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**New**

TRADE ENQUIRIES WELCOME.
In recent months there have been a growing number of letters and articles published in various magazines concerning realism in fantasy role-playing games. A few individuals seem to think that myriad die rolls and reference to volumes of charts and tables will result in a realistic game. But at the expense of what? Fun and enjoyment? Taken to its logical conclusion, it would necessitate, for example, rolling for the percentage chance of being stung whilst picking blackberries or bleeding gums whilst brushing teeth. If people want this, fine, but they should not try to force their method of play down somebody else's throat claiming that they are 'authorities'.

There are an estimated 100,000 D&D players around the world and methods of play are bound to differ. Gary Gygax has always stated that D&D is a game and should, therefore, be enjoyable and fun. But he has never stated that the game should be played in one particular way — it is entirely up to the players.

White Dwarf attempts to present articles and ideas for readers to use as they please, but we will never try to set ourselves up as authorities. We will publish people's opinions for others to agree or disagree with as they wish.

We are holding back the Letters page this issue as a number of the letters we have on file are related to the 'realism' argument. Next issue we will print an Open Forum on the topic so if you feel particularly outraged by or in sympathy with 'authorities' or even this editorial, start writing now.
The one thing I was disappointed with in Traveller was the lack of any suitable substitute for experience. Once your character has been diced for, the only thing he can do is earn enough money to allow himself to sink gracefully into senile decay. The limited self-improvement given in Book 2 is both time and money consuming, and I have not yet had a player in my campaign who would be willing to sacrifice so much for what is really so little. in bribing three policemen for minor law infringements (1%)

Weapons abilities are as follows - for the cutlass it is 10 x 2 = 18%; for the dagger the chance is 7 x 2 - 1 = 13%; and for brawling it is 2 x 2 = 4%. At the end of combat roll percentile dice for each skill and if the score equals or is below the required percentage then an additional layer of skill is attained. Simple, isn't it?

The best way to show this is to allow a 2% cumulative chance per hit of gaining an extra level of skill (minus, of course, the present level of skill). The roll must be done at the end of combat and cannot be carried forward to the next melee.

For non-combat skills the method is similar. Some skills of course cannot be increased even by constant use and these will be mentioned at the end.

PILOTING
The chance for gaining an extra skill is 1% cumulative per successful flight, +5% for such manoeuvres as skimming gas giants for fuel, also cumulative. Additional supplements may be added for complex manoeuvres during space battles at the SM's discretion, if an error is made in flight, such as an overjump or collision, then the percentage chance accumulated up to that point is reduced immediately to zero and the player must begin again. A player may roll at any time he chooses. This may be after only 10 percentage points have been accumulated or he may decide to risk the possibility of a mistake occurring and attempt to gain 100 percentage points to be sure of gaining the next skill level.

GAMBLING
For each 500,000 cr. won there is a 10% minus the present skill level chance of gaining an additional level. This chance is non-cumulative, i.e. roll separately for each 500,000 cr. won. For each 100,000 cr. lost (net) there is a 2% cumulative chance of losing a skill level of gambling. Roll for this, where applicable, at the end of each gambling spree.

BRIBERY
Depending on the risks taken, there is a 1-5% cumulative chance that another level is gained. However, if the bribe is not accepted then twice the percentage chance that would have been gained had the bribe been accepted, is in fact lost.

Example: A character with a level 2 skill in bribery succeeds in bribing three policemen for minor law infringements (1% each), four petty officials to help speed up cargo inspections (2% each), a customs officer to miss a few watches and other small items he is smuggling (3%), and a high court judge to acquit him of a major law infringement (5%). His present chance of gaining an extra level is 16% (18%-2% for present skill level).

FORGERY
For each successfully forged document there is a 2-5% cumulative chance of gaining another level (depending on the complexity of the forgery) if a forged document is detected twice the experience that would have been gained is lost.

AIRCRAFT
For each use of duration two hours or longer in unfamiliar territory there is a 1% cumulative chance of gaining an extra skill level. For each flight of duration thirty minutes or longer in decidedly hostile territory there is a 3% cumulative chance.

As with piloting, if a mistake is made then the experience accumulated so far is lost.

A.T.V. As above.

SHIP'S BOAT
There is a 1% cumulative chance per flight, plus extras at the SM's discretion for hostile conditions, that another skill level will be reached.

COMPUTER
Cumulative percentage chances equal to the cost of the programme, with a minimum of 1%, are gained with each successful new programme used. If an error is made, then, as levels are certain to be at risk due to the error the accumulated experience so far is lost.

MECHANICAL
For each month spent in employment using this skill there is a 1% cumulative chance of reaching the next level. For each major repair there is an additional 2-5% to be added at the SM's discretion.

ELECTRONIC See above.

ENGINEER See above.
NAVIGATION
For each successful trip there is a 1% cumulative chance of gaining an additional level of skill. In an overjump is made and the navigator does not find out the present location of the ship within six hours then his experience is reduced to zero. If he does find the ship's location within that time he gains an additional 5% to add to his accumulated experience so far.

To find the location of an overjumped ship, the navigator must roll 12 on two dice with DM's of +1 for each level of skill above the first. He may roll once per hour but after six hours of continuous work on this he must rest for six hours or suffer DM's of -1 per hour after the sixth hour until he does rest.

GUNNERY
As with guncombat.

STEWARD
For each month aboard a ship there is a 1% cumulative chance of reaching the next skill level provided stewardship is the only category in which the character serves.

MEDICAL
For each month served aboard a ship in this capacity only or in a job requiring at least 80% medical work there is a 2% chance of reaching the next level. Additional plusses may be given at the SM's discretion for any major or out of the ordinary doctoring that is done. For levels 3 and higher after the required roll on the percentile dice is made at least one month must be spent at a medical centre at the end of which an exam will be taken. This exam requires a roll of 9+ to pass with DM's of +1 if social level above 8 or education above 9, and +2 if intelligence is above 9. If the exam is failed then although the required level of skill has been reached it is not recognised by the medical authorities. The exam may be retaken within three months of first taking it. If it is failed a second time then the newly gained level is lost and the player must begin to collect experience again. The first exam costs 750 cr. and the retake 150 cr.

VACC-SUIT
For each successful prolonged use (more than one hour) there is a 1% cumulative chance of gaining the next skill level. For each successful repair there is an additional 3%.

STREETWISE
This is one of the more unusual skills and can be gained by any character with an intelligence of 7 or more at a chance equal to half that he would have accumulated had he already developed the skill. If the skill is possessed there is a 10% cumulative chance for each new culture in which he spends at least one month mixing with normal natives he will be able to gain the new skill level. A temporary streetwise skill, equivalent to getting to know the right people, may be developed with respect to a single culture. This is equal to 1 level every four months spent living in the culture without a break of more than one week every two months. This new level will apply to that culture only and in any other culture the original level still applies. For each two months spent away from the culture one of the temporary skill levels is lost.

It should be remembered that even in real life, experience accumulated this way, without any sort of formal training, takes time. This is why the percentages are so small. If you feel they are too small then by all means make them larger. Although I have not said this in each case, subtract the present skill level from the earned experience before rolling the dice. Unless otherwise specified the player may roll for the next level whenever he chooses. If the character's life or lives of his friends are threatened or lost as a direct result of a mistake by him in a field in which he has earned experience, then due to him losing confidence in himself all experience gained so far is lost.

I feel that the following skills are either too nebulous or are not used frequently enough to deal with in a similar manner to the other skills. They are Administration, Leadership, Tactics and Forward Observer.

Next time I shall complete the article by dealing with how characters can gain new skills and increase their requisites. So until then, happy Travelling.
A regular feature introducing new and interesting monsters, edited by Don Turnbull.

The collection mounts! I really am greatly impressed by the efforts of White Dwarf readers - the task of selecting the 'fortunate few' for each issue gets more and more difficult.

A few readers have asked that I include mention of the intelligence of each new monster - as one rightly says, many DMs need this information so that they can come to conclusions about how the monster would react in given situations. In most cases, the designers haven't included intelligence in the specifications (probably for the good reason that we didn't ask for it), so the listing I give below, which includes all the Fiend Factory products published so far, must be taken as my own estimation from the information I have. If one or more of the designers disagrees sharply with me, would he please write to me c/o White Dwarf and the correction will appear later.

In all cases I have used the classification system adopted by TSR in the new Monster Manual.

White Dwarf 6

<table>
<thead>
<tr>
<th>Name</th>
<th>Class</th>
<th>Level</th>
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<th>Hit Dice</th>
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<tr>
<td>Necrophidius</td>
<td>None</td>
<td>Average</td>
<td></td>
<td>4D10</td>
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<td>Volt</td>
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<td>1 D8 - 1</td>
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<td>Average</td>
<td>Squirk</td>
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<td>4D10</td>
<td>type K</td>
<td>1 D8 - 1</td>
<td>1.3 (Level I)</td>
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In future I will give an intelligence rating for each monster, preferably the one sent by the designer, but if not I will come to what I think is a reasonable conclusion and leave it to the designer to correct me if necessary.

We are already in some trouble with duplicate names - names for new monsters which either duplicate offerings from other readers or duplicate names already invented for other monsters in other magazines. In cases like these, if I have a monster I would like to print but think the confusion generated by a duplicate name would cause difficulty, I write to the designer asking him to consider a change of name. So the fact that someone else had designed a monster with the same name as yours doesn't disqualify your creation from appearing under your own name - this is particularly a problem when the source of the design is a work of fiction where the name already exists (but once again I don't disqualify those monsters which are based on namesakes in works of fiction).

As promised, this time there are a few more 'straight' monsters in the collection. I don't want readers to get the impression that a dungeon must be populated exclusively with 'oddball' monsters - indeed it is often the case that the effectiveness of the oddball monster is in inverse proportion to the frequency of its appearance, like the cymbals in an orchestra score. Though most dungeons contain (I hope) an interesting number and variety of oddball monsters, there is a predominance of more ordinary monsters, and if this were not the game would not, I think, be as enjoyable. However I have inserted a few of the more unusual type to maintain variety.

Swart

by Cricky Hitchcock (Canada)

No. appearing: 4D10
Armour class: 7
Movement: 6"
Hit Dice: 1D8-1
Treasure: type K
Attack: Small sword
Alignment: Chaotic/Evil
Intelligence: Average
Monstermark: 1.3 (Level I)

These small creatures (3' tall) have bright blue skin with orange eyes. They are medley between Goblins and Kobolds and generally attack the latter, though they will unite against their common foe - Hobbits. Hobbits delight in staging combats between groups of Svarts and Kobolds.

In a group of 5 Svarts, there will be one carrying a net. In a group of 20 Svarts, one will be a strong leader-type, ranging from 3'6" to 5' in height and from 8 to 11 hit points. Leaders use a hand-axe, mace, battle-axe, morning star or flail with damage by weapon type. No Svarts have magic use.

Comments: taken from the Weirdstone of Brisingamon by Alan Garner, this is a useful addition to the 'small monster' category which will add variety. Good straightforward stuff.

Doktor

by Ian McDowall

No. appearing: 6D10
Armour class: 5
Movement: 6"
Hit Dice: 1D8+1
Treasure: type E
Attack: two claws
Alignment: lawful
Intelligence: average
Monstermark: 13.4 (Level II)

This creature looks rather like a shabby ape and can talk. Being lawful in the extreme it will never attack unless it is attacked or robbed, in which case it will fight until avenged or the treasure recovered. When it
attacks it does so with two 1D10 claw attacks and because of strength and sharpness of claws +4 on all attacks.

Comments: nothing really to add to this excellent straightforward beast which could be a useful non-player-character addition to a party.

by Andrew Key

No. appearing: 1
Armour class: 6
Movement: 6" per melee round
Hit Dice: 5D8
Treasure: Nil
Attack: 2 tentacles, 1D4 on same opponent
Alignment: Neutral or non-aligned
Intelligence: Animal
Monstermark: 28.8 (against first level FM in AC2) – level III in 12 levels

The natural form of this beast is that of a grey-green lump with a short single leg with a suction cup like a snail’s and two 6’ long tentacles. However, when engaged in combat the Imporph will gradually come to resemble its opponent, changing HD and AC values by 1 at the beginning of each melee round, at the same time altering its visual appearance, until they are the same as those of the opponent. When HD, AC and hence appearance are the same, the monster instantly alters its movement and attacks to fit its subject. Note, however, that it does not gain any magical abilities or strength bonuses for example – although it could grow various appendages to copy it’s opponent’s weapons these will never be as magical weapons and will always strike for 1D4 damage each tentacle. Its hit points remain even when its HD changes.

When the battle is over or when the Imporph is down to 8 hits or fewer, it will revert to its original form by the reverse process (change 1 in HD and AC each round) If faced with more than one attacker, roll a dice to see which it copies. If its original model dies during battle, or retreats from it, it starts a mediadation which looks rather like another antagonism.

Comments: if only the Imporph could isolate a weak member of a party and kill him, great would be the confusion when it rejoined the party in its new form. A detailed calculation which is absolutely correct). Don’t forget that, as soon as the Imporph is exactly the shape of the model, it switches to the Men Attacking table for its hit probability until it starts to change back again.

by Bob Scurfield

No. appearing: 1-2
Armour class: stalks AC6, base AC4
Movement: 2D6
Hit Dice: stalks 2D10 each, base 2D6
Treasure: Nil
Attack: 2 whips 1D10 each
Alignment: neutral or non-aligned
Intelligence: semi
Monstermark: 23.7 (level III in 12 levels)

The Whipper is a plant and therefore susceptible to ‘control plants’ etc. Each plant has two stalks which when fully grown are about 16’ long. They are connected to a base which has small legs, giving the plant some ability to move. It hates sunlight and lives on the remains of its animal prey, so will be found mainly in ruins and large caverns underground. If the base is destroyed the plant dies but the two stalks go into a mad frenzy for one melee round during which they do double damage if they hit; after this they die. If both the stalks are destroyed the plant will try to ‘run’ away with only the base, which contains the brain, remaining.

Comments: I suspect I am not the only DM to have included a carnivorous plant on these lines in his dungeon – Bob classifies and characterises such a beast in a way which I am generally welcomed, I think. The Monstermark calculation assumes that the adventurers will try to hit the brain – the final attack delivers an average of 22 hits which makes the Whipper quite a foe. A new calculation would be needed for the stalks, but the Whipper doesn’t die if the stalks are chopped off; however it would be easy to catch and kill without risk if the stalks were removed. Actually it won’t take you long to find out that attacking the stalks is a more dangerous way of tackling this beast. A very welcome addition to the plant family. Incidentally, I would rule that it attacks on the ‘2-3 hit die’ line, so requires 15 to hit AC2.

by Bob Waring

No. appearing: 1D6
Armour class: 7
Movement: 12” flying
Hit Dice: 2D8, 4D8 or 6D8 according to size
Treasure: Nil
Attack: 1D4, 1D6 or 1D8 according to size, plus blood drain; tail 1D4 plus poison in each case
Alignment: neutral or non-aligned
Intelligence: None
Monstermark: Almost meaningless, but I would suggest levels II, III and IV for the three sizes.

This is a gigantic lungfish which secretes hydrogen, thus enabling it to fly. It attacks normally with a bite for the damage given above; once it hits, it becomes attached to its victim and automatically drains points equal to its hit dice each round thereafter.

If attacked from the rear, the lungfish can use its tail which has poisonous spines. When a Flying Fish is attacked for the first time by a sharp-edged weapon (sword, arrow etc.) the DM notes the position of the nearest naked flame; he works out the distance in yards between the fish and the flame, subtracts this from 6, multiplies the result by 10, and this is the percentage chance of an explosion due to leaking hydrogen. [Thus a flame more than 8 yards away could not ignite the hydrogen, while one 4 yards away has a 50% chance of igniting it and one immediately next to the Flying Fish has a 80% chance of igniting it]. The explosion, if it takes place, is a 2D8 fireball with radius in yards equal to the hit dice of the Flying Fish. The chance of an explosion is rolled each melee round, and goes up by 5% each round.

Ordinary fireballs will, of course, kill these creatures instantly.

Comments: I can’t really calculate the Monstermark for this beast because of unknown factors like the proximity of torches. A delightful beast, though rather easy to deal with once recognised (arrows from 30 feet away, and it can’t close the gap sufficiently quickly to cause trouble). Shades of the Hindenberg?

by Dave Waring

No. appearing: 3D8+1
Armour class: lightly-armoured man
Movement: 10-60 GP
Hit: 1D6+1
Treasure: 0
Attack: 2 claws, 1D6 each
Alignment: Neutral
Intelligence: None
Monstermark: class: 7

An emerald-hued shaggy humanoid with an obsession for staircases; it is a gigantic lungfish which secretes hydrogen, thus enabling it to fly. It attacks normally with a bite for the damage given above; once it hits, it becomes attached to its victim and automatically drains points equal to its hit dice each round thereafter.

If faced with more than one attacker, roll a dice to see which it copies. If its original model dies during battle, or retreats from it, it starts a mediadation which looks rather like another antagonism.

Comments: if only the Imporph could isolate a weak member of a party and kill him, great would be the confusion when it rejoined the party in its new form. A detailed calculation which is absolutely correct). Don’t forget that, as soon as the Imporph is exactly the shape of the model, it switches to the Men Attacking table for its hit probability until it starts to change back again.

by Roger Musson

No. appearing: 1
Armour class: 0
Movement: as lightly-armoured man
Hit dice: 3D8+1
Treasure: May (30%) carry 10-60 GP
Attack: 2 claws, 1D6 each
Alignment: Neutral
Intelligence: Animal
Monstermark: 90 (level V in 12 levels)

This is a gigantic lungfish which secretes hydrogen, thus enabling it to fly. It attacks normally with a bite for the damage given above; once it hits, it becomes attached to its victim and automatically drains points equal to its own hit dice each round thereafter.

If attacked from the rear, the lungfish can use its tail which has poisonous spines. When a Flying Fish is attacked for the first time by a sharp-edged weapon (sword, arrow etc.) the DM notes the position of the nearest naked flame; he works out the distance in yards between the fish and the flame, subtracts this from 6, multiplies the result by 10, and this is the percentage chance of an explosion due to leaking hydrogen. [Thus a flame more than 8 yards away could not ignite the hydrogen, while one 4 yards away has a 50% chance of igniting it and one immediately next to the Flying Fish has a 80% chance of igniting it]. The explosion, if it takes place, is a 2D8 fireball with radius in yards equal to the hit dice of the Flying Fish. The chance of an explosion is rolled each melee round, and goes up by 5% each round.

Ordinary fireballs will, of course, kill these creatures instantly.

Comments: I can’t really calculate the Monstermark for this beast because of unknown factors like the proximity of torches. A delightful beast, though rather easy to deal with once recognised (arrows from 30 feet away, and it can’t close the gap sufficiently quickly to cause trouble). Shades of the Hindenberg?
THE FIEND FACTORY

by Nick Louth

This is a whole family of creatures with characteristics as follows:

<table>
<thead>
<tr>
<th>Colour</th>
<th>Hit Dice</th>
<th>Armour Class</th>
<th>Attacks</th>
<th>Gems value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Black</td>
<td>1D8+1</td>
<td>4</td>
<td>1 (as +1 light crossbow)</td>
<td>1D100</td>
</tr>
<tr>
<td>Green</td>
<td>2D8+1</td>
<td>3</td>
<td>2 (as +2 light crossbow)</td>
<td>2D100</td>
</tr>
<tr>
<td>Red</td>
<td>3D8+1</td>
<td>2</td>
<td>3 (as +3 light crossbow)</td>
<td>3D100</td>
</tr>
<tr>
<td>Yellow</td>
<td>4D8+2</td>
<td>1</td>
<td>4 (as +4 light crossbow)</td>
<td>4D100</td>
</tr>
<tr>
<td>Silver</td>
<td>5D8+2</td>
<td>0</td>
<td>5 (as +5 light crossbow)</td>
<td>5D100</td>
</tr>
</tbody>
</table>

Spines have 60' range

Movement: 12" (18") flying
Treasure: Neutral or non-aligned
Alignment: Semi

These creatures look like 3' diameter balls of various colours with thousands of radiating spines. The more hit dice they have, the more spines they can fire in a single melee round. When killed and broken up, they reveal gems at their centres. They hunt with clairvoyance.

Comments: I wonder whether Nick realised just what a powerful creature he was playing about with in the Silver Urchin. The five attacks, with deadly accuracy over quite a distance, make it a particularly fearsome beast which most adventurers would be glad to avoid. In my view the gem content should be higher for the Red, Yellow and Silver Urchins also having 1D4 poison on the spines.

by Stephen Wood

The Umpleby is humanoid, about 8' tall and weighing about 400 lbs. covered in straggly wild hair. It is of low intelligence though it can speak and when matters concern its master its mind is swift and calculating. It will only fight if provoked. Its apparent stupidity makes it appear an unhelpful companion, but even if totally ignored the Umpleby will tag onto a party, willing or not, and follow the party everywhere; however in these circumstances it will offer no help and will ignore the party if spoken to. However if it is given food or water it becomes totally loyal to its benefactor - its loyalty to its master dominating even over its lust for treasure.

Within its body it stores large amounts of static electricity which it can use to paralyse opponents; each day it can give off 50 points of damage in this way, after which time it recharges by sleeping for one hour in whatever position it was in when the 50th point was used up. Its favourite weapon is its hair which can extend to 60' and act as a net or rope which the Umpleby can control; the hair is very strong and can only be cut by magical weapons, which strike it as against AC2. The Umpleby has a great love of treasure and is able to detect it up to 100' away even through solid rock. In its lair it keeps enormous treasure hoard, but it will never reveal the location of its lair except under the influence of charm monster. Even if threatened with death, the Umpleby will retain its secret, though it will probably giggle at its foe.

Comments: first, let me say that I have calculated the Monstermark on the assumption that it attacks with all 50 points of damage on the first hit. This is unrealistic and probably not the way most DMs would play this fascinating beast, but how else to do the calculation? The resulting Monstermark is too high - by instinct I would place it on level V or Level VI of twelve levels.

This type of creature - the 'travelling companion' - is becoming rather more popular, and certainly makes a change from Little Old Men and the LOLITS (little old lady in tennis shoes). Its alignment is rather curious and there will be more than one interpretation of what the designer calls lawful/chaotic. I think he simply refers here to the differing behaviour of the beast depending on whether or not it is offered refreshment.

Perhaps, on balance, this is rather too good a monster. The treasure in its lair would be at the DM's discretion, and that's probably not, in normal circumstances, accessible (who would think of charming something which appears harmless in the first place?); however its 'damage joke' is very strong indeed and I wonder whether it should have some disadvantageous feature? Say, at the point of finding the rich treasure it has detected and to which it has led its master, its greed overcome by its loyalty and it cracks its master one? A bit brutal and unsuitable, of course, but no doubt DMs will be able to think of more sophisticated reactions.

by Roger Musson

No. appearing: 5D10
Armour class: 0
Movement: 15" hopping
Hit Dice: ½D8 (or 1D4 if you like)
Treasure: type A
Alignment: Neutral or Chaotic/Evil
Intelligence: Semi

The Nasnas (sing & plur) resembles a human being divided in half longitudinally. It has one leg, one arm, half a head, half a body and half a hit die. However it is amazingly dextrous, hence the high speed, high AC and the fact that it hits as a 7-dice monster. It often fights with its open hand, and if this is the case the damage is calculated by rolling 6D6, counting the number of 1's that appear, adding 1 and the total is the amount of damage done. Watch the players' faces as you do this! When you get tired of the joke, give it a short sword for 1–6 damage.

Comments: another delight from Roger's fluent pen. I toy with the thought of asking Roger how the race reproduced itself. . . . Perhaps, on balance, this is rather too good a monster. The treasure in its lair would be at the DM's discretion, and that's probably not, in normal circumstances, accessible (who would think of charming something which appears harmless in the first place?); however its 'damage joke' is very strong indeed and I wonder whether it should have some disadvantageous feature? Say, at the point of finding the rich treasure it has detected and to which it has led its master, its greed overcome by its loyalty and it cracks its master one? A bit brutal and unsuitable, of course, but no doubt DMs will be able to think of more sophisticated reactions.

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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.

Games Workshop presents:

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- Glenn Kidd (Ral Partha)

TRADE STANDS – Games Workshop, Asgard, Greenwood & Ball, Nottingham Model Soldier, Skytrex, David Watts, Navwar, Fusiler Games, and more.

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BRING AND BUY STALL – Sell off your unwanted figures and games.

SNACK BAR ♦ LICENSED BAR ♦ DEMONSTRATIONS ♦ GAMES PLAYING AREA
Chapter Two: Battle of Gondemar

The wizard Hajjin has inflicted his monstrous Wind Demon on the city of Farrondi, requiring huge ransoms to keep the demon passive. So burnt Anvar, Hero, and his servant Pursio head southward to seek advice from the Gondemarian dwarves; but, approaching Gondemar, they see the smoke of battle...
He woke still daubed with slime and vileness, for there were not cloths enough in the party's store to wipe away the Swamplords' stains. About and about, rising and falling, the sound of battle still clattered in the mists.

"A sip of wine, my master," said Pursio, holding out a silver cup. The King flushed, but he warmed him, and he was able to stand. The four Swamplords now lay inert, as did Holstock and one Gondemarian, a trident still through his chest. At least his breast was confined, though it was nothing and Northmen did not falter till the flesh was stripped from their bones. Other Gondemarian came to Hero and bowed.

"I am Damzik, lieutenant of the King's guard," he growled in his deep voice. "I thank your company." Hero shrugged (and found that 'shrugging' meant to raise shoulders). "The Swamplords are vile without and within ... scattered now across the swamp-edge, and it goes ill with us. Gondemar fights best in groups."

"What do they want?" asked Pursio.

The dwarf gestured southward. "There are hot springs where pitch and tar float up from hidden deeps. We have a hundred things, not least our fiery spears, and needs must collect it from springs to which the Swamplords lay false claim. Methinks they would fight us."

"No, good Hero: Damzik said, "and lesser weapons like clubs and dart-lieutenants heard this also, and scoffed: "Very surely the swamp-devils will mass all together, and then they'll mock at us and daunt us - but we've too few archers to shower 'em with blazing arrows, while the fiery spears they'd mock at us with burning fumigations. They think us slow in loading.""

"You could not fling blazing bundles from the cannon?" Pursio suggested. "I saw they feared fire."

"Ays, their devilish lungs shrivel at touch of flame. But fire from cannon - nay, nay! So fast does the shot rush through air that any flayed spears or dart patterns, questioned by army chieftains and, finally approved by the High King himself. All but one. Miskel died also. We are not such fools as to wish the mist were thicker! Vile creatures."

"Can you take us to your King?" asked Hero.

"I would take you nowhere else."

The mists grew dimmer and colder, swirled more thickly. Evening was upon them. The sounds of hidden fighting lessened as they marched, but the distant whir of their horses, bodies and armour beaded and gleaming with moisture.

"Gondemar is in retreat," whispered Damzik. "I was agreed that we gather by the foothills after sunset, there to find how many remain and to plan the next day."

And other evil shapes appeared behind and on either side, as the wounded and staggering remnants of Gondemar's forces made their way back. Not another Swamplord was seen: at dusk they slithered back into the marsh's edge, it would have seemed that the other Gondemarian came to Hero and bowed.

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To be continued.
Background of the Lichway (for DM only):
The Sandlanders, a dour coastal people, valued their hard-earned possessions above all else. Their dead, along with their most valued possessions, were ferried on funeral barges across the vast Korm Basin to its southernmost extremity which entered a cavern where the lichway was sited. The Sandlander high priest, Yezal, and his guards who dwelt permanently in the lichway received the dead and performed sacred rites (animate dead) in the Crypt of Life. Bodies were then entombed in the walls of the lichway behind a stone slab that could be easily removed from within. The deceased’s belongings were concealed elsewhere in the lichway. The Sandlanders believed that if ever their possessions were taken, the dead would awaken to reclaim what was theirs. The lichway was sporadically attacked, without success, by lizard men until an earth tremor opened a chasm between the Korm Basin and the Pit of the Eternal Flame. The flame was quenched by the inrushing waters and the lizard men were able to use this subterranean opening to penetrate the defences of the lichway and slay the guards and high-priest. The next funeral barge to arrive was attacked and sunk by the lizard men.

Map notes:
1. All the walls in the rooms are of stonework faced onto rock.
2. The level or number of Hit Dice along with ability scores of monsters are given for the DM to roll hits and award bonuses depending on whether Advanced D&D or Basic rules are being used.
3. MM denotes the monster is described in the TSR’s Monster Manual. WD denotes a monster from the indicated issue of White Dwarf.

DM’s Notes:
1. The wealth of the Sandlanders tribe still lies undiscovered in their lichway somewhere on the tidal Korm Basin.
2. Dark Odo – a saturnine female MU – and her henchmen set off some months before in quest of the lichway and have never returned.
3. Only a few hours previously a band of four men, considered by the law-abiding locals to be of dubious character, set off in the same direction as Dark Odo.
4. Ferro the woodsman saw a band of marauding Green Star Svarts pursuing a few panic-stricken kobolds towards the Korm Basin.

For the Party:
The party, having followed directions from locals, have discovered a passage at the back of a cave. This led them to another huge water-filled underground cavern into which a subterranean river gently flows. A wooden bridge crosses this river to an open portal beside a 15’ high tower leading to:

1. Korm Wharf (At the south end of an underground cavern. Ceiling 50’ and rising to the North)

Along the water’s edge are three small fortified towers (15’ high) between which are two docking bays and steps down to the water. The steps are littered with rubble and masonry – the remains of arches destroyed by the earth tremor – which is covered for the 2’ nearest the...
4. The eastern door. A torch burns faintly in an old wall holder by the eastern door. A secret door behind the lever opens to a full height passageway. The passageway and the walling behind the door are all new construction as the door once led straight into the Pit of Eternal Flames.

3. The Stonegate (20' high opening) opening to 9. The eastern doors are carved with skeletal borders surrounding a cascade of torch-holders. The southern wall of the牢牢 bears the ruptured and broken remains of torch-holders.

2. The Flame Portal Double doors, arched and 20' high, are covered in carvings depicting a border of intertwined skeletons framing a large flame. The doors have four thick metal bars across the front with the ends built into the walls on either side. The lowest bar is 3' from the ground and the doors are shackled to the bars by at least a dozen large chains and padlocks, all of which are corroded and jammed. Below the lowest bar there is a secret door, 3' square, behind which is a lever which when pulled raises the stone gate at 3. A secret door behind the lever opens to a full height (20') passageway. The passageway and the walling behind the door are all new construction as the door once led straight into the Pit of Eternal Flames.

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7. Guardroom (ceiling 20' high) The walls are lined end to end with stone slabs, each bearing what appears to be a name written in some arcane language. Behind each slab there is a hallow in front of which stands a staff or a flask (containing water from 8 and a throat clearing medicine). Between two 3' high arches in the S and W walls flows a 15' deep throat-leech-infested freshwater stream over which is a low stone bridge. The leech will either hang on with teeth or slide down the legs and thence into the stream to the S.W. This is drinkable springwater but there is a 35% chance that it will cause a throat leech (AC1, HTK 1, 1-3 blood suck + choke) (WD 6) in any unwary passers-by to drag them back down into its slimy depths. The floor is littered with the remains of broken bunks and slashed mattresses to one side stands an undamaged but rotten table. Squatting on five moudly but intact mattresses are gathered 4 goblins (AC6, 10' across, each carrying a mace 11 g.p. and a shortbow). The floor is littered with the remains of broken bunks and slashed mattresses, to one side stands an undamaged but rotten table. Squatting on five moudly but intact mattresses are gathered 4 goblins (AC6, 10' across, each carrying a mace 11 g.p. and a shortbow).

6. Arms Store Broken bunks and shredded mattresses litter the floor. The southernmost of the two levers in the S.W. corner lowers the stonegate, whilst the other opens the cage. The floor is littered with rusted and corroded weapons, bought some robes and an appendage to his staff, and painted his own staff. This, the Stone of Disability, effectively makes the sword useless for freeing the beast (failing causes the bars to raise again). Inside the cage is a secret trapdoor in the floor which opens to reveal a 40' deep crypt the size and shape of 11. The crypt is deep with the belongings of the lead; gable candelabras, gems, jewelry, silver flasks, everyday objects, tools (none magical), etc. (The total value...
of the hoard is left at the DM's discretion. Should the Susurrus cease its dronessong, then all the skeletons in the liveway, the 2 zombies and the ghoul in 4, and the skeleton in 28 will all awaken. 70–90% of the skelton's head toward the treasure, the rest will roam the complex.

SUSURRUS

No. appearing: 1
Armour class: 4
Movement: 15'
Hit Dice: BD8
Treasure: Nil
Attack: 2 Claws (1–8 each)
Special Attack: High (24)
Alignment: Neutral
Intelligence: Low
Monstermark: None
Treasure (level X in 12 levels)

The exoskeleton of the Susurrus is honeycombed with small ducts and passageways through which the beast continuously drains in the air on which it feeds. This constant 'inhaling' creates the beast's characteristic dronessong which only ceases when the beast dies. It is reminiscent of wind blowing through trees and can be heard up to a quarter of a mile away through unobstructed airways or beyond one closed door. The dronessong reverberates through corridors making it difficult to pinpoint the direction from which it emanates, but will become noticeably louder as the beast is approached. This noise has a peculiar effect on undead creatures causing them to feel 'at peace' whereas they sleep the 'slumber of the dead, a power many other mortals never act. They will a 2nd level cleric vs. undead (i.e. skeletons are automatically 'slept', a zombie rolling 6 or less on 2D6 is 'slept', wraiths and above are unaffected). While 'sleeping' the undead cannot be turned but if physically attacked they will awaken to defend themselves. The 7' tall beast has no external organs, and 'sees' and 'hears' through vibrations and disturbances in the air. Thus they can detect the presence of invisible objects and beings.

They are often seen immobile in windy locations taking in the air, and are surprisingly fast, aggressive and dangerous if encountered, despite the dronessong which rolls about the air. Whether or not the victim onto the numerous bony spikes which cover the exoskeleton. The victim will wake immediately attack any torch or lantern bearer. In an attempt to extinguish the oxygen consuming flames. The Susurrus are a long lived race of at least 1,000 years and they communicate by means of subtle variations in their dronesson.

12. Storeroom (ceiling 15' high)
Knee-deep in rusted and bent torture equipment and garbage is a hobgoblin (AC5, 10B+1), carrying sword, 14 c.p. and 172 g.p., rummaging for interesting implements to torture the stag in 7. There is a 5% chance of finding any small, usable, specified item of torture.

13. Pit of the Eternal Flame (domed, 40' at highest point)
The walls 2' above water are covered in wet green weed and slime (the water is tidal being linked to the Korm Basin). Around the walls is a large passable fissure leads from the bottom of the Pit to emerge underwater at the foot of the central tower on the wharf.

There is a 5% chance of finding any small, usable, specified item of torture.

A: The Lichway Bulb-Roarer is of bone and is carved in the shape of a Susurrus. When whistled it creates a high-pitched whispering noise which will cause a Susurrus to back away peaceably from the wielder, though it will defend itself if attacked.

B: The Snake Mace is a +1 mace for clerics and is in the shape of a ball of bones topped by a skull. Carved round the shaft is a coiled snake. Engraved in magic on the base of the skull is the word 'ophidians'. When used the snake coils around the victim (see A below) and is a mace (see B below). A large passable fissure leads from the bottom of the Pit to emerge underwater at the foot of the central tower on the wharf. The walls 2' above water are covered in wet green weed and slime (the water is tidal being linked to the Korm Basin). Around the walls is a large passable fissure leads from the bottom of the Pit to emerge underwater at the foot of the central tower on the wharf. The walls 2' above water are covered in wet green weed and slime (the water is tidal being linked to the Korm Basin). Around the walls is a large passable fissure leads from the bottom of the Pit to emerge underwater at the foot of the central tower on the wharf. The walls 2' above water are covered in wet green weed and slime (the water is tidal being linked to the Korm Basin). Around the walls is a large passable fissure leads from the bottom of the Pit to emerge underwater at the foot of the central tower on the wharf.

14. Jailer's Room (ceiling 15' high)
A torch in a holder on the N. wall throws light on a bound and naked woman - Pinella (AC5, 10D+8), living on a bunk against the S. wall.Flushed and panting beside the bed stands a particularly ugly man, clothing in some disarray and whose face is covered in warts and sores:

Name: Pinella
AC: 5
Hit Points: 1
Treasure: 50' of rope
Movement: 15' (ceiling 19' high)

Upon a table and 5 chairs are placed centrally in the sparse room illuminated by lanterns on the wall. A bell hangs from a chain in the N. wall and is rung by pulling the rope in 14. If this has not been done then, seated at the table, staring fascinatedly at a cube (see below) held in his hand is the exiled, insane FO unh.

15. Cell block (ceiling 15' high)
The barred cells are locked (the keys are on Vivlok in 14) except 'd' which is open and contains the torn clothing of the female MU:

Name: Pinella
AC: 5
Hit Points: 1
Treasure: 50' of rope
Movement: 15' (ceiling 19' high)

16. Walled Cell (ceiling 15' high)
A magic mace becomes a normal mace when rubbed on a person or object creates Faery Fire. Mounted on the ceiling are 4 torches on the washstand. A false bottom conceals 339 g.p., 131 s.p. and an ointment (12 uses) which when used on a person creates Faery Fire. Mounted on the walls is a flag with gold chains (216 g.p.). The carved wooden bed in the S.W. is covered by a plain fabric spread with weights sewn into the hem so that it hangs down evenly round the bed concealing the space beneath. There is nothing under the bed, but the weights in the spread are 1,000 g.p. and a gem (1–1,000 g.p.). A small table, bearing wine and water jugs, and a chest occupy the N.E. corner. In the room resting on the bed is the human cleric:

Name: Pinella
AC: 5
Hit Points: 1
Treasure: 50' of rope
Movement: 15' (ceiling 19' high)

17. A table and 6 chairs are placed centrally in the sparse room illuminated by lanterns on the wall. A bell hangs from a chain in the N. wall and is rung by pulling the rope in 14. If this has not been done then, seated at the table, staring fascinatedly at a cube (see below) held in his hand is the exiled, insane FO unh.

18. A large wooden chest rests in the N.W. corner containing 50' rope, 8 iron spikes, flail, mace, 2 flasks of oil, flask of wine, 6 torches. A bottom contains 339 g.p., 131 s.p. and an ointment (12 uses) which when used on a person creates Faery Fire. Mounted on the walls is a flag with gold chains (216 g.p.). The carved wooden bed in the S.W. is covered by a plain fabric spread with weights sewn into the hem so that it hangs down evenly round the bed concealing the space beneath. There is nothing under the bed, but the weights in the spread are 1,000 g.p. and a gem (1–1,000 g.p.). A small table, bearing wine and water jugs, and a chest occupy the N.E. corner. In the room resting on the bed is the human cleric:

Name: Pinella
AC: 5
Hit Points: 1
Treasure: 50' of rope
Movement: 15' (ceiling 19' high)

19. Rough bung and washtub against S. wall on which burns a torch in a holder. Under the washtub is small chest containing a flask of oil and an earthen (empty) pot. Loose stone in N. wall conceals 88 g.p. and 99 c.p. On the bung, idly pulling the legs of a small spider, lies the figure of a woman:

Name: Yezal
AC: 5
Hit Points: 1
Treasure: 50' of rope
Movement: 15' (ceiling 19' high)

20. As 19 except that in a false bottom to the washtub there lies 1 e.p., 10 g.p. and a small, unnoted rusted piece of iron with a toothed edge. The usual resident is Trot (see 17).

21. The room is furnished as 19.

Name: Yezal
AC: 5
Hit Points: 1
Treasure: 50' of rope
Movement: 15' (ceiling 19' high)

22. Asleep on the bunk of a room at the base of the thief:

Name: Pinska
AC: 5
Hit Points: 1
Treasure: 50' of rope
Movement: 15' (ceiling 19' high)

23. A small waterfall cascades into a pool lit by 6 coloured lanterns hung
28. Iron Room (ceiling 15' high)
From the E, and W. walls project pointed iron bars 6' apart and aligned vertically. The pointed ends face each other with the W. ones lined with the spaces between the E. ones. There is a 2' gap between the facing points. On the floor between them lies a suit of plate mail, with holes about the size of the spikes punched in it, containing a skeleton (the missing one from 8). The room is a harmless deterrent.

29. Old Storeroom (ceiling 15' high)
A mostly empty room of roofing tiles and dust emanating from several mound-encrusted barrels which have split and spilled their contents of flour, etc., fills the room. Feasting on a decomposing body beside their burrow in the N. wall are three giant rats (AC, 1D4, Att 1-3 +5% disease). Beside them lies an old backpack containing three still usable belladonna, 5 iron spikes, small matt white bellows made of wood, leather and metal studs (the leather is split rendering them useless), mace, silver cross, 52 g.p., and 25pp. Inscribed with the name "Rena".

30. Old Storeroom (ceiling 15' high)
A man-beast (WD 8) and follower in beast form are in the room.

31. YezaL's Store Room (ceiling 15' high)
Unburnt sticks of incense lie strewn on the floor along with torn and aged robes and an old shattered wooden chest. A small loose stone in the W. wall has a wooden stopper in its topside, sealing a cavity which is filled with a suit of plate mail, with holes about the size of the spikes punched in it, containing a skeleton (the missing one from 8). The room is a harmless deterrent.

32. Stream (ceiling of rock 8' high)
Half on a rocky ledge to the E., slumped a body, hand outstretched towards a small rusted (empty) metal box at the rear of the ledge. The body is bearing a backpack containing 3 wooden stakes and mallet, silver cross, 52g.p., and gold anklet (232 g.p.) inscribed with the name "Renae".

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\section*{KALGAR, AN EMITTED SAD-SOLDIER, HAS HELPFUL AN OLD MAN AND HIS WARRIOR GRANDDAUGHTER BEAT OFF AN ATTACK BY BANDITS.}
\begin{itemize}
  \item DURING THE ASSAULT, THE DEATH OF A YOUNG BOY NAME JUSTA SUSTAINED GREAT VISION AND THE APPARITION OF A MONSTROUS VISION AND THE DISAPPEARANCE OF THE BOY'S THREE KILLERS. AFTER SEEING TO HELP REPAIR THE DAMAGE SUSTAINED IN THE ATTACK, KALGAR, PANNED AN EXPLANATION OF THE MYSTERY, PREPARED TO LEAVE...
  \item HE NEEDS TO BE CONVINCED... REMIND THAT HE'S NOT THE WEAK CHARACTER HE SUPPOSES HIMSELF TO BE... WE HAVE TO...
  \item RE-Run his Free Fancy again, well... note the important structural points and make the necessary changes... standard number of reruns needed...
\end{itemize}
SUPERHERO 44

Lou Zocchi - £3.95

Using this 36-page set of rules you can be either the saviour of the world or public enemy number one by recreating your favourite comic-book characters. All the action takes place in the year 2044 after a global holocaust, on an island off America's west coast which has become an important centre of civilisation - Inguria. Maps of the island and its city are provided, although not of a large enough scale. Due to the radiation present certain humans have gained 'unique' powers.

There are three basic types of ability - ubermensch, unique and toolmaster. The ubermensch specialises in physical abilities of combat; e.g. Tarzan. The unique possesses the extraordinary ability of a beneficial mutation, eg Superman. The toolmaster is an expert technologist. Classic examples would be Kazar, the X-men and Iron Man.

Characters in superhero are designed rather than rolled. One divides 140 basic points between seven characteristics: vigour, stamina, charisma, endurance, mentality, ego and dexterity. These scores are adjusted according to character type and a personal bonus applied to one's specialisation. A word of warning, it's not much fun playing a character with the strength of 1,000 men, invulnerability, flight, who breathes fire and is immune to kryptonite.

The character is now ready to patrol, train, pay taxes, research abilities, fight crime, commit crimes, form groups of like-minded individuals, pay insurance and, with luck, avoid law suits.

Actual play has two parts, the face-to-face scenarios and the rest of the week's activities. The scenarios are used to 'handicap' the characters, giving scores for such areas as crime prevention, location, getting leads, convictions and avoiding unnecessary damage to people and buildings. These areas interfere with each other, so a high conviction rate means a low rate of informers. New characters will have a low overall score, the purpose of the game being to increase these scores while raking in the money for rewards.

The other part of play is the most interesting idea for other games. Each character fills out a weekly planning sheet indicating when he is patrolling, resting, training or researching. This, together with his handicap gives his week's activity and various tables show how many crimes of what type he's stopped this week and at what damage to himself; without actually having to play every event. The handicap scenarios can be played say, once a week, but in the meantime the character is active claiming rewards and gaining experience.

The rules are well worked out and cover most eventualities with clear examples. On the other hand this is not a game for maths and table-shy GMs as everything is down to modified probabilities with the usual resultant working out to do. As with most such games setting up requires some time but at least here the world is already designed. Overall good fun and realistic and a welcome addition to any role playing fan's collection. Certainly as a postal game it has a great future. It might even convert quite readily to a computer based programme in a similar way to "Starweb".

Overall: 6

Eamon Bloomfield

LEGIONS OF THE PETAL THRONE

TSR Hobbies Inc - £3.50

Legions of the Petal Throne (LPT) is a set of wargame rules intended to simulate warfare on Tekumel, the world created by M.A.R. Barker for his role-playing game Empire of the Petal Throne (EPT).

The LPT rules are divided into three main sections. First is a set of very basic combat rules, intended for non-wargamers and those primarily interested in role-playing who want to get battles in their EPT campaigns out of the way as quickly as possible. This basic set is simple and straightforward to use, but the extent to which it reflects the distinctive character of warfare on Tekumel is limited.

A more worthwhile set of combat rules is also provided. This detailed set goes into warfare on Tekumel in great depth, and its mechanisms have clearly been designed to involve the players in decisions characteristic of such warfare. The rules incorporate masses of detail from that background, and the information itself is provided in appendices dealing with the troops, and formations used by them, of the major nations of Tekumel. The mechanisms of the rules take account of all this detail, expect where it is too fine to be represented using their 1:100 figure scale.

The basic combat rules and the more detailed set use a common set of rules for spell casting. These are closely related to the rules for magic use by individuals in EPT, but are adapted for use by the teams of magic-users present on both sides in battles on Tekumel. They seem to have been well thought out, and allow an interesting magical duel which both sides can use skilfully to influence the course of the battle without either swamping the combat with magic so that the former is almost irrelevant or reducing magic to an occasional unpredictable event that upsets the battle.

The rules are generally written in the American idiom. The essence of this is that the actual mechanisms are rather simplistic, and detailing is achieved explicitly by using rather a lot of them rather than "factored into" more complex mechanisms. The latter may seem more elegant to wargamers used to British rules like those of the Wargames Research Group, but the former is more straightforward and easier for the non-wargamer to pick up. And LPT is undoubtedly aimed at the non-wargamers engaged in EPT role-playing as well as wargamers.
The author, David Sutherland of TSR, has produced a good simulation of the rather formal warfare characteristic of Tekumel, with lots of colourful detail. However, one very obvious omission is any provision for individuals to play a distinct role, other than commander-in-chief. This is understandable, for the 1:100 figure scale, admirably suited to the representation of large battles, reduces the individual to 1% of a figure, and the nature of warfare on Tekumel is organised and collective rather than heroic. However, I am sure that EPT players contemplating battles will wish to provide characters involved with distinctive roles. For fighting-men, this is quite simple, as characters from the two sides can be paired off in the individual pre-battle duels rather than resolving them by simple dice throws as in the LPT rules. For magic-users, the only answer would seem to lie in reworking the collective magic rules on a more individual basis; M.A.R. Barker's War of Wizards, a game of magical duelling, could provide some ideas for this, but is too bound up with its formal setting to be used itself.

Overall: 6

John Norris

DUNGEON MODULES

TSR Hobbies Inc

G1 (Steading of the Hill Giant Chief) - £3.50
G2 (Glacial Rift of the Frost Giant Jarl) - £3.50
G3 (Hall of the Fire Giant King) - £3.75

Somehow Gary Gygax has managed to find time, between bouts of writing the Advanced D&D rules, to write these three modules — and there is promise of more to come; other modules are apparently in course of preparation. Things are really buzzing at TSR!

The modules consist of two maps (module G3 has three) and a booklet of background information, DM's notes and guidelines plus complete information on the contents of each area mapped. We have come to expect good quality of presentation from TSR, and these modules live up to that — the printing is clear (though the maps for G2 and G3 are black on white) and there are no major errors I can detect. The information is complete and very detailed, though the DM is expected to 'take it from here' if anything arises which is not specifically covered by the descriptions. In this respect the modules improve on the Judges Guild D&D scenarios like Tegel Manor where the information is sometimes rather sparse.

Let there be no mistake about it — these scenarios are really tough. They are designed, according to the DM's notes, for strong parties; even the first scenario which is the least 'difficult' is not to be tackled by low-level parties if they are to have a chance of surviving, and the notes suggest nine characters or so, each of ninth level or better and each with two or three relevant magical items!

The three modules can be treated as separate entities, but they can also be played as three successive stages of a campaign — humankind against the Giant forces (Hill, Frost and Fire respectively) which for some reason have been making life pretty dreadful for human residents in their area. There are optional interconnections between the scenarios which should be employed in the 'campaign' approach — for example if the Hill Giant Chief in G1 manages to escape, he will be found in the Glacial Rift of G2, taking security from his stronger brethren there, and he may have managed to take some of his servants into hiding with him.

There are, inevitably, a few points which appear to have escaped the proof-reader's attention. No scale is given on the maps (but I assume 10" per square). The dungeon cells in G1 contain a very weak trap which doesn't seem to fit with the rest of the scenario (though this may have been intentional). It isn't entirely clear, again in G1, whether the 'portcullis trap' in the dungeon is set off automatically or whether it has to be giant-manipulated. In G2 the route at the extreme bottom edge of the upper level map, which is marked 'down to level 2', has no apparent egress on the level below, though I assume the egress is the northern passage of feature 1 on that level.

But these are trivial errors and omissions — no-one will have difficulty in spotting them and making the necessary amendment.

In summary, there are three D&D scenarios which have been very carefully planned in considerable detail, both individually and collectively; they have been presented in every fashion to grace the collection of the most discerning. They require skill in play (which is right) but also require a party of high-level characters, and my one regret is that they were not aimed at parties more likely to be readily available to players (though, in fairness, you can't expect a weak party to take on gangs of Giants). No DM should be without them, for even if he never gets a chance to run them, they are a source of much excellent design advice.

I for one look forward with great enthusiasm to more modules from TSR — if this is a sample of their quality, they should not be short of sales.

Overall: 9

Don Turnbull

CITADEL OF FIRE

Judges Guild - £1.99

Another D&D play-aid from Judges Guild, an organisation which has built up a reputation for reasonable quality and inventiveness. The setting this time is the Wizard's Tower (a setting which is fast becoming old hat!) with 6 tower floors and an extensive 5-level dungeon. The rooms and other features are fully described and there is a short historical note which will help a DM judge the best way to handle the scenario. Seeing — and being enormously impressed by — the recent TSR modules has rather spoiled me! In fact the outstanding quality of the TSR modules puts others into perspective as presentable, workable settings but not blessed with the thorough and meticulous approach which a product of outstanding quality must possess. The designer has done a workmanlike job, but I can't help feeling that there should by now be a number of 'amateur' designers who regularly produce scenarios of equal quality for the limited audience of their own players — things have progressed a great deal since Judges' Guild material first came on the market, yet the products of the Guild have remained at about the same quality level.

To a novice designer — particularly one not yet ready for the sophistication, complexity and toughness of the TSR Modules (which qualities demand a high degree of skill in the DM himself, even though a lot of the work has been done for him) — this will be a useful addition to the collection and a helpful guide to design. To those who can now count themselves as veterans this may appear as rather run-of-the-mill with little to justify the cost. For the player, it is quite a simple dungeon-setting to explore apart from the areas containing the Demons; a party of seven or eight characters, well-balanced as to class and averaging sixth level or so, should be able to tackle most of the Tower if they have a modest collection of magical artifacts, weapons etc., but they will need something extra to cope with the 15th level Wizard and his immediate retinue.

A useful product but not one which can now attract the praise which would have been heaped on it two years ago.

Overall: 6

Don Turnbull
Foresters have characteristic weapon specialisations (C&S, p7 “Weapon Skill”:)

<table>
<thead>
<tr>
<th>Elvish</th>
<th>Hobbit</th>
<th>Noble</th>
<th>Fighter/</th>
<th>Non-Fighter/</th>
</tr>
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<tbody>
<tr>
<td>Foresters</td>
<td>Foresters</td>
<td>Foresters</td>
<td>Foresters</td>
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<tr>
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<td>Sling</td>
<td>Longbow</td>
<td>Spear</td>
<td>Shortbow</td>
</tr>
<tr>
<td>Spear</td>
<td>Short Sword</td>
<td>Spear</td>
<td>Hand Axe</td>
<td>Spear</td>
</tr>
<tr>
<td>3 Chivalric</td>
<td>Dagger</td>
<td>4 Chivalric</td>
<td>Dagger</td>
<td>Daggger</td>
</tr>
<tr>
<td>weapons</td>
<td>weapons</td>
<td>weapons</td>
<td>(Choice of 3)</td>
<td>(Choice of 3)</td>
</tr>
</tbody>
</table>

Forester Magic

Hobbits, Human Fighter/Foresters, and Human Non-Fighter/Foresters are limited in the kinds of Magic they can perform if they are Primitive Talents. The following spells can be acquired as given in C&S (p74):

Spells of Detection: Altitude, Life, Small Traps, Traps, Distance, Observation, Find the Path, Sense the Hidden. Small Traps, Traps, and Sense the Hidden are effective only in an outdoors setting, for the “magic” works because of the Forester’s sensitivity to his surroundings.

Spells of Communication & Transportation: Animal Messenger. Foresters do not need to learn “Command Animal”, but rather acquire rapport with one type of animal per three levels of experience attained to a maximum of 3 animal types. Natural Talents acquire the “language” of the animals chosen. Falconers invariably choose birds. Animal Trainers will choose beasts they wish most to train and differ from Foresters and Falconers in that they acquire rapport with 7 different kinds. Spell of Command: Summon Animal. This spell will summon the types of animals with which the Forester enjoys rapport, using the same percentages for response as the one in C&S (p95).

Shaman and Dance/Chant Foresters also are able to learn other spells, for they are not limited in their powers.

Woodcraft

Being born to the countryside, all classes of Forester acquire various talents and skills related to their vocation:

Stealth: Foresters have a basic 10% chance of moving stealthily through undergrowth when proceeding at normal speed. This probability is modified by 2% per level of experience attained. The resultant % is subtracted from the % chance of being heard by anyone in a 100-foot radius (C&S p107). If a Forester is more than partially encumbered (carrying 41–50% of his carrying capacity), he subtracts 5% for every 25 Dr. of excess weight. All Elves add an extra 10% to the above probabilities, as do Hobbits (C&S p3).

Hearing: Like Thieves, Foresters have keenly developed hearing. Foresters enjoy the same hearing percentages as Elves and Hobbits (C&S p107) and receive bonuses for experience as do Thieves (C&S p69).

Blending with the Surroundings: Foresters have a basic 10% chance of blending with a forested background, modified by the same bonus percentages as given for Thieves’ Hiding in Shadows (C&S p60). Elves and Hobbits have an extra 10% chance of blending.

Covering Tracks: A Forester can cover his own tracks when required. They have a basic 90% chance of moving stealthily through undergrowth when proceeding at normal speed. This probability is modified by 2% per level of experience attained. The resultant % is subtracted from the % chance of being heard by anyone in a 100-foot radius (C&S p107). If a Forester is more than partially encumbered (carrying 41–50% of his carrying capacity), he subtracts 5% for every 25 Dr. of excess weight. All Elves add an extra 10% to the above probabilities, as do Hobbits (C&S p3).

Animal Messenger. This spell will summon the types of animals with which the Forester enjoys rapport, using the same percentages for response as the one in C&S (p74).

Shaman and Dance/Chant Foresters also are able to learn other spells, for they are not limited in their powers.

Forester Weapons

Foresters have characteristic weapon specialisations (C&S, p7 “Weapon Skill”):
Should the Forester move forward whilst holding the animal, the animal will resume its original intention 75% of the time or choose the opposite action 76–100% of the time. However, in the case of animals with which the Forester (or Animal Trainer or Falconer) enjoys rapport, he will be able to approach the animal and still “hold” it motionless. Rapport eliminates all hostility unless the animal is serving another Forester at the time. Should the Forester back away slowly whilst holding the animal, he has a 50% chance of getting away.

Fire Location: Foresters have the natural ability to find True North whenever they are above ground, without fail, unless Magic is being used to muddle a Forester’s senses. This deliberate confusion he can detect 10% of the time + 2% per experience level.

Intentions of Animals: Foresters are able to discern the intentions of animals by their behaviour in his presence. For each level of experience, a Forester learns to “read” the intentions of two animals. In melee, this gives him a 20% chance + 3% per experience level of correctly guessing the tactic (dodge, parry, strike or TAC choices) chosen by an animal bent on attacking him. This “tactical reading” is made after the animal’s tactics are chosen, and the Forester may then choose his own counter-tactics accordingly.

Premonition: Foresters have a highly developed “Sixth Sense” and will be able to forewarn the people he is with (or sense for his own benefit, if alone) any imminent danger in the wilderness. By his heightened awareness, he will either hear or feel the approach of a wild animal bent on attacking him. This “tactical reading” is made to the surrounding vegetation (bent grasses, broken twig, etc.) suggesting a possible ambush. An encounter has a 50% chance –3% per experience level of the Forester evading his notice before it happens. However, if a Forester is preparing an ambush, add +3% per experience level to the chance of the encounter being unnoticed (less the minus percentages of any Forester in the party to be ambushed). The “premonition” does not reveal the nature of the peril, only its presence within 100 feet.

Identification of Wild Foods: A Forester has a basic 30% chance of identifying any safe wild fruits, berries, nuts, mushrooms, roots, etc. +5% per experience level. His chance of finding such foods is 10% + 2% per experience level, checked hourly. One check may be made per day for each two experience levels the Forester, and he will find food enough for one person per two experience levels he possesses.

Trapping with the Snare: Snares are used to catch rabbits and hares. The snare is made from a willow stick tied back upon itself in a “running noose”. Catching Fish: Once a fish is located, the Forester slips the noose, set for the size of fish, into the water some 3 or 4 yards upstream of the fish’s head. The Tench Rise percentages are used only when the weather is sunny. When it is overcast, use Trout Rise percentages for tench as well.

Tracking: After long hours spent in the woods and surrounding countryside, the Forester has developed an excellence in the Art of Tracking:

- Soft Earth/Soft Cover: 10% per level to max. 100%, but –7% per day of age of track.
- Hard Earth: 7% per level to max. 70%, but –7% per day of age of track.
- Rock: 2% per level to max. 20%, but –7% per day of age of track.
- Bed weather (rain, etc., which obscures tracks) reduces maximum percentages by 25%.
- Cross trails, doubling back, etc., by animal reduces maximum percentages by 1–20%.

A check is made once every 15 minutes or whenever new terrain is encountered or the quarry changes direction. If the trail is lost by failing the modified probability of keeping on the trail, there is an initial chance of 5% per level of the Forester (or non-Forester) to a maximum of 30% of finding it again within 15 minutes. If this attempt fails, there is a 10% chance per hour of rediscovering the trail, checked hourly so long as daylight persists. Once the trail is found again, resume tracking. Tracking percentages may be applied to any quarry, beast, monster, or man, which leaves a track.

Should the weather or evasive action reduce the percentage chance of tracking to 0%, the trail is considered to be totally obscured to normal observation and may be found again only by the use of Magic, explained later.

Climbing: Not only Foresters are able to climb trees, cliffs, and the like, but they are most proficient at it. The climbing abilities of different character classes are:

- Foresters: 80% / 10 feet climbed + 2% per Dexterity point above 12.
- Thieves: 75% / 10 feet climbed + 2% per Dexterity point above 12.
- Elves: 85% / 10 feet climbed + 2% per Dexterity point above 12.
- Others: 90% / 10 feet climbed + 2% per Dexterity point above 14.

Few handholds: –1 to –20%

In full armour: –15%

Using rope: +1 to +20%

Carrying Pack: –5%

Partially encumbered: (40–50% carrying capacity): –10%

Fully encumbered: (50% carrying capacity): –20%

Dexterity under 12: –3% per Dexterity point below 12

Fear of heights: –10%

If a character fails in a climbing attempt, he has a chance of saving himself equal to the following:

- Foresters: 10% + 5% per Dexterity point above 12.
- Thieves: 10% + 4% per Dexterity point above 12.
- Elves: 10% + 4% per Dexterity point above 12.
- Others: 10% + 2% per Dexterity point above 14.

Dexterity under 12: –10% –2% per Dexterity point below 12.

“Tickling” Fish: Trout and Tench can be caught most effectively by “tickling”. A fish is located and a hand is very carefully slipped into the water and moved towards the fish until the fingers are in a position to gently stroke the belly of the fish. The fish becomes perfectly quiescent and slowly begins to rise in the water, enabling the hand to be brought into the correct position to pull the fish from the water. The Tench, however, must not be allowed to rise too far before being pulled, as they do not care for sunlight and will glide away suddenly if exposed. By making a snapping motion with the thumb and fingers, the fish is caught behind the gills and is pulled from the water and onto the bank. The grip must be firm with the Tench or it will slip away due to its slimy skin.

Basic encounter percentages:

- 0–60 = other fish (snare, see above) 61–85 = trout (See “Time Factor” above when size is found).
- 86–100 = tench (See “Time Factor” above when size is found).

<table>
<thead>
<tr>
<th>Fish Encounter %</th>
<th>Trout Rise %</th>
<th>Tench Rise %</th>
<th>Trout Pull %</th>
<th>Tench Pull %</th>
</tr>
</thead>
<tbody>
<tr>
<td>60z-1 Dr. 01–60%</td>
<td>70%</td>
<td>90%</td>
<td>10%</td>
<td>40%</td>
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<tr>
<td>1 – 2 Dr. 61–75%</td>
<td>60%</td>
<td>60%</td>
<td>15%</td>
<td>60%</td>
</tr>
<tr>
<td>2 – 3 Dr. 76–85%</td>
<td>40%</td>
<td>40%</td>
<td>15%</td>
<td>50%</td>
</tr>
<tr>
<td>3 – 4 Dr. 86–95%</td>
<td>20%</td>
<td>30%</td>
<td>15%</td>
<td>70%</td>
</tr>
<tr>
<td>4 – 5 Dr. 96–100%</td>
<td>10%</td>
<td>25%</td>
<td>15%</td>
<td>70%</td>
</tr>
</tbody>
</table>

If the Forester has a Dexterity of 16+, add +10% to percentage chance of success. If a Non-Forester is fishing, subtract –20% from all percentages. Also, those with a Dexterity of 10 or less subtract –2% per Dexterity point counting down from 10.
**FORESTERS**

- Fear of falling: no save possible.
- Secured by rope: +25%, if rope is secured above.
- Failure = rope breaks.

If a character fails to save from a fall, he runs the risk of injury:

- 01-50 = No effect
- 51-80 = Stunned 1-6 turns
- 81-90 = Sprained limb
- 91-00 = Broken bone

A sprain signifies injury to the arm 1-20% (50-50 chance of a wrist or ankle) reducing movement, dodge, and bash by 10%. Roll 1D6 per 10 feet fallen to soft ground.

A broken bone signifies severe injuries. There is a 10% chance of critical injury if the fall is over 20 feet, with +10% for each 10 feet above that. Falling to rocky ground adds an additional 10% chance of critical injury. Critical damage is divided between the body and fatigue levels, with 1D6 of damage per 10 feet fallen +3 damage points per 10 feet fallen. Non-critical falls cause 1D6 of damage per 10 feet fallen, assessed against fatigue then the body, and if the body is untouched it is a sprain.

Broken bone damage can be determined by rolling on the Critical Damage Table of the Physician Rules contained in the C&S Sourcebook.

**Archery**

In addition to “Favourite Weapon” skill (C&S p7), the following hit probability bonuses apply:

- Elves: +10% with the Elvish Bow
- Hobbits: +15% with the Sling
- Fighter/Foresters: +5% with the Long Bow

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**TREASURE CHEST**

TREASURE CHEST is open for contributions relating to D&D additional rules, character classes, magic systems, objects, tricks and traps etc.

**Tricks & Traps**

Some ideas from George Scott

**CHARMEES**

Traps involving spells, especially illusionary spells, are generally easy to create and can be deadly. The Charm spell, however, can also be used to good effect in setting up traps depending on the charmee. A charmed and suitably pre-instructed Paladin established in a room (secretly observable by the controlling MU) is especially likely to catch players unawares. After all, who is not going to trust a friendly Paladin who heals wounds etc. Similarly, Rangers and Lawful/Good Clerics can be used to advantage as charmees.

**REBOUNDING RESCUES**

This kind of trap involves setting up a situation where the players will probably perform a rescue that will result in another fight when they are least prepared. For example, a beautiful Chaotic/Evil female is kept in a drugged sleep in a bed-chamber by another chaotic MU and, if rescued, will eventually attack her rescuers.

**SEE-SAW FLOORS**

Two identically shaped rooms, back to back with the floor hinged at the common wall will form a large see-saw. When anyone enters one room the floor will swing down sliding that person off to whatever the DM has placed below. There could be a large, metal ball in each room against the common wall which also rolls down when the floor tilts, possibly causing damage if it were to hit or land on anyone.

**DISORIENTATING ROOMS**

A network of absolutely identical circular rooms with facing doors and, say, a button labelled 1 or 2 in the centre of each, which if pushed causes that room to rotate. The network should be designed to dupe players into believing they are continually encountering a room they have already visited.

**SUCTION ROOM**

A room with a ceiling made of an open grid with a duct above. When the door is opened, a button in the door jams is released which activates a suction device in the duct. Anything in the doorway, or immediately outside, is sucked in and pinned against the grid, including any wandering monsters that come by. A Giant Spider, or similar beast, could dwell in the duct and attack through the grid. The suction can be shut off by closing the door or depressing the button.
PANDORAN BOXES

This is a type of 'trap' whereby a device which is apparently keeping people out is, in reality, keeping something nasty in. For example, a crevasse in a rockface is sealed by a fire fuelled permanently by oil dripping from a man-made duct. If the fire is quenched, an army of Giant Ants is freed from the crevasse.

BAITED TRAPS

Traps can frequently be baited so that they are triggered by the players’ actions. For example, a rope trails over the edge of a pit and can be seen to be tied to a partly concealed chest on a ledge some 50’ below. Hidden from sight, the rope continues and is tied to a large, heavy, round boulder that is propped on a ramp by the chest, which has a protrusion on its underside to stop it sliding off the ledge. When the chest is raised, the boulder is released to roll out and plummet down the pit, possibly taking with it anyone holding the rope certainly dragging off anyone stupid enough to have tied the rope to himself or, perhaps, bye-bye dungeon donkey.

A similar bait is a lead-filled chest on rollers situated on a platform in the centre of a pit waiting for someone to lasso it and drag it off with the same results.

Useless Items

by Ian Livingstone

This table has been designed to confuse the cool, calm and collected character. A liberal sprinkling of the items below in your dungeon rooms will delay parties as they try to fathom a use for them, and also fill their backpacks with junk.

Quarter roll percentage dice if random contents are preferred.

Roll Item

1-4 Daisy chain
5-8 Torn handkerchief
9-12 Albanian dictionary
13-16 Three pigeon eggs
17-20 Bottle of stain remover
21-24 Sack of stuffed voles
25-28 Glass eye
29-32 Small wooden frog
33-36 Pair of odd socks
37-40 Pouch of powdered minotaur horn
41-44 Copy of "Greyhawk on a Day"
45-48 Deaf rabbit
49-52 Tin of yellow buttons
53-56 Cracked monode
57-60 Jar of nail clippings
61-64 Wooden leg
65-68 Fly ointment
69-72 Mouse droppings
73-76 Troll tooth necklace
77-80 Lute string
81-84 Octopus leg
85-88 Transparent eye patch
89-92 Painted pine cones
93-96 Collection of toast racks
97-00 Seventeen wickless candles

Instant Abilities

by Albie Fiore

It’s surprising how few DMs ever roll for the abilities of monsters of the character-class variety (i.e. magic users, fighting men, etc.) with the result that while the players’ characters are blazing away with all bonuses to the fore, their adversaries are hacking away marginally more effective than peasants. This is undoubtedly to save time, since it would involve rolling the die several times until a reasonable score was obtained for monster’s prime requisite. The following table is designed to give a realistic prime requisite for monsters with one percentage die roll, taking into account the occasional misfit who, despite an ignominous strength, say, decided to be a fighting man because “it runs in the family”. Naturally, in certain circumstances a few die rolls must be made (e.g. when a strength of 18 is obtained the percentage die must be used to determine what grade, or for characters who require a minimum score in several abilities - monks, etc.). Other abilities which carry a bonus - e.g. dexterity for an FM or constitution - should be generated with the usual 3D6.

<table>
<thead>
<tr>
<th>Ability scores:</th>
<th>% die roll for prime requisites of:</th>
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<tr>
<td>8 or less</td>
<td>any 12+ 15+ 17+</td>
</tr>
<tr>
<td>9</td>
<td>1-2</td>
</tr>
<tr>
<td>10</td>
<td>3-5</td>
</tr>
<tr>
<td>11</td>
<td>6-11</td>
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<td>12</td>
<td>12-20</td>
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<td>13</td>
<td>21-35</td>
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<tr>
<td>14</td>
<td>36-56</td>
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<tr>
<td>15</td>
<td>57-74</td>
</tr>
<tr>
<td>16</td>
<td>75-85</td>
</tr>
<tr>
<td>17</td>
<td>86-93</td>
</tr>
<tr>
<td>18</td>
<td>94-98</td>
</tr>
</tbody>
</table>

Note: this table should not be used by the players to generate characters.

Example: A wandering monster turns out to be an FM. His strength would be found by using the ‘any’ column. A die roll of 47 means that he has a strength of 13 and, therefore, has a hit probability bonus of +1 (by Greyhawk rules).

For speed in play the table is only used for prime requisites that carry a bonus, but can be used beforehand to generate a monster even when it has no effect on bonuses. For example: to generate a monk - roll on the 15+ column for wisdom and dexterity, rolls of, say, 82 and 12 give attribute scores of 17 and 15 respectively, and the strength is rolled on the 12+ column, say 60, giving 14.

Also, don’t forget to use the 3D6 for other abilities that carry a bonus.

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**Next Issue:**
Due to reasons stated in the Editorial we have left out the Letters page from this issue. This shall return next issue together with:

- Light Sword — a game of duels in the future
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