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The major American games conventions are currently in full swing and new releases in SF/F games appear to be never ending. Origins is over with the news that there was a record attendance of over 4,000 people, and a record attendance is also expected at GenCon later on this month. With new rules, games and miniature figures being constantly released from new as well as existing companies, it is difficult to imagine where it is all going to end (if at all).

During the last year there has been an incredible rise in the popularity of science fiction and fantasy games. At first they were put down as "kids' stuff" by traditional wargamers, but now everybody is joining in the fun. After all, games should be fun although the presence of monsters and magic does not mean the absence of skill in play. And it took a long time for the traditionalists to realise this, unfortunately.

The United States continues to be way ahead of everybody when it comes to producing games and it is a pity that when the UK convention season starts, the only new releases are likely to be of American origin.

Talking of conventions, we are pleased to inform you that all the editorial staff of White Dwarf will be at Dragonmeet on 26th August. We will all be wearing chainmail at least to avoid damage from angry readers' +2 rotten tomatoes. Hope to see you there.

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Editor: Ian Livingstone
Feature Editors: Steve Jackson, Albie Fiore, Don Turnbull
Cover Illustration by: Derek Hayes
Published by: Games Workshop
MONSTER MODELLING

Despite the wide range of figures currently available, there are still some well known monsters that have yet to see the light of day — the stirge, for example. This is because some of them are virtually impossible to cast satisfactorily in the lead alloy used. For those keen on figures, one way to supplement the range is to make your own. This can be easily done with readily available materials.

The basic technique is to use thin pliable wire to make a frame with an extension so that it can be glued to a plastic base (or the wire can be heated and carefully melted into the plastic). The frame is then packed with wads of damp tissue paper and then a diluted filling compound, eg. Fine Surface Polyfilla, is applied with a paint brush. To build up shape, the consistency of the filler should be quite thick and then a much thinner solution should be applied to give a smooth final surface. With a little practice, it will be found that by using finer brushes, greater detail can be obtained. Once the filler is dry it can also be cut or filed to the shape desired. Don't worry about any mistakes made as the filler can easily be scraped or broken off to repair or improve the figure.

Wings or thin membranes can be easily made by cutting some tissue paper to the required shape, attaching it to the model and then applying several coats of very thin filler. Filler is also applied to the base to cover the wire and create a ground texture.

Paint can be easily applied to the filler, when it has completely dried out, to produce the finished model.

To get some practice in, I recommend a start by making the Ochre Jelly and Black Pudding, as described in the D&D Basic Rulebook. Since these are amorphous blobs they can form any desired shape. Below are some details on how to make some monsters which necessitate slightly more work than those mentioned above. However, once the basic technique has been mastered, it should be easy to design and model your own creations for your own worlds.

THE MANTA
(created by Wayne Shaw, described in All The Worlds’ Monsters Vol. 1)
This is a particularly easy one to start with as it is only slightly more complicated than the Ochre Jelly or Black Pudding. Form a wire frame, as shown, attach to a base, cover the “umbrella” with tissue paper and then finish by applying thin coats of filler.

THE FUZZY
(created by Paul Jaquays, describes in The Dungeoneer Vol. 1, No. 2)
Twist together three wires (one of about 3" in length and two of 1½"). Push the twisted ends into the hole of a ¼" diameter plastic bead, enlarging the hole if necessary, and glue in position. Apply matt varnish to the bead and then dip it into finely chopped hair, from your own head, or as supplied in model shops for making trees. When this has dried, apply a second coat of matt varnish to the hair by allowing it to soak off the brush — don’t try to paint in on! then dip the bead into the chopped hair again, Using a toothpick or similar article, ease a space in the hair for the single eye to be painted on the bead.

The wires for the tentacles should then be bent into shape, using the longer one to form a stand which can be attached to the base. The wires should then be thickened up, especially close to the body, with a thin filler applied with a paint brush.

The Steely (of the same family) can similarly be made by using a slightly larger bead but omitting the hair coating.
THE CARRION CRAWLER
(described in the D&D Basic Rulebook)

A wire from must be formed, as shown, for the body and head. The spot where the mouth is to be should be indented to take the tentacles. These are formed by binding four 1¾" lengths of thick wire with some fine fuse wire. They should then be shaped and attached to the head with glue or fuse wire. To form the legs, twist two 1" lengths of fine wire together, as shown, and fix to the body. The body and head are now stuffed with damp wads of tissue paper. Filler is then applied to build up the body and head shape. When it is almost dry the mouth should be formed by using a blunt toothpick or matchstick and two ball-ended pins inserted to form the eyes. The model should then be attached to a base — it is easier if the hind body and tail are designed to rest on the base as well — and the final details completed with a fine brush and thin filler.

THE TARRAHOOK BAT
(created by Aaron Arochs & Paul Jaquays, described in The Dungeoneer Vol. 1, No. 6)

The body and head framework are formed in wire, as shown. It is important to leave a space in the lower front half of the head to form the mouth and to double back the wire at the bottom of the figure to form the hook with which this creature attacks. Two pieces of wire are twisted together, as in the diagram, and fixed to the base. The wires are then threaded through the body frame until the two points marked A and the two marked B are together. The two straight wires are then crossed over tightly around the head and body to secure the figure to the stand. Three wires must be twisted together to form each arm and wing edge. At the appropriate points cut off one wire so that it protrudes slightly to form the talons. These should then be attached to the body. the frame is now stuffed with wads of damp tissue and then the filler is applied to build up the body. When this is almost dry a cavity should be formed for the mouth. The wings are cut to shape and size from tissue paper and then glued to the wing frame and body. The final coats of filler are then applied to strengthen the wings and form the finer detail.
A regular feature introducing new and interesting monsters, edited by Don Turnbull.

continue to be enormously impressed by the energies devoted by White Dwarf readers to the Fiend Factory. At the time of writing this (just after White Dwarf 7 appeared) I have nearly 150 monsters 'in stock' waiting to be given the breath of life. At 10 monsters per issue in the Factory, it will be a long time before all these creations see the light of day even if contributions suddenly stopped dead. On a purely statistical basis, this means that your chances of getting that pet monster published in the Factory are rather small — but please don't be discouraged since there will always be space for something really good. I have been asked not to let this column deteriorate into the mediocre and I firmly intend to stick to that policy - so while the queue of new monsters is very long indeed, I am not yet overwhelmed with so many good creations that I have to call a halt.

So keep them coming! Put on your thinking cap and throw away those random monster generation tables - let's have something really creative! Please note, too, that monsters need not be 'dangerous' — see the introduction to the first Fiend Factory in White Dwarf 6 for examples of non-dangerous 'monsters' which are still very worthy of inclusion. Monsters which have no more than sheer nuisance value are just as welcome, and just as apt in a dungeon setting, as those whose main purpose is to flay adventurers alive.

And so to our examples of ingenuity for this issue.

**STINWICODECH**

by Eamon Bloomfield

No. appearing: 1D4
Armour class: 6
Movement: 6" 
Hit dice: 3D8
Treasure: Type C
Attack: 2 claws (1D4 each) and 1 tongue (1D4 plus special)
Alignment: Chaotic
Monstermark: 21.6 (level III in twelve levels)

An 8' tall vaguely humanoid creature with a frog-like head and covered in thick, close-cropped hair. It has intelligence 1D4+4 and dexterity 1D8+10. This high dexterity allows the tongue to hit at +3 hit probability.

On the first hit with its tongue, it increases one characteristic of the victim (1D6 to determine) by one point, to a maximum of 18; if it hits the same individual again with its tongue and affects the same characteristic, it will reduce that characteristic by 1D6. This procedure continues — first increase, then decrease. All characteristic alterations are normally permanent. If any one is reduced to zero, death immediately follows. If any one is reduced to 2 or 1, absolute paralysis sets in, though the characteristic may of course be raised, and the paralysis removed, by a magical device, a Wish etc.

Its name is made up of the first two letters of each characteristic.

Comments: This is another Shadow variant, rather like the Soul Feed but more unpredictable in its effects. As in the case of the Withra, once a party recognises this beast for what it is, one can imagine them queuing up, stripping off armour etc. in order to be hit — but they may have a surprise in store. It is not Undead, nor should it be.

**TWESNY**

by Ian Waugh (based on Clifford D. Simak's Halfling)

No. appearing: 1D12
Armour class: 9 (when in material form)
Movement: As fast as necessary to keep up with its 'host'.
Hit Dice: 1D8
Treasure: Nil, or at DM's discretion
Attack: When materialised — as a man (may have weapons from their dimension).
Alignment: Neutral
Monstermark: 4.8 (M=3A) — level 1 in 12 levels

The Tween exists in a dimension akin to that inhabited by phase-dogs or a man wearing Armour of Etherealness. The Tween is a wraith-like being, being more like a smoky outline and can generally only be seen by anyone in 'phase' with it, though its outline can be detected if viewed through smoked glass.

After several hours with a host they gradually begin to assume the general shape and characteristics of that host, but remain basically squat. The Tween usually has a host, but you may find one or two drifting around alone (if, for instance, a previous host has died).

The Tween is able to see a few seconds into the future and
so is able to increase its host’s luck by 50%. It is also able to move material things short distances, for example move a sword so that it hits a foe instead of missing, or move a shield so as to parry a blow which otherwise would have hit the host. This means that in any action involving a die-roll, the host gets two die-rolls instead of one, and selects the ‘better’.

One Tween will stick to one being. They prefer intelligent beings, but this could mean an intelligent monster – they have no particular allegiance to player-characters, human or otherwise. The catch is that the Tween, while having a beneficial effect on the actions of his host, has the opposite effect on anyone within a 50’ radius, friend and foe alike. They will find it twice as hard to roll the required number on a die (so a being which requires, say, a 15 to hit will need to roll an 18).

No host will consciously be aware that he has been adopted by a Tween unless it is spotted by someone with the ability to do so. The host may very well get rather an unfortunate reputation among the rest of his party. The Tween can be destroyed in the conventional manner if brought into ‘phase’ by Phase Door, Pass-Wall etc., or by one with the ability to become ethereal. They can also be destroyed by anything in their own dimension.

Comments: this could almost be a new character class, but I am glad Ians has resisted what must have been a temptation. More of a ‘nuisance-value’ monster than anything else, and widely deployable. For the effect on a nearby non-host, perhaps the DM should secretly roll a 1D6 – 2 means the player’s die roll is valid, 2-3 means it fails; the DM would tell the player that the attack or whatever had failed, but not of course the reason nor would he reveal his own die-roll. This is a simple monster to DM (these klutz-monsters aren’t always quite so easy to handle in the hurly-burly of melee) and should be a welcome addition to many a dungeon, though a certain amount of resulting paranoia on the part of some players should be expected.

**Goblin Hugs Fred!**

by Roger Musson

No. appearing: 1
Armour class: 7
Movement: 1"
Hit dice: 2D8
Treasure: Nil
Attack: Charm Monster, Advanced Illusion (see below)
Alignment: Chaotic
Monstermark: None

This is a small armadillo-like creature that feeds exclusively on leaves and small insects. Its segmented armouring is starkly and attractively patterned in shades of brown but its immediate peculiarity is what appears to be a large ruby set in its head just above the eyes. This gem is a living part of the animal, and the Carbuncle (ALIVE!) is worth twice the normal value of the gem as a pet to a Wizard or someone of equal stature who can Charm Animals. If the Carbuncle is slain, or wills itself to die (which it can do under duress since it has no fear or conception of death) the gem defflates to a worthless soggy red plop.

The creature has powers of empathy and telepathy (both...
THE FIEND FACTORY

"6" range) and slight powers of prophecy concerning the immediate future (it can only communicate telepathically). Empathy enables it to understand the character of each person in a party and know what they know.

It is easily captured and puts up no resistance. It will nearly always approach a party in a friendly manner and communicate its value to them as it desires to go along with them. Once this objective has been achieved it will use its powers first to gain the confidence of the party and then to try to cause disruption and fights within the party by selective telepathy and false prophecies, or it may communicate secretly with nearby monsters to encourage them into attacking the party. It is fascinated by combat and particularly by death, and will do its utmost, once with a party, to cause such events at maximum frequency. At some opportune moment, having achieved its aim, it will slip quietly away.

Comments: And Albie calls this thing neutral! In my book it would be as chaotic as hell! Still, everyone has his own interpretation of alignments and what they mean.

This is a monster which would take an awful lot of skill on the part of the DM — certainly it is not a monster whose reactions you should determine from random tables (if anyone still uses these things at all). I am intrigued by this beast and would enjoy playing in Albie's dungeon at the receiving end... or would I?

Coffe Corpse

by Simon Eaton

No. appearing: 1
Armour class: 7
Movement: 6"
Hit dice: 2D8
Treasure: Type B
Attack: Strangulation (1D6) or by weapon type
Alignment: Chaotic/Evil
Monstermark: 37.3 (level III in twelve levels)

These foul creatures of the Undead class are found in stranded funeral barges or in any other situation where a corpse has failed to return to its 'Maker'. They look like Zombies but rank as Wraiths on the cleric/undead table.

Although normal weapons appear to do damage when they hit a Coffe Corpse, they have in fact no effect. Only magical weapons harm these creatures and even they only do half normal damage. If struck on the head by a normal weapon a Coffe Corpse will fall to the ground, apparently finished. Next melee round it will rise up again, unharmed, and continue to fight and all non-player characters must save against Fear or flee when this happens.

Unless there is a weapon in the Corpse's treasure it will attack using its hands. A hit on a character indicates that the Corpse has locked its hands round his throat and will do 1D6 damage per round thereafter until the victim or the Corpse is dead. It is recommended that DMs allow players whose characters are using non-magical weapons to roll their attacks by the force inflicted as a result of the spin, and has a 5% cumulative chance per round of being torn apart. A spinning victim will only stop when he or the Whirler is dead. Only one spinning character per Whirler.

Comments: a sort of weak Air Elemental. The Monstermark for this beast typifies the weakness of the Monstermark system — surely this creature is tougher than second level? But how to calculate its special power?

DMs could have some fun with this one — presumably, if the Whirler is spinning with a character already 'in gear' so to speak, his mates on the outside will have to hit it without globulating him, and this could call for some fine judgement on the DM's part. Characters with dexterity lower than 13 need not apply......

Turung

by Thomas Benson

No. appearing: 1D12
Armour class: 8
Movement: 12"
Hit dice: 6D8
Treasure: Nil
Attack: 2 tentacles
Alignment: Neutral
Monstermark: 118.8 (level VI in twelve levels)

Seven feet tall and four feet broad, these curious beasts are covered with thick woolly red hair which moults profusely — so piles of red hair on the floor can warn adventurers that Turung might lurk nearby. They also use their hair as their bedding.

They are semi-intelligent and have special magical powers. They can project a Web (as the second level spell) and use an anti-Magic Shell (as the 6th level spell) once per day each. However they are usually reluctant to fight and prefer to pick up lone adventurers and slaughter them at leisure.

Comments: pity the designer didn't include a full description. I guess a humanoid with tentacles instead of arms, the tentacles having the same physical description as those of the Displacer Beast.

And so we close the Factory doors for this issue. Perhaps this time there have been too many monsters which are wildly non-standard, if I may use that expression at all accurately in this context. Next time perhaps a few more straightforward beasts — without which the dungeon could rapidly become a nightmare — should be included.

This has been a difficult task again — selecting a few monsters from dozens which merit inclusion. I hope those who don't see their names in lights this time will swallow their disappointment and press on regardless.
Molten Magic takes a look at some of the new science fiction and fantasy figures which are becoming available. The code letters and numbers shown on the photographs are purely for identification purposes and not those used by the manufacturers. The manufacturers' codes are shown in brackets after the title of individual figures.

**A. Heritage Models**
1. Stubborn Krot (1151)
2. Laser Cannon on mobile mount with crew (STS 20)

**B. Greenwood & Ball**
1. Skeleton Officer (FM 32A)
2. Archer of Chaos (FB8)
3. Orc with Sonic Gun (SF 20)

**C. Asgard Miniatures**
1. Skyknight (FM 32)
2. Another Astronaut (SL 21)
3. An Alien Adventurer (2035)

**D. McEwan Miniatures**
1. Dungeon Door (AS 25)
2. Throne of Xicon (AS 1)
3. Treasure Chest (AS 2)

**E. Miniature Figurines**
1. Ogre Mage with Cross Guarded Spear (OGM 4)
2. Troll advancing (TRL 1)
3. Coffin with Skeleton (VFWM 4)
4. Monk Sprite (VFW SET 5)
5. Monk Sprite (VFW SET 6)
6. Monk Sprite (VFW SET 7)

**F. Starcast**
1. Skeleton (F 17)
2. Witch (F 31)

**G. Dragon Miniatures**
1. Xwa-Was with Laser (SL 18)
2. Xwa-Was (SL 17)
3. Another Astronaut (SL 21)

**H. Archive Miniatures**
1. Rabbit Trooper (2100 A)
2. Dungeon Adventurers (731)
3. An Alien Adventurer (2035)
4. Phalyn (783)

**J. Ral Partha**
1. Tree Shepherd (ES 49)
2. Satyr (Pan) with Spear (ES 33)
3. Witch (ES 36)
4. Armoured Centaur (ES 47)
5. Armoured Knight (ES 43)
6. Demon of Evil Law (ES 48)
7. Foregum Bare Chested Hero (ES 23)
8. Wind Lord (ES 41)
9. Monk (ES 37)
10. Super Hero, with Axe, on Super Heavy Horse (ES 2)
11. Earth Demon hurling rock (ES 45)
12. Centaur Archer (ES 32)
Critical Hits

by Lew Pulipher

The purpose of this is to reflect the odd chances of combat without resorting to considerable complexity and wholesale slaughter. It is self-defeating, however, if it makes players afraid to fight. In any case it should not be used when players are all first and second level; life is dangerous enough then without this addition. The chart is designed for use against humanoid, human-size creatures (those subject to Charm Person) but the referee may wish to use it more generally. It is not "unfair" to use it against humans and not monsters, because humans gain advantages that referees either cannot or will not apply in favour of non-human monsters.

If an attack die roll (excluding modifications) is 20, roll again. If the second roll is high enough to hit then a critical hit may be scored. Normal damage is inflicted unless modified below; in addition a D20 is rolled for special effect. MDR=minimum damage roll; if damage inflicted is not at least the value given, there is no critical hit. A roll of 20 with a non-missile weapon will be a hit even if the armour class of the target is nominally too high to permit any hit – this is necessary to avoid boring and prolonged battles in narrow spaces where players cut down monsters without fear of sustaining damage because their armour class is too high. But there will never be a critical hit in this case. Of course, even a 20 is not a hit if the necessary weapon is not used (e.g. silver or magic vs lycanthropes).

A critical hit will never result in more than triple damage even if, for example, a sword of cold (triple damage on any 20) scores a double-damage critical hit. Damage is still triple, not sextuple.

When a shield or weapon arm is hit, the creature drops whatever was carried with that arm. Limp means speed reduced to 50% and -2 on all attacks. Maimed means the victim cannot walk or fight. While an arm is injured nothing may be carried with it; consequently a creature with an injured weapon arm cannot attack unless it has learned to use its opposite arm for attack. For leg hits, roll for left or right leg.

Cure Light Wounds may be used to negate time delay up to 6 turns. Cure Serious Wounds may negate one day of injury, and is usable only once per day per injury for this purpose. When cures are used to reduce time delay they do not cure any damage points. For example, if a character's shield arm has been injured for 1-6 turns, a Cure Light Wounds will enable the character to immediately use the arm again, but no hit points will be cured.

---

The Asbury System

by Brian Asbury

This, the last of the series of four articles of D&D experience, deals with the points to be scored for success in "percentage abilities". These include the thievish abilities ofpickpocketing, opening locks, etc; Bards' lore abilities; Alchemists' identifying potions; Barbarian sign language; etc.

Experience for a percentage ability is decided by two factors: the character's chance of success in the ability (regardless of level), and the number of times he has used it in that particular game-day. The latter is important since the number of times a percentage ability may be used per day is usually unlimited. Therefore, the first time an ability is used, the user gets points equal to 100 minus percentage chance of success; the second time, however, he picks up only half this amount, the third time one-third, and so on. This is summarised in Table 1 below, which can also be used when awarding points to characters making saving-throws (assuming you do award points for this, of course). Therefore, in brackets after percentage score in the table, is the requisite saving-throw score which this is equivalent to.

---

**TABLE 1 – EXPERIENCE FOR "PERCENTAGE ABILITIES"**

<table>
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<tr>
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<th>Saving Required</th>
<th>Saving Roll 1st</th>
<th>2nd</th>
<th>3rd</th>
<th>4th</th>
<th>5th</th>
<th>6th</th>
<th>7th</th>
<th>8th</th>
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<td>4</td>
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<td>30</td>
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<td>6</td>
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<td>0</td>
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<td>16%</td>
<td>4</td>
<td>15</td>
<td>12</td>
<td>4</td>
<td>2</td>
<td>1</td>
<td>1</td>
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<td>1</td>
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<td>10</td>
<td>10</td>
<td>2</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
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<td>0</td>
</tr>
<tr>
<td>18%</td>
<td>2</td>
<td>5</td>
<td>8</td>
<td>0</td>
<td>0</td>
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<td>0</td>
<td>0</td>
</tr>
</tbody>
</table>

As usual then, let's have a few examples:

**Example 1:** A 4th level human thief succeeds in hiding in the shadows – the 4th time he has done so during this particular expedition. His chances are 35%, so cross-indexing on the table, he gets 16 points.
Example 2: For the first time that day, a hobbit thief of dexterity 17 picks someone’s pocket. He is level 2, so his base chance is 25%. However, he gets a 5% bonus for being a hobbit, and a 15% bonus for his dexterity, so his actual chance is 45%. Therefore he will collect 55 points if successful.

Example 3: A 7th level bard “lores” a fear wand, the 3rd time he has used lore in this expedition. His normal chance would be 70%, but the referee halves this since it is an item he cannot use. Therefore, cross-referencing 38% with 3rd, he collects 22 points if successful.

Notes
If an attempt at a percentage ability fails — e.g. the bard fails to identify an item, etc. — the character picks up no points, but neither does the failure count towards the number of times the ability has been used (not for the purposes of this system, anyway).

Points should be awarded for using percentage abilities only when they are used under stress, i.e. in the course of an expedition. A character gets no points for merely practicing at home. Similarly, points scored for successful spell-casting (see White Dwarf 6) should also be given only during the course of an expedition — i.e. a character going home and casting “Detect Evil” on his mother-in-law a dozen times scores no points!!!

A special case as a percentage ability is Bardic Charm, and I do not use Table 1 in this particular case. Instead, I award a fixed number of points to be multiplied by the number of hit dice of creatures charmed. This number is equal to 21 minus 1 point for every 5% of the percentage chance of charming.

### TABLE II — BARD’S EXPERIENCE FOR CHARM

<table>
<thead>
<tr>
<th>Chance to charm</th>
<th>Points per hit die</th>
<th>Chance to charm</th>
<th>Points per hit die</th>
</tr>
</thead>
<tbody>
<tr>
<td>5%</td>
<td>20</td>
<td>55%</td>
<td>10</td>
</tr>
<tr>
<td>10%</td>
<td>19</td>
<td>60%</td>
<td>9</td>
</tr>
<tr>
<td>15%</td>
<td>18</td>
<td>65%</td>
<td>8</td>
</tr>
<tr>
<td>20%</td>
<td>17</td>
<td>70%</td>
<td>7</td>
</tr>
<tr>
<td>25%</td>
<td>16</td>
<td>75%</td>
<td>6</td>
</tr>
<tr>
<td>30%</td>
<td>15</td>
<td>80%</td>
<td>5</td>
</tr>
<tr>
<td>35%</td>
<td>14</td>
<td>85%</td>
<td>4</td>
</tr>
<tr>
<td>40%</td>
<td>13</td>
<td>90%</td>
<td>3</td>
</tr>
<tr>
<td>45%</td>
<td>12</td>
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<td>2</td>
</tr>
<tr>
<td>50%</td>
<td>11</td>
<td>100% +</td>
<td>1</td>
</tr>
</tbody>
</table>

N.B. “Chance to charm” here represents the bard’s actual chance, after any score adjustments have been made due to the creatures’ hit dice, magic resistance, etc.

Example: A 5th level bard attempts to charm 5 zombies, and succeeds in charming three. His basic chance to charm is 50%. However, he has a charisma of 15 which makes him +5%. Zombies, though, are undead, which subtract 10% for each hit die they possess, and have two hit dice. His actual chance to charm, then, is $50 + 5 - 10 - 10 = 35\%$. Therefore he is awarded $14 \times 2 \times 3 = 84$ points for charming the three.

That, then, brings this series to an end. I hope my system has been of use to some of you out there. I am by no means claiming that the system is perfect, or even complete. So, if anyone has any suggestions on how to improve or expand it, I would love to hear them.

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**Next issue:**

We regret that due to space limitations we were unable to publish the C&S article on Foresters. This, however, will be included next issue together with:

- The Lichway — a complete mini-dungeon
- Foresters — a C&S character type
- Valley of the Four Winds — part II
- The Experienced Traveller
- Fiend Factory
- Treasure Chest
- Open Box
- Molten Magic

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...the American convention season is now well underway with new releases coming out from all directions. At the time of writing we heard that the following were scheduled to be released either at Origins or Gencon — from TSR comes Advanced Dungeons & Dragons Players Handbook which is a manual of character races, abilities, classes, alignment plus a new boxed game of adventure on past atomic Earth with mutants, human survivors, robots called Gamma World. From Avalon Hill comes another fantasy role-playing game called The Magic Realm. From Heritage there is a new range of SF/F games for the family with Spellmaker, Quetz, Strange New Worlds, Star Fighter. And yet another fantasy role-playing game comes from SPI entitled Swords & Sorcery. All the above should be in the UK before the end of the year. There are three new releases from Metagaming called Death Test, G.E.V. and Olympica whilst Stellar Conquest goes boxed...

...new from Judges Guild comes three Campaign Hexagon Sub-Systems entitled Village Book No. 1, Castle Book No. 1, Island Book No. 1 and all will be available in the UK soon...

...new figures assured of popularity are the Star Trek and John Carter of Mars ranges from Heritage and both are backed up by rulebooks. Rumour has it that they will be available at Games Workshop in August. Ral Partha are currently increasing their Personalities and Things that go bump in the Night and they should be available in the UK by autumn. Asgard who already manufacture McEwan figures in the UK will soon be adding Dragonuntooth figures to their existing ranges. Meanwhile Miniature Figures continue to rationalise their SF/F ranges. They have now withdrawn their Sword & Sorcery and also their Science Fiction ranges having already withdrawn the Mythical Earth range several months ago. However, The Valley of the Four Winds range is a superb replacement and it is understood that a new SF range is being planned...

...in response to numerous requests for Games Workshop to repeat its popular D&D Day, an event entitled Dragonmeet has been organised at Chelsea Town Hall on 26th August which will incorporate D&D Day but also cater for all sectors of the SF/F games world...

...a new publication for EPT addicts called The Tekumel Journal by Imperium has just arrived in the UK together with Netherworld which is a kit for constructing dungeon walls and passages...

...Fantasy Games Unlimited have just released the Chivalry & Sorcery Sourcebook which is an expansion of C&S rather than a supplement to it. Expected in the UK by September...

...there will be a small feature on Q&D and Games Workshop in the Observer Colour Supplement on 6th August...

...Archive Miniatures have produced a set of rules entitled Star Rovers for use with their figures of the same name. Should be in the UK soon...
the Man-Beast

by Greg Foster

The man-beast is a male or female human of Chaotic or Neutral alignment, with a tendency towards evil, who has decided to give the bestial side of his nature full range so as to indulge more freely in his favourite hobby — killing! The man-beast stands some 6' tall, is of a horrifying countenance and has a large tail which can be whipped over its head to strike when the 'beast' has reached 5th level. The transformation from 'man' to 'beast' is achieved by operating dispel magic, polymorph, etc. spells are cast to return him to play a man-beast is assumed to already possess a ring and is with the magic-user's terms results in him hiring assassins to transforms back.

The prime requisite for the man-beast is constitution (to withstand the transformations); this must be 14+ and gains a hit die bonus as in Greyhawk. The character must also have a wisdom score of below average, i.e. 8 or less.

The 'beast' has an armour class of 7, but this improves as the skin hardens with age and experience is gained. Dexterity bonuses may be used in 'beast' form but the AC must never be increased by more than +2, and strength bonuses may not be used since the strength and dexterity of the 'beast' are inherited more from the polymorph spell than from the 'man'.

In 'beast' form only, the man-beast has the following 'natural' abilities:

- Stalk
- Hear noise
- Sense superiority
- Detect poison
- Climb
- Magic resistance

Experience points are gained for combat while in 'beast' form. No experience is earned for combat in 'man' form or for treasure, although the man-beast will always carry his share of the loot out i.e. no other character may claim the experience for it.

Explanation of Natural Abilities

Stalk: The 'beast' has a base % chance as shown on the table of picking up and following a trail. The 'beast' stalks by scent and talks by scent and the 'beast' need only take water as it will eat the raw flesh of any monster slain, having first ascertained that the flesh is edible.

The magical power of the transformation from 'man' to the larger form of the 'beast' is just enough to rend even chainmail; thus the 'man' is limited to this at best since attempting the transformation in plate mail would result in death by constriction. Consequently the 'beast' is usually to be seen clad in the split and tattered remnants of chain mail or leather armour which will be the only apparel of the 'man' when he transforms back.

On an expedition, the 'beast' need only take water as it will eat the raw flesh of any monster slain, having first ascertained that the flesh is edible.

The man-beast is thus two personalities — the 'beast' when on expeditions, and the 'man' — which is the safest way for it to frequent taverns and visit towns, etc. Although highly independent, the man-beast will willingly join a party of adventurers on an expedition simply because in this way it will encounter combat, which it enjoys, and gain treasure to repay the magic-user. The man-beast's independent nature does mean that it will not take on hirelings, though it may accumulate followers as explained later.

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- Hear noise
- Sense superiority
- Detect poison
- Climb
- Magic resistance

<table>
<thead>
<tr>
<th>Level</th>
<th>Experience Points</th>
<th>Armour Class</th>
<th>Stalk Attacks</th>
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<td>7</td>
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<td>16,000</td>
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</tr>
<tr>
<td>10</td>
<td>256,000</td>
<td></td>
<td>100% (2 claws)</td>
</tr>
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</table>

*On a roll of 20+ at 1st and 2nd level, 19+ at 3rd and 4th and 18+ thereafter which hits, the 'beast' may hug causing 2-16 points of additional damage. This may not be used in conjunction with the tail.

Hit dice are as for a fighting man.

The 'beast' fights using the combat tables as for a fighting man of the same level.

The 'beast' moves as a normal man.

Experience points are only gained for combat while in 'beast' form. No experience is earned for combat in 'man' form or for treasure, although the man-beast will always carry his share of the loot out i.e. no other character may claim the experience for it.

Explanation of Natural Abilities

Stalk: The 'beast' has a base % chance as shown on the table of picking up and following a trail. The 'beast' stalks by scent and the trail must be fresh before coming ashore (in which case the trail will only be picked up if the 'beast' searches and picks up the scent
again within 4 hours. From the scent the 'beast' can identify the type of monster if it has encountered that type of monster before, and can distinguish between individuals of a race (humans, elves, dwarves etc.) on the same basis. In attempting to identify a particular individual, there is a 20% chance that the scent will be familiar but the individual's identity beyond recall. If the scent is of 'prey', i.e. something which the beast can attack on sight, which the 'beast' then decides to stalk, its awareness is heightened during that stalk and it may attempt to move silently and hide in shadows as an elven thief of the same level on its final approach on the prey. If this is successful the first attack is a surprise one carried out at +4 hit probability — and doing an additional 4 points of damage if the beast hits with at least one claw and the bite. (Note that any human, elf, dwarf, etc., scent would not be classified as prey unless identified as an enemy previously encountered). If the 'beast' picks up the scent of a trail it believes to be frequently used it may wait silently, hidden in shadows (same chance as when stalking) and ambush its prey with a surprise attack as before.

Hear Noise: The 'beast' can hear noise behind doors etc. on a 1-3 on a D6 and 1-4 in an open situation. As usual, the 'beast' cannot be surprised if it has heard a noise.

Sense Superiority: Once the 'beast' has sustained a hit from an adversary in physical combat, it can sense 'superiority' and immediately knows whether that adversary is 'superior', 'equal' or 'inferior' — i.e. whether the foe has more, the same or a fewer number of hit dice. This is all the 'beast' can sense. It cannot sense the armour class, number of hits or hit dice, or any special powers other than poison (see below).

Detect Poison: On a roll of 1-4 on a D6, the beast can detect poison in food, drink, on weapons, in traps, or inherent in a monster's attack. This ability operates within a 10' radius and, since it is performed by scent, does not work through walls, doors or sealed compartments.

Climb: The 'beast' may climb as a thief of the same level but is limited to relatively climbable surfaces such as trees, jagged non-sheer cliffs etc. It cannot scale walls or sheer surfaces unless they are of a material, such as wood, that the 'beast' can dig its claws into. Under duress — imminent threat of death — the 'beast' may attempt a difficult climb but the DM should drastically increase the chance of slipping depending on the climb being attempted.

Magic Resistance: Since man-beasts are of magical origins, they have a high resistance to magic and save at +2 when in either form. The man-beast is treated as an enchanted monster with regard to the magic-users' protection from evil spell. The man-beast's bonus also applies to a 'dispel magic', which if successfully cast — remember the initial polymorph-permanent must have been cast by at least a 14th Level MU — must be saved against or the 'beast' will return to 'man' form for a number of days equal to the level of the caster. This spell has no effect on the man-beast in 'man' form or on the ring, which is, to all intents and purposes, a magic item.

General Points
The Man-beast as 'Man'
The 'man' form operates as a fighting man of half the level he has attained as a man-beast, with halves rounded down. Thus a first level man-beast in 'man' form would fight as a Normal man, while a 4th or 5th level man-beast in 'man' form would fight as a 2nd level fighting man. In 'man' form the man-beast gets full bonuses or minusses for strength and dexterity. Hear noise etc. is as for any normal human.

Weapons
The man-beast in 'man' form may employ any weapon and armour (magical or not) as long as the body armour is not effectively greater than AC4. The 'beast' will jettison all weapons immediately, discarding them without thought — though if the man-beast has an intelligence of 10+ it may employ a normal or magic spear. The 'beast' will also discard any shield; armour is destroyed in the transformation as mentioned previously.

Magic Items
The man-beast may employ any items normally usable by fighting men (save magic weapons, except spears, and magic armour and shields when in 'beast' form).

Languages
Man-beasts speak their own language which is of arcane magical origins. Other intelligent species may learn to understand it but can never learn to speak it because of profound biological differences. It may be spoken, however, by use of a speak languages/with animals spell. This is the only language a 'beast' speaks, but since it is not unintelligent, it can communicate with its group of regular companions, and vice versa, by means of gestures agreed upon when the man-beast was in 'man' form. The man-beast in 'man' form can speak the usual languages etc. He can also understand man-beast but is unable to speak it. A 'beast' may attempt to communicate by gesture with members of an intelligent race who are strangers to it, but because of its terrifying appearance has a -2 on the Hostile/Friendly reaction table.

The Transformation
The transformation either way takes one melee round during which the man-beast cannot engage in any other activity. When the character wants to turn form 'beast' to 'man' — for the purposes of entering a town, or at the end of a dungeon expedition, say, — there is a chance that the 'beast' part of the character will not go along with this and refrain from operating the ring. Thus, when turning from 'beast' to 'man' the player must roll on the table below, failure means that the 'beast' is having its own way and will roam off when the other characters return to a town (DM rolls for random direction although the player still controls the beast's actions). The player must then check as frequently as his intelligence demands on the table. Success means that the 'beast' has decided to revert to 'man' form, whereupon the 'man' may find himself lost (the 'beast' never makes maps, relying on his stalking powers to follow his own scent back) or pursued by the occupants of a village that the 'beast' has been terrorising.

<table>
<thead>
<tr>
<th>Intelligence</th>
<th>Probability of 'beast' to 'man'</th>
<th>Check every*x</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-2</td>
<td>0%</td>
<td>never</td>
</tr>
<tr>
<td>3-6</td>
<td>35%</td>
<td>month</td>
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<tr>
<td>7-10</td>
<td>55%</td>
<td>three weeks</td>
</tr>
<tr>
<td>11-12</td>
<td>80%</td>
<td>two weeks</td>
</tr>
<tr>
<td>13-14</td>
<td>90%</td>
<td>week</td>
</tr>
<tr>
<td>15</td>
<td>95%</td>
<td>week</td>
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<tr>
<td>16</td>
<td>98%</td>
<td>two days</td>
</tr>
<tr>
<td>17</td>
<td>99%</td>
<td>day</td>
</tr>
<tr>
<td>18</td>
<td>100%</td>
<td></td>
</tr>
</tbody>
</table>

*x DM may modify depending on circumstances.

Man-beast vs. Man-beast
When two man-beasts meet in 'beast' form they will instantly do battle until the 'inferior' recognises its 'superior' — i.e. when the one with more hit dice hits the one with fewer 'hit' dice. Once this has been ascertained the 'inferior' may concede; no charisma points are lost in this instance. In the event that the 'inferior' decides to retreat to 'man' form, whereupon the 'man' may find himself lost (the 'beast' never makes maps, relying on his stalking powers to follow his own scent back) or pursued by the occupants of a village that the 'beast' has been terrorising.

Languages
Man-beasts speak their own language which is of arcane magical origins. Other intelligent species may learn to understand it but can never learn to speak it because of profound biological differences. It may be spoken, however, by use of a speak languages/animals spell. This is the only language a 'beast' speaks, but since it is not unintelligent, it can communicate with its group of regular companions, and vice versa, by means of gestures agreed upon when the man-beast was in 'man' form. The man-beast in 'man' form can speak the usual languages etc. He can also understand man-beast but is unable to speak it. A 'beast' may attempt to communicate by gesture with members of an intelligent race who are strangers to it, but because of its terrifying appearance has a -2 on the Hostile/Friendly reaction table.

The Transformation
The transformation either way takes one melee round during which the man-beast cannot engage in any other activity. When the character wants to turn form 'beast' to 'man' — for the purposes of entering a town, or at the end of a dungeon expedition, say, — there is a chance that the 'beast' part of the character will not go along with this and refrain from operating the ring. Thus, when turning from 'beast' to 'man' the player must roll on the table below, failure means that the 'beast' is having its own way and will roam off when the other characters return to a town (DM rolls for random direction although the player still controls the beast's actions). The player must then check as frequently as his intelligence demands on the table. Success means that the 'beast' has decided to revert to 'man' form, whereupon the 'man' may find himself lost (the 'beast' never makes maps, relying on his stalking powers to follow his own scent back) or pursued by the occupants of a village that the 'beast' has been terrorising.

<table>
<thead>
<tr>
<th>Intelligence</th>
<th>Probability of 'beast' to 'man'</th>
<th>Check everyx</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-2</td>
<td>0%</td>
<td>never</td>
</tr>
<tr>
<td>3-6</td>
<td>35%</td>
<td>month</td>
</tr>
<tr>
<td>7-10</td>
<td>55%</td>
<td>three weeks</td>
</tr>
<tr>
<td>11-12</td>
<td>80%</td>
<td>two weeks</td>
</tr>
<tr>
<td>13-14</td>
<td>90%</td>
<td>week</td>
</tr>
<tr>
<td>15</td>
<td>95%</td>
<td>week</td>
</tr>
<tr>
<td>16</td>
<td>98%</td>
<td>two days</td>
</tr>
<tr>
<td>17</td>
<td>99%</td>
<td>day</td>
</tr>
<tr>
<td>18</td>
<td>100%</td>
<td></td>
</tr>
</tbody>
</table>

*x DM may modify depending on circumstances.

Man-beast vs. Man-beast
When two man-beasts meet in 'beast' form they will instantly do battle until the 'inferior' recognises its 'superior' — i.e. when the one with more hit dice hits the one with fewer 'hit' dice. Once this has been ascertained the 'inferior' may concede; no charisma points are lost in this instance. In the event that the 'inferior' decides to fight to the death the 'superior' may concede at any time after that but in doing so permanently loses 2 points of charisma. The 'superior' may not concede before then. Two 'equals' will fight to the death (50% chance for NPC) or until one of them concedes; no charisma points are lost in this instance. In all instances where one has conceded it will immediately leave the vicinity of its better, except that if the one that conceded was the 'inferior' there is a chance that it will become a loyal follower of its 'superior' (10% chance for NPC, free choice of player-character). No man-beast may have more followers than allowed by its charisma on the Hirelings table. When the leader voluntarily returns to 'man' form the followers will automatically do the same unless otherwise instructed by the leader. The leader in 'man' form can communicate by gesture with his followers who may still be in 'beast' form.
weal cat mono-molecular-edged knives, force blades, coagulators and enemy, aided by such things as visorscopes and sensors but position. If the modified figure is greater than limited by bad visibility conditions, cover and sneak suits be fired on. The roll of a twenty-sided die is modified for hits given regarding combat against primitive societies Century America) and how to introduce Space Marines into further section on the weapons used produced in different levels of technology. Information is also military organisation. There is a ~.~ set out possible main species, their technological development and ~.~ humans and aliens in the 22nd century. Obviously the state of warfare in the future is open to debate, but the rules set out possible main species, their technological development and military organisation. There is a further section on the weapons used (e.g. blaster, flamewaver, stunner, etc.) and equipment (e.g. jump belts, personal armour, sensors, etc.) used with modification for the same item produced in different levels of technology. Information is also given regarding combat against primitive societies (e.g. 20th Century America) and how to introduce Space Marines into Dungeons & Dragons and Metamorphosis Alpha. The first stage of a battle under these rules is to locate the enemy, aided by such things as visorscopes and sensors but limited by bad visibility conditions, cover and sneak suits (a chameleon-like camouflage suit). Once located, an enemy can be fired on. The roll of a twenty-sided die is modified for range, target movement and size, automatic fire and firer’s position. If the modified figure is greater than 11, the target is hit and a six-sided die roll determines penetration (most infantry wear armour of some sort). Should any combatants survive to come to contact, melee is possible, with the aid of mono-molecular-edged knives, force blades, coaguators and neurotic whips. Here species abilities play an important part (from bitter experience, don’t take on a Bladur in power armour if you’re a human) again with a target die roll to determine a hit. The section on Dungeons & Dragons is good and I feel this will be an important attraction for many people. A full chart for the hit points of all life forms is given and the number of hits all types of armour will absorb. Armour is also classed under the Greyhawk System. The effects of all weapons are carefully listed and the magical capabilities of high technology weapons and equipment. This is an ambitious set of rules but there are, unfortunately, a number of drawbacks. They are not so well set out as they might be, related sections sometimes being in different parts of the books (e.g. flier crashes and weapon misses use the same system but are widely separated). Equipment is mentioned in examples which is not explained until much further on in the text. This combines with a lack of a play sheet to make the early games very slow and sometimes quite confused; though familiarity does speed things up. The lack of a points system is sorely felt and has led to a number of very uneven encounters (Do I hear cries of “Realistic”? No figure ratio is specified but I assume a 1:1 is intended. In this case I feel that forces of over 40 per side are ambitious unless a battle lasting the best part of a day is desired and 20–30 giving a long evening’s game. Finally I feel a less cluttered play sequence would help to speed up the game, with possibly the introduction of a simultaneous rather than alternative move system. However, despite these criticisms, the games played were realistic and very enjoyable and well worth the while.

THE MONSTER MANUAL

TRS Hobbies Inc. - £6.95

This is a most impressive work. The second part of the new Dungeons & Dragons releases the Manual is a compendium of more than 350 monsters — some old (from the pages of Monsters and Treasure, Greyhawk, Blackmoor, Eldritch Wizardry, Strategic Review and the Dragon) and some new. The version published in the U.S.A. is in hard covers — an example of the high quality on which TSR insist — but I understand the UK edition will be in soft covers to keep the price reasonably within range of the pocket. Hard or soft cover, this manual deserves a place on every D&D enthusiast’s bookshelf. Each monster, listed alphabetically, has a comprehensive description, in some cases supported by drawings, plus Frequency, Number Appearing, Armour Class, Movement, Hit Dice, % in Lair, Treasure Type, Number of Attacks, Damage per Attack, Special Attacks, Special Defences, Magic Resistance, Intelligence, Alignment, Size and Psionic Ability. The explanatory text amplifies, where necessary, these basic parameters and the result is the most comprehensive listing of D&D monsters you will find, presented in a clarity which is unfortunately all too rare in other sources. There are some revisions of some of the original D&D monsters — for instance the Mummy can now cause paralysis on sight (as a result of fear), the breath weapon of the much-feared Hell Hound is now one pip per die (so a 6-dice beast causes 6 points of damage with its breath, as opposed to 6 dice of damage which most DMs assume was the original intention). Some monster classes have been expanded — for example there are now five Giant Snakes including the Amphibsaena and there are twenty-eight members of the Dinosaur class. There are quite a lot of new monsters, particularly prominent among which are the Devils — inhabitants and rulers of the planes of hell and the most powerful of the lawful-evil creatures; they are all pretty strong and compare not unfavourably in this respect with the Demons we already know. There is a very tough Banshee, an Imp, a most interesting creation called the Otyugh and its cousin the Neo-Otyugh, a splendid Night Hag (the best drawing in the book in my view) and a thing called a Mimic which Greenlands adventurers are not going to be best placed to meet. And many more — enough here to gladden the heart even of the most selective DM (though it is fair to say that many of the new creations are quite high level).
Inevitably, one can make minor criticisms of the book, probably as a result of printing errors, and some of the drawings are not as good as others. But the quality is as high as one can reasonably expect in such a complex matter and I doubt if anyone will be unable to spot the errors and correct them.

There is only one change which I regret. The Shadow is now a member of the Undead class and can therefore be turned by a cleric; I used to enjoy seeing clerics vainly trying to turn what wouldn't turn, when Shadows were first met - I will retain the original monster characteristics here.

But of course this is not a Tablet from Mount Sinai - from what I know of Gary Gygax's philosophy, he would not object to DMs making changes which suited them in such matters.

Oh yes - the Treasure Type table has now been expanded to include types from A to Z which means I really should revise all my monster cards............

At a comparison might be useful here. When I had finished Traveller, I felt lost - I am not particularly imaginative or creative and felt (as I remarked in the article on the game in White Dwarf 6) that I needed more stimulus, more hints, more nudges in the appropriate direction before I could design a scenario which would be fun yet challenging, imaginative yet probable. After just one reading of S&S I could have got to work immediately (but instead wrote this review!).

Space limitations prohibit much more comment so let me summarise. I like these rules, consider them thoughtfully planned and well executed, and would certainly select them as the basis of the SF role-playing game I would involve myself in if only time (and D&D!) permitted.

Don Turnbull

WAR OF WIZARDS

TSR - £6.95

War of Wizards is a game of face-to-face simulation combat between two individual Sorcerers (or Priests, or a combination of both) with the fighting taking place in a rectangular shaped mapboard shown as an arena divided into 20 strips. The Sorcerers, represented by the metal figurines, stand one at each end of the board and hurl spells (blue counters for one, yellow counters for the other) at each other, trying to whittle away at the enemy's physical strength until he is eventually slain. At the start of the game, each player secretly throws two percentile dice for a) Physical Power, b) Attack Strength and c) Defence Strength. Spells are conjured by using up either Attack or Defence points and are divided into Attack spells, Defence spells and Attack/Defence spells (which can use points from either strength category). Players are allowed to conjure one attack and defence per turn.

The spells start from one end of the board and progress towards the enemy, regulated by their movement allowance. Each spell has a counter-measure (or several) in the form of other spells. Invisible spells, such as a Fit of Madness, are played in a good evening session.

Eighty-plus A4 pages of rules for yet another multi-player role-playing game, this time in the SF genre of Metastasmosis Alpha and Traveller. Well-written, well-printed, with die-cut card counter sheets, rulebook, two 20-sided dice, a Turn Record Sheets, which contain all the information and note-taking facilities needed (only one sample is included, as part of the rulebook). This also applies to the C.R.T.'s. And the fact that only one list of spells with all information is included, whereas two are actually needed to facilitate smooth play.

It is without doubt the best thing that TSR have produced so far.

Don Turnbull

STARSHIPS & SPACEMEN

Fantasy Games Unlimited - £4.95

The introduction and concluding section containing hints for the gamemaster (‘starmaster’ or SM) apart, there are four main sections:-

I Characters (generation, abilities, experience/ranking, equipment etc.)

II Spaceships (capabilities, statistics, combat etc.)

III Adventures (sequence of play, galactic encounters, hazards, time travel etc.)

IV Alien Encounters (humanoids, animals, psionics, machines, artifacts, combat etc.)

No section is particularly complex, but neither is any section apparently incomplete.

The designer's aim appears to have been to provide a playable game and furthermore one which does not take an inordinate amount of preparation. Traveller, for instance, contains more information than S&S (in the ‘planetary templates’ section for example) but having read S&S I wonder whether all the Traveller details are really necessary for an enjoyable game.

Of particular interest to any reader, and of particular use to the aspiring SM, is the two-page ‘rationale’ in the Introduction which paints the backcloth of the game - a story of interstellar travel which contains more detail than S&S (in the ‘planetary templates’ section for example) but which paints the backcloth of the game - a story of interstellar travel which contains more detail than S&S (in the ‘planetary templates’ section for example). It is not too rigid so in any event inhibit imaginativeness, yet they focus attention and provide boundaries of scenario design without making them too rigid) S&S fully meets one criterion of the successful game - the gamemaster will be stimulated to put pen to paper immediately.

A comparison might be useful here. When I had finished reading MA for the second or third time, I felt it would be tricky, though far from impossible, to design an interesting and ‘probable’ MA scenario. When I got to the same point with Traveller, I felt lost - I am not particularly imaginative or creative and felt (as I remarked in the article on the game in White Dwarf 6) that I needed more stimulus, more hints, more nudges in the appropriate direction before I could design a scenario which would be fun yet challenging, imaginative yet probable. After just one reading of S&S I could have got to work immediately (but instead wrote this review!).

The equipment comes in a rather garish coloured box and is adequate without being inspiring. Game board (on vinyl), two die-cut card counter sheets, rulebook, two 20-sided dice, a strip of miniature figurines it's all there but somehow it lacks 'umph'. Definite faults of the game are the lack of a pad of Turn Record Sheets, which contain all the information and note-taking facilities needed (only one sample is included, as part of the rulebook). This also applies to the C.R.T.'s. And the fact that only one list of spells with all information is included, whereas two are actually needed to facilitate smooth play. Really, two complete copies of the rules would fit the bill.

Also, it would have been useful if the publishers could have included some form of Spell Matrix as, unless the spells are learnt off by heart, a lot of time is wasted in determining relevance.

All in all, War of Wizards is an enjoyable game and can be played in a good evening session.

Colin Wheeler
LETTERS

Readers' thoughts, suggestions, ideas, views, comments and criticisms. Letters should be sent to the Editor, WHITE DWARF, Games Workshop, 1 Dalling Road, Hammersmith, London W6.

Dear WD,

I am sorry Ian Waugh objects to free speech (White Dwarf 7). Bill Seligman's criticism (in White Dwarf 6) of D&D Campaigns to which I replied in White Dwarf 6 was based on his ideas about the typical D&D player, and consequently was a matter of counting and experience. Since my view was very different I referred to my experiences to indicate the broad extent of my "statistical sample", if you will. I established that Ian Waugh, which I replied in disagree with the author of the rules. I wonder what majority of players behave, regardless of what conclusions one draws.

With regard to the matter of whether a character is AC2 or AC9+7, point taken. I tend not to use the weapon differential tables in that way I partly for simplicity, partly because I suspect different monster skin would have a different effect to that of variations in human armour, especially when things like undead are involved; also the rules sound logically but I place emphasis on teeth, tails and so on. Very few of my monsters use military picks.

As for spells, I assume Albie makes lightning bolts hit automatically. I used to play it that way, but now I prefer to allow a miss.

Lew Pulipher, Lew Pulipher, London

Dear WD,

I am glad to see that my article on Combat and Armour Class in White Dwarf 6 has at least stirred up some reaction if nothing else. Perhaps I might be permitted to offer some clarifications. Albie Fiore in his letter makes some excellent comments; indeed his interpretation of hit points lost as percentage damage is just the basis on which I do itseems the only logical justification of the Greyhawk combat rules. However, it is an interpretation which smacks of a posteriori rather than a priori reasoning, and is a roundabout way of doing things. My intention was to suggest an alternative approach to creating a combat system which would be inherently more logical, while retaining all the virtues that Gary Gygax notes in the final paragraph of his letter. I should emphasise, perhaps, that currently I still use an adaptation of the Greyhawk system in much the way Albie does. To base character improvement on progressive armour class rather than progressive hit points would require a lot of extra balancing work which I have not had time to do, especially with regard to how the monsters would fight. But I do believe it would make a good basis. There is no accurate system that I know of at present for dealing with critical hits. In the extreme example of the helpless hero getting the heavy breathing routine from a red dragon, the result must surely be 100% death. A simulation in the dragon den bosque (assuming that, that the DM has unkindly omitted that routine unnoticed crevasses), but there are many cases where it is difficult to tell whether losing X number of hit points is Y% likely to be fatal irrespective of hit point total. Falling onto stakes, a dagger in the back, and so on.

With regard to the matter of whether a character is AC2 or AC9+7, point taken. I tend not to use the weapon differential tables in that way I partly for simplicity, partly because I suspect different monster skin would have a different effect to that of variations in human armour, especially when things like undead are involved; also the rules sound logically but I place emphasis on teeth, tails and so on. Very few of my monsters use military picks.

As for spells, I assume Albie makes lightning bolts hit automatically. I used to play it that way, but now I prefer to allow a miss.

Lew Pulipher, Lew Pulipher, London

Dear WD,

In my weapons list in White Dwarf 7, I put the damage from crossbows as being greater than that from their corresponding handbows because it felt, without having any data to back it up, that the effect was more powerful. Shortbow D6, Horsebow D6+1, Longbow DB, Composite Bow D10, Light Crossbow D8, Heavy Crossbow D10, Arbalest D12. An article onCW & Tactics includes a comparison between the English longbows and the French crossbows as used in battle, and shows the crossbow as imparting twice the kinetic energy to its missile as the longbow. The article states that crossbows bolts went through armour far more readily than longbow arrows. It isn't clear to me whether the crossbows used in the comparison were light, heavy, or arbalest versions of the crossbow, but assuming that we were talking crossbows, both the D&D rules and my alteration of them seem to shortchange the damage figures for these weapons. I therefore suggest the following modification to the damage ratings for crossbows: Light Crossbow D6, Horsebow D8, Heavy Crossbow D10, Arbalest D12. These are not quite double the power of their handbow equivalents, but they are higher in both their minimum and average damage figures, and seem reasonable in light of the damage ratings of other weapons. Remember also that the user gets a greater rate of fire, a wider range and change of fire, the latter being an important game balance factor.

Sincerely,

John T. Sapienza, Jr., Washington D.C., U.S.A.

Dear WD,

I have just obtained the first four issues of your magazine and noticed in White Dwarf 2, Before the Flood, that the author made reference to an Australian Midgard that had collapsed. At the time this was only partly true, what had happened was that a split had occurred between the players and the GM over his running of the game. The GM then contacted a player to help him run the game and shortly after quit altogether. The player then went to work on the game with my aid but eventually he dropped out through lack of interest. I was then left with the whole works.

The big downfall in the game at the time I took over was the rules. These had basically been drawn from the American Midgard and did not cover half the possible occurrences in the game that need defining. I again called a halt to the game and sat down again to rework the rules and the world of Midgard. This made in total about four editions of the rules and three editions of the map. I finally stopped the map making by using the War in Europe map. After four months I again started the game (that was about July 1977) and it has been running smoothly ever since.

If you were at the moment has only about 25 players, but its numbers are increasing slowly again as word spreads throughout the various people who play wargames. The rules include Heroes, Wizards and Clerics, and can be run as not as they wish, and Economics, Maritime and Army, Spies, Weather, Characterisation, Exploration and Colonization, Fortifications and Siege, and various other minor rules. A MIGNARD JOURNAL is published with each monthly move. Yours Sincerely,

Kevin Flynn, Woolloongabba, Australia.
In response to numerous requests for Games Workshop to repeat its popular D&D Day, we are proud to announce the first

**DRAGONMEET**

A DAY OF SCIENCE FICTION & FANTASY GAMES

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  * Trade Stands with all the new rules, games and figure releases
  * Competitions including D&D and Cosmic Encounter
  * SF/F Painting Competition in the following categories: 25mm single figure, 25mm diorama, 54mm single figure
  * SF/F Computer Games including a Star Trek game
  * Live Costumed Medieval Combat to be fought on stage
  * Games Playing with plenty of space for everybody to bring along their own dungeons and other SF/F games.

SEE YOU THERE!
by Rowland Flynn

Part I

Great statue on a cart," said Hero, squatting, "with men pulling it, men or things like men. And something in red that walked before them. His hands gripped the stone parapet, as though she strain he could make clear the shapes moving through the dusk. "Whether they come for gold or ill, there's no telling at this distance."

Pursio looked up at him and snorted. "And ill and ill can seem two peas of the same pod, even at close quarters. Is it no clue that they pull their great huge cart from the northwest?" A handful of others had come to pull from the gate's sides, but the food cart was not to jostle tall Hero and dwarfish Pursio. The two had a certain reputation.

"Things come from the Valley of Four Winds from all directions," said Hero gloomily. "Mostly for ill, what of it?"

These doughty men pulled their cart up the Black Gorge's side, perhaps? Mayhap they found it easier to haul it across those rocks like fallen castles at the roots of Stonefinger Mountains? No, they came roundabout, or by sorcery and neither bodies well. Pursio stared across the fields to the approaching figures, and scratched his leatherly baldric. "Straight through the hop-field! Master Skill will say a word or two to 'em for that, accident or no. Come down: we'll lie in arrow-shoot, every one, and watch the stuff they've made of the wind here is cold.

Hero shook his head so that the dragon-crest atop his headdress swayed side to side. "Not until the bell. It is my watch. — See, the walker before is an old greybeard and the statue a great squattling man."

"Your eyes see better than mine," said Pursio and stamped off along the high stone ridge, followed by most of the casual watchers. As he vanished down the steps, his voice rose in a taproom ditty of three witches in flaming. "Spravwish, spravwish, weaves, webs, mayhap." Hero grinned, clapped Pursio on the back; the little man coughed, stumbled and broke into bitter defamations of Hero's character, started more and more as he invented elaborate insults, all the way to the square.

When they came through the north arch into the cobbled square, it was filled with Pursio as fast as men could run; the taverns in surrounding streets were half-empty as the curious drifted, tankards in hand, to see the audience. Hajjin walked unconcerned through the throng, which parted before the red cloak's swirl: as though long familiar with the city, he ordered the wooden cart backed against the eastern wall, its burden facing the high balcony opposite. The torchlight was stronger here; the "gift" showed clearly as the brazen semblance of a hairless, squatting man, bloated like a eunuch and near naked. "Gods! what a sight!" said Hero as he studied the broken men who pulled the eidolon. They were spotted with sores, streaked with mud and excrement; their hands bled where they had hugged the chains (padded only with worn leather) for so long. Hajjin stood a little before them, calm eyes on the crowd, mingling the same cheer. A star or two winked down; behind the barred barricades windows on three sides of the square, the cresset gleams struck an occasional spark from showdowns of cobbles and ditches.

"Hold fast," whispered Pursio urgently, plucking his friend's arm: in vain. Hero's voice rose as he moved closer to Hajjin and said, as if to Pursio, "Slavery is not looked kindly upon in Farrondill. Think you the King, though laden with never so many gifts, will favour a condition who recoils as a cow.

Hajjin turned with a smile. "Why, if such is your custom, do you loose their chains," he said, as though to an idiot. "Rumours had rippled through Farrondill —"

The man — whom Hero recognised as one Madoc, poet, mathematician and warrior besides — withdrew. In the square the crowd quieted, then broke into brief cheers for King Lodwick. The King was robed in rich blue and carried the plain gold rod of office; he held aloft and called "We welcome you to Farrondill, Master Hajjin; and hear you bring an, ummm, unfinished gift..."

"If you look more closely you may see it for yourself, O King," said Hajjin calmly.

"The King narrowed his eyes. "We see it. We likewise see many near-dead men, and to our old eyes it seems these men are chained. Such, Master Hajjin, is not the way of Farrondill."

Hajjin waved a negligent hand. "The men are part of the gift—yours to free if you will."
He turned a quick smile on Hero. "If you can.
Drumming his fingers on the balustrade, King Lodwick said dangerously "And can it be that you seek a boon? That for this monstrous idol and these sorrow wretches you seek high reward?"

"I do. Ten thousand golden crowns would seem adequate."
The King's face grew darker, but the crowd's mood lightened, and many laughed. "To be sure, it is idle to rumple through the day that strung from it at the gate as thunder resembles a clapping hand. Slowly, horrificly, the figure began to tremble. The hidden bowmen saw evil in the air, and there was a fivefold snick of bowstrings, while Hero flung the axe-handle into groaning drifts against the western wall. There lay a charred and molten scrap of metal. Even the axehandle was turned in mid-flight; it flew across the square to strike the King's balustrade."

"My best knife," said Pursio, and spat. "Take Rhys the bard also," said King Lodwick. "They of Gondemar love music. You may buy their good advice for a song..."

"And of mine?" said Anvar. Hero blinked, and nodded quickly. "Take Rhys the bard also," said King Lodwick.

"If you will it, Pursio must come, of course," and I'd be glad of Madoc's company, and of Gorwin's and Caspar's for they are the finest bowmen in Farrantid. The black-faced warrior twins smiled together.

"Of mine," said Anvar. Hero blinked, and nodded quickly.

"Take Rhys the bard also," said King Lodwick. "They of Gondemar love music. You may buy their good advice for a song...

The party was made up in the next hour, its ranks swelled by four soldiers of the guard. Fine swords from the royal armory were provided — Pursio often said that he undertook quests solely to get such swords — and Hero received a small store of gold from the shrunken treasury. There was time for some hours' restless sleep; at dawn, after a lonely hour of walking and planning. Hero and Pursio were mounted in the square and ready to depart. King Lodwick had said of his own right hand, which now glowed with the same blood-radiance as the Slaver's, "Here was my knife, before you to halt his carraige, lest he show a trifle more of his purpose and curses from sluggards woken by their passing; and so through the gate and mile on mile of dewy fields, southward towards hilly Gondemar.

In the rough land beyond Farrantid's fields they spied occasional moorsstrayes strayed from beyond the Valley of the Four Winds, yet nothing which dared attack. The day wore on; it was late afternoon when the party neared Gondemar's low southern hills, where the Yazz flowed from the evil swamplands. They spied occasional monstrosities strayed from beyond the Valley of the Four Winds, yet nothing which dared attack. The day wore on; it was late afternoon when the party neared Gondemar's low southern hills, where the Yazz flowed from the evil swamplands further east. And now, over this joining place of Gondemar and the Swamplords' slimy land, there rose smoke; red flames lay on the marsh and to the party's ears came howls, and to the party's ears came howls, and to the party's ears came howls, and to the party's ears came howls, and to the party's ears came howls.
THE WHITE DWARF QUESTIONNAIRE – RESULTS

Last issue we published our first questionnaire to find out whether or not we were heading in the right direction with White Dwarf. We had an incredible response for which we are very grateful and some very useful suggestions – many of which will be implemented in the coming issues. We also received compliments galore which made our hearts swell with pride. Anyway, here are the results:

1. Give marks out of ten for the following regular features:
   (a) The Fiend Factory 8.9
   (b) Treasure Chest 8.1
   (c) Open Box 7.6
   (d) Molten Magic 5.7
   (e) Kalgar 3.2

2. Answer YES or NO to the following questions:
   (a) Would you like a regular published mini-dungeon? Yes: 88%
   (b) Would you like more articles on SF role-playing games? Yes: 57%
   (c) Would you like more articles on SF/F board games? Yes: 51%
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