underwater world may well be at a severe disadvantage. Thrusting and prodding weapons such as shortwords, tridents and spears are most suitable for underwater use.

Common Senses

Communication underwater has an obvious hazard – open your mouth and you allow large quantities of water in, causing severe damage and possibly death. Assuming, therefore, that submarine adventurers prevent this by a magical (or whatever) device, there is still the problem of getting the vibrations from the local chords being transmitted through the water; forcing water out through the vocal chords will not result in the production of sound. The average adventurer is going, therefore, to be reduced to using sign language; if possible by using both light and touch since visual sign language is only effective where there is light. Divers refer to the sea as 'The Silent World' – outside pressure on the ear-drum preventing it from vibrating. Anyone wearing an air-filled helmet should, however, be able to communicate with someone similarly clad by having good contact between the helmets. The general level of sound audible to land-dwellers is of a low pitch – heard by the whole body. (The calls of some whales fall into this

category.) Besides problems with sound, vision also can be difficult since seawater cuts out the red end of the spectrum – the part human eyes are most sensitive to. At great depths this has most effect – besides all the suspensions, seaweed and the like which also get in the way.

Final Points

The density of water has an effect on the development of the creatures that live in it. Aquatic denizens are, to a greater or lesser extent, streamlined: slow moving and sessile organisms have little need of it, but any fast-moving creature has need of it. The fastest aquatic creature, incidentally, is the Sailfish which is capable of reaching 50mph – something to bear in mind regarding relative speeds. Interestingly, these fast-swimming fishes are only really found in tropical and sub-tropical seas, although there are two really fast sharks, the Mako (which has been known to chew people) and the Tote (a mere tiddler at a hundred and a bit pounds) to be found off the British coastline.

The density of water also acts as a support: a whale out of water, for instance, will die very quickly since its rib-cage cannot bear the entire weight of the whale and will thus collapse, causing the whale to die from suffocation.

Organisms adapted to living at certain depths in the ocean are incapable of living outside that range; their physiology prevents them from surviving for very long elsewhere. At shallow depths, for instance, deep sea fish are rather fragile, and their muscles tend to tear easily. Some creatures such as the Sperm Whale and sahuagin seem perfectly happy at most sea depths, however. Any intelligent race could find a solution to the problem of moving between zones of different pressures.

Water conducts both heat and sound extremely well. Warm-blooded creatures will get cold very quickly unless they are well-insulated or kept warm. Fur and feathers are good insulators, using a layer of trapped air close to the skin to keep heat in, but work less well at increased depth (the air barrier is decreased): both are also dependent on waterproof properties. Fat, whilst not being as good as feathers and fur, doesn't suffer from the same disadvantages. As far as sound is concerned, be careful of noisy machines (if you can get them to work!) – whales, such as the Humpback, can communicate over thousands of miles and this carrying power should be borne in mind.

Generally, however, the aquatic environment is more stable than the terrestrial one: the only real variation in conditions occurs at the surface where temperature and salinity will vary depending on the seasons. Once you've overcome the major problems in the water, there aren't going to be the same problems regarding extremes as there are on the surface world. □

Next issue: Developing underwater civilisations





PENDORAGON

- PD1 Egyptian Sarcophagus. This piece has a removable lid inside a free standing 25mm Mummy. Also in the base are two concealed drawers inside which are six small tablets. £2. 00p
- PD2 Giant Dungeon Borrower depicted bursting through dungeon floor, 40mm £1. 75p
- PD3 The Creature from the Dungeon's Well Giant scaled monster emerging from a circular well opening. £1. 40p
- PD4 The Ripper of Skull Dungeon, a large dragon type creature with huge talons 50mm high £2. 00p
- PD5 The Giant Dungeon Keeper 'Janus', a horrific hunch-back armed with a stone axe 40mm high £1. 75p
- PD6 'Gark' the Devourer of Dwarf's. Giant armoured monster with large sharp claws 35mm high. £1. 20p
- PD7 The Rampaging Man Creature, a huge hairy beast that devours all adventurers, 32mm high £0. 75p
- PD8 'Hangist' the enchanted winged dragon 40mm high £0. 99p
- PD9 Small Winged Scorpion Dragon 40mm high £0. 99p
- PD10 Dungeon Crawlers, pack of two armoured monsters with fearsome claws £0. 40p
- PD37 Gallows Set complete with gallows, base hangman and victim (Set) £0. 99p
- PD38 Set of two large Urns with removable lids inside of which can be hidden either a hero-type figure, naked slave girl, skeleton warrior or treasure. Set consists of two Urns, the three figures listed and treasure. (Set) £3. 00p
- PD39 The Old Alchemist at work at his bench. Set contains alchemist, bench and chemistry set-up. (Set) £1. 10p
- PD40 Beautiful Nude Princess reclining on an ornate couch with hubbly-bubbly pipe and parrots on perch stand (Set) £1. 50p
- PD41 Wolf Maiden. Semi-nude girl with pet wolf. £0. 75p

POSTAGE AND PACKING U.K. BFPO'S add 10% (minimum 25p). OVERSEAS: AIRMAIL & SEAMAIL add 20% (minimum 50p) EUROPE add 20%. TRADE ENQUIRIES WELCOME. Please make all remittances payable to: S.K.T. Figures, 9 Wargrave Road, Twyford, Berks, RG109. Tel: (0734) 345598.

SEND £1.00 FOR CATALOGUE AND SAMPLE WITH OVER 1000 ITEMS LISTED.



ADOMINS

- | | | |
|------|---------------------------|---------|
| ADS1 | Goblin Wife | £0. 35p |
| ADS2 | Monolith | £0. 35p |
| ADS3 | Duergar with axe | £0. 35p |
| ADS4 | Female Imp | £0. 35p |
| ADS5 | Goblin with mace | £0. 35p |
| ADS6 | Dwarf Vampire | £0. 35p |
| ADS7 | Duergar with sword | £0. 35p |
| ADS8 | Evil Tree | £1. 20p |
| AD31 | Adventurer | £0. 35p |
| AD32 | Bannik | £0. 35p |
| AD33 | Dwarf Captain (Rider) | £0. 60p |
| AD34 | Dwarf with axe (Rider) | £0. 60p |
| AD35 | Imp | £0. 35p |
| AD36 | Fisher Bolt Thrower | £2. 00p |
| AD37 | Slug | £0. 35p |
| AD38 | Dwarf Rider with pole arm | £0. 60p |
| AD39 | Dwarf Archer Rider | £0. 60p |
| AD40 | Dwarf Rider | £0. 60p |
| AD41 | Goblin | £0. 35p |
| AD42 | Dwarf Marching | £0. 35p |
| AD43 | Dwarf Advancing | £0. 35p |
| AD44 | Gargoyle | £0. 35p |
| AD45 | Female Goblin | £0. 35p |
| AD46 | Leprechaun | £0. 35p |
| AD47 | Goblin Youth | £0. 35p |
| AD48 | Goblin Seductress | £0. 35p |
| AD49 | Goblin Swordsman | £0. 35p |
| AD50 | Goblin Vampire | £0. 35p |
| SH13 | Speedy | £0. 35p |
| SH14 | Terminator | £0. 50p |
| SH15 | Garfield Logan | £0. 35p |
| SH16 | Cyborg | £0. 35p |
| SH17 | Post Box | £0. 35p |
| SH18 | Policeman | £0. 35p |

GARRISON



- | | | | | | |
|-------|----------------------------|---------|--------|--|---------|
| SS2 | White Magician | £0. 30p | SS55 | Druid | £0. 30p |
| SS5 | Troll | £0. 30p | SS56 | Priest of Matri | £0. 30p |
| SS7 | Northman Archer | £0. 30p | SS57 | Follower of Set | £0. 30p |
| SS8 | Northman with spear | £0. 30p | SSM58 | Mounted Barbarian (rearing horse) 1 | £0. 60p |
| SS9 | Northman with axe | £0. 30p | SS59S | Queen with Pet Tiger | £0. 75p |
| SS10 | Northman with standard | £0. 30p | SSM60 | Western King on armoured horse (1 piece) | £0. 60p |
| SS11S | Snow Ape | £0. 75p | SS62 | Slave Girl | £0. 30p |
| SS12 | Demon | £0. 75p | SS64 | Dancing Girl | £0. 30p |
| SS15S | Hawkman | £0. 75p | SS69S | Enchantress riding tiger | £0. 75p |
| SS19 | Aquiland Archer | £0. 30p | SS70S | Tree Demon | £0. 75p |
| SS20 | Aquiland Pikeman | £0. 30p | SSMS88 | Man Goblin on Lizard Beast | £0. 90p |
| SS21 | Aquiland Spearman | £0. 30p | SS86 | Man Goblin with sword and shield | £0. 30p |
| SS22 | Aquiland Standard | £0. 30p | SS87 | Man Goblin with bow and spear | £0. 30p |
| SS23 | Aquiland Dark Legion | £0. 30p | SSMS92 | Wraith riding Winged Reptile | £2. 50p |
| SSM24 | Aquiland Mounted Knight | £0. 60p | SS99S | Wolfman | £0. 75p |
| SSM25 | Aquiland Mounted Guard | £0. 60p | SS100 | Winged Demon with sword of fire | £2. 50p |
| SS27 | Niminian Archer | £0. 30p | SS105 | Mountain Dwarf with hammer | £0. 30p |
| SS28 | Niminian Spearman | £0. 30p | SS106 | Mountain Dwarf sword and shield | £0. 30p |
| SS29 | Niminian Guard | £0. 30p | SS107 | Mountain Dwarf axe and shield | £0. 30p |
| SS30 | Niminian Standard | £0. 60p | SS108 | Mountain Dwarf with standard | £0. 30p |
| SSM31 | Niminian Mounted Knight | £0. 60p | SS109 | Mountain Dwarf Chief | £0. 30p |
| SSM33 | Niminian Mounted Standard | £0. 60p | SS110 | Adventurer, longbow and mail shirt | £0. 30p |
| SS49 | Vanha Spearman | £0. 30p | SS111 | Adventurer, armoured, 2 hand axe and thrown axes | £0. 30p |
| SS50 | Vanha Archer | £0. 30p | SS112 | Adventurer, armoured, 2 hand sword and throwing knives | £0. 30p |
| SS51 | Vanha Guard | £0. 30p | SS113 | Wizard casting spell | £0. 30p |
| SS52 | Vanha Standard | £0. 30p | SS114 | Paladin, fully armoured, sword & shield | £0. 30p |
| SS52 | Vanha War Mammoth and Crew | £3. 10p | SS115 | Armoured Cloric with club | £0. 30p |
| SS53 | Wizard of the Pale Hand | £0. 30p | | | |
| SS54 | Wizard of the Dark Ring | £0. 30p | | | |

LIDLESS
EYE
Fantasy
Army
Lists
for WRG6
Edition
£1.50

Heroes & Villains is a bi-monthly column about Superhero gaming, edited by Simon Burley and Peter Haines.

SOLO SERIES

Individual Adventures for Superheroes by Simon Burley

Role-playing games, being a social pastime/experience, are necessarily based around the group situation. In fantasy role-playing this can lead to problems with player characters being organised in 'parties' when few such arrangements appear in fantasy novels. With the exception of groups such as the Fellowship of the Ring, fantasy books tend to be based around the exploits of solo heroes such as Conan, John Carter and the like.

Fortunately, in Superhero RPGs, a comicbook set-up does exist which is analogous to the player character grouping, that of the Superhero team such as the *X-Men* or *Teen Titans*. Consequently, almost all Superhero role-playing is based around a team of player Superheroes, and I still recommend that referees organise their Superheroes into a coherent team at the earliest possible opportunity because of the benefits this renders to campaign organisation.

However, by far the majority of Superhero comics are based around solo heroes such as *Superman* or *Spiderman*. This is because such stories are easier to write. Writing, illustrating and choreographing a team-fight in a Superhero comic is one of the most difficult tasks authors and artists face. A battle featuring one hero is so much easier to handle. In the world of Superhero RPGs, however, the multi-sided battle is handled for you by the combat system of your chosen game, and thus, the need for solo handling of heroes is greatly reduced.

Despite this, there are still situations where a referee will need to handle solo heroes in his/her game. For example:

1. The multiple threat: A standard plot element is to have two or more plots reaching a climax simultaneously so that the Superhero team needs to be split into two or more groups.

2. Divided we fall: Together a team may be invincible but separately, against opponents who they are unsuited to fight, they could be more easily captured or defeated. This is a method often utilised by comic-authors which referees can use to effect, when they need to defeat and/or capture a particular hero or group of heroes. The

team is split; they each face an individual opponent who defeats them; they are captured; they escape and, as a team, they are far more effective than the villains; the villains are defeated.

3. A chance to shine: Many 'mini-series' are now appearing which spotlight one or more minor superheroes. Apart from the desire to make a quick buck, these comics are also produced to allow under-used characters to show their full potential. The same idea can be used in a game situation. Suppose the team energy-zapper were put out on his own without his screen of Superstrong brawlers. Would he still be able to manage or would his lack of hand-to-hand and defensive abilities be his downfall? By playing them without back-up, players should be able to develop those facets of character personality and style which can be stifled in a team situation.



4. Bring on the wimps: Against a Superhero team, the referee must always use high-powered opposition, either a supervillain team or a megavillain. Solo heroes, on the other hand, could be challenged with far weaker opposition. A dozen thugs might be a challenge for some characters. By splitting the team, the referee gains the option of using some of the lesser-powered bad-guys in his/her repertoire.

So it is useful to have one or more methods of handling solo heroes during play. Here are a few suggestions with their advantages and disadvantages noted:

A. The referee could fight the solo battles out on a one-to-one basis with each player in turn. Whilst this will be essential in some situations, it is generally not an acceptable solution since it leaves the other players with nothing to do.

B. The 'spare' players could be allowed to run the supervillains. This is

an elegant solution in that it allows the referee to concentrate on the game rather than the action of individual characters. However, player-supervillains tend to be far nastier than those run by a beleaguered referee, so this option should not be used unless the supervillains being run are pretty obviously out-classed. Also, it will require careful role-playing from the players to keep the supervillains within the referee's concept of the character. (It must be said, though, that it is an interesting experience as a referee to watch others run characters you have created and see exactly what sort of impression they have made on the players.)

C. The 'spare' players can run NPCs. This is similar to the above except that, in this case, the characters being run will be subsidiary ones and may help the hero or be neutral to them. In this case, the players would need to be very carefully briefed on their NPC and the referee should try to ensure that they don't go around saving the hero's bacon! Also, since running subsidiary characters can pall after a while, care should be taken that everyone gets a turn to run the Superhero.

A useful variation on this them is to have a team wherein each player runs two heroes – their main player character and a minor NPC team-member who could be a trainee or a back up character or a supervillain who has been converted to the cause of good and is on probation with the team. If the secondary character is different from the main PC, then every player should have something to do when the team is split since their main character would be in one group whilst the NPC for which they are responsible would be in the other.

D. A neat and workable solution to solo battles is to run them all simultaneously. This might sound difficult, with the referee running four or five different battles at once, but it is really no different from running a normal multi-sided battle. There are no more combatants on either side to deal with. The only difference between five simultaneous battles and a battle featuring a team of five heroes is that the heroes cannot help each other. Apart from that, treat it as one big battle, rolling the same initiative for every hero, and you'd be surprised how easy it is.

Better still is to work out some links between the battles. Imagine the scene: *Solaris* is battling *Jet* in the power station, whilst *Dreadnought* is duking it out with *Powerhouse* and a bunch of robots at the rocket base. *Solaris* smashes *Jet* into the device the villain had rigged to the reactor, destroying it. Halfway across the city, the robots suddenly stop moving leaving *Powerhouse* to fight on alone.

Finally, if you decide that you really would like to run your heroes as solo characters, rather than in a team, with occasional team-ups and crossovers, then the only way to handle it is postally. Solo fights should be handled on paper with team-ups being settled as face-to-face meetings. If you don't want to run the game postally then you must organise the heroes in a team with only the occasional solo adventure to spice things up. □



DRAGONROAR[®]

THE COMPLETE FANTASY ROLE-PLAYING GAME

Dragonroar has been well received by the gaming public. Its fresh approach to role-playing and its use of audio tapes has already won it many fans. For those tired of the same boring old monsters, players are given the chance to pit their strength against squamous killer penguins, thick-skinned manelephants and deadly warhedgehogs. Newcomers have found it easy to learn. With instructions on tape and the tape solo adventure they have rapidly travelled to Home. Already players are producing adventures for the system. The first of these, 'The Ballad of Skiirn La'ana' will be available shortly. With Dragonroar Fantasy Figures becoming available, the future looks good. However, like many games, Dragonroar is as good as you - players and Fatemasters - can make it. That is your challenge - to make the finest FRP system to date - Go For It!

The Zhevezh Gauntlet will test the skills of even the toughest players. This solo tape adventure will cause some casualties! As Gervan, a foreigner in Zhevezh you outrage the local populace and are forced to run the gauntlet. Having been previously lulled into a false sense of security by the apparent simplicity of 'A Matter of Honour', players will blunder their way to an early grave unless they are very sharp. Also included will be a town guide of Tutub in Zhevezh which will provide enterprising Fatemasters with enough background for party adventures. The Ballad of Skiirn La'ana. Party mini adventure. Mad poets, frantic brothers and crusty old wizards lead to adventure, honour, despair and duels. Picking up where 'Kalonth Dive' left off, this party adventure begins in the Goat and Flat in Kalonth.

Standard Miniatures new range of Fantasy Figures are ideal for 'Dragonroar' or any role-playing game. Send s.a.e. for catalogue miniatures and full colour brochure illustrating the fantastic range of wargaming accessories and unique strategy games.

FUTURE PRODUCTIONS

- 'THE ESOTERIC ENCYCLOPAEDIA'
- 'THE DICTIONARY OF DRAGONS'
- 'THE CLERICAL COMPENDIUM'
- 'THE STAFF OF SONORA'

Killer Penguin



STANDARD GAMES

Standard Games & Publications Ltd
For FREE BROCHURE on all our products, send s.a.e. to Standard Games, Arlon House, Station Road, Kings Langley, Herts. Telephone: 09277 68328.
USA - Wargames, 1410 Promenade Bank Centre, Richardson, Texas 75080. Telephone: 214 241 3425.

GET THE BEST!

dixon

MINIATURES

IMITATED, BUT NEVER EQUALLED

LEGENDS OF NIPPON

An exciting variation to the Samurai theme. Directed primarily at the Role Playing or Fantasy enthusiast these beautifully designed figures (by Sculptor Mark Copplestone) will set the imagination on fire!

RANGE INCLUDES - ONI, NINJA, RONIN, GOBLINS, AND SAMURAI WOMEN.

Our distributor in the USA & CANADA is Mr. J. Hood 'WARGAMES', 1410, Promenade Bank Centre, Richardson, TEXAS 75080. (Send £1.50 for fully illustrated catalogue)

Unit 28, Spring Grove Mills, Linthwaite, Huddersfield, W. Yorkshire, HD7 5QG. Tel: (0484) 846162.



THE ROLE-PLAYING GAMES MONTHLY MAGAZINE

WHITE DWARF

SUBSCRIPTION-ONE YEAR/TWELVE ISSUES

- UK & Ireland £11.00
- Europe (airmail) £22.00
- Other Overseas (surface mail) £22.00
- Other Overseas (airmail) £33.00

Important: are you renewing a subscription? If renewing, please state subscription number, name and address. Are you changing address? If changing address please state subscription number, old address and new address.

US subscribers, please contact GAMES WORKSHOP US, 9110F Red Branch Road, Columbia, MD 21045.

BINDERS

Available NOW! Each binder has a red "leather look" finish, "White Dwarf" embossed on the spine, and holds 12 issues.
UK-£4.50 each including p&p. Please send . . . binders
Europe-£5.00 each including p&p. Please send . . . binders
Other Overseas-£6.00 each including p&p. Please send . . . binders

OTHER MAGAZINE SUBSCRIPTIONS

	UK	Overseas
Travellers Journal (4 issues)	£10	£16
Nexus (6 issues)	£17	£26
Auto Duel Quarterly (4 issues)	£10	£16
Space Gamer (6 issues)	£17	£26
Fire and Movement (6 issues)	£17	£26

Subs will begin with the current or next available issue.

Please make your cheques/PO payable to (no cash accepted) Games Workshop 27/29 Sunbeam Road, London NW10 6JP.

ALL PAYMENTS IN BRITISH CURRENCY PLEASE
VISA(Barclaycard), ACCESS, AMERICAN EXPRESS and DINERS card holders can subscribe by telephone on 01-965 3713.

PLEASE PRINT CLEARLY IN BLOCK CAPITALS

NAME
ADDRESS

Magic Mushroom Games



All UK orders post free
Europe: add 30%
Other overseas: add 50%

ADVANCED DUNGEONS & DRAGONS	DUNGEONS & DRAGONS	TRAVELLER
Player's Handbook £10.95	Basic Set £9.95	Starter Edition Traveller £8.95
Dungeon Master's Guide £11.95	Expert Set £9.95	Module 1: Tarnas £15.95
Monster Manual I £10.95	Companion Set £9.95	Module 2: Beltstrike £15.95
Monster Manual II £10.95	CALL OF CTHULHU £9.95	Alien Module 1: Asian £7.95
Legends & Lore £10.95	Call of Cthulhu £9.95	Alien Module 2: K'Kree £7.95
Fans Folio £10.95	The Cthulhu Companion £9.95	Alien Module 3: Vargr £7.95
AD&D SCENARIOS	Call of Cthulhu GM's Screen £9.95	Alien Module 4: Zhodani £7.95
T1 Village of Hommlet £4.95	Shadows of Ygg-Sothoth £10.95	Atlas of the Imperium £7.95
L1 Secret of Bone Hill £4.95	Death in Dunwich £7.95	The Traveller Book (softback) £12.95
L2 Assassins Knot £4.95	The Asylum £10.95	Bk 0: Introduction to Traveller £1.95
G1-3 Against the Giants £4.95	Pursuit to Kadath £9.95	Bk 1: Mercenary £5.95
O1-2 Descent into the Depths £4.95	Whispers from the Abyss £9.95	Bk 2: High Guard £5.95
O3 Vault of the Drow £4.95	Fungi from Yuggoth £10.95	Bk 3: Scouts £5.95
O1 Queen of the Demonweb Pits £4.95	Curse of Chthonians £10.95	TRAVELLER: OFFICIAL ADVENTURES
A1 Slave Pits of the Undercity £4.95	Glozel est Authentique £7.95	The Traveller Adventure £12.95
A2 Secret of the Slave Stockade £4.95	Trail of Tsathogga £10.95	Ad 1: Kinunir £3.95
A3 Aerie of the Slave Lords £4.95	Masks of Nyarlathotep £19.95	Ad 2: Research Station Gamma £3.95
A4 Dungeon of the Slave Lords £4.95	INDIANA JONES	Ad 3: Twilight's Peak £3.95
S1 Tomb of Horrors £4.95	Indiana Jones RPG £9.95	Ad 4: Leviathan £3.95
S2 White Plume Mountain £3.95	U1 Temple of Doom £4.95	Ad 5: Trillion Credit Squadron £3.95
S3 Expedition to the Barren Peaks £5.95	U2 Raiders of Lost Ark £4.95	Ad 6: Expedition to Zhodane £3.95
S4 Lost Caverns of Tsocanth £5.95	U3 Crystal Death £4.95	Ad 7: Broadsword £3.95
C1 Hidden Shrine of Tamoachan £4.95	PLAY AIDS	Ad 8: Prison Planet £3.95
C2 Ghost Tower of Inverness £4.95	Dungeon Floor Plans 1 £2.99	Ad 9: Nomads of World Ocean £3.95
U1 Sinister Secret of Saltmarsh £4.95	Dungeon Floor Plans 2 £2.99	Ad 10: Safari Ship £3.95
U2 Danger at Dunwater £4.95	Dungeon Floor Plans 3 £2.99	Ad 11: Murder on Arcinus Station £3.95
U3 The Final Enemy £4.95	Dungeon Floor Plans 4 £2.99	Ad 12: Secret of the Ancients £3.95
WG4 Forgotten Temple of Thambon £4.95	Dungeon Mapping Sheets £1.99	Ad 13: Signal G.K. £4.95
WG5 Mordenkainen's Adventure £4.95	Wilderness Hex Sheets £1.99	
N1 Cult of the Reptile God £4.95	RUNEQUEST III	
EX1 Dungeonland £4.95	Deluxe Set £79.95	
EX2 Land Beyond the Magic Mirror £4.95	Gamemasters Set £24.95	
MV1 Midnight in Dagger Alley £4.95	Players Set £19.95	

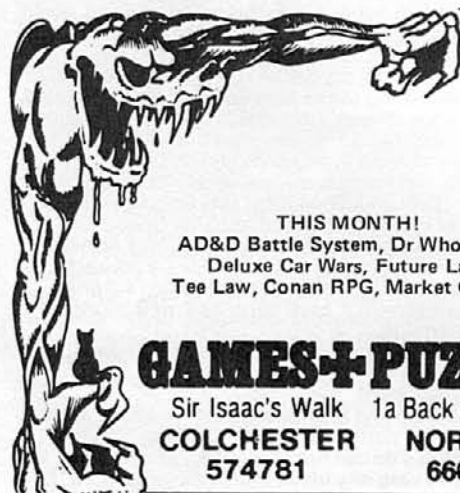
MAIL ORDER ONLY

18 The Pyghle Wellingborough Northants NN4 4RP

KRACKERS GAMES SHOP

For probably the widest range of role-playing, war and sports games in the southwest. Also metal figures, robot models, posters, Judge Dredd magazines, + T-Shirts, + Video Arcade - all can be found at:

The Joke Shop, 158-159 East Reach, Taunton
Tel: Taunton 85630
Opening hours 10.00-5.30 (Closed Thursdays)



THIS MONTH!
AD&D Battle System, Dr Who RPG,
Deluxe Car Wars, Future Law,
Tee Law, Conan RPG, Market Garden

GAMES + PUZZLES

Sir Isaac's Walk COLCHESTER 574781
1a Back of the Inns NORWICH 660350

FANTASY FICTION

The Summer Tree The Fionavar Tapestry: Book One



Guy Gavriel Kay

The first part of a fantasy trilogy, here is a book of exhilarating scope and intensity. The story focuses on five young people who are dramatically precipitated out of their lives in this world into the midst of a terrifying war in Fionavar, first of all worlds. 'a highly literate, lovingly-detailed work of fantasy that might well stand the test of time to become another classic in the genre.'

Fantasy Review

The Warrior Who Carried Life



Geoff Ryman

When evil destroys Cara's family she adopts the guise of violence. By magic, she transforms herself into a male warrior. But she discovers that to defeat her enemies, she must break the cycle of violence, not continue it. In order to defeat them, she must make them immortal. A quest for revenge becomes a quest for the infinite, and Cara finds love and a great destiny.

Hardback £7.95

Unwin Paperback £2.95

A Flight of Bright Birds



David Arscott and David J. Marl

When Jack reached the age of fifteen his guardians, for whom he had never felt love, gave him an envelope. In it was an address in another city and a fragment of ceramic. The guardians told him it was his duty to go there at once. Go he did, but not directly to the town. He could not know that someone else of the same age was making a similar journey.

Hardback £8.95

Allen & Unwin

LONE DRAGON

INTRODUCTION

Referees running this adventure will need *Starter Traveller* and *Book 4*, and are advised to have *Book 5*. Use of *Striker* rules may also be desired. Characters with a wide range of technical and weapons skills will be usable in this adventure.

The referee should, of course, familiarise him or her self thoroughly with every section before play begins. However, it is vital that very little of this information be freely available to players; they should gain some small advantage (and interest) from researching details as matters progress.

THE PATRON

The scene is a rich, populous planet with fairly relaxed laws. A news-sheet carries a small advertisement:

Wanted: Adventurous, capable individuals, preferably with military experience or technical skills, for short-term employment. All legal, good money. Videophone...

The number is that of a rented answering service. Following this trail will bring the party to a meeting in a private room in a high class hotel, the following afternoon. There, they (and any NPCs the referee might provide to strengthen the party) will meet an aristocratic man in his early 30s.

He will introduce himself as 'Lord Jallion', and will state his problem. He needs cash – quickly – which he knows he can most easily obtain by means of a jewel-gathering trip to his home world. Unfortunately, that world is currently in a state of political confusion, and banditry is rife; although Jallion can get his ship down easily enough, he will need guards. This is to be the party's job.

Jallion admits to being no expert at tactics, so if the players accept the job, he will discuss equipment requirements with them. He can say that his ship has two double turrets; the ventral weapons – a sandcaster and a beam laser – are fine for ground attack, but regrettably useless when the ship is on the ground, while the dorsal turret is fitted with a missile tube, capable of being used for long range air defence but unsuited for close range or low level work, and a more versatile beam laser. Because the matter is urgent, the expedition must kit up and leave within 24 hours (local time), but Jallion has contacts in the local arms business, and a personal working budget of Cr10,000, which should allow the party to request most reasonable types of weapon or military gear. However, if anyone suggests taking any ship but Jallion's own, this patron will veto the idea, saying that his planet's bureaucracy bars alien vessels from the area he wishes to visit, and will react with overwhelming force to any such intrusions.

The only further details Jallion will provide are that his ship carries a light air-raft – actually a four-seater – and that the position to be defended is a large island, open to approach by air or sea, and large enough to permit extensive ground combat; the possible opposition are well-equipped and unpredictable.

The payment offered for this mission is negotiable; around Cr8,000 per head is reasonable.

Referees' Notes

Inquiries in the twenty-four hours available before take-off are unlikely to discover much about Jallion or his origins; the receptionist at the hotel might confirm the name, and comment that he acts as a real aristo, and has few visitors. Heavy bribes to the receptionist – or a successful probe of the hotel's well-guarded computer – might obtain a view of the patron's papers, but the only data on those that he will not have mentioned is the man of his home planet – Koa.

'Street-level' inquiries are unlikely to pro-

A Traveller Scenario for 4-7 Characters by Phil Masters

duce many results, apart from confirming Jallion's claims of contacts in the arms trade. Officials at the starport know only that Jallion arrived two days ago, apparently alone, flying a large, streamlined yacht. Heavy bribery, or skilled computer work, might again obtain the name 'Koa' from official documents.

If, and only if, the party think to consult a library computer after obtaining the name, they may view the 'true' data on the world (see *Background*); note that Jallion's ship's computer has a different entry.

Jallion's UPP is 6A77AD, and his skills are: Pilot-1, Navigation-1, Admin-2, Medic-1, Foil-2, Laser Rifle-1. He is aged 33 standard years.

FLIGHT AND ARRIVAL

On arrival at the starport, the party will be directed to Jallion's ship – a 300-ton trader/yacht, totally unmistakable in that it has been painted with a gaudy but striking dragon design; its name is the *Lone Dragon*. Once aboard, the party may soon note the opulence of the fittings, and some obvious engineering points; the heavy 'keel', housing anti-grav manoeuvre units, and the high-placed bridge, giving excellent viewing facilities.

Jallion will waste little time in getting the ship aloft and into jump space; only then will he declare that his course is for Koa, a jump-1 trip. He will also make some tactful remarks about the vessel's extensive electronic systems. Key units, such as the computer and the jump controller, will only perform certain functions for permitted individuals, who are recognised by voice patterns, handprints, retinal identification, and so on. Even if some hypothetical hijacker by-passed those, Jallion has 'associates' who may not care for him much, but who would care about assaults on a Koan noble and theft of Koan property.

In the subsequent week of travel, Jallion will say little of his plans. He will describe the ship's destination as a rocky island, a few hundred metres in each dimension, occupied by a small group of primitive tribespeople who are very loyal to himself. The aim of the trip is to gather a load of 'gem shells' – rare and beautiful crystalline shells, the armour of a small Koan sea-creature which somehow concentrates silicates out of sand or sea water. The tribe will have gathered a small stock, but they will have to be put to work to find more, while Jallion and the party watch for bandits, terrorists, and the like. The tribe speak only a language unique to Koa; he can interpret, but they are a simple and superstitious folk, with many taboos, and some fear of strangers; the party is forbidden to make more contact with them than is strictly necessary.

The party have a week to look around the ship; party members with appropriate skills may note some interesting features. Firstly, the air-raft is a standard model, but has been painted up in a 'dragon' design to match the ship. Secondly, the laser in the dorsal turret and the sandcaster in the ventral turret both show signs of having been worked on; a character with high intelligence and mechanical skill might realise that they had been switched round. Thirdly, the vessel has no

fuel scoops, no provision for fuel scavenging, and a 'highly tuned' power plant and drive that would behave dreadfully if fed unrefined fuel (double penalties for such). Finally, the ship is capable of excellent performance in atmosphere, including VTOL manoeuvres; a special programme in the computer would allow a character with Jet Aircraft skill to operate the controls.

The ship's computer has an entry for the destination:

KOA (Koa/Dartho-D566632-7-0604). A minor, non-industrial world, within the Imperial borders but semi-autonomous, the ruling elite having reached special agreements with the Imperium. The Koan government restricts contacts and trade; association with a Koan patron is essential before travel to this system should be considered. TAS Amber Zone.

Referee's Notes

Only careful checking by a character with Computer-2+ will have any chance of discovery that this entry has been edited, and that the original form is irrecoverable. If challenged on this, Jallion will deny any knowledge, claiming that a 'colleague' who has previously flown the vessel must have been responsible. He will add that the entry as given is, in fact, accurate; presumably, the colleague edited out an inaccuracy.

ARRIVAL

When the *Lone Dragon* returns to normal space, Jallion will again be brisk, commenting that the local guard systems will treat him as non-hostile, but that discretion is always best. He will take the vessel in for a vertical landing on the previously-described island (point 1 on *Map 1*), where it will soon be surrounded by respectfully prostrate natives.

Jallion will insist on leaving the ship first, possibly displaying a degree of amused contempt for the natives. He will wear a rather ornate style of armour (actually equal to mesh with integral reflex, with a helmet with built-in short range radio), a foil (in scabbard) and a lightweight powerpack for the laser rifle he carries. After some minutes in incompressible discussion with the villagers, who will exhibit immense awe and respect, he will summon the party.

There are about 100 locals of various ages. They display only tech-0 tools (wooden clubs, stone daggers, and 'pseudo-bamboo' huts), and fish from small wooden canoes. If necessary, the adults can all be regarded as having *Brawling-1* skill.

The villagers have a 10kg stock of gem-shells, but Jallion wants at least 50kg (off-planet values are around Cr8,000 per kilo); the natives can gather about 5kg per day. The referee may find players seeking to convert some of the ship's ten basic-type vacc suits for sub-aquatic use; this could be done, given appropriate skills. Each individual so equipped could locate 1kg of shells per day, but would run the risk of suit failure (probability according to the care and skill levels applied, at the referee's discretion). Dangerous animal encounters are also possible, with a one-in-six chance in any given hour. One or two (equally common) species would be involved:

Eel-like *Killer* 400kg; Hits 6d/5d; +1 Bite for 3d+1; Attacks automatically; Speed 2.

Invertebrate *Pouncer* 40kg; Hits 4d/1d; Four attacks as –1 cudgel for 1-2 pts each; +2 on surprise rolls; attacks if gains surprise, withdraws if itself surprised, or if taking 6+ damage.

Both species are solitary and non-edible.

The Guard

Jallion will leave details of the guard system to the party, but he will point out that the ship's dorsal turret carries a usable laser. He will veto any ideas that involve keeping the

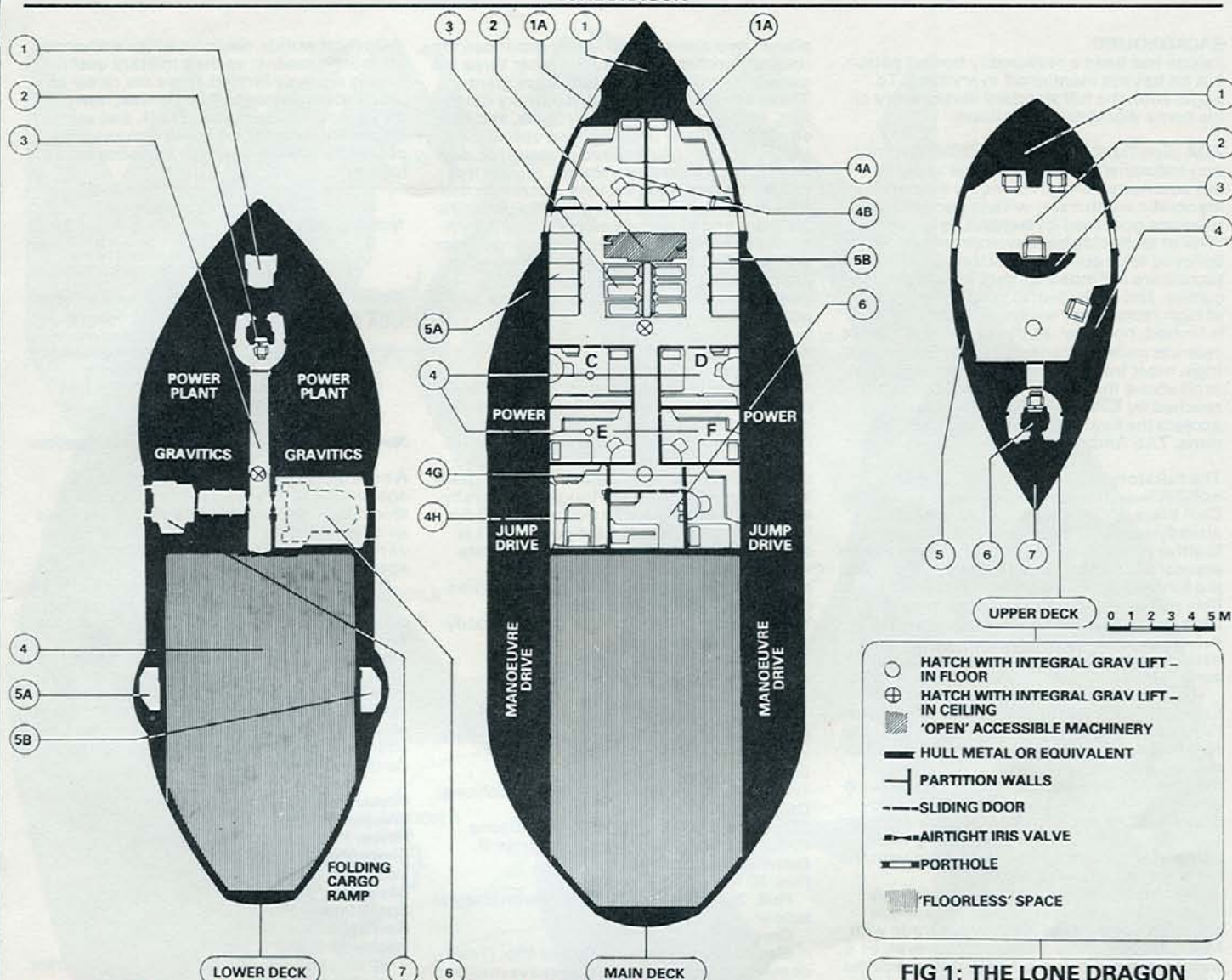


FIG 1: THE LONE DRAGON

ship airborne, on the grounds that this would attract undesirable attention, but he will admit to the occasional air-raft patrol as being innocuous enough.

LONE DRAGON

High Guard statistics for this 'armed trader-yacht' are as follows:

Lone Dragon MYN-31323S1-020000-20002-0
300 tons; Batteries bearing 1, 2, 1; TL=14
Batteries 1, 2, 1; Crew=8
Fuel: 100. EP: 9. Agility: 2. Cargo: 51.
Passengers: 2.

Construction: 'Dragon' class vessels are constructed by GSBAG to the special order of the Koan nobility, hence 'limited volume/standard design' techniques are applied. Most models have minor variations.

Hull: 300 ton 'needle' with extensive aerodynamic surfaces.

Crew: Nominally 8; pilot, co-pilot/navigator, two engineers, two gunners, medic, steward.

Electronics: Ichiban Model 2/bis main computer with extensive security features, both 'bolt-on' and incorporated into the comprehensive software package by ProbeLogic Systems LIC. Terminals on bridge and in all cabins, the latter also linked into an Ichiban recreational games system. Independent security systems by Interstellarms-Ward LIC.

Armament: Dorsal double turret with beam laser and sandcaster. Integral fire control. All standard Interstellarms LIC equipment. Ten missiles (6 nuclear, 4 HE) and five sand canisters are carried.

Craft: One light air-craft.

Fuel Treatment: None.

Drives: All standard GSBAG systems, giving jump-3 and 2-G. These, and the (factor-3) power plant, are all sophisticated, if temperamental, designs.

Key (Figure One)

Movement between floors on this vessel is achieved using sophisticated (and expensive) 'grav-lifts'. In the event of power failure, metal ladders built into the grav-lift shafts may be used. All controls follow standard patterns; ship's gravity is set to 1G, and may be cut off fairly easily from the bridge, but more delicate adjustments would require extensive engineering work. Emergency iris valves can seal off the lift shafts in emergencies. External doors and hatches may only be opened to vacuum if the computer receives a safety override command from the bridge.

Upper Deck (Bridge)

1. Pilot/co-pilot console.
2. Bridge.
3. Navigation/master computer console.
4. Main engineering console.
5. Secondary Engineering/Damage control display board.
6. Dorsal turret controls.
7. Secondary scanner units.

Main Deck

1. Primary scanners. (1A: Main scanner aerials.)
2. Computer CPU.
3. Emergency Low Berths (accommodate 10).
4. Staterooms. (Jallion will take 4A. 4G is equipped with basic medical facilities, scanners, monitors, etc; 4H is linked by special intercom to all the rest of the ship, and is normally the steward's berth.)

5. Lockers. Hold ten basic-type vacc suits, weapons racks, etc.
6. Galley. Holds food concentrates, automated kitchen equipment, etc.

Lower Deck

1. Forward landing leg bay.
2. Ventral turret controls.
3. Access way.
4. Main Hold (occupies two decks).
5. Aft landing leg bays. (A, port; B, starboard).
6. Air-raft compartment.
7. Personal airlock.

Notes: A vessel built to this standard would probably cost around MCr190-200 (including the extensive anti-gravity units, which occupy 26 tons of space, and the special aerodynamic fittings, which take up another four); this does not include the cost of the luxurious interior decor, or the special locking and security systems.

Two non-standard computer programmes are carried in the data banks, both specific to this vessel;

Avionic Control - Space 3.5. Allows the craft to be flown in atmosphere as a jet aircraft, by any person with Jet Aircraft skill.

Gun Guidance - Space 2. Price 2.5. Allows operation of either turret by character without Gunner skill. Target must be run simultaneously; Gunner Interact and Selective cannot be run simultaneously.

Other programmes carried are: Predict 3, Gunner Interact, Target, Selective 2, Multi-Target 2, Launch, Auto/Evade, Anti-Missile, ECM, Manoeuvre, Jump 1, Jump 2, Jump 3, Library, Navigation, Generate, Anti-Hijack.

BACKGROUND

Jallion has been a reasonably honest patron, but he has not mentioned everything. To begin with, the full standard library entry on his home world runs as follows:

KOA (Koa/Dartho-75666D4-9-0604) A minor non-industrial planet, within the Imperium but autonomously governed by a powerful theocratic aristocracy, with Imperial-Koan relations governed by treaty. The general level of technological development on Koa is believed to be quite low, but the planet's aristocrats are in limited contact with Imperial culture, and are known to purchase quantities of high technology equipment. Data on Koa is limited, however, as the Koan government restricts trade to licensed and controlled dealings, most transfers of cargo taking place in orbit above the planet, or in other systems reached by Koan freighters. The Imperium accepts the Koan right to impose such restrictions. TAS Amber Zone.

The full story is different again. The Koan nobility was founded in about 610, during the Civil Wars, by an alliance of the world's already-powerful theocratic nobility and a fugitive pirate fleet. The latter supplied a large arsenal of sophisticated military equipment; the former supplied a political base and a gullible peasantry. Careful building from this base has enabled the aristocracy to set themselves up as virtual demigods, ruling vast estates peopled by superstitious and fearful serfs.

When the Imperium contacted Koa, the local lords refused to accept either the obligations of normal Imperial membership, or the restraints of interdiction. They threatened to declare any Imperial personnel landing on the planet to be demons, raising the peasants against them and making the world ungovernable. They also took care to create limited trade links with the Imperium, using their existing ships and others purchased with the resources of an entire planet.

The Imperium has – so far – grudgingly accepted the situation, although cautious attempts are made to discourage trade with Koa. This has proved difficult, however, as a number of merchants are happy to accept the restrictions placed on those receiving Koan trading permits from the 'God Lords'. Exports of jewellery, gem shells, minerals extracted from primitive mines by peasant labour, organics unique to Koa and rare foodstuffs have paid for a fleet of four *Dragon* class trader-yachts (including the *Lone Dragon*) for running light cargoes to other systems as well as frightening the peasants and simple joy-rides, seven *Dragonguard* System Defence Boats for seeing off unwelcome visitors, three standard-type ninety-five ton ground-to-orbit shuttles, and various other useful gadgets.

No political system is indestructible. Cracks have appeared in the Koan lords' unity, and there is dispute over policy. Jallion is, in fact, a renegade Koan aristocrat; the *Lone Dragon* has been appropriated rather irregularly. Jallion fled Koa a few months ago, and has spent the time since having minor work done on his vessel to improve its usefulness in ground defence, and in various other, private tasks. Now, his cash has run low and he is gambling that a quick trip to his own estates to raise more will succeed; the Koan lords hate showing disunity, particularly in front of the peasants, he has friends in the local guard forces, and he left the whole scene in some disarray.

This judgement is a serious miscalculation. An orthodox, authoritarian group has attained ascendancy on Koa, and, having detected his ship when it arrived in system, will act to capture or destroy him.

Koa System

The referee should take note of certain facts in running this scenario. Two *Dragonguard* class boats are always in low orbit around the

planet, two more are generally grounded for routine maintenance, and the other three are usually patrolling the system's gas giants. These vessels have standard military detectors, and will intercept, interrogate, and usually chase off any unauthorised vessel entering the system. (Authorised vessels include a number of licensed merchants, mostly free and far traders, who are very discreet in their activities, wishing both to avoid Imperial displeasure and to remain on good terms with the Koan lords, whose exports provide them with large profits.) The boats are crewed by junior nobles, all of whom are carefully selected for their loyalty to their elders and general incorruptibility.

Koan Troops

Koan forces represent more of a heavy-handed security force than an army, although their fanatical courage and obedience make them useful troops. Organisation is rather loose, although hierarchy is clearly defined. Command is exercised by the aristocracy; their soldiers are recruited from young peasants, chosen for strength, toughness, loyalty, and fanatical devotion to the 'gods', but not for intelligence. Most guard/police work is done by 'Heaven Warriors' with moderate weapons training, but youths of really extreme loyalty and slightly greater degree of intelligence may be chosen for the 'God Guard' – the aristocrats' personal body-guard.

IRONMONGERY

A variety of unusual devices and craft appear in this scenario; the notes that follow describe each in turn, with appropriate data.

System Defence Boats

These have *High Guard* statistics as follows:
Dragonguard Class
SDB-26058D1-C30000-20002-0; 200 tons
Batteries bearing 1, 3, 2; TL:13; Crew:8
Batteries 1, 3, 2; Crew:8
Fuel:20 tons. EP:16. Agility:5.

Hull: 200-ton flattened sphere with integral armour.

Crew: 8.

Electronics: Computer model 4fib. (Treat as model 4, but gains +2 on saves vs malfunction after hits).

Craft: None.

Fuel Treatment: Integral fuel scoops. No refinement facilities.

Drives: Power plant 8 and Manoeuvre 5 give 5G thrust. No jump capability.

Armament: Factor 12 armour. Forward triple turret with beam laser and two missile tubes; aft triple turret with sandcaster and two beam lasers.

The Grav Sleds

The Koan nobility uses a large, armed, open-topped air-raft design in a military-cum-police role. This has the following characteristics:

Price: About Cr900,000

Top Speed: 200 kph.

Passengers: 12.

Crew: 2 (Pilot, co-pilot/gunner).

Cruising speed: 125 kph.

Cargo: Personal military gear only.

Armament: Two heavy tac missiles on launch rails, plus low power laser target designator for same; fixed forward-firing gun equal to gauss rifle with integral auto-loader mounted under nose.

Note: These vehicles are painted in a colourful 'dragon' design similar to Jallion's ship (as are the SDBs). The planet's peasantry will regard any vehicle lacking such marking as the craft of an evil demon.

Neuronic Whips

These are tech 12+ devices using a complex electron-resonance effect that triggers electrochemical reactions. They resemble bulky pistols attached to small power packs, and produce a field focussed into a tight beam; on Koa they are known as 'wrath scourges', as their function is to induce pain.

On most worlds, neuronic whips are banned for moral reasons; as their military usefulness is severely limited, there are rarely any practical objections to this. On Koa, however, they are carried as marks of rank, and see useful service with nobles seeking to keep the peasantry cowed. *Traveller* statistics are as follows:

Defender's Armour				
Nothing	Jack	Mesh	Cloth	Reflec
0	0	0	0	-1
Range				
Close	Short	Medium	Long	Wound
+2	+2	-2	no	Inflicted
Required Dexterity				
Level	DM	Level	DM	
7	-1	9	+2	

Note: 'Pistol' skill is applicable to this weapon.

A note on armour: the only real defence against the whip's field is heavy radiation shielding – as provided by battle dress – but an all-enveloping metallic conductor – such as reflect – provides some limited defence against this weapon.

Effects: The neuronic whip triggers every nerve in the victim's body, producing brief paralysis and a sensation often compared to being eaten by red-hot ants. The practical result is temporary incapacitation, lasting 1-2 rounds if the hit was at medium range, 2-7 otherwise. In addition, the victim suffers a cumulative -2 on morale throws for the rest of the fight. Repeated experience of the field effect may cause permanent psychological damage.

Power Pack, Data:

Weapon Weight: 900 grams

Power Pack Weight: 1000 grams

Shots/Pack: 30

Length of Weapon: 185mm.

Base Cost*: Cr2300

Spare Power Pack: Cr800

Recharge Cost: Cr100

Recharge Time:** 5 hours

*When available, which is rare. Black market costs are higher and vary widely.

**Requires a high-energy power source; a ship's power plant is one possibility.

SPECIAL COMBAT RULES

Space

If the space combat occurs in the course of this adventure, referees will probably find the *Starter* rules more useful than the *High Guard* system. In such a case, the following notes and special rules apply.

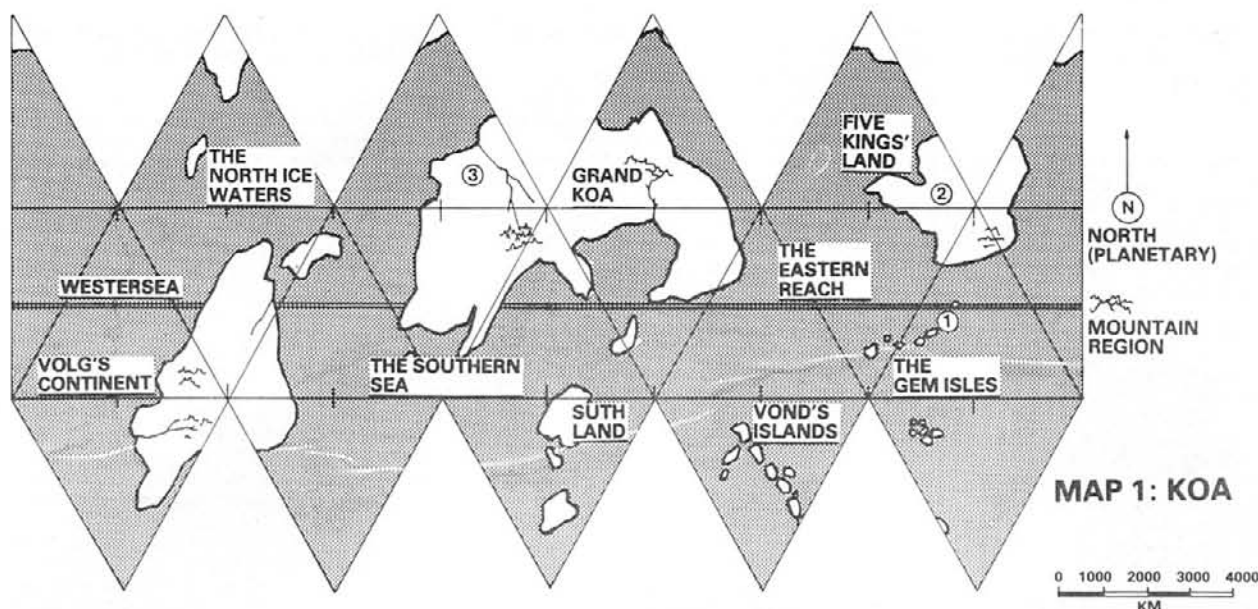
A. Koa has Earth-type density (D=1), and an atmosphere providing resistance equal to sand against laser fire up to a few miles from the surface.

B. The SDBs will use nuclear missiles (small tactical devices) in combat; these do the standard 1d hits. The HE missiles carried by the *Lone Dragon* do 1d-1 hits, if used. Both types accelerate at 10G.

C. Sandcasters are assumed to produce 100 mile (160km) diameter clouds of particles, giving -3 on laser fire, up to 100 miles from the launching ship, with its move vector at the time of use. These are subject to gravitational effects.

D. *Dragonguard* class SDBs are crewed by individuals with skills of 2 in their work. They have all standard combat computer programmes, their fibre-optic back up computers have +2 on all saves against malfunction. The heavy hull armour of the *Dragonguard* craft gives opposing laser fire a -2 hit DM, and reduces the number of hits inflicted by opposing missiles by one.

Note. From the Koan viewpoint, nothing in this incident is likely to justify activating their planetary defences, which are sited in extremely well-protected positions in various mountain regions round Koa, particularly



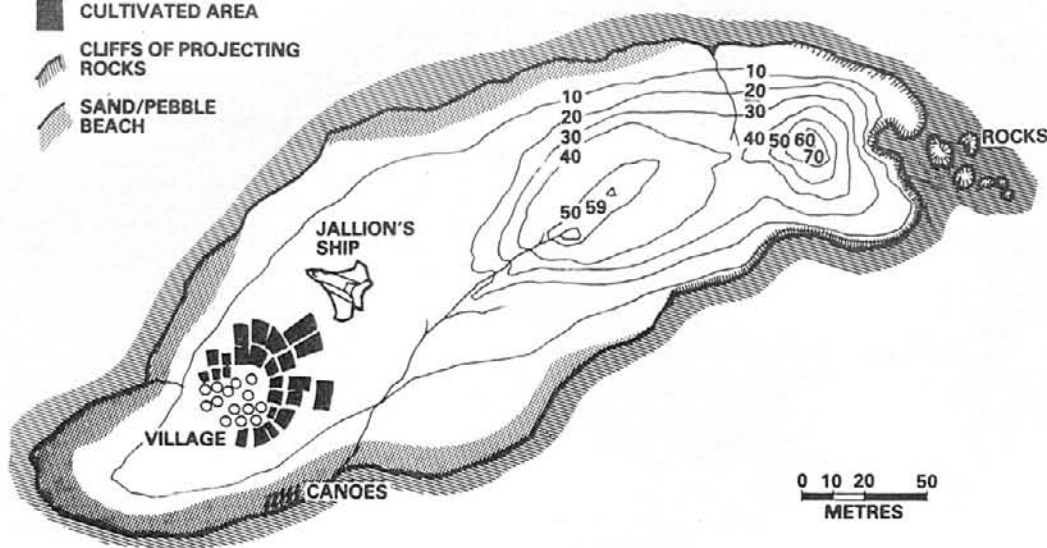
KEY
CONTOUR LINES 10M INTERVALS

CULTIVATED AREA

CLIFFS OF PROJECTING ROCKS

SAND/PEBBLE BEACH

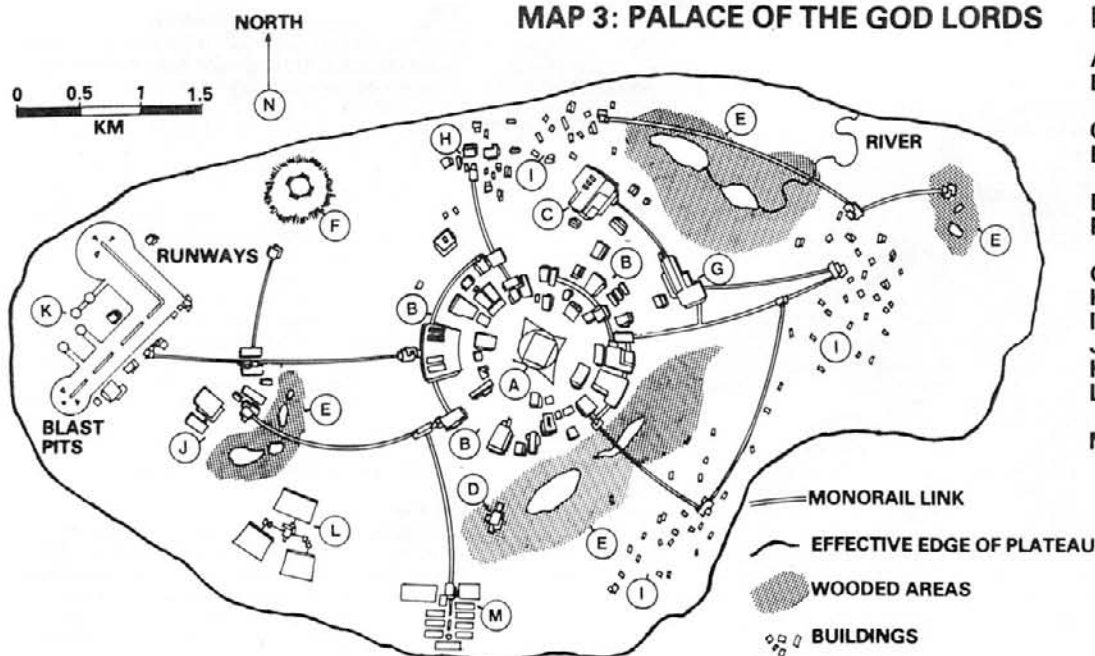
MAP 2: THE ISLAND



MAP 3: PALACE OF THE GOD LORDS

KEY

- A Central Meeting Hall
- B Sports and Recreation Halls, etc...
- C Computer/Clerical Centre
- D Palace of the Council Chairman
- E Ornamental Parks
- F Fusion Power Plant (Behind Earth Bank)
- G Hospital Complex
- H School
- I Mansions
- J Heaven Warrior Barracks
- K Spaceport/Airfield
- L Secondary Power Plant - Solar Panel Complex
- M Greenhouses



round the capital. These are designed to prevent major assaults on surface installations, and include batteries of short-range missile launchers and fusion guns.

Ground

Any land-based battles occurring in the course of this adventure can be resolved using *Book 1/Mercenary* rules and a little referee's initiative. The following notes apply.

A. Koan forces are armed as follows:

Nobles: Mesh + Reflec (cf Jallion), short-range comm, IR goggles, foil, laser rifle, neuronic whip.

Heaven Warriors: Mesh, short-range comm, IR goggles, ornate staves (treat as cudgel), SMG with three magazines, four tech-14 HE grenades, iron rations for one week.

God Guards: Cloth + Reflec, short-range comm, IR goggles, jewelled dagger (value Cr250), laser carbine, neuronic whip.

Nobles' skills are noted later; Heaven Warriors have SMG-1, Cudgel-1, while God Guards have Laser Carbine-2, Neuronic Whip-2, Dagger-1. The former have average UPP value around A79515, the latter around A8A728.

B. Koan organisation is loose. Each assault will be led by a grav-sled carrying the noble, five God Guards as his personal bodyguard, and six Heaven Warriors, while the other craft carry twelve Heaven Warriors each. Heaven Warriors have +2 to morale while the noble survives, +4 if he is nearby, but -4 if he is incapacitated or killed. Vehicle crews halve these benefits but have the same penalty; God Guards never need check morale. All non-nobles have limited initiative.

C. The grav-sled gunner may fire one weapon per round at a +1 skill DM, two at -1, or all three at -3. If the co-pilot is incapacitated, the pilot may fire one weapon per round at -1. The pilots have skill Air-Raft-2; if they are incapacitated, the co-pilot may make a bumpy but safe landing on a roll of 8+ (DM +1 for every thousand feet of altitude). The craft have guns equal to gauss rifles set to full auto fire with effectively unlimited ammunition, and missiles equal to a RAM-GL +2, using the HEAP factors but with the Additional Damage from HE Rounds rule applied.

D. Attacks on air-rafts and grav-sleds may affect various components; roll 1d: 1-2 - null-g modules, 3 - crew (select which randomly), 4 - passenger, 5 - one weapon, 6 - controls (out of control for 1 round; 50% likely to crash). Weapons capable of multiple hits may make multiple rolls on this table. The Koan grav-sleds have six null-g modules (rather than the standard four). All mechanical components are armoured as cloth.

E. The *Lone Dragon's* beam laser has effectively unlimited range; it uses auto-cannon range factors, no armour DMs, and gunner skill as a positive DM if anyone thinks to run a gunner interact programme on the ship's computer. It also uses the group hits by shotgun rule, and its hits do 15d damage.

The only weapons likely to affect the ship (other than the SDBs' armaments) are tac missiles. These treat the vessel as unarmoured, but only have an effect on a 2d roll of 8+.

Use of Striker Rules

It's possible, although by no means essential, to use this scenario as the basis of a *Striker* skirmish, particularly if a small group of player-characters acts as a recruiting agency for Jallion and raises a mercenary band for him; another player, or the referee, may act as the Koan commanders. *Striker* Book 2 contains extensive rules to cover such possibilities; the following special notes also apply. Koan nobles have morale factor 12 and high initiative; God Guards are all elites, but have only average initiative; vehicle crew, Heaven Warriors etc, are organised as Long Service forces, but have low initiative. Non-noble Koans have an additional morale modifier of +2 if a live noble is within 7cm, but suffer a permanent -5 modifier if their com-

manding noble is killed or incapacitated during the battle.

The Koan grav-sleds must be 'designed' as tech-14 vehicles with weapons to match. They are lightly armoured (value 6 steel) and open-topped, and have no avionics for economic reasons. They carry a low power laser with no weapons potential which functions both for target designation and direct-line communication. The tac missiles carried have warheads equal to 15cm HEAP CPR rounds, and a maximum 1km range.

THE FIGHT AND AFTER

The first attack will come shortly after dawn on the third morning of the party's time on the planet. Three grav-sleds will come in fast and low to use the cover of the rising sun; one 'command sled' and two 'ordinary' groups will be involved. This force will be led by Lord I'Kath (UPP 6888AE, age 28, skills - Air Raft-1, Leader-1, Carousing-1, Foil-2, Laser Rifle-2, Medic-1), who will seek to disable Jallion's ship as soon as possible, but who is wise enough to deploy his infantry as quickly as possible if the defenders look well-entrenched.

The Koans expect this attack to succeed. If it should fail, another will appear eight hours later, consisting of eight grav-sleds - one 'command sled' and seven Heaven Warrior groups. The leader this time will be Lord Volmion (UPP 697BAE, age 41, skills - Foil-2, Laser Rifle-1, Neuronic Whip-1, Admin-2, Tactics-2, Leader-1, Survival-1, Hunting-1), who will be more cautious than I'Kath, but just as ruthless, and just as aware of the advantages of knocking out the *Lone Dragon*.

Both commanders will know Jallion slightly, and will hold him in contempt; their attitude to the party will be even more arrogant.

Should the second attack fail, the Koan lords will contact the *Lone Dragon* after about an hour, demanding surrender and threatening to annihilate the island. This threat is deadly serious; a few minutes later, a pair of SDBs will appear and circle the island, and their nuclear missiles are quite capable of such destruction. If the party flees at any stage, these boats will move to capture or destroy the *Lone Dragon* immediately; they will start from fairly low orbits over the planet. (Note that the yacht will need at least 15-16 rounds to reach a safe point for a jump). A third boat, and a *Dragon* class yacht, will be able to lift from the Palace of the God-Lords after 2-3 hours.

The Villagers

As soon as the first attack appears, the natives will panic, rush around blindly, and eventually take cover in their huts, where they will probably remain until starvation forces them out. These religious primitives will be impossible to deal with subsequently, having witnessed gods in unthinkable conflict; and some may even decide that the party are really demons, but will be too scared to do anything about this.

Jallion

The party's patron will also over-react. He did not expect to be attacked on Koa, and the subsequent nervous strain will cause him to become highly indecisive. He will convince himself rather easily that the first attack will not be followed up, and he will tell the party little without being pressured. However, he will become highly subject to the demands of a forceful party member.

Capture

If the party lose a fight but survive, they will be separated from Jallion, disarmed, and treated with indifferent contempt. They will be put under heavy guard, and eventually transported from the island (1) in a cargo grav-carrier. They will first be taken to a rather spartan military base (2) and, soon afterwards, from there to the capital of Koa, The Palace of the God-Lords (3). This has the appearance of a wealthy non-industrial town on a high plateau in a mountain region, but

the party will be held in a spartan gaol in the Heaven Warrior barracks (Map 3, K).

The Palace

This community has a population of about 550 aristocrats, 700 God Guards, 2,000 Heaven Warriors, 400 specialists (mechanics, courtesans, etc), and 2,000 menial servants. The social hierarchy is rigid and unquestioned. Transport around the site is either by small, fast monorail cars, or by lightweight electric 'buggy' (carrying up to four people), as most of the open spaces are grass or gravel covered.

The Position

A captured off-world party represents a problem for the Lords, given the complex political situation. The aristocrats theoretically make all decisions in council, but in practice such parliaments are rare; for convenience, day-to-day decisions are taken by a twelve-man 'inner council', which actually wields considerable power; it is this group which has become highly authoritarian, and which took the decision to attack Jallion. Opinions on most matters vary widely within the nobility, but the present inner council is composed of ten hard-line traditionalists - including the chairman - and two 'moderates', who believe in flexible response to circumstances. The 'Palace' as a whole contains perhaps sixty or seventy hardliners, two hundred and eighty moderates, thirty or forty 'progressivists', who seek better relations with the Imperium for various reasons, and about a hundred of the military forces are generally 'hardline'; most of the yacht pilots are 'progressive'. There are perhaps sixty or seventy more aristocrats away from the 'Palace', hunting, running private estates, or commanding garrisons, but if these had strong political viewpoints, they would be at the Palace.

The nobles will consider various solutions to the problem posed by the party, ranging from the hardliners' favourite - immediate execution - to straightforward release. The moderates, who are currently backing the hardliners against the 'dangerously impetuous' progressivists, will fear that either course might bring trouble from the Imperium, and after about four days will support a compromise - lobotomy to induce partial amnesia, followed by release. As the state of medicine on Koa is relatively primitive, the party will therefore have to escape, or lose three points of Intelligence, two of Education, one of Dexterity, and one randomly-determined level of skill.

Escape

A number of possibilities are open here. A progressivist sympathiser in the military forces might offer aid in return for help in freeing Jallion - actually a progressivist extremist - from captivity in one of the Lords' mansions, but such generous characters should have limits to their resources. Heaven Warriors may be fooled or diverted, but not bribed or coerced. 'Licensed' merchants might ship the party off-planet in exchange for bribes, or in repayment of favours from progressivist Lords, but they will be desperate not to offend the powers-that-be.

Escape into the Koan wilderness could be dangerous. Animal encounter tables should be prepared by the referee if the party tries this, but the real danger comes from Lords - who know the terrain - and from peasants, who will take the party for demons, and attack if they survive a morale check. Nonetheless, the option is open, and might enter into an extended version of this scenario.

Off Koa

A party that escapes this world is probably safe, but the referee is quite free to consider the possibility that the Koan Lords could hire forces to neutralise or recapture the party; equally, the Imperial Secret Service is probably interested in any stories about this annoying world. □

VENGEANCE GAMES

ANNOUNCE TWO NEW PLAY-BY-MAIL FUTURE WORLDS

WORLD OF VENGEANCE

Time: 100 years after The Plague
Place: The British Isles

A uniquely realistic simulation of life in the harsh environment of a post-disaster world. Our own greener (but not so pleasant) land is the stage. YOU make the decisions for your people in a time where most struggle only to survive. W.O.V. is GM moderated and provides unsurpassed initial involvement with virtually no limit to development.

ORION'S FINGER

Take a journey through the turbulent rebirth of interstellar civilisation. You design the skills and character traits of 3 individuals on one of the strange worlds of Orion's Finger, and manoeuvre them in a quest for fame, fortune and personal power.

SEND AN A4 SAE FOR FREE RULES AND TWO FREE TURNS IN EACH GAME. FURTHER TURNS ARE £1.50 EACH.

VENGEANCE GAMES, 6 ROSE FARM FOLD, ALTOFTS, NORMANTON, W. YORKSHIRE



auntlet Games

2 Bell Street
Wellington
Telford
Shropshire
Tel: (0952) 51811



WE CARRY A LARGE AND GROWING SELECTION OF CURRENT BOARDGAMES

We stock a wide choice of figures for the Fantasy and Wargamer by Citadel, Grenadier, Asgard, Essex, Corvus, Minifigs, Hinchliffe and others.

PLUS

Skytrex 1/300 micro tanks, Naval, Gallia buildings, Torchlight Dungeons — Plus much, much more!

Open Mon-Sat 9.00am — 6.00pm. Closed Wednesday
Mail Order Welcome

NEW
BOOK 5
IN THE UNIQUE
SOLO ROLE-PLAYING SERIES



Shadow on the Sand

JOE DEVER & GARY CHALK

A shocking surprise and a treasure that contains the secret to your destiny. They await you in Barrakeesh — a city full of treachery and death!

SHADOW ON THE SAND

AN EPIC CLIMAX TO THE LONE WOLF 'BASIC' SERIES — TWO COMPLETE SOLO ADVENTURES IN ONE BOOK FOR ONLY £1.95 FROM ALL GOOD BOOKSTORES AND GAMES SHOPS — NOW!

ENTER A DANGEROUS WORLD. The Lone Wolf books are action-packed solo adventures set in the fantastic world of Magnamund. As Lone Wolf — last of the Kai Lords — you possess warrior skills that can aid your survival. As the adventure unfolds from page to page and from book to book, you will gain new skills and experience that will help you in the fight against your mortal enemies — the Darklords of Helgedad.

- Over 70 superb line drawings plus a full-colour game map and Action Chart.
- No dice needed. The unique combat system allows you to be Lone

Wolf, whenever and wherever you like!

- Computer software, metal miniatures, T-Shirts and Lone Wolf Club membership now available.

OTHER LONE WOLF ADVENTURES

The first 4 adventures in the Lone Wolf series are:

1. Flight from the Dark
 2. Fire on the Water
 3. The Caverns of Kalte
 4. The Chasm of Doom
- all available in Sparrow paperbacks.



'The best books in the solo-adventure genre'
BOOKS FOR KEEPS

FROM KAI INITIATE TO KAI MASTER YOU ARE LONE WOLF

To: Arrow Publications, Dept. AF, 17-21 Conway Street, London, W1P 6JD

Please send me further information on: Lone Wolf Software
Lone Wolf Club Membership/Merchandise

Please tick box(es)

Name

Address

GAMES WORKSHOP US

9110F RED BRANCH ROAD
COLUMBIA, MD 21045

TEL: (301) 964 0262

FOR

GOLDEN HEROES
WHITE DWARF, WARHAMMER,
TALISMAN, Dr. WHO,
BATTLECARS, JUDGE DREDD,
DUNGEON FLOOR PLANS,
DUNGEON PLANNER,
LEGACY OF EAGLES
plus all the best from the UK

Please write for full details

Orders under \$25 add \$1.50 post and handling.
Maryland state residents, please add 5% sales tax.

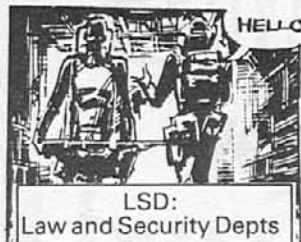
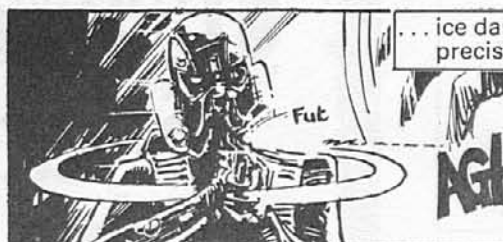
CLUB DISCOUNTS—QUANTITY DISCOUNTS

TRADE ENQUIRIES WELCOME

NEW ADVENTURE!



Regatta Spaceport: Regina subsector capital planet.

LSD:
Law and Security Depts... ice dart containing mild sleeping drug fired
precisely between the planes of Reflec Armour ...

no mess ... no trace ...



... the intruder wastes no time ...



LINK



NOW...

... she taps into the centre core data
banks ...

THE TRAVELLERS

FLINN, Horatio **TERRAN** **8A5998** **Age 32**
Marines **3 terms** **Captain**
 Shrapnel in leg (1- Dex), Brawling-2, Gun Combat-5, Tactics-3,
 Preferred weapons: Maus-R Auto Pistol, Shmeiss-R SMG,
 Kauff Throwing Knives.

Responsible owner of the Osprey II acquired from rich gas giant businessman Shiek Rattolunrowl while gambling.

After fighting as a mercenary in the Motara Civil War he became a Merchant Navy Member, scraping a meagre living as a Vacc-suit salesman. But the current rate of the Cred against the Altarian Dollar has meant less than legal dealings in the space lanes which have brought him to the attention of Law Enforcement Agencies.

An understood relationship with Syrena: 'So long as it doesn't interfere with the running of the ship'. Flinn takes tranquilizers on a regular basis.

Flinn's hobbies include collecting antique Space Shuttle modules, attractive girls and a secret subscription to the Inter-system Fantasy Role-Playing game; 'Real life: 20th Century '85' held every Friday night by Laser Link-up, in which adventurers take on the roles of the Heroic Unemployed, or the Evil Trade Union Leaders, or the Mystical Politicians, doing such great deeds as walking the dog or putting on the telly or saying 'No' to a Watchtower Guardian, all with the roll of a computer-generated dice.

Likeness: Gene (Blazing Saddles) Wilder.

MEDUSSA, Syrena **EPICUREAN** **6A7767** **Age 25**
Medical **4 terms** **Nurse**
 Blade Combat-1, Gambling-1, Forgery-3,
 Preferred Weapons: Hunts Blade, Lug-R Artillery,
 Parabellum Auto Pistol.

A college romance with Flinn was soon broken up when Syrena went on to study medicine and Flinn finished cleaning the windows. Earning her living as a trained nurse, Syrena moonlighted as an exotic dancer in order to live. It was in one of these Seedy Space Rangers bars she re-encountered a battle-seasoned Flinn whom she immediately accosted and thoroughly embarrassed. Flinn of course, immediately fell in love with her personality. A torrid relationship with Flinn followed, free from the barriers of inhibition or practicality.

Hobbies include poetry, making daisy chains, saying nice things and being a member of many political pressure groups such as CDSD (Campaign for Death Star Disarmament) and 'Save the Wampa' (Anti-Wampa culling by shift Atari Land Trawlers). This makes her a dangerous subversive element that must be kept under constant surveillance. Better still; locked up and the key thrown away/disintegrated. Favourite Pop-groups: Frankie Goes To Tatooine, Big Universe and Barbarella Barbarella.

Favourite Color/Colour/Kulah: Green
 Likeness: Kate (Indiana Jones) Capshaw



... more to follow...

24-4-85
 (C2)

Dear WD,

I was very pleased and refreshed to read Mike Lewis' article (*Balancing Act*) in *WD65*. I have been arguing along similar lines for some time. I have been associated with various clubs and informal groups, but in the last five years have recoiled from them because of the sanctity placed on rules and the way they are wielded by some as though they were the sword of righteousness.

An experienced DM rarely needs to look at tables, rules and the like. He can make decisions on a hit on the roll of the dice, the effect of a spell, or a given course of action for a character from dungeon experience and real life.

As for the dice rolling itself, I find that letting the players do as much rolling themselves and encouraging their foibles in this respect (ie two-handed standing shakes, chanting a mantra such as 'double damage, double damage') lightens the role-playing and encourages even the quietest players to get involved.

What the group I play in call 'arbitrary decisions' by the DM are accepted 95% of the time without question. Rule books are only consulted for guidance. Heresy!

Yours faithfully,

D A Ramsbottom, Hayling Island.

Dear WD,

I disagree with Mike Lewis' article in *WD65*. The element of role-playing games which distinguishes them from a childish game of 'let's pretend' is internal consistency. This is why we have rules. Players must believe that the secondary world in which their characters live works on some level, however simplistic. A dead orc remains a dead orc – and if it does spring back to life it is as a result of necromantic magic, not the caprice of the controlling player. Rules are a necessary foundation for suspension of disbelief in the game world.

This parallels the same requirement of literary fantasy worlds, in which inconsistencies are rarely tolerable (see Dave Langford's diatribe against A E van Vogt in *WD64*). On the other hand, the comic strips on which Superhero RPGs are based are aimed at children and do not need to be totally consistent. A fantasy or SF RPG is a different matter. It would not be permissible for a GM to 'cheat' when designing NPCs. Players are quick to spot when a GM oversteps the rules and once they realise this it undermines their belief in the game.

Yours faithfully,

Martyn Plummer, Cambridge.

Dear WD,

I would like to congratulate Mike Lewis on finally realising the essential nature of RPGs. It is just unfortunate that it took so long for him to do so. *Balancing Act* must have been a real eye-opener for some beginning referees, but sadly it was old hat for any experienced role-players with even a modicum of intelligence. Reading it made me recall my early days in the hobby, when every adventure was cluttered with orcs, chests of gold and the occasional trap or trick. I must confess that I enjoyed those days, when I had no idea about how many hit dice the ogres advancing towards me had, or, for that matter,

what a 'hit dice' was.

I recently played an *AD&D* adventure in which the dice were rolled only four times and in which the PCs only directly killed two people. There was a heavy accent on interacting with (and double-crossing) various organisations and NPCs. It was immense fun and the thrill of the 'old games' was back.

Yours,

Mike F Williams, The Hague.

Dear WD,

I am a 'younger player' (14) who is sick of being slagged off as an 'Irving' and I would like to show another side of the argument that has cropped up recently over new players.

I started off at the beginning of '84, when I was 13, and thankfully I had discovered FRP rather than had it forced on me through bendy figures and cretinous cartoons. This in my opinion is the best and only way to become involved, since any other way cuts down on the thrill of when you first begin. Can't people see that the approach of most newcomers to RPGs is 'hack and slash' not because they are young and inexperienced, but

more than 'a handful of people'.

With the change in *WD* subject bias, some reduction in single-system content is necessary. This probably means that either adventures and large articles are replaced by cameos and thumbnail-sketch notes, or that the articles become more generally applicable. I suspect that players of *RQ* would really appreciate *Fiend Factory* stats, and monsters could be presented also with *Traveller*, *Cthulhu* and *Golden Heroes* statistics. A three-page creature column of use to virtually every reader is far better than two pages of use purely to the monster-saturated *AD&D* players.

Yours,

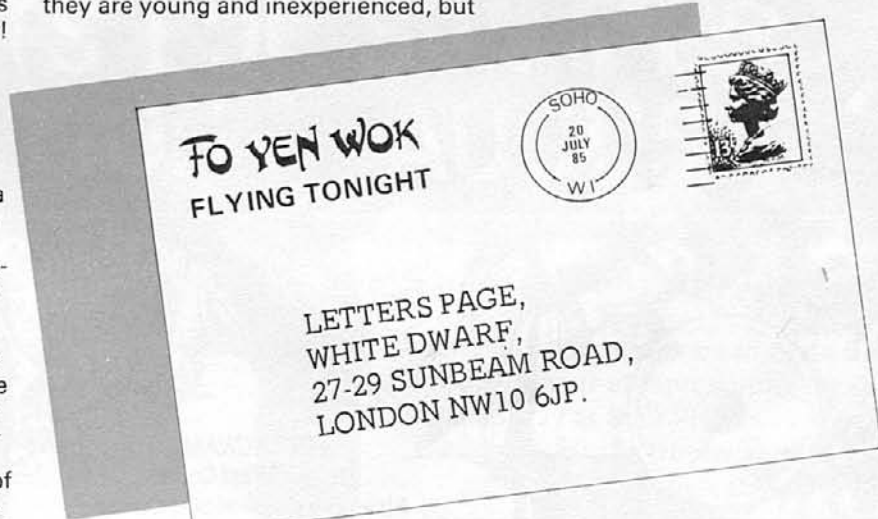
Paul Harcourt, Harlow.

Dear WD,

Please, please, please expand your *Letters* page – it's far too short. Such an opportunity to discuss a wide range of topics on role-playing games shouldn't be restricted to just one page.

Yours,

P B Mason, Sutton Coldfield.



because of the way in which RPGs have been presented to them. It was a great advance last year to extend RPGs to a much wider public, but the way in which they were presented was totally patronising, especially in the field of beginners' games and solos. The more mature issues of *WD* such as 46 would be much better to introduce a beginner to RPGs than ones that contained *Name of the Game* and *Castle of Lost Souls*.

Give newcomers a chance. Only by treating them maturely will they be mature in their playing.

Yours in anguish,

Tom Conway, Musselburgh.

Dear WD,

I felt I had to reply to the views expressed in *WD65* by John Grandidge. The editorial staff of *WD* must feel really got at. When I first started buying *WD* back in the early days, the *Letters* page was full of letters demanding more diversity. Now we get people wanting a return to the previous all *AD&D* 'mix'. Calling *Traveller*, *RQ* and *Cthulhu* minority systems has to be ludicrous. I would say that players of these games represent

Judging from the large number of letters received this month, it looks like more space is needed – apologies to everyone not featured this issue. Look out for a larger Letters page round about WD71 or 72. – Ed.

Dear WD,

I feel very strongly of the need to complain about the views of David Eagles, expressed in his letter (*WD65*). Things have come a long way in the world of role-playing over the last couple of years. The days when there were merely a handful of games to choose from are long dead, the number of games available today is enormous. (I can think of over twenty different titles with very little effort.) If a magazine can adapt to suit the needs of a new market, so much the better for it. If Mr Eagles cares so much for his beloved *D&D*, I would suggest that he reads a certain *other* magazine (mentioning no names of course!)

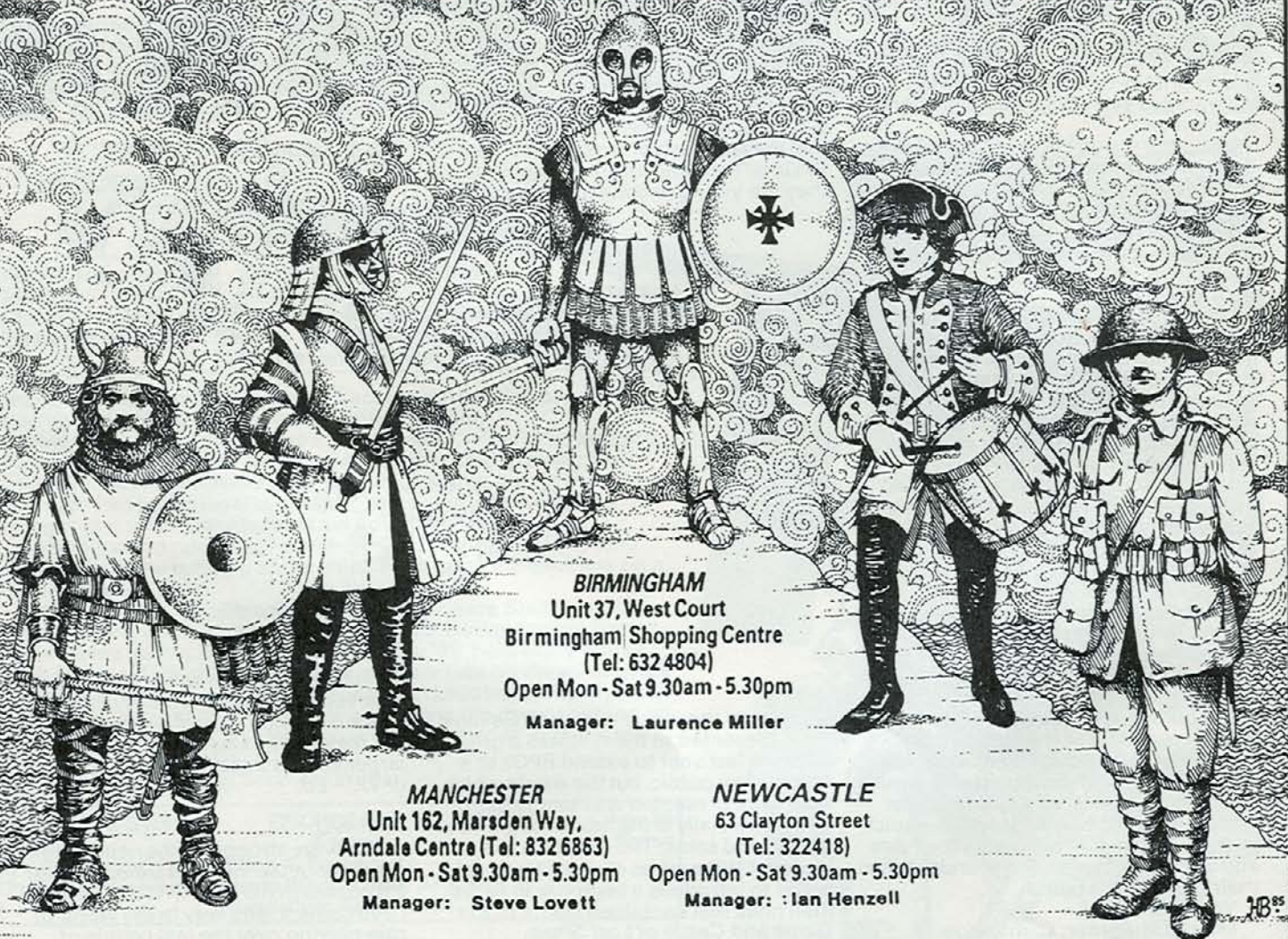
My own opinion is that Mr Eagles' letter demonstrates the kind of 'role-playing snobbery' which I find so annoying. 'It's our hobby, we did it first, so we're more important than you!'

Yours nit-pickingly,

James Broughton, Lincoln.

REALISE YOUR DREAMS AT

GAMES WORKSHOP



BIRMINGHAM
Unit 37, West Court
Birmingham Shopping Centre
(Tel: 632 4804)
Open Mon - Sat 9.30am - 5.30pm
Manager: Laurence Miller

MANCHESTER
Unit 162, Marsden Way,
Arndale Centre (Tel: 832 6863)
Open Mon - Sat 9.30am - 5.30pm
Manager: Steve Lovett

NEWCASTLE
63 Clayton Street
(Tel: 322418)
Open Mon - Sat 9.30am - 5.30pm
Manager: Ian Henzell

LONDON
1 Dalling Road, Hammersmith, W6
(Tel: 741 3445)
Open Mon - Sat 9.30am - 5.30pm
Thurs. 9.30am - 7.30pm
Nearest tube: Ravenscourt Park
Manager: Timothy Olsen

YORK
26 Goodramgate
(Tel: 5375)
Open Mon - Sat 9.30am - 5.30pm
Manager: Colin Morris

SHEFFIELD
95 The Moor (Tel: 750114)
Open Mon - Sat 9.30am - 5.30pm
Manager: Pete Berry

NOTTINGHAM
41a Broadwalk, Broadmarsh Centre
(Tel: 585744)
Open Mon - Sat 9.30am - 5.30pm
NOW STOCKS IMPORTED
AMERICAN COMICS
Manager: Keith Tait

GAMES WORKSHOP - THE SPECIALISTS

IF WE DON'T HAVE IT... THEN YOU PROBABLY DON'T NEED IT!!



GAMES WORKSHOP

NOTICE BOARD

EVENTS FOR SUMMER VACATION — AUGUST



THE SUMMER MEGASALE EXTRAVAGANZA!

All Games Workshop stores have many lines reduced to clear; Wargames, RPGs, Modules, Computer Software will all be available whilst stocks last. The price on sale items will drop **25p EVERY DAY!**

The longer you wait the better the bargain — but don't leave it too long or everything will be snapped up!

BATTLECARS COMPETITION

Nearly all applications are in to do Battle for the honour of representing the shop at Games Day as their "Highway Warrior!" Could you lift the trophy and the title: "World's Deadliest Driver?"

Apply at your nearest Games Workshop shop for details. There may still be time if you drive like a Mad Max!

PAINTING PRIZES

Prizes will be given for the three best painted single Citadel Miniatures and the three best plastic figures.

Bring your entry for display to your nearest Games Workshop shop before August 31st
Special Prize for the best three in the country

FIGHTING FANTASY TOUR

The world-famous authors Steve Jackson and Ian Livingstone will be visiting the stores to sign copies of their books. Come and meet them on:

Wednesday 14th August (pm) London

Thursday 15th August (am) Birmingham (pm) Manchester

Friday 16th August (am) York (pm) Newcastle

Saturday 17th August (am) Sheffield (pm) Nottingham

SEE OPPOSITE FOR
ADDRESSES OF
OUR STORES

S



T



A

This scenario makes use of the Artificer character class and DMs should be aware of the special abilities of this class before running the adventure.

PLAYERS' INTRODUCTION

With evening fast approaching, you have reached the edge of the Great Forest. The sun has set far enough to cast its light under the storm clouds which have been gathering all day and the valley of the River Tissel lies below, bathed in a ruddy orange glow.

DM'S INTRODUCTION

Some thirty years ago Kaebel, a young dwarven artificer, persuaded the village elders of Faefhel to allow him to build a water-powered wool-processing mill – a complete innovation of his own devising. Working on the project, he became friendly with Agath, a sage from the village of Tissesles.

Agath brought Kaebel's attention to the Window of Peace, a curious artifact in the Forest of Hahfor which defends the forest against harm. Agreeing that the device hindered progress within the valley, the pair have resolved to do something about it.

With Kaebel's skills and Agath's occult knowledge, they managed to devise a great warped pentagram of evil that would corrupt the Window. Kaebel sought an artifact to power the pentagram, and returned, 21 years later, with the Black Pin, also bringing his pet dragon, Bachgast, and two apprentices, with whom he took up residence in caves just north of Marhurl. Whilst the pentagram was being established, he has worked on his masterpiece – a great labour saving invention, the 'steam harness'.

The Pentagram

A normal pentagram has powers of *protection from evil*, but if one vertex is correctly positioned outside the circle, its powers are corrupted.

The Tissel pentagram obtains its powers from the Black Pin, passing between the vertices along the straight lines of construction. To cut the 'supply' to Neslahm, the vertices at Cesille and Sarl Timhel must be destroyed. To save Faefhel, the players need only visit three of the vertices.

When the players arrive, the vertex at Dragons Back is still two nights away from completion. If all goes according to plan, on that evening, a night on which there is no moon, a rite will be celebrated by the dwarfs with the villagers of Marhurl to fully activate the pentagram.

Within the circle of the figure, evil clerics have their powers increased: duration, range and area of effect of spells by 50% and saving throws against them are at -1. After the rite, duration, range and area of effect are increased by 100% and saving throws against these spells at -2. Alignment spells will reveal the general area within the pentagram to be evil: paladins will feel distinctly nauseous within it.

The Valley

The valley of the River Tissel is for the most part fully cultivated; where once the Forest of Hahfor stretched almost as far as the Great River, Tissesles is now as far west as it reaches. Thus nearly all the land north and west of Sarl Timhel, Tissesles and

Marhurl is covered with fields (mainly bare, since it is autumn) and lined with hedgerows. Higher up the Tissel, and along the banks of the Fserreh, the land is mainly used as pasture for sheep and goats.

The forest itself is mainly deciduous, the main trees being beech, ash and oak. The undergrowth is patchy, although thickens around the streams and the Window.

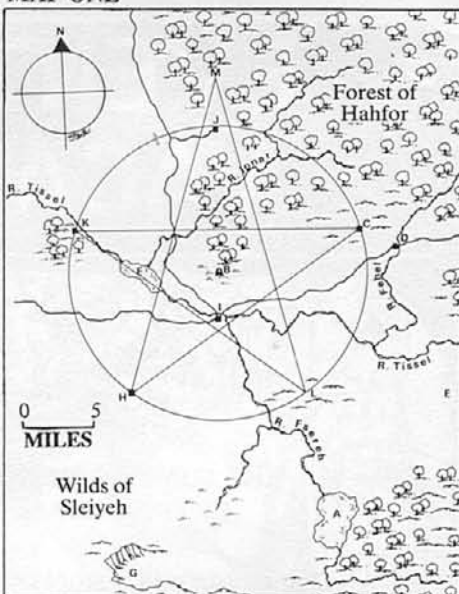
Random Encounters

DMs should use the *Temperate Wilderness* table in the *DMG* (p184) with any resulting 'character' encounter being one of the NPCs detailed in the text.

River Crossings

The Fehel may be forded throughout its length. The Tissel may be forded upstream of its junction with the Fehel, but from there on down a crossing is very risky until Cesille, where wading becomes possible (4' deep). Wading across the Fserreh is always very risky downstream of the Whispering Pool.

MAP ONE



A. Whispering Pool. The northern end of this large, clear lake cuts through a rocky channel, before falling 50' or so to the lower valley floor. The forest borders the lake to its east and the whispering of the leaves in the trees and the rushing of the water in the gully are the only sounds to be heard. It is almost as if they are having a whispered conversation.

In a cave on the eastern shore of the lake lives Sepes, a female druid devoted to protecting the last remaining giant otter of the area who she has befriended. Preferring not to fight, she may dive into the water and swim away, or call to the otter for help.

Sepes: AC5, HP15, LVL4, Druid, N, Human (female), STR:14, INT:16, WIS:16, DEX:8, CON:10, CHA:17. *Bracers of Defence* AC5, +1 *Scimitar*, *Gauntlets of Swimming*. Spells: 6 × 1st, 4 × 2nd, 2 × 3rd.

Giant otter: [MM] AC5, HP29, HD5, Move: 9"/18", Att 3-18.

Sepes has a stone scrying pool by means of which she observes the valley: whilst she does not want to see the pentagram com-

An AD&D
Adventure for
3rd-4th Level
Adventurers,
by David Marsh

D



A



R



pleted, its complete destruction would allow the Window to distort the forest's growth; she would rather some tasks were left to druids rather than artifacts of dubious origin. The cave contains supplies of berries, roots, blankets and clothes. In a large fire-trapped chest is a scroll (*Speak with animals, cure light wounds, heat metal, call lightning*), a *Potion of Water Breathing*, two 100gp gems and 150sp.

B. Window of Peace. In the centre of a clearing stands a wall about 50' in length (E-W) and curved to a height of about 30'. Set into the wall is a large window upon which there is a picture of a rotting corpse lying in a grassy meadow, with a thin-stemmed, dark blue tulip growing out of one eye and ivy climbing over its legs and arms. The clearing is full of light, the colours seeming to flow out from the picture.

On approaching the clearing, the undergrowth will seem to get thicker and higher, and the party will be split up. Characters of a non-good alignment will simply pass the clearing by without noticing it, other characters not LG have a 50% chance of so doing. Those who reach the clearing will be unable to see anyone else who has done so.

In the clearing, a great feeling of power will be noticed; characters may leave the clearing if they so wish. If a character prays or kneels in front of the Window then it will grant visions (eg cryptic hints on how to destroy the pentagram), or it may heal wounds, *cure disease*, or act as a *commune* spell as the DM wishes. Attempts to destroy or defile it will result in an aleax being summoned to defend it.

Should the pentagram be completed, the powers of the Window will wane: the undergrowth will become normal in four weeks and the glass will shatter after three months.

C. Neslahm (Map 2). On top of the hill is a 40' high tower constructed of rough-hewn stone blocks. It is supported by four 7' thick pillars at its base, each of which is about 12' high. In one pillar there is a concealed door (*detect magic* or *true sight* to spot) beyond which is a spiral stairway leading down to 1.

1. Upon each of the five ivory stakes in this room is impaled a human corpse: these gruesome figures will slowly turn towards anyone entering the room, their arms groping towards the intruders. These figures surround a low wooden plinth upon which sits a jewelled skull: they may be rendered inactive for a turn by *Holy Water* or a *D* result on the turning table. The skull contains 7 amethysts (100gp each). Anyone touching one of the corpses will suffer 1-4HP cold damage and age 1-4 years.

2. Lined along this corridor are suits of plate mail, nine on each side. In each there is an invisible zombie which will attack once it has been passed. ([MM], AC3, MV6", HD2, Att 1-8).

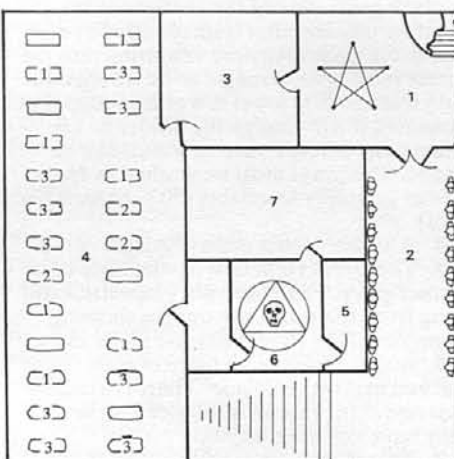
3. This room is filled with a terrible stench: the floor is covered in dried blood and dirt, and along each wall hang seven corpses (inanimate). It appears that two of them could touch anyone passing through the SW door.

4. On 17 of the 24 slabs here lies a corpse. Rats scuttle around the floor of the chamber. Most of the corpses are humans (3), except for those marked 1 and 2. Body type 1 are

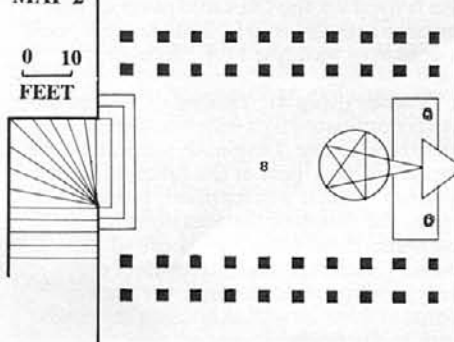
huecuvas and will polymorph themselves into rat form to gain an advantage over intruders if they have time ([FF], AC3, MV9", HD2, Att 1-6, hit causes disease, silver or magic weapons to hit). Body type 2 are coffer corpses ([FF], AC8, MV8", HD2, Att 1-6, magic weapons to hit, rising causes fear).

5. A non-too-clean latrine.

6. The floor of this room is inlaid with silver in the form of a thaumaturgic triangle, within which is drawn a skull with jewels for eyes. Any non-evil creature entering the circle must save vs spells or be unable to get out. For each complete turn trapped in the circle he will age 1 year and lose 1 point from a random attribute. Many spells will free a trapped character including: *protection from evil, light, remove curse* or *sanctuary*. A vial of *Holy Water* poured on the silver will also suffice.



MAP 2



7. A bedroom containing wooden bed, two chests, wardrobe, bookcase, desk, chair and papers littered everywhere. Both chest are locked and are too big to move: one contains 1000gp, the other a bone scroll case with a scroll in (*protection from good, snake charm, feign death*), and a pouch of five 100gp gems. A false bottom in one reveals a bolt which, when drawn back, reveals a trapdoor to 8.

8. A low chamber with a vaulted ceiling and two rows of pillars; it is lit by an altar at the far end. In front of the altar, inside an oddly drawn pentagram, lies a body. On the altar is a large triangle of glowing glass and two large golden statuettes. Drawn on it is a single vertical black line, thicker at the top and pointed at the bottom. The pentagram is drawn with one point reaching up to the glass.

The body within the pentagram is that of the necromancer whose residence this is. To lift the curse on Faefehel his body must be *blessed*, but to penetrate the pentagram, the glass must be broken, a feat which requires 50 STR points. If the glass is broken but the necromancer is not *blessed*, he will rise as a wraith within 1d4+2 rounds. The chamber also conceals three shadows ([MM], AC7, MV12", HD3+3, HP19,8,14, Att 2-5 + STR drain). The statuettes are worth 1000gp each and weigh 50lb.

D. Faefehel. On approaching this village, the characters will sense that something is amiss: as they approach, the wind carries towards them a monotonous incantation, and a strange queue of figures wends its way to and from the tower (C). All the villagers appear to be in a trance; they look very tired and chant incomprehensible words (*comprehend languages* will reveal them as 'May you forever visit the Tower of the Black Spear'). This is a result of the dying curse of the necromancer (C8), made powerful by the Black Pin. Until the necromancer is *blessed*, 1d10 of the 41 surviving villagers will die each day.

One boy, Alnets, is still free of the curse: he was away from the village and returned to find the villagers in their current state. He will beg adventurers to help set his parents free. Of Neslahm, he knows only that it is the resting place of old kings - kings that sleep but never die (myth).

E. A scree slope gives access to an enclosed area from which a number of caves stem, all of which are hidden from the valley. These are home to a group of CN bandits whose interests lie in keeping the upper reaches of the valley uninhabited - they are unlikely to be concerned with events at Faefehel. Their leader, Raebollal, has posted guards on the approaches to the complex and thus they will seldom be surprised; they will prefer to parley rather than fight, however.

Raebollal: AC1, HP36, LVL6, Fighter, CN, Human, STR:19 (+3,+7), INT:14; WIS:8, DEX:17, CON:13, CHA:18. *Girdle of Giant Strength*, two-handed sword. **15 Fighters:** AC4, 1HD, LVL1, Fighter, CN. Bastard swords, x3 heavy crossbows, x5 longbows, x2 shortbows.

F. This lake is the lair of 6 lacedons (amphibious ghouls [MM], AC6, MV9"/12", 2HD, HP15,5,6,9,10,10, Att 1-3/1-3/1-6, paralysis), which roam the valley at night looking for corpses. In a cave beneath the lake, their daytime home, is a collection of 13 rings (10-60gp each), a *Ring of Weakness*, a *Ring of Free Action*, 2700cp, 700ep and 15pp.

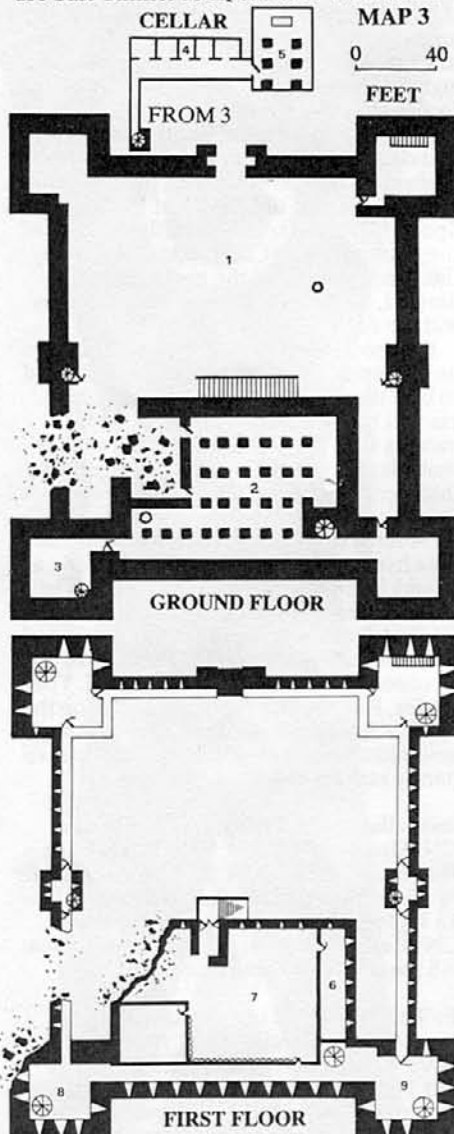
G. Located in a small, sheltered rocky valley stands a large stone hut by the side of a small brook. Within are two hill giants, Hochra and Ehach (AC4, MV12", 8HD, HP38,26, Att 2-16 (hurl rocks), CE). Hidden under one stone of the floor (STR19+ to lift) are 1200gp, 100ep, 2 gems (200gp and 150gp), Hochra's bag (100' rope, 20sp, 2 caltrops, haunch of meat) and Ehach's bag (40gp, bone comb, 2 small boulders, full wineskin).

The two giants have been receiving visits

S ★ T ★ A ★ R ★ O
 from a talking goat (Gek from Cesille), which has more than once led them to meals, so they now listen to its suggestions with respect. They are Trosham's trump card, which she will attempt to play in cases of extreme need.

H. Sarl Timhel (Map 3). This apparently abandoned and overgrown fort is now the home and training ground of ten LE monks, although the only signs of life within are a few birds.

Kaebel, in his wandering days, was a regular visitor to a monastery hidden in the mountains, the order of monks there being devoted to the supremacy of man over magic. On learning that the monastery was overcrowded, he suggested that the monks use Sarl Timhel as an annexe. With some



reluctance the leader of the monks, Mellas, has been helping Kaebel to use the magic of the pentagram against the greater magic of the Window. Mellas' loyalty to Kaebel is, however, sorely strained by Trosham's blatant reliance on magic. The monks will deny, and attempt to avoid, any contact with the outside world, using force only if necessary.

Mellas: AC5, HP20, LVL7, Monk, LE, Human, STR:15, INT:16, WIS:17, DEX:18, CON:12, CHA:17. +2 Staff.
Isimpir: AC7, HP20, LVL5, Monk, LE. Heavy crossbow, dart, staff.
4× 3rd Level Monks: AC8, HP9,7,11,9. Staff, 2× javelin.
4× 3rd Level Monks: AC8, HP9,7,11,9. Staff, 2× heavy crossbow, 2× javelin.
4× 1st Level Monks: AC10, HP3,6,6,5. 2× javelin, 2× staff.

F ★ D ★ A ★ R ★ K ★ N ★ E ★ S ★ S
 1. An overgrown courtyard of which the SW area is badly damaged. Parties approaching the building are 98% likely to have been spotted by the monks and they will have prepared an ambush for them. With two of the LVL3 monks covering any magic-using classes with heavy crossbows, another 3rd level monk will approach the party, at the top of the main steps, and speak pleasantly to them. He will request that the party states its business and will apologise that he is unable to help, since his order frowns upon communication with material society (a half-truth). Even if the party leave, the monks will remain alert, using their thieving skills to sneak up on the party if necessary.

2. A dark, pillared area designed to support the Great Hall: it is very dark, dirty and smelly – an ideal spot for an ambush!

3. A latrine.
 4. A cell littered with chains, bones and filth, whose native lifeforms include fleas and rats: proportions at the DM's discretion.

5. A scrupulously clean, pillared room. At the north end is an altar upon which is a candlestick. In the top of the candlestick is a black gem – one of the vertices of the pentagram. The altar is surrounded by a 12' diameter circle. Anyone venturing into the circle must save vs magic or be stunned for 1d6 rounds. The jewel is worth 1000gp, but touching it will change the holder to LE alignment unless a save vs wands can be made. The jewel must be washed in *Holy Water* to nullify its effects (50% chance per vial).

6. A kitchen, fairly clean with signs of use.
 7. The Great Hall, now a pale shade of its former glory. Faded and dirty tapestries still hang from the walls, the images showing examples of the former fine life in the castle.

8. A clean room with blanket rolls stacked neatly to one side. There is a chance that one of the monks is still sleeping here if they have not been alerted.

9. Two chests in one of the old towers. One is locked and used for training, the second is used for the same purpose but contains a needle trap (1-2HP damage, save vs poison or paralysed for 1d6 hours).

I. Tisselles (Map 4). This small, walled village is dominated by a watch-tower and the dome of a temple. Originally intended to be a major staging-post at the junction of two imperial roads it was fortified, but afterwards, the druids of the area objected to the roads and these were built more to the south. Tisselles remains to protect the bridge and provides a stop-over for merchants at least, as well as housing those who work in the fields.

(a). The watch-tower overshadows the main gate, being some four stories high. At the gate stand three guards armed with longwords who check all those entering the village. Nominally part of the army, after the withdrawal from both Sarl Timhel and Cesille, the guard only have minimal contact with their overlord. The guards now act as a police force for the area, answerable to the village council.

Prebeh: AC0, HP15, LVL3, Fighter, LN, Huma, STR:16, INT:14, WIS:12, DEX:15, CON:10, CHA:16. +1 Large Shield, longword.

10× 1st Level Fighters: AC6, HP5,8,8,4,4,3,1,7,6,2. Longswords, 6× heavy crossbow.

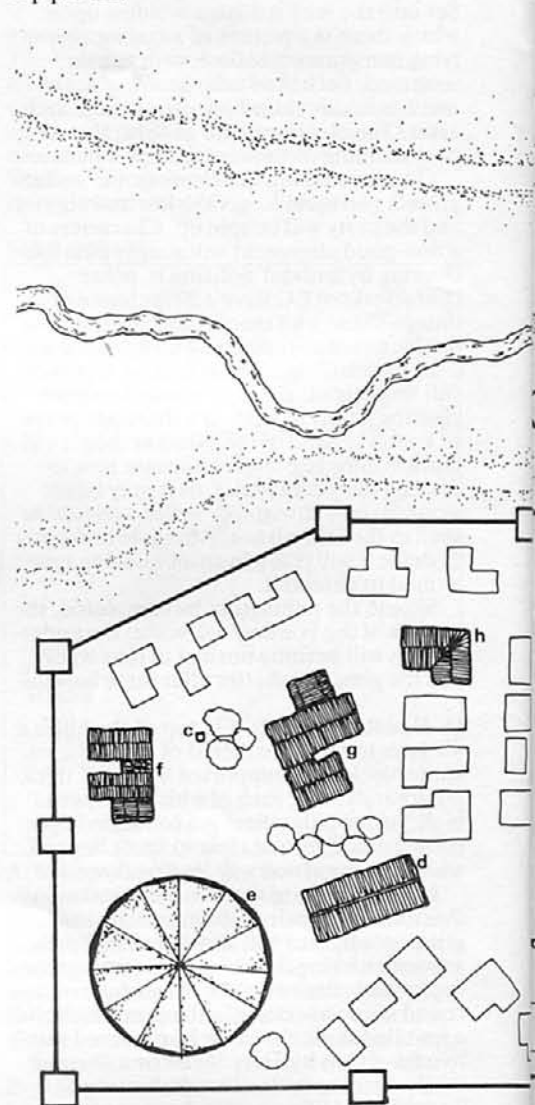
At any one time, three guards are on duty at the gate, one at the rear gate, four on the wall and two will be resting. Strangers to the area will be ushered into Prebeh's office to complete a few formalities.

Prebeh is a strict disciplinarian and enjoys

running the village, however, he has a very narrow view of what his duties include and he will therefore refuse to act beyond the boundaries of the village: his force is too small to go chasing all over the countryside and still protect the village. He likes to think of himself as being military governor, but has backed out of his only confrontation with the council so far. If asked, Prebeh will complain that Schesseh takes an unnatural interest in politics for a man of the cloth (an opinion based on fact).

(b). Communal livestock pens. Animals may be stationed here at the cost of 1sp per night to non-residents. The guards are empowered to confiscate any loose animals within the village.

(c). Village well. Water is charged for at 1cp per fill.



(d). The Council House. A single-storied building raised on pillars with stairs leading up to the centre. Every person aged 16 or over is entitled to sit on the council if they are recorded as being born in the village. The council has great powers within the village although its local rulings would not be approved by higher authorities. The villagers are very proud of their democracy.

(e). A twelve-sided, domed temple built of glass and stone. Inside, seats are arranged in a circle around a richly carved wooden altar. The priest of Tisselles is Schesseh.

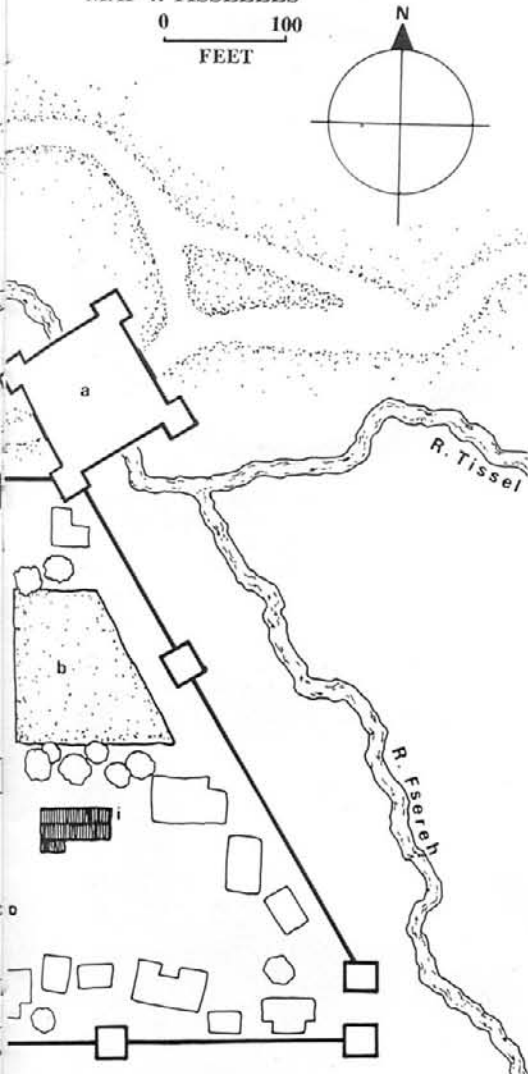
Schesseh: AC5, HP8, LVL3/2, Cleric/MU, LN, Half-elf, STR:12, INT:16, WIS:16, DEX:10, CON:11, CHA:15. +1 Mace.
 Spells: Push, protection vs evil, detect magic, sleep.

Tissel is a minor LN god (maximum cleric level 4), whose doctrines advocate great loyalty to the family and to the extended family (ie the village). The temple contains cloth and gold to the value of 300gp.

Whatever Prebeh may think, Schesseh is the real power in the village, exercising strict control over spiritual and temporal matters. He is fiercely evangelical and will always try to convert people whenever possible. He is deeply suspicious of Morhal, who seems to have more money than customers, but can think of no good reason to indict the assassin. Schesseh is concerned at the way Lemsool controls large votes on the council, by spreading her favours around.

(f). This group includes a bakery, bowyer/fletcher and a cloth merchant. The bowyer is Lemsool, an artificer who simply enjoys

MAP 4: TISSELLES



making bows for a rich and privileged clientele. Although she left the bustle of the town to set up here, demand for her wares has not lessened, but at least here she can choose the materials she needs from the forest.

Lemsool: AC5, HP19, LVL5, Artificer, LN, Elf (female), STR:16, INT:15, WIS:16, DEX:17, CON:13, CHA:10. Composite bow.

Lemsool will not work on crossbows, although she will work to order, creating bows especially for others (artificer quality). She only really cares about creating her great bows, for which she needs special woods from the forest: anything that threatens this also endangers her livelihood.

(g). A group of shops including a grocer,

leatherworker, and 'procurer and disposal engineer' (funerals a speciality). The latter is the cover of Morhal, who stocks a number of interesting items (even some hidden armour, weapons and poisons).

Morhal: AC4, HP18, LVL4, Assassin, Human, STR:15, INT:15, WIS:8, DEX:18, CON:9, CHA:9. *Dagger of Venom*.

Morhal is on a long-term contract from a secret organisation, the Herrem, to locate and eliminate a dwarf (Kabel) whose penchant for machinery is seen as a threat to the status quo. Morhal is careless with his cover, knowing that Prebeh is the local representative of the Herrem, although Prebeh does not know of Morhal. To all intents and purposes Morhal is a jack-of-all-trades. Morhal will claim that the innkeeper, Olmehir, is out to get him, ever since Morhal realised that he has Schesseh and Prebeh under a charm and is controlling the village (a lie).

(h). Home of Agath the sage – a room that is piled high with books, scrolls and dust. Agath will happily tell the party about the 'abomination in the forest', giving the impression that the Window is evil and that it is growing in strength. She will hazard a guess, if pressed, that it is establishing a pentagram to enhance its power or that it could be the front for an evil sorcerer.

Agath: AC10, HP8, LE, Age:60. Specialities: heraldry, signs and sigils, dweomercraft, legends and folklore. Spells (as 10th level MU): *comprehend languages, read magic, legend lore, unseen servant*.

(i). The Griffin. This inn has two single rooms, four doubles plus plenty of room in the common room for visitors. Olmehir, the innkeeper, was a captain in the guard before retiring and is disgusted with the way Prebeh is now doing the job. Firne, his young wife, is involved in an affair with Prebeh, although it would be a foolish man who told Olmehir since he has a quick temper.

At the inn, characters may pick up several rumours: one of a water-demon living up the Fesreh (Sepes); of an evil sorcerer living in the forest just north of the village, with a veil of trees about his house (Agath's story retold); of Firne's affair (variously with Morhal and/or Schesseh as well as Prebeh) and of the weird monks' strange activities at Sarl Timhel (no details known).

Olmehir: AC7, HP32, LVL4, Fighter, Human, LN, STR:17, INT:14, WIS:10, DEX:14, CON:16, CHA:15. +1 Longsword.

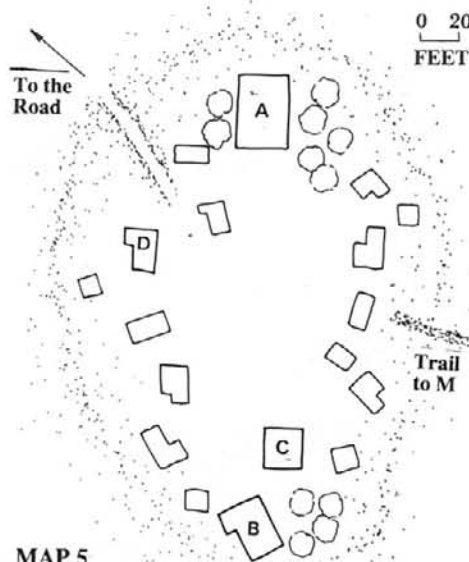
J. Marhurl (Map 5). Marhurl is a small village of about 40 houses arrayed around a central green. The villagers, who are mainly farmers, are in league with Kabel. The new and totally other-worldly village cleric, Toms, has failed to realise this, and continues to adore the artifact in the sunken temple (A), a huge iron rod which sticks vertically out of the ground: it is said to be one of the pins holding the Earth in place, but looks misleadingly like the painting of the pin at Neslahm.

The villagers will try and reach the adventurers first, however, to convince them that it is the cleric that is evil: they don't agree with his new rituals – 'It'll be human sacrifice next' – sounding as if Toms is going to introduce it (although it will be they who initiate such a happening!). North of the village is a well-worn trail leading to M.

Notable buildings are: A - Temple, B - Communal Barn, C - Inn/Village Hall, D - Timchir's house (the headman and chief troublemaker).

K. Cesille (Map 6). Protruding from dense woodland is the tower of Cesille, a squat, bluish structure sited on a low hill in the lower reaches of Tisell. It is currently the home of Trosham and her familiar, Gek, who are hiding here out of necessity. Trosham is on the run from an assortment of enemies and was befriended by Agath, who suggested that she might find Cesille was a good place to hide out. (Although she didn't mention the pentagram in the attic). Trosham's first reactions to intruders will be that they have been sent to assassinate her: together with Gek she will harry the party, using the chimneys (A, B, C and D) as secret passages (Trosham has lengths of rope down them). (There is a 25% chance that Gek will be on an errand.)

She is beginning to have her suspicions



MAP 5

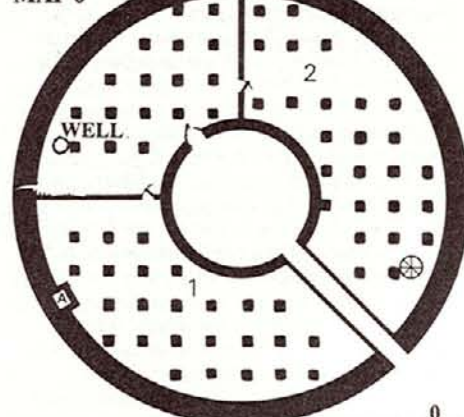
about the 'greater events' around Tiselles and she has recently discovered the existence of Kabel, to whom she took an instant dislike. If she didn't believe that Morhal had a contract to kill her, she'd probably get on quite well with him. Were she to learn of the pentagram she wouldn't be concerned and would probably approve.

Trosham: AC4, HP21, LVL5/6, MU/Thief, Elf (female), LE, STR:7, INT:17, WIS:14, DEX:16, CON:10, CHA:9. *Gauntlets of Dexterity*, +2 *Leather*, dagger, Spells: (1st) *Read magic, charm person* (x2), *find familiar, erase, magic missile* (x2), *jump, write*; (2nd) *Continual light, stinking cloud, ray of enfeeblement, levitate*; (3rd) *Dispel magic, flame arrow*.

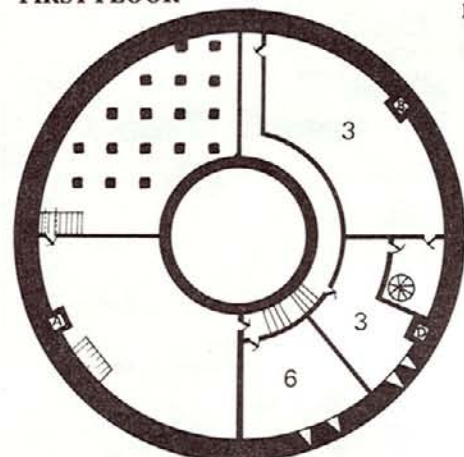
Gek: AC2, HP10, HD2+2, imp, MV6"/12", Att 1-4, Magic Resistance 25%. Polymorph to goat/raven, *detect good*,

GROUND FLOOR

MAP 6



FIRST FLOOR



detect magic, invisibility, suggestion, regenerate 1HP/round.

1. Kitchen. Rarely used and quite bare as a result.

2. Storeroom. Although most of the barrels here are empty, a few still contain supplies of wine, salted meat and fish, etc. Two galltrits ([FF], AC2, MV3"/18", HP2,2, Attack 1-2 + blood drain, difficult to detect) have made this their home; they use the grille in the floor to get in and out. Concealed in a sack of mouldy flour are three 10gp gems.

3. Barracks. Unused for years.

4. Great Hall. There are plenty of tapestries, broken chairs, tables, etc in here, everything being in poor condition.

5. Bedroom. Dilapidated furniture in each of these, increasing in its elegance higher up the tower and further out.

6. Guard Room. Contains a few benches and tables.

7. Audience Chamber. A high seat upon a raised dais has scars where gems have been removed. The two pillars at the one end resemble thin females (but aren't caryatid columns).

8. Deserted Harem. Some soiled silks are still here and could fetch up to 2000gp.

9. Sitting Room.

10. Bathroom.

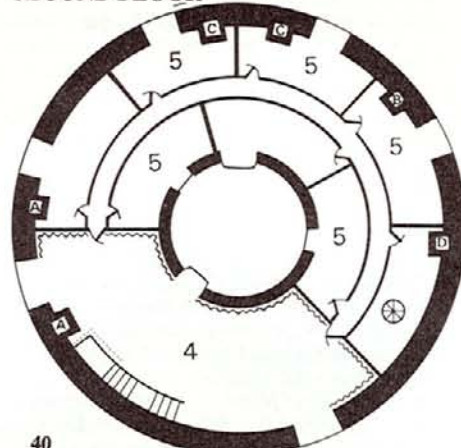
11. Trosham's Bedroom. Well-kept and well-used. There is a secret panel in the bedhead, leading to a secret room from which there are stairs to the attic.

12. Dressing-room. Items of interest include two 2' square silver mirrors (800gp each) and a selection of fine clothes (150gp).

13. Study. A heavily panelled room complete with desk and bookcases. Amongst the many books is Trosham's spell book.

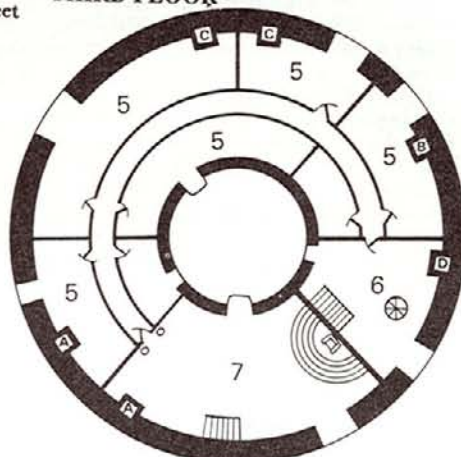
14. Attic. A low ceiling and many beams makes movement harder than usual. It is quite full with a number of boxes and sacks. Two chests have obviously been used

SECOND FLOOR



0 40
Feet

THIRD FLOOR



recently: both are locked and poison trapped. The first contains 400gp, 100pp and 800ep; the second, 3 500gp gems, potion of poison, *Potion of Heroism*, and a rune-inscribed box which contains three blocks of *Incense of Obsession*. At the far end of the attic, hidden in a sack which radiates evil is a piece of ebony which is the vertex of the pentagram: the sack is a *Bag of Holding* (weakest type) and the ebony must be broken to destroy the vertex.

The attic is also the lair of three large spiders ([MM], AC8, MV6"/15", HD1+1, HP5,7,9, Att 1 + poison).

L. The Dragons Back (Map 7). Hidden behind the ragged trees and boulders of this deteriorating ridge is the secret entrance to a small cave system. Guarding the caves, under the command of Stelp, are 15 orcs—a group of mercenaries in the employ of Kaebel who were to excavate the Dragons Back and invited to live off the rich pickings travelling along the road. So far they haven't come into conflict with Raebollal, but such an event can't be far off. Stelp is dedicated to the idea of destroying the Window. Luckily, he hasn't yet met Trosham; during a previous encounter she ransacked a stronghold he was supposed to be guarding and killed twelve of his men.

Stelp: AC1, HP30, LVL3/4, Fighter/Cleric, Half-orc, LE, STR:17, INT:13, WIS:14, DEX:14, CON:18, CHA:12(17), +1 Plate (artificer), +1 Longsword (artificer). Spells: 3x 1st level, 2x 2nd level.

Orcs: AC6, MV9", HP3,7,6,7,7,8,8,7,1,1, 4,3,7,6,1. Sword and spear. 4 on watch, 7 at work, 4 resting unless otherwise warned.

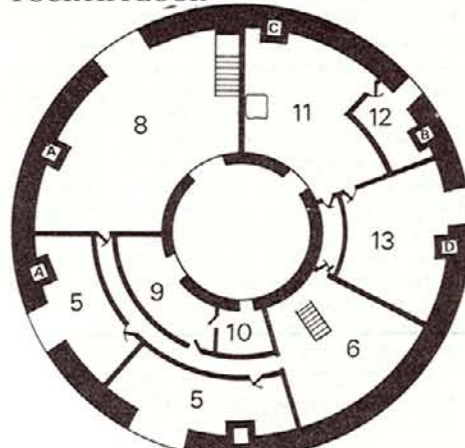
1. Day room. 2 guards here, one by the window (20% chance of not looking out).

2. Eight beds per room, 4d6x10sp.

3. Brig. One orc is locked up in here.

4. Stelp's Bedroom. Contains a locked

FOURTH FLOOR



FIFTH FLOOR



chest with 1200gp, 2x 100gp gems, *Potion of Invisibility* and a piece of zircon (200gp).

5. Unfinished escape tunnel.

6. Temple. Lit by braziers, a 15' statue of a squat humanoid with a single eye socket (empty, ready for the vertex) is revealed. The zircon in 4 is destined to become the final vertex. Once completed, the statue will be able to command everyone in the room, seven times per day. Once activated, the vertex has to be touched with a holy symbol to destroy it.

7. Workface. The pickaxes used by the workers can make do as weapons.

M. Pit of the Black Pin. The path from Marhurl leads across the fields and into the forest where, after a mile, it stops at a huge boulder about 10' in diameter. The boulder is held from beneath but if freed will pivot smoothly and easily (although doing so rings a warning bell in the workshop). *Stone shape* could move enough to crawl through and free it, otherwise *knock*, 50 strength points or Bend Bars (at -15%) are required to break the restraining bolt.

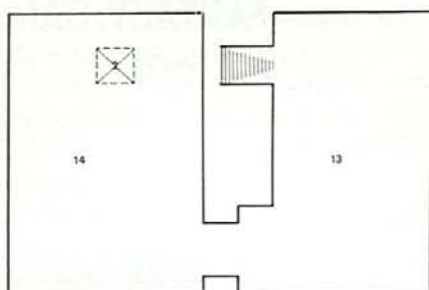
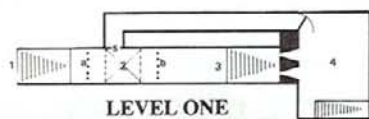
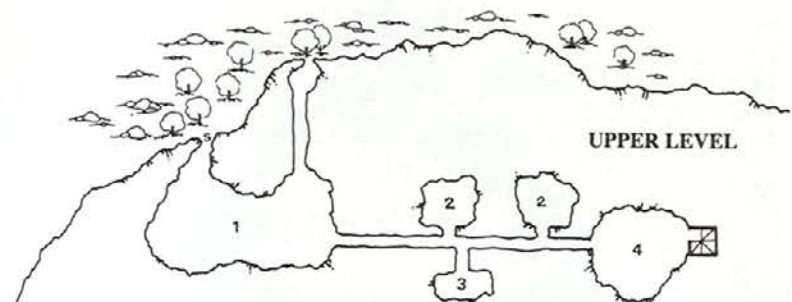
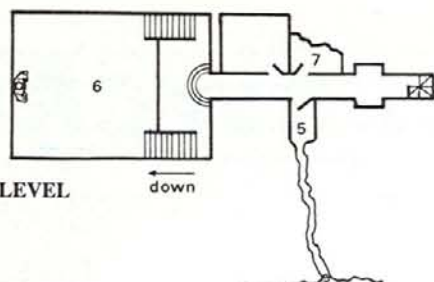
Kaebel's motives have already been exposed. Now that the vertices are arranged he leaves the pit only rarely, busying himself with work on his 'steam harness'. Even should things go wrong he is unlikely to leave his laboratory. The 'final confrontation' will probably take place at this location: clues to the existence of the pit are rarer than clues to the other vertices—the villagers of Marhurl are sworn to secrecy. The characters will probably only find out about the pit by bullying the villagers and it will take a great deal to make them overcome their fear of Kaebel.

If the party won't forgive Kaebel or permit him to carry on with his 'socially valuable' work, he will fight until or unless the odds are against him and then flee via the escape route, deserting his loyal side-kicks.

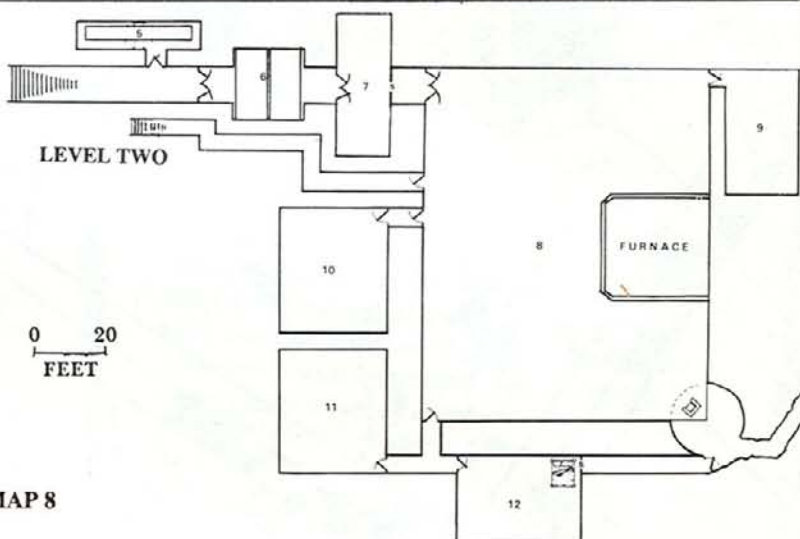
1. Stairs. These lead from the boulder

MAP 7

LOWER LEVEL

0 20
FEET

LEVEL THREE



MAP 8

down into Kaebel's domain.

2. Trap Door. Either side of this floor trap, at points **a** and **b**, are two raised portcullises. If the alarm bell has been sounded, Kaebel (or one of his apprentices) will be in room 4 to operate this trap. The portcullises will be released, trapping and/or separating a party, with the trap door being sprung seconds later, releasing some of the characters into room 14, 50' below.

3. Moving Stairs. These stairs can lead down to one of two positions. They are initially set to lead into level 2, although their position can be altered by means of the controls in room 4 to reach level 3.

4. Control Room. Given enough time, Kaebel will be here to operate the necessary traps to delay an intruder's entrance. Various levers here operate the boulder entrance mechanism, the portcullises and trapdoor at the entrance (2) and the moveable stairs (3). There is a heavy crossbow (with 12 bolts) by one of the observation slits which one of the dwarfs will use to harass the party.

5. Wheel Room. A huge, skeletal form of a wheel (able to spin) is set tightly into this room. It is Kaebel's planned power source, although he has yet to decide whether to make it water or slave-powered. The access door is at the bottom of the wheel.

6. Rotating Drums. Opening the double doors to this room rings a bell in the main workshop, alerting one of the dwarfs and enabling them to start the mechanism in the room. Two contra-rotating drums will slowly start moving in the centre of the room, with the only way through being to cross from one to another. This feat will require a character to roll against DEX on a d20 to keep upright on one drum, and another roll against DEX-4 on a d20 to make the cross-over without falling over. The delay this causes will allow the dwarfs to further prepare themselves.

7. Sinking Room. The secret door leading to the workshop is trapped so that a

failed attempt at picking it causes the room to sink slowly into a large, recessed area below - trapping all who have entered the room. An identical room takes its place, thereby allowing access to the workshop through a similarly placed secret door. (5' of stone acts both as ceiling and floor.)

8. Workshop. Lit by the fires from the huge furnace, this is the home of Kaebel and his two apprentices, Sohter and Femyir. The workshop contains many tables and benches, with many tools and partly-completed works. A large rack of tools hangs on the northern wall, although the uses of many of them will not be readily apparent. The three dwarfs will have preferred to ambush the party, harassing them with crossbows, rather than take them on in hand-to-hand combat.

The furnace harbours a fire mephit, a supernatural helper for Kaebel's great task.

Kaebel: AC7, HP50, LVL9, Artificer, LE, Dwarf, STR:17, INT:17, WIS:15, DEX:17, CON:16, CHA:12. Heavy crossbow, +2 Pick (artificer made).

Sohter: AC10, HP20, LVL4, Artificer, LE, Dwarf, STR:14, INT:16, WIS:14, DEX:14, CON:15, CHA:11. Heavy crossbow, pick.

Femyir: AC8, HP11, LVL2, Artificer, LE, Dwarf, STR:18, INT:14, WIS:16, DEX:16, CON:12, CHA:10. Heavy crossbow, pick.

Fire mephit: AC5, HP16, HD3+3, MV12"/24", Att 1-3/1-3, LE. Breath weapon, *heat metal*, *magic missile*, *gate* other mephits.

If things are going against Kaebel, he will flee via the escape tunnel behind his pivoted chair in the SE corner.

9. Kitchen. A slightly disorganised room; stores are carelessly placed and little attention appears to have been given to the utensils, etc.

10. Sohter's Bedroom. Sparsely furnished, this room has a very functional

appearance. A locked chest contains Sohter's belongings: 1000gp of mixed coinage and a quiver of 12, artificer-made, +1 *Crossbow Bolts*.

11. Femyir's Bedroom. Similarly furnished to room 10, the chest contains 600sp.

12. Kaebel's Bedroom. Still a spartan room, but the furnishings appear to be well-made. A locked chest beneath his bed contains 400gp and four 100gp gems. Behind the bed, a secret panel leads to the outside escape route.

13. Pit of the Black Pin. The general aura of this room is one of *immense evil*. Tapestries on the walls depict evil rites, and an eerie, flickering glow is cast over the room by the wall braziers. Set in the middle of the east wall in silver fittings is a small, black pin, from the end of which blood drips slowly into a tarnished silver trough of burning red liquid.

The pin radiates *protection from good* 10' radius, and any good creature managing to touch the pin will take 2d6 damage. An evil character taking the pin gains 10% on experience, 2 points of WIS (max 17) and moves to the beginning of the next level. Once accepted, *remove curse* is needed to drop the pin.

The pin may be destroyed by casting *slow poison* and *continual light* upon it, or it must be immersed in *Holy Water* and exposed to sunlight. When destroyed it will do d6 damage to all within 2'.

14. Bachgast's Lair. Bachgast, a small, sub-adult, green dragon, waits here for unexpected meals from 2, or the odd visit from his master, Kaebel. If he learns that Kaebel has been killed, he will wish to escape from this place, his service to the artificer done. Green dragon: [MM], AC2, MV9"/24", HP21, 7HD, Att: 1-6/1-6/2-20, breath weapon, *speaks*.

His hoard amounts to: 3000gp, 4000ep, 100pp and 8 gems (DM should decide values). □

WONDERWORLD

26 ASHLEY RD, BOSCOMBE,
BOURNEMOUTH, DORSET, BH1 4LH
PHONE: 0202 37733

WE SPECIALISE IN
FANTASY, GAMES
FIGURES, COMICS, ART,
BOOKS, BADGES, VIDEOS ETC.
THE LARGEST STOCK OF
FIGURES ON THE COAST
MAIL ORDER TOO



Torchlight

Fantasy/sci-fi

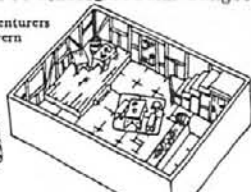
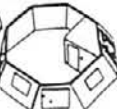
**BRING YOUR GAMES INTO
THE THIRD DIMENSION NOW!**

Each room and passage complete with detailed stone-worked dungeon walls and realistic flag-stoned floors. Hand-cast in resin, and carefully designed to comprise a re-usable modular dungeon system.

S3 Adventurers
Tavern



SF1
Control
Centre



SCI-FI! SCI-FI! SCI-FI! SCI-FI! SCI-FI!

Super detailed 15mm **Space Buildings** for your sci-fi adventure-gaming! Create anything from an isolated outpost to defence installations spaceports, or city complexes. Removeable roofs, detailed interiors, accessories. Ultimate gaming from the 3-D masters!

Send stamped addressed envelope NOW for more details to:
Torchlight, Unit 15, Brookside Works
Springfield Drive, Westcliff-on-Sea, Essex.

BRAND NEW!
Torchlight SCI-FI
OUT NOW!

TRADE ENQUIRIES WELCOME

The Sage

Are you looking for
A PLAYERA GAME.....

THE SAGE offers computer controlled
NATIONWIDE CONTACTS for players of
all ROLE PLAYING GAMES.

For details please send a
"STAMPED ADDRESSED ENVELOPE"

to:-

THE SAGE
8 ADELAIDE CLOSE, DURRINGTON,
WORTHING, SUSSEX.

MEDWAY GAMES CENTRE
1 CHURCH STREET
CHATHAM, KENT
Tel: MEDWAY (0634) 814750

Fantasy Games, Board Games
Computer Games, Figures Micro to Maxi

Open Mon-Sat 9.30-5.30
(Closed Wednesday)



VISA

TWO NEW BOARDGAME RELEASES FROM MIDDLE-EARTH™

BY IRON CROWN
ENTERPRISES

LONELY MOUNTAIN™

This thrilling multi-player game is set in Erebor, the Lonely Mountain, Lair of Smaug the Dragon. Each player controls a group of adventurers as they attempt to steal the Dragon's hoard before he awakens and slays them all. LONELY MOUNTAIN contains a full-color map of the interior of the mountain plus 216 illustrated 2 color cards representing adventurers, beasts, gold, magic items, and other artifacts. Also included are over 4 dozen colored counters, a display and tables sheet, a 12 page rulesbook and 2 6-sided dice. The rewards are plenty if you can elude the myriad perils of THE LONELY MOUNTAIN

THE BATTLE OF FIVE ARMIES™

This action packed 2 player game simulates the climactic struggle in the final chapters of THE HOBBIT™. Elves, Men, Dwarves and Great Eagles do battle with Orcs, Wolves and Wargs for control of Lonely Mountain and the vast treasure therein. The game features an innovative turn sequence that highlights the uncertainty of close combat. THE BATTLE OF FIVE ARMIES includes a full-color map of the mountain spurs and battle ground between, 150 multicolored double-sided counters, a charts and tables sheet, an 8 page rulesbook and one 20 sided die. Who will win dominion over the mountain in THE BATTLE OF FIVE ARMIES?

ALSO AVAILABLE... THE FELLOWSHIP OF THE RING™

This highly acclaimed game concentrates on the action of the first book of the trilogy, pitting the Fellowship against Sauron & his evil minions in the quest to destroy the One True Ring. The game includes a full-color mounted map, over 200 playing cards, 65 plastic playing pieces, and dice. Will the ringbearer succeed or will evil crush THE FELLOWSHIP OF THE RING?

These fine products are available at better retail outlets worldwide. Distributed in Canada by CANADIAN HOBBYCRAFT, in the UK by GAMES WORKSHOP LTD. and in Australia by JEDKO GAMES. Dealer inquiries welcome.



IRON CROWN ENTERPRISES
P.O. BOX 1605
CHARLOTTESVILLE, VA 22902

All copyrights and trademarks, TOLKIEN ENTERPRISES, a division of ELAN MERCHANDISING, BERKELEY, CA. No unauthorized use permitted.

Treasure Chest is a regular department for readers' ideas on AD&D. This issue, more from White Dwarf's spell book.

WORDS OF WONDER



KNOW VALUE

(Divination) Reversible
by John Rudd and Steven Cairns
Usable by: Magic-User, Cleric, Druid
Level: 2

Range: 1"

Duration: 1 turn

Area of Effect: One object or group of
alike objects/round

Components: V, S

Casting Time: 1 round

Saving Throw: None

By means of this spell the caster can discover the exact value of a single object or group of alike objects, eg a pile of coins. The reverse of this spell, *hide value*, will affect the nature of the object, making it appear to be anything up to 50% different from its true value. Thus a pile of 100gp could be made to seem to be worth 50gp or 150gp (even counting will be affected in this way). A *know value* spell is cancelled by a *hide value* spell.

WIND SHIELD

(Evocation, Alteration)

by Robert Hextall

Usable by: Magic-User, Druid
Level: 2

Range: Touch

Duration: 2 rounds +1/level

Area of Effect: 5' radius

Components: V, S

Casting Time: 3 segments

Saving Throw: None

On casting this spell the affected person is surrounded by buffeting winds which reduce attacking creatures' control over weapons. Attacks for the first round are at -4, but any attacks thereafter are at -2 since opponents will have become used to the winds. Hand-hurled and mis-

sile weapons also suffer a penalty of -2. Creatures attacking with natural weaponry only suffer a -2 on the first round and -1 on subsequent rounds due to their greater control.

INVISIBLE SAFE

(Alteration)

by Arthur Woodworth

Usable by: Magic-User, Illusionist
Level: 3, 5

Range: 0

Duration: Permanent until 'opened'

Area of Effect: 3' cube

Components: V, S, M

Casting Time: 1 turn

Saving Throw: None

An *invisible safe* may be used as a temporary store for looted treasure or as a more permanent hiding place in a stronghold. The spell opens a 3' by 3' door in any solid object which is larger than 1 cubic yard, eg a dungeon wall, pillar or large tree. The material component, a *Bag of Holding*, determines how much the safe will hold - the *Bag* is absorbed into the opening when the spell is cast. On speaking the closing words, no trace of the position of the door will be visible, even to elves, although *detect magic* or *detect invisible* will show the outline of the door.

The safe will continue to hold its contents until the opening words are spoken by someone touching the door. (Any sequence of words or digits may be chosen by the spell-caster.) Since the opening words are the reverse of the closing words, the MU should be careful not to be overheard whilst casting the spell. The *Bag of Holding* is not destroyed in the casting and may be reused once the spell has been broken.

The door should be treated as a wizard-locked door and may be forced open by a *knock* spell. *Dispel magic* will permanently remove the safe and its contents to another dimension.

FUSION

(Alteration) Reversible

by Jason Revell

Usable by: Magic-User

Level: 3

Range: 3"

Duration: Permanent

Area of Effect: see below

Components: V, S

Casting Time: 1 round

Saving Throw: see below

This spell can be used to fuse two inanimate touching objects. Thereafter they are treated as a single object and cannot be separated. The objects to be joined need not be of the same material and they gain a save vs disintegration (use the lowest value of the two materials). If the two objects are made of the same material then they save at -1, otherwise they save normally. A magical object joined by a *fusion* spell conveys a variable bonus to the saving throw at the DM's discretion.

The spell could be used to fuse two gems together (although their value would be the same) or to fuse a door to a wall, thereby trapping the occupants of the room. The objects to be joined must be in contact for the duration of the casting time. Two immiscible liquids could be forced to mix using this spell, although they would still react if possible. Only matter in the same state can be fused.

The reverse of this spell, *separate*, can be used to split apart a fused substance or otherwise mixed or combined materials or objects.

WINGED MESSENGER

(Conjuration, Summoning)

by Paul Richards

Usable by: Magic-User

Level: 4

Range: Infinite

Duration: Special

Area of Effect: Special

Components: V, S, M

Casting Time: 1 round

Saving Throw: None

The effect of this spell is similar to an *unseen servant* except that it produces a glowing, vaguely bird-like, shape. A



message of up to ten words (on a parchment) may be tied to the bird's leg, and the bird may then be sent to deliver the message to the subject regardless of distance, but not onto another plane of existence.

The material components are the parchment to be sent (inscribed with a *write spell*), and a likeness of the subject manufactured in advance (this need not be accurate or expensive).

On delivering the message, the bird simply vanishes and no reply can be given. The original spell-caster has no means of determining whether or not the message is safely delivered (eg if the subject is dead or on another plane).

The bird travels about 100 miles a day, tirelessly, until its mission has been fulfilled.

PHANTASMAL MIRROR

(Conjuration)

by Martin Currie

Usable by: Magic-User

Level: 4

Range: 1"

Duration: 10 rounds

Area of Effect: Special

Components: V, S

Casting Time: 1 round

Saving Throw: None

This spell is used to halt and confuse a charging opponent and so deny them the advantages conveyed by impetus and to give the adventurers battle initiative.

It creates a phantom two-way mirror 10' in front of the magic-user: it will be 50' long by 20' high if cast outdoors, but if cast in a dungeon will fill the available space to create a new 'wall'. The oncoming enemy will thus be confronted by a charging image of themselves with the object of their attack having suddenly disappeared. Creatures will be hesitant about walking through the mirror, but will incur no damage nor meet any resistance should they do so. The INT of the victim affects their reaction to the spell.

Intelligence Level	% Chance of Hesitation	Length of Hesitation
Animal	95%	1d6 rounds
Low	75%	1d6 rounds
Normal	50%	1d4 rounds
High	20%	1d2 rounds

Any creature struck by a weapon, etc, comes out of its hesitant state immediately.



MAGIC NOOSE

(Conjuration, Summoning)

by Simon Watkins

Usable by: Magic-User

Level: 4

Range: 6"

Duration: 1 round/level

Area of Effect: See below

Components: V, S, M

Casting Time: 4 segments

Saving Throw: See below

When this spell is cast, the MU causes a magic noose to appear round an opponent's neck. As soon as this occurs, the affected creature must roll its DEX or less on a d20 to grasp the noose before it tightens. If this succeeds, there is a 5% chance per point of STR to pull the noose free. Failure on either count will result in death from strangulation in two rounds. The noose, being enchanted, is free from the effect of blades.

Alternatively, the noose may be cast so as to bind a limb of less than 1' diameter. Used on a weapon arm it can make an opponent drop their weapon, or it could be used on his feet in order to trip him up. The saving throw against DEX is allowed in either case.

The material components of this spell are a short rope and a lock of hair from a corpse that has been hung.



INVISIBLE WARRIOR

(Conjuration, Summoning)

by Kieran MacDonald

Usable by: Magic-User

Level: 8

Range: 0

Duration: 1 turn/level

Area of Effect: 60'

Components: V, S, M

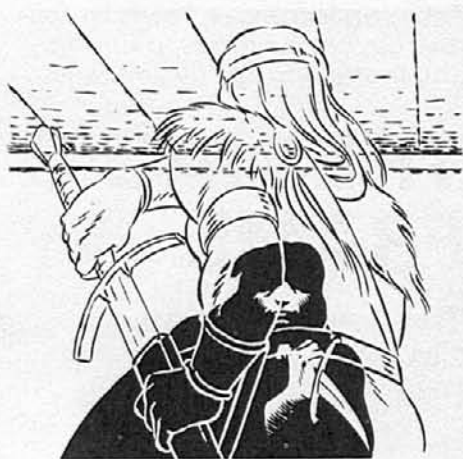
Casting Time: 2 rounds

Saving Throw: None

On casting this spell, the magic-user calls into existence an invisible warrior to aid him or her in battle. The warrior will always obey the caster, whether or not the caster is concentrating or not. The warrior appears next to the caster to start with.

Fighting as a sixth level fighter, the invisible warrior is armed with a huge sword (+2 to hit, 2-16 damage) and has 6 hit dice and AC0. Those unable to see invisible creatures suffer the usual -4 penalty in addition to this.

Should the warrior leave the 60' radius of the spell, the caster must make a save vs spells. If he makes the save, the warrior dies instantly. If he fails, however,



the warrior turns on the caster, although he will be visible and the MU will suffer no penalties to hit. The warrior dies when the duration of the spell is past.

The material component for this spell is a small paper-knife.

MINDMERGE

(Alteration)

by Simon Kind

Usable by: Magic-User

Level: 9

Range: Touch

Duration: 1 turn/level

Area of Effect: 2 people touched

Components: V, S, M

Casting Time: 1 round

Saving Throw: None

Mindmerge unites the best factors of two characters and combines their skills temporarily into one extra-powerful person. The two characters can be any class as long as the two do not conflict (ie paladin and assassin). In all cases the best ability score out of the two people merged is kept for each ability of the merged character. If two characters of the same class are merged then their level is the sum of the two levels they have as separate people, eg 5th level thief + 6th level thief = 11th level thief. Merged spell casters have the spells of each merged person. Hit points are those of the new characters with the highest amount plus a possible bonus from a new constitution score. Height, weight etc. of the merged character are the averages of the two merged characters.

If merged characters are of different classes then the merged character is a multi-classed character (even if human) with the same restrictions as apply in the *Players Handbook*.

Different races and/or sexes cannot be merged.

There is a 2-5(d4+1)% chance each turn (or round when in combat or under stress) that the merged character will develop a 'split personality' and have no powers or abilities until the spell wears off.

The spell may be removed by a *dispel magic* spell. If either of the merged persons are against this they are entitled to a saving throw (perhaps with bonuses for highest wisdom score).

The material components of this spell are powdered diamond and sapphire mixed together and sprinkled over the characters to be merged. The cost of the gems must exceed 5000gp each. □

Tabletop Heroes is a regular feature covering figures, painting and modelling tips by Joe Dever.

THE MAGIC FRAME

The Low-Down on Close-up Photography Part Two: Techniques

This month I shall be detailing two basic techniques for photographing miniatures. The first will make use of the equipment listed in last month's feature, and the second is intended for those of you who want to take reasonable photos of your models with the very minimum of equipment and expense.

When your camera is positioned to within a foot of your subject, you will find that the standard 50mm lens will not focus down to this distance unaided. You will need to add an extension tube (or tubes) between the lens and the body until your subject is framed in focus. When a lens is focused on a point a certain distance away, there will be a zone in front of and behind this point that also appears sharp on the film: this zone is called depth of field. Depth of field can be controlled because it is affected by changes in aperture size: an f-stop of f16 or f22 maximises the depth of field. One general photographic principle is that the greater the distance between lens and subject the greater the depth of field; thus shallow depth of field becomes a big problem when photographing miniatures at very close distances. However, the size of your subject matter is not without its advantages for it enables you to set up on a tabletop indoors and use inexpensive lighting to good effect.

Lighting the subject with one single light source will result in heavy shadows with little detail and a second light source must be introduced to fill-in this shadow. Lighting must be directed so that it accentuates the best aspects of your model. The set-up illustrated in Fig 1 shows the effective use of two angle-poise lamps with one set at approximately 45° to the subject, and the other directly above. The front lamp is being used to fill-in deep shadow cast by the overhead lamp, which, in its turn, is accentuating the painted highlights of the figures.

You will find that the lamps need to be positioned relatively close to your subject. This often causes annoying reflections, but this problem can be overcome by diffusing the light through a screen of greaseproofed paper positioned in front of the lamps. Diffused lighting is recommended for model photography because it eliminates the 'shadow-line' that is often cast across scenic backgrounds or backing papers, which can make model photographs look very artificial. Additional fill-in lighting can be provided by making use of light that is wasted. A piece of white card (A4 size)

used as a reflector and positioned approximately 90° to the frontal light source, will bounce wasted light back onto your subject without harshness or creating secondary shadows.

The simplest way of showcasing your models is to set them up against a plain background, such as a sheet of coloured paper. This paper must be large enough so that the background edges are not seen running out behind the figures. When using a landscape photograph as your background ensure that it is held flat and at 90° to the lens, and that your overhead lamp is not positioned in such a way that unwanted glare or 'background sheen' is reflected directly into the lens. When arranging your figures against a scenic background, it is invariably best to begin with the most dominant one (whether it is the strongest due to its size, shape or colour), placing it first into your photographic diorama. Other figures and props can be added, arranged and rearranged until they are in their most advantageous relationship. Never hesitate to change your mind and experiment with different positions, both with the figures and the camera. During the arranging process it is also important to be constantly aware of the juxtaposition of tones and colours, details and mass, highlights and shadows. The fine detail of chainmail, for example, may be lost or at best confused if placed in front of a landscape with a detailed texture of its own.

Having set up your subject, you can now return your attention to the camera once more. A light reading should now be taken through the lens, and because your lens aperture is at its smallest a very slow shutter speed will result. The first problem you now face is that when the shutter release button is pressed; camera shake will most likely occur and blur the photograph. To avoid this, use a cable release to activate the shutter; if your camera has a mirror lock feature, be sure to lock the mirror up before taking a picture to prevent additional vibration while the photograph is being taken.

For those of you who wish to try your hand at model photography but are limited by a tight budget, I would recommend the following cheap and simple set up. It consists of a lightweight frame made from dowel or split bamboo sticks over which is stretched and taped a 'tent' of greaseproof paper. A hole is cut in the front large enough to accommodate your choice. Coloured papers can be used as a backing to the frame, much the

same way as in the previous 'open' set up. The box acts as a diffuser and scatters the light from its source, in this case a simple camera flash. You will need to invest in an extension lead and (possibly) a hot shoe adaptor, but these are both relatively inexpensive items. Ask a friend to hold the flash in position, just above and to one side, avoiding the framework of the box for best effect. Lastly, when calculating the f-stop, remember to measure the distance from the flash to the subject and not from the camera to the subject. Although this technique is very basic and simple, you will find that it produces very fair results.

Have you taken any photographs of your figures of which you are pleased or particularly proud of? If so, why not let us all enjoy them. If you would like to see your prized photograph featured on the *Tabletop Heroes* photopage, send a colour enprint (glossy or lustre finish but no larger than 6" x 4") to me, Joe Dever, c/o *White Dwarf Magazine*, together with your name and address and some brief details about your subject. If the response and the standard of prints submitted is reasonably high, I shall feature the best in a regular section—the *Tabletop Heroes* Reader's Picture of the Month!

This Month's Photographs

Fig 1 shows the basic set-up for model photography as outlined in the first part of this month's text. The lamps used here can be diffused by covering their shades with greaseproofed paper. As long as the maximum safe bulb wattage is not exceeded, there is no risk of overheating the diffusers.

In Fig 2, we see that heroic young hobbit Frodo and his pony (*Citadel ME13*) relaxing by the banks of the River Brandywine. This model was painted by the award-winning figure painter, Lindsey le Doux Paton.

Speeding on his way to Barrakeesh with his familiar in tow, we see one of *Citadel's* latest additions to their CO2 range of *Wizards* (Fig 3). The flying carpet comes complete with a clear plastic stand, and there is also a standing version of the wizard for use when the flight is over.

Fig 4 features another of *Citadel's* new wizards, this one having been prepared, painted and based by Bill Sprint. A wide range of wooden bases of all shapes and sizes are available by mail order from *Eagle Studios*, 4 Moorland Road, Boxmoor, Hemel Hempstead, Herts. Prices start at around 70p and engraved nameplates can also be supplied to order.

'... and it says here, whatever you do don't look into its eyes!' In Fig 5, we see an intrepid bunch of *Citadel* adventurers petrified by the sight of a *C22 Basilisk*. The stony cleric with a mace is a companion of the crusading cleric featured in Fig 7. Both are new additions to the CO3 range, and were painted and photographed by Phil Lewis.

Fig 6 features a terrible trio of *Citadel C28 Giants*. A wide selection of assorted heads and weapons are available that enable you to customize each model to your own design. The towering delinquents shown here in pursuit of an unwary peasant, were customized, based and painted by Andy Faulkner. □

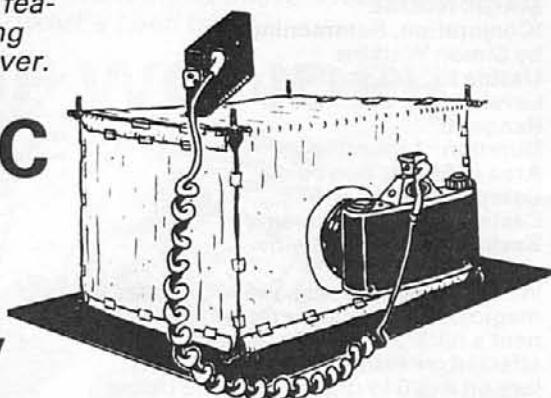


Fig 1



The 'tent' diffuses the flash to lessen harsh shadow.

Photographs (Figs 1-4 and 6) by Joe Dever.
Photographs (Figs 5 and 7) by Phil Lewis.

Fig 2



Fig 3



Fig 5



Fig 6



Fig 4



Fig 7





TABLETOP GAMES

53 MANSFIELD ROAD, DAYBROOK, NOTTINGHAM

P&P: 10% (min 16p) in UK.
OVERSEAS: Surface Mail 15% (min 15p);
Airmail 60%.

SEND SAE FOR 24 PAGE CATALOGUE

REAPER 15mm FANTASY

CHARACTERS

12p each

F1 Magic User w/Staff

F2 Mag. User w/Wand

F3 Cleric in Chainmail

F4 Cleric in Plate

F5 Thief

F6 Assassin

F7 Bard

F8 Fighter in Chainmail

F9 Female in Plate

F10 Female MU

F11 Female Cleric

F12 Female Thief

F13 Female Fighter

in Chainmail

F14 Female Fighter

in Plate

F15 Dwarf in Chainmail

with Axe

F16 Dwarf in Plate

with Axe

F17 Dwarf in Chainmail

with Sword

F18 Dwarf in Plate

with Hammer

F19 Elf Magic User

F20 Elf Fighter

MONSTERS

Ape 15p

Ogre (25mm) 30p

Troll (25mm) 30p

Ghoul 12p

Skelton Warrior 12p

Liche 15p

Liz'man w/Club 20p

Liz'man w/Sw'd 20p

Naga 20p

Gargoyle 20p

Wyvern £1.95

7-head Hydra £1.75

Mounted Lord

of Chaos 35p

Mounted Knight

of Chaos 35p

Lord of Chaos 15p

Knight of Chaos 15p

Minotaur 15p

REAPER

Revised Edition of the most popular

Fantasy Wargame Rules £2.95

Attack of the Fungoid Trolls

(first Reaper scenario) 75p

Reaper Starter Pack £14.50

(Basic Rules, dice & two small

15mm fantasy forces)

Metal Magic

SUPERB NEW RANGE OF 28mm FANTASY FIGURES BY GERMANY'S LEADING
DESIGNER, FROM TTG.

FIGHTERS

1a Paladin in Plate 45p

1b Fighter in Scale with Mace 45p

1c Fighter swinging Axe 45p

1d Fighter in Chainmail with Sword 45p

1e Fighter with Axe & Square Shield 45p

FEMALE FIGHTERS

2a Female Fighter with Axe 45p

2b Fem. Fight. 2 Swords & Buckler 45p

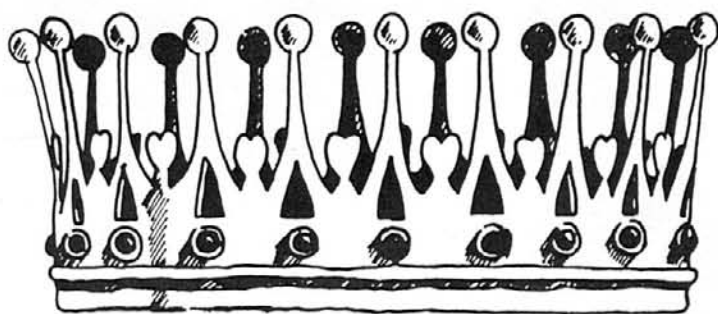
2c Defending with Shield 45p

2d Female Fighter drawing Sword 45p

2e Female Fighter in Plate with Sword 45p

*A new departure
in the gamebook phenomenon!*

THE TASKS OF TANTALON



*Written and devised by Steve Jackson
Illustrated by Stephen Lavis*

The Tasks of Tantalón is the *first ever* fully illustrated fantasy adventure book. An astounding new technique, hitherto unknown to publishing, makes this book unique. A secret lies at its heart which only those of superior wisdom and supreme bravery will discover.

Can you complete the Tasks of Tantalón and unlock the secret of the book?

Publication: 18 July 1985

Ask for **The Tasks of Tantalón** at your favourite book or game shop now!

32 pages of spectacular full colour fantasy art for
only £5.95!

0 19 279792 1

oxford

The Generic Universal RolePlaying System

For every era

For every character

For every universe

For every
serious
roleplayer

GURPS



Coming this summer from:

STEVE JACKSON GAMES

BOX 18957-Z AUSTIN, TX 78760

Distributed exclusively in the UK by Games Workshop Ltd, 27-29 Sunbeam Road, London NW10 6JP

WE'RE **SERIOUS** ABOUT **GAMES**



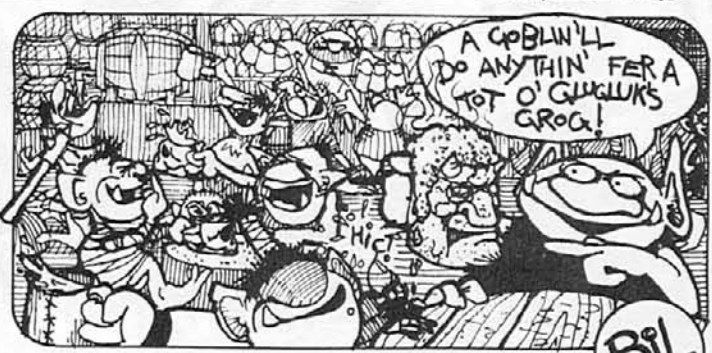
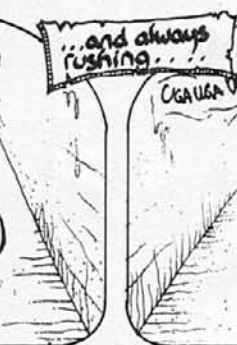
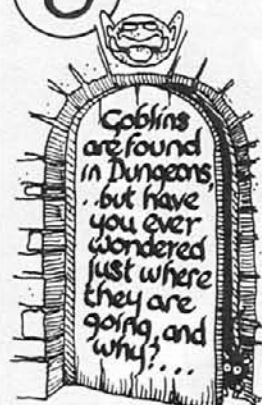
At the **VIRGIN GAMES CENTRE**, we've gone to great lengths to bring you the best. We've travelled the **ENTIRE PLANET** in order to acquire the **WIDEST POSSIBLE RANGE** of... Science Fiction Fantasy Games, War Games, Role-Playing Games, Fighting Fantasy Games, Books, Magazines, Miniatures, Paints, Dice, Accessories and Model Robots.

Everything you could want – plus a host of games you never knew existed – and a knowledgeable staff to act as your guide.

GAMES CENTRE

172 Union Street, Aberdeen · 94/96 Briggate, Leeds · 22 Oxford Street, London W1

gobbledigook.



BIL

THE CHANGING FACE OF CHAOSIUM

Steve Perrin, designer of *Superworld*, ElfQuest, and co-designer of *RuneQuest* has left Chaosium for a career as a freelance in the games industry. The changes in Chaosium, as reported in previous issues, indicate that they are cutting back on staff in order to concentrate on design rather than production. New releases planned for this year include no less than four supplements for *RuneQuest* 3, a total re-write of *Griffin Mountain*, and additions to *Superworld*, *ElfQuest*, *Call of Cthulhu* and *Stormbringer*.

LIVERPOOL SPAWNS CTHULHOIDS

Featured in *Grenadier UK's* latest releases of *Call of Cthulhu* (one large, one small), *Nyarlathotep*, *Tsathoggua*, an *Old One*, a *Dimensional Shambler*, *Spawn of Cthulhu* and a *Hunting Horror*. All good fun if frightening investigators is your sort of thing.

JACKSON STATES FACTS

GURPS, Steve Jackson Games' major projected release for the year, will be accompanied by two supplements covering *Superhero* and *SF* rules additions. A new edition of *Killer*, the game where even a banana is a deadly weapon, is planned – as is a scenario pack for *Ogre/GEV*. 1985 will also see the seventh version of the game itself, and two more supplements.

EXHIBITIONIST REVEALS ALL AT GAMES DAY

Paul Aagaard, mild-mannered Conventions Manager, has a number of special events planned for this year's *Games Day* on the 28th and 29th of September. Ian McCaig, the famous fantasy artist, will be setting up an art workshop. Now's your chance to create a piece of artwork under his guidance. Chris Achilleos will be bringing along his original *MERP* artwork and revealing its secrets. He will also be signing copies of the game.

Ian Livingstone will be auctioning off his rare selection of old miniature figures whilst partner in crime, Steve Jackson, will be chairing the *Games Day Quiz*.

A completely new format for the figure painting competition has been organised. On Saturday, the *Open Competition* will be held, split into two age groups – *Under 16s* and *Over 16s*. On the Sunday there will be a painting showpiece – the *Masters*. This will involve some of Britain's top painters.

Prominent writers for *White Dwarf*, Marcus Rowland and Phil Masters, will be present and talk-

ing about how to write scenarios. And just to add a little madness and mayhem, members of the *Arthurian Society* will be giving a demonstration of metal weapon combat – innocent bystanders beware!

More details about *Games Day* appear on page 6 of this issue, including advance tickets, official competitions and the *Quiz*. Watch out for more information in next issue. Send an SAE for any enquiries to: Paul Aagaard, *Games Day '85*, Games Workshop Ltd, 27-29 Sunbeam Road, London NW10.

COLD COMFORT

Adventure Enterprises is a new entrant into the field of live role-playing. Starting off with a traditional fantasy game, they hope to progress to Gothic Horror and Science Fiction in the near future. This year they are offering fantasy modules and theme week-end specials, with week-long holidays to follow in 1986. *Adventure Enterprises* stress that their fantasy is primarily directed at ages 16+, but junior adventures for the 13-15 age group are also planned. Home to all this activity are Chislehurst Caves in South London: an all-weather playing environment at a steady temperature of 55°F all year round. Brrrr!

A PLAGUE ON THE COMPETITION

The scenario competition in *White Dwarf* 67 attracted a large number of entries: so many that it has taken longer than expected to judge. *AD&D* and *Call of Cthulhu* setting didn't seem to hinder *Traveller* fanatics either. Overall winner was Richard Andrews with his *AD&D* scenario 'Plague from the Past' – he wins the £150 first prize and a year's subscription to *White Dwarf*. The three runners-up, Matthew Williams, Mark Morrison and Jon Quaife all receive a year's subscription. The overall standard of entries was very high and we have therefore decided to run another scenario competition in the near future: unsuccessful entrants may be luckier this time! Oh, and Jon, can you please send us your address!

HOW TO BE TOP

Contrary to popular rumour, the founders of *Games Workshop*, Steve Jackson and Ian Livingstone, are not about to retire to some sun-drenched tax haven. (Kew, wasn't it? –Ed.) They are, however, remaining on as chairmen of a new six-man Management Board. Ian will continue to keep an eye on *White Dwarf*, of which he has been editor-in-chief since its inception eight years ago.

Two of the new board members should be familiar to *WD* readers. Bryan Ansell, better known in his

capacity as figurehead of *Citadel Miniatures*, is the new Managing Director of *Games Workshop*. Peter Darvill-Evans, until now in charge of trade sales in London, is now looking after *White Dwarf* and exhibitions. He is currently seeking to expand the publications side of the company. Other changes include the appointment of Ian Bailey as Financial Controller and Ian Waddelow as Marketing Manager. (This predilection for employees named Ian escapes me! –Ed.)

D&D RECORDS

Ambitious and enthusiastic games groups can now attempt marathon *D&D* sessions and be considered for the *Guinness Book of Records*. *TSR (UK)* have been collaborating with *Guinness Superlatives* to produce a suitable set of guidelines for such activities. Anyone wishing to obtain a set of these should send an SAE to: Sally Meadows, *TSR UK Ltd*, The Mill, Rathmore Road, Cambridge CB1 4AD.

CAPSULES

Wabbit Wampage (*Pacesetter*, £17.95) – a boardgame equivalent of *Toon*: play wacky wabbits or the farmer in a fun game of manic mayhem. Small, colour game-board, 70 die-cut counters, 48 cards and two dice make up the game. Simple to play, easy to pick up.

Pendragon (*Chaosium*, £25.95) – Arthurian role-playing game which strays from the usual *RQ* mechanics. Plenty of information, statistics for the major figures of legend, and a large, full-colour map of the British Isles – a very plush production.

Masks of Nyarlathotep (*Chaosium*, £19.95) – typical mega-product from *Chaosium*. Over 140 pages of playing information, including booklets on New York, London, Egypt and Shanghai. A must for *CoC* Keepers, this globe-trotting scenario pack unravels the fate of the Carlyle expedition.

Alien Module 4: Zhodani (*GDW*, £7.95) – another *Traveller* race gets the full treatment. New skills, world generation, *High Guard* character generation, weapons and psionics are a few of the topics covered.

Toon Strikes Again (*Steve Jackson Games*, £5.50) – the great cartoon caper continues. Five scenarios with appalling puns ('No Sense Atoll' ...!), and a short section on playing and running *Toon*. Th-th-th-th-that's all folks.

NEXT ISSUE

Strange happenings near Guildford as Marcus L Rowland unravels *The Surrey Enigma* – a *Call of Cthulhu* adventure set in the 1920s. Underwater civilisations are uncovered in another peek *Beneath the Waves*. Will *AD&D* adventurers be able to clear up the mysteries of Saltwater in *Plague from the Past*, winner of the *WD* scenario competition? Having trouble with your characters' attitude towards religion? You'll find that Pete Tamlyn's *Rational Behaviour* is an indispensable aid.

All this plus three pages of cartoons and all the regular features.

CLASSIFIED

All classified ads must be prepaid at the rate of 15p per word, display ads £4.50 per line (incl VAT). Please send copy and payment to White Dwarf, 27-29 Sunbeam Rd, Park Royal, London NW10, making cheques/POs payable to Games Workshop Ltd.

White Dwarf regrets that it cannot be held responsible for financial transactions resulting from small ads. Readers are advised to take appropriate precautions before parting with any money.

OPPORTUNITIES AT WHITE DWARF

Production Assistant

For paste-up and to assist the Art Editor. Essential qualifications: paste-up experience; at least 'O' level English; a desire for a career in magazine publishing.

Editorial Assistant

Duties to include dealing with correspondence and proof-reading. Essential qualifications: excellent command of written English; typing ability; extensive knowledge of hobby games; magazine experience would be useful.

Phototypesetter

Experienced CRT/Tronic 150 operator for full-time magazine typesetting.

Please send letter of application and CV to: Peter Darvill-Evans, Games Workshop Ltd, 27-29 Sunbeam Road, London NW10 6JP.

Hollis Island. A superb new adventure for the 48K Spectrum. Dare you enter into a world of savagery, magic and cruelty, to seek out and find the Ring of Atkin? Yes, for only £5.50 (P+P free) you can own this masterpiece. Send cheques/PO/cash to: Teignsoft, 63 Yannon Drive, Teignmouth, Devon.

WD Warriors! You commanded, I obeyed. 30-page illustrated weapons/price list of our enormous range of steel daggers, swords, helmets, etc, now available - £1. Also new design fantasy T-shirts: Sword/dice/shield, and Uppelly Viking Fire Festival. All sizes £4.75. *Tudor Armoury*, 90 Christchurch Road, Ringwood, Hants. ☎04254 4260.

Professional Mould-Making Service. 3" diam rubber supplied. Cut or uncut. Master or production moulds. Batch casting if required. Quick return service. Trade enquiries welcome. Send SAE to: Parian Designs, Unit 19, Lorne Street, Middlesbrough, Cleveland. ☎ (0642) 218453.

Figure Alloy. Easy melt, good detail. 10lbs makes 300 25mm figures, £7 plus £2.50 postage. George Vicary, 4 Barton Green, Barton Hill, Bristol BS5 0AS. ☎ 557165.

For Sale. White Dwarf 1-57. Offers. ☎ Redcar 482567.

DMG £6, modules £1.50, Basic, Expert rules £1.50. Niall, ☎ (01) 341 3355.

Fanzine Lacking Zest? Boardgame a bore to behold? RPG going unnoticed? Then you need professional graphic design to make your publications product stand out from the crowd. Design consultant offers a complete service from concept to print for zines, games, leaflets, books, stationery, etc, as well as a cartographic service producing maps and plans of anything from a single building to an entire fantasy world, a lone starship to a vast space station. For full details write (no SAE required) to: Ralph Harrington, 15 Epsom Court, Coley Avenue, Reading, Berks RG1 6LW.

For Sale. White Dwarfs 11, 13-19, 21, 23-29, 31-33, 66 at 85p each. *Imagine* 1-19, 22 at £1.05 each. All in excellent condition. Thomas Bancroft, ☎ (0276) 64059. Weekdays after 5pm.

Sanio, The Fantasy PBM. This game has now been running successfully for over seven months and is busy trying to find new members to do battle with its hundred or so creatures. It has a full continental map and lots of towns, ruins and encounter areas. If you say that you first saw this in *White Dwarf*, you will receive the rulebook, set-up and first two returns free. Apply to: *Lorewarden Games*, 23 Breckhill Road, Woodthorpe, Nottingham. I am also looking for writers for a new PBM/RPG zine.

Castle Plans For Sale. Excellent detail; send £1 and a large SAE to: Sean Cleworth, Marland House, Cornwall, Clewton EX23 9EL.

Fantasy Figure Painting. All figures painted by shop display figure painter. ☎ Bromsgrove (0527) 77324.

Spitting From The Battlements 2! Even bigger and better! News, soapbox, solitaire, fiction, letters, sheep for hire, reviews of *Dune*, *MERP*, *Magician*, *Lords of Midnight*, *Rocketball*, etc. Competitions and more. Only 65p to: D Evans, 63 Woodland Lane, Leeds 7.

For Sale. 007 RPG (rulebook, GM's Pack, Q Manual, Dr No, Goldfinger), *Marvel Super Heroes* plus MH2/3, *HMAT*, *MERP* supplements (*Issengard*, *Shelob's Lair*). Offers, with SAE, to: Peter Gilham, 58 Balsam Fields, Wincanton, Somerset.

HPS Promotions presents *NPCs* - a massive collection of hundreds of NPCs for the *RQ2* game system. No GM should be without it. Why spend hours drawing up your own when ours are only a letter away. £4.50 from: *HPS Promotions*, Pegasus House, 6 Haytor Rise, Coventry CV2 3LE.

Figures Painted. Great value for money. From 95p a figure. Send SAE to: K Thompson, 36 Priory Road, Boston, Lincs PE21 0RA.

Shazam! Issues 2 and 3 of *It's Clabberin' Time*, the Superhero RPG zine, are available now, price 60p (including P+P) from: Andrew de Salis, 1 Church Street, St George, Nr Abergele, Clwyd.

Sale. *Battle Over Britain*, - £22, B-17, - £14, *Pirates and Plunder* - £14, *Gladiator* - £8. Ono. Jason, ☎ (0792) 404422.

15mm SCI-FI ARMOUR

Latest release now available to our TAC-15 range of 15mm resin modules: alien vehicles, ATVs and more. Also platoon-level SF rulebook, G-CAV, £1.60 (incl P+P). Orders and enquiries (SAE please), cheques payable to: J March-Tuffell, 92 Sandyhill Lane, Ipswich, Suffolk IP3 0JA.

Starquest 3 - Arrrrrrrr! Did that *!#!?!!? Deep One get you again? Try *Starquest*, the zine that's so loaded with FRP and chat that it makes the best mod-basher in the business. 50p plus SAE to: Mark Oswin, 103 Church Lane, Backwell, Avon BS19 3JW.

The Fiery Cross. 40-page, A5 reduced fantasy RPG zine, with other related material. Sample copy (of issue 5) only 60p (incl P+P). Annual subs only £3 for six issues, or £2 for four. Write to: Tom Stacey, The Mill House, Hawridge, Nr Chesham, Bucks. Artwork especially needed.

For Sale. *Star Fleet Battles*, *RuneQuest*, *Dawn Patrol*, *Pirate and Plunder*, *GEV*, *Endless Plans*. ☎ Ashford (Middle) 47092.

Skullcrusher 3 Has Arrived! Hobbit, hobbit, burning bright, who has set your hair alight? It's probably us brandishing SK3! 32pp of ideas, artwork, AD&D and WH, just 40p + A5 SS&E/20p P+P to: Richard Langrish, The Vicarage, Offchurch, Warks CV33 9AL.

Football Crazy PBM. Two games currently running. Can you beat the other teams and win the FA Cup? For rules, send 25p and SAE to: Darren Cooper, 17 Sheddick Court, Dereham, Norfolk.

Computer Software. *Starsoft* buy and sell top quality secondhand software. Send an SAE, with list if selling, the name of your computer if buying. *Starsoft*, 24 Needham Street, Codnor, Derbyshire DE5 9RR.

For Sale. *Car Wars*, *Sunday Drivers*, *Expansion Kit 5*, *Star Trek*. Local area only. ☎ Romford 60419

Dragon Strike

The land of Maign is expanding! Control a tribe from a choice of over 20 in the ongoing battle for supreme rule. If you have a thirst for power, join *Dragon Strike* - the fantasy PBM game. For further details, send an SAE to: Scott Jones, 64 Hoole Lane, Chester, Cheshire CH2 3DS.

Games Event. September 21st, Tyler Hill (near Canterbury). 10.00am to 6.00pm. Participation RPGs and demonstrations. Entry £1.00. Jane, ☎ (0227) 471252.

For Sale. 109 *Citadel* fighters, chaos knights, paladins, including few dwarfs and elves. Also 21 mounted knights including some *Essex* medieval. ☎ (0272) 317517 (after 5.30pm). Foot - 20p, mounted - 30p. Haggle for total lot.

For Sale. *Citadel* dwarf army. Over 180 figures, all in regiments. Make very powerful *Warhammer* army. All expertly painted. Quick sale £120 ono. ☎ (0234) 61937.

For Sale. *Traveller De-Luxe Edition*, also supplements, adventures, etc. ☎ Bolton (0204) 50379 (after 7pm).

Star Trek RPG. Unopened. £8 + P+P. Tristan, ☎ (0803) 865381.

Space. Fill a space on your wall with an original Science Fiction or fantasy illustration. Subjects include Robots, Droids, Space Hardware, Dragons, Demons, Warriors, Creatures, etc. Also limited edition prints and stationery sets. Design and artwork service available for fanzines and boardgames. To find out more about these unique designs, send a large SAE for information pack to: Roger Waring, *Robots & Rayguns*, 48 Woodbrea Drive, Saintfield Road, Belfast BT8 4HZ, N Ireland.

Ph'nglui mglw'nafh DAGON 7

Contains 'Fenland Fog' CoC scenario, essays on 'De Vermis Mysteriis', Lovecraft - A Literary Anomaly, Cthulhuoid ramblings, arcane news, comic strip of 'The Nameless Offspring', 1920s 'Street Talk' and much much more esoteric lore. Costs 85p from: Carl Ford, 11 Warwick Road, Twickenham, Middlesex.

Marlons Castle playing ads. Send for our introductory offer - only £3 (+40p P+P) for a dungeon, the Night Terrors monster set, details of the Hirebrand and Gravelgas character classes, articles of interest, and absolutely no flash, colourful, expensive packaging. Designed and produced for, and by, D&D players. Send orders for SAE if price list only wanted to: *Marlons Castle*, 19 Hurcombe Way, Brockworth, Glos.

Orcsbane. A new zine dedicated to computer adventures containing reviews, help and much more. Only 50p (incl postage) or an SAE for details. From: Nick Walkland, 84 Kendal Road, Sheffield S6 4QH.

It's Back! *The Booklet of Many Things* issues 1, 2, and 3 available. Contains cartoons, AD&D material and complete stupidity. Send 50p (per issue) + SAE to: *Chaos Products*, 633 Chatsworth Road, Chesterfield, Derbyshire S40 3NT.

For Sale. *Aftermath* - £10, *Into The Ruins* - £3, *Sydney* - £3, *Operation Morpheus* - £2, *Pirates and Plunder* - £4, *Squad Leader*, *Cross of Iron* and *Crescendo of Doom* for £25, *France 1940* - £8, *Panzar Armee Afrika* - £8. Contact: Robert Brown, 2 Cavendish Road, Bognor Regis, West Sussex.

For Sale. *WD42-65*, *AD&D* modules *U1*, *U2*, *T1*, *D3*, *Q1*, *Fighting Fantasy*, 1-12, all *Sorcery* series, *Lone Wolf* 1-4, *Sorcerer's Cave*, *Gamma World*, *Cthulhu*, *Warhammer*, *Ogre*, *T&T* solos, *RQ2*, *Snapshot*, *Traveller* + supplements. Cost over £130. Yours for £50 ono (will separate). John, ☎ Codsall 5727.

Government Health Warning. *Balrog Banter* 2 out now, featuring *AD&D* and *Golden Heroes* scenarios, 'Mystery of the Cellar' solo, also articles on *Warhammer* and *Battlecars*. 50p to: Paul Evans, 22 Five Fields Road, Wiltonhall, Wolverhampton WV12 4PA. Get it before it gets you!

Star Smuggler. *Car Wars*, *Traveller* plus supplements for sale. Neil, ☎ 825773, after 5pm. 18 Mingle Place, Bo'ness, W. L. Scotland.

Quality Painting Service for all fantasy figures. Expertly painted at reasonable rates. Send SAE for details and price list. M Lyons, 75 Belvedere Road, Ashton in Makerfield, Wigan, Lancs WN4 8RX. ☎ (0942) 716341.

ESping all AD&D DMs, have you run out of ideas or dungeons? Why not contact this twisted gnome's extensive, cheap, exciting modules, eg - *Dragon Sword* - £2.50. SAE to: 36 Leamouth Place, St Andrews, Fife KY16 8XF.

Traveller For Sale. *The Traveller Book*, *Books 1-6*, *Supplements 1-10*, *Journals 6-21*, *Best of Journal 1*, *High Passage 3*, *ISS Ship Files*, *Adventure 2*, *Double Adventure 5*, *Striker*, *Azanti High Lightning*, 52 figures. Worth over £170, offers around £80. Will consider rare *RQ* or *Gloranthan* stuff in part exchange. ☎ (01) 540 1985 and ask for Jon.

Free Figure Painted with every 10 unboxed figures that are ordered from *Armabb Painting Company*, ☎ Letchworth 76823.

BBC Micro/Electron Owners: Monster and character generators for *AD&D*, *RQ* (2 & 3), *V&V* and *Traveller*. Interested? SAE or phone for details. Anna Prince, 81 George Tilbury House, Chadwell-St-Mary, RM16 4TF. ☎ Tilbury 4881 (evenings).

For Sale. *White Dwarf* 1, 7, 14-60. ☎ (0223) 65970.

HELP!

Clubs, contacts and events can be advertised once at no charge up to a maximum of 25 words. Further insertions at the rate of 15p per word (incl VAT).

Drenedon. Orcbreath, be advised not to travel alone after dark. But if you're so eager to die it can be arranged. Teymon.

The Sunne In Splendor, re-enactment of a 15th century Yorkist household. Members wanted in the London area. Contact: Mr W Haulbert, Membership Secretary, 2 Days Lane, Sidcup, Kent.

Anyone Out There? Any 14 yr old (approx) female RPGer wanting an errant male wizard as a pen friend? Write to: G. L. 83 Allyn Road, Dulwich, London SE21 8AD.

Rolemaster Middle Earth campaign. Age 17+, experience useful. Weekends + evenings? Worsley (Swinton) M/CR. Rob, ☎ 061 794 1863.

Wanted. New character classes for *D&D*. Send two and I send three back. Contact: J McPhail, 17 The Wynd, Dalgety Bay, Fife KY11 5SH.

Swap! *PH*, *DMG*, *A4*, *B2*, *B3*, *C2*, *D1-2*, *EX1*, *Q1*, *S3* + *Judges Guild* modules for *Warhammer II* + accessories, CoC scenarios. Sebastian, ☎ (0788) 76824.

Heeelp! Lone warrior trapped in Stanmore, Belmont, Queensbury area. Plays and DMs *D&D*, also plays *Traveller*. Willing to learn anything. ☎ 907 3749.

Leeds. 19 yr old in Leeds seeks others of similar disposition for *D&D*, *MERP*, etc. Please contact: Neil Johnson, 25 Osmondthorpe Lane, Leeds LS9 0LJ.

Swedish Beginner (20) wants to join campaigns in or around Malmö. I will fight for my life to the last drop. Johan Kallum, ☎ 040-115908.

SEX is a word which has attracted you to this ad. While you are here, please sell me a *RQ Trollpak* and/or any *Wyrms Footnotes* you can spare. Adam, ☎ (0282) 63833.

Land of the Rising Sun. Simon, could you pick up your *LOTRS* as I still have it. Nick Edwards, ☎ Bristol 642177.

Wanted. Secondhand *Striker* game, good condition. Also *WD 34*, 43. Contact: Stewart Downie, 40 Morningfield Road, Aberdeen. ☎ (0224) 39308.

Aberystwyth. Players needed in Aberystwyth (14+) for a fantasy club, play *Traveller*, *MERP*, *Golden Heroes*. Contact: Owen, 23 Ystwyth Close, Penparcal, Aberystwyth, Dyfed, Wales SY23 3RU.

PBM Games. Interested in *Air Force*, *Submarine*, *Tireme*, *Wooden Ships & Iron Men*? Contact: Carl Waltenberg, 6800 Bobolink Rd, Peoria, IL 61614, USA.

Desperate AD&D player wants to write to all you nutters out there. Write to: Nev, 12 Shanklin Drive, Filton, Bristol, Avon.

Experienced GM seeks group of players in South Bucks area for FRPG campaign (*AD&D*, *SS&S*). No under 16s please. Dave, ☎ Gerrards Cross 886474.

Sarak. Your days have already been numbered. May you end your decaying days as smelling trolls' fodder. Otherwise RIP from the gang.

Penpal Wanted. I play *D&D*, *RQ* and *MERP*. Contact: Mark Bush, 34 Grove Ave, Mosely, B'ham B13 9RY. Not British!

USA. 15 yr old would like American pen friend, male/female. Into *AD&D*, *Warhammer*, miniatures and Heavy Metal. I am Hedley, Pinecroft, Lorehill, Sandford, Wareham, Dorset, England.

London. Gamers (16+) wanted for *AD&D* in Woodford area of London. Michael Poulain, 61 Pulteney Rd, South Woodford, London E18 1PR. ☎ (01) 889 7951.

Help! Will anyone swap my *RQ* and *Cults of Prax* for *CoC*? ☎ 07935 33010.

Help! Two fairly experienced, fanatically keen players seek *D&D* club in Burton/Lichfield area. Adrian Hailwood, ☎ Burton-on-Trent 790188.

Help! *D&D*, *T&T*, *FF* player desperate for some action. Will learn other RPGs. Contact: Simon, 81 Stubbins Lane, Ramsbottom, Via Bury, Lancs BL0 0PR.

Wanted. *ADQ Vol 1*, 1-4, *Vol 2*, 1, and *Dagon 1-5*. Also swap *Gangbusters* and *Traveller* box sets for *CoC* scenarios. Gaz, 93 Beaumont Road, Loughborough, Leics.

Help! RPGer needs PBM to play in! Put me out of my misery. Send info to: Craig Lemon, 78 Mountbatten Road, Braintree, Essex CM7 6TP.

Desperately Wanted. *WD22*, will pay any reasonable price. Please contact: Hugh Gibson, 283 Down Road, Portishead, Bristol BS20 8HZ. ☎ (0272) 848013.

KJC Games, Britain's leading Play By Mail company, introduces to you our new Play By Mail game of Xenophobia, Conquest, and Space Warfare called ...

CAPITOL

BRITAIN'S MOST ADVANCED COMPUTER MODERATED PLAY BY MAIL GAME!

CAPITOL Features —

- A strategic space warfare game, completely computer moderated.
- Approximately 35 players per game.
- Players design their own race's characteristics and description.
- Design your own starships and build them at your star bases.
- Expand your empire and conquer other races.
- An 'advanced stage' of the game introduces new technologies of starships and improved ship movement capabilities.
- CAPITOL's simplified order formats are easy to remember. No coding your orders onto computer cards or other gimmicks.
- CAPITOL has an easy to understand rulebook, complete with numerous examples.
- CAPITOL was subjected to the largest playtest of ANY commercial PBM game. Over 100 players played over 1500 turns of CAPITOL prior to release.
- Runs on an IBM PC, using 512K.

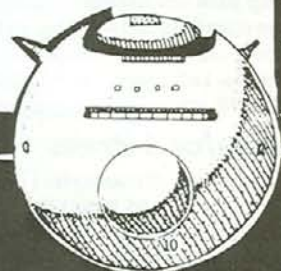
"CAPITOL is fast becoming the standard against which other space warfare games are compared"

- With each rulebook you receive a set of overlays to use in mapping the game and moving ships.
- Mapping CAPITOL is extremely interesting, using the computer printed maps you receive with your turn results.
- No due dates. CAPITOL allows you four turns per month. Most other computer moderated games have the usual one turn every two weeks.

**KJC
GAMES**

KJC Games has been running Play By Mail games for about 5 years now and our reputation for giving good, exciting games and a first class service is second to none. Our team of professional Gamesmasters will usually reply to your turn with 48 hours.

To enrol in CAPITOL send a £6.00 cheque/PO/International money order payable to KJC Games. For this you will receive the Rulebook, setup and first two turns. Each turn of Capitol costs £1.75 for the first 60 orders. Each additional 30 orders costs 75p. European players are welcome. Reply to: KJC Games, PO Box 11, Cleveleys, Lancashire FY5 2UL.



In EARTHWOOD, twenty-five players compete to be the ultimate ruler by controlling all the developed cities, either singularly or with an alliance. A typical game will last about 18 months with the first knockouts usually starting after six months.

Each player is either a king of a fantasy race or powerful charismatic character. Your character or king controls several groups each of which is totally independent of each other. You can recruit trolls, wildmen and others into your armies, and even control powerful creatures such as dragons. Your characters will capture and control cities, upon which you can spend gold to improve security, increase your workshop's production, build defences and maintain and enlarge your army. With gold your wizards undertake magical research, learning new spells. Spies search out enemy strongholds and then attempt acts of sabotage, theft and assassination. These are just a few options available to a player in EARTHWOOD.

EARTHWOOD is computer moderated but the turn sheets and replies are written in plain English so that you can easily understand them. No need to look through complex charts and code books to understand this game.

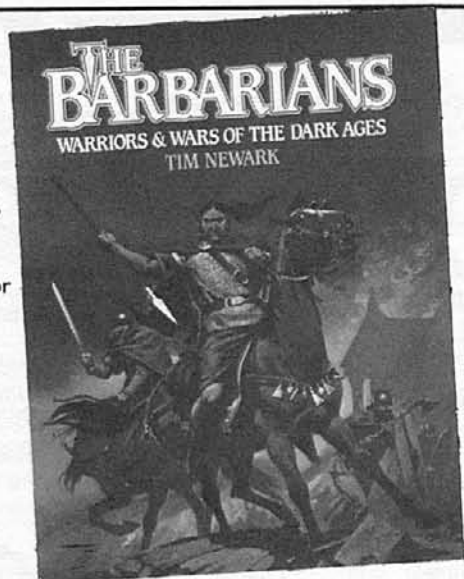
**KJC
GAMES**

To enrol in Earthwood send £5.00 cheque/PO payable to KJC Games. For this you receive the rulebook, setup and first three turns. Future turns are 75p. Send to KJC Games, PO Box 11, Cleveleys, Blackpool, Lancashire, FY5 2UL.

EARTH WOOD



Huns, Goths, Vandals, Franks, Moors, Magyars, Vikings and Mongols – the Barbarian warrior nations swept through Europe from Roman to Medieval times striking terror into their foes. They live on as part myth, part reality in everyone's imagination.



Now *The Barbarians* presents them at their finest. Action packed descriptions of the great battles, details of weapons, wars and ways, histories and legends of Attila, Alaric and the Vikings pack this full-blooded book. But it is the excitement of the superb action paintings of barbarian battles and scenes that will rivet your attention and stretch your imagination. There are 160 pages with 16 thrilling full colour paintings as well as 70 other illustrations for £10.95.

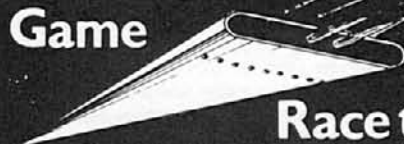
Blandford Press

Available from all booksellers or direct from Mallard Book Services for £11.95 including post and packing. Write or ring Mallard Book Services, Link House, West Street, Poole, Dorset BH15 1LL / Telephone (0202) 671171

When you haven't got all night-play

STAR SEARCH

The Compelling New Board Game



A Tactical Race through the hazards of deep space
for 2-4 players lasting 1-2 hrs
when you have first visit

Croydon's leading
R.P.G. & Fantasy
Figures stockist

1st floor
Croydon Indoor Mkt. Park St.

01 760 0078

G.M.s wanted for Saturday
games at the shop



GAMES PEOPLE PLAY

The gamers games shop.

WE DON'T CLAIM TO HAVE EVERY GAME IN
THE UNIVERSE BUT YOU'LL BE SURPRISED
JUST HOW MUCH WE HAVE!

MAIL ORDER WELCOME.
BARCLAYCARD & ACCESS ACCPETED.

We carry all major and most minor role-playing systems with a full supporting cast of scenarios and back-up material.

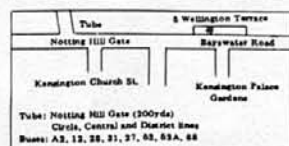
We stock almost every conflict boardgame currently available in the UK.
Our 2nd hand games section offers out of print games.

We offer an extensive choice of historical and fantasy figures by:
ASGARD, CHRONICLE, DENIZEN, CORVUS, ESSEX, GRENADIER and others.

In 15mm you'll find JACOBITE and TABLETOP FANTASY, SF and HISTORICAL MODELS.

PLUS
SKYTREX 1/300 MODERN. ROS and HEROICS 1/300 figures.

All this with a full logistic support of acrylic and enamel paints, 50 plus different rules sets,
25 plus different magazine titles, dice, Gallia buildings, Prince August cast your own,
Integral Terrain, Torchlight, Dungeons and



5 Wellington Terrace, Bayswater Road, Notting Hill Gate, London W2.
Telephone: 01-727 9275

Open 11.00-5.30. Late Night Thursday 7.30.
Saturday 10.00-6.00. Closed Sundays.

HEROES MINIATURES

7, Waverley Place
Worksop, Notts.
Tel: (0909) 476128

THE NIGHTMARE WORLD OF
MONSTROUS EVIL
GOTHIC HORROR & ADVENTURE
FIGURES. 45p each unless stated.

- GH1 Adventurer with holstered pistol
- GH2 Adventurer in hat & leather jacket
- GH3 Adventurer in suit
- GH4 Professor
- GH5 Female Adventurer
- GH6 Henchman
- GH7 German stormtrooper
- GH8 Animated Corpse
- GH9 Cloaked Figure
- GH10 Nude Female
- GH11 Masked Martial Arts Warrior
- GH12 Apeman
- GH13 Vampire
- GH14 Female Vampire
- GH15 Wolfman
- GH16 Werewolf
- GH17 Ghost
- GH18 Wolf
- GH19 Deamon
- GH20 Ghoul
- GH21 Insectoid. 60p
- GH22 Skylord. 90p
- GH23 Sea Devil. 70p
- GH24 Snake Lord. 80p
- GH25 Lizard Lord (W/sword) £3.00
- GH26 Amorphous Horror. 70p
- GH27 Snake man (W/spear) 60p
- GH28 Winged Madness. £1.30



POST & PACKING RATES
30p minimum, 10% over £3.00, post free over
£20 unless stated. Overseas 60% air mail, 15%
surface.

NEW. The mercenary (A6) is now available
riding our war Mammoth. Code AM1
Price £4.00

- GH29 Tentacle Terror. £3.00
- GH30 The Transformation. 50p
- GH31 Scientist
- GH32 Female Adv., in Coat
- GH33 Female Adv., in Evening Dress
- GH34 Priest
- GH35 Male Adv., in Jumper
- GH36 Female Adv., in Long Dress
- GH37 Man Made Monster. 50p
- GH38 Masked Henchman Firing Pistol
- GH39 Masked Henchman with Rifle
- GH40 Heroic Aviator
- GH41 Evil Master
- GH42 Anti-Hero
- GH43 High Priest
- GH44 Female Follower Dancing
- GH45 Follower
- GH46 Sacrificial Slab
- GH47 Victim
- GH48 Alien Take-over
- GH49 Female Alien Vampire
- GH50 The Ultimate Horror. £4.00



NOW FROM HEROES
TWO MORE FIGURE RANGES
FOR YOUR RPGs

NEW RELEASES

THE NINJA
25mm Figures 45p each

- NJ1 Ninja Attacking sword/dagger
- NJ2 Ninja Attacking Two Swords
- NJ3 Ninja Attacking short sword/dagger
- NJ4 Ninja Defending sword
- NJ5 Ninja Stabbing sword/dagger

All weapons cast on figures

SUPERHEROES
25mm Figures 45p each

- SH1 Hero loose hair
- SH2 Female loose hair
- SH3 Armoured Hero
- SH4 Masked Hero
- SH5 Mighty Hero
- SH6 Hero one-piece costume
- SH7 Female Cloak
- SH8 Male Cloak

GREEN MACHINE GAMES

19 EAST STREET
TOWER HAMLETS
DOVER, KENT.
TEL: 0304-203372
Mon-Fri: 9-5.30
Sat: 9-5

THE WARGAMES STALL
INDOOR MARKET
20 ST. PETERS STREET
CANTERBURY
TEL: 0227-68844
Mon-Fri: 10-5
Sat: 9.30-5.30

Stockists of most Roleplaying, Wargame,
Fantasy and Sci-Fi Games.
Also Fantasy and Sci-Fi posters in stock.

OTHERWORLD ARTIFACTS

Miniature building accessories for 25mm gaming and modelling



Set 10: 'The Temple'

Simple to build, detailed
structure to use in model
setting or game playing
scenario. Base area incl.
entranceway 12 1/2 x 5 1/2". Temple
5 1/2" high. Features removable
roof & Goddess statue. £29.95

This set post free UK/BFPOs,
Europe add 25% p&p, other
countries add 50%. Access/Visa.
Catalogue £1.20 UK, £1.50 Europe,
£1.80 others. Send to:-
Otherworld Artifacts, 14 Elm Park
Road, Havant, Hants. PO9 2AD

I'M AN AVID FAN OF ROLE-PLAYING GAMES,
WARGAMES, AND LOW-LEVEL CHARACTERS
(WELL COOKED)!

SO I GO TO **STRATEJEUX**
Pte D'ORLEANS.
- WHERE I'VE ALSO DISCOVERED AN AMAZING
RANGE OF MINIATURES

13 Rue Poirier de Narca
75014 Paris
Tel: 545.45.87
Metro pte D'ORLEANS

Victoriana
Furnishings

88 Abbey Street,
Accrington.
Tel: (0254) 37160



Fantasy Figures by
Citadel & Essex
Wargaming Figures by
Essex, Minifigs, Pax Britannica
Models by
Clydecast, Sovereign, Almond, Tomka (Men of War)
Mil-Art, Barton, Tradition, Post Militaire
Books by
Osprey, WRS, Funken
Paints, Brushes ect by
Humbrol, Rose, Gallia & Hovels

MORE GREAT OFFERS FROM
ESSEX FANTASY

Dwarf Army 60 figures £12.95
 Gnome Army 60 figures £12.95
 Goblin Army 60 figures £14.95

Great Scaley Orc Army £27.95



ESSEX MINIATURES, UNIT 1, SHANNON CENTRE, SHANNON SQUARE,
 THAMES ESTUARY ESTATE, CANVEY ISLAND, ESSEX.

NEW
 KNIGHTS OF EVIL RAIDING PARTY
 CONTAINS

MOUNTED BARON
 BARONESS ON FOOT
 MOUNTED STANDARD BEARER
 SIX MOUNTED EVIL KNIGHTS
 TEN DISMOUNTED EVIL KNIGHTS
 ONLY £10.95

MONSTER PACK £3.45

ADVENTURER PACK £3.45

TELEPHONE SALES: 0268 682309

JOTO
 7 Lawrence Sherriff Street,
 Rugby CV22 5EJ
 Warwickshire
 Tel: Rugby (0788) 62372

Open Mon-Sat 9.00am-5.30pm

Discount scheme for clubs

GAMES STORE

161 LINTHORPE ROAD, MIDDLESBROUGH
 CLEVELAND. Tel: (0642) 247553

WE STOCK
 DUNGEONS & DRAGONS, RUNEQUEST,
 TRAVELLER, TUNNELS & TROLLS ETC.
 AVALON HILL - FULL RANGE
 SOFTWARE - SPECTRUM, CBM 64,
 VIC 20, BBC.

Mail Order accepted
 Open Mon - Sat 9.30am - 5.30pm

John & Julie

201 Milton Road (opposite Renault Garage), Southsea,
 Hampshire. Tel: 0705 755459

We stock:-
 DUNGEONS & DRAGONS, CITADEL MINIATURES
 & PAINTS, TRAVELLER, WARHAMMER ETC

Open 9am-6pm MONDAY-SATURDAY
 Early Closing WEDNESDAY 1pm
 Discounts on Group Purchases.



Stock also available
 in Belfast at
 The Modellers Nook,
 15/17 Winetavern Street,
 Belfast BT1 1JQ

FROM DROIDS TO DRAGONS & DWARVES
 I CAN OFFER YOU A WIDE RANGE OF BLACK
 & WHITE AND FULL COLOUR ARTWORK. ALSO
 LIMITED EDITION PRINTS, ORIGINALS & SETS
 OF FANTASY STATIONERY
 Send address and 17p stamp for information pack to:
 Roger Waring R.W. Graphics, 31 Ballynahinch Road,
 Carryduff, Belfast BT8 8EN N. Ireland

ORION

Mail Order Only.

Battlecars	£7.95
Battlebikes	£4.95
Starsoldier	£7.95
Gamma World	£9.50
Judge Dredd	£7.95
Star Trek	£9.95
Ringworld	£29.95
Ringworld Companion	£10.95
Alpha Dawn	£9.95
Knighthawks	£9.95
Indiana Jones	£9.95
Talisman	£8.95
Bug-Eyed Monsters	£12.95
James Bond 007	
Boxed Set	£14.95
Warhammer (revised rules)	£9.95
Bushido	£7.95
Traveller Starter Set	£8.95
Traveller Book (Vol 1)	£12.95
Traveller Adventure Book (Vol 2)	£12.95

CALL OF CTHULHU

Call of Cthulhu	
Boxed Set	£9.95
Cthulhu Companion	£8.95
Horrible Secret of Monhegan Island	£4.95
Yog-Sothoth	£10.95
Death in Dunwich	£7.95
The Asylum	£10.95
Glozel est Authentique	£7.95
Fungi from Yuggoth	£10.95
Whispers from the Abyss	£10.95
Curse of the Cthonians	£10.95
Pursuit of Kadath	£9.95
Trail of Tsathogoa	£10.95

OTHER GAMES

Worlds of Boris Vallejo	£23.95
Mandala	£11.95
Civilization	£24.95
Source of the Nile	£16.95
World Class Football	£10.95
Escape from Colditz	£12.95
Gunslinger	£20.95
Samurai	£14.95
Machiavelli	£14.95
Junta	£20.95

DUNGEONS & DRAGONS

Basic Set	£9.95
Expert Set	£9.95
Companion Set	£9.95

ADVANCED DUNGEONS & DRAGONS

Dungeon Masters Guide	£11.95
Players Handbook	£10.95
Monster Manual	£10.95
Monster Manual II	£10.95
Fiend Folio	£10.95
Deities & Demigods	£10.95
Legends & Lore	£10.95

ADVANCED D&D MODULES

L1 Secret of Bone Hill	£4.95
L2 Assassins Knot	£4.95
C1 Hidden Shrine of Tamoachan	£4.95
C2 Ghost Tower of Inverness	£4.95
I1 Dwellers of the Forbidden City	£4.95
I2 Tomb of the Lizard King	£4.95
I3 Pharaoh	£4.95
I4 Oasis of the White Palm	£4.95
I5 Lost Tomb of Martek	£5.50
I6 Ravenloft	£5.50
UK1 Beyond the Crystal Cave	£4.95
UK2 The Sentinel	£4.95
UK3 The Gauntlet	£4.95
UK4 When a Star Falls	£4.95
UK5 Eye of the Serpent	£4.95
UK6 All That Glitters	£4.95
U1 Sinister Secret of Saltmarsh	£4.95
U2 Danger at Dunwater	£4.95
U3 The Final Enemy	£4.95
WG5 Mordenkanens Adventure	£4.95
EX1 Duneonland	£4.95
EX2 Land Beyond the Magic Mirror	£4.95
MV1 Midnight in Dagger Alley	£4.95
CB1 Conan Unchained	£4.95
CB2 Conan Against Darkness	£4.95

ROLE AIDS AD&D SCENARIOS

Final Challenge	£5.95
Throne of Evil	£5.95
Shipwrecker	£5.95
Dragons of Wen T Seng	£5.95
Clockwork Mage	£5.95
AD&D Play Aid World of Greyhawk	£9.95

GRENADIER FANTASY LORDS BLISTER PACKS

25mm Figures — £1.25 per pack	
Numbers in brackets shows quantity per pack.	
101 Adventures (3)	
102 Females (3)	
103 Frost Giant (1)	
104 Clerics (3)	
105 Were Creatures (3)	
106 Skeleton Cavalry (3)	
107 Halflings (4)	
108 Goblins (4)	
109 Orcs (3)	
110 Dwarves (4)	
111 Monks (3)	
112 Elves (3)	
113 Specialists (3)	
114 Undead (3)	
115 Bugbears (3)	
116 Golems (2)	
117 Dragon Men (3)	
118 Scorpions (2)	
119 Hill Giant (1)	
120 Wing Folk (3)	
121 Knights (3)	
122 Wizards (3)	
123 Lizard Men (3)	

GRENADIER CALL OF CTHULHU BLISTER PACKS

25mm Figures — £1.25 per pack	
All packs contain three figures.	
H.G.Wells Award at Origins '84.	
201 Federal Agents	
202 Hoodlums	
203 Adventurers	
204 Master Criminals	
205 Investigators	
206 Cops	
207 Ghost and Horrible Companions	
208 Undead	
209 Ghouls	
210 Mi-God and the Serpentmen	
211 Sand Dwellers	
212 Deep Ones	

WARGAMES

Ambush	£24.95
Battle Over Britain	£24.95
Normandy Campaign	£14.95
Civil War	£20.95
Druid	£16.95
Cold War	£24.95
Panzer Command	£20.95
NATO	£16.95
Pax Britannica	£24.95
Battle Stations	£12.95
Gazala, 1942	£15.95

Aachen	£15.95
Panzerkrieg	£18.95
Air War	£24.95
Struggle of Nations	£10.95
Samurai Blades	£9.95
Power & Resolution	£14.95
War at Sea	£10.95
Storm Over Arnhem	£16.95
Airforce	£16.95
Victory on the Pacific	£14.95
Third Reich	£18.95
1809	£18.95
Vietnam	£20.95

BOOKS

Fantasy Wargaming	
B. Galloway	£7.95
Badges & Insignia of the Third Reich (208pp 64 colour plates)	£10.95
Astrology & the Third Reich	£5.95
The Knights	£6.95
The Invaders	£6.95
Hollow Earth	£4.50
Runes & Magical Alphabets	£3.95
Vampire in Europe (illus.)	£6.95
Subterranean Kingdoms (illus.)	£4.95
Lost Atlantis	£3.45

MAGAZINES

Fire Movement	
Issues 10,20,21,22,23 each	£1.50
The Dragon	
Issues 87,88,89 each	£2.00
Wargamer	
Issue 32 (Lutzen)	£4.95
Issue 33 (Holy Roman Empire)	£6.95
Strategy & Tactics	
Issue 97 (Trail of the Fox)	£3.50
The Grenadier	
Issue 22	£2.00

OTHER ITEMS

Golden Dawn Tarot	£8.95
Rider Waite Tarot	£8.95
Tarot of the Witches	£5.95
I Ching Cards	£7.50
Dungeon Accessory Pack 1	£2.95
Dungeon Accessory Pack 2	£2.95
Poly Set (6 cols) Marked	£1.90
Soviet Red Army Cap Star Badge	£3.50
SS Officer's Rune Ring (Black enamel & silver colour)	£7.50
SAS Metal Stickpin	£2.95

ESDEVIVUM GAMES

LOW COST MAIL-ORDER SPECIALISTS



Come to Esdevivum Games and see the best display of games in the country.
Open 5 days a week (closed all day Wednesday).
Fastest telephone mail order service.



Some of our special lines
RAGNAROK ENTERPRISES. As their UK agents we now stock all their productsThe new RPG system, justly praised for emphasis on role-playing development and realistic world design. For more experienced gamers

YSGARTH RULE SYSTEM: Set of 6 books: Fantasy Character, Battlecraft, Arts Arcane, Holy Orders, Fantasy World, Last Song of Hergest (Adv.). £10.95

SUPPLEMENTS: Wine of the Moon, Creatures Fair & Fell, Expanding Worlds, The Ancient Powers . . . £2.50 each or £8.95 the set. **YRS RECORD SHEETS:** . . . 95p

MINI-SYSTEMS: Ideal for any FRP system. £1.60

HAGNAROK have produced three series of adventures/scenarios suitable for YRS or D&D. All self-contained at budget prices.

YSGARTH ADVENTURES: on the low-entropy world of Ysgarth

4: Cynfein & 5: Ptolemaias . . . each £1.70

JAHANNAM/WYRDWORLD: Set in a medium entropy world parallel in background to the Middle-East of the Middle Ages 1 to 9: . . . each £1.70

UTTGART: Set on this high entropy world 3 titles . . . each £1.70

ABYSS: is one of the leading small US zines. Issues 15-28 . . . each £1.20/29-30 . . . each £1.70

EIGHT ADVENTURES FROM THE ABYSS . . . £2.95

TO CHALLENGE TOMORROW. Multi Background, simple, SF/Historical RPG . . . £6.95

TRIAD (exp 1) . . . £3.95. **LONDON BY NIGHT (exp 2)** . . . £5.95

THE DRAGON TREE

Especially for all DMs who want to make their adventures interesting and intelligent.

HANDBOOK OF TRAPS & TRICKS: Over 100 ready-to-play traps & tricks of a wide variety and type of complexity . . . £7.95

DRAGON TREE SPELL BOOK: Some 225 spells, zero to 10th levels, wide in range and use . . . £5.95

BOOK OF ARTIFACTS: 200+ treasure/artifacts with users, use, misuse, prices powers and occurrence . . . £5.95

MONSTER FILE Vol 1: Let your players see the best . . . £4.95

AMAZON MUTUAL & DESERT PLOTS: new adventures and scenarios . . . each £5.95

These are just some of our games. Our catalogue contains details of virtually all games available in the UK. Send 20p in stamps & 18p SAE (overseas 4 IRC) for a copy (free with orders over £5). Telephone Order with Access/Visa Payment in £ sterling please.

ESDEVIVUM GAMES (W8)
185 Victoria Road, Aldershot,
Hants GU11 1JU
Tel: Aldershot 311443
(Shop Hours)
Farnham 722269 (other times)
No postage on many games for regular customers.




TOPPERS

OF CHESTER

THE LAND OF FANTASY
FOR ALL YOUR GAMING NEEDS

Dungeons & Dragons, RuneQuest and most RPGs plus aids and supplements
Avalon Hill—Citadel—Grenadier
Prince August—Paints and magazines.

Mail Order accepted
Upper Level, 16 mercia Square,
off Frodsham Street, Chester.
Tel: Chester 28802

Quest Books

Specialists in Fantasy Fiction, British Folklore
(inc. Arthurian Legend, Celtic Myths, Wizards, Witches,
Dragons & Fairies), Ancient Monuments and Ruins
(inc. Castles, Churches & Abbeys), and Earth Mysteries
(inc. Ley Lines, Dowling & Ghosts).
For free book list send SAE to:

QUEST BOOKS (WD)
71b EASTWORTH ROAD,
CHERTSEY, SURREY,
KT16 8DG
(MAIL ORDER ONLY)

GAMES WORLD

A New Power arises in West London

Behold the glittering treasures
— held at Games World —

**TSR * FANTASY GAMES
ESSEX * AVALON HILL
CITADEL * TORCHLIGHT
ASGARD * VICTORY
TABLETOP * GALLIA
METAL MAGIC * G.D.W
STANDARD GAMES * I.C.E.**
— AND MORE & MORE —

Clubs discounts available to large bands of Adventures
Mail Order Welcome, Post Free over £4.50
Access & Barclaycard — Phone 01-741 4467

GAMES WORLD

129 KING STREET, HAMMERSMITH
LONDON W6 9JG PHONE 01-741 4467
NEAREST TUBE HAMMERSMITH LATE OPENING THURSDAY TILL 8pm

EVEN SMAUG IS WELCOME AT RAINBOW GAMES



Come and see our vast range of **ROLE PLAY
GAMES PLAY AIDS, MINIATURES &
MODELLING EQUIPMENT.**

**FRIENDLY ADVICE ALWAYS AVAILABLE
AS WELL AS MANY SECOND HAND BARGAINS**

147 Kings Road, Brentwood, Essex.
Open MON-SAT 9.00am-6.30pm
Telephone: 0277 227043

**NOW
OPEN**

A NEW GAMES SHOP IN WARWICK

Midland Games Centre

UNIT 8, THE KNIBBS, SMITH STREET,
WARWICK. TEL: WARWICK 401104.



ANOTHER SMALL GAMES
SHOP WITH A LARGE
SELECTION OF GAMES
AND MINIATURES.
OPEN 9.30am-5.30pm
CLOSED THURSDAYS
ALSO AT
SHAMBLES ARCADE,
21 HALES STREET,
COVENTRY

Entrance from Smith Street
or Public car park at rear.

RITZ TOYS

100 Queensmere
Slough, Berks.
Tel: SLOUGH 30678

Open Mon-Sat 9.00-5.30

**Large selection of D&D, RuneQuest,
Tunnels & Trolls, Traveller, Citadel
Miniatures, Boxed Fantasy &
Science Fiction Games**

62 SHEEN RD
RICHMOND,
SURREY. TW9 1UF.
TELE: 01-940 2454

CHERRY'S LTD.

STOCKISTS OF: D&D, RUNEQUEST,
CALL OF CTHULHU, WARHAMMER,
REGIMENTS OF RENOWN, TRAVELLER,
CITADEL & GRENADIER MINIATURES,
OTHERWORLD ARTIFACTS, GOLDEN
HEROES, STAR TREK, JAMES BOND.
OPEN MON-SAT 9.30-5.30
(CLOSED WEDS.)



THE "WARLORD" GAMES SHOP

Stockists of
DUNGEONS & DRAGONS
Most RPGs and Supplements
* Wargames * Fantasy Games *
* Science Fiction Games *

Figures by
CITADEL * ASGARD * GRENADIER
Tabletop 15mm SF & Fantasy
Davco Microtanks, Ships, Planes
Platoon 20 * Gallia Buildings
Torchlight Fantasy & SF
Rulebooks * Integral Terrain
Paints * Dice * Brushes * Magazines

818 London Road, Leigh-on Sea
Tel: Southend 73308
Open 9.30-1.30 and 2.30-5.30.
Closed on Mondays

THE "WARLORD II" GAMES SHOP

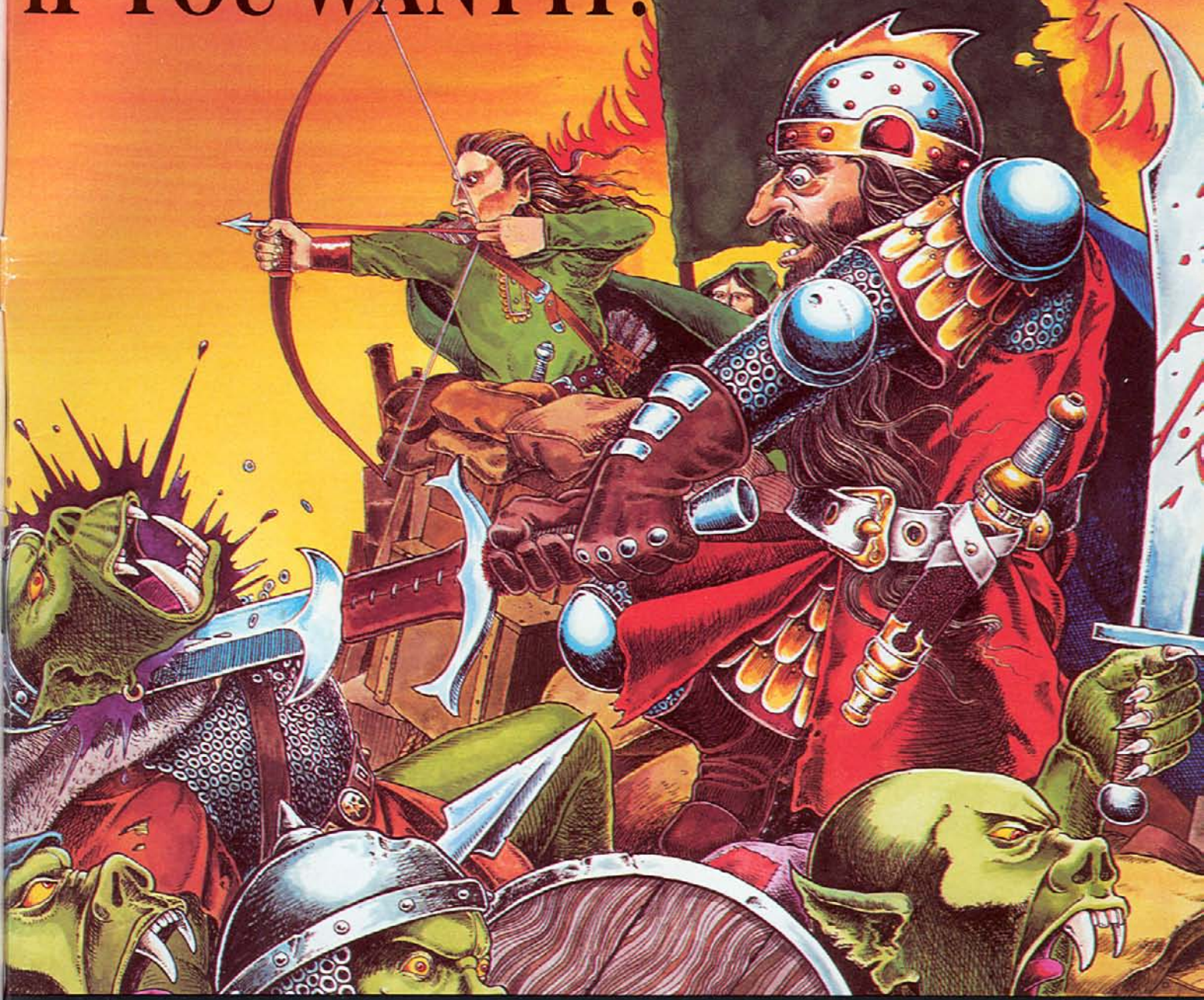
Stockists of
DUNGEONS & DRAGONS
Most RPGs and Supplements
* Wargames * Fantasy Games *
* Science Fiction Games *

Figures by
CITADEL * ASGARD * GRENADIER
Torchlight Fantasy & SF
Paints * Dice * Brushes * Magazines
PLUS
Chess * Backgammon * Mah Jong
and a selection of other traditional
and Family Games

362 Chartwell Square, Southend
Tel: Southend 615988
Open Mon-Sat 9.30-5.30



GOT BLOOD IF YOU WANT IT!



BLOOD BATH AT ORC'S DRIFT

THE SPECTACULAR
NEW SCENARIO FOR

WARHAMMER

AVAILABLE NOW FROM ALL GOOD
GAME SHOPS OR DIRECT FROM

**CITADEL
MINIATURES**

CITADEL MINIATURES MAIL ORDER, CHEWTON ST., HILLTOP, EASTWOOD, NOTTS.

All you need is a Marshal's baton....



....and the armies are yours to command!

The ADVANCED DUNGEONS & DRAGONS® BATTLESYSTEM™ Fantasy Combat Supplement is a mass combat game, fully compatible with both AD&D® and D&D® rules.

Available NOW from better games shops or, in case of difficulty, write to:
TSR UK Ltd,
The Mill,
Rathmore Road,
CAMBRIDGE CB1 4AD



ADVANCED DUNGEONS & DRAGONS, AD&D and D&D are registered trademarks owned by TSR Inc. BATTLESYSTEM is a trademark owned by TSR Inc.

© 1985 TSR UK Ltd

All Rights Reserved

DUNGEONS

Minia



DUNGEONS & DRAGONS® is a trademark owned by and used under license from TSR, Inc.

DUNGEONS & DRAGONS® miniatures are approved by TSR, Inc. The publisher of the Fantasy Role-Playing Games® sold under the trademarks DUNGEONS & DRAGONS® and ADVANCED DUNGEONS & DRAGONS®.

©1985 TSR, Inc. All Rights reserved



The TSR logo is a trademark owned by and used under license

& DRAGONS[®]

atures



CITADEL MINIATURES

