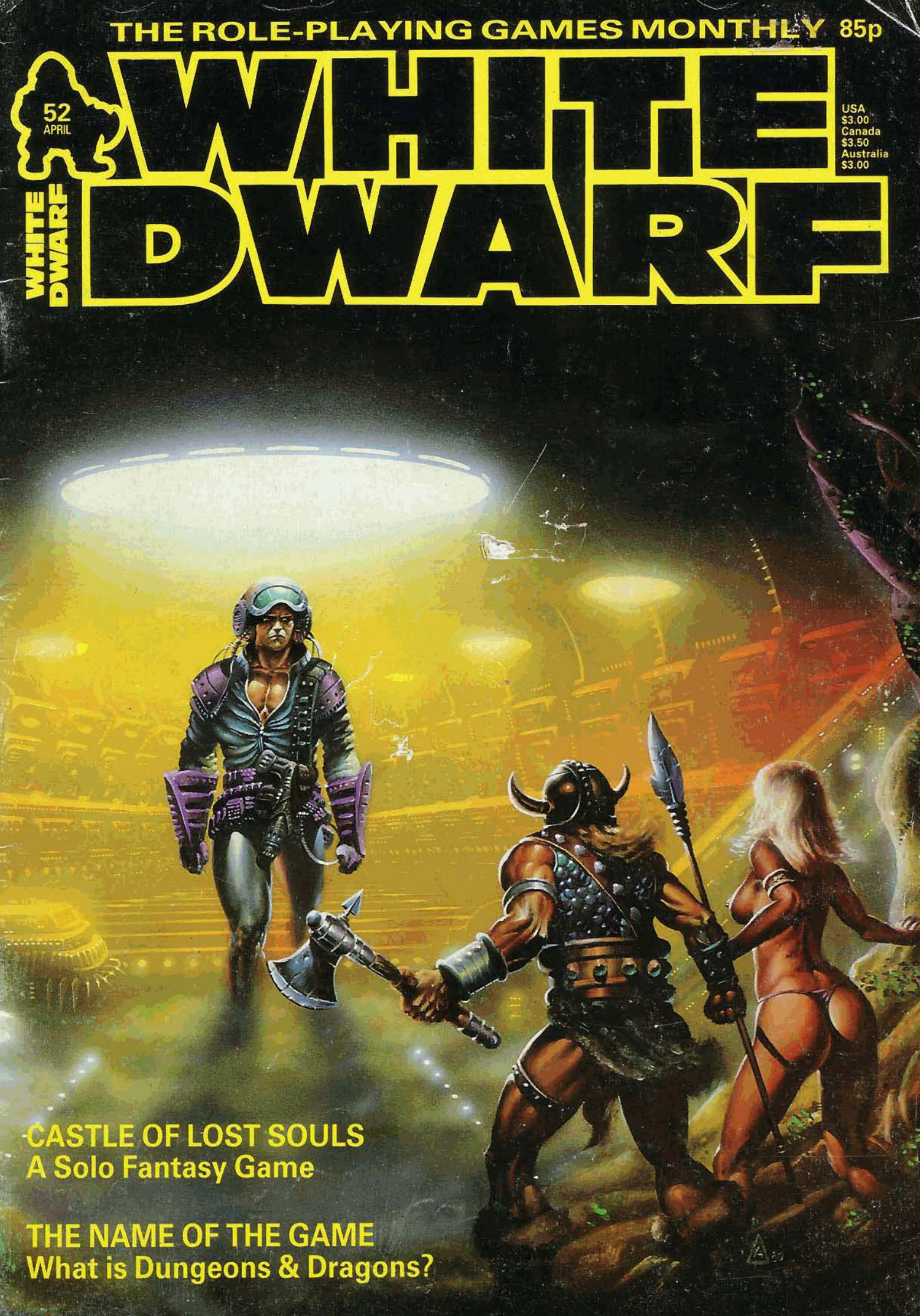
THE ROLE-PLAYING GAMES MONTHLY 85p

52
APRIL

WHITE DWARF

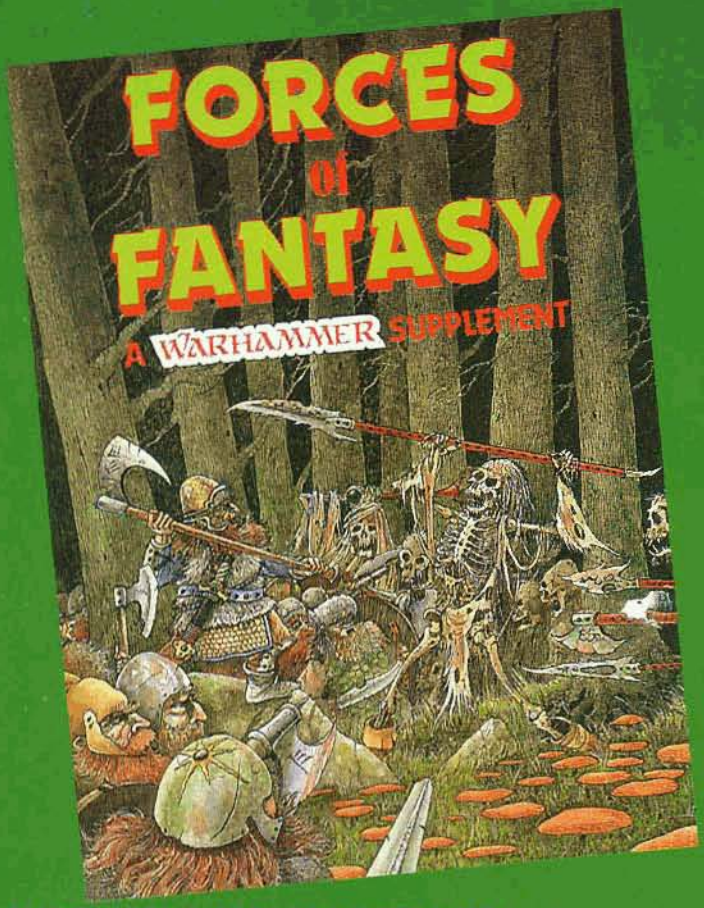
USA $3.00
Canada $3.50
Australia $3.00



CASTLE OF LOST SOULS
A Solo Fantasy Game

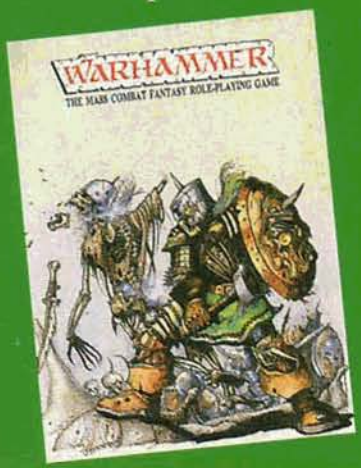
THE NAME OF THE GAME
What is Dungeons & Dragons?

If you go down to the woods today, you are sure of a big surprise!



FORCES OF FANTASY is hardly a teddy bear's picnic. Lurking behind the trees are Skeletons and Dwarfs, and the forces of good and evil. **FORCES OF FANTASY** is part of the ever-expanding **WARHAMMER** fantasy game system. It contains complete rules for players to lead entire armies into terrible and bloody conflict. Wreak havoc, rampage and destroy with the Forces of Evil, or champion freedom as a captain of the Hosts of Good.

FORCES OF FANTASY gives you rules for Fighting Battalions Heroes and Wizards * Engines of War * Fighting Fantasy Battles Chariots * Mustering Armies * Painting and Collecting Fantasy Armies * Regiments * New Magic and Creatures * Power Weapons Rune Weapons * Additional Magical Items * and more.



Note that **FORCES OF FANTASY** is not a complete game in its own right. You will need **WARHAMMER** in order to use the material described above.

FORCES OF FANTASY and **WARHAMMER** are available in better shops everywhere or, in case of difficulty, available at **£5.95** each plus 50p postage from **Citadel Miniatures, 10 Victoria Street, Newark, Notts (Tel: 0636 77495).** Please make cheques payable to **Games Workshop Ltd.**

GAMES WORKSHOP *Mail Order*

Where adventures begin...

I, Zlargh - Slave Lord of the Black Sun, am master of a vast horde of games and play-aids. My minions labour to deliver the item of your choice within 7 working days of receipt of your order, and answer your questions on the telephone between the hours of 9.30am and 5.00pm from Monday to Friday.
A special slave team works night and day to answer your rules problems, just send your questions on a separate sheet of paper with an S.A.E. and your questions will be answered, or else the slaves shall feel my wrath!
My slaves await your orders with grovelling anticipation, don't delay, order today!!

MAILING CLUB NEWSLETTER

For a regular update on new games and play-aids, join the Games Workshop Mailing Club - simply send us your name and address, plus up to 6 first or second class stamps. You will receive issues of the newsletter equivalent to the number of stamps supplied. *Free to White Dwarf subscribers!*

GAMES WORKSHOP CATALOGUE
A complete 52 page illustrated guide containing over 600 games, play-aids and boxed figure sets. Only 50p plus 20p p&p.

WHITE DWARF BINDERS NOW AVAILABLE!
£4.50 including post and packing

BASIC DUNGEONS & DRAGONS
Basic Set £9.50
Expert Set £9.50
Expert Rulebook £3.95

BASIC D&D SCENARIOS
Module B1 ..... £4.50
Module B2 ..... £4.50
Module B3 ..... £4.50
Module B4 ..... £4.50
Module B5 ..... £4.50
Module X1 ..... £4.50
Module X2 ..... £4.50
Module X3 ..... £4.50
Module X4 ..... £4.50
Module X5 ..... £4.50
Module M1 (solo) £4.50
Module M2 ..... £4.50
Module O1 ..... £4.50

BASIC D&D PLAY-AIDS
Geomorphic Collection £3.95
Monster & Treasure Collection £3.95
Monster Cards I £1.50
Monster Cards II £1.50
Monster Cards III £1.50
Monster Cards IV £1.50

AD&D SCENARIOS
Module T1 ..... £4.50
Module L1 ..... £4.50
Module L2 ..... £4.50
Module G1—3 ..... £4.50
Module D1—2 ..... £4.50
Module D3 ..... £4.50
Module Q1 ..... £4.50
Module A1 ..... £4.50
Module A2 ..... £4.50
Module A3 ..... £4.50
Module A4 ..... £4.50
Module S1 ..... £4.50
Module S2 ..... £3.50
Module S3 ..... £5.50
Module S4 ..... £5.50
Module C1 ..... £4.50
Module C2 ..... £4.50
Module I1 ..... £4.50
Module I2 ..... £4.50
Module I3 ..... £4.50
Module I4 ..... £4.50
Module I5 ..... £4.95
Module I6 ..... £4.95
Module U1 ..... £4.50
Module U2 ..... £4.50
Module U3 ..... £4.50
Module WG4 ..... £4.50
Module N1 ..... £4.50
Module UK1 ..... £4.50
Module EX1 ..... £4.50
Module EX2 ..... £4.50

AD&D PLAY AIDS
AD&D Character Sheets £3.95
DM's Screen £4.95
Rogues Gallery £3.95
Character/Adventure Folder £3.95
Non-player Records £3.95
DM's Adventure Log £3.95
The Fighting Wheel £1.50

ADVANCED DUNGEONS & DRAGONS
Player's Handbook £9.90
Dungeon Master's Guide £10.95
Monster Manual £9.95
Monster Manual II £9.95
Deities & Demi-Gods £9.95
Fiend Folio £9.95

NEW
AC1 Shady Dragon Inn £3.95
World of Greyhawk £9.50

FANTASY ROLE-PLAYING GAME ACCESSORIES
Dungeon Floor Plans £2.99
Dungeon Floor Plans 2 ..... £2.99
Dungeon Floor Plans 3 ..... £2.99
Dungeon Mapping Sheets £1.99
Wilderness Hex Sheets £1.99
Grimtooth's Traps £3.75
Grimtooth'sTraps Too £3.75
City Book I £6.95

Dungeon Planner Set 1: Caverns of the Dead . £4.95

FANTASY ROLE-PLAYING BOOKS
Warlock of Firetop Mountain £1.50
Citadel of Chaos £1.50
Forest of Doom £1.50
Starship Traveller £1.50
City of Thieves £1.50
Death Trap Dungeon £1.50
Island of the Lizard King £1.50
Dicing with Dragons £3.95
Sorcery £3.95
Sorcery Spell Book £1.75
Sorcery: Shumanti Hills £1.95
Khare City Port of Traps £1.95

NEW FROM MAYFAIR GAMES FOR AD&D
Dwarves £7.95
Darkfolk £7.95
Wizards £7.95
Elves £7.95

MODULES
Dragons of Wengtsen £4.95
The Contract £4.95
Shipwreck £4.95
Evil Ruins £4.95
Swordthrust £4.95

STAR TREK
Starter Set £10.95
Deluxe Set £19.95
Witness for the Defence £4.95
Klingon D7 Deck Plans £8.95
USS Enterprise Deck Plans £10.95
Klingons £12.95
Federation Recognition Manual . £5.95
Klingon Recognition Manual £5.95
The Vanished £4.95
Dental of Destiny £4.95
Star Trek Screen £4.95
Demand of Honour £4.95
Termination 1456 ..... £4.95
Starship Combat Simulator £10.95

SCIENCE FICTION & FANTASY
Bug-Eyed Monsters £8.95
Fellowship of the Ring £22.95
Sanctuary £16.95
Forever War £16.95
Company War £16.95
Dragon Riders of Pern £16.95

CALL OF CTHULHU
Call of Cthulhu £18.95
Shadows of Yog-Sothoth £7.95
The Arkham Evil £6.95
Death in Dunwich £6.95
The Asylum £7.95
Pursuit to Kadath £7.95
The Cthulhu Companion £6.95
Adventurers Figures £8.95
Cthulhu Monsters Figures £8.95
Fungi from Yuggoth £7.95
Whispers from the Abyss £7.95

GAMES WORKSHOP GAMES
Apocalypse £6.95
Doctor Who £6.95
Valley of the Four Winds £5.95
Warlock £5.95
Quirks £4.95
Battlecars £6.95
Talisman £7.95
Calamity! £7.50
Judge Dredd £7.50
Warhammer £5.95

Forces of Fantasy .. £5.95

FANTASY FIGURE STARTER SETS
Citadel Heroic Adventurers £3.95
Citadel Oriental Heroes £4.95

MAGAZINES
Best of White Dwarf Articles £1.50
Best of White Dwarf Scenarios .. £1.50
Best of White Dwarf Articles II ... £1.50
Best of White Dwarf Scenarios II . £1.50
Citadel Compendium 95p
Traveller Journal £1.50
Best of the Journal Vol 2 ..... £2.95

NEW FOR TRAVELLER
Traveller Adventure Book £8.95
Adv. 10: Safari Ship £2.95
Adv. 11: Arcturus Station £2.95

TRAVELLER
Starter Traveller £7.95
Bk:0 Introduction to Traveller £2.95
Bk 4: Mercenary £2.95
Bk 5: High Guard £2.95
Bk 6: Scouts £3.95
The Traveller Book £10.95

TRAVELLER: OFFICIAL SUPPLEMENTS
Sup 1: 1001 Characters £2.50
Sup 2: Animal Encounters £2.50
Sup 3: Spinward Marches £2.50
Sup 4: Citizens £2.50
Sup 6: 76 Patrons £2.50
Sup 7: Traders & Gunboats £2.50
Sup 8: Library Data (A—M) £2.50
Sup 9: Fighting Ships £2.50
Sup 10: The Solomani Rim £2.50
Sup 11: Library Data (N—Z) £2.50
Sup 12: Forms and Charts £2.95
Sup 13: Veterans £2.95

TRAVELLER: OFFICIAL ADVENTURES
Adv 1: Kinunir £2.50
Adv 2: Research Station Gamma ... £2.50
Adv 3: Twilight's Peak £2.50
Adv 4: Leviathan £2.50
Adv 5: Trillion Credit Squadron ... £2.50
Adv 6: Expedition to Zhodane ... £2.50
Adv 7: Broadsword £2.50
Adv 8: Prison Planet £2.50
Adv 9: Nomads World Ocean £2.95
Tarsus (Module 1) £8.95

TRAVELLER: OFFICIAL DOUBLE ADVENTURES
DA1: Shadows/Annic Nova £2.50
DA2: Bright Face/Mithril £2.50
DA3: Argon/Death Station £2.50
DA4: Marooned/Mar'n'd Alone ... £2.50
DA5: Chamax Plague/Horde £2.50
DA6: Divine Rt/Night Conquest ... £2.50

TRAVELLER: APPROVED SCENARIOS
Ordeal by E'shaar £4.50
Action Aboard £4.50
The Seven Pillars £4.50
Legend of the Sky Raiders £4.50
Trail of the Sky Raiders £4.50
Rescue of Galatea £4.50

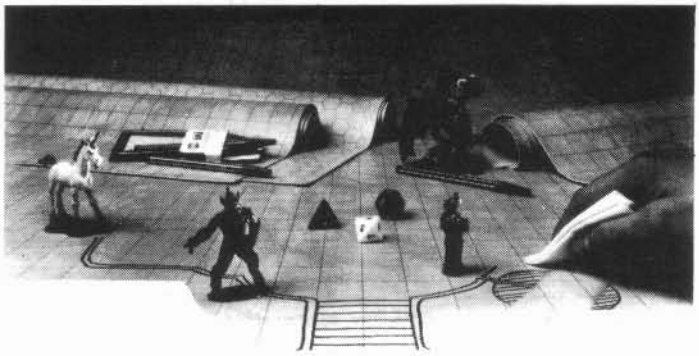
TRAVELLER: APPROVED PLAY-AIDS
The Vanguard Reaches 99p
Beyond 99p
Ship's Papers £1.50
Starport Module I £6.95

Send your orders to: **Games Workshop Mail Order, 27/29 Sunbeam Road, London NW10 6JP**
Please make all cheques/POs payable to **Games Workshop Ltd.**

Telephone orders using credit cards, or enquiries, phone **01-965 3713** Mon - Fri 9.30am - 5.00pm.
Orders under £6.00 add 60p post and packing.
Europe: add 33% carriage/**other overseas:** add 55% carriage

THE BERKELEY GAME COMPANY PRESENTS
EXPANDED VINYL

BATTLEMATS™ AND MEGAMATS™
THE PERFECT SURFACE FOR PLAYING OUT YOUR ADVENTURES



Battlemats and **Megamats** are made of high quality durable expanded vinyl. Soft and flexible, completely portable, fold'em or roll 'em. Lay 'em flat and draw your dungeon layout right onto the surface with water-based overhead projection pens - then wipe clean with water. The ideal aid for game designers.

Popular **Battlemats** (£6.95) are 23½" x 26" and are available in 21mm and 25mm squares and 16mm , 21mm and 25mm hexes. Large size **Megamats** (£12.95) measure 32" x 48" and come in 21mm and 25mm squares and 16mm, 21mm, 25mm and 30mm hexes. The 30mm hexes are numbered, and are also available on black vinyl, perfect for space adventures.

Orders and enquiries to:

Dowsey Games
19 Reynolds Close, London NW11 7EA
Telephone: 01-458 1543

GREEN BROTHERS
(Gainsborough)
The State Building
Church Street
Gainsborough, Lincs. DN21 25N
Tel: (0427) 5101

Open Monday-Saturday
Closed all day Wednesday

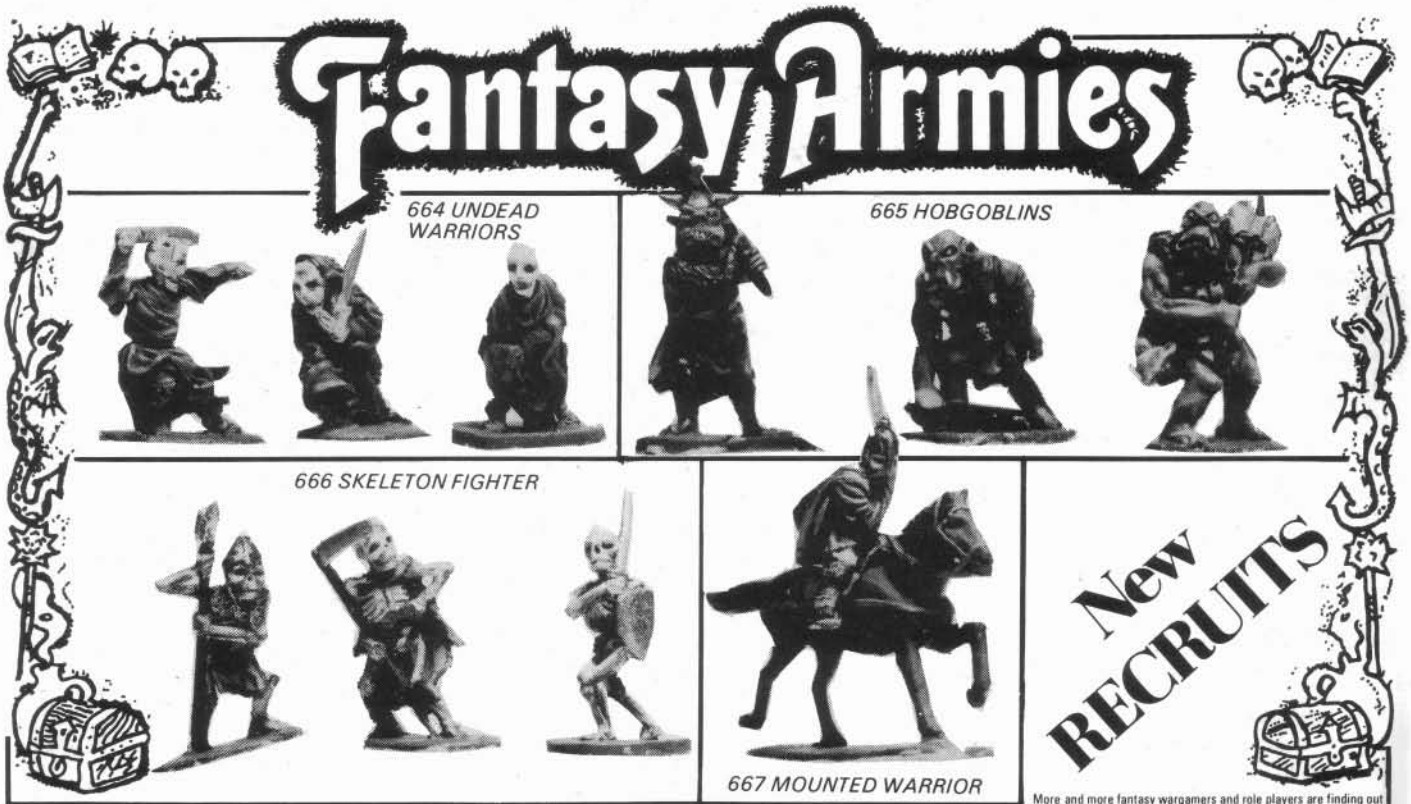
Full range of D&D and RPGs

D.J. TOYS
40 Fretherne Road,
Welling Garden City
Herts.

D&D, Citadel and much more!

Second Branch at
11 Town Square, Stevenage
Tel: (0438) 65501

Fantasy Armies



PRINCE AUGUST
The largest collection in the world

Orders under £5.00 add 50p postage.
By mail order from Hobby Castings, 129 Oliver Plunket Street, Cork, Eire. USA: Dunken Co., P.O. Box 717, Calvert, Tx: 77837. CANADA: Manac, 1429 Kingston Road, Scarboro, Ont., MLN 1R4. AUSTRALIA: Hansa Toy, 15 Kevin Avenue, Ferntree Gully, Vic.3156. UK: (trade only). UK: trade only Prince August (UK) Ltd., Small Dole, Henfield BN5 8XH.

More and more fantasy wargamers and role players are finding out that they could now afford that large battle with cast your own moulds from Prince August. The fact is once you have bought the mould each figure only costs around 10p. And the moulds can be used hundreds of times even by an orc.

Starter kit including an orc mould	£4.95
Modelmetal 125gr. (makes 10-15 figures)	99p
Modelmetal 375gr. (makes 30-45 figures)	£2.75
Each mould	£3.25

1984 HANDBOOK No. 2 AVAILABLE NOW — Available from: Hemleys, W. Hobby and good toy and hobby shops.

Prices quoted are those prevailing at press date and are subject to alteration due to economic conditions.

Games

FOR WAR, FANTASY AND SCIENCE-FICTION GAMING

50-54 Manchester St.,
Liverpool L1 6ER.
Tel: 051 236 2605

Unit 20, Merrion Centre,
Leeds 2.
Tel: 0532 456376

63 Allerton Rd.,
Liverpool L18
Tel: 051 722 9022

MAIL ORDER
85-87 Victoria St.,
Liverpool L1 6DG.
Tel: 051 227 1505

TRADE
89 Victoria St.,
Liverpool L1 6DG
Tel: 051 236 2605

ROLE-PLAYING GAMES by FGU

CHIVALRY & SORCERY Second Edition
Chivalry & Sorcery: 3 volume boxed set £14.55
C & S Sourcebook: revised edition £5.85
C & S Sourcebook 2 supplementary material £4.75
Swords & Sorcerers revised second edition £4.35
Bireme & Galley C & S naval combat £10.95
Castle Plans 25 mm scale castle floor plans £3.95
Fortification Plans 25 mm floor plans £3.95
Homes & Hovels 25 mm cut-out medieval buildings £4.35
Towers for Tyrants 25 mm cut-out medieval keep £5.25
AFTERMATH – post holocaust rpg. boxed £16.95
Into the Ruins. Aftermath scenario book £3.95
Operation Morpheus. Aftermath scenario book £5.85
DAREDEVILS rpg set in the 1930's.
Boxed Set rulebook, scenarios, ref's screen £10.95
Daredevils Adventures, book of three complete adventures £3.65
PRIVATEERS & GENTLEMEN – naval rpg 1755-1820
Boxed Set rules, charts etc £12.50
BUNNIES & BURROWS – rabbit role-playing £4.35

VILLAINS & VIGILANTES 2nd Edition – Boxed set £8.75
2nd Edition rulebook only £4.35
Crisis at Crusader Citadel – intro adventure £3.65
Death Duel with the Destroyers – V & V adventure £3.65
Island of Dr. Apocalypse – V & V Adventure £3.65
FORCE – V & V adventure £3.65
Opponents Unlimited V & V NPC's and their organisations £3.65
WILD WEST western role playing
Boxed set rules, maps, charts etc £7.95
Trouble on Windows Peak. Wild West scenario pack £2.95
BUSHIDO Detailed rpg set in the Land of Nippon
Boxed set, rule books, maps, charts, tables etc £12.95
Valley of the Mists Bushido Scenario pack £3.65
OTHER SUNS – Challenging sf rpg
Boxed set: 2 rulebooks refs screen and charts £11.75
MERC modern mercenary rpg, skirmish wargame
Boxed set, rules, plastic overlay, charts etc £9.55
Merc supplement; more rules & skills £3.65

If you're for the ultimate Fantasy Role-Playing Game, look no further. This is it. — White Dwarf Magazine

BUSHIDO™

ROLE PLAYING ADVENTURE IN FEUDAL JAPAN

Come adventure on the Misty Isles of Nippon where a man's honor and fame are as important as his accomplishments. In BUSHIDO you can experience the stuff of Legends – martial mastery, demons, war, magicians, assassins, bakemono, sublime arts and more! The boxed set includes two volumes, map of Nippon, and referee screen

If you are familiar with the earlier Tyr or Phoenix versions of BUSHIDO, you are only familiar with a part of the world of Nippon.

£12.95

Also Available:
VALLEY OF THE MISTS
Mystery, magic and intrigue in Hida Province.

GRENADIER MODELS

Top quality metal figures from the best known miniatures company in the U.S. and now available in Britain. Below is a selection of their range. Send SAE for full lists.

CALL OF CTHULHU – Officially Approved range. **£7.95** per box.
Box 1: Adventurers **Box 2:** Creatures
DRAGONLORDS Excellent fantasy range. **£5.50** per box.
Box 1: Wizards **Box 2:** Halflings Box 3: Dwarves **Box 4:** Hirelings **Box 5:** Fighting Men **Box 6:** Specialists **Box 7:** Females **Box 8:** Thieves **Box 9:** Wizard's Room **Box 10:** Horrors of the Marsh **Box 11:** Orcs of the Severed Hand **Box 12:** Subterranean Terrors **Box 13:** Adventurers – Golden Quest
AUTODUEL – Official **Car Wars** Miniatures all at **£2.95** per blister pack.
1. 4 Vans **2.** 4 Pick-Ups **3.** 4 Luxury Cars **4.** 4 Mid-size cars **5.** 7 Compacts and sub compacts **6.** 4 Station Wagons **7.** 10 Motor-bikes **8.** 4 Assorted Wrecks **9.** 10 Side-cars & Turrets **10.** 2 Articulated Trucks
Autoduel Miniatures are to 1/180 scale
OGRE MINIATURES – Official range **£3.25** per pack, unless otherwise marked
1. Ogre Mark V **£5.50** (1 per pack) **2.** 4 Heavy Tanks **3.** 4 Missile Tanks **4.** 4 GEV's **5.** 4 Howitzers **6.** 4 Mobile Howitzers **7.** 5 Light Tanks **8.** 2 Command Posts **9.** 4 Combine GEV's
Ogre Miniatures are to 1/285 scale
TRAVELLER – Official range. **£7.95** per box
Box 1: Imperial Marines
FANTASY LORDS – new fantasy range all at **£7.95** per box
Box 1: Dragons of the Emerald Idol **Box 2:** Skeletons – Raiders of the Undead **Box 3:** Elves of the Sylvan Brotherhood

15mm SPACE OPERA FIGURES

The first four releases of a fine range of SF 15 mm miniatures are now available. Supplied in packets of 5 different figures, they combine quality design with sensible prices **65p** per packet.
SOH1 HUMAN ADVENTURERS SOA1 ALIEN ADVENTURERS
SOH2 HUMAN ADVENTURERS SOA2 ALIEN ADVENTURERS

NICE DICE PRICE!

Standard polyset 6 dice £1.20
Or with inked numerals £1.30
Deluxe polyset with inked numerals £1.30
Fireball polyset £1.50
Or with inked numerals £1.75
Transparent Gem polyset £1.95
Or with inked numerals £2.25
Five assorted colour D6 ..... 40p
30 sided dice 70p
30 sided dice inked 80p
Nickel/Copper Plated D30 ..... £1.00
Nickel/Copper Plated other sizes 50p

ARMORY ACRYLIC PAINTS

A fine selection of over 60 different colours including such esoteria as POMEGRANATE; BUBONIC BLUE: PALOMINO & NIPPLE PINK! More normal colours also available.
75p per .75 oz jar.
Send SAE for full lists.

BARCLAYCARD
VISA

AMERICAN EXPRESS

WHY NOT ORDER BY TELEPHONE USING ACCESS, BARCLAYCARD, OR AMERICAN EXPRESS
save the trouble of sending a letter and cheque.

WE PREFER THIS METHOD. We can try to answer any queries and you will also be sure you are getting exactly what you want and sooner normally by return of post.
P&P: UK & BFPO: Order value over £6.00 – free
Up to £6.00 add 25p
OVERSEAS: Charged at cost. Please allow for this in your order. If in doubt write or phone.

OVERSEAS TRADE ORDERS WELCOME

FGU BOARDGAMES (BG) & RULES (R)

Diadem: Science Fiction BG £15.75
Lords & Wizards: Fantasy BG £11.95
Colony Delta: Science Fiction BG £9.75
Oregon Trail: BG. Good solo £10.35
Star Explorer: BG Excellent solo £11.95
Archworld: Rules for fantasy battles £4.35
Galactic Conquest: SF RPG rules £2.95
Odysseus: History based fantasy rpg £3.95
Royal Armies of the Hyborean Age: R £4.35
Starships & Spacemen: SF RPG £4.95

STANDARD GAMES & PUBLICATIONS

Cry Havoc – medieval skirmish game £9.95
City of Sorcerers – fantasy boardgame £9.95
Starship Captain – SF boardgame £12.95
The Village – extra map for Cry Havoc £2.45
The Crossroads – as above £2.45
The Forest – new map for Cry Havoc £2.45
Dungeon Accessories: box 1 ..... £2.95
Dungeon Accessories: box 2 ..... £2.95
Felt hex – cloth playing surface; blue, sand or green. All with printed hex grid £12.95
Clear Plastic Hex Sheet – overlay £1.80
Siege – NEW compatible with Cry Havoc £9.95
Thunde-rin' Guns – Old West excitement £6.99
Speed & Steel – Blitzkreig boardgame £9.00

TUNNELS & TROLLS
FANTASY GAMES SYSTEM

Rulebook (2nd edition) £3.95
Tunnels & Trolls. Boxed Set £6.95
Naked Doom Solo Dungeon £2.25
Sorcerer Solitaire Solo Dungeon £2.25
Sword for Hire Solo Dungeon £2.50
Labyrinth Solo Dungeon £2.25
Buffalo Castle Solo Dungeon £2.25
City of Terror Solo Adventure £3.95
Beyond the Silvered Pane Solo D £3.00
Arena of Khazan Solo Adventure £2.50
Weirdworld Solo Dungeon £2.25
Overkill Solo Dungeon £2.25
Dungeon of the Bear Levels 1,2,3 ..... £3.50
Uncle Uglies Underground £1.50
Circle of Ice Solo Adventure 75p
Abyss Solo Adventure 75p
Goblin Lake Solo Adventure 75p
Catacombs of the Bear Cult 1 ..... £3.00
Sea of Mystery Solo Adventure £3.00
Grimtooth's Traps Game aid £3.75
Deathtrap Equalizer Solo Dungeon £3.30
Blue Frog Tavern Solo Adventure £2.50
Misty Wood Solo Adventure £2.50
City Book Aid for all FRP systems £7.50
Sorcerer's Apprentice Magazine £1.75
Grimtooth's Too Game and Vol 2 ..... £3.75
Gamesmen of Kasar £3.00

THE BEST IN SF from FGU

SPACE OPERA – complete, complex compelling.
OTHER SUNS – a totally new system which does not encourage shoot-em-up play.
Space Opera **£14.55** Other Suns **£11.75**
SCIENCE FICTION ROLE PLAYING COMES OF AGE

TSR UK Ltd.

D & D Basic Set rules, dice, ... £9.50
D & D Expert Set, rules dice, adv £9.50
D & D Expert Rules only £3.95
D & D Character Records sheets £2.95
A D & D Dungeon Masters Guide £10.95
A D & D Players Handbook £9.95
A D & D Monster Manual £9.95
A D & D Monster Manual 2 ..... £9.95
A D & D Deities + Demigods £9.95
A D & D Fiend Folio £9.95
A D & D Dungeon Masters Screen £4.95
A D & D Character Record sheets £3.95
A D & D Player Character Folder £3.95
A D & D NPC Character Record sheets £3.95
A D & D DM's Adventure Log £3.95
Rogues Gallery NPC stats £3.95
World of Greyhawk – revised boxed edition £9.50
AC1 – Shady Dragon Inn (D&D) £3.95
"Amazing" magazine 75p

MODULES – BASIC D & D
B1; B2; B3; B4; B5 ..... each £4.50
M1; M2: (solo modules) ..... each £4.50

MODULES – EXPERT D & D
X1; X2; X3; X4; X5; O1 ..... each £4.50

MODULES – A D & D
S2 ..... £3.50
A1; A2; A3; A4; C1; C2; D1-2; D3 ..... each £4.50
EX1; EX2; G1-3; I1; I2; I3; I4 ..... each £4.50
L1; L2; N1; Q1; S1; T1; UK1 ..... each £4.50
U1; U2; U3; WG4 ..... each £4.50
S3; S4 ..... each £5.50
I5; I6 ..... each £4.95
Dragon Magazine £2.50
Gamma World: NEW edition £9.50
G W Modules: GW1; GW2; GW3; GW4 ..... each £3.95
G W Mini Module & Referee's Screen £3.95
Boot Hill £9.50
B H Modules: BH1; BH2; BH3; BH4 ..... each £3.95
B H Mini Module & Referees Screen £3.95
Top Secret (including Module 1) £9.50
T S Modules: TS2; TS3; TS4; TS5 ..... each £3.95
TS Mini Module & Referee's Screen £3.95
Agent Dossiers (TS Character Sheets) £3.95
Gangbusters £9.50
G B Modules : GB1; GB2; GB3 ..... each £3.95
Starfrontiers (inc. Module 0) £9.50
Knight Hawks; for Starfrontiers £9.50
S F Modules: SF1 SF2; SF3 ..... each £4.50
S F Mini Module & Referees Screen £3.95
Dawn Patrol £8.50
Fantasy Forest 4.95
Endless Quest Books ..... each 95p
Ares (S F/Fantasy mag + game) £3.95

ENDLESS GAMES

Floor plans for 15 or 25mm figures
Dungeon Plans – Labyrinthine £3.99
Dungeon Plans – Spacious £3.99
Cave Plans – Tortuous £3.99
Cave Plans – Cavernous £3.95

HERO GAMES

Champions – boxed super-hero rpg £12.75
Champions II – supplementary material £6.95
Enemies – NPC opponents for Champions. £4.50
Enemies II – more opposition £4.40
Island of Dr. Destroyer – Champions moduel . £3.95
Escape from Stronghold – Champions module. £4.50
Espionage – spy role-playing game £10.95
Border Crossing – Espionage adventure £3.95
Deathstroke – Espionage adventure £4.50

JAMES BOND ROLE PLAYING GAME

Basic Game: rulebook £7.95
De Luxe Game: rulebook; game aids £11.95
Q Manual: equipment book £7.95
Game Master Pack: reference aids £7.95
Adventure Module – Goldfinger £5.95
Adventure Module – Octopussy £5.95

AVALON HILL fantasy/sf boardgames

Alpha Omega £11.95
Amoeba Wars £13.45
Dragon Hunt £13.45
Dune £13.45
Freedom in the Galaxy £16.95
Magic Realm £13.45
Starship Troopers £13.45
Titan £13.45
UFO £5.95
Wizard's Quest £13.45
Wizard's £16.95
Samurai £11.95
Circus Maximus £8.95
Gladiator £8.95
Down with the King £10.45
Elric £13.45
Dragon Pass £13.45
Gunslinger £16.95
Machiavelli £11.95
COMPUTER GAMES FROM AVALON HILL
Shootout (at OK Galaxy):* A32 P8 At16 T16 TC16 ..... £14.95
Moon Patrol:* At16 ..... £18.95
Andromeda Conquest:* T16 A16 P16 At32 ..... £13.45
Lords of Karma:* T48 A32 P32 ..... £14.95
Conflict 2500:* T16 A16 P16 At32 ..... £11.95
Empire of the Overmind:* T48 A48 At40 . £21.95
Voyager 1:* TC16 T16 A32 At32 P32 ..... £14.95
Galaxy:* T16 A16 P16 At16 ..... £14.95
Space Station Zulu:* At32 ..... £14.95
Gypsy:* At16 ..... £15.95
Telengard: + At48 ..... £18.95
Vorrak: + At48 ..... £18.95
GFS Sorceress:* At40 A48 T48 ..... £21.95
KEY – * = on cassette; + = on disc; P = Pet A = Apple 11; At = Atari; T = TRS 80; TC = TRS Colour; numbers = memory required in K.

★★★★★★★★★★★★★

MAIL ORDER SERVICE

HERE'S WHAT WE OFFER:

* A **VERY** FAST TURN ROUND
* POST PAID ON ORDERS OVER £6.00
* INFORMATIVE **FREE** NEWSLETTER
* SPECIAL OFFERS
* TELEPHONE ORDERS BY CREDIT CARD

Details of how to order are given elsewhere on this page. Why not give us a try – you probably deserve a pleasant surprise.

★★★★★★★★★★★★★

TRADE ENQUIRIES
MOST ITEMS ON THIS PAGE ARE AVAILABLE TO THE TRADE
SEND FOR FULL LISTS

TITAN BOOKS

Judge Dredd 1 * Judge Dredd 2
Cursed Earth 1 * Cursed Earth 2
Judge Caligula 1 * Judge Caligula 2
Judge Child 1 * Judge Child 2
Judge Death * Robo-Hunters 1
ABC Warriors 1 * ABC Warriors 2
Ro-Busters 1 * Ro-Busters 2
all the above: £3.50 each
Nemesis * Robo-Hunters 2
the above 2: £3.95 each

THE "WARLORD" GAMES SHOP

We now stock
IRREGULAR MINIATURES SIEGE EQUIPMENT * CHRONICLE MINIATURES PLATOON 20 FIGURES GALLIA 25mm BUILDINGS
as well as
Dungeons & Dragons * Traveller and most RPGs and supplements * War Games Science Fiction Games * Citadel Figures Torchlight Fantasy Products * Rule Books Davco Microtanks * Lidless Eye Fantasy Lists

818 LONDON ROAD, LEIGH-ON-SEA
Tel: SOUTHEND 73308
Open 9.30-1.30 and 2.30-5.30. Closed Mondays

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)

denizen 25mm fantasy

A GIANT LEAP FOWARD!
FA37 Giant (41mm) with Club. 75p
OTHER NEW RELEASES:
FA32 Legion of the Damned wielding "Mancleaver" 35p
FANCY A PRIMITIVE ENCOUNTER?
FA33 Hill Tribe Chieftain with Spear . . . 30p
FA34 Hill Tribesman throwing Spear . . . 30p
FA35 Man-Troll wielding Club 30p
FA36 Man Troll hurling rock 30p
p&p add 10% (minimum 25p)
Send S.A.E. for fully illustrated list

DENIZEN MINIATURES
4a Powis Square, Brighton, Sussex BN1 3HH

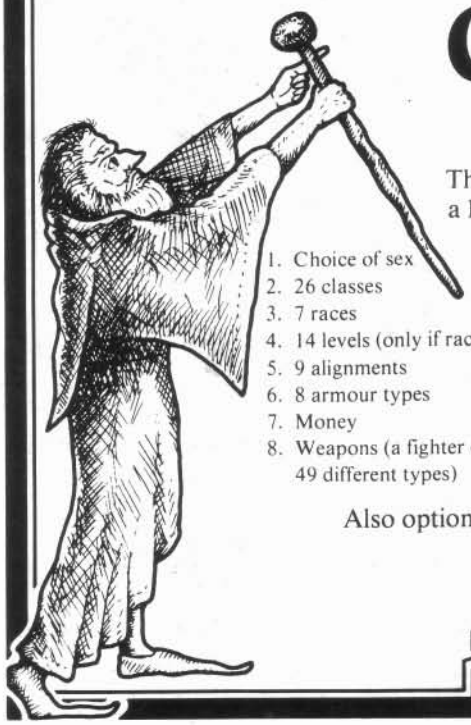
Find us at **SALUTE 84** - Sat April 28th - on the **MIKES MODELS** Stand

25mm scale building accessories for modellers and gamers. New updated catalogue £1.00 (inc. p&p) from:
Otherworld Artifacts,
'Fables',
14 Elm Park Road,
Havant, Hampshire
Tel: Havant 483042
Please allow 28 days for delivery

Access/Visa/Barclaycard accepted Trade enquiries welcome

Triffid Software Research
presents:

The Character Generator



© ALL RIGHTS RESERVED

This program for the 48K SPECTRUM will generate a **FULL** D+D character, including all these features:

1. Choice of sex
2. 26 classes
3. 7 races
4. 14 levels (only if race and character permits)
5. 9 alignments
6. 8 armour types
7. Money
8. Weapons (a fighter can choose from 49 different types)
9. STR, INT, WIS, DEX, CON, CIR, and ALL relevent tables
10. Hit points
11. Armour class
12. Languages (52 different types)
13. Spells
14. All thief's, monk's abilities, etc.
15. All race bonuses
16. Age, and all age bonuses

Also option to dump all characteristics to the ZX-PRINTER

ONLY £4-95 (All inclusive)

12 Cullwood Lane,
Ashley,
New Milton, Hampshire.
Telephone: (0425) 616605

HIGH STANDARDS

Standard Games and Publications Ltd
Arlon House, Station Road,
Kings Langley, Herts. WD4 8LF
Telephone: 092/77 68328

Dungeon Accessory Pack I. £2.95.
Boxed with full colour illustration. Contains 12 sheets of illustrated card of flooring, stone, bare ground, wood, steps, corridors, pits, grills, 1 sheet of graph paper for mapping.

Dungeon Accessory Pack II. £2.95
Boxed with full colour illustration. This pack is designed to expand your adventure, includes, boats, rafts, trees, doors, windows, table, chairs, beds, treasure, skulls, swords and many more items in this pack. 12 sheets, 1 graph paper.

Jumbo Hex Pad £2.95
Size 17" x 25" of large consecutively numbered hexes suitable for campaign mapping and expanding on commercially produced board games, contains 10 sheets.

Felt Hex £12.95
Playing surface for role playing and the wargamer. One inch hexes printed on high quality felt, 6' x 4' colours green, blue, sand, black.
Plain Felt £6.25 per metre, 72 inch wide, colours green, blue, sand and black.

Hex Paper Pad £1.95
For all mapping needs also useful for role playing adventures. Size A4 Pad containing 50 sheets.

Macro Hex Pad £1.95
A hex paper with a large hex overprinted, enabling an area from a campaign map to be blown up and drawn in detail. 50 sheets.

Jumbo Hex Clear Plastic £1.80
This is a sheet of clear plastic for use as an overlay.
Size 17" x 25" can be used over and over again. Hexes are numbered consecutively.

Jumbo 1" Square £2.95
10 sheets 17" x 25", 1" grids printed on parchment paper with air brush terrain.

Campaigns in Focus £9.95 per set
40 pictures, full explanation on rear Vol I The Crimean War, Vol II The 2nd Afghan War 1879

Role Playing Character Pads £1.95
50 A4 sheets of paper suitable for Dungeon Adventure. Saves hours of writing.

Cry Havoc £9.95
Medieval skirmish game of knights, peasants, bowmen. Companion game for Siege.

Starship Captain £12.95
Science fiction game, 9 playboards, realistic action. All components sold separate **£2.85.**

City of Sorcerers £9.95
Fantasy adventure game in two parts.

Siege (New!) £9.95
Companion game for Cry Havoc with compatible scenarios. Maps and counters sold separate **£2.45**

Thunde-rin-guns (New!) £6.99
Role playing game set in the wild west. Full colour illustrated characters.

Speed and Steel (New!) £9.00
Set in Europe in late 1930's early 1940's.

Card Warriors £1.50 per sheet
Full colour figures to aid role players and wargamers.
DA1 Saxon Army, DA2 Norman Army, F1 Dungeon Adventure, F2 Savages and Swordsmen, US1 Union Infantry, US2 Confederated Infantry, US3 Union Cavalry, US4 Confederate Cavalry, US5 Civil War Artillery.

I enclosed cheque/P.O. .....

Please send me .....

Name/address .....

.....

Send to the above address. Postage and package free U.K. only. Overseas add 15% to the total cost. For free brochure please send s.a.e. ACCESS taken. Trade enquiries welcome both U.K. and abroad.

SETTING THE RIGHT SCENE FOR ROLE PLAYING IS EASY WITH . . .

FLEXTILES

These new sheets of colourful, flexible plastic scenery add a new dimension to role playing.

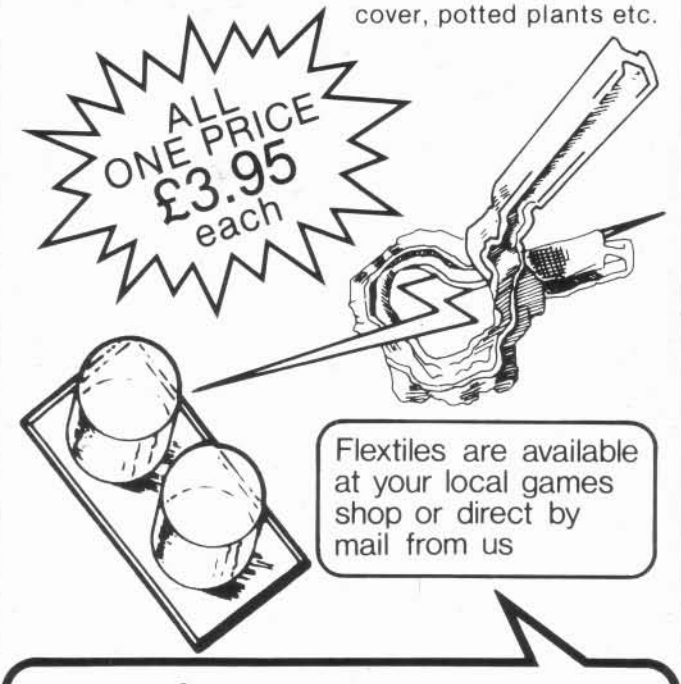
Adaptable and reusable, each 25mm scale plastic tile can be drawn on with water-soluble inks.

And you can see right through to the map underneath — so no more fudging of character positions.

But, perhaps best of all, Flextiles lay very flat indeed on your paper, vinyl or acetate maps, so they wont move until you want to move them.

FLEXTILES — one scene you'll always remember. Available NOW are:

SET 1. Vehicles	— a selection of cars, and motorcycles
SET 2. Street Scenery	— roadblocks, signs, girders, bias etc.
SET 3. Laboratory Scenery	— consoles, experimental equipment, benches etc.
SET 4. Landscape	— trees, bushes, ground cover, potted plants etc.



Flextiles are available at your local games shop or direct by mail from us

FLYING BUFFALO

P.O. Box 100, Bath Street,
Walsall, W. Midlands.

Please make all payments (cheque/PO) to Flying Buffalo. Add 10% p&p to all orders and allow 14 days for delivery.

GAMES WORKSHOP

White Dwarf, RuneQuest, Dungeons & Dragons, Warhammer, Fighting Fantasy, Citadel, Car Wars, Avalon Hill. Games Software for Spectrum, Commodore 64 and BBC

and hundreds more games and accessories from:

Games Workshop
Unit 37, Birmingham Shopping Centre
Birmingham B2. Tel: (021) 632 4804
Open Mon-Sat 9.30am-5.50pm

Games Workshop
1 Dalling Road, Hammersmith, W6
Tel: 01-741 3445
Open Mon-Fri 9.30am-5.30pm.
Late night opening Thurs till 7.30pm

Games Workshop,
162 Marsden Way, Arndale Centre,
Manchester. Tel: (061) 832 6863
Open Mon-Sat 9.00am-5.30pm

Games Workshop
41a Broadwalk, Broadmarsh Centre,
Nottingham. Tel: (0602) 585744
Open Mon-Sat 9.30am-5.30pm

Games Workshop,
95 The Moor, Sheffield
Tel: (0742) 750114.
Open Mon-Sat 9.30am-5.30pm

---

ttG

TABLETOP GAMES
53 MANSFIELD ROAD, DAYBROOK, NOTTINGHAM

10% P&P
Min. 16p in U.K. 50p Surface Mail
Overseas:
Add 60% for Air Mail

Send SAE for 24-page catalogue

REAPER 15mm FANTASY

CHARACTER FIGURES 11p each

F1	Magic User w/Staff	
F2	Magic 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 Magic User	
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 w/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)	25p
Troll (25mm)	25p
Ghoul	12p
Skeleton Warrior	12p
Liche	12p
Lizardman with Club	15p
Lizardman with Sword	15p
Naga	20p
Gargoyle	20p
Wyvern	£1.85
7 Headed Hydra	£1.60
Mounted Lord of Chaos	30p
Mounted Knight of Chaos	25p
Lord of Chaos	15p
Knight of Chaos	15p
Minotaur	15p

GIANTS

Hill Giant (30mm)	35p
Fire Giant (40mm)	85p
Frost Giant (50mm)	85p
Stone Giant (40mm)	55p
Ent	75p

DRAGONS

Red Dragon	£1.85
Black Dragon	£1.85

DEMONS

Winged Fiend (30mm)	35p
Satanic Archdeacon (40mm)	75p
Balrog (35mm)	75p
Manticore	20p
Giant Slug	15p

GOBLINS

Standard Bearer	25p
Advancing + Sword	15p
Attacking + Sword	15p
Attacking + Axe	15p

FLYING REPTILE

With Lord of Chaos Rider (or Knight of Chaos Rider)	£1.50

2 Horsed Scythed Chariot & Driver 50p

REAPER

Revised edition of the most popular fantasy wargame rules	£2.75
Attack of the Fungoid Trolls	75p
The first scenario for Reaper.	
Reaper Starter Pack	£12.50
Basic rules, dice and two small 15mm fantasy forces.	
Reaper Armies £9.60 (inc. P&P)	
Good	
(1) Schonestadt Militia	
(2) The Army of the South	
Evil	
(1) Horder of G'NA	
(2) The Summonations of Kenlin	

FANTASY & ROLE PLAYING RULES

Monster Combat (T.T.G.)	£1.25
Once Upon a Time in the West (Gun Fight)	£3.60
Volumn 4 of above	£1.25
Rudis (Gladitorial)	£1.25
Retinue (Med. Skirmish)	£1.85
Heroes (Dark Ages)	£2.95
Pony Wars (Indian fights)	£1.85

S.F. RULES (TTG)

Combat 3000	£1.85
Combat 3001 (for above)	£1.60
Starforce 300	£1.85
Starguard	£1.25
Starhound (Fighter Combat)	£1.60
Encounter 1 (Space Action)	£1.60

NEW LASERBURN FIGURES!!

123	SENTINEL LAW OFFICER	10p
124	FEMALE SENTINEL LAW OFFICER	10p
320	SCOUT WITH GRENADE LAUNCHER	10p
321	IMPERIAL ASSAULT SCOUT	12p
322	IMPERIAL GUARD IN POWER ARMOUR	12p
417	DISCIPLE IN POWER ARMOUR	12p
	ROBOTS (3 types) each	10p

LASERBURN

NOW A COMPLETE SCI-FI COMBAT & ROLE PLAYING SYSTEM.

LASERBURN RULES (basic rules)	£1.85
FORCES OF THE IMPERIUM	£1.60
IMPERIAL COMMANDER (military combat rules)	£1.85

STARTER PACK
Rules – Bunker 17
– 15mm figures
and dice £7.45 (inc. P&P)

Advanced Laserburn & Aliens ... £1.85

ROBOT BOOK £1.85

NEW
OFFICIAL TRAVELLER D6 DICE 30p EACH

LASERBURN SCENARIOS £1.50 EACH
BUNKER 17
TARIM TOWERS HEIST
SEWERVILLE SHOOT OUT
SEA PRISON SIEGE

15mm LASERBURN FIGURES

(10p EACH UNLESS STATED)

ADVENTURERS & STAR SOLDIERS

100	Law Officer + Pistol
101	Law Officer + Riot Gun
102	Law Officer on Patrol Bike (30p)
102A	Patrol Bike only (25p)
103	Adventurer with Pistol
104	Heroine with Pistol
105	Hero with Sword and Pistol
106	Adventurer with Rifle
107	Thug with Club
108	Thug with Knife
109	Thug with Pistol
110	Civilian (Standing)
110A	Civilian Walking
111	Civilianess
112	Adventurer in Lt. Armour
113	Adventurer with 2 Pistols
114	Adventurer with Laser Rifle
115	Adventurer + Missile Launcher
116	Law Officer in Riot Gear
117	Law Officer Dog Handler with Grenade Launcher
118	Guard Dog
119	Law Officer Vehicle Crewman/ Gunner Standing
120	As above but sitting
121	Adventurer in Mesh Armour
122	Adventurer with Support Belt

STARSHIP CREWS

200	Starship Crewmen
201	Merchant
202	Space Scout
203	Space Suited Fig.
204	Starship Officer
205	Space Suited Fig. + Laser Pistol
206	Space Suited Fig. + Laser Rifle

IMPERIAL TROOPERS

300	With Bolt Rifle
301	With Heavy Bolt Rifle
302	Black Guard Trooper
303	Black Guard Officer
304	Officer
305	Senior Officer
306	With Grenade Launcher
307	With Conversion Beam Projector
308	With Rapid Fire Bolt Gun
309	In Power Armour (12p)
310	In Dreadnought Armour (15p)
311	Imperial Assault Droid (25p)
312	Trooper Crewman, standing
313	Trooper Crewman, sitting
314	In Power Armour + Support Bolter (12p)
315	In Power Armour + Plasma Gun (12p)
316	Imperial Combat Scout + Heavy Bolt Gun
317	Imperial Fast Scout Bike (35p)
318	Scout Bike only (30p)
319	Scout + Conversion Beam

REDEMPTIONIST REBELS

400	With Force Sword & Pistol
401	With Laser Rifle
402	Warrior Lord
403	With Flame Thrower
404	With Missile Launcher
405	With Auto-Laser
406	With Heavy Laser
407	Warrior Lord with Power Axe
408	Redemptionist Trike with 2-man crew (50p)
408A	Trike only (35p)
409	Trike Gunner only
410	Redemptionist Command Trike (50p)
411	Warrior Lord with Power Sword and Sun Gun
412	Redemptionist Crewman, standing
413	As above, but sitting
414	Seated Redemptionist Trooper
415	Redemptionist Scout Skimmer with 2-man crew (£1.00)
416	Redemptionist Scout Attack vehicle + 2-man crew (£1.15)

MERCENARIES

500	Officer with Pistol
501	With Assault Rifle
502	With Machine Gun
503	With S.M.G.
504	With Auto-Laser and Jet Pack
505	In Dreadnought Armour (20p)
506	In Power Armour (15p)

IMPERIAL 15mm VEHICLES!

Scythe Class Squad Transport Jetcopters £1.95

Glaive Class Squad A.P.C.S.

V301a	Hover-Glaive	£1.25
V30b	Antigrav-Glaive	£1.25
V30c	Wheeled-Glaive	£1.25
V30d	Tracked-Glaive	£1.25
V302	Scorpion 12-man Air Assault Vehicle	£2.25
V303	Partizan Scout Vehicle	75p
V304	Imperial Scout	£1.10

ROBO TURRETS
(extra weaponry for all vehicles)

V001	Heavy Laser Turret	8p
V002	Missile Launcher Turret	8p
V003	Plasma Gun Turret	8p
V004	Conversion Beam Turret	8p

PEOPLE LIKE US SHOP AT ...

FORBIDDEN PLANET

- Now Central London's largest Fantasy Role-Playing Games stockist
- Dungeons & Dragons, Fantasy, S.F. & Super-hero Role-Playing Games, S.F. and Fantasy Boxed Games, etc.
- All new US import and British S.F., Fantasy and Horror Books, Film & TV and Comic-related Books and Magazines
- Fantasy and Comic Art Posters, Prints and Portfolios
- Star Wars Trilogy, Star Trek and Dr. Who Books and Merchandise

23 DENMARK ST., LONDON WC2H 8NA, ENGLAND. TEL.: 01-836 4179

TWO NEW DELUXE BOXED SETS

Oriental Heroes

Hobgoblin Warriors

12 Models per Box

£4.95 Each Set

ALSO NEW

CITADEL

C21 COLD ONE RIDERS	.85
C33 DWARF CANNON	3.50

RAL PARTHA

RP4 SAMURAI	.40
GREAT DRAGON	7.50

CITADEL MINIATURES

10 Victoria Street, Newark, Notts. Tel: 0636 77495

MAIL ORDER CHARGES: Please add 65p p&p to all orders under £10. Over £10 post free. OVERSEAS - please add 50% of the order value (£1) minimum. All overseas orders are despatched by surface.

Send for our catalogue **The First Citadel Compendium** - 95p plus A4 envelope and 39p in stamps.

WHITE DWARF

Issue 52 April 1984

EDITOR: Ian Livingstone
STAFF EDITORS: Albie Fiore, Jamie Thomson
CONTRIBUTING EDITORS: Lewis Pulsipher, Andy Slack, Dave Morris, Charles Vasey, Dave Langford, Russell Clarke, Bob McWilliams
PRODUCTION EDITOR: Albie Fiore
EDITORIAL ASSISTANT: Ian Marsh
ART EDITOR: Mary Common
PRODUCTION ARTIST: Liz Lindars
PASTE-UP ARTIST: Brian Cumming
COVER: Alan Craddock
ILLUSTRATION: Iain McCaig, John Mould, Alan Hunter, Alan Baker, Emmanuel, John Blanche
PHOTOGRAPHY: Liz Lindars
TYPESETTING: Sushma Solanki
ADVERTISING: Jon Sutherland
PUBLISHER: Games Workshop Ltd
Printed in England

All correspondence should be addressed to *White Dwarf*, 27/29 Sunbeam Rd, London NW10 6JP.

For many of you, this issue of *White Dwarf* will be your first. For others, it may be your 52nd. I hope our faithful followers will bear with me as I explain our hobby to the newcomers. *White Dwarf* is the voice of British adventure gamers, people who play games such as *Dungeons & Dragons*. If you have never heard of this game, then you should kick off by reading *The Name of the Game* on page *12*. Each issue we feature articles and scenarios, reviews and news, and throw in a bit of light relief with our three comic strips. If the idea of fantasy gaming as a hobby is appealing to you, then *White Dwarf* will keep you up-to-date about what's going on.

To new and old readers alike, I hope you enjoy what we have to offer. And let us know. If you don't – we'll send the Orcs round...

Ian Livingstone

FEATURES

The Name of the Game — *Marcus L Rowland* — 12
An Introduction to Role-Playing for complete beginners

Bolts from the Blue — *Daniel Collerton* — 14
Deity-linked clerical spells for *AD&D*

To Live Forever — *Andy Slack* — 24
Immortality in *Traveller*

The Castle of Lost Souls — *Dave Morris* — 27
Part 1 of a solo fantasy game serial

The Serpent's Venom — *Liz Fletcher* — 32
A low-level *AD&D* scenario

DEPARTMENTS

Open Box — 16
A look at some new games by independent reviewers

Critical Mass — *by Dave Langford* — 18
Science fiction and fantasy book review

Thrud the Barbarian — *by Carl Critchlow* — 19
Beginning *The Three Tasks of Thrud*

Fiend Factory — *edited by Albie Fiore* — 20
A selection of low-level monsters for *D&D/AD&D*

Microview — *edited by Russell Clarke* — 22
A *Starfleet Battles* program plus game reviews

Letters — 35
Readers' views, questions and comments

RuneRites — *edited by Dave Morris* — 36
Magic rings in *RuneQuest*

The Travellers — *by Mark Harrison* — 37
The *Osprey* takes a jump to Regina

Treasure Chest — 38
Some magic items for *D&D/AD&D*

News — 39
What's happening in science fiction and fantasy gaming plus *Gobbledigook*

Tabletop Heroes — 40
The first in our new figure review department

Small Ads — 45
Clubs, Help! and *Classifieds*

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 - £10.00; Europe - £17.00; USA - $45.00 (airmail); Other - £25.00 (airmail). BACK ISSUES** of *White Dwarf* Nos 30-32, 36-39, 41, 46, 48-51 are still available at a cost of 75p+25p p&p each; Europe (air) & elsewhere (surface) £1.50 ($3.50); USA & elsewhere (air) £2.20 ($4.00).

SUBSCRIPTION NOTICE:
Please note your personal *subscription number* shown on the envelope address label. Please quote this number in all future correspondence regarding renewals, queries, etc. This subscription number is held on our computer files, and failure to quote it may result in delay when dealing with your query.

OVERSEAS DISTRIBUTORS:
USA: Games Workshop (US), P O Box 2537, Gaithersburg, MD 20870.
Canada: RAFM Company, P O Box 62, Paris, Ontario, N3L 3E5.
Australia: Jedko Games, 18 Fonceca Street, Mordialloc, Victoria 3195, Australia.
New Zealand: Blackwood Gayle Distributors, P O Box 28358, Auckland, New Zealand.
ISSN 0265-8712.

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.

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, 1983*. *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.

The Name of the Game

A Beginner's Guide to Role-Playing Games
by Marcus L Rowland

Part 1 *of a series explaining what role-playing games are about and how to get started.*

Bored with *Ludo*? Tired of *Monopoly* and *Scrabble*? Then Role-Playing Games (usually called RPGs) may be for you. Originating from sources as diverse as wargaming, method acting, and psychotherapy, they let you do anything from fighting a dragon to vaulting tall buildings at a single bound.

Normal wargames deal with combat on a relatively impersonal level – army against army, or even planet against planet. RPGs operate at a more personal level, and may sometimes involve no violence at all.

In RPGs each player controls a Player Character (PC), who continues from one game to another. They must deal with events in a world beyond normal experiences which can be anything from fantasy and horror, through science fiction, to historical events and modern spy and crime adventures. It's common to think of them as stories with their outcome determined by the players. Negotiation, persuasion, or a character's ability to play the violin might easily be more decisive than brute force.

Each character is described by a series of numbers representing real or abstract qualities like Strength, Endurance, or Charisma. These values are generally called prime requisites or characteristics, usually produced by rolling dice. (A variety of shapes; 4, 6, 8, 10, 12, and 20 sided dice are commonly used.)

Depending on the game there may be six, nine, or several dozen characteristics – most have less than ten. Characteristics vary from game to game, but in general each characteristic will make some form of activity easier or harder. Strength, for example, is generally related to the amount of damage inflicted in hand-to-hand combat, and the ability to lift weights, bend bars, force doors, etc.

There are several other attributes which may be important in a character. The most common is the possession of skills which make various types of action possible or easier. The number and type varies with the game. In the science fiction game *Traveller*, for example, characters are veterans of military or commercial organisations, and have acquired appropriate spacefaring skills during their service. Most games incorporating skills include some way of improving them.

The game universe is controlled and usually designed by a Referee, the person who runs the game and makes decisions on rules. The Referee will have a pre-written plot together with a map and notes of the contents of the location. He knows what's happening, and controls any situations, monsters, or Non-Player Characters (NPCs) met by the PCs in accordance with the plot. This sounds like a game which can only be won by the Referee, but it's more like a film directed by the Referee and featuring a cast of characters who have to improvise their lines. The referee doesn't win or lose anything, but gets the fun of seeing the players react to the situation he has devised. The PCs usually co-operate to combat the referees' ploys, but may sometimes decide to attack each other regardless of the situation.

During a typical game each player controls one or more PCs, who have to perform some sort of task in the game universe. Depending on the game, an adventure or *scenario* might involve killing a dragon, rescuing a kidnapped diplomat, or carving out an interstellar commercial empire.

As an example, consider a science fiction game in which four player characters in a small scout ship are about to board an (apparently) deserted space station. First the referee sets the scene, then the players ask questions and explain their characters intentions. The referee will use dice or consult a table to determine the result of their actions:

Referee: 'The station seems to be intact. There are no obvious signs of trouble. However, there has been no answer to any of your signals.'
Player 1: 'Are there any signs of life?'
Referee: 'You can see lights behind two portholes.'
Player 2: 'Can we fly the ship close enough to look in?'
Player 3: 'I don't want to risk that. I don't think any of us are good enough pilots.'
Player 4: 'OK, I'll suit up and try to get over there with a jet pack, then I'll look through the ports.'
Player 2: 'Good move. It might be a good idea if you rig a line between our air lock and the station too.'
(*The other players agree.*)
Referee: (*Checks the spacesuit skill of player four's character.*) 'Roll two dice, if you get 5 or more you get there safely.'
Player 4: (*Rolls 9.*) 'OK, there's no problem. I'll look at the first porthole, and tell the others what I observe by radio. What do I see?'
Referee: 'You see a typical space station lounge and dining area. There is no-one there, and a table is upset.'
Player 2: 'Does he see anything to indicate that there is still air in the station?'
Referee: 'How could he tell?'
Player 1: 'If there was any inflatable furniture it would be swollen or burst.'
Player 4: 'Can I see any inflatables?'
Referee: 'No, all the furniture is made of hard plastic.'
Player 4: 'Can I see a ventilator?'
Referee: 'Yes. There are two ribbons tied to the grille in front of it, apparently moving in a breeze.'
Player 3: 'OK, then there is air.'

In this example the referee was looking at a plan of the station and notes on its compartments. The notes didn't mention a ventilator or ribbon, but since the referee knew that there was air, and that it wasn't important to the scenario, he decided to save time by adding this detail. Normally a referee will only describe the main features visible to characters, leaving the players to ask questions about less obvious details.

The common elements found in nearly all RPGs are the player character, the referee, and large quantities of paper and dice. Optional extras are lead or plastic figures to represent the characters in the scenario, gridded paper to scale movement and determine lines of fire in combat, and a lot of time and energy. Beyond these elements each game is different.

Dungeons & Dragons – The Big One

The first and most famous RPG is *Dungeons & Dragons*, usually called *D&D*, released by *Tactical Studies Rules* [*TSR*] in 1974. At first *D&D* was almost unknown in Britain, but it gradually developed a cult following among SF and fantasy fans who played it, liked it, and introduced it to their friends. If *D&D* had not been invented it is probable that the RPG hobby would not exist, since it paved the way for the many games currently available, for specialised game shops, and for magazines like *White Dwarf*. Many outsiders have never heard of any other game, and assume that *D&D* represents the entire hobby.

The setting for *D&D* is a pseudo-medieval heroic fantasy landscape populated by Halflings (Hobbits), Elves, Dwarves, and Humans, with frequent appearance by Orcs, Trolls, and (of course) Dragons. The *D&D* Referee is called the Dungeon Master (DM), and does most of the work of preparing and running a game. There are hundreds of ready-made scenarios ranging from easy beginner's material to extremely complex adventures designed for experienced players and DMs. The sheer volume of material produced for *D&D* is overwhelming – probably more than for all other RPGs combined. This wealth of material, advertising, and the accessibility of other players and referees, makes *D&D* the favourite game for beginners. There are currently (in December 1983) four *D&D* games – *Basic D&D* is designed for beginning players and referees, *Expert D&D* is an extension of *Basic D&D*, and *Advanced D&D* is a more complex version of the same game covering material for beginners and experienced players in greater depth. The fourth version, *Original D&D*, is a re-issue of the first printing of the *D&D* rules for collectors and those who don't

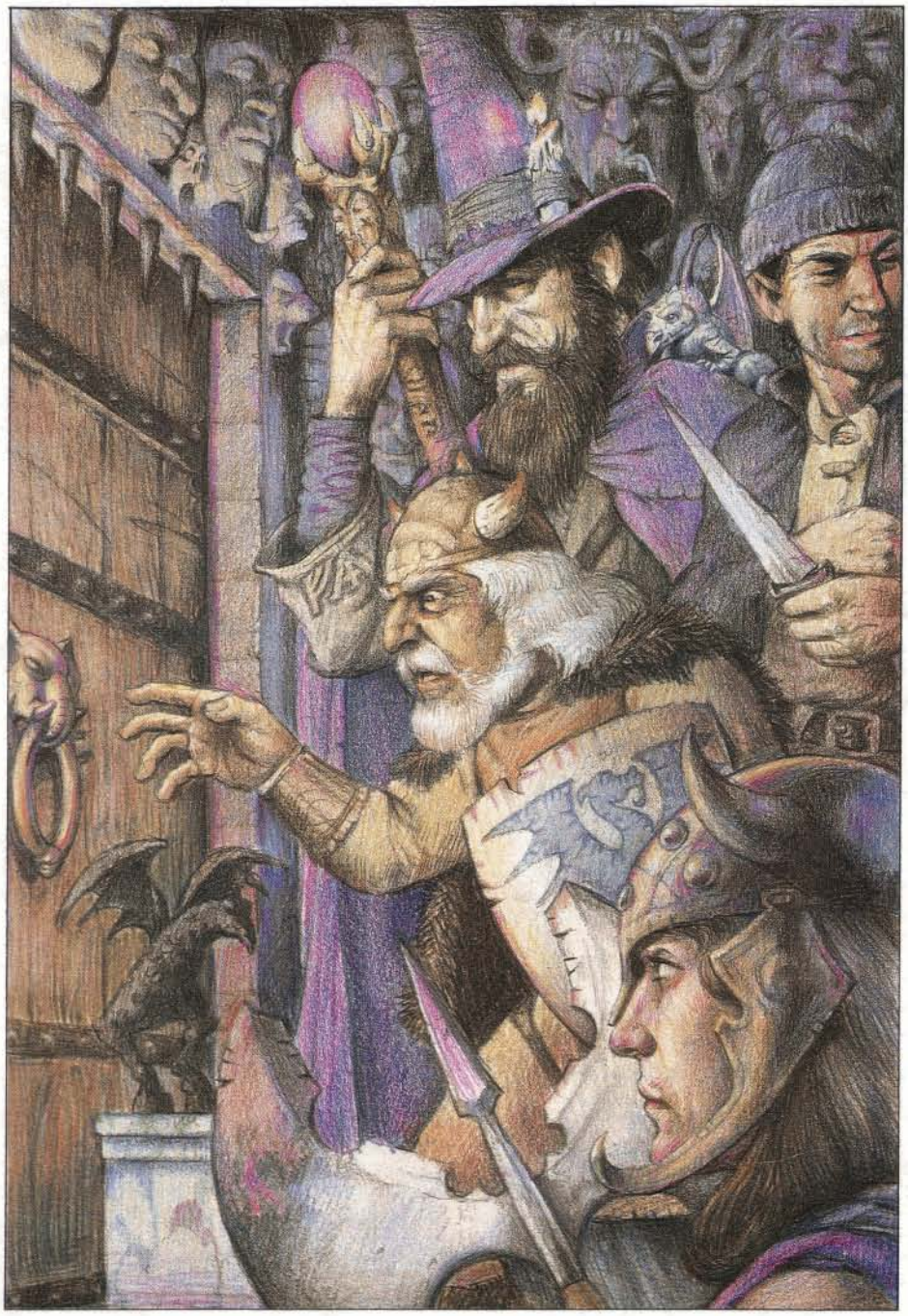
like any of the later versions. Two additional versions are on the way, both extensions to the Basic/Expert game. There are also official *D&D* figures, comics, books, video games, and even dolls. A *D&D* film is forthcoming, and American television already runs a *D&D* cartoon programme.

D&D character generation is quick and easy. There are six prime requisites (Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma), all rolled randomly as the total of three six-sided dice (3d6). The character is then assigned a race (options being human, dwarf, elf, gnome, half-elf, halfling, or half-orc), alignment (Lawful, Neutral, or Chaotic combined with Good, Neutral, or Evil, a typical example being Lawful-Good), and Character Class.

All the forms of *D&D* (and most other *TSR* RPGs) assume that each character will act in a semi-specialised role, in *D&D*, called a Character Class. Some of the typical *D&D* classes are the Fighter, the Magic-User, the Cleric, and the Thief. Each class is restricted in its use of weapons and magical equipment and has different attack probabilities in combat. Some classes are closed to members of some races, or to characters of certain alignments.

The character receives some money to purchase equipment and supplies, and then starts adventuring. At this stage the beginning character is a novice adventurer, and is a first level member of one (or sometimes two) character classes.

Levels are another important concept affecting a *D&D* PC. They control the amount of injury the character can survive, the chance of hitting an opponent, the number of spells available to magic-using classes, resistance to magic, and other skills and secondary capabilities. All characters begin at Level 1 (L1) and accumulate experience points towards a level rise. Points are awarded for killing monsters, finding treasure, rescuing fair maidens, and anything else the DM feels like rewarding.



D&D combat is fairly simple. Briefly, each character or creature has a number of hit points (HP), indicating the damage that can be absorbed before the character is killed, and an Armour Class rating (AC); the higher the number the worse the armour. AC10 is bare skin, for example, while AC3 is plate mail. The opponent's AC determines the number the attacker must roll on a 20-sided dice to score a hit. If the number rolled is high enough (adding applicable bonuses such as from magical weapons or great strength), the blow connects, and the victim takes damage, rolled on another die according to the weapon type. A successful hit does not damage the victim's armour and usually causes no immediate reduction in the victims ability to fight back. This is often criticised as an unrealistic system, but it is fast and works reasonably well.

D&D magic is related to the level of the character, to class, and to Intelligence or Wisdom. Most spell-using classes start at Level 1 with one fairly basic spell per day.

All *D&D* character classes can use magical equipment, but some equipment is only usable by certain classes. There is a huge variety of magical equipment in *D&D*, and most scenarios seem to introduce a few new items. It's rarely possible to buy magical equipment – usually characters have to find it in the course of their adventuring. The amount of treasure found on an expedition is usually related to the danger involved, so that a large dragon's hoard might include several items such as magically improved armour, powerful magic weapons, rings and potions.

The emphasis on experience and treasure tends to make most players fairly greedy, and inclined to kill or loot first and ask questions later. Most referees try to combat this tendency by adding traps, cursed magical equipment, and variant monsters which are far more lethal than they look. *D&D* publications support this tendency by adding new monster and treasures, and twists and variations on old themes.

Start-Up Materials: for *D&D* the *Basic Set*, rules, dice; *Expert Set*, rules, dice, adventure and for *Advanced D&D* the *AD&D Players Handbook, AD&D Dungeon Masters Guide, AD&D Monster Manual*.

Optional Extras: *TSR* Scenarios, *World of Greyhawk, AD&D Character Record Sheets* (*TSR*), *AD&D Fiend Folio* (Monsters from *White Dwarf*), *AD&D Deities and Demigods, AD&D Monster Manual 2*. All of the above are *TSR* publications, and are available in the UK.

A number of independent publishers also supply *D&D* material, and most gaming magazines and fanzines frequently include *D&D* scenarios and articles. Sources include *Games Workshop, Iron Crown Enterprises*, and *Judges Guild*, but there are many other less prominent suppliers. The standard of *D&D* material ranges from excellent to awful, so it's sensible to ask for advice when buying independent products.□

Next Issue: The second most popular fantasy RPG, RuneQuest, *and other fantasy role-playing games.*

Following last issue's article, Gifts from the Gods, *here are some new clerical spells, intended for improving the cleric's overall structure as a class in* AD&D.

Out of the Blue

Suggested Clerical Spell Lists for AD&D by Daniel Collerton

Last issue, in the article *Gifts from the Gods*, Thomas Mullen suggested rewriting the *AD&D* clerical system. He proposed to restrict clerics to use of only a subset of the clerical spells dependant upon the character of the deity worshipped. No specific spell lists were given so I have written up some that I have been using in my campaign (based in and around Irilian). Unfortunately, there isn't sufficient room to detail the new spells completely, but I have tried to give enough in the descriptions to make filling in the missing parts simple. The spells are divided by spell level and into those common to all clerics and those which are granted by deities with a particular area of control. Of course, as Thomas described, these lists are modified by the character of the deity granting the miracle.

Spell names in bold are new spells and are briefly described. Spells followed by *WD* and a number appeared in that issue of *White Dwarf*. Spells followed by MU, D, or I and a number are spells of that level from the magic user, druid, or illusionist spell lists in the *Players Handbook*.

Spells Common to all Religions
Level
I: *Bless; detect evil; light; protection from evil; sanctuary.*
II: *Aaron's rod* [WD21]; *augury; chant*; **convert** (gives a +10 bonus when using the clerical conversion system in *WD44*. Effective for one attempt); *detect spirit* [*WD47*]; *detect undead* [*WD13*]; *know alignment*; **minor chastisement** (allows the caster to direct a blast of divine power at one creature for 1d8 points damage. Followers of the cleric's deity get no saving throw but may not be reduced below 1 hit point. Non-followers of the deity save for ½ damage but may be killed. Range: touch); *silence.*
III: *create food and water*; **dispel clerical magic** (as *dispel magic* but is effective only on clerical magic); *glyph of warding; prayer; remove curse*; **summon minor servant** (allows the caster to summon 2d4 beings (the exact form of which depends upon the deity) which will serve for 2 rounds + 1 round/level. Each is AC5; HD1; Move: 9"; Attack for 1d8, Average Intelligence).
IV: *Divination; exorcise; possession* [*WD48*]; *protection from evil 10' radius.*
V: *Atonement; commune; dispel evil; flame strike* (varies in form according to deity); **major chastisement** (as *minor chastisement* but damage is 5d8); *plane shift* (but will only shift to the deity's plane); *quest*; **summon major servant** (as summon minor servant but 1d3 servants, AC4; HD5; Move: 9"; 2 attacks for 1d8, vulnerable only to silver and magic weapons, very intelligent).
VI: *Blade barrier* (form varies with the deity); **conjure transport** (summons a vehicle AC2; 60HP; invulnerable to normal weapons, Move: 24"/48", capable of carrying up to 8 creatures of mansize. Duration 6 turns + 1 turn/level).
VII: *Gate; holy word; messianic message* [*WD27*]; *symbol.*

Deities of Death, Destruction, the Underworld
Level
III: *Animate dead; blind; cause disease*; **deafen** (effects one creature and lasts until cured). *feign death; speak with dead.*
V: *Death spell* [MU6]; *dread* [*WD21*]; *slay living.*
VI: *Harm; shield of disruption* [WD42].
VII: **Age** (ages any one creature touched by 50 + 5d10 years); *destruction; energy drain; wither.*

Deities of the Air, Atmosphere, Heavens
Level
I: *Feather fall* [MU1]; *predict weather* [D1].
II: *Levitation* [MU2].
III: *Call lightning* [D3]; *fly* [MU3]; *gust of wind* [MU3].
IV: **Ball lightning** (forms a ball of lightning which will discharge on contact for 4 d12 damage and which may be moved as the caster wishes up to a distance of 12" and a duration of 4 rounds).
V: *Control winds* (D5); **gaseous form** (as the potion); **whirlwind** (the caster can turn into a whirlwind equivalent to an air elemental for 1 round/level).
VII: *Control weather; windwalk.*

Deities of Cold, the Winter
Level
I: *Frost fingers* [*WD21*]; *resist cold.*
II: *Chill metal* [D2]; **diamond dust** (fills a 2" cube for 2 rounds/level with scintillating motes of ice, effectively blinding anyone inside); **ice trap** (as the reverse of the druid spell *fire trap*).
III: **Protection from cold** (reverse of the druid spell *protection from fire*).
VI: *Control temperature 10' radius* [D4].
V: *Otiluke's freezing sphere* [MU6].
VI: **Cloud of cold** (reverse form of the MU spell *incendiary cloud*); *fire quench* [D7].

Deities of Earth, the Ground
Level
I: **Direction** (gives the direction and distance of a predetermined point); **identify minerals and gems** (allows identification and valuation (+ or -20%) of any one gem or piece of mineral); **locate minerals** (as the wand. Duration 1 turn).
II: **Dust cloud** (as *diamond dust* but the cloud is formed of dust).
III: **Alter density** (alters the density of 1000ft^3 of material by ± 10%/level for 1 turn/level); *dig* [MU3].
IV: **Collapse** (causes the ceiling of a room or roof of a tunnel to collapse for 4d8 damage, to all beneath).
V: **Chasm** (opens up a chasm under 1 being. If the creature fails its saving throw, it falls perpetually); *move earth* [MU6]; *stone shape* [MU5]; transmute rock to mud [D5]; *wall of stone* [MU5].
VI: *Reverse gravity* [MU7].
VII: *Animate rock* [D7]; *earthquake.*

Deities of Fire, Blacksmiths
Level
I: *Dancing lights* [MU]; *fairie fire* [D1]; *resist fire.*
II: *Fire trap* [D2]; *heat metal* [D2]; *produce flame* [D2]; *pyrotechnics* [D2].
III: *Fire charm* [MU4]; *fire shield* [MU4]; *protection from fire* [D3].
IV: *Control temperature 10' radius* [D4].
V: **Shooting stars** (as the ring).
VI: *Fire seed* [D6].
VII: *Incendiary cloud* [MU8].

Deities of Knowledge, Learning
Level
I: *Identify* [MU1].
II: *ESP* [MU2]; *plane source* [*WD47*]; *speak with animals.*
III: *Clairaudience* [MU3]; *clairvoyance* [MU3]; *know duration* [*WD30*]; *locate object.*
IV: *Detect lie; speak with plants; tongues.*
V: *Legend lore* [MU6]; *true seeing.*
VI: *Contact other plane* [MU5]; *find the path; speak with monsters; stone tell.*

Deities of Life, Healing
Level
I: *Cure light wounds; remove fear.*

II: **Cure paralysis** (removes *paralysis* due to magical attack, venom, or poison from 1 being. Not effective against spinal cord paralysis); *slow poison*.
III: *Cure blindness*; **cure deafness** (removes all but congenital deafness from 1 being); *cure disease*; **cure dumbness** (as cure deafness); *feign dead*; **lay minor undead** (will deanimate any undead up to the level of ghasts within a 2" radius circle. Range 6". No saving throw).
IV: **Cure insanity** (a mental *cure disease*); *cure serious wounds; neutralise poison*.
V: *Cure critical wounds; raise dead*.
VI: *Heal*.
VII: **Lay major undead** (as *lay minor undead* but all undead except *specials* are lain); *regenerate; restoration; resurrection*.

Deities of Love, Lust
Level
I: *Charm* [MU1]; *detect charm; friends* [MU1].
II: *Hold person*.
III: **Smite** (evokes uncontrollable love in one being for 6d6 turns).
IV: *Charm monster* [MU4]; *emotion* [IL4].
V: **Beguile** (causes all within 3" radius of the caster to be overcome with good feelings towards their fellow creatures).
VI: **Love** (as beguile but effects all beings within a 3" radius circle up to 10" from the caster).
VII: *Antipathy/sympathy* [MU8]; **rule** (as the rod but duration 1 turn + 1 turn/level).

Deities of Magic, Enchantment
Level
I: *Detect magic* [MU1]; *identify* [MU1]; *read magic* [MU1].
III: *Dispel magic*.
IV: **Negate spell** (negates all magic within 1" of the caster for 4 + 1/level rounds); **turn spell** (as the ring).
V: **Cancel** (as the rod).
VI: *Bestow magic resistance* [WD38]; *spell store* [*WD13*].

Deities of Space, Travel, the Planes
Level
I: *Detect portal* [*WD48*]; *hold portal* [MU1].
II: *Plane source* [*WD47*]; *knock* [MU2].
III: **Blink** (as the dog); *see other plane* [*WD48*].
V: *Contact other plane* [MU5]; *plane shift*.
VI: *Phase door* [MU7]; *word of recall*.
VII: *Astral spell; wind walk*.

Deities of War, Conflict, Battle
Level
I: **Absorb I** (will absorb up to 1d8 + 1 points of damage for 2 + 1/level rounds); *enchant armour 1* (gives armour a +1 bonus for 5 + 1/level rounds); *enchant weapon 1* (as enchant armour but effects 1 weapon); *guard* [*WD42*].
II: **Blast** (a burst of power doing 2d8 points damage to 1 being within 10"); **fear** (as the wand but only effects 1 being; *strength* [MU2].
III: **Absorb 2** (as 1 but effective against 2d8 + points damage); **blaze** (causes any non-magic weapon to flame for 2 + 2 rounds/level); *enchant armour 2* (as before with a +2 bonus); *enchant weapon 2* (as before with a +2 bonus); **wound** (wounds caused by a weapon will require twice the normal healing time or the services of a cleric of a deity of healing. Duration 2 + 2 round/level).
IV: **Displace** (as the cloak. Duration 3 + 3 rounds/level); **heroism** (as the potion. Duration 1 + 1 turn/2 levels); **panic** (as fear but effects all beings within a 2" radius circle within 10" of the caster).
V: **Absorb 3** (as before with 3d8 + 3 points absorbed); **enchant weapon 3** (as before with a +3 bonus); **enchant armour 3** (as before with +3 bonus).
VI: **Drain** (causes points damage done by a weapon to be temporally added to the users. Duration 1 + 1/level turns).
VII: **Abosrb 4** (as before with 4d8 + 4 points absorbed); **invulnerability** (as the potion); **superheroism** (as the potion).

Deities of Thieves, Stealth
Level
I: *Chameleon* [*WD30*]; **disarm trap** (will disarm 1 trap for 1 turn); *find traps; invisibility* [MU2]; *knock* [MU2]; **pickpocket** (allows one attempt at a pickpocket as a 10th level thief); *spider climb* [MU1].
II: **Dexterity** (as the MU spell strength but points are added to dexterity); *leomund's trap* [MU2]; **slipperiness** (as

the oil).
III: *Clairaudience* [MU3]; *clairvision* [MU3]; *invisibility 10' radius* [MU3]; **move silently** (up to 4 beings will move silently for 6 turns/level); **rope** (will animate 120' of rope).
IV: **Aid thief** (adds 5%/level of caster to 2 of a thief's abilities for 1 + 1/level turns); *improved invisibility* (I4); **microscope** (as the *Eyes of Minute Seeing*. Duration 1 + 1 turn/level); **x-ray vision** (as the ring. Duration 1 + 1 turn/level).
VI: **Appear** (causes *all* hidden objects within a 2" sphere to become visible).

Deities of Water, the Ocean, the Seas
Level
I: *Create water*; **locate water** (allows location of all large bodies of water [greater than 1ft^3] within 10"/level); **purify water** (as *purify food and water* but effective only against water); **swim** (allows 1 being with an encumbrance of less than 300gp to swim for 2 turns/level in winds up to strong breeze. Every extra 50gp carried gives a cumulative 5% chance of drowning); **underwater vision** (allows 1 being vision to a distance of 150' regardless of depth for 2 turns/level); **walk on water** (as the ring of water walking).
II: **Anchor** (will anchor 4 hull points/level for 2 turns/level in up to strong gale winds. Storm force winds have a 1%/turn of negating the spell, hurricane force a 3% chance); **mist** (as *diamond dust* but the cloud is made up of water droplets); **rain** (causes torrential rain within a 4" radius circle within 6" of the caster which lasts for 1 turn/level); **resist pressure** (allows 1 being to resist the effects of pressure up to a depth of 5 miles for 6 turns/level); **water freedom** (allows a being to move and otherwise act physically as if on land).
III: **Summon wind** (will summon a wind of moderate breeze strength + 1 strength level/3 levels of caster. Duration 20 + 6/level turns); **wave** (causes a large wave to hit 1 water craft. The chance of the vessel not sinking is 4%/point hull value. Range 10"); *water breathing* [MU3].
IV: **Calm** (calms all winds and waves within 3" of the caster for 2/level turns); *lower water; airy water* [MU5].
V: **Dessicate** (will drain all the water from any 1 being or object); **squall** (causes an intense storm to hit a craft within 10". There is a 3%/hull value point that it will not sink. Creatures on deck have a 25% chance of being swept overboard. Sails and oars are 50% of the time damaged beyond repair, and there is a 10% chance that each mast will snap).
VI: *Part water*; **sink** (will reduce the hull value of any craft up to 30 hull points to zero causing it to sink within 1d4 + 2 rounds); **storm** (as squall but effects all craft within a 100" radius and lasts for 2 turns/levels).
VII: **Control maritime weather** (as the druid spell, *control weather* but only effects maritime weather); **tidal wave** (causes a 100' wide, 60' wide wave, which sinks all craft in its way, travelling at 150'/round for 600'. Anyone hit by the wave is stunned for 2d10 rounds and suffers 2d10 points damage. If directed against land, it does 4d10 points damage to any creature which it hits, stunning them for 10 + 2 d10 rounds, and 40 + 1d10 points structural damage against any building it hits. In this case, the wave needs a 200' run up in water and will only travel for ½ the normal distance on land. It may only be conjured from water larger than 150' x 1000' x 20').

Saving Throws
In general, spells against objects and willing recipients have no saving throws, those causing damage are saved against for ½ damage, and all others are saved against for no effect.

Uses
These spell lists are only suggestions. Feel free to modify them if you wish – you may find some more deity categories or you may feel that there should be a few more spells – add them if you wish. The lists should be treated as a general guideline rather than a definitive work, but it should, hopefully, make it easier to set up individual clerical sects and give the cleric class some more colour and individualism.□

Photograph: Handford Photography

OPEN BOX

In Open Box, *science fiction and fantasy games and rulebooks currently in the shops are reviewed by independent authorities. Ratings are on a scale from 1 to 10, in several categories, or as a single overall mark for accessories.*

TALISMAN
Games Workshop **£7.95**

The *Talisman* game is aimed at the younger end of the game purchasing public rather than the seasoned gamer. It comes in an attractively illustrated 'bookcase' box, containing a satisfying number of components: playing-board, cardboard counters and rulesheet plus heaps of cards. The board, components and box cover are beautifully illustrated by the irrepressible Gary Chalk. At first sight the board seems a little confusing, because in places the artwork overflows the squares on which the playing pieces sit, but the players will soon get used to this quirk. The rules are short, well-written and will cause few arguments about interpretation.

The game attempts to sit upon the boundary between traditional board-games and role-playing games. In fact it is much more boardgame than RPG, although much depends on the spirit in which the game is played. There is scope for role-playing of a crude sort, as each player is given one of 14 specific characters (full-colour glossy cards) to play. You can be a Warrior, a Wizard, an Elf, a Monk or even a Ghoul! Each character starts with different Strength, Craft (for spells and psychic combat), Lives, Followers, Gold and Objects and so on, and also individual special abilities; for instance, the Thief may elect to steal Objects from characters he encounters.

The introductory legend tells us that whoever reaches the Crown of Command can become ruler of the land. Players seek to increase their Strength, Craft etc by travelling around the Outer and Middle Regions (the two outer 'tracks' on the board) so that the character can survive the rigours of the Inner Region, which must be crossed to reach the Crown. The Inner Region ends in the Valley of Fire, and you need a Talisman to enter it. On reaching the Crown of Command, you can have fun blasting the other players until you are the only one left!

On your turn you roll a die and must move your character exactly that number of squares either clockwise or anti-clockwise. On most squares you will draw an Adventure Card, and you will have to fight monsters, meet Strangers, and suffer random special effects, or pick up a useful Object, perhaps even a Talisman. The Middle Region is more dangerous than the Outer, and the Inner Region is most dangerous of all.

Talisman plays smoothly. Turns are not too long, so no player is left hanging around while somebody else has a go. Unfortunately our group of players found the game much too long for its simple nature. It can take many, many turns for a character to obtain a significant increase in power, and as movement relies so heavily on the dice, players have very little choice over where they are going. The Adventure Cards are a lottery, and after a few games their novelty wears off. The end result seems to depend entirely on luck. All my group of players came away with a feeling of frustration at the end of the games, largely caused, I think, by an inability to influence the result significantly.

Talisman is not a bad game. If it was shorter, it would make an enjoyable family game. Players might want to try minor rule changes to do this; for instance, rolling two dice for movement and selecting the preferred result, and perhaps finishing when one player has reached the Crown of Command, rather than fighting on. The game does contain some colourful and entertaining ideas. How do you fancy being changed into a toad, half-way through your journey? Not just a toad, but a Slimy Little Toad! – with a specially illustrated card to replace your character card for the duration of your toadhood.

Rules:	8	**Enjoyment:**	5
Playability:	7	**Complexity:**	3
Skill:	1	**Overall:**	6

Alan E Paull

BATTLECARS
Games Workshop **£6.95**

Have you got what it takes to be a highway warrior? Well, now's your chance to find out, for *Battlecars* – the game of deadly driving – has finally hit the streets.

The aim of the game is to drive your car round town, armed to the teeth, with the express intent of blasting all the opposition foolish enough to stand in your way. Sound familiar? Well... OK... so the subject matter is hardly original, but, thankfully, *Battlecars* is not just-another *Car Wars*. Comparison is inevitable, but each is sufficiently different to stand on its own merit.

In its favour, *Battlecars* is quick and exciting to play. The battleground is soon designed from the terrain counters (grass, trees, building), and the car cards are speedily equipped by filling the weapon pods with an arsenal limited only by the size of each pod (only two rockets will fit into the same space as eight rounds of machine-gun fire, for example). Choosing the car's armoury can be crucial. Also, manoeuvering the car requires some forethought so that you can hide your weaknesses whilst exposing those of your target. Movement and firing are executed along a crossed network of lines with distance and range calculated by counting the number of points (intersections) traversed.

Each car has special features; it may be autosteer, which allows the safety limits for cornering to be exceeded; a gunnery computer, for an extra attack; or power brakes, useful for avoiding collisions with buildings or trees. The cars are nicely designed but the front wings are too weak. It does not take long for the armour block to be filled with red counters and from then on everything hits the internal components.

So after very little time the game is off and running. The ensuing action should be preceded by a very thorough reading of the rules if it is to *keep* running or constant reference to the rulebook can stall the action. There are several glitches. For instance, it is possible to see a car but be prevented from firing at it down a movement line and it is quite feasible for a pedestrian to be hit by two rockets, only to watch them bounce harmlessly away. But who wants 100% realism? We have the M1 for that.

Battlecars is abstract, yet this is to its advantage. If you want quick, simple and fluid action, take a look at *Battlecars*. The lack of clarity in the rules prevents the game from fully recreating the promise of Jim Burns' excellent cover art, but it created enough impression for me to look forward to the release of *Battlebikes* which will be the first expansion set.

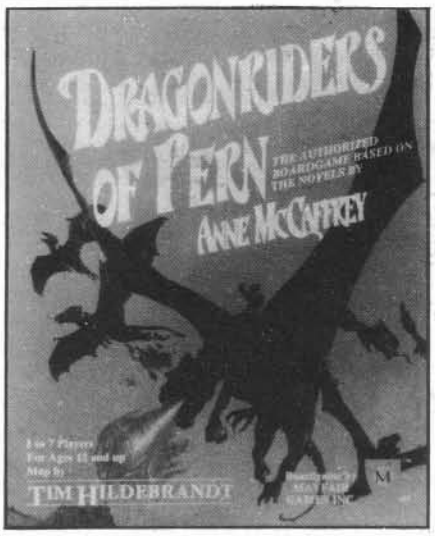
Presentation:	9	**Enjoyment:**	8
Playability:	8	**Complexity:**	5
Skill:	7	**Rules:**	4
Overall:	8		**Ian Waddelow**

DRAGONRIDERS OF PERN
Mayfair Games **£16.95**

DragonRiders of Pern is a game for 1 to 7 players based on Anne McCaffrey's six books about the inhabitants of Pern – a planet which is periodically attacked by *Thread*, a deadly fungus from a neighbouring planet. It is, I'm afraid, classic proof that a good book does not always translate into a good game. For the not inconsiderable price you get an attractive mapboard in six sections, 108 playing pieces, three dice, two rulebooks (one basic, one advanced) and 112 cards in three packs; the first to determine where Thread falls each turn, the second for random events, and the third to show the personalities controlled by each player. These last, unfortunately, carry illustrations which fail to match with the way I, or anyone else I asked who is familiar with the books, visualised the characters depicted.

The rulebooks are not the clearest I've read, but some of the game systems are unusual and innovative; particularly the auction where one bids for the allegiance of the Lords Holder, which involves a lot of bluffing. The advanced rules add the possibility of allying the Master craftsmen of the planet, and some more complex random events.

Each game turn the players draw random event cards in rotation; some are played at once and others retained for later use. Players then move the personalities they control to the homes of unallied characters. Each personality has a bidding strength which determines the maximum amount of money which



can be spent to influence the Holder of Craftsman to join your faction. The auction follows with the chance to ally going to the highest bidder.

The areas subject to threadfall are then determined and flights of 'Dragons' despatched to combat it. A highly abstracted combat system is used which misses a golden opportunity to recreate in more detail some of the most exciting parts of the books. If the Thread is destroyed, those involved receive money (presumably from a grateful population). If any Thread is not destroyed, then financial penalties follow and the thread burrows underground and is harder to eliminate. If burrowed Thread is not destroyed the following turn it then begins to spread across the contintent with alarming rapidity.

If the planet is ravaged by Thread, then nobody wins, otherwise victory goes to the player with the most allied Lords and Craftsmen. It was clearly the designer's intent to create a tension between keeping Pern Thread free and empire building, since the two are to some extent mutually exclusive, but here I think he has failed. This is a game which lacks those crucial ingredients – enjoyment and excitement. In a game which has these, almost anything else can be forgiven, eg rotten artwork, unclear rules, complex and unwieldy game mechanics, high price, or 'historical inaccuracy'. In their absence, even the most lavishly illustrated, innovative game is a failure to be played once and no more.

Presentation:	8	**Rules:**	4
Playability:	6	**Complexity:**	4
Enjoyment:	2	**Overall:**	4
			Nic Grecas

LOST WORLDS
Nova Games **£1.95 each**

Four years ago, Alfred Leonardi emerged from behind a mountain of paper (and countless calculations) to reveal the best and most original game for decades. That game was *Ace of Aces*; the World War 1 dog-fight game that gave each pilot a stop-action picture book depicting different views of the enemy. *Ace of Aces* is quite brilliant.

Since then, however, Leonardi and *Nova Games* have been trying to recreate the success of the flying game by applying the same system to other themes. *Bounty Hunter* had a Lawman and Outlaw stalking each other around the town saloon but it never fulfilled its promise.

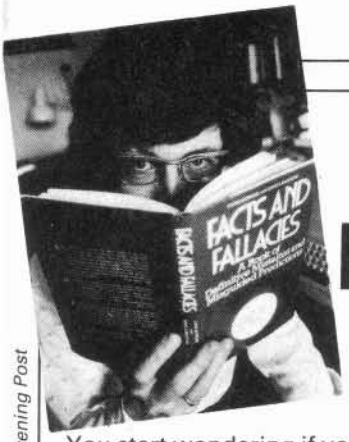
Now *Lost Worlds* has been released. The theme this time is fantasy swordplay with four books available in the initial batch; a Fighter, Dwarf, Skeleton and Giant Goblin.

The books are thin paperbacks containing 32 views of your character in a selection of fighting poses. There is a table of actions enclosed listing possible attacking and defensive moves; thrust, kick, shield, block etc. A move is chosen and cross-referenced, by number, with that selected by your adversary. The aim is to score enough hits to kill your opponent (the skeleton being the easiest to kill as it can take fewer hits).

The drawings are based on *Ral Partha* miniatures and though they are clear, they are disappointingly simplistic and crude. Any two books (even if the same) can fight; with multiplayer melees being possible (with enough books, players, time, dexterity, brains the size of planets etc). The system is simple and easy to learn, but moves should be written down as it soon becomes easy to guess the other person's move from the number called out. It is often hard to visualise what has transpired: you can even swing an axe but see a sword in the picture (ah well).

The game is easy and good fun but it has limited appeal. It would be fun to throw two books at a couple of players when running a RPG as a change from endless die-rolling, but it does not warrant a great deal of thought, nor does it allow for any real strategy. *Lost Worlds* is a good game for lunchtime or to take down to the pub. But be warned!... the giant goblin *never* buys a round...

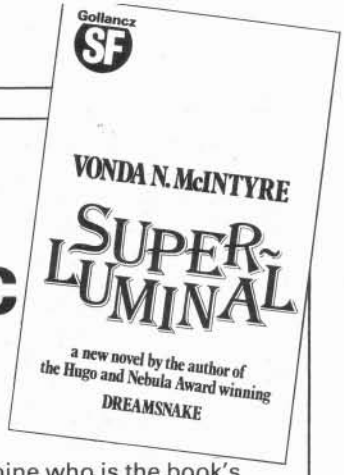
Presentation:	5	**Enjoyment:**	6
Playability:	5	**Complexity:**	2
Skill:	6	**Overall:**	6
			Ian Waddelow



Photograph: Reading Evening Post

Critical Mass *is a regular book review column written by Dave Langford.*

Machines and Magic



You start wondering if you've been reviewing too long when, brushing the cobwebs from your dim spectacled eyes and fumbling with arthritic fingers through the latest books, you find paperback editions of stuff you covered in hardback while still the fire of youth was in your veins.

In other words, here is Asimov's *Foundation's Edge* [*Granada* 432pp £1.95], reviewed last year. My complaint was that Asimov's famous fluency and egotism had run away with the book: he's done a nice job of recapturing the old rough-hewn style of the *Foundation* trilogy, but these 432 pages contain barely more plot – and on the whole less action – than each 40-page episode of *Foundation*. And even then, the real relevations are saved for a sequel! To quote Kenneth Tynan: 'The trouble with reviewing commodities like this is that you know in advance that, for all the effect it will have, you might as well fill your column with a relief map of Death Valley.' No SF enthusiast can miss this book; Asimov and *Granada* will make lots of money from it, and because they are lovable I wish them well, but...

Piers Anthony also prolongs his series too far. *Dragon on a Pedestal* [*Del Rey* 306pp $2.95, to be distributed/reprinted by *Futura*], is the 7th 'Xanth' fantasy: my austere litcrit friends will gasp in horror when I confess to liking the first few. Despite a predilection for very didactic explanations and very stupid protagonists, Anthony is engagingly breezy and inventive, titivating each tired old quest plot with new varieties of 'magic'. Unfortunately he's invented so many magical talents, creatures and objects that Xanth is getting too full for comfort – high-powered characters have to be put out of action for the sake of the plot, as in old Justice League of America comics where the inconveniently powerful Superman tended to be away fighting a swarm of meteors while everyone else confronted the evil Thargs. GMs will sympathize.

Dragon is annoying for its re-use of old stuff like the dread wiggles [Book 1], forget-spells [Book 3], goblin/harpy wars [Book 3], dragons (passim) and 'spell-reversal wood', the latter suggesting a deplorably obvious solution to the book's problem of someone being regressed to babyhood by a Fountain of Youth jag (see what I mean about Xanth being cluttered?). Instead Anthony cops out by arbitrarily introducing a person whose magic talent is: increasing people's age. Egalitarians will be delighted to find this book extending Xanthian civil rights (previously granted to centaurs, ogres, nightmares and even women) to a token zombie. Token, because the zombie in question is a fairly fresh one who hardly smells at all... Will Book 8 introduce Gay Lib, I wonder?

More enjoyable was Fred Saberhagen's *Empire of the East* [*Futura* 558pp £2.95], not merely thanks to my delighted laughter at the Larry Niven cover quote: 'Better than *Lords of the Rings*.' Niven plainly prefers this science-fantasy mix of magic and machines to books which say upsetting things about the moral effects of power. *Empire* appeared here in three volumes from *Tandem* (1973-4) but has been revised 'substantially' by some trimming of superfluous adjectives here and there. In the far future, magic works, the appalling East lords it over the nice West, and the Free Folk use white magic and dug-up technology to topple fine melodramatic baddies like the Satrap Ekuman, Som the Dead and the Demon Zapranoth. I liked the climaxes of the three volumes, with Ekuman being wasted in accordance with an earlier prophecy which we're left to recall *without* a nudge-nudge from Saberhagen (lesson for Anthony here); with deathproof Som getting it in the neck in properly logical-unexpected manner (ditto); with vile Demon Orcus discovering his true nature as a former atomic fireball, milliseconds before 'victory'. Swashbuckling fun, routine plot, boldly unsubtle characters, clever technology-based magic: my only quibble is that according to Book 3's relevations, the atomic dreadnought unearthed in book 1 ought not to have worked.

Contrast Vonda McIntyre's new book. *Superluminal* [*Gollancz* 298pp £8.95] has much that *Empire* lacks: nifty writing, real characters, 'villains' who are decent people acting for the best, moments of genuine, moving joy and tragedy. Alas, while able to take Saberhagen's science-fantasy on its own light-hearted terms, I couldn't suspend disbelief in McIntyre's SF plot devices. Firstly, pilots of superluminal (meaning faster-than-light, not better-than-Valium) spacecraft must swap their hearts for mechanical pumps to withstand the stresses – a good macabre notion, but the 'stresses' are unconvincingly vague, to do with biorhythms and relativity, making little sense. Secondly, de-hearted pilots, with their supreme powers of control, go all woozy when near, and especially when in bed with, ordinary people. Why? It's glossed over with mutterings about out-of-phase biorhythms.

If you can swallow this lot, the book moves well, with lovers parted by the difficulty above, leading to lost-in-hyperspace melodrama for hero and heroine (both proving incredibly special, superpowered, telepathic...) and a satisfying climax. After this the plot runs down gently for 70 pages, tying up loose ends and leaving the original pair together in spirit alone – 'I have been faithful to thee, Cynara, in my fashion.' Minor characters are well handled, especially the sexy undersea-adapted secondary heroine who is the book's best creation, and in whose arms... ah, you're ahead of me. A pleasant and gentle book which could have been triffic with a touch more SF plausibility.

Robertson Davies' *High Spirits* [*Penguin* 198pp £2.50] isn't plausible either, but doesn't need to be. It's the best collection since M R James in this narrow genre of donnish, tongue-in-cheek ghost stories. The 18 tales are set in the Canadian college of which Davies was Master (a quibble: some college in-jokes remain and should have been clarified or edited out) and include hilarious set-pieces. The ghost exorcised by PhD viva-voce; a horde of irate ex-saints defrocked by Pope Paul VI; the 'Ugly Spectre of Sexism'; the biophysicist Victor Frank Einstein who by unhallowed arts builds a monstrous new college cat. He: 'Cursed be the day, abhorred devil, in which you first saw the light! (etc, etc)' Cat: 'You mean you don't love your own dear little Pussikins best...' Buy this one.

But avoid Jack Chalker's *The Return of Nathan Brazil* [*Penguin* 289pp £1.95]. This is the 4th 'Well World' book. The first was a mildly interesting pulp space opera; the second and third were more of the same, laced with Chalker's distasteful relish for making his puppet characters suffer degrading changes of bodily form; *Return* consists of longwinded efforts to set up the background for the final *Twilight at the Well of Souls*, in which the universe appears likely to get blown up... but, alas, probably reconstituted. Personally I can do without an SF universe in which cardboard characters really do say, no kidding, 'We're tearing a hole in the fabric of space-time! ...Sustained nullification on a huge scale might be beyond nature's ability to counteract!' Yes, it's back to the old bad days of SF, without even E E Smith's boyish enthusiasm to make the nonsense work. Can *Penguin*'s long-standing reputation for good taste in SF survive this brutal assault?

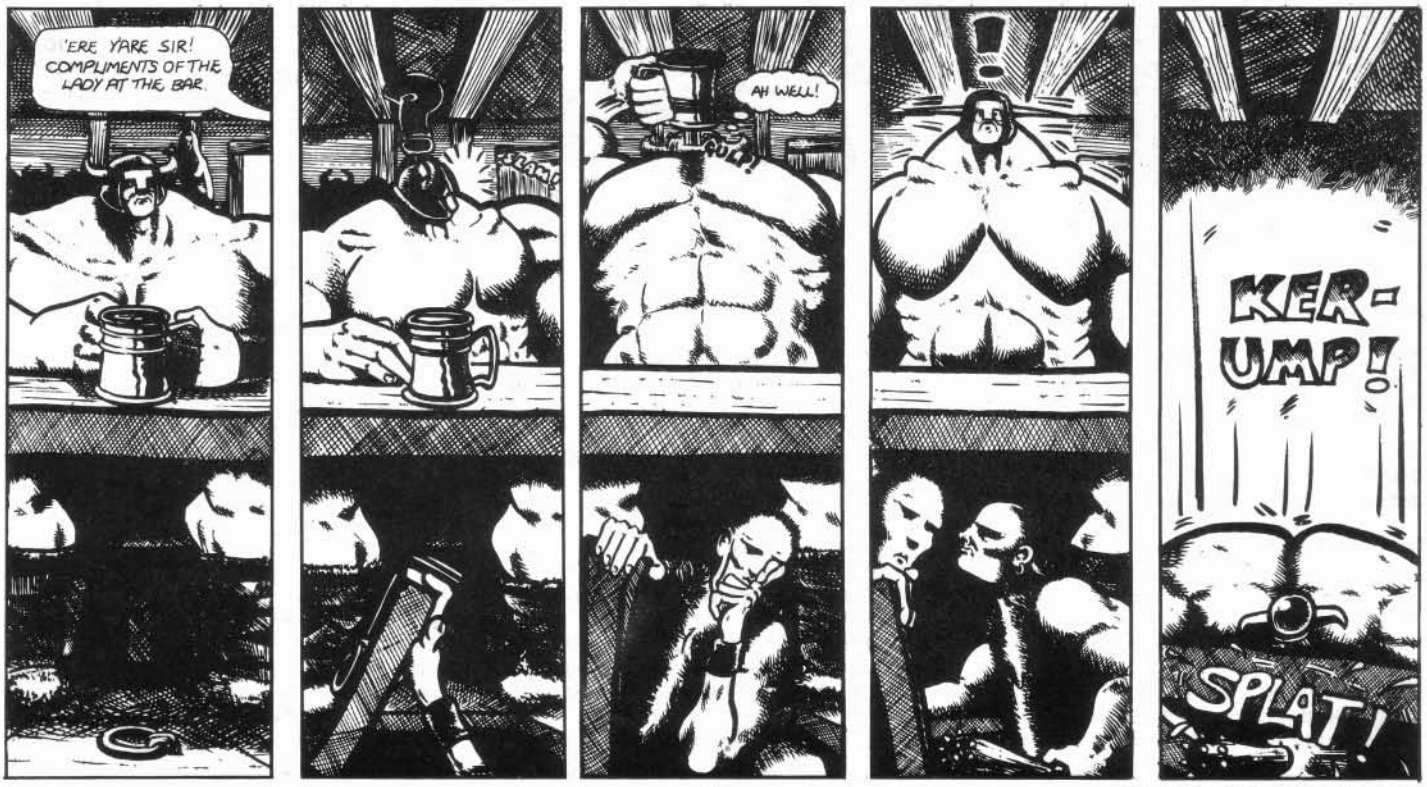
A Better Mantrap by Bob Shaw [*Granada* 238pp £1.50] is a 9-story SF collection featuring excellent tales of suspense/horror (*Conversion*), hilarity (*Kingdom of O'Ryan, Cottage of Eternity*) and mystery (the long *Frost Animals*), plus lesser stuff: Shaw's always a good entertainer. *Easy Travel to Other Planets* [*Arena* 278pp £2.95] is Ted Mooney's much-praised borderline fantasy – sex with dolphins, etc – which shamefully I haven't found time to read. Complaints about this vile dereliction may be personally delivered to me (accompanied by the traditional pint of beer) at the Easter SF Convention, *Seacon 84* at the Brighton Metropole Hotel. Ring 021-777-2777 *quickly* for details.□

THRUD THE BARBARIAN

The Three Tasks of Thrud

Chapter 1: Black Treachery

WRITTEN + DRAWN BY CARL GRITCHLOW WITH THANKS TO JAMES BRUNTON. © CARL GRITCHLOW '84



Next Issue: The Wizard's Lair

Fiend Factory *is a regular department featuring readers' monsters for* D&D/AD&D *edited by Albie Fiore. This issue a special selection of low level creatures.*

CLOSE ENCOUNTERS OF THE FIRST KIND

SPIDER DRAGON
by Ian Livingstone

No Appearing:	1
Armour Class:	3
Movement:	12"/24"
Hit Dice:	4d8+4
Treasure:	H
Attack:	Two claws for 1d4 each, bite for 2d6, plus breath weapon
Alignment:	Chaotic evil
Intelligence:	High

The small (2') spider dragon is typically found in dense undergrowth. They have a chameleon-like ability to blend in with their background. Thus they will only be noticed 5% of the time from a distance off more than 6' and only 20% when closer. They are never surprised.

Spider dragons are man-eaters and find human flesh a delicacy. Despite their size, they will eat limbs whole, distending their jaws and gullet like a snake. The digestion process takes two days during which time they are unable to fly and can fight only with their breath weapon - acid, which it can spit in a ½" wide jet to a range of 6" in a straight line for 2d8 damage.

They cannot speak but are able to cast *fear* as a means of defence during the digestion period.

Their fondness for treasure is the same as most dragons, but they will eat any gems that they find, believing them to have great regenerative powers. A spider dragon's stomach will always contain 1-6 gems.

Comment: This creature is a little too heavy for 1st level characters. It should be encountered at the culmination of an adventure or a situation where the group have a clear avenue of escape.

WHIPPERSNAPPER
by Phil Masters

No Appearing:	5-40
Armour Class:	6
Movement:	12"
Hit Dice:	1d8+3
Treasure:	C
Attack:	Two lashes for 1-4 each, bite for 2d6
Alignment:	Chaotic evil
Intelligence:	Semi-

Whippersnappers are vicious, cunning predators that inhabit jungle areas. These fast, agile and unpleasant creatures live for about 30 years and stand 4' tall. They resemble a cross between a deformed goblin and a hairless gibbon, but for two features: their large, long, powerful jaws full of needle-sharp teeth; and their long whip-like tentacles which they have in place of arms. If necessary, they can attack up to three opponents at once.

They make saving rolls as a 10th level thief due to their agility.

These beasts will attack any humanoid race on sight with the exception of goblins and hobgoblins who nevertheless regard them with justifiable apprehension.

The species cannot speak, though their staccato screeches appear to represent a limited form of communication.

A larger, tougher version is said to infest *The Abyss*, in partial servitude to the demon prince Demogorgon.

MARSH-WIGGLE
by Fred Lee Cain

No Appearing:	1-4
Armour Class:	7-8
Movement:	12"
Hit Dice:	1-7d8
Treasure:	J,K,L,M,N
Attack:	By weapon type
Alignment:	Lawful good (neutral tendencies)
Intelligence:	Average to very
Psionic Ability:	See below

These rare humanoids are tall (6'6" average) and extremely thin with an average lifespan of 80 years. They have gaunt, somewhat homely features; long pointed nose and chin, large ears and long, lank, greenish-grey hair - like tiny flat reeds. Their large webbed feet are duck-like and

horny, while their skin is a muddy dun-colour. They dwell in fens or marshy areas abundant with rushes, cat-tails, reeds and low stunted trees where their drab, homespun earth-colour garb (drab yellow/green in Spring) added to their natural appearance renders them almost invisible. They are still and silent (like halflings, marsh-wiggles are effectively invisible wherever there is vegetation and surprise on a roll of 1-4 on a d6).

Their habitual expression is one of quietly resigned, fatalistic melancholy for few beings have a more dismal view of life. Marsh-wiggles tend (at least outwardly) to a dolefully forlorn pessimism – not with whining or complaint but with a dismally philosophical acceptance: 'It's no use worrying; nothing's going to turn out right, anyway!'. (Some other races find this mildly amusing.) Despite this, wiggles are neither cowards nor quitters. In fact, this attitude may be more a preparation in case anything does go wrong. They might not be as sincerely mournful as they let on for they are not inclined to despair, even when the going gets rough.

This quietly fatalistic resolution and indomitability is coupled with a gentle decency and accomodating nature. They are neither inhospitable nor unconcerned over injustice or the hardships of others. As generally 'good' people, they can be charitable, courteous, obliging and brave.

A solitary race, they dwell in wigwams of bark, rushes or tanned hides; either alone (50%) or as a family unit - a married pair with 1-3 children. Sometimes, an entire clan is scattered over a wide area. They are 80% likely to be encountered in their settlement. Enjoying their privacy, they live quietly, fishing, fowl-netting, hunting and a farming a little. Their crafts and skills are rustic and plain but of good functional quality. In heavily 'settled' areas, there is a 2% chance of a marsh-wiggle skilled in working copper, pewter, and iron, but usually they trade for metal goods with elves, gnomes or humans as they can speak elvish, gnomish and the common tongue. They also speak their own language, halfling, their alignment tongue and sometimes (50%) dwarven and (30%) orcish.

Though keeping mostly to themselves, on seasonal occasions (or in cases of emergency), clan leaders will gather for a 'thane-council' in a large, wattled hall inside one of the log-pallisade 'refuges' dotted sparsely around isolated island-bogs.

Marsh-wiggles are extremely reluctant to leave their quiet, peaceful, uneventful life to go adventuring. On the rare occasion that one does, other wiggles consider it 'strange' and 'too full of high spirits'.

When going on long quests, they generally go as illusionists (25%), fighters (20%), or rangers (30%). Fighters, when armoured, tend to use leather, padded or studded, or ringmail. They can reach 4th level, or 7th as rangers. In combat, they rely mainly on sling, spear, (long) bow, and trident; but 20% use mace or flail and 30% a longsword (all with a round shield on occasion). As illusionists, they may reach 6th level. Magic users and thieves are very rare (rising only to 2nd level). They are unheard of as assassins; and are only 5% likely to be a cleric (they can be shamans or druids up to 4th level).

Their natural resistance to poison and magic causes them to save as though four levels higher. They can also generate a mental barrier to resist any attempted psionic attack or domination.

GREY DOMINATORS
by Phil Masters

No Appearing:	See below
Armour Class:	Varies
Movement:	9" (Guards: as by monk level)
Hit Dice:	Masters: 3d8; Guards: as by monk level; Servitors: 1d10
Treasure:	B
Attack:	By weapon type
Alignment:	Lawful evil
Intelligence:	Masters: High; Guards: Average; Servitors: Low

Grey dominators are a race of evil men, distinguished by the greyish tinge to their pallid skins. Their origins are mysterious: they allegedly dwell on an inhospitable arctic island, but it has never been found and no grey dominator has ever revealed its location, if indeed it does exist. In fact, they are noted for their self-control and psychic resiliance: threats, magic, torture or psionics cannot ellicit information from them and prolonged attempts to break this reserve triggers something in these beings that cause them to die.

What is known of them is what others have observed. Their philosophy seems to be one of strength and detachment, with a belief that they alone are fit to rule over men. Their strict, hierarchical society permits little superfluous communication between the three classes. Only males have ever been seen - their women are thought to be kept in serfdom, or even like animals, in their homeland. Their goal of conquest is restrained by their limited numbers. They have developed refined techniques of torture and mind control to overcome this. Their activities will *never* be perceptible as such - these devious creatures take over communities by dominating leaders and key figures, then manipulating others by fear. Such techniques work equally as well on orcs, goblins and the like, as they do on humans; but the ultimate grey dominator aim is to rule *all* races.

There are three grey dominator classes: *Servitors* are the manual workers: tough individuals with basic weapon training (as 1st level fighters). Their main function, though, is work. Each has some manual skill (fishing, smithying, carpentry, etc), and total ignorance of other fields.

Guards are the combat specialists, trained monks of level 4-6 (d3+3) with appropriate weaponry (usually a two-handed axe and a crossbow).

Masters rule the others. Each usually has chainmail, a small shield and light mace, fighting and saving as a 6th level cleric (despite their 3 hit dice), but their powers lie in other areas. Each carries a set of lightweight silvered iron manacles, non-magical and unremarkable, but for a trailing iron chain. If any other being other than a master is wearing these, and a master is holding the chain, the latter can induce intolerable levels of pain in the wearer, incapacitating them for as long as the master chooses and 1-3 rounds afterwards. A master can control two sets of manacles simultaneously (but no more). Masters are immune to all forms of psionic attack, including disciplines, and can deflect such, one at a time, back upon the user. The great power of these beings, however, requires longer. Using their manacles, they can 'brainwash' any mortal being. After two days' work, the victim begins losing 1-2 points of wisdom per day. Once it falls to 2 or less, the victim will automatically follow any command from a master, even if *charmed* by another being. If the process is interrupted before this, the victim regains wisdom at the rate of 1 point per week, or on receiving a *remove curse* cast by another. Those completely dominated can only be restored to normality by the casting of *heal, remove curse* and *dispel evil* on successive rounds, or by some form of *wish*.

When grey dominators are encountered, roll 1d20 to discover the nature of the party: 1-3 indicates 2-4 guards on a minor mission; 4-10, a roving band seeking expendable slaves, with 1-2 masters, 3-6 guards, and 5-10 servitors in leather armour with clubs; 11-17, a strong party on some specific mission, with 2-4 masters, 75% chance of 1-4 guards, and 25% chance of 1-8 servitors equipped as above; 18-19, a party travelling to or from some secret base with a 75% chance of 1-2 masters, 1-4 guards, and a 90% chance of 2-7 servitors, unarmoured but with clubs and hand-axes; 20 indicates a lair encounter (with treasure present) – a well-hidden temporary base with 1-8 masters, 2-7 guards, and 3-18 servitors, half in leather armour but all with clubs and hand-axes.□

Microview *is a regular alternate-monthly column, reviewing new computer games and providing game-aid programs, edited by Russell Clarke. This issue, two new games are reviewed, and a short program to facilitate playing* Starfleet Battles *is presented.*

ON IMPULSE

Game Reviews and a Game-Aid program for Starfleet Battles Movement

With this issue Microview *goes into double figures (its the tenth one!) and also changes editor. My thanks to Mike Costello for the past nine* Microviews – *the King is dead, long live the Party Chairman* (!?)!

You can send any articles/programs/ ideas/suggestions etc you have to me at the WD *editorial address – the more the merrier! We are still looking for programs as games-aids, eg RPG character generators, dungeon generators or aids to any other games (not necessarily RPGs – see this month's offering). Programs should try to be non-machine specific as far as possible and any notes for conversion to other machines would be gratefully received. Try and avoid any peeks or pokes, but if you* must *use them then* please *indicate* clearly *what they do. We are mainly interested in software for* ZX81s, Spectrums, BBCs, *and* Commodore 64s, *but don't let that stop you if you only own something else!*

Onto the game reviews...

USURPER
Assassin Software

This is a single or multi-player game for the *48K Spectrum*, about replacing 'His Majesty' with 'Your Majesty'! The cassette has no marking to indicate which side the program is on and there are no specific loading instructions (LOAD "" works, however). Whilst loading a couple of rather good graphics keep you entertained until the first prompt appears. The moves are simple, being a list of locations you can respond with when prompted. There is, however, one missing – F for forest (quite useful!). It says near the bottom that if Spirit is reduced to zero the player becomes one of the undead and 'can take no further part in the game'. This is not quite true... although nothing more the player does is of any consequence to the end result, the computer still expects him to take his turn and waits for replies – very uncool if there are only two players from an original ten left active. Players have 100 days (or turns) to move from location to location (either by choosing freely each turn or using an optional map with its attendant restrictions) with the aim of gathering 1000 or more followers and 10000 or more gold pieces. The King will then notice you and 'lead his army to fight you'.

Your character for the game is a simple spreadsheet display of *Strength* (ability to take damage in combat), *Spirit* (reduced each time you encounter an undead until, at zero, you become one yourself) – both of which start at 100, *Followers* and *Gold*. Your name and player number is also displayed along with the location you have chosen. The character display has a couple of flaws, the most important of which is that it doesn't update at the end of your turn so that you have to wait until the start of your next turn to see the results of your actions. The format could have been neater too, with the columns right justified.

When you input a location the computer takes over and resolves any encounters (killing monsters gains you gold) and hunting (gaining you provisions). Certain locations are special in that you don't hunt or meet monsters but can engage in other activities like hiring more followers, gambling, recovering from serious wounds or petitioning the local Baron for aid. Each follower and your illustrious self consume 1 provision per day and if you don't have enough then desertions will occur. At occasional, usually inopportune, moments random events will occur resulting in you being robbed (by Unge the Unwise Hippy), plagued (lose followers, gold and provisions) or even both!! It is also possible to attack other players (common under the free movement system, rare in the map game) with the result that the loser becomes weak (Strength reduces to 20) and virtually has to start again.

The combat system is the flawed strength of this game containing all the program's good points and a great many of its bad ones. The monster that you are locked in battle with is displayed in such ghastly colour combinations as to be almost unreadable – indeed the dragon is only recognisable due to it being the most illegible blur! However, there are some lovely sound effects during the fight (swords meeting and little yelp sounds!) coupled with 'whump' (if you wound the enemy) or 'ouch' (if they wound you) displayed on the screen. Each 'whump' reduces the enemies number by a random amount and each 'ouch' reduces your strength by a random amount (regardless of how many followers you have! – I have a vision of your character desperately parrying the enemies blows whilst your followers hack them down from behind!!!). If the enemy are reduced to zero before your strength reaches 20 then you win and gain the gold they were carrying (varies according to the opponent). If you lose then you have to start again, but with a starting strength of only 20. (A good gimmick of moving bands of colour in the border indicates whether you win or lose.) Your strength however will recover at about 2 per turn that you don't get 'ouched'. Alternatively, you can visit the inn to eat yourself better or visit the temple where the Priest may bless you (Strength immediately recovers to 100) or you may meet a ghoul or vampire that

will knock 10 or 20 off your spirit. The problem with this system is that you can meet large numbers of monsters that take nearly forever to kill (four or five screenfuls of 'whumps') which gets tedious after a while.

So finally you have amassed your men and gold – marched off to meet the King and... CRASH! The Usurper is defeated!!! The problem (which the instructions don't tell you about!) is that unless you have more than 2000 followers when the King comes to fight you, he will march over you without even noticing (I discovered this the hard way having just congratulated myself on being noticed!!). All well and good if the number of followers that were required varied with every game (simple RND function), but it doesn't so after the first game the novelty wears off.

That is the essence of the game if played properly and with no accidents. Unfortunately, due to an appalling lack of error trapping it is possible to win every time in just a few days! There are no checks on inputs so if you enter a negative number of men when hiring you gain gold and lose followers, but that's not the end of the story ... you can have negative numbers of followers!! I leave you to work out how to win!

The program itself is actually rather poorly written all round. I've mentioned the error trapping (or rather the lack of it); all entries are Inputs, even where inkey$ would be better; large numbers 'wrap around' onto the line below; you actually get 101 days to accomplish your quest; gambling really pays – six to one on odds of just under one to one; but you 'loose' rather than lose and sandstorms occur in the temple as well as the desert (especially clever considering the temple is in the forest!).
Despite all this *Usurper* could be quite good if it wasn't for the fact that there is a method to winning (and I mean a legal one!) which makes it tedious after a while. Marks given below are out of ten.

Graphics (not relevant in play):	**7**	**Long term interest:**	**4**
Instructions:	**7**	**Value for money:**	**5**
Playability:	**8**	**Overall:**	**5**

CARIBBEAN TRADER
GMs

This game (for the 48K *Spectrum*) puts you in the role of Captain of a small cargo vessel plying between various islands. It is a single player game, but can be played comfortably by a committee. The cassette tells you to LOAD "" and a label marks which side the program is on. There were problems as the review copy proved difficult to load. Eventually though we were loaded up and ready to go. The first screen asks you at which difficulty level you wish to play and then you get three pages of detailed instructions which miss nothing out. A minor quibble here is that you cannot bypass them once you know them.

The object of the game is to amass a fortune (size depends on the difficulty level) whilst paying back a debt to Formoza (a 'lone' shark according to the instructions!). The debt increases with each turn and if it gets too large then Formoza will feed your gizzards to the sharks (..er.. that means you loose – sorry! – lose!!!)... You can borrow from Formoza as well – up to twice your debt – but be careful.

With your available cash you can buy any of 5 different items (you can hold sixty units of cargo – each item is costed per unit) ranging in cost and legality (slaves – very illegal, guns – illegal, rum – slightly illegal, spices and tobacco – safe). When loaded you choose a destination port and sail to it. A nice graphic and tune accompany you and it's during this portion that the hazards occur. You can meet pirates who try to steal your cargo (the more crew you buy, the better), the coast guard (who shoot you if you're slave or gun running or fine you if you're carrying rum), typhoons, becalming (interest on your debt mounts up), spice beetles, rebel leaders... When (if?) you get to your destination you can sell your cargo (if the price is right) and buy a new one. You carry on like this until you win... (or, as usually happens in the expert game, lose!).

This is a really enjoyable game and as there is no sure method of winning it has lasting interest value. The graphics are good (if simple) and most of the sounds are jolly (I'm dubious about the raspberry you get when selecting your cargo though!). The spreadsheet updates are fast and there are three skill levels available. There are some bad points however. For example in the instructions you are told not to worry if you break out of the program and that CONTINUE will recover you. This is rather annoying especially as it is not too hard to protect your inputs against problems like this and ensure good game flow. There are some other holes in the error trapping – under certain circumstances you can't give a legal input to repaying Formoza which means you have to break out and re-enter the program at another location (ie CONTINUE does *not* work). There is a routine that tells you how many units of an item you can afford, but which doesn't stop at the maximum capacity of your ship. An 'all' reply to the question of how much cargo you wish to sell would speed things up and, finally, if you mistakenly enter a request to SAIL instead of BUY or SELL then you cannot abort it. Despite all this CARIBBEAN TRADER is great fun and I highly recommend it!

Graphics (not relevant in play):	**8**	**Long term interest:**	**9**
Instructions:	**9**	**Value for money:**	**9**
Playability:	**8**	**Overall:**	**7**

This month's GAP (Game-Aid Program) is a program for the 16K Spectrum designed to help all players of *Starfleet Battles* who get cross-eyed looking across the Impulse movement charts (especially the large 32 impulse one!) or who after resolving an epic battle cannot remember which impulse they're on. You can enter any number of impulses (up to 32!) so you are not limited to any particular impulse format. The program lets you know which ships move on what impulse and tells you the impulse you are on. At the end of a turn you are asked to update the information on the ships still participating (unlike *Usurper* dead ships don't have to play on!) if another turn is required. Lines 5-10 set up the initial number of ships and their ID's; 13-21 get the data for the turn; 26-30 ask if another turn is required and begin the update procedure; 32-42 is a Subroutine which calculates the impulse movement; 44-51 is a Subroutine which handles end of turn update.□

```
1  REM
2  REM Warp Speed! Captain
       © 1984 d7 Software
3  REM by MJM
4  REM
5  PRINT AT 0, 6; INK 1; "Warp Speed,
   Captain!"; INK 2; AT 1, 6; "————————";
   INK 0
6  PRINT AT 3, 6; "Number of ships = "; :
   INPUT NO: IF NO <=0 OR NO <> INT NO
   THEN GO TO 6
7  PRINT NO
8  DIM S$(NO,15): PRINT AT 5, 6; "Identifiers
   for ships ?"
9  FOR A=1 TO NO: PRINT : PRINT INK 1;
   "Ship no. "; A; ": INPUT S$(A) : PRINT
   INK 2; S$(A) : NEXT A
10 IF INKEY$<>"" THEN GO TO 10
11 PRINT ‡0; FLASH 1; PAPER 1; INK 6;"
   PRESS ANY KEY TO CONTINUE"
12 IF INKEY$="" THEN GO TO 12
13 LET TURN=1: DIM S (NO)
14 CLS : PRINT AT 0, 13; INK 1; "TURN ";
   TURN
15 PRINT : PRINT INK 1; "NUMBER OF
   IMPULSES REQUIRED = ";: INPUT IMP:
   IF IMP<=0 OR IMP>=33 OR I MP<>INT
   IMP THEN GO TO 15
16 PRINT IMP
17 PRINT : PRINT TAB 10; INK 2; "Ship
   speeds ?"
18 FOR A=1 TO NO
19 PRINT : PRINT TAB 5; INK 1; S$(A);" = ";:
   INPUT S(A)
20 IF S(A)<0 OR S(A)>IMP OR S(A)>31 OR
   S(A)<>INT S(A) THEN GO TO 19
21 PRINT INK 2;S(A) : NEXT A
22 IF INKEY$<>"" THEN GO TO 22
23 PRINT ‡0; FLASH 1; PAPER 1; INK
   6; "PRESS ANY KEY TO CONTINUE"
24 IF INKEY$="" THEN GO TO 24
25 GO SUB 32
26 PRINT : PRINT : PRINT TAB 10; "Next
   turn ?": INPUT A$: IF LEN A$=0 THEN GO
   TO 26
27 IF A$(1)<>"y" AND A$(1)<>"Y"
   THEN STOP
28 CLS : PRINT INK 1; "Have any ships been
   destroyed, or disengaged ?": PRINT
29 INPUT A$: IF A$(1)="Y" OR A$(1)="y"
   THEN GO TO 44
30 LET TURN=TURN+1: CLS : GO TO 14
31 REM IMPULSE ROUTINE
32 DIM I(NO): DIM T(NO)
33 FOR A=1 TO NO: LET I(A)=S(A)/(IMP-.001):
   NEXT A
34 FOR A=1 TO IMP
35 CLS : PRINT INK 2; "Impulse no. ";A;"
   Ships to move ="
36 FOR B=1 TO NO: LET T(B)=T(B)+I(B) :
   IF T(B)>=1 THEN LET T(B)=T(B)-1: PRINT
   : PRINT INK 1;S$(B)
37 NEXT B
38 IF IMP=32 THEN PRINT : PRINT INK
   1; "Plasma torps & speed 32 drones"
39 IF INKEY$<>"" THEN GO TO 39
40 PRINT ‡0; FLASH 1; PAPER 1; INK
   6; "PRESS ANY KEY TO CONTINUE"
41 IF INKEY$="" THEN GO TO 41
42 NEXT A: RETURN
43 REM SHIP DESTROYED
44 LET A=1: PRINT "Answer 'y' if the ship
   named is no longer in the game;": PRINT
45 PRINT S$(A): INPUT A$: IF A$(1)="y" OR
   A$(1)="Y" THEN GO TO 48
46 IF A>NO THEN GO TO 30
47 LET A=A+1: GO TO 45
48 FOR N=A+1 TO NO: LET S$(N-1)=S$(N):
   LET S(N-1)=S(N): LET T(N-1)=T(N): LET
   I(N-1)=I(N): NEXT N: LET NO=NO-1
49 IF NO=0 THEN STOP
50 IF A >NO THEN GO TO 30
51 GO TO 45
```

Players using other systems should find conversion easy enough. Prices, tech levels and effects given are rough guides; referees should feel free to modify anything they disagree with.

TO LIVE FOREVER

Immortality in Traveller by Andy Slack

METHODS

Drugs

TL15; Cr200,000 per month. A regular course of drug voids aging throws.

Rejuvenation. The drug may be rejuvenating or simply life-prolonging. Rejuvenating drugs actively reverse aging and the character gradually returns to his physical peak as the doses take effect; in most campaigns this does not happen, and would require someone to keep records of a character's history. Life-prolonging drugs may either keep the user perpetually at the age when treatment commenced with regard to appearance as well as characteristics, or the user may grow old in appearance but remain healthy.

Signs of Use. If it is rejuvenating, scars may disappear. If appearance is not conserved, the character will appear a hale and hearty 285. In any case, skin or eye colour might be affected, or some other sign might be visible. Similarly, the drug or process might make the user sterile – permanently, or while treatment continues.

Addiction. Most characters on anagathics will behave as if addicted, but withdrawal symptoms must be specified. Most likely the character will merely carry on aging from where he left off until treatment resumes. The character may be physically dependent on the drug, however, and may die, lose psionic powers or become ill if he stops. Most spectacular and unlikely is that all the 'cheated' aging rolls must be made at once, and the character ages the time his youth was maintained in mere minutes.

Age Limits. The drug may not work if the user is too old – or too young – when treatment commences. It is unlikely that anyone will want to start the drug before 30 in *Traveller* terms since there is no aging before then. If the drug arrests normal body development, the very young might not be allowed to start treatment.

Disease. As a side-effect, the drug may make a user more resistant to disease, or vice versa.

Source. The animal, plant or mineral the drug is manufactured from and where it is found must be specified. The process must be complex and expensive to preserve game balance; otherwise everyone will use the drugs and some player will start manufacturing them.

Medicine

In *WD40*, Sean Masterson suggested that for each tech level above 8, the aging rolls were delayed one term; this suggestion is a good way to handle the procedure.

Surgery

Organ Transplants. TL8; Cr-tens to hundreds of thousands per operation. This is already done with kidneys and hearts; in the future, once the rejection syndrome has been overcome, it will be possible to replace lungs, eyes, livers etc. A trained surgeon, assistants and a fully-equipped hospital are necessary; the recipient will be incapacitated for several months. In game terms, the recipient may gain DMs on his next aging rolls for Strength and Endurance; since central nervous tissue is unaffected, there is no effect on Dexterity or Intelligence rolls. The DM size should depend on operation costs. Operations should be repeated regularly, say every few years at first, getting more frequent and expensive as the character gets older.

A real problem would be getting hold of the parts. High law level worlds may retain the death penalty, condemned criminals being broken up for spare parts. Since everyone needs the parts, the death penalty is voted in for increasingly minor crimes. Organleggers may exist; criminals who kill people to sell their organs illegally to transplant surgeons. If the law level is low, desperate individuals (perhaps the travellers) may sell parts of their bodies or put them up as security on a loan.

At TL9 or so, regeneration therapy allows characters to regenerate lost limbs; soon after, growing synthetic organs (a kind of primitive cloning) is possible and the problem of obtaining spares lessens.

'What do you mean you discovered Skirrow's World. That was over 200 years ago!'

Mr Skirrow looked knowingly at Jamison, a wry smile on his face. 'That's right', he said.

Bionics. TL8; Cr-hundreds of thousands to millions. Bionics are not the path to superhuman characteristics; they are still attached to a body which is at least partly flesh and blood. Again, Dexterity and Intelligence are not affected; however, bionic limbs might be used to restore a character's Strength and Endurance to former levels, or possibly a little beyond. Strength is the easier to raise since Endurance largely depends on the heart and lungs, but other bionic organs are possible at higher tech levels. The maximum benefit from a lengthy series of bionics operations should be +1 or +2 to a character's original (ie as first diced) Strength and/or Endurance. A hospital is needed for the operations.

Bionics are mainly prosthetic, and are likely to become redundant when tissue regeneration and cultured synthetic transplants are available. A bionic individual will be dependent on batteries, with a possible loss of dexterity due to the operation.

Coring. TL11; Cr-millions to tens of millions. Normally illegal. This involves killing someone in (hopefully) perfect health. Perhaps the bodies of condemned criminals would be used. A superb surgeon and an excellent hospital are required. The character's brain and large parts of his nervous system are surgically removed, and implanted in a new body. The donor's brain may be destroyed or placed in a robot body (see below). The transplanted character retains his own Intelligence, Education and skills; he gains the donor's former Strength, Endurance and appearance; Dexterity is reduced to the lower of the two previous values; Social Standing may be that of the donor or transplantee, depending on how secret the operation was. Aging then proceeds normally, in the new body.

Robot Bodies. TL12; Cr-millions to tens of millions. At TL12 it is possible to keep a person's brain alive without a body. The brain is kept in a tank of nutrient fluid, surrounded by life support equipment, normally wired up to numerous sensors so that it does not go insane. The equipment is fairly bulky, massing several tons; the robot 'body' is likely to be a large vehicle, perhaps a starship, directly controlled by the disembodied brain. Such a brain retains its Intelligence, Education and skills; other abilities depend on the 'body'. At higher tech levels, the life support equipment, becomes smaller and more mobile, until at TL15 a true robot body is possible. The characteristics of this depend on what system the referee uses for robots. Normally, robot bodies are used either for criminals (who must serve out their sentence as useful construction or earth-moving equipment before getting their bodies back) or those born hopelessly crippled, who then repay the cost of the operations by working for the government as courier ships, transport, etc.

At TL17, an electronic recording of a character's personality and brain pattern can be taken and replayed into a true robot body with no biological parts.

Robot Antibodies. TL17; Cr-millions. These virus-sized 'robots' are programmed to destroy harmful germs, viruses and other nasties such as cholesterol blocking the arteries, and cancer cells. Injected into the bloodstream they keep the user healthy from the inside. In game terms, they make the user immune to disease and most poisons, and allow a sizeable DM (+3 to +5 according to price) on all subsequent aging throws.

Clones

TL13; Cr-millions to tens of millions. A character gives a sample of his flesh (often only a couple of cells) to the cloning complex, comprising a large hospital and computer facility, where it is

grown into a duplicate body. The clone's age is accelerated to 18 in a few months, at which point it has no skills and zero education and social standing; the rest of its UPP is the same as the character's was when he was first diced up, before enlisting. This, as it stands, is not much use to the would-be immortal. However, at TL14 it becomes possible to grind up a character's brain and extract the memory RNA in which his memories and personality are contained; this is then introduced into the clone body, so that the character has its own skills and experience, but in an 18-year old body. At TL16, an electronic recording of a character's personality and brain pattern is taken and replayed into the clone body, with identical effect. In either case, the character's Strength, Dexterity, Endurance and appearance are effectively restored to their values at age 18.

Matter Transporters. TL16; Cr-millions to tens of millions. Depending on the way in which the Matter Transporter (MT) is ruled to work, it may be possible to produce copies of an individual without destroying the original – similar in effect to cloning. Normally, however, these will be exactly the same as the original, so nothing would be gained. At TL18, the information being beamed from transmitter to receiver is edited, producing a younger or healthier version of the original. Typically, the character will be beamed to the receiver minus all the accumulated aging toxins in his systems, allowing a +4 DM on the next set of aging rolls.

Unusual Techniques

Low Berths. TL8, Cr50,000. Not an attractive method for the adventurer, since there is no point in living forever if you are in a drugged and frozen sleep all the time. However, rulers might store gifted experts in this way against possible future needs.

Psionic Powers. TL0, Cr0. A recurrent theme in science fiction is the individual who lives forever for no apparent reason, because of a happy accident of genetic makeup or supernatural help. The easiest way to represent this is as an extremely rare psionic special power; perhaps with a prerequisite of maximum possible scores in psionic strength and a couple of other characteristics. After training, ability would rise one level if the monthly advancement roll was a natural 12. The character can use the square root of his ability level (rounded down) as a DM on all future aging rolls.

SUBJECTS

Problems of immortality in SF are not so much technical as social and psychological. Who gets it? Usually it is assumed the method is very rare and expensive – not for the masses, but only for the few.

Rulers

The obvious group to get the treatment are the people in power. The rulers probably paid for the research, and if it is only available for a few, will make sure they get it first. If there is any left over, close relatives and friends will get some, as will trusted and skilled associates. The reason for this is partly sentimental, and partly to ensure loyalty (by threatening to withdraw the technique) and avoid being assassinated in jealousy.

Skilled Technicians

It is unlikely to be cheaper to keep a minion on anagathics than to train a new one every 30 years, but if a ruler does so, such a minion will likely be loyal (or at least terrified of losing favour), and will be vastly more useful because of his vast experience.

Long Term Personnel

If a project requires continual supervision and is likely to last centuries, the personel concerned might be put on anagathics. This applies especially to slower-than-light starship crews, or even faster-than-light crews if the game universe is vast enough compared to the drive speed. This is the lowest-priority group, since one can always get by with machines or avoid such projects.

PSYCHOLOGICAL EFFECTS

Just watch your friends playing their 'unkillable' high-level characters, and you will see the sort of behaviour that is likely in an immortal character.

Risk-Taking

There are two likely attitudes towards taking risks for an immortal; either his extended life becomes so precious that he will do nothing to risk it or his immortality drug/machine. Such characters will not adventure at all if they can avoid it, and when they do it is with massive bodies of loyal guards against weak and surprised opposition. He becomes a master of the pre-emptive strike and the inescapable trap. Eventually he is assassinated. Or the immortal is likely to grow careless of danger and will tackle anything, sure that he will (somehow) survive. He may even start taking crazy risks just for kicks; sooner or later he takes one risk too many and dies.

Boredom

After a character has lived two or three hundred years, and seen it all, a feeling of boredom sets in. First, he may react against the boredom by doing weirder and weirder things. Often he feels long life is only appreciated when there is a risk of losing it, and so takes progressively worse chances until one finally kills him.

Second, he may become a jack-of-all-trades; a career, a marriage, a hobby last 20-50 years, then he gives them up and starts afresh with a new set. This is common where the immortality method is secret and known only to a few; the immortal then needs to change his identity every few decades and move to a new planet, or Awkward Questions are asked.

Third, the immortal can dedicate himself to some very long-term purpose or project, often a scientific or social project which will need lifetimes of work.

Problem Solving

As the character gets older he will see solutions to problems more and more quickly, because he will have seen similar problems many times before. Often he will grasp the answer before the question is fully stated, and so tend to jump to conclusions; but these conclusions will usually be right. However, the immortal grows less and less likely to explain his orders, more and more contemptuous of those less experienced than himself. Frequently, the immortal is very predictable in his actions despite his search for novelty.

Lack of Memory Space

There could be a limit to the amount of information the human brain can store. If some form of personality recording and transfer exists, the immortal will edit his memory every few centuries to remove unpleasant or irrelevant memories. If the immortal cannot edit his memory, he will be very careful about what he learns. For instance, he will not learn to drive – he can always hire a chauffeur, and cars are likely to be obsolete within a few centuries anyway.

Identity Crisis

This is the most serious problem, and arises if personality recording and transfer is used. If the transfer destroys the original personality rather than copying it, you are not immortal – just dead. There is now an artificial personality which has your memories, right up to the moment of recording (or perhaps matter transmission), but it is *not* you. Some people will be able to accept this,

or will be unable to see what difference it makes, but others will get very depressed once they realise it. If the referee believes his personality recordings contain the character's souls (if they have souls!) he may allow the characters to use this method of immortality, but should persuasively put the opposite case to players to worry them; if not, any character trying to use these methods simply dies.

If the personality transfer copies the original personality – which one is really you? One of the two identical personalities is older, of course, but that one is no worse off than before and may well envy the younger version. Although both start with the same memories, from the instant they recover, both are separate people leading separate lives. Lawyers will probably rule that the new version of the personality has no wealth or property unless these are freely given to it by the old one, perhaps in a will.

EFFECTS ON SOCIETY

Oligarchy

As the immortal rulers get older, society is likely to become more centralised, more authoritarian, and more conservative. What's more, the government gets better and better at keeping it that way. Even with the best of intentions, the rulers will lose touch with the masses. Still, they will become harder to overthrow. The only real hope is that one of the rulers will wipe out the others, because one ruler alone must die eventually by accident or assassination. The next generation of rulers will probably not want to wait for their elders to die, and may well try to kill them. In a continuously-expanding empire, young nobles might be given a ship and some troops and told to go and carve out their own fief; this is only possible near the edge of human space, because near the middle of a race's sphere of influence it is easier to grab a neighbouring state or assassinate pater. The young noble might be fobbed off with a provincial governorship.

Resentment

If immortality is only available for a few, the masses will resent paying for it. They will probably decide that if they can't have it, nobody's having it. In addition, there will be a few philosophers who feel the whole thing is unhealthy for mankind. The mob will try to destroy the process and kill the users, which will drive the users underground unless they have an iron grip on society. The rulers in turn will bribe anyone competent enough to be dangerous with offers of anagathics provided they join the current clique.

Currency

Anagathic drugs might be the standard to which the Imperial currency is tied. Drugs are easy to assay, easy to dilute, small, easily carried and scarce. This would mean characters would be faced with a dilemma; whether to spend their drugs or take them. Of course, paper currency (or whatever) would continue to exist. Drugs would only be used for settling accounts between planets.

Sexism

People who can live forever are less likely to seek immortality by proxy through children, so perhaps the birth rate would fall. Certainly if the process only works on one sex, that one would dominate society. Possibly without the need to raise children, or if the drugs arrested aging before puberty, the sexes would go their separate ways.

The Xerox Problem

If you can copy the personality once, why not do it twice? Fifty times? A thousand times? If a criminal is executed, the search must go on in case there is a copy of him somewhere, or in case the original is still alive and you only executed a copy. Is a duplicate of a criminal guilty of crimes the original committed? Legally, each copy must be treated as a separate entity with regard to possession and inheritance. This assumes some method of identifying which copy is which – possibly a radioactive tracer or a tattoo. Unemployment will rise still further – only the very best are good enough to be copied, and only a copy of the very best will be good enough for a big employer. Human life will become fairly cheap. If your top surgeon gets killed, you can always make another. If your ace pilot is sent on a suicide mission, you haven't killed him – you still have the original safe at home.

SCENARIO

Patron: Noble.
Required Skills: Combat
Type of Immortality: Cloning with personality transfer, TL16.

Player's Information: The band are approached by an obviously rich and nervous person who has heard of their reputation and knows they are offworlders. She is an immortal, she confesses, in need of protection. Each time her new body wakes up, a recording is taken of her personality so that she has one available which is up-to-date. Normally she updates this recording at yearly intervals. Thus, she should remember waking up, living for a while then making a new recording, and so on. Instead, she remembers waking up four times in a row; her guards and technicians assure her that she was assassinated each time before updating her recording. She no longer trusts her bodyguard, and reasons that the local police have already failed at least three times, so she will offer the players Cr1,000 per month each to be her new bodyguard until the mystery is solved. They will be expected to track down the assassin as well.

Referee's Information: Of course, the patron does something very like this every time she wakes up, and the killer knows the pattern by now. The band are thus under scrutiny at all times by the assassin.

1: The killer is one of the previous four versions of the patron (the first), who committed a vile crime and intends to assassinate the patron in some deserted spot so that she can replace the current version, which as far as the police are concerned is innocent of the crime. Naturally she will be able to impersonate the patron perfectly.

2: As 1, but the killer has already substituted herself for the newly awakened clone. She should make some slips so that the players have a chance to uncover the plot, for example remembering an item of news she should not have seen, or having been seen in public while supposedly dead.

3: As 1, but the police are aware of what is going on and are hoping to catch the killer and bring her to justice. If the current clone is assassinated they will not care, since another will be grown in a few months once it is clear the patron is dead.

4: As 3, but after a successful assassination the police intend to kill whichever clone survives – just to be on the safe side.

5: As 3, but the players will foil the assassination attempt and kill the assassin in the process. Their patron will then be wrongfully arrested, and they will be charged with killing the innocent version of the patron.

6: The mystery is due to a fault in the cloning complex computer which accidentally killed the last four clones before the fault was completely repaired. The only way to test the machines was to try a new clone. The technicians are worried that the patron will fire them if she finds out.□

Bibliography

Drugs: *Dune*, Frank Herbert; *Tales of Known Space*, *Ringworld* etc, Larry Niven; *A Life for the Stars*, *Earthman, Come Home*, James Blish.
Medicine: *Protector*, Larry Niven.
Surgery: *The Long ARM of Gil Hamilton*, *A Gift From Earth*, Larry Niven; *The Ship Who Sang*, Anne McCaffrey.
Clones: *The Ophiuchi Hotline*, John Varley; *Pursuit of the Screamer*, Anson Dibell; *To Live Forever*, Jack Vance; *Time Enough for Love*, Robert A Heinlein.

A thrilling fantasy adventure serial in which you are the hero.

THE CASTLE OF LOST SOULS

Part One: The Champion
by Dave Morris and Yve Newnham

GETTING STARTED
This is an adventure like the well-known *Fighting Fantasy Gamebooks*. Your fate will be determined by the decisions you make – along with a little luck. Read only those numbered paragraphs you are sent to in the text – reading any out of turn may ruin the adventure. You begin by determining your *characteristics*. These show how good an adventurer you are.

1. Roll one die. Add 5 to this number. The total is your *Fighting Prowess*. The higher the score, the better you are at swordplay and other martial skills.
2. Roll two dice and add 10. This is your *Constitution*. A high score enables you to resist hardship, disease and poison, and gives you the strength to fight on even when badly wounded.
3. Roll one die and add 5. This is your *Cleverness* – how fast you can think and act in an emergency. Your *Cleverness* helps when you are trying to jump clear of a hidden trapdoor, hide from a pursuer and so on.
4. Roll one die and add 3. Add 1 more if your *Fighting Prowess* is 7 or less. Add 1 if your *Constitution* is 14 or less. This is your *Magical Fortitude*. The higher it is, the better chance you have of resisting the effects of hostile sorcery.

What you have just done is called *rolling up a character*. Note down your scores in each characteristic on the *Adventure Record*.

Adventure Record

Characteristic	*Initial Score*	*Current Score*
Fighting Prowess		
Constitution		
Cleverness		
Magical Fortitude		
Honour		

Armour

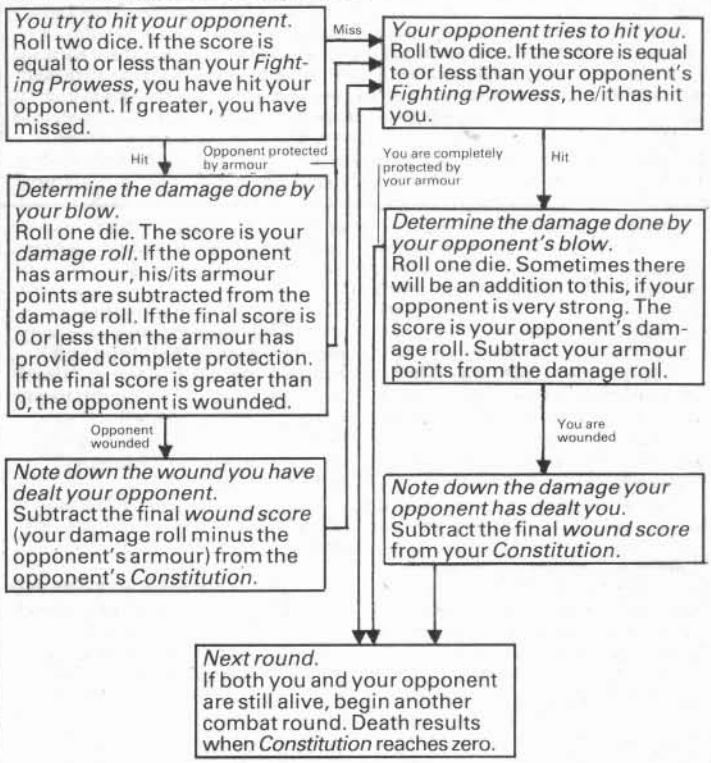
Gold Pieces

Potions

Other

Combat
When you have to fight, you will be told the opponent's *Fighting Prowess, Constitution* and armour. Note these down before starting the combat.

A fight consists of a number of *combat rounds*. During each round, both you and your opponent get to strike at one another. The sequence for each combat round is as follows:



Keeping Track of Your Characteristics
Keep careful note of your characteristics on your Adventure Record. Your *Constitution* could change quite a bit, as you take wounds in combat or suffer other hardships. Sometimes your other characteristics may change as well. Make a special note of your initial score in each characteristic as (unless you are told otherwise) your score in a characteristic cannot exceed its initial value. If you successfully complete this adventure, you will have a chance to permanently increase one of your characteristics.

Armour
The armour you are wearing reduces the damage you take from a blow. Your opponents will often have armour as well. In the case of monsters, this usually represents their tough skin rather than being actual armour. 1-point armour is leather (or thick hide); 2-point is chainmail (or horny scales, like a dragon's). You start your adventure with chainmail armour, which will absorb 2 points from the damage of any blow that strikes you. Note this down on your Adventure Record.

Equipment
You must note down the equipment you have on your Adventure Record. As well as the chainmail, you have a sword, a dagger, a bow and six arrows, a backpack for holding treasure, a *Potion of Healing* (see below), and 10 gold pieces. Whenever you pick something up during the adventure, note it down on the adventure record.

The Potion of Healing
You start with a flask containing one dose of this potion. When you drink it (which you can do at any time except during a combat), roll one die and add 3. This is the number of *Constitution* points you recover. The potion cannot, however, increase your *Constitution* above its initial score.

Honour
The more chivalrously you behave during the adventure, the more *Honour* you will acquire. Conversely, you lose *Honour* by behaving in an underhand fashion. In many cases it may seem easier to take a dishonourable course of action, but be warned that this could make parts of your subsequent adventures more difficult. You begin with 3 points of *Honour*.

The Adventure
You are a famous and skilled warrior. Your many adventures have pitted you against all manner of foes – wily goblins in the Spiderbite Hills, mummified guards of desert tombs, and ghoul-witches of Dastragor Marsh, many a crazed wizard and more than a dozen of the kingdom's mightiest knights. Your fame (or notoriety) precedes you into every town and village, so you are not surprised when you trudge into yet another smoky tavern to hear the rowdy hubbub stop as faces turn to▷

▷look at you. You drop your backpack by the hearth and sit at an empty table, your broadsword carefully propped against the chair.

The landlord pours you ale while whispers flit among the other patrons. 'I suppose they are unused to seeing an adventurer in a town such as this,' you say to him.

'Allow me to correct you,' he replies cheerfully. 'Lately, adventurers have been as thick as flies on the back of an old horse. My other customers are surely discussing your chances on the morrow. Aha! Look there.' He gestures towards two men counting money. 'I believe, Logbrew the miller has just wagered five silvers on your acceptance.'

You lean forward, interested now, and motion the innkeeper to sit down. 'Please join me for a glass of wine and explain all this to me. I have just arrived in town after a long trek through the uninhabited forest to the east.'

'Well then, you will not have heard of the interviews tomorrow. Hogron, head of the wealthy and prestigious Greengosh family since his father's death some months ago, seeks to hire a warrior for some great quest. Word has been sent far and wide, and adventurers have come here from many leagues away to apply for the position. The candidate selected by Hogron and his brothers stands to profit richly.'

After getting full details from the innkeeper, you take a room for the night. In the morning, you arise and have a light breakfast. Refreshed, you set out briskly for the Greengosh estates at the west of the town. You are confident that the interviews are a mere formality and that you will be selected for the quest.

The Greengosh mansion is an imposing edifice in some thirty acres of grounds. A gaunt servant in a black coat opens the door and escorts you upstairs to a room off a long gallery. Shortly, you are joined by a well-groomed man of about forty who introduces himself as Hogron. After a few questions relating to your previous adventures and preferred fighting technique, he jots down some notes in a ledger he carries. He tells you the interviews are nearly all complete and so you will not have to wait long. Then he leaves. Turn to **1**.

1: After a few hours, Hogron calls the candidates to the main hall. You look around at the others, Most seem to be scoundrels or opportunist ruffians, but there are one or two whose exploits rival yours.

Hogron steps forward. 'After due and careful consideration of the, er, *corroborated* adventures of each candidate, my brothers and I have chosen Salakar as our champion.'

You are horrified to see Hogron clasp hands with Salakar, whom you have always regarded as a loudmouthed braggart! A disgruntled murmur from some of the other candidates is silenced by the five pieces of gold each is given for his trouble. You take your gold with bitter heart, trying to think of a way to cancel or reverse Hogron's decision and make yourself champion. Do you: Challenge Salakar to a duel to show who is the more worthy champion? If so, turn to **91**. Suggest that two of you would be better off than one? If so, turn to **45**. Leave now but wait outside the mansion, and follow Salakar? If so, turn to **80**. Wait outside the hall and eavesdrop on what Hogron has to say to his new champion? If so, turn to **14**. Attack Salakar right now? If so, turn to **85**.

2: You are now Salakar. Your initial characteristics are: *Fighting Prowess*: 8; *Constitution*: 11; *Cleverness*: 7; *Magical Fortitude*: 5.

You have 2-point armour (chainmail), standard equipment, 12 gold pieces, and a silver amulet which marks you out as the Greengosh family's champion.

You have no potions, and no *Honour* either. Hogron told you something about getting a crystal ball and the ashes of a saint, along with some other items. None of that matters for now – you just have to find a certain cave up in the hills and get some magical boots that Hogron says are hidden there. Simple. Turn to **53**.

3: You are some kind of sucker for punishment. Again you lose *Constitution* (one die's worth). You give up on the pool for now. You can try the stone slab (turn to **52**) or return to the entrance (turn to **21**).

4: A servant nearly spotted you, but you heard him coming and dived behind a tapestry. You go back to listen at the door, and hear Hogron saying something about the ashes of a saint and a crystal ball. There could be a lot more that you missed. You slink out of the house and wait to follow Salakar when he emerges. Turn to **80**.

5: Whether or not you were the original champion, Hogron is delighted you brought the magical boots. 'Excellent!' he cries, showing the boots to his brothers. 'Wearing these, you will be able to travel to the demon's castle and free my father's soul!'

You smile nervously at them, but your're in too far to back out now. Turn to **104**.

6: Your pride prevents you from continuing the adventure. But you have only enough gold for a few more days at the inn, then you must move on. A balladeer tells you that Salakar's seven brothers are all great warriors who will be after you from now on. Perhaps you will accept Hogron's offer after all. Turn to **101**.

7: Your treachery has paid off – Salakar lies dead at your feet. Being the sort of cur you are, you decide to loot his body. You get 12 gold pieces. There is a silver amulet around his neck. If you take it, note it down on your Adventure Record. You lose 1 point of *Honour*, by the way. That's if you had any left. Now go to **16**.

8: Hogron accuses you of murdering Salakar, and has you seized and thrown from the mansion. You hadn't found the magical boots anyway so (as Hogron yells to you now from an upstairs window) you couldn't expect to be paid. You can rejoin the adventure next issue.

9: Salakar manages to stay in the saddle. He wheels around, levels his lance, and charges again. You spur your horse on, determined to unseat him this time. Roll for both of you to se if you hit. If you hit Salakar but he missed you then turn to **24**. If Salakar hit you but you missed him, turn to **86**. If you both hit, turn to **39**. If you both missed, you turn for another charge. Roll again until someone hits.

10: The liquid in the pool looks strange. It is probably magical. What do you want to do? Put on the long gloves (if you have them) and pull the lever (turn to **65**)? Take off the silver amulet (if you have it) and pull the lever (turn to **23**)? Drink from the pool and then pull the lever (turn to **75**)? Reconsider your options (turn to **50**)?

11: The right-hand tunnel leads to a low-ceilinged chamber. You can return to the cave entrance (turn to **21**) or enter the chamber (turn to **49**).

12: If you are Salakar, turn to **33**. If not, turn to **72**.

13: You return to where you got the blue satin gloves. You can replace them if you like (if you still have them). Go to **34**.

14: You lurk in the corridor outside the main hall, trying to listen to what Hogron is telling Salakar. You hear him say something about getting some magical boots. Try to roll your *Cleverness* or less on two dice. If you succeed, turn to **4**. If you fail, turn to **87**.

15: Salakar is still the champion. You hear from the innkeeper's daughter that he is about to set out. You decide to follow him – something will turn up. Turn to **80**.

16: You go on into the hills for almost an hour. Salakar seems to be following the stream. Suddenly a rabble of hill goblins leap out of the trees nearby, hurling rocks and small javelins. Roll one die. On a roll of 1-3 you have been hit by one missile. On a 4-5, two have hit. On a 6 you have been hit by three missiles. Armour subtracts from each missile's damage separately. Take any damage off your *Constitution*. Before you can retaliate, the goblins scatter and run off. Turn to **62**.

17: Salakar's lance hurls you from the saddle. You hit the ground with a jarring impact that makes your head swim. Try to roll *Constitution* or less on four dice. If you succeed, turn to **90**. If you fail, turn to **67**.

18: You rush over to Salakar He is coughing blood – he hasn't long to live. 'I've failed, he groans, 'but you can carry on the quest. At least wipe out that giant for me. Here... take this.' He gives you a silver amulet from around his neck. 'That makes you the Greengosh family champion. In case Hogron thinks you killed me for it, tell him you know he needs a saint's ashes and a crystal ball. In the first place, though, you've got to get some magical boots from the cave up there.

You allow yourself but a moment of pity as your old rival passes from this world. Then you filch the 12 gold pieces in his beltpouch. You creep up the path to the cave. You can see the giant just inside, chewing on a leg (not his own) for lunch. You draw your sword and attack. Take 3 points off the giant's initial *Constitution* for the wound Salakar did him. Turn to **82**.

19: You flip the lid of the chest open. Roll two dice, trying to score your *Cleverness* or less. If you succeed, turn to **20**. If you fail, turn to **32**.

20: Phew! You were just quick enough to dodge three sharp needles that shot out of the lock and flew past your ear. They were probably poisoned. Turn to **79**.

21: You are just inside the cave mouth. You can see two tunnels leading away. You will need a lantern if you wish to go down either tunnel. You can take the left tunnel (turn to **77**), the right tunnel (turn to **11**) or leave the cave (turn to **83**).

22: You stand over Salakar's body. Several of the other candidates watch, aghast. There is a moment of silence. You turn to Hogron, whose expression mingles shock and distaste. 'An interesting way to establish your credentials,' he sighs, obviously offended by your churlishness. 'The position of champion appears to have become vacant. Perhaps you will accept the job in Salakar's place?'

You feel the weight of his moral censure – lose 1 point of *Honour*. Perhaps you will behave more chivalrously in future. Perhaps not. Turn to **101**.

23: Turn to **29**.

24: You are satisfied to see your lance strike Salakar's shield with bone-crunching impact. Your own shield is barely scratched by his inaccurate blow. Roll one die and add 3 to determine the damage for this mighty blow! He seems to have lost his contempt for you now. He could be thrown from the saddle – roll two dice and compare the score with Salakar's *Cleverness*. If the dice score is more than his *Cleverness*, turn to **71**. If the score is less than or equal to his *Cleverness*, turn to **9**.

25: You are in a small chamber with a wooden chest in the middle of the floor. You can try to open it (turn to **19**) or go back (turn to **21**).

26: Hogron will brief you on your adventure tomorrow. You decide to return to your room at the inn. As midnight approaches, you hear a creaking sound. Someone is coming in through the window! You leap out of bed and grasp your sword. Your assailant is a black-garbed assassin.

Assassin: *Fighting Prowess*: 5, *Constitution*: 6, 1-point armour.

Fight. You are naked at the moment, so your chainmail armour will not count. If you win, turn to **63**. If you lose, turn to **48**. If the assassin rolls a 12 on two dice when trying to hit you, turn to **96**.

27: You burn the troll's corpse and take the boots. They are covered with strange runes and sigils. You take them back to town. Turn to **5**.

28: Congratulations on killing a defenceless old man. Lose a point of *Honour*. You retrieve your dagger and decide it is time to get away before you're discovered. You creep out of the mansion and conceal yourself in the bushes like the worm that you are. You wait for Salakar to come out and then follow him. Turn to **80**.

29: A shiver runs through your whole body as your fingers thrust into the pool. Roll one die. You lose this many points of *Constitution* – and armour does not protect you. You jump back from the pool. You can return to the cave mouth (turn to **36**), try and push the stone slab aside (turn to **41**) or take some special precautions (turn to **10**).

30: You are dead. If you wish to have another go at the adventure, roll up a new character and start at the beginning. If you don't like the idea of winding back time like that, it is possible to join at the beginning of next issue's adventure.

31: Salakar does not get up. He has been knocked cold by the fall from his horse. Turn to **37**.

32: Three sharp needles fly out of the lock and strike you on the cheek. You feel a burning pain where they scratched you. Poison. Try to roll your *Constitution* or less on four dice. If you succeed, turn to **69**. If you fail, turn to **30**.

33: A pesky adventurer, disgruntled at not being selected as champion, followed you and tried to cause trouble. You tell Hogron how you finished him off, but Hogron is more concerned that you haven't brought back the magical boots. He pays you a derisory 5 gold pieces and shows you the door. You can try the whole adventure from the beginning, using a new character, or you can join at the beginning of next issue's adventure.

34: You are back at the cave mouth. A couple of rats are chewing on the giant's body, but they scuttle into the shadows as you approach. You can take the left-hand tunnel (turn to **13**), the right-hand tunnel (turn to **92**) or go back to town (turn to **43**).

35: Struggling to remain conscious, you get to your feet. A squire runs up and gives you your sword. Salakar has already got his sword ready and is closing in. You fight. If you win, turn to **37**. If you lose, turn to **48**.

36: You are back at the cave mouth. You can take the left-hand tunnel (turn to **61**) or the right-hand one (turn to **100**). Or you can leave the cave (turn to **81**).

37: You have beaten Salakar. Hogron rushes forward. 'How can I apologize to you for my misjudgement?' he says. 'I see now that Salakar's great deeds were nothing beside your own. He won me over with his empty boastfulness, but I can see now that your noble reticence disguised a fierce and peerless skill. Please forgive me for my wretched stupidity, and agree to become our family's champion.'

You think there is a strong element of sarcasm in Hogron's obsequious manner. If you turn him down, go to **6**. If you agree to become the champion in Salakar's place, turn to **101**.

38: Hogron comes forward. 'You have certainly shown more skill than Salakar. Since he himself offered you the choice of competition, I feel sure he will agree that you should be our champion in his place.'

He gives Salakar ten gold pieces for his trouble. The expression on Salakar's face suggests you may have made a lifelong enemy. Turn to **26**.

39: Both your lances find their targets. Roll one die and add 3. This is how much damage you take; your chainmail armour absorbs 2 points of this. Roll the damage to Salakar as well.

Each of you must roll *Cleverness* or less on two dice or be thrown from the saddle. If you both make it, turn to **64**. If you make the roll and he doesn't, turn to **71**. If he makes the roll and you don't, turn to **17**. If neither of you makes it, turn to **98**.

40: Do you have the silver amulet Salakar was wearing? If so, turn to **56**. If not, turn to **46**.

41: All your strength cannot budge the stone slab. You must find some other way to get into the tunnel beyond. You could try pulling the lever in the pool (turn to **29**), though you might like t take some precautions first (turn to **10**). If you wish to go back to the cave mouth, turn to **36**.

42: Several of the other candidates pull you and Salakar apart. You hear someone say you are a sore loser. The taunts don't hurt as much as the 2 *Honour* points you've just lost.

'Obviously you are a thoroughly unworthy knave!' cries Hogron, shaking with rage. 'To disturb a bereaved household with your coarse and objectionable ways! You have merely confirmed my... our opinion that Salakar is the right man for the job. Now begone.'

You are unceremoniously hurled into the street. There is nothing for it but to wait and follow Salakar when he comes out. You'll find some way to redeem yourself – or bring about Salakar's demise, perhaps? Turn to **80**.

43: Turn to **12**.

44: Hogron comes over after examining the butts. 'You have scarcely demonstrated your overwhelming superiority,' he says to you. 'My decision stands – Salakar of the Wild Moor is our champion.' You leave, deciding that the best thing is to follow Salakar when he begins his adventure. Turn to **80**.

45: Salakar laughs derisively. 'Pah! Why should I want to team up with you?' he chortles. 'So few people have been witness to your 'mighty deeds' that one is forced to dismiss them as your own lies.' Resentment boils up within you. The reason there's no-one to corroborate your greatest exploits is that you prefer to adventure alone. You could relate some of your most daring exploits (turn to **94**), or challenge Salakar to a duel to show him just how skilled a warrior you really are (turn to **91**). Come to that, you could draw your sword and attack him here and now (turn to **85**).

46: Hogron gives you a cold glare. 'Where are the magical boots?' he demands. 'Without them, the quest cannot proceed.' You admit to failure. Hogron gives you 5 gold pieces and has you shown out. If you want, you can roll up a new character and try the whole adventure through from the start. Or you can keep this character and join at the beginning of next issue's adventure.

47: You run out of Greengosh mansion. No-one follows you. You are pretty certain that the servant would not recognize you if he saw you again. You wait behind a tree. When Salakar comes out you follow him. Turn to **80**.

48: Unfortunately you are dead. If you wish to continue the adventure, roll a new character. Your new character has heard all about the Greengosh family's requirements from rejected candidates. You decide to follow their champion, Salakar, when he begins his quest. Turn to **80**.

49: There is a pool of shimmering blue liquid in the middle of this chamber. Beyond this is a heavy stone slab which appears to block up a tunnel. The pool is about eighteen inches deep with some sort of lever at the bottom.

What do you want to do? Return to the cave entrance (turn to **21**)? Reach into the pool and pull the lever (turn to **59**)? Try to push the stone slab aside (turn to **52**)?

50: In the middle of the chamber is a pool of bright blue liquid. A heavy stone slab blocks another tunnel on the far side of the chamber. The pool is about eighteen inches deep and has some sort of lever at the bottom. Do you want to: Go back to the cave entrance (turn to **36**)? Reach into the pool and pull the lever (turn to **29**)? Try to push the stone slab aside (turn to **41**)? Take some precautions (turn to **10**)?

51: Whatever excuses you make don't impress Hogron. Turn to **8**.

52: The slab is obviously blocking another tunnel. You cannot shift it – even the giant would have had trouble. You can reach into the pool and pull the lever (turn to **59**) or return to the entrance (turn to **21**).

53: After a while you find the cave set in the hillside. Stealthily you follow the narrow path which snakes towards it. There are human skulls scattered around, but you aren't so easily frightened. Inside, with his back to you, sits a giant chewing on the leg of his last victim. You decide to attack. Turn to **82**.

54: You hurl the dagger. Try to roll your *Fighting Prowess* or less on two dice. If you succeed, roll one die to see how much damage the dagger does. Unless you kill the servant with this one throw (he has a *Constitution* of 3 and, of course, no

▷armour), his shouts will bring Salakar and Hogron. If you kill him turn to **28**. If you don't, turn to **74**.

55: You drop your lance and take your sword from the squire who runs up to you. Salakar is struggling to his feet, dazed. He seems confused as he takes his sword from another squire. You ride down on him, sword raised. Surely you have him now! Fight. Because you are on horseback, and thus have the advantage, subtract 1 from Salakar's *Fighting Prowess*. If you win, turn to **37**. If you lose, turn to **48**.

56: Hogron notices the amulet. 'Did you get this from Salakar, then?' he asks, obviously suspecting you of foul play. You tell him that Salakar gave it to you. 'Well, perhaps you can mention another couple of items that Salakar was going to obtain later in his quest?' replies Hogron. 'He might have told you when he gave you the amulet.' Do you mention the ashes of a saint and a crystal ball (turn to **46**), a brass helmet and a goblin's left hand (turn to **8**) or nothing at all (turn to **51**)?

57: You leap at Salakar with your sword raised for a mighty blow. Startled, he reaches for his own weapon. Because you surprised him, he doesn't get to strike at you in the first combat round. After that, the fight proceeds normally.

Salakar: *Fighting Prowess*: 8; *Constitution*: 11; 2-point armour. If you lose, turn to **70**. If you win, turn to **7**.

58: Salakar is about eighty yards ahead of you. You glance aside just for a moment. When you look back, you see Salakar struggling with several hill goblins which are swarming over him. He crushes two or three with his shield; seeing this display of martial prowess the others run for it. As a parting shot, one of them throws a tiny javelin which catches Salakar in the arm. He is slightly wounded now. Do you want to attack and finish him off? If so, turn to **93**. If not, turn to **78**.

59: The moment that you plunge your hands into the blue waters, you can feel an icy chill run through your body. Roll one die – this is how many points of *Constitution* you lose from the numbing cold of the waters. Armour makes no difference in this case. You jump back from the pool. Do you want to try again (turn to **3**), have a go at pushing the stone slab aside (turn to **52**) or return to the entrance (turn to **21**).

60: Somehow you resist the fell sorcery that threatened you. That was worse than the time the demon-lady Halthania tried to get you drunk on wyrm's blood! You reconsider your options. Go to **50**.

61: The tunnel leads to a small chamber. You have been here before. If you didn't take the gloves last time then you could take them now. Turn to **36**.

62: You press on. You will need your wits about you to find Salakar's objective. Try to roll *Cleverness* or less on two dice. If you succeed, turn to **88**. If you fail, turn to **99**.

63: You dump the assassin's body out of the window and go back to bed. You have a fairly shrewd idea who sent the assassin (or should have), but you'll have plenty of time to settle your score with him when you've sorted out the Greengosh family's problem. Due to the night's disturbance you oversleep, and have to rush to keep your appointment with Hogron and his brothers. Turn to **101**.

64: You just managed to stay in the saddle! You wheel your horse around. Salakar is already charging in towards you. You will not give in. Roll as before to see if you hit (and do the same for Salakar). If you hit Salakar but he missed you, turn to **24**. If Salakar hit you but you missed him, turn to **86**. If you both hit one another, turn to **39**. If you both missed, roll again. Keep doing this until one or both of you scores a hit.

65: You feel a slight chill, but no ill-effects. You pull the lever and the stone slab grates aside. Beyond it, a tunnel leads down, with rough steps hewn into the rock. Do you want to go down the steps (turn to **84**) or go back to the entrance (turn to **34**).

66: You get out of the mansion safely, but had to leave your dagger behind. You could be traced. You rush back to the inn, gather your gear together and depart at once. If you wish to resume the adventure, roll up a new character. The new character hears a few rumours from other champions and decides to follow the Greengosh family's champion, Salakar, on the first part of his quest. Turn to **80**.

67: You try to rise, but everything goes black. After a while you wake up in your room at the inn. You ache all over. The innkeeper's wife brings you a rich, warming broth and a flagon of ale, however, and all your wounds are soon forgotten. Restore your *Constitution* to normal and turn to **15**.

68: You meet Salakar for the joust at noon the following day. His horse is richly caparisoned in scarlet and grey, and his armour gleams in the sun. But all this finery cannot disguise a certain awkwardness in the saddle. You feel the choice of a joust gives you the advantage. Now is your chance to teach him a lesson.

The two of you ride to opposite sides of the field and rein in. Hogron raises a staff. You wait, staring across the field into the visored eyes of your rival. Hogron brings the staff down, and your horses thunder across the sward. Your shield and lance are steady, your concentration absolute.

Roll *Fighting Prowess* or less on two dice for a hit, as usual. Do the same for Salakar. Note down his characteristics now:

Salakar: *Fighting Prowess*: 8; *Constitution*: 11; 2-point armour; *Cleverness*: 7.

If both of you fail to hit on the first charge, you turn for another attempt. This continues until somebody's lance lands home. If Salakar hit you but you missed him, turn to **86**. If you hit Salakar but he missed you, turn to **24**. If you both hit one another, turn to **39**.

69: You manage to shrug off the worst effects of the poison, but you feel groggy. Reduce your *Fighting Prowess* by 1 point for the rest of this issue's adventure. Reduce your *Constitution* by 1 point *permanently*. Turn to **79**.

70: Well, some champion you would have made! Continue the adventure using Salakar as your character. Turn to **2**, remembering to keep track of any wounds he has taken.

71: Salakar is thrown from his horse by the impact. You almost wince as he hits the ground with a sickening crunch. Roll four dice and compare the result with Salakar's *Constitution*. If the dice score exceeds his *Constitution*, turn to **31**. If the score is less than or equal to his *Constitution*, turn to **55**.

72: Were you actually selected as the family's champion? If so, turn to **46**. If you left town tailing Salakar, turn to **40**.

73: Well, at least you spat it out in time. You look around you and take stock of your options. Turn to **50**.

74: For an old fellow, the servant can make a lot of noise! His yells will quickly bring Hogron and Salakar and a host of others. You run for it. Turn to **66**.

75: You *drank* it!? What do adventurers use for brains these days? You must roll one die. This is how much *Constitution* you lose – your armour does not protect you. Also, try to roll *Cleverness* or less on two dice. If you succeed, turn to **73**. If not, turn to **95**.

76: You meet the following afternoon at a bridge quite near the town. Hogron has come along in a curtained carriage to watch. There is some honour in such a duel, because you are not taking undue advantage of Salakar's low *Constitution*. Gain 1 point of *Honour*. Salakar stands ready. At a signal, you both draw your swords and close to fight.

Salakar: *Fighting Prowess*: 8; *Constitution*: 11; 2-point armour.

If you win, turn to **37**. If you lose, turn to **48**. If you are faring badly at any point, you can submit by throwing down your sword (turn to **102**).

77: You are in a narrow tunnel. You can go deeper into the hillside (turn to **25**) or turn back (turn to **21**).

78: Salakar clambers up a winding path. At the top is a cave entrance with skulls scattered in front of it. Suddenly a ferocious giant leaps out of the cave and brings his club down on Salakar, splintering his shield. He slices back, wounding his huge opponent in the thigh. The giant bellows with rage and deals Salakar another mighty blow, dashing him from the ledge. He tumbles down the slope to where you are. You see the giant amble back into the cave without noticing you. Turn to **18**.

79: Looking inside the chest, you see two strange gloves. They are made of blue satin and cover your whole arm right up to the shoulder. If you take them, mark them down on your Adventure Record. You return to the entrance. Turn to **36**.

80: Salakar spends some time in town buying equipment for an adventure. You buy the same things: a lantern and a flint and tinder. This costs you 2 gold pieces. Turn to **103**.

81: You are on the ledge outside the cave. You can return to town if you think you have all that Hogron wants (turn to **12**). If your business here is unfinished, turn to **36**.

82: The giant does not get to strike back in the first combat round because you surprised him. After that the fight proceeds normally.

Giant: *Fighting Prowess*: 5; *Constitution*: 18; 1-point armour.

He fights with the leg he was eating for lunch, using it as a club. He is so strong that he adds 1 point to his damage rolls. If you beat him, turn to **21**. If you lose, turn to **30**.

83: You are on the ledge outside the cave. If you are sure you have what Hogron wants, go back to town (turn to **12**). Otherwise, you could have another look at the cave (turn to **21**).

84: The steps lead down into a dank cavern. On a rock ahead of you, you can see two fine boots of grey leather. Before you can reach them, however, there is a terrible shriek and a troll leaps out at you, raking with its bronze claws. You must fight.

Troll: *Fighting Prowess*: 6; *Constitution*: 7; 1-point armour.

Trolls regenerate damage. At the start of each round, add 1 point to the troll's *Constitution unless you have already killed it*. (Once its *Constitution* is down to zero, you can burn this appalling creature with fire from your lantern to prevent it regenerating.) Regeneration can never increase the troll's *Constitution* above its initial score. If you win the fight, turn to **27**. If you lose, turn to **30**.

85: You draw your sword and charge at the amazed Salakar with a cry of rage. In the first combat round he doesn't get to strike back because you caught him unprepared. You fight. The fight then proceeds normally.

Salakar: *Fighting Prowess*: 8 *Constitution*: 11; 2-point armour.

If the fight goes on for more than four combat rounds, turn to **42**. If you win before then, turn to **22**. If you lose before then, turn to **48**.

86: The damage roll for this massive blow is one die plus 3 points. Your armour will protect you from 2 points of this. Your whole arm is numbed. Try to roll your *Cleverness* or less on two dice. If you succeed, turn to **64**. If you fail, turn to **17**.

87: Oops! An aged servant comes around the corridor and sees you skulking about. He is about to call for help. You must act quickly. You can run (turn to **47**), try to kill him by throwing your dagger at his throat (turn to **54**) or wait (turn to **89**).

88: You see a cave entrance up in the hillside ahead of you. Maybe that's where Salakar was going. You draw closer, alert to any danger. A narrow path leads up to the cave. You clamber up it as quietly as possible. There are skulls strewn about the ledge in front of the cave, adventurers like yourself perhaps? You can see the cause just inside – a giant seated on a low slab of rock. He seems to be eating something, so you can take him unawares. You attack. Turn to **82**.

89: Hearing the servant call out, Hogron comes into the corridor. Before you can think of an excuse, the servant says, 'He was listening at your key'ole, sir.'

Hogron glares at you. 'I admire a certain tenacity in a man,' he says slowly, 'but if you harbour any hopes of becoming our family's champion, I must dash them here and now. Salakar has agreed to the mission, and your continued presence in my house will be regarded as trespassing.' You leave at once, deciding that it is better to wait outside and follow Salakar when he emerges. Turn to **80**.

90: Somehow you manage to get to your feet. A squire rushes up with your sword. You take it and stand ready. Salakar is already bearing down on you with his sword raised. You fight. Being on horseback gives Salakar the advantage, so subtract 1 from your *Fighting Prowess* for the duration of this combat. If you win, turn to **37**. If you lose, turn to **48**.

91: Sneering, he accepts your challenge. 'So sure am I of success,' he declares, 'that I leave to you the choice of combat. Will you joust, or duel, or compete with me on the archery field?'

A duel involves a straight fight, a joust is strenuous and demanding, while archery tests only your skill. Your assessment of Salakar is that he is unused to hardship and would fare badly in a punishing joust. What do you choose? A joust (turn to **68**), a duel (turn to **76**) or archery (turn to **97**)?

92: You go back to the chamber with the blue pool. Steps lead down from the arch that the stone slab previously blocked. Do you want to go down the steps (turn to **84**) or return (turn to **34**).

93: The wound from the goblin's javelin cost Salakar 2 points of *Constitution*. Knock this off his total before the fight begins. Turn to **57**.

94: Hogron and Salakar listen to your tales. After some time (fifteen minutes or more – you're just on the story of how you rescued the Princess Ezmerelda from the white fortress of Hangdrak), Hogron interrupts you: 'This is all very, um, stirring stuff, I'm sure, but I have made my choice. Salakar is our champion.'

You could challenge Salakar to a duel (turn to **91**), attack him here and now (turn to **85**) or wait outside and follow him later (turn to **80**).

95: You swallowed the liquid. Your soul feels as though it's being torn from your body. Fingers of ice seem to stroke across your skin. You scream. Try to roll your *Magical Fortitude* or less on two dice. If you make it, turn to **60**. If you fail, go to **30**.

96: The assassin misses you and instead hits the innkeeper's cat, which had chosen to curl up on the foot of your bed. The cat howls and leaps across the room. It has only lost a couple of inches of tail, but you are enraged that your assailant should have hurt a dumb animal. You go beserk, adding 1 to *Fighting Prowess* for this combat only. If you win, turn to **63**. If you lose, turn to **48**.

97: By choosing an archery competition you are not taking any advantage of Salakar's low *Constitution*. Gain 2 points of *Honour*. The competition is held on the lawn of the Greengosh mansion. Hogron shows you the butts, about 70 yards away. To score a hit on the butt you must roll your *Fighting Prowess* or less on two dice. Do the same for Salakar, whose *Fighting Prowess* is 8. Compare your score and Salakar's when you have each taken five shots at the butts.

If you scored more than Salakar, turn to **38**. If you scored the same or less, turn to **44**.

98: You both take a tumble. Roll *Constitution* or less on four dice. Make this roll for Salakar as well. If you both fail, turn to **67**. If you succeed but Salakar doesn't, turn to **37**. If Salakar succeeds but you fail, turn to **67**. If you both succeed, turn to **35**.

99: Another goblin ambush! Roll one die. A roll of 1-3 indicates one missile has hit you. A 4-5 indicates two missiles. On a 6 you have been struck by three missiles. Each missile does you one die of damage less 2 points for your armour. Cross any damage you have taken off your *Constitution* and turn to **62**.

100: The tunnel leads to a low-ceilinged chamber. You can go back to the entrance (turn to **36**) or enter the chamber (turn to **50**).

101: In their father's study, Hogron and his brothers brief you on your mission. Hogron gives you a silver amulet, by which all friends of the Greengosh family will know you are their champion. 'This will be a long and challenging quest,' he explains, 'and you will need to gather many curious objects for it – a saint's ashes, a crystal ball and a four-leaf clover, among other items. At first, though, you have only to go to a certain cave up in the hills and bring back some magical boots you will find there. I advise you to buy a lantern and a flint and tinder before you set out.' After describing roughly where the cave is, he gives you a pouch containing 6 gold pieces, wishes you good luck and sends you on your way.

You buy the equipment Hogron recommended, at a cost of 2 gold pieces, and set out. Barely two hours' walk from the town, you find the cave you are looking for. You climb the steep path leading to it. On the ledge in front of the cave there are several human skulls. Forewarned, you peer into the cave. A giant is sitting inside with his back to you, chewing on something. You decide to attack him. Turn to **82**.

102: You cast your sword aside. Lose 1 point of *Honour*. You are at Salakar's mercy, but unfortunately he is a rather merciless chap. Roll one die. On a roll of 6 he decides you're not worth killing (turn to **15**); on a roll of 1-5 he cuts you down (turn to **48**).

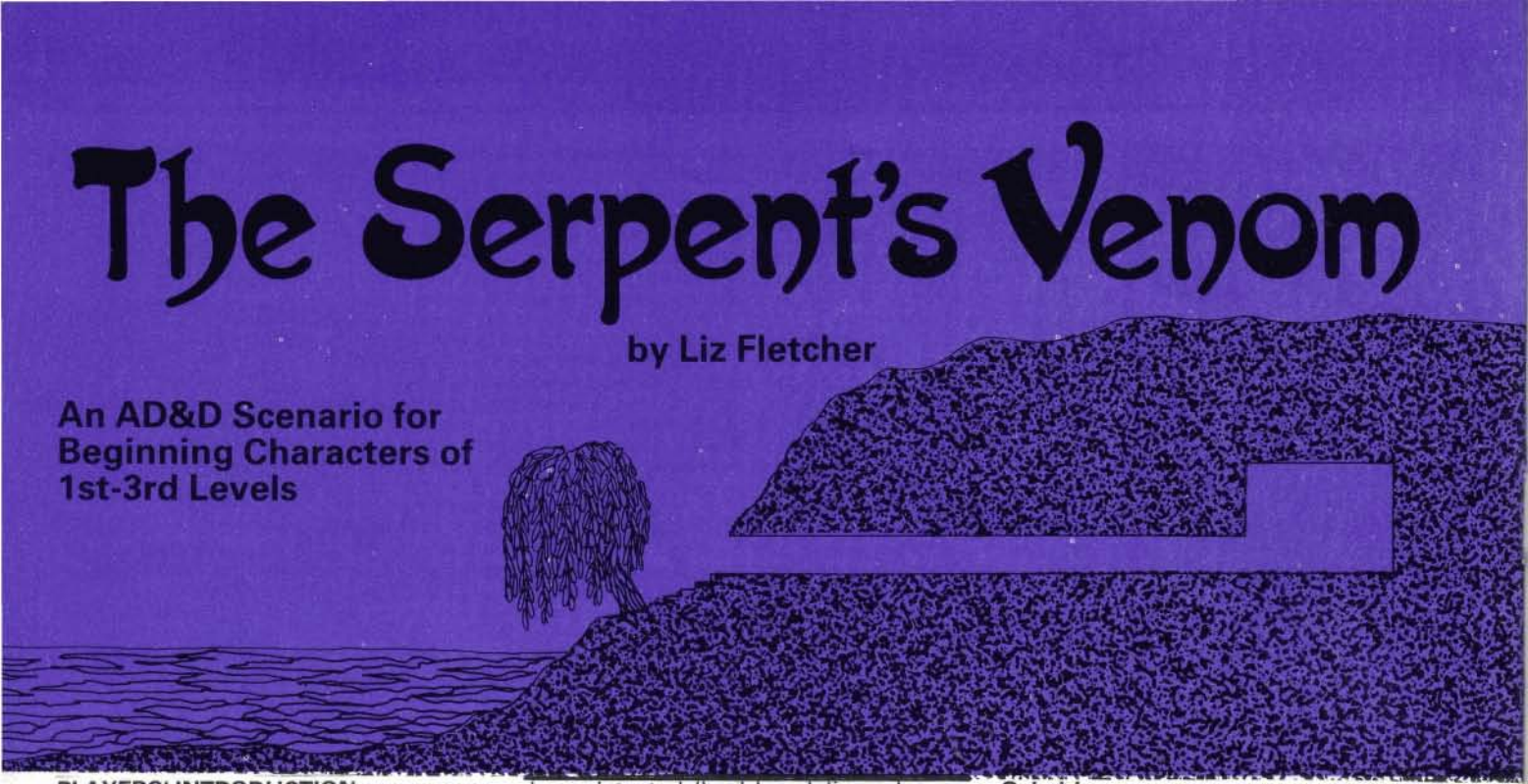
103: You follow Salakar into the hills north of the town. He is so intent on watching the trail ahead that he doesn't spot you. After an hour or so he pauses by a brook to fill his waterskin. You could attack him now. If you do, turn to **57**. If not, turn to **58**.

104: You have successfully completed the first part of your quest. Gain 1 point of *Honour*. You can now attempt to improve your score in either *Fighting Prowess, Magical Fortitude* or *Cleverness*. Decide which characteristic you will try to improve, then roll two dice. If the number roll is *more* than or equal to your current score, you have learnt from your experiences – increase the characteristic permanently by 1 point. Hogron gives you 25 gold pieces. He also gives you a bottle containing one dose of *Potion of Healing*. The adventure continues next issue...□

The Serpent's Venom

by Liz Fletcher

An AD&D Scenario for Beginning Characters of 1st-3rd Levels



PLAYERS' INTRODUCTION

Finding themselves somewhat impoverished, the player characters enter the town of Overdale one cold evening and are forced to make do with only a meagre supper of bread and cheese at the Black Rose inn. Naturally, then, they are quick to accept when a tall, slender blonde in robes of green and grey approaches and invites them to dine with her. 'I am Galadria the Gifted,' she says. 'I know what it is to be down on one's luck, so I extend this charitable hand to a group of fellow adventurers.' The charitable hand in question glitters with a number of heavy gold rings. She sweeps gracefully between the benches where the common patrons of the inn sit drinking, and leads the characters to one of the partitioned tables off to one side of the room. She orders stew and mulled wine for them all before explaining that she is a magic-user who has been looking for a party of suitable adventuring companions to help her deal with an usually awkward situation.

As the food is brought, there is a brief lull in the conversation, and the characters cannot help overhearing something of what is being said by the group at the next table. The word 'treasure' is mentioned several times. Discreetly listening at the thin wooden partition, they hear snatches of discussion – the other group are also adventurers, planning to explore and loot an abandoned temple a day's ride to the north. The temple appears to be located in an underground complex hidden beside a lake surrounded by weeping willows. Galadria whispers that she knows the lake, having recently passed that way – it is called Willow Lake. Suddenly one of the men at the next table rises to leave – Galadria and her player characters immediately pretend to be chatting to one another. The man who has risen says goodbye to his friends and leaves. At the door, he turns and calls back: 'I'll get some horses and see you back here in two days, then!' before walking into the night.

Galadria leans forward and speaks in hushed tones, glancing from time to time at the next table as if to reassure herself that the eavesdropping has not been detected. 'Luck has delivered us an excellent opportunity, or so it seems. If this group aren't planning to depart for another two days, we can steal a march on them. I hope that none of you consider this dishonourable – they do look rather disreputable types themselves, and honour must go by the board when one's pocket is almost empty of gold.'

DMs BACKGROUND

This has actually been a con – an elaborate charade enacted to dupe the player characters. Galadriaa is the accomplice of the men at the next table. She and they are worshippers of the evil god Set [see *Deities & Demigods*]. The abandoned temple to the north was their own, but it was attacked almost a year ago by a group of paladins. Galadria and the others were the only ones to escape. They would like to retrieve the idol of Set and the coffers from the temple, but have been unable to do so because several of the skeleton guards of the temple were not destroyed by the paladins and now patrol parts of the complex following their original orders: to attack anyone not accompanied by a full Priest of Set (at least 5th level).

For some time, Galadria and the others lured several adventuring parties to the temple in order to whittle down the number of undead guards without risking themselves. Then events were complicated by a group of goblins led by a doppelganger posing as a hobgoblin moving into the abandoned temple. The doppleganger instructed the goblins to board the skeletons into one section of the complex. Although many goblins died in the attempt, this was achieved, and the skeletons do not have the orders or the intellect to dismantle the barricade.

The remaining worshippers of Set know about the goblins, but not the nature of their leader. They have evolved new tactics: Galadria will take the player characters into the temple and make a drive straight for the main shrine in order to get the sacred idol. On the way out, Vorgus and the others plan to mount an ambush – whereupon Galadria will reveal her true colours and (they intend) the player characters will be slain.

Galadria

4th level MU; (worshipper of Set); AC8; HP9; Alignment: Lawful Evil.
Str: 8; Int: 15; Wis: 9; Con: 10; Dex: 12; Cha 14.
Spells: 1st: *Shield, burning hands, magic missile.*
2nd: *Web, ray of enfeeblement.*
Equipment: *Ring of Protection +1* (in the form of a coiled serpent) staff, dagger, components etc.

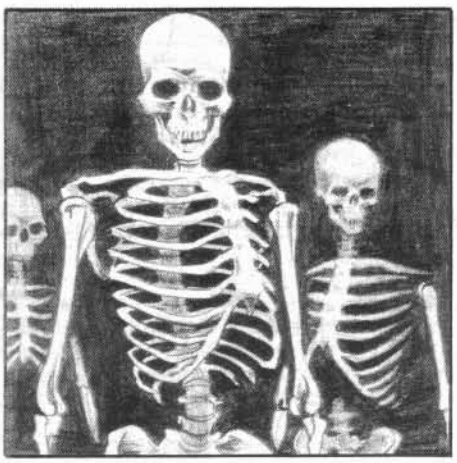
The Journey to the Temple

The ride north takes the characters through rolling, green countryside, through vales and gentle hills, past small hamlets, and farms where peasants till the fields. At one point, they espy a sombre, black chapel or monastery across the valley. Even at this distance, it is easy to see that it is deserted and overgrown. (This chapel was the home of the paladins who raided the temple of Set. So many were slain in the endeavour that the wounded who returned decided to deconsecrate their chapel and move south). It is deserted.

Finally their objective is in sight. As the characters ride towards the lake, however, they are suddenly attacked by a party of five goblins who were out foraging. Goblins: AC6; HD1; Move: 6"; No of Attacks: 1; Damage: 1 by weapon; HP4,6,2,8,5, short swords and slings.

These goblins will not attempt to reach the temple, (if they try to escape, it will be into the wilderness) because they know that the goblin look-out there will have seen the characters approaching and will be given the alarm, so the way in will be barricaded (see below). Galadria will try not to use her spells unless absolutely necessary. She does need at least 3 of the players to carry the idol out of the temple, however, so she will bear this in mind.

The entrance to the temple is a cave mouth on the lake shore. (See elevation above.) This is concealed behind the trunk of a weeping willow, but Galadria will soon 'stumble across' the entrance if the characters don't spot it. Once inside the temple, her aim will be to lead them directly to the major shrine and the temple treasury. This will involve Galadria



in noticing several secret doors, and although she will try to pretend that she is just doing this by luck, her eagerness to complete the mission may make her find the secret doors suspiciously quickly.

The Temple Complex

1. Entrance Passage.
Crudely hewn steps lead up about 6' behind the willow tree. The passage then levels out and carries on for another 5' or so – ie, just more than the range of torchlight.

2. Entrance Hall.
Barricades to the left and right block the exit passages from this room. Sturdy ropes lead across from behind the left barricade and are secured to the other. As the characters enter, they can see several goblins peering out from behind the left-hand barricade.

Suddenly the ropes go taut and the right-hand barricade is pulled down. There is a noxious tittering from the goblins as four skeletons advance through the collapsed barricade and attack the characters. There are a total of nine skeletons in the temple complex, previously trapped in the passage to rooms 12, 13 and 14; they will issue forth to attack the characters at the rate of 1-3 a round until all have been killed. They will also attack Galadria, even though she is a worshipper of Set, because she is not accompanied by a priest of the god.

Skeletons: AC7; HD1; Move: 12"; No of Attacks: 1; Damage: 1-6; Special Defences: edged and pointed weapons cause only half damage; unaffected by *sleep, charm, cold* or *hold* spells; HP4,3,4,3,5,2,2,2,6.

The barricades are made of logs and branches. The left-hand one must be broken down for the characters to reach the goblins. This will take 4-6 rounds, with the goblins sniping at the players all the time. Galadria will prefer to take the party this way even if all the skeletons have been destroyed, because she knows about the nightmare guarding the armoury and regards it as the safer of the two routes.

The goblins and their leader. The goblins occupy the section of the complex covering rooms 3, 4, 5 and 6. Their leader is a doppelganger who has take the form of a hobgoblin.

Goblins: AC6; HD1; Move: 6"; No of Attacks: 1; Damage: by weapon; HP3,2,4,6,2,2,7,3,2,1, armed with short swords and slings.

Doppelganger: AC5; HD4; Move: 9"; No of Attacks: 1; Damage: 1-12; Special Attacks: surprise on 1-4; Special Defences: immune to *sleep* and *charm*, save as 10th level fighter; HP13.

3. Storeroom.
This was originally the temple storeroom. Some game hangs from hooks in the ceiling for a banquet the goblins were planning. The smaller chamber off to the end is where the food is prepared.

4. Refectory.
There are plain wooden benches and a table.

5. Dormitory.
This is where the lower-ranking worshippers slept (Galadria, Vargus and the others). It is now the goblins dormitory, of course. One goblin lies in bed here – he has a fever, and could not join his fellows in defending their lair. Anyone who touches him has a 5% chance of contracting the disease (which is a mucus membrane infection).

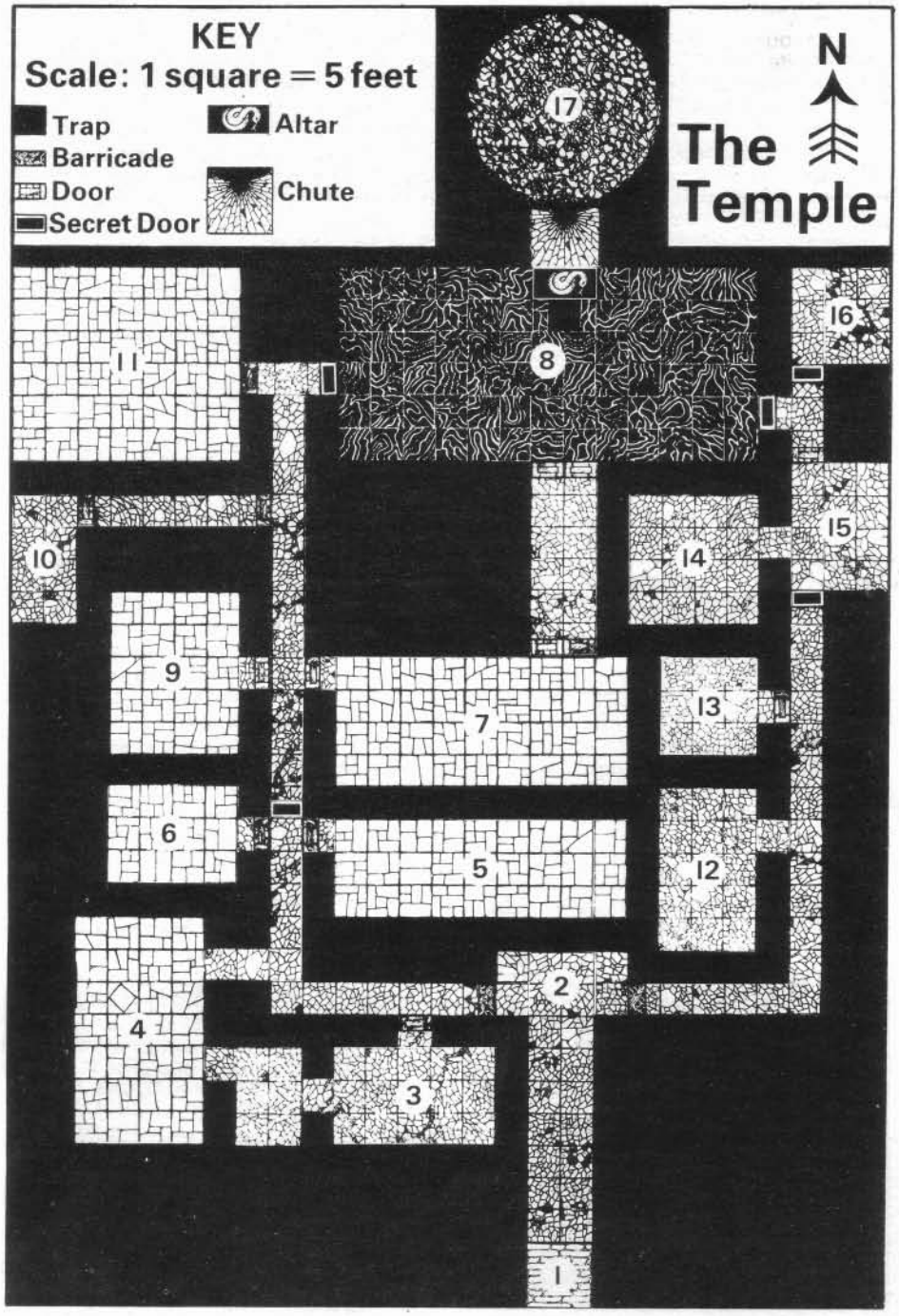
6. Outer Shrine.
There is a bas-relief of a jackal-headed man on the opposite wall. Originally the room was hung with tapestries and was a place for silent prayer to Set. It is now the doppelganger's private chamber, and he uses the tapestries for his bedding.

7. Robing Room.
Several black robes with a coiled serpent design in white over the abdomen hang on hooks around the room. A wooden cupboard contains six serpentine headdresses with veils of silver gauze. There are five mouldering corpses in the room, two of which wear rusting armour. (There is a 5% chance that a player character will notice that Galadria is unusually disturbed by the sight of these corpses. The three unarmoured ones were, of course, priests of the temple; the other two were paladins slain in the attacks.)

8. Major Shrine.
This is a large chamber of black marble veined with quartz. On the altar stone there is a golden idol in the form of a rearing serpent. (*Note*: as a worshipper of Set, Galadria should perform a genuflection as she crosses the threshold of this chamber. She won't actually do this because it would be an obvious giveaway, but from that point she will be -1 on all rolls – and enemies will be 1 on saves vs her spells – until ritually absolved by a cleric of Set.)

There are two traps on the idol that even Galadria doesn't know about. Firstly, if touched anywhere except behind the head, it will shoot out its forked tongue to strike any character standing directly in front of the altar stone (unless they have taken specific precautions against this); the tongue does 1-8 points and is poisoned. Secondly, a 5'x5' trapdoor will open directly in front of the altar, dropping anyone standing there down a sloping chute to room 17. The idol is worth 1,000gps and radiates an aura of evil.

9. Priests' Dormitory.
There are five beds with decaying linen. There are two corpses here – it seems▷



▷that an armoured knight slew one of the sleeping priests but was then struck down from behind.

10. High Priests' Room.
Two decomposing bodies lie together on the floor. The armoured knight thrust his sword through the High Priest, but the latter locked his hands around the paladin's throat and choked him even in death. The paladin's sword has not rusted, unlike his armour. A serpent staff hangs on the far wall. The High Priest was trying to reach his *Staff of the Serpent* (adder) when the chief paladin caught up with him. The paladin's sword is +1.

When the characters have been in this room for two rounds, a shadowy form will rise from the High Priest's corpse. It will attack anyone except a worshipper of Set. It is the High Priest's wraith. Wraith: AC4; HD5+3; Move: 12"/24"; No of Attacks: 1; Damage: 1-6 plus energy drain; Special Defence: only harmed by silver and magical weapons; HP21. If this wraith is struck with the paladin's sword it will take 2-20 points of damage immediately, because some of the paladin's goodness has remained in his weapon which was the cause of the Priest's death.

11. Library.
Shelves around the room are stocked with numerous books, all of which deal with the revolting and terrible rituals of the priesthood of Set. Any good character who reads one of these books through completely must save vs spells or lose a point of Wisdom.

12. Barracks.
A bare room. This is where the skeletons remained when 'off duty'.

13. Tomb Chamber.
Two sarcophagi contain the mortal remains of earlier High Priests of this temple.

14. Cells.
Manacles hang from the walls. There is a decayed corpse chained here. This is where victims were kept awaiting sacrifice to the deity.

15. Armoury.
A nightmare guards the special weapons of the temple. Nightmare: AC-4; HD6+6; Move: 15"/36"; No of Attacks: 3; Damage: 2-8/4-10/4-10; Special Defences: opponents must save against its choking breath or fight at -2. The nightmare will attack anyone except the High Priest, so Galadria knows better than to enter the room. The nightmare will not leave this room, even to pursue intruders, as its orders were to stay and guard.

The special weapons and armour are: a *+1 Mace*, a *+1 Warhammer*; a suit of *+1 Chainmail*; two *+1 Shields*.

16. Treasury.
The temple coffers contain 6000gps and 2000sps, guarded by two zombies: AC8; HD2; Move: 6"; No of Attacks: 1; Damage: 1-8, immune to *cold, charm, hold* and *sleep*; HP7,8.

17. A Dank Chamber.
Contains the temple's special guardian, which will attack any who fall down the chute into its lair. It is a hook horror: AC3; HD5; Move: 9"; No of Attacks: 2; Damage: 1-8, 1-8; HP20 (see *Fiend Folio* and *WD12*). It usually subsists on small creatures such as rats and moles which burrow into its lair (the priests used to feed it regularly) – a human should provide quite a feast!

Leaving the Temple
As the characters leave the complex, they are ambushed by Vargus and the other worshippers of Set. Galadria will turn on them now, if she hasn't been killed in the temple.

Since the sacking of their temple by the paladins, these remaining worshippers have devoted their efforts to recovering the idol and the temple coffers. Losogon, although but an acolyte, is their spiritual leader now – but he is not a leader of men, so it is Vargus, as an officer of the temple guard, who gives the orders. Galadria, by virtue of her intelligence and personal power, wields much influence, but the others do not see her as leader because most Set-worshipping fighting men would not take orders from a female magic-user.□

Name	*Class*	*Level*	*HP*	*Notes*	*AC*	*Weapon*
Vorgus	Ftr	2	11	Streak of white hair in beard	4	Longsword
Losogon	Cleric	1	5	Carries fig-wood staff in snake-form	4	Morning Star
Anabat	Ftr	1	4	Scar over left eye	5	2-handed Sword
Finbal	Ftr	1	7	Uses gilded scimitar	4	Scimitar
Rish	Ass	1	4	Sword has serpentine hilt	7	Broadsword

Dear *WD*,

I don't know if it really is becoming obligatory to throw in some flattery when writing to you these days, but if it is, then I'm going to find it easier this time, as there was a couple of things in *WD50* worth complimenting. Garth Nix's *A Few Small Formalities* was excellent – perhaps the best example of a technique for slowing down and confusing hack'n'slay *Travellers* yet published. Mike Polling's Part II of *The Key of Tirandor* was also fine – the first *AD&D* scenario I've yet seen that would be worth reading as a story.

The only problem with the issue was that the description of Agaroth's Boasting skill (*Fiend Factory*) was left out. To summarise: a successful Boasting roll produces an effect as a *glamour* spell; a fumble may cause the intended victim to conclude that the boaster is all mouth and loincloth, and generally makes the would-be-target burst out laughing.

Yours till Agaroth takes up poetry,
Phil Masters, Stevenage, Herts.

Dear *WD*,

I write to complain at the ill-treatment we hobbits receive in your strange world of Arpeegee. The second-worst doers of this evil are those foul, fell creatures, the Tee'ess-ars in their monstrous creations *AD&D* and even good old *D&D*: our race are referred to as Halflings. Do we not warrant the use of our own name? The Tee'ess-ars should follow the example of the *Flying Buffalo* worshippers and call us hobbits.

The real evil-doers are, I fear, the perpetrators of *Imagine* and your good selves. Must we put up with that foul orc Gobbledigook and his 'sauted hobbit toes', or sick diagrams of the squashed remnants of our kin beneath foul giants? And with being referred to as 'noisy' and 'at the end of the street' [*WD47*] and always being cited as the weakest creatures ('do hobbits kick sand in your face? You need our *Manual of Bodily Health*', seen in some eldritch journal). Our great ancestors Meriadoc Brandybuck and Peregrin Took were by no means weak.

Surely the hobbits, two of whom saved the world of men from Sauron in TA3019, warrant better treatment? Our great chronicler, J R R Tolkien must have wanted it so.

Yours in gentle wrath,
Jondo Almond Baggins, The Shire.

Dear *WD*,

As a proud possessor of some of the early *White Dwarfs* (Dwarves?) I have recently returned to the new format, monthly magazine. Though standards have, if anything, improved, I have one complaint to make: too much material relies on articles in previous issues. For example, *Irilian*, a highly praised campaign, made little sense if you only had one chapter, and though the *AD&D* demonist will always find a niche in my campaign, without a number of back copies, I will never know its full potential. While this policy encourages us to buy more regularly, it is rather frustrating to buy a *WD* only to find 50% of it is useless without the previous five copies. Could we please see a few more 'one-offs'!

Yours,
John Outram, Coventry.

You have a point, John, and we'll try to be more circumspect in the future, but to be fair – there was no other way to run Irilian *other than to serialize it, because of its size. Judging from people's response to it, however, it was worth it –Ed.*

Dear *WD*,

As an avid reader of *WD* it is not often I notice anything glaringly wrong with one of your articles but this is an exception. In the dim and distant ages of *WD42* there was an article called '*...to catch a thief*'. In this, the author talks about retina prints being used as a security device with the prints recorded at TL10 in *Traveller*. Alas, he is wrong. In a recent TV program a device exactly the same as the one in the article is being used in a bank for access to company records. We are at the equivalent of a mere TL7.

Anyhow, enough of the criticism; there have been some superb scenarios like *Irilian* and more recently *The Key of Tirandor*. I do tend to feel that *WD* does look only at the fantasy side of RPGing. We want some more *Traveller* scenarios. Even the attempts made at them are not that good, take *Shuttle Scuttle* for instance. I yearn for the days of the *Sable Rose* and other good sci-fi scenarios.

I have enjoyed *Counterpoint* and *Thrud the Barbarian*. Keep up your high standards and can we have more reader surveys.

Yours,
S J Sanders, Reading.

Dear *WD*,

First of all, may I say that I am glad that the majority of your readers like the new style of *White Dwarf* – it is, in fact, excellent.

More miniature reviews would be good, especially the more obscure figures and manufacturers. I must also agree with some letters on your letters page; that scenarios for any system would be useful for the players who play some of the less popular role-playing games. Also, to us avid fans of *Warhammer* and other fantasy wargames, a feature on army and regiment organization and strategy would be greatly appreciated.

Yours Suggestively,
William Chippendale.

Tabletop Heroes *should satisfy your desire for figure reviews, and you'll be pleased to know that next issue features a full-scale 'Battle of the Pelennor Fields' from* Lord of the Rings *for* Warhammer, *followed by some Tolkienesque Army Lists –Ed.*

Dear *WD*,

Congratulations on your 50th issue. I have been buying *White Dwarf* since issue 6 and in this time the magazine has had only once price increase but has doubled in size, an achievement unique amongst gaming magazine's and worthy of praise. However you have only managed to adequately cover three role-playing games and, when you have covered another system the results have not been too enlightening, either to the player of a different system or to the reader who has never played the system. To give an example, take the recent *Bushido* and *Call of Cthulhu* adventures – (two of my favourite RPGs) published in *WD47* and *WD50*. The adventures, while interesting were difficult to integrate into an existing campaign (a fault shared by most adventures published in gaming magazines) and I would assume, of little interest to your average *D&D* player. Perhaps the space would have been better used by an article which introduced the reader to a new RPG similar to a recent article in *Imagine 7* on *DragonQuest* (the only article of any originality in that collection of *Dragon* reprints) or the articles by Lew Pulsipher in *WD7* (I think) on *Chivalry and Sorcery*.

Yours Thirstingly,
Vlad the Impaler.

Dear *WD*,

Although not an experienced DM, I find that the Monster Manual and Fiend Folio provide a wide and varied number of monsters – so why is there a need for a second Monster Manual? Also, how do all these monsters get their food? Even allowing for a large supply of cattle (and the odd human!) is there really enough food for all of them? I'm not questioning the realism behind this since it is a fantasy game, but how is it possible? Lamb doesn't grow on trees you know. Think of the unbalanced ecological situation that results. Or, to put it in a nutshell, think of how much a giant eats, then think of the number of giants you've killed or met in a dungeon.

Yours sincerely,
J T Hallide, Elvas, Portugal.

RuneRites *is a regular column for* RuneQuest *enthusiasts, edited by Dave Morris. This issue, a look at magical rings.*

RINGS

by Dave Morris

With this issue, I am taking over RuneRites *from Oliver Dickinson, who has found that pressure of work prevents him from continuing. I am sure that* RuneQuesters *everywhere will join in thanking Oliver for the excellent material he has presented to us in this column over the last two years.*

RuneRites *still needs your contributions to thrive, of course. I have been a little disappointed by the general quality of submissions we have on file at the moment. Where are the innovative spell-systems, the new magical items, exotic beasts and sparkling ideas? Instead we have numerous articles on yet more detailed ways to simulate combat procedure, or protracted theses on Gloranthan cults which are* Chaosium's *province, not ours. If you think you have an interesting idea for* RuneRites, *why not send it in?*

Magic rings are a traditional fantasy element, but they are not given much prominence in *RQ*. It is always possible to make a 'routine' magic item by casting *matrix creation* on a ring or setting a powered crystal into it, of course, but here are some special magic rings that could be included in a campaign. They are all created with Rituals of Enchantment similar to that involved in enchanting a runeblade (see *WD39*), and are thus very rare. Those rings which have charges will be found with 2d10+1; they can be recharged up to their maximum (21 charges) at a cost of 400 points of battle magic POW per charge. All 400 POW must be provided by a single individual – usually a bound spirit of the ringwearer – within a period of one month.

Ring of Agonizing Doom
Each charge of the ring produces a bolt of black lightning which forks out to strike 2-8 beings within 25m. The 'Attack chance' for each branch of the bolt is 70%, and the victim can apply Defence (if any) in an attempt to dodge. A victim who is hit takes 1-4 blows for 1d10 damage each; armour protects as normal, except that all metals give 6-point protection.

Ring of Alarums
This enables the user to set invisible spell-alarms on the back of doors, on the floor, etc, to tell him when any being passes that way. To receive the alarm, he must be within 250m and wearing the ring at the time. Each spell-alarm set costs one charge.

Ring of Fire
Each charge of this ring enables the wearer to create a momentary gout of flame from his hands. This will ignite combustibles, etc. If used against someone the wearer is grappling with, the flame does 2d6 *heatshock* (*cf* salamanders).

Ring of Teleportation
This enables the wearer and one companion to *teleport* over distances up to 150m instantaneously, as long as the wearer has previous first-hand knowledge of the location he is *teleporting* to. If the range is exceeded, or if some large object now occupies the intended destination, roll for the result – 1-30: wearer and companion each land at a (different) random destination within 15km; 31-60: wearer and companion each land at a random destination within 2000km; 61-90: wearer and companion are transported to another plane (perhaps a demonic realm, etc); 91-00: wearer and companion rematerialize at their departure point and each take 5d6 CON damage.

Ring of Terror
The wearer of this ring is at all times cloaked in an image of nightmarish appearance. Creatures encountering him have a chance (INTx2 or less on d100) of seeing through the image. If this roll is failed, the victim actually believes that he is faced with some horrendous monster, and must roll MDFx6 or less on d100 (for MDF, see *WD47 RuneRites* – Mental Discipline Factor = ⅓ [CON+CHA + highest skill divided by 5]) or succumb to *demoralization*. If a *demoralized* character is meleed by the ringwearer, he must take a second MDF roll or panic and flee. Once out of the wearer's presence, victims make a further MDF roll every other Melee Round to see if they recover from their fear.

Ring of Flying
Each charge of this ring enables the wearer to *fly* for 15 minutes at speeds of up to 30km/h. While manoeuvring in combat, a flying character will have a movement of 12 and be +10% on Attacks and Parries owing to his height advantage over earthbound opponents.

Ring of Communing
This enables the wearer to communicate telepathically with any being he can see. He can also communicate over any distance with anyone else wearing a *Ring of Communing*, so long as they have met one another at least once.

Ring of the Nether Planes
The wearer can ask three questions of the spirits each day. These must be yes/no questions and concern events of the past or present – the spirits cannot see the future, nor know a person's innermost thoughts. Questions delving back 30 years or more into the past will be answered with 70% accuracy; more recent events will be known to the spirits with only 20%-55% accuracy. If the spirits do not know the answer to a question, they will answer randomly.

Ring of Soul Storing
The function of this ring is to store its wearer's spirit if he is slain. The spirit remains dormant in the ring, with all abilities and spell-knowledge intact, until someone else puts it on – at which point the spirit can attempt to possess the body as per normal spirit combat. The assailed character can break off spirit combat by removing the ring, so a cunning spirit might wait until this was inconvenient – perhaps while the character was in melee, or climbing a cliff. A spirit can be driven from the ring with the *free ghost* spell.

Ring of Red Ruin
Each charge of this ring releases a beam of searing red light which can be aimed at one victim within 200m. The accuracy of the beam will be equal to the wearer's ability with a crossbow *or* DEXx5%, whichever is higher. If the beam strikes, it does 1d20 damage, with armour giving only half normal protection.

Ring of Shapechanging
The wearer of this ring can change his shape into that of any creature of similar size. STR and DEX will alter to become appropriate to the new form. The wearer will gain physical attributes of the new form, but not magical ones. (*Eg*: by becoming a small dragon he would get wings to fly with, but not the power to breathe flame.) The ring itself remains apparent on the hand (or paw, or claw, or leg) of the new form. Each transformation costs one charge.

Ring of Invisibility
The wearer is invisible at all times, except when attacking, casting a spell, etc.

Ring of Invulnerability
By expending a charge, the wearer becomes like an immutable statue – he cannot move or cast any spells, but is immune to physical damage, magical attack, spirit combat, or any other form of assault. He remains in contact with his familiars, and they can still act for him. The effect lasts one hour.

Ring of Fortunate Action
The wearer of this ring cannot *fumble* any manual skill, including combat skills. Fumble rolls are treated as simple failure.

Ring of Sensing Enchantment
The wearer can sense the presence of magic in an object. He has only to look at the object and concentrate for one Melee Round; any enchantment will be visible as a greenish aura.□

The TRAVELLERS
CHAPTER ONE: GAS GIANT
IMP STARDATE: 037-1105
The Osprey II exits Jumpspace and begins falling back into the relative universe... in relative control of their newly acquired ship (won in a game of Astro-Tiddlywinks) is pilot Captain Flinn and his relatively sane crew:
BITS OF A CORNFLAKES PACKET
MATTEL LTD.
BITS OF AN OLD BATTLESHIP
KEEP SPACE CLEAN
DUMP IN JUMP!
GLUE ALONG DOTTED LINE AND PRESS TOGETHER
RYK 1806
Jumpspace: A parallel universe where the fabric of relative space, time and distance are distorted into a kaleidoscopic display... in other words...
... IT'S PRETTY.
Hayes (Navigator)
The AtoZ of the known Universe.
Capt. Flinn. (Pilot)
Syrena. (Communications)
Felix. (Ships Mascot)
I GET WORRIED 'BOUT YOU SOMETIMES SYRENA - PEOPLE'VE BEEN KNOW TO GET ADDICTED TO JUMP SPACE Y'KNOW.
Ship's comp here: Malfunction!
Jumpdrive malfunction!
Not that I'm surprised. Round here, 'Routine Maintenance' is a dirty word.
SENSORS INDICATE NOTHING HOSTILE ABOUT
MUSTN'T HAVE HEARD OF US YET.
AMAZING. THIS COMPUTER IS JUST AS RATTY AS THE FIRST ONE. MUST BE A NEW GENERATION
WE'RE ALL GONNA DIEEE!
Dinalt (Gunner)
RELAX - WE'RE OUT OF JUMP...
Re.00
FOUND REGINA GAS GIANT - IT'S SOMEWHERE ON OUR LEFT - BIG ROUND THING - CAN'T MISS IT.
I AM CALLED GAVIN
CRACKLE
NOONE KILLS "MAD GAV" AND GETS AWAY WITH IT!
THANK YOU HAYES... EVERYONE LOOKOUT FOR A BIG ROUND THING.
Gavin. (Alien Relations)
Eventually...
WELCOME TO THE REGINA SUBSECTOR GAS GIANT PROPERTY OF SHEIK YERJELLY (AIR-AB)
At Regina...
REGINA CONTROL - THIS IS OSPREY II REQUIRING CLEARANCE TO MAKE PLANET-FALL.
IT WAS EASIER IN THE OLD DAYS... BEFORE WE EDUCATED THOSE GASSY AIR-ABS
AT LEAST IT AIN'T LIKE THE GAS EMBARGO OF '79
GO WHEN LIGHT IS GREEN
THIS IS REGINA HYDRA - A MINUTE WILL YAH! I'VE ONLY GOT 7 HEADS AND 3 OF THOSE ARE WATCHING THE FOOTBALL!
ZZZZZZZ
Hey keep it down mac.
1 STRATO ★
2 TROPO ★★
3 IONO ★★★
PRICES SUBJECT TO CHANGE BP
Blob Blob Blob
WELL - HERE WE GO AGAIN FOR ANOTHER BORING REFIT.
"IF ONLY WE BELIEVED THAT!"
NEXT: STARPORT.

Treasure Chest *is a regular department for readers* AD&D/D&D *ideas. This issue, a collection of magic items.*

Pandora's Box

CASKET OF TROUBLES
by Julian Clark

These small caskets are made of ebony and bound in gold and silver; they are inlaid with several plaques depicting many men fleeing from an opened container, issuing from which are swarms of hideous insects with an *ethereal* quality about them.

If a casket is opened, a huge cloud of insects (identical to those on the plaques) will come forth – they will attack any creature within a 200' radius of the casket, hitting as a 3HD monster for 1d4+4 damage; each character (regardless of numbers) will be subjected to 1-4 attacks each. If hit, a save vs dragon breath must be made or the victim receives one minor malevolent effect from the *DMG* (rolled randomly). Adventurers will receive only one such effect, ie additional hits just cause more damage, regardless of the number of times hit. The insects can be dispelled by a successful clerical attempt to turn undead (as a mummy) or by striking the area of the swarm with a magical weapon of at least +3 bonus. In any case, the insects will leave the area after 1 turn to spread chaos elsewhere.

A *Casket of Troubles* can be created by an evil magic-user of 14th level or above. After releasing its curse, the casket disintegrates.

TROLL DUST
by Keith Thompson

In distant times a mighty wizard had troubles with a horde of trolls. This wizard captured many of the trolls and used them for various experiments. The way in which *Troll Dust* was created is now lost in the mists of time, but it is rumoured to have something to do with dehydration...

In any case, *Troll Dust* will be found in potion type containers with water-tight stoppers. Any amount of this powder mixing with water will form a (normal) troll after a 1 to 6 round delay (remember trollish regeneration!). Dust that is susceptible to atmospheric moisture will also form a troll; 24 hours are needed for this transformation to take place.

A troll created in this way will be just that – a perfectly 'normal' troll, ie unpleasant.

GHOUL GUM
by John Paul Vincent

This non-magical but useful item is usually found in a bronze copper-coated catch-locked box, 2 inches square. The box will contain from 1 to 8 pieces of white soft gum wrapped in brown paper; these pieces of gum will, when chewed, negate the paralysing effect of a ghouls touch, just as if the character was an elf. The gum must be chewed during the time of the ghouls attack and its effectiveness will last for about 20 rounds. A character will know when the gum's becoming useless because it will start to turn tasteless (in its useful state it will taste very like cinnamon).

The gum pieces are round and roughly the size of a small marble; they are also useless if swallowed or spat out, and must be chewed continuously to be effective.

SWORD OF THUNDER
by Paul Ormston

This long sword has a curiously engraved blade, a blue leather covered hand grip (blue dragon hide) and a large clear crystal as its pommel. This is a +2 sword and will always have intelligence and ego. When attacked by a *lightning bolt* the character can elect to forfeit his normal saving throw and instead try to use the sword to deflect the bolt. To deflect the bolt the character must throw to hit Armour Class 0 (strength bonuses do *not* apply but the magical plus of the weapon does). If the throw is missed full damage is automatically taken by the character. If a hit is scored then no damage is taken by the wielder and half the *lightning bolt*'s damage is absorbed by the blade and is stored in the crystal, which then turns blue in colour showing that the sword is charged. Only one charge can be stored in the sword. The other half of the damage is deflected in a random direction. If the sword is already charged then all of the bolt's power is deflected, again in a random direction, but the deflected bolt will never harm the wielder.

If the wielder hits a target when the sword is charged then the electrical power stored in the sword will be released with a loud crack of thunder and is added to the normal damage done by the sword.

This weapon can only be recharged by this method; trying to recharge the sword by sticking it in the ground and firing *lightning bolts* at it, or any other such trick will achieve nothing.

DRAGON SHIELDS
by Greg Philips

These are large shields made from 14 back scales of huge ancient dragons. They range in value from +1 to +4 on Armour Class, plus complete protection from that dragon type's breath weapon. For example, if the scales were taken from a red dragon it would confer protection from the red dragon's breath weapon.

Naturally, the shields are very rare indeed. It is rumoured that scales from Tiamat's back (which are *extremely* hard to get hold of) give a +5 bonus and protection from *all* evil dragons.

POTION OF WARMTH
by Mark Byng

Duration 1 turn. Confers invulnerability to all natural frigidity (up to and including arctic conditions) and the imbiber is protected from the effects of weak freezing spells such as *chill metal*. The potion also confers a resistance to unnatural, intense cold caused by such things as *cone of cold* spells or white dragon breath. Against this type of attack the imbiber's Saving Throw is at +2 and damage is ½ or ¼ depending on the success of the saving throw.□

Does the full moon bring fear and trepidation? Then ring LA (Lycanthropes Anonymous)

MIDGARDIAN

Are Vampires a pain in the neck? Then you need: Van Helsing's Garlic Rub™

'Mushrooms are a threat to mankind' claims top report

A newly discovered fungus could pose a dire threat to human life. This startling report has been made by *Chaosium* in their new *Call of Cthulhu* adventure The Fungi from Yuggoth. A team of adventurers is being assembled to try and counter the threat. To help them *Chaosium* have also published a newly revised edition of *Call of Cthulhu*, the role-playing game set in the mythos of H. P. Lovecraft.

For those unable to join the team to fight the fungi threat, *Theatre of the Mind Enterprises* have released news of other *Cthulhu* horrors in their new scenario, *Whispers from the Abyss*.

B-Movie Video Nasties

'They Want Our Women!' scream the banners for *Bug-Eyed Monsters*, the latest SF game to be granted general release. *West End Games*, the publishers, stated that this is not a video nasty, but a B-movie spoof designed by Greg Costikyan, the designer of the classic *The Creature that Ate Sheboygan*.

NEWS IN BRIEF

World aid programme revised
TSR have just released a revised and repackaged edition of *The World of Greyhawk*, a complete fantasy world setting for use with their fantasy role-playing game, *Advanced Dungeons & Dragons*.

Also on view on their stand at the recent HIA show in America were a series of adult adventure modules for *AD&D* featuring some spectacular cover artwork. These are not yet available but should be out in a few months time.

Ringing the changes
The next issue of *White Dwarf* features *Minis Tirith*, a *Warhammer* scenario based on the famous siege in *Lord of the Rings*; part two of the solo adventure *Castle of Lost Souls*; further explorations of role-playing games in *The Name of the Game*; plus all the regular features and more.

Links with Far East established

Angry letters exchanged on Rogue Trader issue

Silence was maintained in the face of stern cross-examination in the *Citadel* following an exchange of letters earlier this month. Was there a *Rogue Trader* in the house? A spokesperson for *Citadel Miniatures* stated that there was no question of impropriety, and that everything was above board on *Rogue Trader*, their new SF role-playing system. When asked when a full statement might be forthcoming, the spokesperson announced that the full boxed details would be published in July. The hon member for Antares, Denis Skinhead, enquired if it would be subtitled 'Lost in Space'.

In the meantime, speculation is rife. This Sunday's *Aerial Observant* published conclusive evidence that *Citadel's* latest boxed set of miniature figures has links with the Far East. Pictured here are several of the figures. They are obviously *Oriental Heroes* and can be seen in the shops now.

In the meantime, the public demand for a clarifying statement on the *Rogue Trader* issue is growing.

A suitable case for treatment?

Mayfair Games have released a series entitled *Role Aids*. This series is currently available and includes the following scenario titles: *Dragons of Weng T'Sen, Elves, The Contract, Swordthrust, Evil Ruins* and *Shipwrecker* and the supplement *Dark Folk* detailing the culture and origins of trolls, orcs, goblins, kobolds and gnolls. All these items are boldly labelled *suitable for use with Advanced Dungeons & Dragons*, however, *TSR* who hold the registered trade mark for *Advanced Dungeons & Dragons* are expected to have something to say on the matter.

Mayfair have also released *The Forever War*, a board game based on the book.

Cityport not trapped by rate capping

Elders of the city council stated that they were not trapped as a result of government rate capping moves but by the release of Steve Jackson's latest book in his *Sorcery* series published by *Penguin*. *Khare - Cityport of Traps* is a solo fantasy adventure in the style of the *Fighting Fantasy Gamebooks*.

Puffin have also released three new titles in the *Fighting Fantasy* series: *Deathtrap Dungeon* and *Island of the Lizard King*, both by Ian Livingstone, while the third title is *Fighting Fantasy* in which Steve Jackson describes how to create and run multiplayer *Fighting Fantasy* adventures along with two mini-adventures.

Expedition organised to capture rare specimen

Volunteers for an expedition to capture a rare specimen of an alien species are being sought in *Safari Ship*, Adventure 10 for *Traveller*, the SF role-playing game by *Game Designers' Workshop*. *GDW* have also released Adventure 11: *Arcturus Station*, a sort of ten-little-vargr murder mystery, and *The Traveller Adventure*, a series of linked scenarios in one large softback book.

The British are coming!

In fact they have arrived. Games Workshop (US) is now up and running in Maryland. US gamesters should now find it easier to grab their copies of *White Dwarf* and *Games Workshop's* games – *Talisman, Battlecars, Judge Dredd, Dr Who* and also *Citadel Miniatures*. Leading the invasion is John Olsen who is diplomatically suited (American father and British mother) for the job. He will be at *Origins* and *GenCon* with all the new releases. People who can't wait that long should write to John at Games Workshop (US), P O Box 2537, Gaithersburg, MD 20870.

Space war a reality

Warfare in space comes one step nearer with the news that *FASA* have released *Star Trek II*, an expansion set for their *Star Trek* role-playing game, which simulates starship combat. Other new products in their successful *Star Trek* range are the *Star Trek Screen*, a referee's screen, and the scenarios *The Vanished, Denial of Destiny, Demand of Honour* and *Termination 1456* which is only usable with the Klingon pack.

One out, one in

Since joining the *White Dwarf* team, Ian Marsh no longer has time to publish his zine *Dragonlords*. So it's Dragonlords RIP after issue 22.

But this month sees the first issue of *Warlock*, the quarterly *Fighting Fantasy* magazine edited by Steve Jackson and Ian Livingstone and published by *Penguin*. No 1 contains a revised *Warlock of Firetop Mountain* adventure, a map of the kingdom, new monsters and mapping hints.

GOBBLEDIGOOK by Bil

A Hard Day's Knight

A Close-Up Look at Fighter Figures

In Tabletop Heroes, *we shall be taking a regular squint at role-playing miniatures, reviewing new releases and throwing in the odd modelling or conversion hint on the way. Write and tell us your particular interest regards miniatures in RPGs; if we feel it would be of interest we'll include it whenever space permits.*

This is the first in our new monthly department, Tabletop Heroes, *written by Joe Dever and Gary Chalk. It will cover figures, figure reviews, painting tips and the like.*

Armoured fighters are by far the most popular single range of fantasy figures on sale today. Superb examples of these muscled miniatures have recently appeared and many more exist in ranges that FRP gamers may have overlooked simply because they are listed in historical wargaming catalogues. If painted with a little care and imagination, they can become some of your most colourful characters.

Fig 1 shows a fully armoured knight, a recent release from *Essex Miniatures* and an example of one of the large range of armoured fighters available from this traditionally 'wargames' orientated company. Many of their figures are cast with open hands to accept any weapon from a paladin's lance to a cleric's mace; a very useful features for any proficient fighter. Individual weapons and shields are available in packs of eight. All of the *Essex* figures are cast in a well-detailed 'chunky' style and are virtually flash-free. The 'Medieval' range includes a series of identical foot/horse knights ideal for role-playing wilderness and dungeon adventures. Warrior monks, men-at-arms and male/female NPCs are also available.

Fig 2 shows a couple of *Citadel*'s new *High Chivalry* figures indulging in a spot of mutual 'hack-and-slay'. Many fighters in this range have been cast with open helmets, revealing superbly detailed expressions.

Fig 3: A newcomer to the range of *Citadel Chaos Warriors*. Shades of 'Elric of Melnibone' inspired the painting of this doom-laden miniature as an albino. The hair colour is obtained by dry-brushing white paint over a grey base, and a little touch of green was mixed into the basic flesh tint to give the face an unhealthy pallor. Red eyes and dark armour contributed to his air of menace. By the way, the pillar started life as a wedding cake accessory, but is a cheap and effective addition to any DM's table.

Fig 4 is yet another new *Chaos Warrior* from the *Citadel* vats. The mace suggests this to be a useful addition to their range of Evil Clerics. The armour has some very nice skull motifs, whilst the shield bears the same design as that depicted on the front of the *Warhammer* box. The helm and the skull-like face are a little reminiscent of *2000 AD's* Judge Death character, and the pose and proportion is pleasantly threatening – definitely another one for the collection! If you're stuck for ideas as to what to do with your army of chaos warriors, take a look at the *Citadel Compendium*. Although the *Mark of Chaos* section is primarily for *Warhammer*, it can be easily adapted to most FRPGs; many of the Chaotic Attribute Tables need no alterations whatsoever.

Fig 5 ...Meanwhile back at the siege, smiling Odo Wargfrenzy has been smitten with terminal earache...! Yet more of the *Citadel High Chivalry* range, this time in the company of a (shock! horror! gasp!)...bombard! Very few fantasy gamers include gunpowder in their campaigns although fantasy literature has many examples of its usage. The discovery of black powder and its introduction into a fantasy campaign can inspire many new scenarios; saving its inventor from the clutches of an arch-nasty or adventurers hired to locate a new source of sulphur, or how about magic versus technology in a fantasy wargaming campaign?

Fig 6 shows the entire bombard battery and its crumbling target. Sieges, with or without gunpowder, make for an interesting FRP setting. We will be taking an in-depth look at FRP sieges in a future article, so suffice to say that the battery position and city were all scratch-built from balsa strips and expanded polystyrene ceiling tiles. Sadisticly inclined DMs and referees interested in introducing gunpowder to their campaigns would do well to note that early black powder devices were almost as dangerous to the firer as to the target.

Fig 7: *City Chaos Warrior* sporting a rather natty shield. After a white undercoat was applied to this figure, the armoured areas were painted black before being dry-brushed with gold and silver. Dry-brushing is a very useful skill and relatively easy to master. Using an old brush, mix a little of the metallic paint on a pallet, and then wipe the paint-charged bristles of your brush onto an old rag or tissue until they are almost dry. Brush the armoured areas of your figure very lightly and you will notice that the metallic paint that remains on the bristles will begin to adhere to all the raised 'high-spots' of the miniature, picking out all the joints, chainmail links etc. The heavier you apply the dry-brushing, the brighter the armour will progressively become. This technique is equally useful for enhancing the texture of wood planking and fur. Simply paint said area and leave to dry, then 'dry-brush' this area with a lighter tone of the same colour. The detail appears as if by magic! A fuller description of this technique together with a very useful 'Tone Chart' can be found in the back of the *Citadel* catalogue.

Whilst on the subject of painting, it's worth considering heraldry and its usage with fantasy miniatures. Heraldry evolved out of the need for battlefield identification, but over the years it developed into a system of signs and symbols that possessed an almost linguistic complexity. There were certain basic rules which can be useful for formulating your own fantasy heraldry and a prime example is the restricted range of colours originally used. The basic colours were two 'metals' – *Or* (gold or yellow) and *Argent* (silver or white), and five 'colours' – *Gules* (red), *Azure* (blue), *Sable* (black), *Vert* (green) and *Purpure* (purple). Now, if you decided to take say a bull's head as your emblem, following traditional rules of heraldry you could only depict it in certain shades dependant on the colour of the body or 'field' of your shield. A 'metal' device could never appear on a 'metal' field, and a 'colour' device would never appear upon a 'colour' field. Therefore, by adhering to these guidelines you could not adopt a red bull's head on a green background, or indeed a white device on a yellow background. Kings and nobles would often dress their retainers in 'livery' – clothes dyed in the main colours of their coat-of-arms. Thus, if your paladin possesses a shield device of a white cross upon a blue field, and after many years of hardy adventuring he attracts a following of hirelings and men-at-arms, it would be rather chic to have them attired in blue tunics and white hose. Indeed many nobles throughout history also adopted a badge which their retainers sported upon their clothing. The ostrich feathers of the Prince of Wales, the white boar of Richard III, and Henry VI's swan are all relatively well-known and long-lived examples. Our hypothetical paladin could well follow their lead and each of his loyal supporters could bear a small white cross on the shoulder or breast of his tunic. The following list is by no means exhaustive, but it may serve as your first step into the realm of fantasy heraldry:

Good Devices: The sun, the cross, a chalice, a heart, a broadsword, noble animals such as deer, lion, eagles or fantastic creatures such as unicorns.

Evil Devices: Skulls, bones, jagged swords, axes, wolf-heads, snakes, half-moons. An interesting idea for evil emblems is to deface a 'good' symbol. My hobgoblin tribe bear a banner depicting a serated sword impaling a bleeding heart. A rude runic comment beneath it completes the blasphemy!

Elvish Symbols: Full moon, stars, flowers, trees, leaves, swans and the sea.

Reptilian Banners/Symbols: Octopi, fish, dragons, broken egg symbol.

Dwarves: Hammers are an obvious choice, but what about mountains, portcullis's, gold coins, shovels and picks, as well as helms, gauntlets and stands of armour to depict the fabled armoury skills.□

Fig 1

Fig 2

Fig 5

Fig 3

Fig 4

Photographs by Gary Chalk and Joe Dever

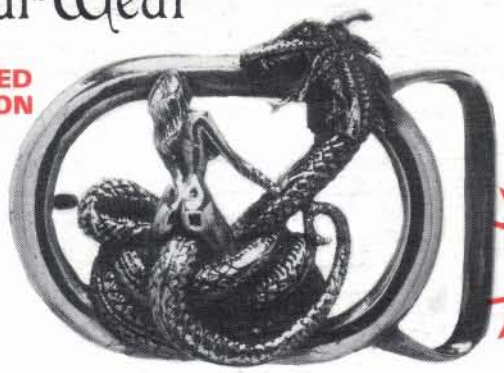
Fig 6

Fig 7

ALCHEMY
Metal-Wear

A. SERPENT PENDANT 2.95

LIMITED EDITION



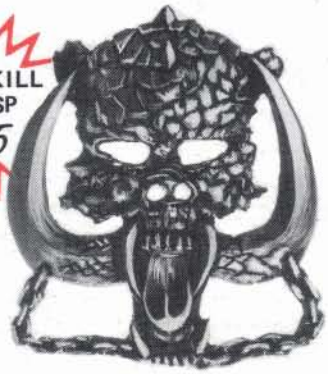
B. LOVEHUNTER BELT BUCKLE 5.95

C. CHAOS RUNESWORD PENDANT 2.95

D. DRAGON RING 3.95

E. SKULL RING 3.95

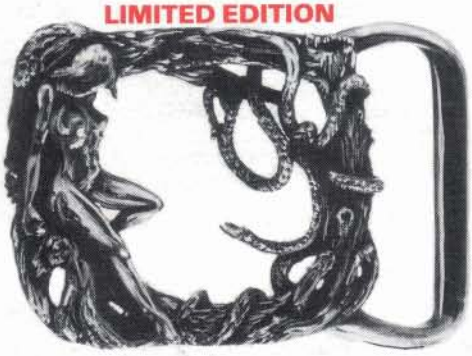
F. OVERKILL CLASP 2.95



G. HAND OF DEATH PENDANT 2.95

H. EAGLE RING 3.95

LIMITED EDITION



I. THE TEMPTRESS BELT BUCKLE 5.50

J. RIEDER'S AXE PENDANT 2.95

K. LOVEHUNTER CLASP 2.95

A.	**SERPENT PENDANT** in antiqued pewter, complete with chain	£2.95
B.	**LOVEHUNTER BELT BUCKLE** in antiqued pewter to fit a 1½" wide belt. This is a **LIMITED EDITION** of **1,000** individually numbered pieces	£5.95
C.	**CHAOS RUNESWORD PENDANT** in antiqued pewter, complete with chain	£2.95
D.	**DRAGON RING** in solid bronze or nickel silver	£3.95
E.	**SKULL RING** in solid bronze or nickel silver	£3.95
F.	**OVERKILL CLASP** in antique polish silver plate, fitted with brooch pin	£2.95
G.	**HAND OF DEATH PENDANT** in antiqued pewter, complete with chain	£2.95
H.	**EAGLE RING** in solid bronze or nickel silver	£3.95
I.	**THE TEMPTRESS BELT BUCKLE** in antiqued pewter to fit a 1½" wide belt. This is a **LIMITED EDITION** of **1,000** individually numbered pieces	£5.50
J.	**RIEDER'S AXE PENDANT** in antiqued pewter, complete with chain	£2.95
K.	**LOVEHUNTER CLASP** in antique polish silver plate, fitted with brooch pin	£2.95

ALL ILLUSTRATIONS ARE SHOWN SLIGHTLY SMALLER THAN ACTUAL SIZE
POST & PACKING: 50p per order (any size)

Cheques payable to **Rieder Design** please.
CATALOGUE for Wargames * Science Fiction * Fantasy * Role-playing Games * Figures & Models * Paints & Accessories * Family Games * Sports Games * Chess * Traditional Games * Jigsaws * Magazines * Puzzles * Computer Software * Send an SAE and 25p in stamps.
DISCOUNTS: Mail Order customers receive a discount card worth 7½%. Clubs & schools on application, may have a discount card worth up to 15% on bulk purchases.

RIEDER DESIGN

GAMES ROOM

MAIL ORDER and RETAIL SHOP
SPECIALISTS FOR THE SERIOUS GAMES PLAYER
SHOP HOURS: 9.30-1.00 & 1.30-5.30 Monday to Friday
5, Braunstone Gate, Leicester LE3 5LH Tel: (0533) 549182

TRADE ENQUIRIES WELCOME

Dungeon Dwellers

Each set comprises a pack of **5** or **6 different** 25mm figures.

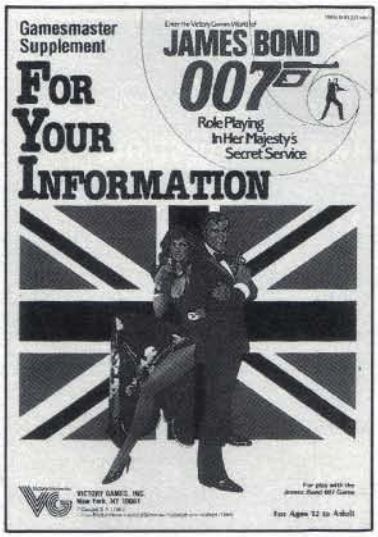
SET 1	**BASIC DUNGEON ADVENTURERS:** 2 x Fighters. 1 x Magic User. 1 x Cleric. 1 x Thief.	£1.50
SET 2	**BASIC DUNGEON ADVENTURERS:** 2 x Fighters. 1 x Magic User. 1 x Cleric. 1 x Thief.	£1.50
SET 3	**DEMI-HUMAN ADVENTURERS:** 2 x Elves. 2 x Dwarves. 2 x Halflings.	£1.50
SET 4	**FEMALE ADVENTURERS:** 2 x Elves. 1 x Magic User. 1 x Cleric. 1 x Thief.	£1.50
SET 5	**FEMALE DEMI-HUMAN ADVENTURERS:** 2 x Elves. 2 x Dwarves. 2 x Halflings.	£1.50
SET 6	**GOBLIN TERRORISTS:** 5 x Different Goblins with Assorted Weaponry.	£1.50

In the VICTORY GAMES World of

JAMES BOND 007

Role Playing In Her Majesty's Secret Service

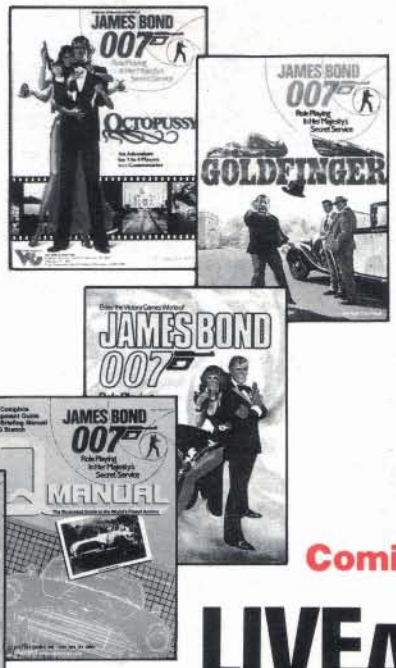
THE EXCITEMENT IS JUST BEGINNING!

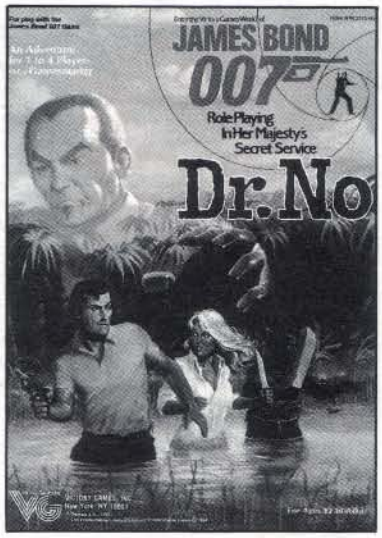


FOR YOUR INFORMATION $8.95
Gamesmaster Supplement

New rules and special features enhance the play of the *James Bond 007* game. *Comps:* 72-page Gamesmaster rules booklet, M.I.6 Dossier form pad, NPC card pad, Documentation form pad.

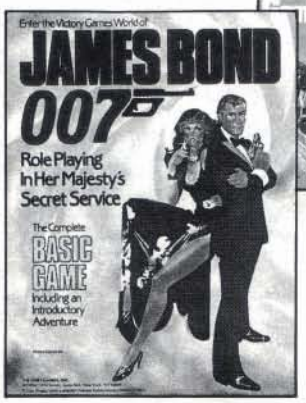
Now Available!





DR. NO $7.95
Adventure Module

Unravel the mystery of Dr. No, with characters and locations from the film. *Comps:* 48-page Gamesmaster Guide, M.I.6 Agent Dossier with 8 Mission Sheets, screen with maps.



Coming this Summer...

LIVE AND LET DIE

YOU ONLY LIVE TWICE

Plus an All New Gamesmaster Supplement!

Victory Games Inc.

VICTORY GAMES, INC.

43 West 33rd Street New York, NY 10001

© Danjaq S.A. (1961)
© Eon Productions Limited/Glidrose Publications Limited (1984)

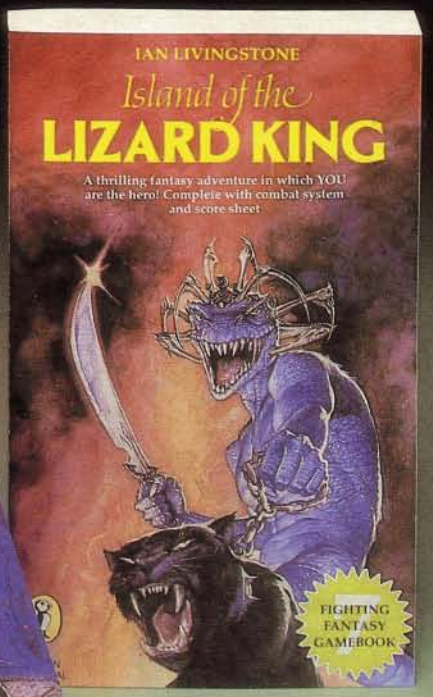
Sneak Preview! COMING SOON TO A STORE NEAR YOU!

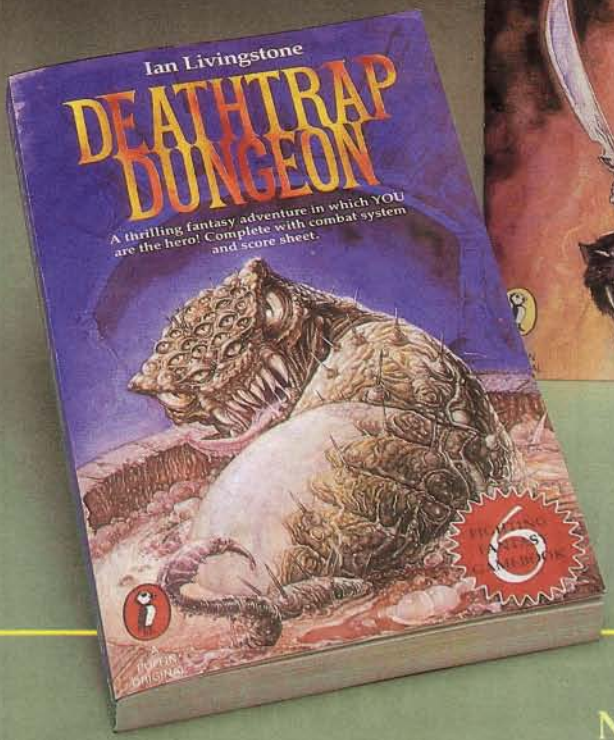
From Russia With Love • Moonraker
The Man with the Golden Gun
Diamonds Are Forever • For Your Eyes Only
The Spy Who Loved Me
On Her Majesty's Secret Service

THE QUEST OF QUESTS CONTINUES...

Two sensational new adventures in the phenomenal Fighting Fantasy Gamebook series

The *only* authentic Fighting Fantasy Gamebooks

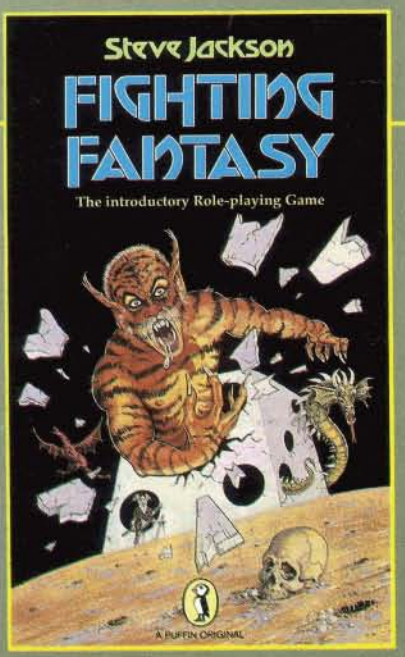




Ian Livingstone

DEATHTRAP DUNGEON
Illustrated by Iain McCaig
U.K. £1.50
Australia $3.95 (recommended)
Canada $2.95
N.Z. $4.95

ISLAND OF THE LIZARD KING
Illustrated by Alan Langford
U.K. £1.50
Australia $3.95 (recommended)
Canada $2.95
N.Z. $4.95



Now go it alone!

Steve Jackson
FIGHTING FANTASY
Illustrated by Duncan Smith

Create your OWN Fighting Fantasy adventures and send your friends off on perilous missions! Steve Jackson's clearly written handbook lays out all the essentials for creative Gamesmastering, plus two mini-adventures (complete with Gamesmaster's notes) for you to experiment with.

U.K. £1.50 Australia $3.95 (recommended)
Canada $2.95 N.Z. $4.95

CLASSIFIED

All classified ads must be prepaid at the rate of 10p per word, display ads £3.00 per scc. Please send copy and payment to White Dwarf *27-29 Sunbeam Rd, Park Royal, London NW10, making cheques/ POs payable to* Games Workshop Ltd.

Games Editor
Games Workshop have a vacancy in their games development department to work on current board game and role-playing game projects. The successful candidate will be an active gamer, experienced in copy editing, able to amend/ adapt/write submitted manuscripts, self-motivated and hard working. Please send personal details in confidence to Debbie Gilbert, *Games Workshop Ltd*, 27-29 Sunbeam Road, London NW10 6JP.

Yet another fantasy and sci-fi magazine bites the dust!
Aak! Koff, Koff! Spit! *Dragonlords 22* special death issue, out soon! Look back at 3½ years of Britain's leading fanzine in its last ever issue. Back issues also available for 60 pence each from *Dragonlords*, Avalon, Grams Road, Walmer, Deal, Kent CT14 7PU.

Wyrms Claw
Lazarus and Michele regret that due to lack of time, *Wyrms Claw* magazine is ceasing production. Our thanks to all our readers. Back issues will be available for a short while from: 119 Derbyshire Road South, Sale, Cheshire M33 3JY. Cheers!

In with the new!
No, it can't be? Yes, cruel world, suffer!! *Runestone* is back. Issue 2 flops out – containing the usual load of trollop, including *Traveller, RuneQuest* and chat. Interested? Costs 50p from: W Lucas, 19 Olden Mead, Lordship Estate, Letchworth, Herts SG6 2SP.

For Sale
First twelve issues of *White Dwarf*. Excellent condition, in binder. Best offer secures. Also small quantity fantasy figures. Details from: Simon, 305 Havant Road, Farlington, Portsmouth PO6 1DD.

For Sale
Fiend Folio, Car Wars, Imagine 1, 12 *AD&D* modules, *Fighting Wheel*. Normally £66. Sell for £37. All in good condition. Send SAE to: D Hawley, 10 Fitzjames Ave, East Croydon, Surrey CR0 5DH.

For Quick Sale
30 *TSR* modules, 12 *Judges Guild* modules, *DMG, PHB*, x2 *Monster Manual*, x2 *Fiend Folio*, x2 *Deities & Demigods*, Playing aids (eg *Fighting Wheel, Rogues Gallery*), magazines (*WD* and *Dragon*), + hundreds of figures, painted and unpainted. Other games for sale: *T&T, Warhammer, Thieves World, Circus Maximus* and *Killer*. Over £500 of figures and games must go. Great bargains. For full list send SAE to: Colin Kemp, 9 Lomond Crescent, Hillview, Ellon AB4 9GE.

For Sale
D&D Expert Set, AD&D modules *D2, L1, U1*. Excellent condition. Call for prices. Tel: Peterborough 75539.

For Sale
PHB, MM, DMG (all hardback), *RuneQuest, Questworld, Dragon-Quest, Star Fleet Battles, Exp 1-3, Magic Realm, Federation Space, Striker, LOTR*; all immaculate. Phone: Southampton 555530.

For Sale
White Dwarf 20, Warlock of Firetop Mountain, The Dragon Crown, Operation Ogre, OGRE, GEV and approx 90 figures. Tel: Oxford 62987.

For Sale
WD14-48, Beholders, Imagine 1-8, AD&D books, *DMG, PHB, MM, FF, DDG, Thieves 1* and *2*, also 25mm fantasy wargaming figures 10-15p each. Phone: Cambridge (0223) 68255.

For Sale
Traveller and *AD&D* books, good condition, low prices. Send SAE to: P Healey, 22 Westhill Road, Hoddesdon, Herts.

Ragnarok Books of Winchester
New and second hand role-playing games brought and sold. Also large selection of Sci-Fi, chess and popular fiction. Stall 10, Antique Market, Kingswalk, Winchester, Hants.

HELP!

Clubs, contacts and events can be advertised once at no charge up to a maximum of 40 words. Further insertions at the rate of 5p per word.

AD&D Spain
18-yr old *AD&D* DM/player seeks anyone to contact by letter or phone in Spain or Portugal. Seeks to exchange ideas on mainly *AD&D* but willing to learn other FRPGs. Quinta Vale de Marmelos, 7380 Elvas, Portugal. Tel: 68 63897.

RPG Newcastle
RPGer (23) new to area seeks club or others (16+) to play *RuneQuest* (can supply all equipment) or *AD&D, Traveller* etc. Beginners welcome. Contact: Tom, Newcastle 738037.

Postal Campaign
Roam in a land where heroes and legends live, gods clash and the inhabitants live in fear of the final confrontation between good and evil. For more information send SAE to D M Cooksey, 2 Pemerton Rd, Basingstoke, Hants RG21 2LW.

Help!
Tunnels and Trolls rulebook – original rules rulebook wanted. Must be in good condition. Reasonable price paid – $3.00 – American. Contact: Roland Lee, 4076 W 27th Ave, Vancouver, BC, V6S 1R7, Canada.

Wanted Urgently!
A copy of *TSR's Metamorphosis Alpha*. Will pay good price. Write to Paul Fleran, Room 2, Rochedene, Muglet Lane, Maltby, Rotherham, South Yorkshire.

Wanted
WD29 and *33*. Willing to pay. Would also like to contact other *AD&D*ers or other FRP gamers in Birmingham area. David Hems, 16 West Park Avenue, Northfield, Birmingham B31 5BQ. Tel: 021 478 0616.

New for Old
Brand new *Deities & Demigods* for good condition *Deities & Demigods* containing the *Cthulhu* and *Melnibonean* mythos or will buy. Also wanted 25mm fantasy lead miniatures and someone to exchange ideas on *AD&D* with. L Evans, 27 Richmond Rd, Mangotsfield, Bristol BS17 3EZ. Tel: 0272 574872.

Star Trek RPG
Wanted. Any persons wishing to boldly go where no rather amateurish prospective postal scenario has gone before, maybe. Contact: P D Coutts, 2 South Road, Little Heath, Romford, Essex RM6 4YT.

Banbury Club
Adventurers Anonymous is a new club for gamers aged 16 and over in the Banbury area. We want to meet players, GMs and DMs of any game including fantasy board games. Contact: Andrew Johnson, Banbury 50430.

New Club
Anyone in the Fareham area interested in joining a new RPG/ wargames club trying to start at Porchester Community Centre probably once a month on a Saturday, contact: Mr R M Search, 17A Exton Gardens, Porchester, Hants. Phone Fareham 288994.

Postal Diplomacy
Anyone in the UK interested in playing *Diplomacy* by post for fun and for free (though please enclose an SAE with all correspondence) should contact: the *League of Nations*, c/o Rik, 64 Rookery Rd, Knowle, Bristol BS4 2DT.

The Blue Wizards Return
A play-by-mail *D&D* campaign. For info' send an SSAE by the end of the month to Dean Raspin, 20 Icy Park, Aveton Gifford, Nr Kingsbridge, S Devon. Anyone welcome.

Striker
I am looking for two players of *GDW's Striker* who are interested in an experimental PBM game which I will referee. Good knowledge of rules essential. Contact: D Meadows, Room 274, Block 28, Polytechnic Precinct, Chester Road, Sunderland.

Tenth Annual Council of Nations
This special anniversary convention (October 5-8) will include open FRP gaming, miniature battles, a mini-painting contest, game instruction, costume contest, an auction, and many tournaments. For further information send a SSAE to I M Lord, *SWA 10th Council*, 1639 Eastern Parkway, Schenectady, NY 12309.

Wanted
White Dwarf 1-29. Good price paid. Contact: 0336 2005 and ask for Gavin.

West Yorkshire
Over 20, interested in a real campaign? We use rules modified from *RuneQuest*, and the setting is all our own. If you're interested, contact: Andy, 46 Beechwood View, Burley, Leeds 4.

Even an orc will do!
Is there anyone in the North Staffs desert? 14-year old, ultra-keen *AD&D* player/DM wants company. Contact: Richard Gemmell, Birchwood House, Hoar Cross, Nr Burton-on-Trent, Staffs DE13 8RA. Tel: 028 375 388.

Help!
Striker/Traveller player seeks players to help form small club dealing with large scale *Mercenary/ Striker/High Guard/TCS* battles. Experience essential. Age 16+, any sex/race. Contact: Colin, 12 Broadoaks, Epping, Essex CM16 4JY. Tel: Epping (0378) 77020.

D&D Sutton Coldfield
Boy, 12, wishes to hear from other males aged 10 to 12. Players/DMs phone: Roger, 354 7483, or write to: 61 Alcester Drive, Sutton Coldfield, West Midlands B73 6PZ.

Halifax Area
Enthusiastic boy of 12 wanting help from older and experienced games players. Keen to learn any new games and to improve on *AD&D* and *Warhammer*. If interested, contact: Jonathan Hogan, Halifax 66965, urgently!

Gameathon 9
This gaming convention (May 25-27) sponsored by the *Schenectady Wargamers Association* will include open FRP gaming, assorted tournaments and an *AD&D* Open. For more information send a SSAE to R C Jones, *SWA Gameathon*, 1639 Eastern Parkway, Schenectady, NY 12309.

PBM
Lonely male postal games player (31) wishes to meet female PBM player 23-30. Preferably in Holywood area. Please write to: Mr Derek Gilmour, 20 Wood End, Holywood, Co Down, Northern Ireland.

Star Frontiers
Anybody interested in playing a *Star Frontiers* adventure entitled 'Computer Hunt'. Please create six characters and send details to: Mr Derek Gilmour, 20 Wood End, Holywood, Co Down, Northern Ireland.

Announcement!
Thorin Oakenshield can lick Kiril Threndor any day of the week.

CLUBS

WREXHAM
Wrexham Games Club
Games: Wargames (all periods) and RPGs (*AD&D, RQ* and *Traveller*).
Time: Once per fortnight, ring for next date.
Place: Library arts centre, Wrexham.
Comments: We are a new club, so all are welcome.
Contact: Craig Cartmell on (0978) 264068.

FOREM
High Street
Alderney, Channel Islands
Tel: (048182) 3447

Open Mon-Sat 9.00-6.00
Closed from 1.00-2.15
Half day on Wednesday

Alderney's only model shop. Stockists of Warhammer, RPGs and Citadel Miniatures

EASTLEIGH MODEL CENTRE
2e High Street
Eastleigh, Hants.
Tel: (0703) 617849

Stockists of RuneQuest, Traveller, D&D, Citadel and Grenadier Miniatures, Warhammer, Boxed Fantasy and Wargames, Acrylic and Enamel Paints, Brushes and Air Brushes

EVERYTHING FOR THE ROLE-PLAYER, WARGAMER & MODELLER

ESDEVIUM GAMES
LOW COST MAIL-ORDER SPECIALISTS –

Come to Esdevium 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 products... The 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): **£8.95**
SUPPLEMENTS: (Wine of the Moon, Creatures Fair and Fell) **£1.95**
YRS RECORD SHEETS: **£1.95**
BOXED YSGARTH: (Rules set, Char Sheets, 2 Suppl) **£11.95**
MINI-SYSTEMS: Ideal for any FRP system. 1: WERES **85p;** 2: Character RP **£1.50.**
RAGNAROK 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 3: Baelnok and 4: Cynfeln ..... **each £1.15**
JAHANNAM/WYRDWORLD: Set in a medium entropy world parallel in background to the Middle East of the Middle Ages. 1-5 **each £1.50;** 6, 7 **£1.15 each.**
UTTGART: Set on this high entropy world 3 titles ..... **each £1.15**
ABYSS: is one of the leading small US 'zines. Iss 15-27 ..... **£1.15 each**
Eight Adventures from the Abyss **£2.95**

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 **£6.95**
DRAGON TREE SPELL BOOK: Some 225 spells, zero to 10th levels, wide in range and use **£5.50**
BOOK OF ARTIFACTS: 200+ treasure/artifacts with users, use, misuse, prices powers and occurrence **£5.50**
MONSTER FILE Vol 1: Let your players see the beast **£4.50**
AMAZON MUTUAL & DESERT PLOTS: new adventures and scenarios ..... **each £5.50**

These are just some of our games. Our catalogue contains details of virtually all games available in the UK. Send 16p in stamps & 17p SAE (overseas 4 IRC) for a copy (free with orders over £5).

Telephone Order with ACCESS
Payment in £ Sterling please.

ESDEVIUM GAMES (2W)
185 Victoria Road, Aldershot,
Hants GU11 1JU
Tel: Aldershot 311443
(Shop hours)
Farnham 722269 *(other times)*
NO POSTAGE ON MANY GAMES FOR REGULAR CUSTOMERS.

THE ROLE-PLAYING GAMES MONTHLY

WHITE DWARF

A subscription not only guarantees your copy, you also
SAVE MONEY!
White Dwarf now costs 85p each month,
but a UK subscription is *still only £10!* Subscribe now . . !

IMPORTANT - are you renewing your subscription? ..... ☐
If yes, please state your subscription number if known, and the last issue of your present subscription .....
SUBSCRIPTION RATES including postage and packing
ONE YEAR/TWELVE ISSUES:
UK & Ireland £10.00 ..... ☐
Europe (airmail) £20.00 ..... ☐
Other Overseas (surface mail)£20.00 ..... ☐
Other Overseas (airmail) £30.00 ..... ☐

ONE SAMPLE ISSUE
UK & Ireland £1.00 ..... ☐
Europe (airmail) £1.75 ..... ☐
Other Overseas (surface mail) £1.75 ..... ☐
Other Overseas (airmail) £2.50 ..... ☐
I wish my subscription to begin with the current issue ..... ☐
I wish my subscription to begin with issue number .....

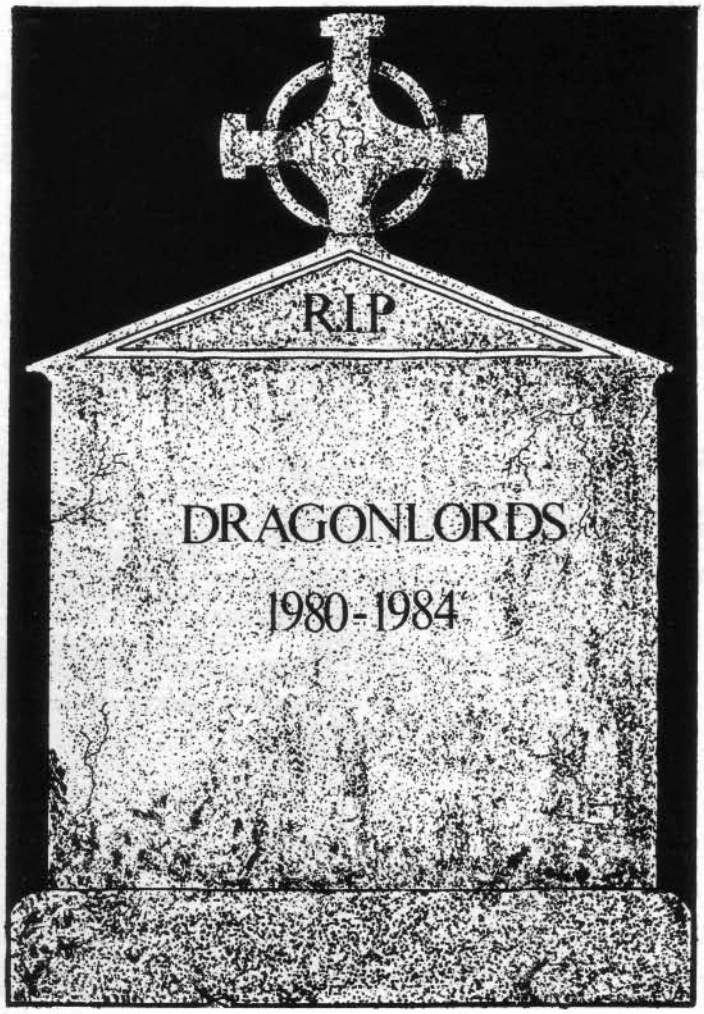
Please make your cheques/POs payable to (no cash accepted) **Games Workshop Ltd.**, then send them to **WHITE DWARF SUBSCRIPTIONS, GAMES WORKSHOP LTD., 27/29 SUNBEAM ROAD, LONDON NW10 6JP.**
ALL PAYMENTS IN BRITISH CURRENCY PLEASE
VISA (Barclaycard), ACCESS, AMERICAN EXPRESS and DINERS CLUB card holders can subscribe by telephone on 01-965 3713.
PLEASE PRINT CLEARLY IN BLOCK CAPITALS

NAME .....

ADDRESS .....

.....

..... WD52



WHITE DWARF BINDERS

Make sure you keep the coffee stains off your *White Dwarf* collection by protecting them in your own *White Dwarf* binder.

* Holds 12 issues
* 'Red Leather' finish
* *White Dwarf* embossed in silver on the spine

UK: Please send £4.50 (includes p&p);
Europe: Please send £5.00 (includes p&p);
Other Overseas: Please send £6.00 (includes p&p);

To: **Games Workshop Ltd, 27/29 Sunbeam Road, London NW10 6JP**

BRALEY LTD.
141 Little Ealing Lane
London W5

Open Monday-Friday 9.30-6.00
Half day Wednesday until 1.00
Saturday 9.30-5.30

Now stock RPGs and Citadel Miniatures

MODEL KITS
16 Hendford
Yeovil, Somerset BA20 1TE

Open Monday-Friday 9.00-5.30
Saturday 9.00-5.00. Closed Thursday

Now stocks Fantasy Games, Miniatures and accessories. Paints arriving shortly

HOBBY HORSE MODEL RAILWAY CENTRE
12 Littlehampton Road
Worthing, Sussex

Open Tuesday-Saturday
(Closed Monday)
9.30-1.00, 2.15-5.30
Friday open till 6.00

Now in stock: D&D, RuneQuest, Traveller, Warhammer and Citadel Miniatures

CRASIMOFF'S WORLD

PLAY-BY-MAIL GAME

* **FULL TIME GAMESMASTER**
* **OVER 200 DIFFERENT PLAYERS**
* **FULLY DESIGNED FANTASY WORLD**
* **BI-MONTHLY PLAYERS NEWSLETTER**
* **FLEXIBLE GAME SYSTEM GIVING FREEDOM OF CHOICE AND ACTIONS**
* **RUNNING FOR OVER TWO YEARS**

Crasimoff's World is a PBM game of exploration and adventure. As a player you assume the role of chieftain in a band of brave adventurers set on gaining knowledge and power. Your party will set out from a small town, knowing nothing about the world apart from a few rumours. As you travel you will learn more about the land and its secrets, encountering other parties, races and creatures.

"There are tokens detailing magic, spells, creatures, parties met, artifacts, treasure, money, and many other items which you discover as you play the game. KJC Games has been running Crasimoff's World for over a year now, and the effort the gamesmaster puts into each turn never ceases to amaze me. Most players find themselves offered a different scenario each turn, or find that a new twist has happened to an existing adventure."

As reviewed in
WHITE DWARF
37

If you wish to enrol in Crasimoff's World, send a £5.00 cheque/P.O. payable to K.J.C. Games. For this you will receive a rulebook, set up material, the latest newsletter, and the first four rounds. Future rounds are £1.25 each. Copies of the White Dwarf review are available free of charge from K.J.C. Games.

Return to:
K.J.C. Games, 5 Vicarage Avenue,
Cleveleys, LANCASHIRE FY5 2BD

Please enrol me in Crasimoff's World. Enclosed is £5.00 for which I receive the rulebook, set up material and the first four rounds. Future rounds are £1.25 each.

NAME . . . . . .

ADDRESS . . . . . .

. . . . . .

. . . . . .

Return to:
K.J.C. Games, 5 Vicarage Ave., Cleveleys, Lancashire FY5 2BD

MEDWAY GAMES CENTRE
1 CHURCH STREET
CHATHAM, KENT
Tel: MEDWAY (0634) 814750
Fantasy Games ● Board Games
Computer Games

Open Mon-Sat 9.30-5.30
(Closed Wednesday)

VISA

Tablegames

-suppliers of all table & board games

37 Fisherton Street
Salisbury, Wiltshire SP2 7SU

Tel: (0722) 332955

COTTERILLS

1 Queensway
Halesowen
W. Midlands B63 4AB

Open Monday-Saturday 9.00-5.30

Toys, Games and Hobbies!

MAGPIE MODELS & COLLECTORS SHOP

4 Regent Street
Chapel Allerton, Leeds LS7 4PE

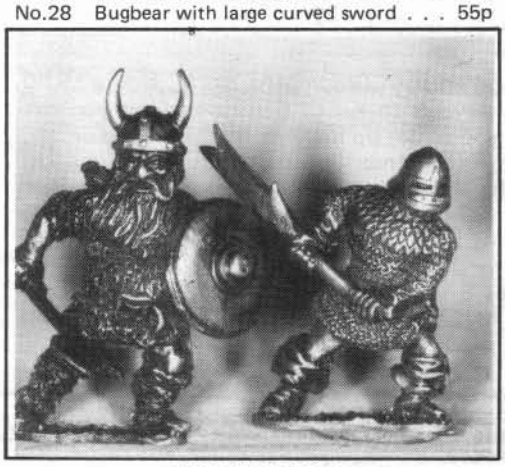
Open Mon-Sat 9.30am-5.30pm

Mail order available on Games, Figures and accessories

ESSEX MINIATURES FANTASY

25mm ROLE PLAYING MINIATURES

No.1a	Centaur with spear & shield	85p
No.2a	Ogre carrying huge mallet dragging dead dwarf	£1.05p
No.20	Hobgoblin with large bladed heavy polearm	45p
No.20a	Hobgoblin with spiked mace	45p
No.27	Bugbear with spiked club	55p
No.28	Bugbear with large curved sword	55p



ADVENTURERS
No.10 BARBARIAN FIGHTER
No.14 FIGHTER IN MAIL

NEW! **ORCS**

No.34	Orc Executioner	55p
No.35	Orc with axe and shield (2 variants)	45p
No.36	Orc with club and shield (2 variants)	45p
No.37	Orc firing crossbow (2 variants)	45p
No.38	Armoured Orc thrusting spear (3 variants)	45p
No.39	Orc firing bow (2 variants)	45p
No.40	Orc with death banner	55p
No.41	Orc beating battle drum	55p
No.42	Orc Trumpeter	55p
No.43	Orc Chieftain with axe	55p
No.44	Orc Guard armoured halberdier	45p
No.45	Orc Champion, plate armour	55p
No.46	Orc with sword and dagger	45p
No.47	Orc Rabble attacking with spear	45p
No.48	Orc Rabble with axe and dagger	45p
No.49	Orc Rabble with sword and shield	45p
No.50	Orc Rabble with club and shield	45p

No.27 BUGBEAR

NEXT MONTH
GNOLLS AND SKELETON WARRIORS

ESSEX USA

Sole United States Distributor:
'Wargames'
1410 Promenade Bank Centre,
Richardson, Texas 75080
All enquiries call:
214/387-0360

SEND STAMPED ADDRESSED ENVELOPE FOR FREE CATALOGUE. TAKE A LOOK AT OUR MEDIEVAL RANGE! OVER 150 GREAT CHARACTERS - ALSO ANCIENTS, E.C.W., RENAISSANCE, COLONIAL AND EQUIPMENT.

UNIT 7, CHAPMAN COURT, CHARFLEETS ROAD, CHARFLEETS INDUSTRIAL ESTATE, CANVEY ISLAND, ESSEX.
Shop now open at above address Mon-Fri 9-5 p.m. Sat. by appointment. *Phone (0268) 682309*

Access VISA

GAMES PEOPLE PLAY

The Gamers Games Shop

'At the sign of the Red Unicorn.'

For the Role-player

A huge range of most major and minor RP systems, with in-depth back-up of supplements, scenarios and journals. A wide range of figures and accessories from many manufacturers.

We cover the gamut of RP gaming in the historical, fantasy, and sci-fi worlds.

For the Figures Gamer

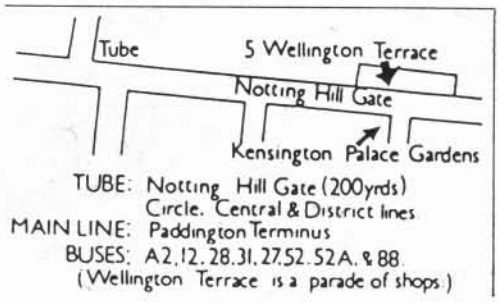
Full ranges now in stock of 15mm figures by: Jacobite & Tabletop, 25mm figures by Essex (Dixons: Coming Soon)

Fantasy by Citadel, Chronicle, Oracle and others.
Grenadier Models.

S.F.1/300 & 1/10000 by Q.T. Models

For the Boardgamer

A comprehensive range of games from:
Avalon Hill
G.D.W.
Games Workshop
Simulations Canada
Standard
TSR/SPI
Victory Games
Yacquinto
& Others



At Games People Play you'll meet a knowledgeable staff to help and advise you. So come to see us. We're the gamers games shop.

VISA

5 Wellington Terrace, Bayswater Rd.
Notting Hill Gate, London W2 Tel. 727-9275

Official London agents for JACOBITE MINIATURES

OPEN FROM 10a.m. to 6p.m. MON–SAT

We have the widest selection of miniatures in London.

MAIL ORDERS WELCOMED

FANTASY WORLD

10 Market Square
Hanley, (opp. Lewis's)
Stoke-on-Trent, ST1 1NU
Tel: (0782) 279294

Open Mon-Sat 10.00am-5.30pm
(Closed all day Thursday)

As well as role-playing games, rule books, and miniatures, our two floors stock sci-fi paperbacks, comics, rock books, and film mags. For directions see our ad in WD 43, or send an SAE requesting directions.

RITZ TOYS

100 Queensmere
Slough, Berks.

Open Mon-Sat 9.00-5.30

Large selection of D&D, RuneQuest, Tunnels & Trolls, Traveller, Citadel Miniatures, Boxed Fantasy & Science Fiction Games

ARBON & WATTS LTD.

39 Sherrard Street
Melton Mowbray, Leics.
Tel: (0664) 62876
and also at
96 Westgate, Grantham, Lincs.

Open 9.00-5.15 Mon, Tues, Fri & Sat
Open 9.00-5.00 Weds & Thurs.

G&I MODELS

33 Horsemarket Street
Warrington, Cheshire
Tel: (0925) 574539

Open 9.00-5.30 Mon-Sat
9.00-1.00 Thursday

Now stocks Games Workshop Games and Citadel Miniatures

If you've ever been killed by the evil goblin, flamed by a dragon or turned to stone by a wizard...

then you need Micro Adventurer – the new monthly magazine devoted to all microcomputer adventures, war games and simulations.

Each issue offers a wide range of stimulating features, including:
- Helpline and Contact columns
- Reviews of the latest adventures
- Competitions with exciting prizes
- War gaming advice
- Adventures to type in and play
- Profiles of famous adventurers
- Advice on how to write your own adventures

If all this sounds too good to be true then fill in the form below to make sure you receive your copy of Micro Adventurer.

SUBSCRIPTION ORDER FORM
Please send me 12 issues (a year's subscription) of Micro Adventurer, beginning with the _____ issue.

Name _____

Address _____

_____

Signature _____ Date _____

This order should be accompanied by a cheque made payable to Micro Adventurer.

UK subscribers
A year's subscription is £10.00 — please send this form with payment to Micro Adventurer, Subscriptions Department, Oakfield House, Perrymount Rd, Haywards Heath, Sussex.

US/Canadian subscribers
A year's subscription at air-speeded rates is US$33.95 — please send this form with payment to Micro Adventurer, c/o Business Press International, 205 East 42nd St., New York, NY 10017.

ZAP!

45 BARLOW MOOR ROAD, DIDSBURY, MANCHESTER M20 0TW. Tel: 061-434 5390
ROLE-PLAYING GAMES AND AIDS, MINIATURES, BOARD GAMES, FANTASY, SCIENCE FICTION, COMICS, MODELS, TOYS, POSTERS, T-SHIRTS, BADGES, POSTCARDS, CARDS...

NOW AVAILABLE: painted figures from 95p. Figure painting service (from 55p per figure) by Serrendipidy Painting Services. Also new early medieval armies (up to 100 to order). Siege and war machines to order.

☆ **HOLOGRAMS EXHIBITION** ☆
Buses direct from Manchester (42,45,46,157) and Stockport (306, 316, 370)

WHITE DWARF

BACK ISSUES

Remember – back issues of *White Dwarf* go fast. There are only limited stocks of the following back issues still available:

Nos: 30-32, 36-39, 46, 48-51

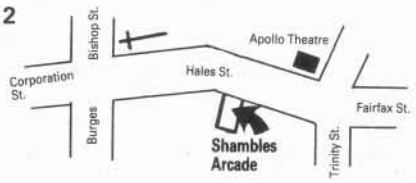
UK & Ireland: £1.00 each; Europe (airmail) and other overseas (surface mail) £1.75 each; other overseas (airmail): £2.50. Please make your cheques/PO (*no cash accepted*) **payable to Games Workshop Ltd.,** and send them to **Games Workshop Ltd., 27/29 Sunbeam Road, London NW10 6JP.**

THE CITADEL OF CHAOS

Unit 64, The Market Hall,
High Street, Epsom Surrey
Tel: Epsom 29095 (Mr. Eves)

Now stocks a wide range of FRP Games (AD&D, RuneQuest etc.), Figures and accessories

D.W. GAMES
SHAMBLES ARCADE (inside)
21 HALES STREET
COVENTRY
Tel: (0203) 24612



Probably the world's smallest games shop with one of the **BIGGEST** selections of games, including D&D, RuneQuest, Traveller, Games Workshop Games, Avalon Hill, Gibsons, Hartland and Citadel Miniatures.

STUDENT DISCOUNT **CLOSED THURSDAYS**

STREATHAM HILL TOYS AND GAMES

5 Leigham Court Road
London SW16
Telephone 01-769 7435

Open Mon to Sat 9.30-5.30
Closed all day Wednesday

Now stocks Games Workshop Games and Citadel Miniatures

MODEL SHOP (Belfast) Ltd.

10-16 Queen Street, Belfast 1
Northern Ireland BT1 6ED
Tel: (0232) 240853
AND ALSO AT: 20 Abbey Street, Bangor
Tel: Bangor 3109

Open Mon-Sat 9.00-5.30
Closed all day Wednesday

FRP Games, Computers, Computer Games & Software

MODEL JUNCTION

10 Whiting Street
Bury St. Edmonds, Suffolk
Tel: (0284) 3456

Open Monday to Saturday
9.00-6.00

Now stocks range of FRP Games & Citadel Miniatures

REALISTIC SPACES

THE ONLY PLAN SYSTEM FOR THE DISCRIMINATING FRP GAMER – WITH NATURAL CAVES & CAVERNS AS WELL AS DUNGEONS

In four complementary but independent sets (Labyrinthine or Spacious Dungeons, and Tortuous or Cavernous Caves) – each containing twenty full-size sheets of pre-drawn ready-to-cut-out pieces with endless passages, spaces and features.

only £3.99 per set + 65p p & p

- ★ *infinite variety and size of space*
- ★ *compatible with all FRP games*
- ★ *to scale for 15mm and 25mm*
- ★ *controls the effect of light*
- ★ *for random or pre-designed play*
- ★ *eliminates the 'perfect memory' effect*
- ★ *can be used again and again – and again*

from games shops or
Endless Games. Tel: (092 681) 7048
2 The Old Bakery, Long Itchington, Rugby CV23 8PW

ENDLESS PLANS (DUNGEONS AND CAVES)

POISON DWARF GAMES
Micromail Ltd., P.O. Box 34,
Leighton Buzzard LU7 8SJ

MAIL ORDER
Dungeons & Dragons
Basic Set (revised) £7.90
Expert Set £7.90
Expert Rulebook £3.50
Module B1 ..... £3.00
Module B2 ..... £3.50
Module B3 ..... £3.50
Module B4 ..... £3.50
Module X1 ..... £3.50
Module X2 ..... £3.50
Module X3 ..... £3.50
Book of Treasure Maps 2 ..... £4.25
Gencon IX Dungeon £2.15
Tower of Ulission £1.70
Spies of Lightelf £3.50
Modron £2.15

TUNNELS & TROLLS
Tunnels & Trolls Boxed Set £6.25
Tunnels & Trolls Rulebook £3.50
City of Terror £3.50
Sea of Mystery £2.30
Blue Frog Tavern £2.30
Sewers of Oblivion £2.50
Death Trap Equalizer £3.20
Catacombs of Bear Cult £2.50
Naked Doom £2.00
Sorcerer Solitaire £2.00
Weirdworld £2.00
Buffalo Castle £2.00
Overkill £2.00
Sword for Hire £2.20
Labyrinth £2.20
Arena of Khazan £2.20
Beyond the Silvered Pane £2.50
Dargon's Dungeon £2.50
Misty Wood £2.20
Uncle Ugly's Underground £1.35
The Complete Dungeon of the Bear £3.00

TRAVELLER
Traveller Starter Edition £6.95
Book 0: Introduction to Traveller £2.50
Book 4: Mercenary £2.50
Book 5: High Guard .....
Supplement 1-4 ..... £2.00
Supplement 6-11 ..... £2.00
Traveller Adventures 1-8 ..... £2.00
Traveller Double Adventures 1-6 ..... £2.00

OTHER TRAVELLER ADVENTURES
Ordeal by E'shaar £3.80
Action Aboard £3.80
The Seven Pillars £3.80
Rescue on Galatea £3.80
Legend of the Sky Raiders £3.80
Trail of the Sky Raiders £3.80
Fate of the Sky Raiders £3.80

THIEVES WORLD
Thieves World Boxed Set £12.70
Traitor £4.70
The Spirit Stones £4.70
Dark Assassin £4.70

MIDDLE EARTH PLAYING AIDS
Middle Earth Guide & Map £5.90
Angmar - Land of the Witch King £6.75
Ardor - Realm of Southern Middle Earth .. £6.75
Umbar - Haven of the Corsairs £6.75
Northern Mirkwood - Wood Elves Realm . £6.75

RUNEQUEST
Boxed Set £7.90
Rulebook £5.25
Cults of Prax £5.25
Cults of Terror £6.90
Plunder £4.20
Questworld £11.60

RUNEQUEST BOXED SETS
1: Humanoid Adventurers £3.20
2: Adventurers £3.20
3: Attack of the Broo £3.20
4a: Broo II £3.20
6: Humanoids & Aldryami £3.20

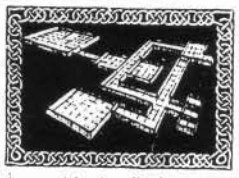
RUNEQUEST ADVENTURES
Griffin Mountain £8.45
Pavis £12.70
Big Rubble £12.70

RUNEQUEST GAMES
Call of Cthulhu £16.10

OTHER GAMES
Talisman £5.75
Warhammer £5.00
Dr. Who £5.75
Apocalypse £5.75
Valley of the Four Winds £5.00
Warlock £5.00
Quirks £4.20
Quirks Expansion Kit 1 ..... £3.20
Quirks Expansion Kit 2 ..... £3.20
Judge Dredd £6.50

Cheques - Made payable to Micromail Ltd.
BC/ Access welcome. Please add 50p to all orders for p&p in the UK. 30% for overseas.
Discount on orders over £20 for schools and colleges.

Torchlight Fantasy Products



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. For more details, plus FREE SAMPLE DUNGEON DOORWAY. Send SAE now to: **TORCHLIGHT FANTASY PRODUCTS (Dept. W), 23 CLIFFTOWN ROAD, SOUTHEND-ON-SEA, ESSEX SS1 1AB**
TRADE ENQUIRIES WELCOME

MAIL ORDER SERVICE AND CLUB DISCOUNT SCHEME

Visit **The Gameskeeper** at 105, COWLEY ROAD, OXFORD
Tel: 0865 721348
for a spell of enjoyment

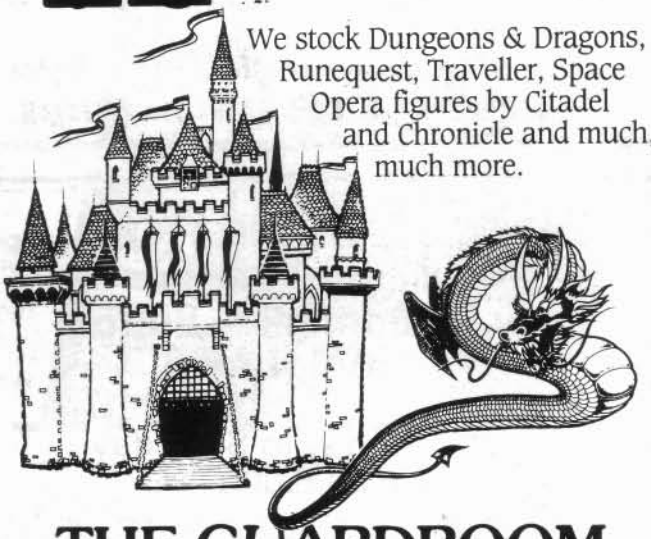
THE GAMESMASTER

A new shop name in games, but with years of experience behind it.
Now open at:
13 Forrest Road, Edinburgh EH1 2QH
(Tel: 031 226 3354)
97 Pilgrim Street, Newcastle-upon-Tyne,
(Tel: 0632 322418)
536 Great Western Road, Glasgow G12 8EL
(Tel: 041 334 1583)

Axle says:
'Visit The Guardroom'

SOUTH BEDFORDSHIRE'S CENTRE FOR GAMES

We stock Dungeons & Dragons, Runequest, Traveller, Space Opera figures by Citadel and Chronicle and much, much more.



THE GUARDROOM

38 WEST ST., DUNSTABLE. TEL: (0582) 606041
2 miles from Junction 11 on the M1

GAMES STORE
161 Linthorpe Road
Middlesbrough, Cleveland
Tel: (0642) 247553

Open Mon-Sat 9.30am-5.30pm

Discount scheme for clubs and groups, plus player contact board

UNICORN GAMES

MAIL ORDER ONLY

6 WOODHAM ROAD, CATFORD, SE 6 2SD

BASIC D&D

BASIC SET.....9.50
EXPERT SET.....9.50
D&D CHARACTER RECORD SHEETS.....2.95

BASIC D&D MODULES

B1 IN SEARCH OF THE UNKNOWN.....4.50
B2 KEEP OF THE BORDERLANDS.....4.50
B3 PALACE OF THE SILVER PRINCESS.....4.50
B4 THE LOST CITY.....4.50
B5 HORROR ON THE HILL.....4.50
O1 THE GEM AND THE STAFF...(1 on 1).....4.50

SOLO D&D

M1 BLIZZARD PASS.....4.50
M2 MAZE OF THE RIDDLING MINOTAUR.....4.50

ADVANCED D&D

DUNGEON MASTERS GUIDE.....10.95
PLAYERS HANDBOOK.....9.95
MONSTER MANUAL.....9.95
MONSTER MANUAL II.....9.95
FIEND FOLIO.....9.95
DUNGEON MASTERS SCREEN.....4.95
AD&D CHARACTER RECORD SHEETS.....3.95

ADVANCED D&D MODULES

I2 TOMB OF THE LIZARD KING.....4.50
I3 PHAROAH.....4.50
I4 OASIS OF THE WHITE PALM.....4.50
I5 THE LOST TOMB OF MARTEK.....4.95
I6 RAVENLOFT.....4.95
U2 DANGER AT DUNWATER.....4.50
U3 THE FINAL ENEMY.....4.50
N1 THE CULT OF THE REPTILE GOD.....4.50
S2 WHITE PLUM MOUNTAIN.....3.50
S4 THE LOST CAVERNS OF TSOJCANTH.....5.50
L2 THE ASSASINS KNOT.....4.50
EX1 DUNGEONLAND.....4.50
EX2 LAND BEYOND THE MAGIC MIRROR.....4.50
UK1 BEYOND THE CRYSTAL CAVE.....4.50
WG4 FORGOTTEN TEMPLE OF THARIZDUN.....4.50

WARHAMMER

WARHAMMER:MASS COMBAT ROLE PLAYING.....5.95
WARHAMMER DICE SET.....1.25
FORCES OF FANTASY.....5.95

RUNEQUEST

BOXED SET.....8.95
RUNEQUEST RULEBOOK.....5.95
CULTS OF PRAX.....5.95
RUNEQUEST COMPANION.....6.95
RUNEQUEST CHARACTER SHEETS.....1.99
QUESTWORLD.....12.95
PAVIS.....14.95
BIG RUBBLE.....14.95
SOLOQUEST II:SCORPION HALL.....4.95
SOLOQUEST III:SNOW KINGS BRIDE.....4.95

GENERAL ROLE PLAYING AIDS

DUNGEON FLOOR PLANS I,II,III.....each.2.99
DUNGEON MAPPING SHEETS.....1.99
WILDERNESS HEX SHEETS.....1.99
DRAGON DICE percentage.....0.95
DRAGON DICE random number.....1.50
DUNGEON PLANNER I:CAVERNS OF THE DEAD....4.95

BOXED MINIATURE SETS

STARTER SET.ADVENTURERS.....3.95
STARTER SET.MONSTERS.....3.95
CP1 CHAOS MARAURDERS.....3.95
CP2 HEROIC ADVENTURERS.....3.95
CP3 TROGLODYTES.....3.95
CP4 LIZARD WARRIORS.....3.95
CP5 MONSTEROUS ORC WAR MACHINE.....6.50
CP6 SKELETON GUARDS OF CHAOS.....3.95
SS1 WARRIORS OF CHAOS.....3.95
SS2 THE DWARFS KINGS COURT.....3.95
SS3 KNIGHTS OF CHAOS.....3.95
SS4 GOBLIN RAIDING PARTY.....3.95
SS5 WARRIOR KNIGHTS OF LAW.....3.95
SS6 WHITE DWARF CHARACTERS.....3.95

RUNEQUEST BOXED MINATURE SETS

RUNEQUEST BOX1.HUMANOID ADVENTURERS.....3.95
RUNEQUEST BOX2.ADVENTURERS.....3.95
RUNEQUEST BOX3.ATTACK OF THE BROO.....3.95
RUNEQUEST BOX4.BROO II.....3.95
RUNEQUEST BOX5.DRAGONEWTS.....3.95
RUNEQUEST BOX6.HUMANOIDS & ALDRYAMI.....3.95
RUNEQUEST BOX7.DEMONS.....3.95

BOARD GAMES

TALISMAN:THE MAGICAL QUEST GAME.....7.95
JUDGE DREDD GAME.....7.50
BATTLECARS.....6.95

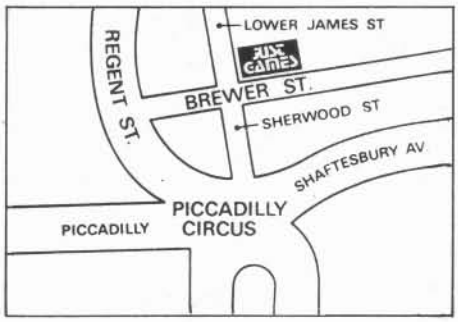
ALL ITEMS POST FREE IN THE U.K. ADD 30% OVERSEAS.
FIRST CLASS RETURN POST ON ORDERS UNDER 1KG.
CHEQUES PAYABLE TO UNICORN GAMES PLEASE.

JUST GAMES

62 Brewer Street, London W1

Tel: 01-437 0761/ 734 6124

Open Mon-Sat 10.00am-6.00pm

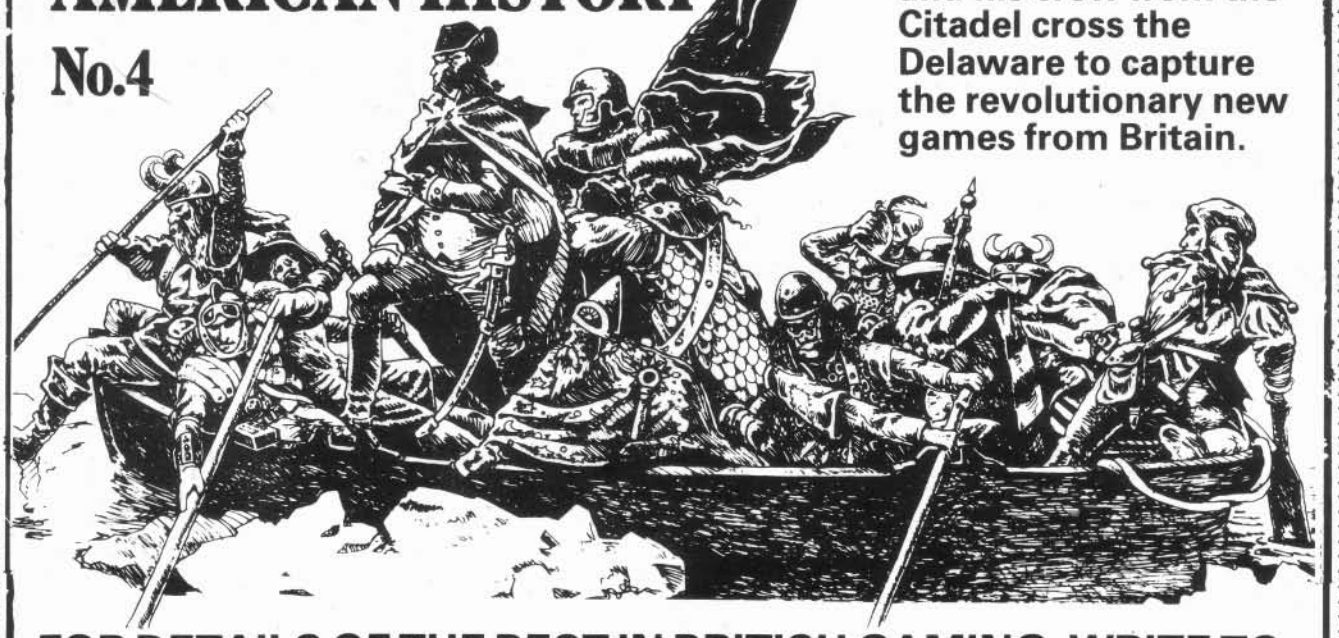


Dungeons & Dragons * AD&D *
Traveller * Games Workshop *
RuneQuest * Citadel * Avalon Hill *
Board Games * Chess * Backgammon *
Puzzles * Dice *

GREAT MOMENTS IN AMERICAN HISTORY

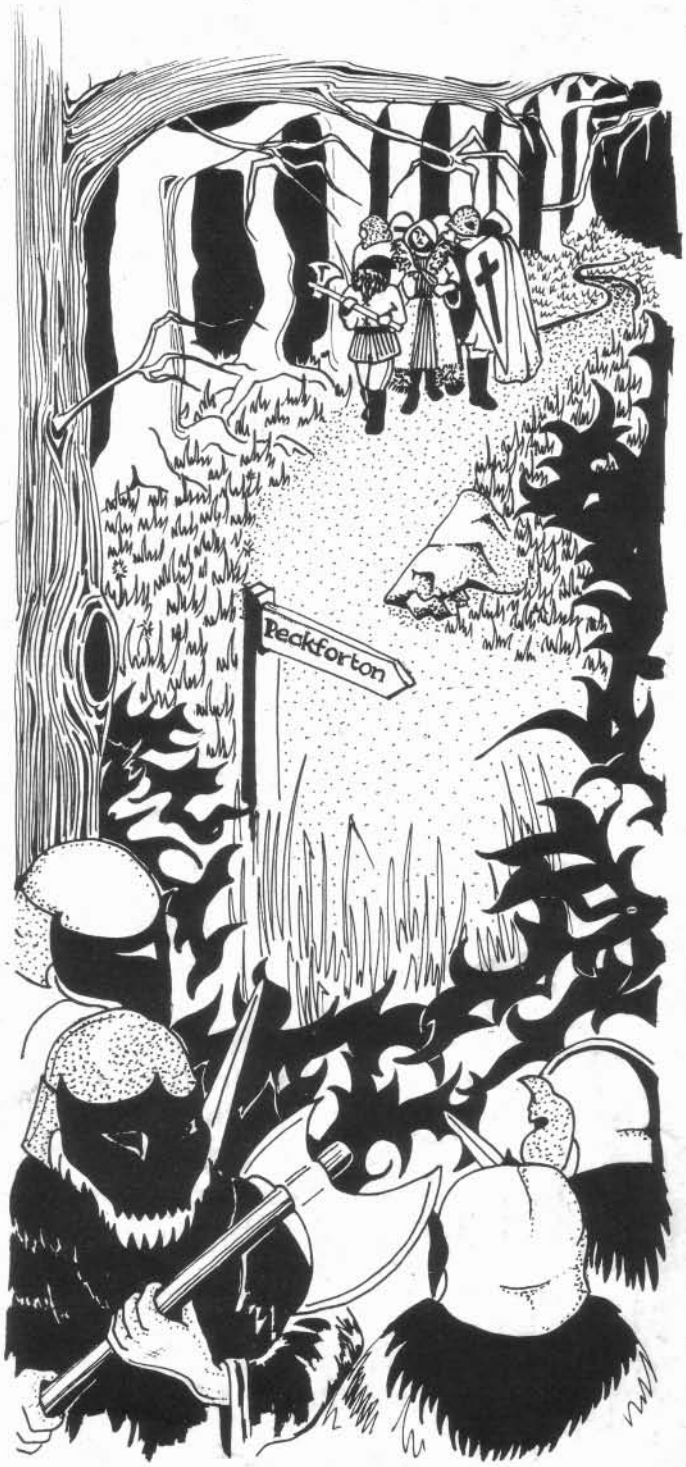
No.4

General Washington and his crew from the Citadel cross the Delaware to capture the revolutionary new games from Britain.



FOR DETAILS OF THE BEST IN BRITISH GAMING, WRITE TO:
GAMES WORKSHOP U.S., PO BOX 2537, GAITHERSBURG MD 20870

Another First from Treasure Trap



Fantasy Adventure Holidays!

Could you:

- **Carry "The Ring" to Mount Doom (Frodo Baggins)**
- **Destroy the Illearth Stone (Thomas Covenant)**
- **Defeat Thulsa Doom (Conan the Barbarian)**
- **Find the Golden Fleece (Jason)**
- **Clean Out the Agean Stables (Heracles)**
- **Slay a Medusa (Perseus)**
- **Pluck the Green Eye of the Little Yellow Idol to the North of Katmandu (Mad Carew)**

Commencing in May 1984 parties of up to 20 adventurers will embark on fortnight and week-long fantasy adventures to relieve Peckforton Castle from the forces of evil. The quest will commence at a distant point in England or Wales and finish at the Castle. On the way the adventurers will meet a selection from the following activities: camping; orienteering; rock-climbing; horse riding; caving; swimming; canoeing; abseiling and raft building. As well as all manner of evil creatures, puzzles, tricks and traps which will bar their way while discovering hidden treasure. Participants must wear their own protective clothing and camping equipment, otherwise everything else is found.

And Another Second

Treasure Trap continue to provide exciting adventures for would-be Fighters, Thieves, Clerics and Magic-Users to act out your favourite character for real. Now we plan to open a Second and Third Venue during 1984. Join now and you will be one of the first to be invited to use the new venues.

What do you get for your membership?

★ Weapons ★ Armour ★ Facilities to make your own Personalised Weapons ★ Organised Adventures on Fridays, Saturdays, Sundays and Bank Holidays and other times by arrangement ★ Bar Room Brawls, Manhunt and Defender Games during the Week ★ Court and Guild Intrigue ★ Monstering ★ Refereeing ★ Dungeon Design ★ Treasure Trove Shop ★ Coffee Bar ★ Metal Weapons Combat Course ★ Archery Club ★ Overnight Stays ★ Group Membership Discounts ★ Transport ★ Tabletop Games Club ★

What do you get in an adventure?

A three hour real life fantasy experience, passing through specially designed scenarios comprising Monsters, Tricks, Traps, and Special Effects, co-ordinated by our team of experts.

How much does all this cost?

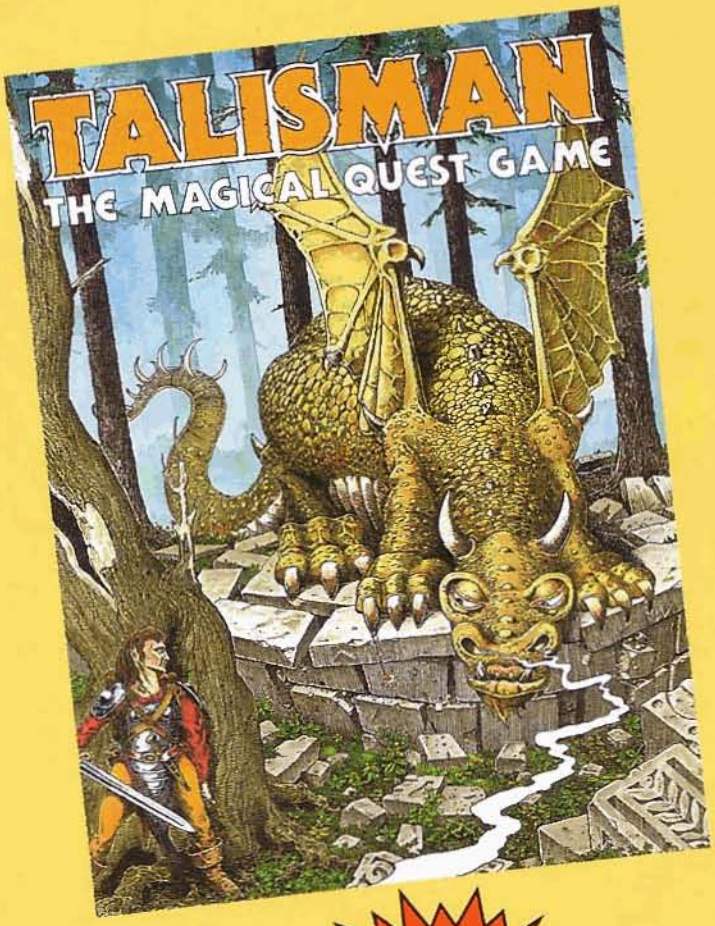
£46 Membership per year
(£57.50 from 1st April 1984)
(Plus £5.00 for each adventure)

Basic Adventure Offer

For those who are brave enough to accept our challenge of real life fantasy adventuring we offer our "basic" dungeon to give prospective members a taste of **TREASURE TRAP** before they are fully committed to membership. Send £10 now and ring BUNBURY (0829) 260876 to make a booking. The £10 will be deducted from your membership fee should you decide to join.

If you wish to receive further details send a stamped self-addressed envelope to:
Fantasy Experience (Wargames) Ltd, P O Box 130 Chester CH1 1TD.
Cheques should be made payable to: **Fantasy Experience (Wargames) Ltd.**

FAR AWAY IN A CURSED GLADE, A DRAGON IS WAITING TO MEET YOU...

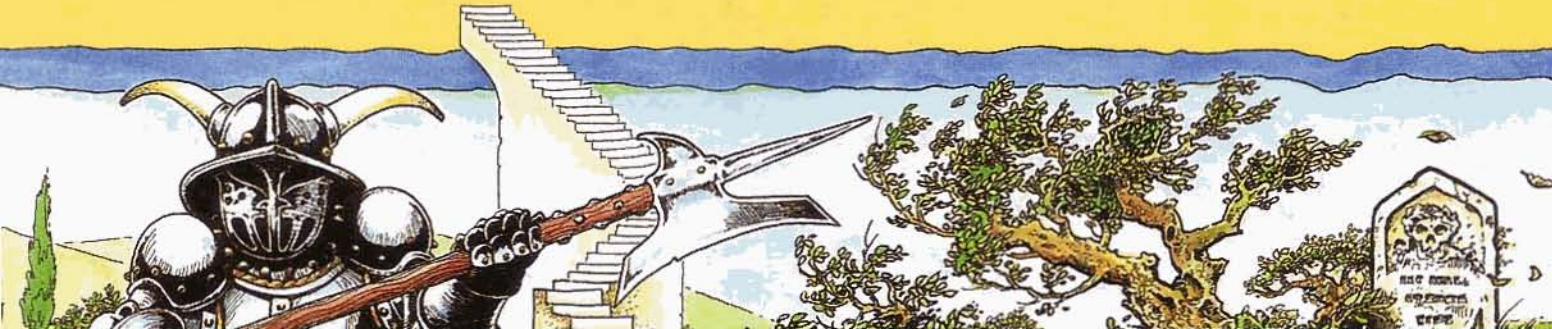


If you enjoy fantasy role-playing games but only have time for a quick adventure, then TALISMAN is the game for you. It is a unique game which bridges the gap between board games and role-playing brought to you by Games Workshop.

As one of fourteen different characters, you must go on a dangerous quest to find the magic talisman. But monsters, traps and sinister places await your player-character. Only with skill and bravery will you survive.

only £7.95

TALISMAN is the ingenious creation of Robert Harris and is beautifully illustrated by Gary Chalk. See it in your local games or hobby shop now.



One mistake and you're just one more piece of debris

Knight Hawks from TSR

Space is big, cold and hostile. There is nobody to run to for help. You are on your own. Only the very best can survive in TSR's Knight Hawks science fiction game. Are you up to the challenge? The pilot of the sleek fighter, the gunner in a space dreadnought, the navigator on the jump to Prenglar. All these challenges and more are available with this expansion kit for the STAR FRONTIERS™ game.
(And Knight Hawks is also a great game in its own right).

The game features:

* New space skills.
* Detailed aspects of interstellar travel, financing and constructing a star ship, etc.
* Plenty of new rules material including traditional science fiction elements.

Ask your games retailer for details or contact

TSR UK Limited,
The Mill, Rathmore Road,
Cambridge CB1 4AD
Telephone 0223 212517

STAR FRONTIERS is a trade mark owned by TSR Hobbies Inc.