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SS102s - Winged Warrior (feather wings) with sword 30p
SS103s - Winged Warrior (feather wings) with bow .. 30p
SS99s - Wolfman ............... 30p
SS91s - Armoured Centaur with lance ............. 30p
SS104s - Giant Wolf ......... 30p
SS105 - Mountain Dwarf with hammer ............. 30p
SS106 - Mountain Dwarf with sword ............... 30p
SS107 - Mountain Dwarf with axe .................. 14p
SS108 - Mountain Dwarf Chief ................... 14p
SS109 - Mountain Dwarf Standard Bearer .......... 14p
SS110 - Adventurer with longbow, sword and shield in mail shirt . 14p
SS111 - Adventurer with two handed axe and throwing axes in mail shirt and helmet ........ 14p
SS112 - Adventurer with two handed sword and throwing knives in mail shirt and helmet 14p
SS113 - Wizard casting spell, with spell scroll, sword and buckler 14p
SS114 - Adventurer with sword and shield wearing full mail armour and helmet .......... 14p
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<table>
<thead>
<tr>
<th>Item</th>
<th>Details</th>
</tr>
</thead>
<tbody>
<tr>
<td>FSY</td>
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</tr>
<tr>
<td>FSD</td>
<td>Magic Mirror Doorway</td>
</tr>
<tr>
<td>FSE</td>
<td>Demon Floor Trap</td>
</tr>
<tr>
<td>FSD</td>
<td>Warlock's Wound</td>
</tr>
<tr>
<td>FSA</td>
<td>Old Wizard on Throne reading Book on Lectern</td>
</tr>
<tr>
<td>FSB</td>
<td>Sabre-toothed Tiger</td>
</tr>
</tbody>
</table>

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<th>Details</th>
</tr>
</thead>
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</tr>
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</tr>
<tr>
<td>FSB</td>
<td>Sabre-toothed Tiger</td>
</tr>
</tbody>
</table>

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GALACTIC GRENADIERS

<table>
<thead>
<tr>
<th>Item</th>
<th>Details</th>
</tr>
</thead>
<tbody>
<tr>
<td>G10</td>
<td>Infantry Advancing with Megawatt Laser</td>
</tr>
<tr>
<td>G10</td>
<td>Infantry Advancing with Automatic Grenade Launcher</td>
</tr>
<tr>
<td>G10</td>
<td>Infantry Advancing with Automatic Missile Launcher</td>
</tr>
<tr>
<td>G10</td>
<td>Power Armour Infantry with Sun Gun</td>
</tr>
<tr>
<td>G10</td>
<td>Power Armour Infantry with Sun Gun, Advancing</td>
</tr>
</tbody>
</table>

PERSONALITIES AND THINGS THAT GO "BUMP" IN THE NIGHT

<table>
<thead>
<tr>
<th>Item</th>
<th>Details</th>
</tr>
</thead>
<tbody>
<tr>
<td>E3</td>
<td>Evil Wizard Casting Spell</td>
</tr>
<tr>
<td>E3</td>
<td>Super Hero with Axe on Super Heavy Horse</td>
</tr>
<tr>
<td>E3</td>
<td>Super Hero with Axe, Winged Griffin</td>
</tr>
<tr>
<td>E3</td>
<td>Super Hero with Axe, Panzermeister</td>
</tr>
<tr>
<td>E3</td>
<td>Super Hero with Axe, Bear of the North</td>
</tr>
<tr>
<td>E3</td>
<td>Angel of Death</td>
</tr>
<tr>
<td>E3</td>
<td>Mummy Advancing</td>
</tr>
<tr>
<td>E3</td>
<td>Elf Prince Advancing with Whip</td>
</tr>
<tr>
<td>E3</td>
<td>Elf Lord</td>
</tr>
</tbody>
</table>

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<table>
<thead>
<tr>
<th>Item</th>
<th>Details</th>
</tr>
</thead>
<tbody>
<tr>
<td>F1A</td>
<td>Plate Mail with Sword and Shield</td>
</tr>
<tr>
<td>F2A</td>
<td>Wizard with Staff</td>
</tr>
<tr>
<td>F3A</td>
<td>Cleric with Chain and Mace</td>
</tr>
<tr>
<td>F4A</td>
<td>Thief with Dagger</td>
</tr>
<tr>
<td>F5A</td>
<td>Dwarven Sickle</td>
</tr>
<tr>
<td>F6A</td>
<td>Bard with Sword and Lute</td>
</tr>
<tr>
<td>F7A</td>
<td>Monk with Staff</td>
</tr>
<tr>
<td>F8A</td>
<td>Ranger with Sword and Bow</td>
</tr>
<tr>
<td>F9A</td>
<td>Barbarian with Two-Handed Sword</td>
</tr>
<tr>
<td>F10A</td>
<td>Paladin with Sword and Shield</td>
</tr>
<tr>
<td>F11A</td>
<td>Illusionist</td>
</tr>
<tr>
<td>F12A</td>
<td>Ninja Assassin with Sword</td>
</tr>
<tr>
<td>F13A</td>
<td>Man-Beast</td>
</tr>
<tr>
<td>F14A</td>
<td>Dwarf with Two-Handed Hammer</td>
</tr>
</tbody>
</table>

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Probably the most repeated question we are asked in readers' letters is, "Do you know of any games of D&D, Traveller, C&S, etc. going on in such-and-such a town?" Our standard reply is to recommend a free advertisement in our Help! column requesting fellow players in that reader's town. However, we feel this is not enough, and we would like to offer readers a much improved contact service.

We want to hear from existing SF/F games clubs, individuals willing to form/run clubs, individuals or groups who have regular games at their own homes and are willing to accept new players, and shop owners who are interested in a weekly/monthly games session on their premises. We will publish all the information we receive under separate headings. Please include all relevant information, e.g. for clubs, information should include full name and address, meeting dates and times, contact name and his address and telephone number.

Gaming as a hobby is still in its infancy and it is essential that gamers are brought together at established venues if the hobby is to grow. Please respond to this project and help us help you by writing to "Contacts" c/o White Dwarf.

Ian Livingstone
---In view of the time delay between publication of the Advanced D&D rulebooks, Gary Gygax has kindly sent us the Combat Tables from the forthcoming Referee's Guide. We have been informed that the Referee's Guide will contain considerably more pages than the Players' Handbook, but in the meantime we hope the following tables will help to pacify the great unrest!

**GRENADe-LIKE MISSILES:** CONTAINERS OF ACID, HOLY/UNHOLY WATER, OIL, POISON, AND BOULDERS HURLED BY SUCH THINGS AS GIANTS AND SIEGE MACHINES.

Hurling various containers of liquid is a common tactic in dungeon adventures. For game purposes it is necessary to make certain assumptions regarding all such missiles.

<table>
<thead>
<tr>
<th>Size</th>
<th>Acid</th>
<th>Holy/Unholy Water</th>
<th>Oil</th>
<th>Poison</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>1/2 pint (8 oz.)</td>
<td>1/4 pint (4 oz.)</td>
<td>1 pint (16 oz.)</td>
<td>1/4 pint (4 oz.)</td>
</tr>
</tbody>
</table>

**Effect:**

<table>
<thead>
<tr>
<th>LIQUID CONTENTS</th>
<th>AREA OF EFFECT</th>
<th>SPLASH DAMAGE FROM A DIRECT HIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>-acid</td>
<td>1(1)^2 Diameter</td>
<td>1 h.p.</td>
</tr>
<tr>
<td>-holi/unholy</td>
<td>1 diameter</td>
<td>2 h.p.</td>
</tr>
<tr>
<td>-oil, alight</td>
<td>3(1)^2 diameter</td>
<td>1-3 h.p.*</td>
</tr>
<tr>
<td>-poison</td>
<td>1 diameter</td>
<td>special</td>
</tr>
</tbody>
</table>

* Flaming oil splashed on a creature will burn for 1-3 segments, causing 1 hit point of damage per segment.

**Direct hit with flaming oil causes 2-12 hit points of damage the first round, and 1-6 additional hit points of damage the second round, but then burns out.**

**Range:** The range of all such container missiles is 3\(1\)^2. Beyond 1\(1\)^2 is medium, and beyond 2\(1\)^2 is long (-2 and -5 "to hit" respectively).

**Hits:** When the die roll indicates the missile has hit, then it is necessary to roll again to see if the container shatters or not — use the BLOW, CRUSHING column on the ITEM SAVING THROW MATRIX — unless special procedures were taken to weaken the container, i.e., the container was specially scored, it is particularly fragile, etc. Damage occurs only if the container break, except with regard to oil which must be alight (flaming) to cause damage. Poison special is dependent upon whether or not the poison is a contact poison or if the container was hurled into the mouth of the target creature. In the latter case, breakage is not necessary if the container was unstoppered; if stoppered check saving throw for breakage using the BLOW, NORMAL column of the ITEM SAVING THROW MATRIX. If oil has been specially prepared by insertion of a rag into the opening of the container (or wrapped around the neck of the container) and set afire prior to hurling, it will burst into flame when the container breaks upon impact; otherwise, a torch or other means of causing combustion must be brought into contact with the oil.

**Splish Hits:** All creatures within three feet of the impact and breaking point of the container missile must save versus poison or be splashed with the contents of the shattered container.

**Boulders** are considered, for game purposes, to be 1\(1\)^2 in diameter for giants, 2\(1\)^2 in diameter for siege engines. Range and damage of siege machines is given in the appropriate section. (See MONSTER MANUAL for giants' abilities.)

**Misses:** If the "to hit" die roll indicates a miss, roll 1d6 and 1d8. The d6 indicates the distance in feet the missile was off target. (If the target was large, simply compute the distance from the appropriate portion of the target, i.e. the character aims at a section of the floor which is 1\(1\)^2 square, and miss distance is measured from the appropriate edge as explained below.) The d8 indicates the direction in which the distance in feet of the miss is measured:

<table>
<thead>
<tr>
<th>1 = long right</th>
<th>2 = right</th>
<th>3 = short right</th>
<th>4 = short (before)</th>
</tr>
</thead>
<tbody>
<tr>
<td>5 = short left</td>
<td>6 = left</td>
<td>7 = long left</td>
<td>8 = long (over)</td>
</tr>
</tbody>
</table>

At short range you may optionally use d4 to determine distance off target, but then use d8 for long range distance determination. If the missile is hurled at a plane such as a wall, read long as high, short as low, measuring up the wall and then along the ceiling or down and then along the floor.

**Lighting Oil:** If a torch is used to attempt to light spilled oil, use above procedures for misses, as it still could land in the puddle of oil or oil covered area. A lantern should be handled similarly, but also allow it a 1-2" diameter flaming oil area.

**Crossing Flaming Oil:** Leaping over a puddle of flaming oil will cause no damage, unless the creature so doing is highly inflammable. Creatures with garments of cloth must save versus FIRE, NORMAL on the ITEM SAVING THROW MATRIX or have their garments catch fire. Walking through or standing in flaming oil will cause the creature to take 1-4 hit points of damage per melee round.

**Holy/Unholy Water:** All forms of undead, as well as creatures from the lower planes (demons, devils, night hags, night mares, nycto demons, etc.) are affected by HOLY WATER. Paladins, lammasu, shedu, kiri, and similar creatures of good (or from the upper planes) are affected by UNHOLY WATER. The liquid causes the affected creature to suffer a burning as if struck by acid. Undead in non-material form cannot be harmed by holy water, i.e. until a ghost takes on material form, it is unaffected, and a vampire in gaseous form cannot be harmed by holy water.

### ATTACK MATRICES FOR MISSILE AND MELEE COMBAT, CLERICS AFFECTING UNDEAD

**I. Attack Matrices for Dwarves, Elves, Gnomes, Half-Elves, Halflings, Hal-Orcs, and Humans**

- A. Clerics and Druids
- B. Fighters, Paladins, Rangers, Bards, and 0 Level Halflings and Humans
- C. Magic-Users and Illusionists
- D. 1. Thieves, Assassins, and Monks
- 2. Assassins' Table for Assassinations

**II. Attack Matrix for Monsters**

**III. Matrix for Clerics Affecting Undead**

<table>
<thead>
<tr>
<th>Opponent Armor Class Description (If Armor is Worn)</th>
</tr>
</thead>
</table>

**Armor Class**

- 2 Plate mail + shield
- 3 Split or banded mail + shield/plane mail
- 4 Chain mail + shield/splint or banded mail
- 5 Scale mail + shield/chain mail
- 6 Studded leather or ring mail + shield/scale mail
- 7 Leather or padded armor + shield/studded leather or ring mail
- 8 Leather or padded armor
- 9 Shield only
- 10 None

**Armor class below 10 is not possible. Armor class above 2 is easily possible due to magical bonuses and dexterity bonuses. To determine a "to hit" number roll on the charts, project upward by 1s (5% increments), repeating 20 six times before continuing with 21 (cf. Matrix I.A.).**
**I.A. ATTACK MATRIX FOR CLERICS AND DRUIDS**

<table>
<thead>
<tr>
<th>Opponent</th>
<th>Armor Class</th>
<th>20-sided Die Score to Hit by Level of Attacker</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-3</td>
<td>1-3</td>
<td>1-3</td>
</tr>
<tr>
<td>4-6</td>
<td>4-6</td>
<td>4-6</td>
</tr>
<tr>
<td>7-9</td>
<td>7-9</td>
<td>7-9</td>
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<tr>
<td>10-12</td>
<td>10-12</td>
<td>10-12</td>
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<tr>
<td>16-18</td>
<td>16-18</td>
<td>16-18</td>
</tr>
<tr>
<td>19+</td>
<td>19+</td>
<td>19+</td>
</tr>
</tbody>
</table>

**I.B. ATTACK MATRIX FOR FIGHTERS, PALADINS, RANGERS, BARDS, AND 0 LEVEL HALFLINGS AND HUMANS**

<table>
<thead>
<tr>
<th>Opponent</th>
<th>Armor Class</th>
<th>20-sided Die Score to Hit by Level of Attacker</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-3</td>
<td>1-3</td>
<td>1-3</td>
</tr>
<tr>
<td>4-6</td>
<td>4-6</td>
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<tr>
<td>7-9</td>
<td>7-9</td>
<td>7-9</td>
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<tr>
<td>10-12</td>
<td>10-12</td>
<td>10-12</td>
</tr>
<tr>
<td>16-18</td>
<td>16-18</td>
<td>16-18</td>
</tr>
<tr>
<td>19+</td>
<td>19+</td>
<td>19+</td>
</tr>
</tbody>
</table>

**I.C. ATTACK MATRIX FOR MAGIC USERS AND ILLUSIONISTS**

<table>
<thead>
<tr>
<th>Opponent</th>
<th>Armor Class</th>
<th>20-sided Die Score to Hit by Level of Attacker</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-3</td>
<td>1-3</td>
<td>1-3</td>
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<tr>
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<td>16-18</td>
<td>16-18</td>
<td>16-18</td>
</tr>
<tr>
<td>19+</td>
<td>19+</td>
<td>19+</td>
</tr>
</tbody>
</table>

**I.D.1. ATTACK MATRIX FOR THIEVES, ASSASSINS, AND MONKS**

<table>
<thead>
<tr>
<th>Opponent</th>
<th>Armor Class</th>
<th>20-sided Die Score to Hit by Level of Attacker</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-3</td>
<td>1-3</td>
<td>1-3</td>
</tr>
<tr>
<td>4-6</td>
<td>4-6</td>
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</tr>
<tr>
<td>16-18</td>
<td>16-18</td>
<td>16-18</td>
</tr>
<tr>
<td>19+</td>
<td>19+</td>
<td>19+</td>
</tr>
</tbody>
</table>

**I.D.2. ASSASSINS’ TABLE FOR ASSASSINATIONS**

<table>
<thead>
<tr>
<th>Level of the Intended Victim</th>
<th>Level of the Assassin</th>
</tr>
</thead>
<tbody>
<tr>
<td>0-1</td>
<td>0-1</td>
</tr>
<tr>
<td>2-3</td>
<td>2-3</td>
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<tr>
<td>4-5</td>
<td>4-5</td>
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<tr>
<td>6-7</td>
<td>6-7</td>
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<td>8-9</td>
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<td>10-11</td>
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<td>12-13</td>
<td>12-13</td>
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<tr>
<td>14-15</td>
<td>14-15</td>
</tr>
<tr>
<td>16-17</td>
<td>16-17</td>
</tr>
<tr>
<td>18+</td>
<td>18+</td>
</tr>
</tbody>
</table>

The percentage shown is that for success under near optimum conditions. You may adjust slightly upwards for perfect conditions (absolute trust, asleep and unguarded, very drunk and unguarded, etc.). Similarly, you must deduct points if the intended victim is wary, takes precautions, and/or is guarded. If the assassination is being attempted by or in behalf of a player character a complete plan of how the deed is to be done should be prepared by the player involved, and the precautions, if any, of the target character should be compared against the plan. Weapon damage always occurs and may kill the victim even though “assassination” failed.

*Or attacks on helpless opponents by any character class (see COMBAT section).*
## II. ATTACK MATRIX FOR MONSTERS (Including Goblins, Hobgoblins, Kobolds, and Orcs)

### Opponent Class up to 1-1 1-1 1 1+ 2-3+ 4-5+ 6-7+ 8-9+ 10-11+ 12-13+ 14-15+ 16+

<table>
<thead>
<tr>
<th>Armor</th>
<th>-10</th>
<th>-9</th>
<th>-8</th>
<th>-7</th>
<th>-6</th>
<th>-5</th>
<th>-4</th>
<th>-3</th>
<th>-2</th>
<th>-1</th>
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<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
<th>11</th>
<th>12</th>
<th>13</th>
<th>14</th>
<th>15</th>
<th>16</th>
</tr>
</thead>
<tbody>
<tr>
<td>Opponent</td>
<td>26</td>
<td>25</td>
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<td>8</td>
<td>7</td>
<td>6</td>
<td>5</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>1</td>
<td>0</td>
</tr>
</tbody>
</table>

Note: Any plus above +3 equals another hit die, i.e. 6+6 equals 7 hit dice.

### SAVING THROW MATRICES

#### I. SAVING THROW MATRIX FOR CHARACTERS AND HUMAN TYPES

<table>
<thead>
<tr>
<th>Character Class and Experience Level</th>
<th>Poison or Death Magic</th>
<th>Petrifaction or Polymorph*</th>
<th>Rod, Staff, or Wand</th>
<th>Breath Weapon**</th>
<th>Spell***</th>
</tr>
</thead>
<tbody>
<tr>
<td>Clerics*</td>
<td>1-3</td>
<td>10</td>
<td>13</td>
<td>13</td>
<td>14</td>
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<tr>
<td>4-6</td>
<td>9</td>
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<td>15</td>
<td>16</td>
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<tr>
<td>7-9</td>
<td>10</td>
<td>14</td>
<td>13</td>
<td>17</td>
<td>19</td>
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<tr>
<td>10-12</td>
<td>11</td>
<td>16</td>
<td>13</td>
<td>19</td>
<td>21</td>
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<td>12-15</td>
<td>12</td>
<td>18</td>
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<td>25</td>
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<tr>
<td>16-18</td>
<td>13</td>
<td>20</td>
<td>11</td>
<td>27</td>
<td>29</td>
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<tr>
<td>19+</td>
<td>14</td>
<td>22</td>
<td>10</td>
<td>30</td>
<td>32</td>
</tr>
</tbody>
</table>

| Fighters*                           | 0                      | 16                          | 17                | 18            | 20     |
| 1-2                                 | 13                     | 15                          | 16                | 17            | 19     |
| 3-4                                 | 14                     | 15                          | 16                | 17            | 19     |
| 5-6                                 | 15                     | 15                          | 16                | 18            | 20     |
| 7-8                                 | 15                     | 15                          | 16                | 20            | 22     |
| 9-10                                | 16                     | 15                          | 17                | 22            | 24     |
| 11-12                               | 17                     | 14                          | 17                | 24            | 26     |
| 13-14                               | 17                     | 14                          | 18                | 26            | 28     |
| 15-16                               | 17                     | 14                          | 19                | 28            | 30     |
| 17+                                 | 17                     | 14                          | 20                | 30            | 32     |

| Magic-Users*                        | 1                      | 14                          | 13                | 11            | 15     |
| 6-10                                | 13                     | 11                          | 10                | 13            | 16     |
| 11-15                               | 13                     | 11                          | 10                | 14            | 17     |
| 16-20                               | 14                     | 11                          | 10                | 16            | 19     |
| 21+                                 | 15                     | 10                          | 10                | 18            | 21     |

| Thieves*                            | 1                      | 13                          | 12                | 14            | 16     |
| 5-8                                 | 12                     | 12                          | 13                | 15            | 17     |
| 9-12                                | 11                     | 12                          | 14                | 17            | 19     |
| 13-16                               | 10                     | 12                          | 15                | 19            | 21     |
| 17-20                               | 9                      | 12                          | 16                | 21            | 25     |
| 21+                                 | 8                      | 12                          | 20                | 25            | 30     |

* Excluding polymorph wand attacks.
** Excluding those which cause petrifaction or polymorph.
*** Excluding those for which another saving throw type is specified, such as death, petrifaction, polymorph, etc.

A. All monsters use the matrix for characters.

B. Hit dice equal to Experience Level, with any plus in hit points moving the creature upwards by one hit die, so 1+1 becomes 2, 2+1 becomes 3, etc. (Exception: See D below.)

C. Most monsters save as fighters, except:
   1. Those with abilities of other character classes gain the benefit of the most favorable saving throw score, i.e. be it cleric or magic-user or thief.
   2. Those with no real offensive fighting capabilities save according to their area of ability—cleric, magic-user, thief, etc.

D. Non-intelligent creatures save at an Experience Level equivalent to one-half their hit dice, rounded upwards, except with regard to poison or death magic.

---

N.B. A roll of 1 is always failure, regardless of magical protections, spells, or any other reasons which indicate to the contrary.

Multi-class characters, characters with two classes, and bards check the matrix for each class possessed, and use the most favorable result for the type of attack being defended against.

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III. MATRIX FOR CLERICS AFFECTING UNDEAD  ETAL

<table>
<thead>
<tr>
<th>Type of Undead</th>
<th>Level of Cleric Attempting to Turn</th>
</tr>
</thead>
<tbody>
<tr>
<td>Skeleton</td>
<td>10</td>
</tr>
<tr>
<td>Zombie</td>
<td>13</td>
</tr>
<tr>
<td>Ghoul</td>
<td>16</td>
</tr>
<tr>
<td>Shadow</td>
<td>19</td>
</tr>
<tr>
<td>Ghost</td>
<td>20</td>
</tr>
<tr>
<td>Wraith</td>
<td>20</td>
</tr>
<tr>
<td>Mummy*</td>
<td>20</td>
</tr>
<tr>
<td>Spectre*</td>
<td>20</td>
</tr>
<tr>
<td>Vampire*</td>
<td>20</td>
</tr>
<tr>
<td>Ghost*</td>
<td>20</td>
</tr>
<tr>
<td>Lich*</td>
<td>19</td>
</tr>
<tr>
<td>Special**</td>
<td>20</td>
</tr>
</tbody>
</table>

* Number affected is 7-12 rather than 1-12.

** Evil creatures from lower planes such as bargheds, minor demons, lesser devils, mezzodemons, night hags, from 1-2 in number. (As a rule of thumb, any creature with armor class of -5 or better, 11 or more hit dice, or 66% or greater magic resistance will be unaffected.)

*** Silvered glass. Treat silver mirror as "Metal, soft," steel as "Metal, hard." A piece of cloth can be ripped or torn by a crushing blow.

** Includes pearls of any sort.

*** Silvered glass. Treat silver mirror as "Metal, soft," steel as "Metal, hard." * If exposed to extreme cold then struck against a very hard surface with matching strength, saving throw is -10 or die.

Magical Items: Gain +2 on all rolls plus +1 for each plus they have above +1, i.e. +1 = +2 on saving throw, +2 = +3 on saving throw. Furthermore, the magic item gains +5 on saving throws against attack forms in its own mode, i.e. blow vs. shield, fireball vs. ring of fire resistance or fireball wand.

Non-Magical Items: Those items which do not exactly conform to item descriptions above can be interpolated. It is assumed that the item in question is actually exposed to the form of attack, i.e. the blow falls on the item, the fall is such as to not cushion the item, the fire actually contacts the item, etc. As with magical items, non-magical items gain +5 versus attacks in their own mode.

** Attack Forms

1. Acid: This assumes a considerable volume of strong acid (black dragon or giant slug spittle) or immersion for a period which would affect the item.

2. Blow: Crushing: This assumes that the item is struck by a heavy falling object or a blow from an ogre's or giant's weapon, for example.

3. Blow, Normal: This assumes an attack by a normal-strength opponent or only fairly heavy object which strikes the object. This also applies to a (ceramic) flask of oil or a (crystal or glass) vial of holy water hurled against a hard surface or dropped from a height. A piece of cloth can be ripped or torn by a crushing blow.

4. Disintegration: This is the magical effect.

5. Fall: This assumes the item falls about 5' and comes into contact with a hard (stone-like) surface. A softer surface (wood-like) gives a +1 on the saving throw, and a fleshy soft surface gives +5. For each 5' over the first 5' the item falls, subtract -1 from the die roll to save.

6. Fireball: This is the magical fireball, meteor swarm, (red) dragon breath, etc.

7. Fire, Magical: This is the magical wall of fire, firestorm, flame strike, etc.

8. Fire, Normal: This assumes a hot fire such as produced by a blazing wood fire, flaming oil, and the like. The item in question would have to be exposed to the fire for an amount of time sufficient to have an effect, i.e. paper or parchment for but 1 melee round, cloth for 2, bone or ivory for 3, etc.

9. Frost, Magical: This is the magical frost or cold such as a white dragon breathes or spells such as cone of cold or ice storm.

10. Lightning Bolt: This is magical attack from lightning called from the sky, blue dragon breath, etc.

11. Electrical Discharge/Current: The "shock" of an electric eel, magical items, traps, etc.

CREATURES STRUCK ONLY BY MAGIC WEAPONS

Despite special defenses which protect certain creatures from attacks by non-magical weapons, these monsters can be effectively hit by attackers as follows:

** Defender**

** Attacker Must Have The Following**

Hit By Weapon | Hit Only By | OR | Hit Dice Of* |
---------------|-------------|----|-------------|
+1 or better   | +1 or better | OR | 4 + 1 or more|
+2 or better   | +2 or better | OR | 6 + 2 or more|
+3 or better   | +3 or better | OR | 8 + 3 or more|
+4 or better   | +4 or better | OR | 10 + 4 or more|

*This does not apply to characters of any sort.*

This provides for magical properties and size of the attacking monster. Thus, massive hill giants can effectively attack most creatures, and all other types of giants can affect everything save a few gods.

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The Terithran is a creature of the ethereal plane. In the material plane it has a faint, shadowy appearance (though not so faint as a non-corporeal monster) with a short (4' tall) humanoid body, long sinewy arms and a large mis-shapen head. In normal melee it attacks with two 2-5 claws, but it will try to avoid this type of fighting as much as possible, relying on its unique magical properties.

The Terithran has come to dislike the swires, eddies and warps which the use of large amounts of magic on the material plane causes on the ethereal plane, its homeland. If it notices such disturbances, it will materialise in the area of the magic-user responsible (10' away from him) and attempt to drain his power and take him back to the ethereal plane for punishment. It will only appear when magic is being used, and then only if the magic is powerful (two successive uses of a magical artifact such as a Wand of Cold would qualify, for instance). It is 50% magic resistant and has a number of magical powers.

While on the material plane the Terithran's spell use is limited to six uses per day except for detect magic which can be used any number of times. The powers it can use, detect magic apart, are:

- **Stunning blast:** a charge of ethereal waves with the effect of power word stun on all creatures within a 10' radius; saving roll versus magic negates the effect.
- **Drain Power:** this spell removes all magical ability from a magic-user until an appropriate regenerative time has passed. Treat as though the magic-user had used up all his spells. Save versus breath negates the effect.
- **Cause Serious Wounds:** as the Clerical spell, activated by touch (normal attack required but no saving roll).
- **Transportation:** this permits the Terithran to transport itself and one other person (the offending mage) back to the ether. The victim must first be grasped (treat as a normal hit with two claws) but there is no saving roll.

While in an encounter, therefore, the Terithran will have as its prime objective the grabbing of the victim magic-user and his transportation back to the ether; it will thus retain one spell use for transportation (either with a victim or, if it fails to grasp and the melee is going against it, alone in escape). However it may have to use other powers (up to a maximum of five, saving the sixth for transportation) to defend itself, to get to its intended victim and so forth.

Note that the touch of the Terithran does not automatically cause...
serious wounds — it only does so if the beast has decided to use that spell power.

If the creature is encountered on the ethereal plane its claws do 2 D6 points of damage, and the stunning blast does 2 D8" damage.

On the material plane the Therithan can only be hit by silver or magical weapons.

Comments: This is one of those creatures which is simpler to run than its description would have us believe — the objectives of the beast are clear enough and its behaviour should be simple to control 'on the spot'. However, I think we need a clearer indication of the amount of magic-use which would attract it in the first place — a single spell would not do the trick, wouldn't have its effect, unless it was 5th or 6th level, and I would suggest DMs only activate the beast when prolonged use of magic has taken place — say when 16 spell levels have been used in quick succession or something on the same lines. DMs also need to work out what effect the creature has on artifacts.

This is a very original idea. It isn’t a particularly vicious beast and it will not be rarely encountered, but it is a natural enemy of magic-users and perhaps a better way of introducing some risk into magic-use than ‘klutz factors’ and other similar devices (which don’t appear to be particularly satisfactory, if for no other reason than that there are so many different systems, none of which are included in the TSR rules). An excellent contribution.

by M. Stollery

General characteristics:
No. appearing: 1D8
Movement: 12" (24" flying)
Treasure: 2D6 PP each.
Alignment: Chaotic evil or lawful evil
Intelligence: standard

These additional members of the Imp class (see the Monster Manual and Dungeon Master) are either Chaotic Evil or Lawful Evil, depending on whether they serve Demons or Devils. They are all about 5’ tall with functional wings and fangs.

FIRE IMPS

Hit Dice: 3D8+1
Armour class: 5
Attack: two claws 1-3 each plus special.

These mischievous creatures attack with their claws and a breath weapon. The latter is either a jet of flame 15’ long and 1” in diameter (2-9 points of damage to a victim who fails his saving throw, damage halved if he does save) or a flame ‘blanket’ 8’ square directly in front of the Imp (4 points damage to all victims, no saving throw). Touching these Imps with bare flesh will cause 1 point of damage.

They can heat metal and use magic missile (2 missiles) once per day and have a 25% chance of gating in another Imp of the Flame (equal probability each type) — one attempt per hour.

They are red in colour and their bodies are surrounded with wisps of flame.

SMOKE IMPS

Hit Dice: 3D8
Armour class: 4
Attack: two claws 1-2 each plus special.

Like the Fire Imps, these creatures attack with their claws and a breath weapon, the latter being the discharge of a sooty ball of smoke which does 1D4 damage to a victim (no saving throw — automatic hit on a single victim within 20’) and blinds him for 1-2 melee rounds.

They are black in colour and have smoke oozing from their bodies. They inhabit smoky areas and never emerge into bright light if possible.

The Smoke Imp can gate in 1-2 Imps of the Flame (equal probability each type) with a 30% chance of success. One attempt per hour which has a 20% chance of success. Once per day they can use invisibility and dancing lights.

When a Smoke Imp dies, it coughs up 1 hit point of flame damage to everyone within 10’ (no saving throw). A welcome addition to the ranks of a very useful class of monster. DM will have to give careful thought to interaction between the Imps if two or more different types appear in the same encounter (as a result of gating, for instance) — the STEAM and MOLTEN variety, for instance, may not be entirely compatible.

I have not worked out all the Monstermarks, but would place all these creatures in levels 1-4 in 12 levels.

MOLTEN IMPS

Hit Dice: 3D8
Armour class: 6
Attack: two claws for 1 point of damage each plus special.

These Imps appear red-hot and constantly ooze molten lava. Anyone touching them with bare flesh receives 1-8 damage.

They can claw and use a breath weapon, the latter consisting of a molten blob of lava, automatic hit on a single target within 10’ for 1-6 points damage (no saving roll). If the encounter takes place in a volcanic region where molten lava is available, these Imps can regenerate 2 hit points per round simply by keeping in contact with the lava (although this power ceases if they are killed).

Once per hour they may attempt to gate in 1-2 Imps of the Flame (equal probability each type) with a 25% chance of success. Their touch automatically dissolves materials (as Green Slime) and they may shapechange into a pool of lava.

Comments: A welcome addition to the ranks of a very useful class of monster. DM will have to give careful thought to interaction between the Imps if two or more different types appear in the same encounter (as a result of gating, for instance) — the STEAM and MOLTEN variety, for instance, may not be entirely compatible.

I have not worked out all the Monstermarks, but would place all these creatures in levels 1-IV in 12 levels.

by Neville White

General characteristics:
No. appearing: 1
Armour class: 9,5 or 1 (see below)
Movement: 12” (but see below)
Treasure: nil
Attack: 1 bite 1D8 and 2 claws 1D6 each
Alignment: Neutral evil
Intelligence: very high (15-18)
Monstermark: I would suggest an average value of 490 (level X in 12 levels).

This foul creature of darkness is the essence of a Demon imprisoned in the form of a Shadow. As a result of this, it is more powerful in darkness and more vulnerable in conditions of bright light. Thus its characteristics vary according to the ambient illumination:

In daylight or its equivalent the Demon is AC9 and sustains double damage from all attacks.

In torchlight it is AC5 and suffers normal damage from attacks. It attacks at +1 hit probability in these conditions.

In darkness or near-darkness it is AC1, attacks at +2 hit probability and suffers half damage from attacks.

The Shadow Demon is immune to fire, cold and lightning but if a light spell is cast at it, the Shadow Demon is affected as if by a fireball (or a light spell from a 6th level magic-user would do 5D6 damage on it, whatever the normal illumination conditions).

Its wings are too small to give it full flying abilities, but in its initial attack it can use the wings to boost a leap up to 30’ in length, following which it will attack with four 1D6 claws (though not with its bite). One round in ten it can half-fly at 18’ movement rate (it will usually use this manoeuvre to try to escape if necessary).

Once per day the Shadow Demon can cast darkness 10’ radius and can use fear over a 30’ radius. Once per week it may execute a magic jar attack on a victim, but if the victim saves the Shadow Demon is stunned for 4-3 rounds.

Comments: This would be rated quite a weak Demon in comparison with some of the others, but it exhibits surprising and disturbing qualities all the same. Not an easy creature to run unless the DM insists on keeping track of all sources of light (see Lew Pulsipher’s excellent suggestions in White Dwarf 12, page 11).

For a change, we will look at some very high-level beasts next time — not because I think we are short of them but because a designer’s inventiveness should not be ignored just because he happens to produce a monster with limited deployability.

Next Issue:
- Lair of the White Wyrm — a complete Runequest mini-scenario
- White Dwarf Interview — Gary Gygax
- Expanding Universe — Part II
- Fiend Factory — more monsters
- Treasure Chest — special rooms
**General Use of Skills**

Normally, for combat, 8+ on 2D6 must be rolled to succeed, with a positive Die Modifier (DM) equal to expertise level in the relevant skill. Thus a throw of 6 plus expertise level 2 gives 8 — a success. For consistency, it would be best to adopt this system throughout, as the existing rules produce a great variety of DM’s in other skills.

Parrying can be introduced into blade combat; the defending player simply subtracts his expertise level from his opponent’s attack roll.

 Similarly, if for any reason another character has booby-trapped or jinked an item, the dice are rolled, the expertise level (hereafter denoted by EL) of the operator is added and the EL of the jinxer is subtracted; a score of 8+ after all other modifiers have been taken into account, means the device will operate correctly.

**Persons Without Relevant Experience**

A person attempting something he has no skill in is subject to a DM of −3, additionally he may well use the wrong tools or technique. So the player rolls 3D6: if the result is less than or equal to his personal Intelligence, then he has guessed the correct tool or technique to use. If the result is greater, he has picked the wrong way to do it, and is subject to a further DM of −2, making −5 in all. (Referees may prefer to use Education, not intelligence, or two dice instead of three.) Either way he adds to this his EL (if any) in Jack-of-Trades, as a positive DM.

This makes J-O-T expertise very valuable, especially if a player should reach a high level, so the J-O-T skill should be considered to be an inborn ability, as I believe it was intended. Thus it cannot be learnt after leaving the Services, or increased by most normal means.

**Effects of Culture Shock**

All player-characters are supposed to have expertise ⅛ in all weapons. This has its drawbacks though. The hero is, shall we say, an Army veteran. All his life he has been using rifles, etc. But stick him on a low tech level planet and he instinctively knows how to use a kontoos. Players should be larger than life; but not to such an extent.

Players should have expertise ⅛ in all devices that are common on their home planet (except exotic ones like Starships, fusion power plants etc.). Each character is assigned his home planet; its tech level is the one he is familiar with. It must be noted on his character sheet. The numerical difference between the character’s tech level and the tech level of any device he is attempting to use we call D. There are two basic possibilities: the character has been trained in something similar (or at least has heard of the thing) or he hasn’t. If he has, he is subject to a negative DM equal in size to D/EL. Example: The character has rifle 4, and is given a thermonuclear phase-interlocked grunge rifle produced on a world two tech levels higher than his home planet. His DM on the to-hit roll would be −5, and is, therefore, ignored. (If the grunge rifle had been 8 tech levels higher, the DM would have been −2.) If he hasn’t then we must find out if he looks at it and thinks, “Hmmm, that looks trigger shaped. I’ll pull that bit.” If the device is of a higher tech level than the would-be operator, the personal characteristic used is intelligence; if the tech level is equal to or lower than the operator’s, he uses his education. He rolls 3D6 and adds D. If the result is less than or equal to the characteristic used he has figured it out. (Or he will figure it out — only the referee knows how long it will take. Additional DM’s are needed if the object is totally alien, e.g. produced by animate 12’ cockroach-eating plants on the Galactic rim.)

**The Invention and Design of Devices.**

The total number of appropriate expertise levels of those present in the research group must equal twice the tech level of the proposed device, as set by the referee for any chance of success. The referee must work out how long it will take them, and whether additional expertise over and above that required will help or hinder the effort.

To succeed, the group must roll its average intelligence or less on 3D6. Computer Aided Design can save a lot of wasted effort, so subtract from the roll the sum of the model numbers of the computers used, divided by the number of people involved — effectively raising the average intelligence.

**Repair and Maintenance of Devices.**

This aspect of skill use is similar to Invention and Design (Culture Shock is particularly relevant) and one expertise level is required in the repair crew per tech level of the device, e.g. Level 5 device needs one man of EL5, or two of EL2 and one of EL1, and so on.

**Impressed Skills.**

(This section was brought in because at one stage in our campaign we had a player of Engineering-4 who couldn’t change the wheel on his car — no mechanical skill. But for 16 years this man has been sticking melted starships back together with sellotape. This aspect is still under scrutiny, but Pilot, Engineering and Weapon skills have been tackled.)

A pilot has an implied skill in ship’s boat equal to half his pilot expertise level. Thus a man learning pilot-2 would have ship’s boat 1. (The culture shock rule should also apply.) A man wishing to learn pilot skills has to first learn ship’s boat to level 2. Only then can he become a pilot. (This only applies on leaving the services of course, or nobody could learn pilot and something else.) With regard to engineering skills, Engineer-1 also has implied skills of Electrical-1 and a Mechanical-1.

In the matter of weapons, the Umpire must use more discriminations: but if a person with Revolver-4 didn’t know where the trigger was on an automatic pistol, it would be nonsensical. He might not know any gun maintenance — though I suspect he could make a very good guess — but the firing technique isn’t that different. And, as was forcibly pointed out to me during one adventure, a character with both rifle and submachinegun skills ought to have vague ideas about the use of automatic rifles.

**Learning by Experience.**

Each time the character successfully uses a skill in a crisis (laserizing a computer training simulation apart doesn’t prove much, I think), he gains experience points equal in number to his intelligence. One thousand of these can be traded in for more experience levels: whether to keep separate e.p. records for each skill; sum all e.p. or: — my preference — split them into weapon e.p. and non-weapon e.p., is left to the referee.

Should the character do something he has no skill in, he also gets one e.p. per intelligence point, but this should be recorded separately. Since it is a much harder way to make a living, only 100 of these e.p. are required to learn a new skill to expertise level one.

It is up to the referee whether the player should be allowed to allocate his new expertise level to skill himself, or whether it should be determined randomly: players will doubtless prefer the former method.

Some check must be kept on how many skills a player can have, though: so add the player’s intelligence to his education and take that as the maximum number of skills (not experience levels) he can have.

**Language.**

An amusing way to use education is in languages. A character speaks his native language with fluency 5. For each point of education over 5, the player gains another fluency level, to use as he pleases. Thus he may hold it in reserve or learn another tongue. The more fluency levels devoted to a language, the better it will be spoken. Level 5 is only just distinguishable from a native. Level 1 is suitable for “Help!”, “Me hungry”, and so on. Fluency level can be used as a DM on a roll to understand jargon or whispers, or when attempting to communicate something unusual — in which case a very low roll might be insulting to the listener!"
If languages are used, it is advisable to have some patois which is vaguely understood by all spacemen and starport officials so that players can speak to someone. (According to our dice, many patrons are Serbo-Croatian, and how many players pick that to learn?) This also gives more point to education, which didn’t seem much use originally.

Skill in Tactics

Tactical skill is difficult to simulate. In fairly large combats, use simultaneous movement to brief written orders, then Tactics expertise can be used in two ways: first, the Tactician can “guess” the position (translation: he is told by the referee) of hidden forces on the other side; in which case if he muffs the die roll, the referee tells him a false position — so he shouldn’t know what he threw on the die for this, or he’d know he was being lied to and take no notice — and second, the Tactician can write his orders, or just move, after seeing what the other side has done that turn. In either case he must throw 8+ to succeed, with DMs of plus his expertise and minus the opponent’s tactical expertise. Military personnel should, I think, all have fractional tactics, especially if commissioned.

Leader Skills

Leader skill is even worse. However, one may find some use for it, as follows: It influences the behaviour of the Leader’s minions. If told to do something dangerous, or bribed, or tortured, or not paid for a long time, etc., the minion must roll his Loyalty score or less to obey orders or not betray his boss, as appropriate. His boss may subtract his Leader expertise from the die roll. (Loyalty will be covered next issue).

Leaders will be eligible for experience points for Leader skill in the following situations:

- On obtaining a commission for his group.
- On successful completion of a mission.
- Each time his DM for expertise on a Loyalty Check as detailed above is both necessary and successful.
- Military officers should have fractional Leader skill.

POISONS AND CHEMICAL WARFARE

Saving Throws

The basic saving throw is successfully achieved by rolling endurance or less on 3D6. This must be done three times. Those failing to save at all take the Tertiary effect of the poison or agent, those saving once take the Secondary effect. Those saving twice take the primary effect and anyone saving three times in a row has completely avoided any effects of the poison.

Saving Throw Modifications

Persons in vacc suits are immune to all gaseous poisons; persons in filter masks or respirators gain a DM of -3 to their saving throws against gaseous agents. First aid has the effect of an narrow-spectrum immunisations and antidotes of varying DM about the person he is treating. If several medics are involved, additional DM to each saving throw of plus or minus the attendant medical expertise, depending on the Medic’s feelings toward the patient. If the medics sum their expertise levels to get the DM. Assorted wide- or narrow-spectrum immunisations and antidotes of varying DM may be made available by the referee.

Masking when under Gas Attack

To successfully mask himself the individual must throw his dexterity or less on 3D6.

Poisons and Agents

In general, a poison will have previously been rated by the referee in the following:

Dosage: This is a relatively simple matter; it is suggested that dosages range from 1-15, where they can usually be determined by a roll of 3D6-3.

Effects: All three effects of a poison — that is, primary, secondary, and tertiary — must be specified. The referee should draw up a random determination chart or specify all his poisons before commencing play. Possible effects are:

- Death
- Euphoria
- Insanity
- Paralysis
- Stimulant
- Sedative
- Hallucinations
- Corrosion
- Confusion
- Tranquiliser
- Convulsions
- Twisting
- Nausea
- Choking
- Fever
- Blistering
- Acute pain
- Weeping
- Blindness
- Irritation

Alternative effects are to add or subtract from strength, dexterity, endurance, or intelligence, either permanently or temporarly. Death should always be a Tertiary effect. Stinging animals will generally use some poison that leaves their victims amenable to digestion, such as a sedative or paralysing agent. Persons with expertise in untested skills such as chemist or biochemist might be allowed to design their own agents for chemical warfare.

Speed of Action: This is given by a simple formula and the characteristic of the poison. The formula is:

Time = Factor x Target Mass x Target Endurance

where Time is the time until the effects of the poison are felt; Dosage is as detailed above; Target Mass is the victim’s mass in kilograms (about 70 for an average human male); Attacker’s Mass is either the weight in kg of the munition delivering the chemical, or the mass in kg of the attacking animal, or the amount in kg of poison introduced into the victim by any other means; Target Endurance is either the player’s endurance or the amount of damage required to stun an animal.

Factor is another item to be specified by the referee; normally roll percentile dice and call this the Factor in seconds. Then by working out the formula the referee can warn the adventurer when he first feels something is wrong. It is suggested that the player then has a while to get medical aid before being incapacitated. For example, the referee rolls the player’s saves in secret and fails to save at all. Then after the period denoted by Time the referee will inform him that he is feeling the primary effect; after another period — not necessarily the same — he is told that he is feeling the secondary effect; and finally after a third period of time he is told he has suffered the Tertiary effect. The process should not be irreversible until the tertiary effect is felt. Until that point, help is still possible; if the victim is hospitalised or given medical aid by a medic called in, a fresh set of saves should be made against whatever effects remain to be felt.

Cumulative Poisons

If a person has, for example, been fed small quantities of a cumulative poison in his feed, or been repeatedly exposed to cumulative toxins, the Dosage is regarded as being equal to the sum of the individual Dosages the individual has previously received. The same process can be used with catalytic poisons, where one substance has no effect until a dose of a second chemical is administered, whereupon the product of the reaction between the two becomes poisonous.

Burst Radii of Chemical Munitions

Anyone caught within the burst radius of a chemical munition is regarded as being affected by the agent; he must commence saving throws. If outside the burst radius, he is assumed to escape the effects of the chemical agent. Such agents seem to persists in the burst area for periods of several hours to several days before becoming harmless. Anyone passing through the area in that time must save or take the effects of the agent.

Munition Launchee

Rough

"Attacker’s Mass " in Metres

<table>
<thead>
<tr>
<th>Grenade Launcher</th>
<th>Rough</th>
<th>Burst Radius</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 kg</td>
<td>10</td>
<td>35</td>
</tr>
<tr>
<td>Grenade Rifle</td>
<td>Hand</td>
<td>50</td>
</tr>
<tr>
<td>&quot;Shell&quot; Sandcaster</td>
<td>50 kg</td>
<td>35</td>
</tr>
<tr>
<td>Missile Rack</td>
<td>100 kg</td>
<td>50</td>
</tr>
<tr>
<td>Bomb Missile Rack</td>
<td>1000 kg</td>
<td>100</td>
</tr>
</tbody>
</table>

*These burst radii are only a rough guide calculated from the burst radii for roughly similar amounts of TNT.*
Generally, rain will clear an area more quickly, and the effects will persist longer in vegetated areas. The effects will also be more efficient in confined spaces. Decontaminants are normally available as they may be improvised from such materials as bleach; fire will almost always decontaminate. Military Chemical Warfare Officers can normally specify roughly the Factor and Dosage of their agents.

After the initial bombardment the agents will naturally tend to spread and thin out saves for each additional 'radius' the victim is away from the burst point. Also, persons outside the burst radius will almost certainly have time to mask themselves.

"Antique Equivalents" of Chemical Agents*

Information on these is surprisingly easy to find, and a trip to the library would well repay the effort. Here are brief details for several war gases:

**Phosgene:** A few hours after exposure, the lungs begin to fill with fluid, rendering breathing difficult; this leads eventually to death by anoxia.

**Nerve Gases — Tabun, Sarin, Soman:** These are very similar in effect. In only a few minutes, the victim develops influenza-like symptoms, followed by twitching and vomiting, accompanied by confusion and drowsiness, convulsions, and death. The entire process seldom takes more than 15 minutes, and is normally considered irreversible without immediate first aid (injection of atropine tartrate, I am told) and subsequent hospitalisation. Even so, recovery is doubtful.

**Hydrogen Cyanide:** Persons affected by this have an increased respiration rate, and generally die within a few minutes at most.

**Cyanogen Chloride:** This takes several minutes to affect a person. The lungs and exposed skin become irritated; this is followed by a decrease in the respiratory rate and choking, then death.

**Arsine:** Taking up to several days to show its effects, arsine causes headaches and unearliness, followed by chills and nausea; its victim does not normally die, but remains anaemic thereafter.

**Mustard Gas:** Several hours after inhalation/contact, the victim's eyes and skin become inflamed. Blisters and ulcers on exposed skin follow; then, finally, inflammation of the lungs, throat, and nose follow, which can prove fatal.

**Nitrogen Mustards:** A group of gases with similar effects; up to three or four days after exposure are required for the full effects to show. First the eyes and skin become inflamed, followed by the blisters characteristic of all mustard type gases, and irritation of the lungs, nose and throat. Then, as a result, loss of voice, followed by fever and severe diarrhoea.

**Lewisite:** A much improved (?) type of mustard gas that acts within a quarter of an hour, first producing blisters and ulcers, then blindness and irritation of the lungs, followed by death.

**Vomiting Gases:** A group (e.g. training and riot control gases) which, like tear gases, are not normally fatal but can be so in confined spaces. They take effect in a few minutes, irritating the eyes and nose; then a headache and symptoms of a cold appear, followed by acute chest pains, nausea, and vomiting.

**Tear Gases:** There are several of these, all with similar symptoms. They take effect within half a minute normally, irritating the eyes and lungs and causing weeping. Continued exposure results in itching and an effect similar to sunburn on exposed flesh. Severe exposure will cause blisters and nausea.

*The details of this section may well be inaccurate as I have little or no chemical knowledge; however, I am fairly confident of their accuracy as they are derived from declassified (and hence out of date) U.S. Army chemical warfare manuals which, to my astonishment, I found on a second hand bookstall in London.

**Acknowledgement**

I would like to thank the members, past and present, of Reading University Wargames Association for their help, suggestions, and above all patience with a referee who changed the rules they were playing under almost weekly.

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**EXPANDING UNIVERSE**

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**DUNGEON MODULES**

**TSR Hobbies Inc.**

**B1 (Introductory Module) In Search of the Unknown — £2.50**

**S1 (Special Module) Tomb of Horrors — £2.50**

At the end of Module D3 (reviewed in White Dwarf 11) we were promised greater horrors in a forthcoming module Q1 —Queen of the Demonweb Pits. So far we are spared these horrors — presumably that module is still in development. However two new modules have appeared since then, and in some respects they are as different as chalk and cheese so must be dealt with individually.

Certain factors are common, however, to these modules and the previous G and D series — the excellent format, for instance, and the comprehensive way in which the scenario is introduced. TSR's high quality has not been in any way compromised, and in S1 it has even been improved upon.

To deal with S1 first, this is another 'tough' module, designed for at least 6 characters of 9th level or higher. The quest is to penetrate the crypt of a demi-Lich (though what is demi- about this creature of enormous powers, apart from the fact that only his skull remains, is arguable: the skull, in combination with the special arrangements which have been made to guard it, exhibits terrifying powers, and the 'rumour' which players will hear at the start, to the effect that this being possesses powers which make him well-nigh undefeatable, is well founded!). The adventurers presumably hope to gain riches from the quest, but there is more than an even chance that all they will gain is their deaths, for this module is sprinkled extensively with subtle, insidious and carefully-laid traps, and it will be a fortunate adventurer who manages to avoid them. (I'm not giving secrets away — the players get this information at the start).
One new feature is the inclusion of an illustration booklet containing 32 drawings showing various features of the Tomb, this can be used by the DM to show appropriate views to the players beforehand, and each illustration being keyed to a particular area in the Tomb. This should add a great deal to the atmosphere of the adventure, and the DM who really cares will colour the illustrations with felt pens to heighten the effect.

Another additional feature is a character roster for use with the Tomb in the event that players do not wish to take their 'own' characters in (perhaps because they haven’t got characters of the required experience levels); this lists 20 characters (with race, class, experience level, characteristics and special items) from which the party can be selected, and there are a number of hints which the DM will find useful, particularly if there are few players in his group.

As for the module itself — it is very hard and will be hard for the DM to learn in advance, though this is an essential prerequisite of running it properly for it is much more subtle than the G or D modules. Information which can be given to the players beforehand is at the discretion of the DM, but I would recommend DMs to give out most of the information otherwise players will not get an adequate warning of what lies in store for them. Not that the difficulty is in any way related to problems in the text — once you have read it two or three times carefully, you should find no information is lacking, though there is a great deal to remember if you don’t want to slow down play because of constant references to the text. This module was originally used for the official D&D tournament at Origins I and has been widened and updated to complete description of the Dungeon Floor Plans, a clear diagram, and instructions for use. The package contains twelve fairly thick cardboard sheets, each printed (in colour) to represent flagstone flooring (tan), rough stone and dirt flooring (grey), wood (brown) and stone stairways (grey).

These sheets are not, of course, floor plans in themselves. The idea is that the DM should cut up the sheets and use pieces to lay out sections of his dungeon for the benefit of the players to map his dungeon and/or move their character figures along. An infinite number of dungeon sections can be created, suitable for any role-playing game or small-scale combat simulation, but specifically “endorsed by TSR Hobbies, Inc. for use with Original, Basic or Advanced Dungeons & Dragons”.

The sheets are gridded into squares, and the lines have been incorporated into the design so as to look not too unnatural. The squares are to scale for 25mm figures, each being just over 2cms x 2cms and representing an area 5’ x 5’. The DM can cut the sheets to any size or shape he requires, and there are enough sheets to create a continuous series of rooms and corridors covering an entire table-top. And considering it is all in two dimensions, the effect is incredibly realistic — the floors are cracked, the wood has a grain to it, the stairs even have shadows to indicate whether they are ascending or descending. A half-square of wood can be used as a table, or a chest, or as a door which, when placed between the corridor and room sections, automatically forms a wall-thickness of 2½’ scale. After years of feeling very out of place on a bright green Cul-de-sac board, and even sometimes simply roaming across a deserted table, my characters can at last look quite at home on a playing surface that looks attractive, is easy to use, adds atmosphere to the game, and, not least, speeds up and simplifies combat.

There are only two possible criticisms: firstly, that laying out a complete dungeon area might make it too easy to map, and secondly, that the wall-thicknesses formed by the doors have to be allowed for by the DM in his original plan to avoid distortion. Other companies have tried to create this type of playing aid before — Dungeon Decor and The Endless Dungeon are two titles which come to mind, and I’m sure there are others — but Dungeon Floor Plans are far the best designed and most usable product, and, within the limitations of the cardboard, I can’t think how they can be much improved.

They are sure to become an essential part of every DM’s equipment, and at the price are a worthwhile investment.

Overall: 9

Peter Davril Evans
The HOURI character class

by Brian Asbury

Houris, or Nymphs of Paradise to give a better description, are a very specialist sub-class of magic-user, their speciality being concerned with spells of charming and similar abilities. They also have the power to seduce single individuals and the ability to hide in the shadows as thieves.

Prime Requisite for an Houri is Charisma (their voluptuously alluring beauty being very evident), which must be at least 15. Intelligence and Dexterity must also be at least 10. Houris may use only daggers as weapons although at the referee's discretion they may also use long, thin pins such as hat-pins, which can be easily concealed on the houri's person and do 1-3 points of damage. They may wear no armour; indeed, the less clothing they wear, the more effective they are. Houris must be human, elven or half-elven.

Seduction

Seduction is an ability which is used against individual males of any of the Houris, or Nymphs of Paradise to give a better description, are a very specialist sub-class of magic-user, their speciality being concerned with spells of charming and similar abilities. They also have the power to seduce single individuals and the ability to hide in the shadows as thieves.

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<table>
<thead>
<tr>
<th>Levels</th>
<th>Experience Points</th>
<th>Hit Dice (D4)</th>
<th>Spells and Levels</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 Novice</td>
<td>0</td>
<td>1</td>
<td>2 3 4 5 6</td>
</tr>
<tr>
<td>2 Flirt</td>
<td>2,000</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>3 Charmer</td>
<td>4,000</td>
<td>3</td>
<td>3 1</td>
</tr>
<tr>
<td>4 Allurer</td>
<td>8,000</td>
<td>4</td>
<td>3 2</td>
</tr>
<tr>
<td>5 Tentress</td>
<td>17,000</td>
<td>5</td>
<td>4 3</td>
</tr>
<tr>
<td>6 Enchantress</td>
<td>35,000</td>
<td>6</td>
<td>5 3</td>
</tr>
<tr>
<td>7 Vixen</td>
<td>70,000</td>
<td>7</td>
<td>5 4 3 1</td>
</tr>
<tr>
<td>8 Courtesan</td>
<td>150,000</td>
<td>8</td>
<td>6 5 3 2 1</td>
</tr>
<tr>
<td>9 Seductress</td>
<td>240,000</td>
<td>9</td>
<td>6 5 4 3 1</td>
</tr>
<tr>
<td>10 Houri</td>
<td>330,000</td>
<td>10</td>
<td>6 6 5 3 2</td>
</tr>
<tr>
<td>11 Nymph</td>
<td>420,000</td>
<td>11</td>
<td>7 7 6 4 3 1</td>
</tr>
<tr>
<td>12 Nymph, 12th</td>
<td>510,000</td>
<td>11+1</td>
<td>7 6 6 5 4 2</td>
</tr>
<tr>
<td>13 Nymph, 13th</td>
<td>600,000</td>
<td>12+1</td>
<td>7 7 6 6 5 3</td>
</tr>
<tr>
<td>14 Nymph, 14th</td>
<td>700,000</td>
<td>12+2</td>
<td>7 7 7 6 6 4</td>
</tr>
<tr>
<td>(+100,000 per level)</td>
<td>level)</td>
<td>7 7 7 6 6 4</td>
<td></td>
</tr>
</tbody>
</table>

Seduction

Seduction is an ability which is used against individual males of the same or similar race as the houri. The houri's percentage chance of seducing is given by the following formula:

$$\text{HOURI'S LEVEL} \times \text{VICTIM'S LEVEL + MODIFIER(S)} \times 100$$

Modifiers:

<table>
<thead>
<tr>
<th>Modifiers</th>
<th>Victim is a:</th>
<th>Fighter</th>
<th>+3</th>
<th>Assassin/Ninja</th>
<th>+5</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Thief</td>
<td>+3</td>
<td>Druid</td>
<td>+5</td>
<td></td>
</tr>
<tr>
<td></td>
<td>M.U.</td>
<td>+4</td>
<td>Barbarian</td>
<td>+2</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Cleric</td>
<td>+5</td>
<td>Half-elf/Elf</td>
<td>+1</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Paladin/Ranger</td>
<td>+7</td>
<td>Gnome/Dwarf</td>
<td>+2</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Monk</td>
<td>+8</td>
<td>Hobbitt</td>
<td>+3</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Bard</td>
<td>+3</td>
<td>Half-orc/Orc</td>
<td>-1</td>
<td></td>
</tr>
</tbody>
</table>

These modifiers are cumulative, e.g. an elf-fighter has a modifier of +3 (fighter) +1 (elf) = +4.

Elven hours subtract 1 from the modifier, but are limited in progression to the 6th level (Enchantress).

A seduced male will drop his weapons, become oblivious to his surroundings, and attempt to engage the houri in a passionate embrace. In such a state he is extremely vulnerable to any of the kiss spells (see below). However, if the houri does attempt to use a spell on a seduced victim, he is allowed to make his saving throw vs. magic. If this is successful, then he realises what has happened in which case the seduction is broken and he cannot be immediately seduced again. Breaking the seduction, however, does not affect the success of the spell being used.

Seduction cannot be used in combat and cannot work against other females except homosexual ones. The presence of other individuals in close proximity (within ten feet, or obviously watching) will reduce the chance of success of the seduction attempt. For each outsider present, add 1 to the modifier.

Seduction lasts for a number of turns equal to five times the houri's level, or until broken. It can be broken in a number of ways, i.e. if the houri attempts to use a kiss spell as above, or if she resists his attentions (the victim is allowed his saving throw vs. magic each time she does so), or if the victim is attacked. In the latter case, the seduction is instantly broken.

Seduction can only be used on a single individual at a time; an houri may use the ability a number of times per day equal to her level.

Example of the use of Seduction

Lirona the houri (third level) is attempting to seduce Thaddeus the thief. The scene is the Red Dragon Inn. There are a number of other people present but no-one is paying any particular attention to the pair. Both are human. Thaddeus is 5th level.

Lirona's chance of seducing Thaddeus is equal to (her level) x 100 divided by 5 (Thaddeus' level) + 3 (modifier for a thief), i.e. 300 x 8 = 37.5%. Lirona rolls 30. Success! Thaddeus is taken in by her charms. However, a bar is no place for a romantic liaison. Eagerly he accompanies her upstairs to her room, his arm around her slim waist, not suspecting the fate that awaits him when he gets there . . .

Optionally, the houri's state of dress can affect seduction. Add 1 to the modifier if she is heavily clothed, subtract 1 if she is scantily or provocatively clad, subtract 2 if nude. (The latter state, however, will not be terribly practical under most circumstances, and might well lead to arrest for indecent exposure).

Houri Spells

<table>
<thead>
<tr>
<th>Level 1</th>
<th>Charm Person</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level 2</td>
<td>Charm Normal Animals</td>
</tr>
<tr>
<td>Level 3</td>
<td>Charm Person</td>
</tr>
<tr>
<td>Level 4</td>
<td>Charm Person</td>
</tr>
<tr>
<td>Level 5</td>
<td>Charm Person</td>
</tr>
<tr>
<td>Level 6</td>
<td>Charm Person</td>
</tr>
</tbody>
</table>

- **Charm Person**
- **Charm Normal Animals**
- **Charm Person**
- **Charm Person**
- **Charm Person**
- **Charm Person**

**Notes**

Houris cannot be lawful.

As an option, male equivalents of houris may be used, as the Gigolo character class. Simply read "male" for "female" and vice versa.

As a second option, the referee may give the houri a +15% chance per week of contracting one of a variety of somewhat unpleasant, contagious diseases.

Elven houris and human houris with 15+ dexterity have the option of operating as split houris/thieves, gaining the abilities of both but retaining the houri's limitations as regards weapons and armour. Of course they will need to gain the combined experience required by both classes to progress up the levels.
Level 1

Charm Person : As per magic-user spell.

Suggestion : As per magic-user spell.

Charm Giant Animals : This affects any giant animals of any kind, including pack animals such as the Houris. Suggestion works on the Houris.

Detect Charm : Enables the houri to ascertain whether an individual is under the influence of a charm or hold spell, including hold person, grant状, suggestion, etc. Range = 10 ft. Duration = 2 turns.

Fascination : Affects a single (male) individual who will be caught in a trance and cannot move. The Houri cannot take her eyes off of him. If attacked he will try to beat off any opposing characters. In a manner reminiscent of the ancient Indian_scheme for running to the moon, the houri will be left behind if the houri sees him, unable to take his eyes off of her. If attacked he will try to beat off any opposing characters, in a manner reminiscent of the ancient Indian scheme for running to the moon, the houri will be left behind if the houri sees him, unable to take his eyes off of her. If attacked he will try to beat off any opposing characters.

Bodyguard : This affects all characters and creatures of 1-3 hit dice within a 20 ft. radius of the houri. Any of these who fail to save vs. magic will immediately disregard their previous purposes and allegiances, leap to the houri's side, and form a protective barrier around her defending her from all assailants, even her own comrades. Note, however, that they are not actually charmed. They will not fight each other, and after they have successfully protected the houri from immediate danger they will become estranged for 1-4 turns before returning to normal. Range = 10 ft.

Kiss of Slavery : This is actually a charm person spell with no saving throw. Checks to break such a charm are made after twice the normal duration. A victim of this spell will obey any order unthinkingly.

Level 2

Charm Monster : As per magic-user spell.

Magic Blade : At will. 2/3. As normal, except that it protects any person or creatures within a 10 ft. radius of the houri. Range = 10 ft. Level of houri.

Love Bell : This is a charm person spell, except the charm is directed at a specific creature in its own language. The victim is intended for it to work such as a lock of hair, nail parings or Constitution Check Every: is raised successfully.

Believing the disguise spell. Duration = 10 turns. Spell effects last for 1-3 turns plus the houri's level and cannot be awakened by normal means.

Kiss of Making : The victim of the kiss spell is turned into a cone-shaped figure for 1-3 turns. The houri level and cannot be awaken by normal means.

Level 3

Charm Person : As per magic-user spell.

Magical Blade : At will. 2/3. As normal, except that it protects any person or creatures within a 10 ft. radius of the houri. Range = 10 ft. Level of houri.

Love Bell : This is a charm person spell, except the charm is directed at a specific creature in its own language. The victim is intended for it to work such as a lock of hair, nail parings or Constitution Check Every: is raised successfully.

Believing the disguise spell. Duration = 10 turns. Spell effects last for 1-3 turns plus the houri's level and cannot be awakened by normal means.

Level 4

Charm Monster : As per magic-user spell.

Magic Blade : At will. 2/3. As normal, except that it protects any person or creatures within a 10 ft. radius of the houri. Range = 10 ft. Level of houri.

Love Bell : This is a charm person spell, except the charm is directed at a specific creature in its own language. The victim is intended for it to work such as a lock of hair, nail parings or Constitution Check Every: is raised successfully.

Believing the disguise spell. Duration = 10 turns. Spell effects last for 1-3 turns plus the houri's level and cannot be awakened by normal means.

Level 5

Charm Person : As per magic-user spell.

Magic Blade : At will. 2/3. As normal, except that it protects any person or creatures within a 10 ft. radius of the houri. Range = 10 ft. Level of houri.

Love Bell : This is a charm person spell, except the charm is directed at a specific creature in its own language. The victim is intended for it to work such as a lock of hair, nail parings or Constitution Check Every: is raised successfully.

Believing the disguise spell. Duration = 10 turns. Spell effects last for 1-3 turns plus the houri's level and cannot be awakened by normal means.
Chapter Six
THE FACE OF HELL

With the secret of breaking the Wind Demon's power over Farrondil city in their hands, Hero's Quest-companions are outwitted by treachery: sorcery violates the ancient ban of the Plains. Pursio, the Pig-faced, announced that "a bridge of living stones from Farrondil as the Undead begin to march..."

There was a brief respite while the shadow of ancient dread loomed and thickened over Farrondil. Far over the river, the tolling sounded faintly, a prelude to the terror that would engulf the city. The bones formed a menacing display, a sign of things to come. Madoc rubbed his chin. "But of course: it is a correct power over Farrondil city in their hands, Hero's Quest-companions are outwitted by treachery: sorcery violates the ancient ban of the Plains. Pursio, the Pig-faced, announced that "a bridge of living stones from Farrondil as the Undead begin to march..."

The Demon's wheeled cart stood motionless, its dully-eyed slavestripped before it: from its mouth came a ceaseless gale, driven by lungs which drew no breath. Blood lay on the cobblestones where a man, or more than one, had been stubbed by the full length of the street, ruined glass, broken stone and goods sucked from windows by the blast still rolled and slid: a scene of horror beneath the sinking sun which now turned all things to blood.

From behind craft Hero, holding a Swan Bone in the improvised tongs of protection and feeling that to attack such power with such puny folly was like to prove the last act of his life. Beside him toiled Morgen and Madoc with the Lodestone, which for all its vaunted potency seemed but an ugly shard of granite. And behind was Pursio with the bag of six remaining Swan Bones.

"Now," whispered Hero as they neared the Demon's vast, glistening back. The Lodestone was swung to smite the giant body with a dull clang; the bone struck tightly on the same instant: there came a blinding flash which seemed to sear their eyes from their heads. The winds fell... and then began to rise again. The bone fell to powder; the Stone endured. "Again!" shouted Hero frantically, for the Demon's great hairless head was beginning to turn. The flash from its mouth smashing in the windows and walls of houses yet untouched. From Pursio's bag Hero took a second bone; again the Stone swung and again the bones were unchained; again the wind died, only to rise again.

"And then there were five," said Pursio grimly, looking into the bag he held. "What now, good Hero?" The winds were beginning to rise; their heads struck to turn his head still further; very soon they would be smashed like flies against the walls.

"And there were five," said Pursio grimly, looking into the bag he held. "What now, good Hero?" The winds were beginning to rise; their heads struck to turn his head still further; very soon they would be smashed like flies against the walls. "Stone and bone, even in alliance, are not enough," Madoc replied. "Mighty winds arise across the Yazz and here chaos is strengthened."

"Then our power too must rise," said Pursio into the low wind. "Earth-magic, earth-magic, magic, moon-magic... has any of us the smallest scrap of power?"

"Nay," said Hero, "Wish me! - Quick, again!" The Stone clanged and a third bone touched; as the great flare of light came, Hero cried, "Be still! I command you - Mikool!"

And everything came to an end.

It could only have been for moments that they lay stunned by that blast of power. They stirred, and found the air calm and the sky clear. The Demon's head was fully turned, and its blank eyes stared at Hero as if it had already risen. "Nay... but Hajjin named the Demon", said Pursio, "and the bones dropped the bag, as though it were a vehicle which was not in order - could not make, or..."

"We cannot wield the Bones without destroying ourselves." said Pursio, "Indeed you must make..."

"But I think Master Madoc has a word to say," said Pursio.

Madoc mustered. "Indeed I do. Gold cannot be turned to gold, so, tongs wrapped in gold-leaf should protect us from the magic. Let Paiton the goldsmith prepare some such tools."
blood must tire while cold enchanted bone can swing and swing to hew men when once they faltered in the deadly dance.

A new note from the Bell, and the undead were stilled. Farrondil's falling men saw what the cowled things' magic now achieved: beneath their feet the black horde, knitted together, and were made whole, to rise anew. Rhys peripheral then, caught by a sword from below; the brief line of his death-song was overmastered by other voices, and the deadly tolling which filled the world.

"Back," called Hero, smirking despair. "To the Bridge! A dark tower which did not follow Farrondil's retreat . . . but Pursio was tugging at Hero's sleeve. "Master," he said, "follow me, Bill."

Hero shrugged, and said without hope: "Come, Mikool!" and from the city came a great roar of wind. The eastern gate burst open, blown from its hinges; out roared the Wind Demon on its lordly carriage, still drawn by the haggard and leprous slaves.

"Nay," said Hero, "gold is no bell-metal and must not be wasted on any mere arrow. Yet not quite high enough: a merciless and implacable. But Caspar fired his skeletons, leaning into the wind, at once fell where the Demon blew.

"Blow on!" said Hero. "But, Pursio, I see its not enough against the horde. What now?"

"The Bell drives them," said the little man. "Silence it and you still them. Methinks Caspar's bow has a use after all."

"We have magic also: Four Swan Bones remain," said Pursio as he took out the bag. "My thought is that we might tie a bone to an arrow, Caspar, and have you change this bell to gold with your shot."

"A golden bell, an iron bell: what difference?"

"Not in vain," said Hero, "gold is no bell-metal and must not be wasted."

To his disgust, Pursio found he must sacrifice the gold-wire ornaments from his jerkin, to attach bone to arrow; the power could not be wasted on any mere arrow, and the bone must be fixed with wire and not let touch the shaft — a difficult task even with the tongs Hero still had in his belt.

"Be still, Mikool," Hero presently said: and the wind was still. The farming skeletons, leaning into the wind, at once fell in a heap. Laughter rose from Farrondil's straggling lines, yet was swiftly stilled as the black tide point forward one merciless and implacable, But Caspar fired his bow. The shaft flew over the heads of the black horde, yet not quite high enough: a sudden shaft a note from the Bell, and the ancient things from Hell-Mouth Cave faltered wherever they stood. Then, overcome by the massive weight beneath, the soft gold splintered and fell, fell, and broke, and the bell plummeted to the ground. It struck the base of the wheeled cart and broke, and fell in its turn as Hero leapt painfully aside.

"Pursio lay wounded — but alive, with bone!" shouted he. The last of the light was dying in the sky. On all the battleground there was no motion save for the few battered men of Farrondil, urged on by the Bell, with which their implacable opponents had fallen. Of the monk-spirits there was no trace, nor of the Demon. And the Black Bones saw that they could not hold together by any sinew or enchantment. A pang of grief touched Hero as he saw the one white skeleton which lay nearest, and thought it good to die. He called it to the Bridge, and leapt upon its platform, averting his gaze from the unknown wonders still to be found in the valley of the Four Winds.

"The END"
New Spells

Laser (Evocation) by Phil Masters
Usable by: Magic-User
Level: 4
Range: 18"
Duration: 2 segments
This spell causes an intense beam of light to spring from a ruby of at least 150p. held in the caster's hand. The beam can be used for amputation of an infected limb of a stationary friend - 70% chance of a clean cut with no serious bleeding; to cut through a lock or metal bars - ¾ segment to cut an inch slot in an inch of iron; or as a weapon doing 2D6 heat damage +1/level of the caster above 8th. Any who save have dodged the beam. The following barriers have no effect on a laser: shield spells; Leomund's tiny hut; a puddle of water; or mirror surfaces or gaze reflection spells deflect the beam and bright red clothing may do so - 50% chance for very clean, highly coloured robes. The material component - the ruby - shatters on completion of the spell.

Mirage (Illusion/Phantasm) Reversible by Phil Masters
Usable by: Druid
Level: 6
Range: 18" + 4"/level
Duration: Special
This spell has two possible effects: to create a mirage of a large object (castle, city, mountain, sea, etc.) on the horizon; or to create a zone of shimmering, confusing light around a party. Since the spell employs tricks of atmospheric refraction, it can only work above ground on a day that is at least warm and preferably hot. The material component required for the first effect is a small, fairly realistic model (a clay "castle", a puddle for the sea, etc.). This must be placed in an open area and not be moved, otherwise the spell is broken. Movement in the mirage can only be created by the use of a "working model" - if a smouldering rag is placed in the "castle", the mirage can appear to be on fire, etc. The mirage is totally convincing, but it always remains the same distance from the viewers. It is dispelled if the caster is slain, moves out of range of his victims, chooses to stop the spell, or if the temperature drops below 40°F. The second effect utilises a clear crystal phial of pure water instead of the model. This must be held by the caster in an open space. The spell can then be cast to effect a 6" diameter circle anywhere within spell range. The effect continues as long as the caster is within range and the phial is displayed. If the caster is slain, moves out of range of the phial, the spell is broken.

Sword of Warning ( Invocation) by Phil Masters
Usable by: Cleric
Level: 5
Components: V/S
Range: 4"
Duration: 5 turns/level
This spell can only be cast in a location with at least 15' between floor and ceiling (or any other solid obstruction overhead, e.g. archway, cliff overhang, etc.). When casting the spell the cleric gestures to the point or person desired and immediately a great broadsword, shimmering with white light, appears 10' (or more if necessary) above the victim or position and apparently suspended by a slender thread. The victim which must be at least semi-intelligent - automatically looks at the sword and is immediately paralysed unless it has eight or more levels or hit dice in which case if it saves it avoids paralysis and can jump clear. Magic resistance may prevent the sword from appearing. Stings paralysed may speak but cannot cast spells. If the spell is cast in a portal, any not of the caster's party or actively hostile to the caster must save to pass safely through. If any character is slain the sword is screened from one approach/ they do so normally, but on seeing the sword must save or faint for 204 rounds from shock. Victims of animal intelligence gain +5 on saves, non-intelligent beings gain +10. The sword remains until it fails or the spell expires. If the caster is within 1" of the sword he can order it to fall. Alternatively he can instruct it to fall in specific circumstances - e.g. if a goblin passes beneath, if any living thing passes beneath, if a paralysed victim orders it minions to attack, etc. The sword hits automatically for 5D6 with a 50% chance of system shock; save vs. system shock or slay - and can strike anything vulnerable to magic weapons or lightning. The sword is a symbol of divine displeasure and so cannot be used against gods, demi-gods, named demons or devils, or members of the caster's religion. It can obviously function as a trap but care should be taken concerning alignment.

Oath ( Conjuration/Summoning) by Roger Levy
Usable by: Cleric
Level: 1
Components: V/S
Range: Touch
Duration: Special
This is used to seal a bond, bargain or verbal agreement between two (or more) willing participants, not including the caster. If anyone subsequently wants to break the oath, he must first save vs spells (-1 for every level above first of the caster) or take 1D8 damage. If he saves, he still takes 1D4 of damage, but the oath is broken and also negated for the other participants.

Magic Messenger ( Conjuration/Summoning) by Michael Watts
Usable by: Magic-User
Level: 3
Components: V/S
Range: 0
Duration: until fulfilled
When this spell is cast a small silver sphere with a mouth upon it appears. It can be instructed to carry a message at any specified time (e.g. "Tell Selden the age if I die") results in the message being delivered when the caster dies. The sphere travels invisibly and at a speed of 28" by the most direct route to its destination where it materialises to deliver its message.

Detect Undead ( Divination) by Declan Logue
Usable by: Cleric
Level: 2
Components: V/S
Range: 3"
Duration: 1 turn/level
This spell enables the cleric to detect the presence of any undead party or object along the path of the spell. The path is 1" wide and lies in the direction that the cleric is facing. It requires the use of the cleric's holy (or unholy) symbol as the material component, with the cleric holding it before him.

Cone of Good ( Invocation) Reversible by Declan Logue
Usable by: Cleric
Level: 4
Components: V/S
Range: 6"
Duration: Instantaneous
This spell causes an invisible cone of好 luck. It can affect up to 8 person or location scattered) and is approximately 6" diameter, and can be aimed at the caster, wrecks either mirage. Other spells cast into the affected zone, but none can be cast within it. All blows are struck at -4 within the mirage and all within or entering it must save or become confused for 3D4 rounds.

The reverse spell, counter mirage, simply negates any and all mirage spells cast from or functioning within spell range. The material component for this is a drop of water.
Bend (Alteration)
by James McRobert

Usable by: Magic-User Area of Effect: 1 weapon
Level: 1 Components: V,S,M
Range: 2’” Casting Time: 1 segment
Duration: 1 round Saving Throw: None

This spell may be cast on any humanoid except enchanted or undead creatures and will prevent the recipient from performing some specified action, e.g. drawing his sword, harming the caster etc. There is a 95% chance that the recipient will be unaware that a spell has been cast. The spell can only be used to stop actions which the recipient is usually conscious of controlling. That is they cannot be prevented from breathing or stop their heat beat, etc. The spell can only be removed if the caster is killed, the material component destroyed, or by exorcise. The material component of this spell is a bar or rod of iron or steel.

Mental Block (Enchantment/Charm)
by James McRobert

Usable by: Magic-User Area of Effect: 1 creature
Level: 1 Components: V,S,M
Range: 1”” Casting Time: 1 round
Duration: Permanent Saving Throw: Neg.

This spell may be cast on any humanoid except enchanted or undead creatures and will prevent the recipient from performing some specified action, e.g. drawing his sword, harming the caster etc. There is a 95% chance that the recipient will be unaware that a spell has been cast. The spell can only be used to stop actions which the recipient is usually conscious of controlling. That is they cannot be prevented from breathing or stop their heat beat, etc. The spell can only be removed if the caster is killed, the material component destroyed, or by exorcise. The material component of this spell is a bar or rod of iron or steel.

Jehansal’s Eye of Back-Seeing (Alteration)
by Daniel Adler

Usable by: Magic-User, Cleric Area of Effect: Personal (magic-user)
Level: 3 (magic-user): 4 (cleric) Components: V,S,M
Range: Touch One creature (cleric)
Duration: 2 hours + 1/level Casting Time: 6 segments
Saving Throw: None

This spell forms an extra eye out of the Pineal gland at the back of head (many scientists believe the gland may have been an eye at some earlier stage of our evolution). With this eye, dexterity bonuses are given against any attacks from behind, thieves striking silently from behind do so at +2 and not 44 and damage from the stabbing is halved. The +2 bonus given to other attacks from behind is nulled and any pickpocket attempts have 40% subtracted from them. The eye can have other spells cast on it, such as infravision or permanency. The eye takes 3 turns to form after the spell is cast. The material component is the eye of an Umbre Hulk or Beholder.
What is interesting about the Spook?

They wouldn't mind you "correcting" them. Fiend Factory don't you change it for Monster Manual designers saw the Handbook with possibly a small addition. Take for example the Sheet super-powerful monsters unless they were very interesting.

Strange as Don himself said in opinion a monster that can kill any character just by hitting both being "reversed" undead. Phantom (a Lurker Above variant), or the Witherstench (a Spook, invented by the ubiquitous Roger U04) is totally absurd and unfair on players, and its only possible in the character cards. The game certainly deserves a better overall rating than 5.

Yours sincerely,
Gerard May, Farnham, Surrey.

Dear WD,

I feel that I must make comment on the deteriorating standard of the Fiend Factory. Although this is the best article in White Dwarf and is always an excellent "read", the subject matter is worsening. I thought that the Fiend Factory was intended to be a show case of brand new, interesting monsters but recently this has no longer been true. Take, for example, the Spook, invented by the ubiquitous Roger Musson. In my opinion a monster that can kill any character just by hitting them is totally absurd and unfair on players, and its only possible use is on incredibly powerful parties of dungeoneers (as seem to abound in Nottingham). Its inclusion in the Fiend Factory is strange as Don himself said in White Dwarf 6 that he detested super-powerful monsters unless they were very interesting. What is interesting about the Spook?

Several monsters are merely "revamped" versions of others with possibly a small addition. Take for example the Sheet Phantom (a Lurker Above variant), or the Witherstench (a Monster Manual Giant Skunk) or the Devil Dog (a Mastiff from U04) and, worst of all, the Dahdi, a blatanly copy of the Withra, interred with decency but without delay. Several monsters are merely "revamped" versions of others with possibly a small addition. Take for example the Sheet Phantom (a Lurker Above variant), or the Witherstench (a Monster Manual Giant Skunk) or the Devil Dog (a Mastiff from U04) and, worst of all, the Dahdi, a blatanly copy of the Withra, interred with decency but without delay.

Dear WD,

A quick comparison of the AD&D combat matrices with the old Men Attacking and Monsters Attacking matrices will convince the reader that the Monstermark is dead and should be interred with decency but without delay.

It's certainly true that absolute values of the Monstermark are rendered obsolete at a stroke by the new matrices - as it happens, they never set out to be perfectly accurate anyway, as contributors to these pages have pointed out. However, though I am not going to flog through the calculations again with the new matrices, it would probably be unnecessary anyway. The point is that the relative values should still have some meaning - the relationships of the old Monstermarks will not greatly be changed by the new system. A 6-dice monster now needs a roll of 11 to hit AC2 whereas previously it needed a 12; but monsters of lower and higher level will find that hitting a target is also that bit more difficult than before. Equally, our fictitious 1st level fighter will find it just that bit more difficult to hit a monster, though whatever the AC the degree of additional difficulty is pretty much the same.

As we weep at the graveside, therefore, we can, I think, take solace that the accuracy of the relative values of the Monstermark has probably not diminished more than a small amount, if at all, and since the absolute values weren't accurate in the first place that probably doesn't matter.

In other words, so long as we use the Monstermark as a rough guide and don't imagine it to be more accurate, in the absolute sense, than it was intended to be, it still has some value. Small comfort for the bereaved, but better than nothing.

R.I.P.
Don Turnbull, Cambridge.

Dear WD,

I read with interest Don Turnbull's article in White Dwarf 12 entitled A Dip Into The Players Handbook. But where did he get his information about Hobbits now being called Gnomes? A Hobbit and Halfling are one and the same thing (as anybody who read Tolkien will tell you without even referring to the Monster Manual page 17 or the Players' Handbook page 56). Gnomes? Good grief!

Yours sincerely,
John Smart, Chigwell, Essex

John was not alone in his spotting of our "deliberate" mistake. Readers rightly pointed out that Don meant Halflings, not Gnomes, and we received a particularly tricky letter to answer from C.H.A.O.S. (Committee of Halflings And Other Species) threatening legal action and pointing out that 'Halflings need love, too'.

We asked Don his opinion and he, shame-faced, admitted that there had been an error. He had intended to write 'Halflings' but somehow wrote 'Gnomes' instead, and despite the fact that he and at least two others read the proof text before publication, the error went unnoticed.

So we apologise to all readers, and particularly Halflings (and, while we are about it, Gnomes) for this error. This type of error is unlikely to be repeated as Don has now been demoted to office cat.

— Ed—
...for those of you who still don't know, the Advanced D&D Referee's Guide will be released in August by TSR. Before that, in July will see the release of the Advanced D&D Dungeon Master's Screen which are two screens giving information for combat, saving throws, etc. at a glance for the DM. Immediate new releases from TSR in boxed games are Snit's Revenge, 4th Dimension, Boot Hill and Divine Right. Snit's Revenge is a fast-moving and fun game which has emerged from a cartoon strip in The Dragon. 4th Dimension is an abstract game in which some pieces can "time warp" in and out of the game in an attempt to capture the opposing Time Lord. Boot Hill now has expanded rules and a two-sided map with one side featuring a detailed town map and the other a large-scale campaign map. Divine Right is a multi-player fantasy game in which players take the roles of powerful monarchs and attempt to dominate the continent ...

... Judges Guild continue to expand their range with six new releases. Dark Tower and Under The Storm Giant's Castle are two complete dungeons. Wilderlands Of The Magic Realm includes two booklets describing ruins, relics, castles, citadels, etc. and four maps (two players and two judges). Character Codex contains 90 perforated character record sheets and includes equipment costs. All the above are approved for use with Advanced D&D. The Traveller Logbook is a Traveller playing aid designed to assist referees and players in the generation of characters and design of spaceships. Starships & Spacecraft gives three 22" x 34" detailed plans of Traveller spaceships. The above two items are approved for use with Traveller by GDW ... new from Gamescience are rules entitled Strike Team Alpha for combat between men and aliens. They have been written specifically for Galactic Grenadiers figures from Ral Partha ... convention season begins soon on both sides of the Atlantic. Origins '79 is at Widener College, Chester, PA from 22nd - 24th June. Gencon XII is at University Wisconsin-Parkside, Wood Road, Kenosha, WI from 16th - 19th August. Dragonmeet II is at Chelsea Town Hall, Kings Road, London SW3 on 25th August. Games Day V is at the Royal Horticultural Hall, Greycoat Street, London SW1 on 20th October ...

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REICH - A fast-moving and fascinating board game for 1-4 players acting as princes of German states, and attempting to unify Germany. Excellent player interaction makes very enjoyable games. Diplomatic reason and brute force gains allies or confirms control of neutral and hostile states. Newly-controlled principalities supply money and troops for further expansion and territory from which to launch further operations. Actual and generic states divide the full-color map on which German, foreign, and mercenary divisions mobilize and march to war. The 300 glossy counters also are full-color, and full-color in REICH means 22 hues and combinations, letter-coded for instant recognition. Two combat systems create games clear enough and succinct enough that one brilliant move can bring total victory. Multi-player games are ordinarily over in less than 3 hours; special solitaire play suggestions are given. The basics of REICH can be learned in one round of play. The subtleties in this intriguing game system ensure that you'll spend your time gaming, not memorizing mechanics. Eighty cards generate ministers, incursions, religious riots, Marxist incitement, assassins, benefits, tensions, alliances, etc.; 80 money pieces support the arithmetic elegance of the movement rules. Map, typeset rules, 460 components. By Jonathan Michael. $12.00

RAIDERS & TRADERS - The crisis and grandeur of Bronze Age Greece unfold in the broad sweep of this game! Each player becomes a Royal House, managing marriages and subsequent alliances, hoping for many heirs to increase his or her chances in diplomacy and battle. Good relations with the gods may help your fertility, or help your trading ventures, or help when you march to war. Three graded scenarios cover 2900-1100 B.C. in turns of one generation each, becoming progressively more comprehensive. The main thrust of play lies in land and sea and expansion by means of piracy, raids, diplomacy, inter-marriage, and war. Optional Deity, Oracle, and Hero rules can be added to any scenario. Components include the 34x22 full-color map, 300 thick and glossy counters, 80 money pieces, 40 cards, and illustrated rules. The map is a beautiful relief study of the entire Aegean basin—an item to display and learn from as well as play upon! By Donald Dupont. $12.00.

FOES - First-Order Enemy Stats is an encyclopedia of pre-rolled RuneQuest characters and monsters, 112 pages in all. Statistics appear for 28 pages of humans, and for varying amounts of elves, dryads, runners, baboons, broos, crested and beaked dragonewts, demi-birds, ducks, ogres, dwarves, dark trolls, trollkin, cave trolls, centaurs, morokanths, giants, dream dragons, jack-o-bears, bearwalkers, tiger sons, tusk brothers, wolf brothers, tailed priests, wyverns, wind children, ghouls, and vampires. Introductory notes are provided. Typeset, 8½x11. By Ray Turner. $9.00.

SNAKE PIPE HOLLOW - Explore the wilderness of Dragon Pass in a new set of RuneQuest scenarios! The borderland of Snake Pipe Hollow has a long history of Chaotic infestation, and is a place avoided by normal people satisfied with the lazy pace of shopkeeping and farming. A WILDERNESS ADVENTURE section provides random encounters with the hostile land as the characters travel to their goal. UNDERGROUND ADVENTURES detail the ruins of a long-forgotten temple of sorrow and woe, where wits and caution may be more useful than swordplay and spells. Three sectional maps can be used separately or in overlay. SIX SCENARIOS give greatly divergent aims for broaching the ways of this eerie place. Players will conduct searches, rescue, protect an eccentric fossil-hunter, etc., and as always complete NPC statistics and character notes make realistic presentation easy. BROKEN TREE INN concludes the book. This stout manor on the border marches is run by an old merchant and his crippled wife, and here is where the rich and the weak hire the poor and the bold to accompany them. Interior layouts, and a price list and character stats are given. Typeset, 52 pages, by Greg Stafford and Rudy Kraft. $5.00.

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<td>Unarmoured Hero with back pack*</td>
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