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In White Dwarf 7 we printed our first questionnaire in an attempt to steer the magazine in the direction of its readers' wishes. Well, we must have done something right for White Dwarf to have been voted Best Games Magazine in the recent Games Day Awards (see page 20, but since the original questionnaire the readership has doubled and I'm sure our new readers will have a few things to say about the content of White Dwarf.

A new questionnaire can be found on page 25, and we hope readers will again respond enthusiastically. Also, don't forget to vote for the Top Five Monsters of Fiend Factory as mentioned last issue. A lot of votes are already in and already a few creatures are drawing away from the pack, but it would spoil the fun if we revealed who or what they were . . .

Finally, I hope you all have a White Christmas, with lots of Festive Spirit and Christmas Pudding. In other words, Merry Christmas and a Happy Happy New Year!

Ian Livingstone
The ravers may once have been a race, but now only three exist. A raver is able to possess a humanoid body. While in possession of a body a raver may attempt to leave it and possess another body. The original personality of the abandoned body retains control if the raver successfully leaves. Generally, the raver has the physical characteristics — hit dice, attack, etc. — of the body it inhabits, but always at least the values listed above. When the host body is killed, the disembodied raver must return to its lair, where it remains until a suitable creature comes near enough to be possessed. In this non-corporeal and invisible form it can do nothing but wait. The only way to kill a raver is to destroy its host body while the centre of its lair is surrounded by a circle of protections from evil or protection from magic. The centre of the lair is a jet black star-shaped stone weighing about 50 pounds.

Powerful creatures may resist raver attempts to possess them. The table below gives the percentage chance of successful possession. Roll just once for each paired raver and victim; either the raver succeeds immediately or it can never succeed, though another may be able to do so. If the raver carries a fragment of the Illearth Stone, or a fragment is within 10 feet, add 25% to the percentage chance.

<table>
<thead>
<tr>
<th>Possession Table</th>
</tr>
</thead>
<tbody>
<tr>
<td>Number of dice or experience level:</td>
</tr>
<tr>
<td>Percentage chance of possession:</td>
</tr>
</tbody>
</table>

Modifications: Bloodguard — 50%, magic-user — 20, cleric — 30, elf, dwarf, or druid — 5, evil alignment +5, Illearth Stone +25. (Note that the dash above (-) is a minus sign.)

A raver may attempt to possess any humanoid creature within 1" (10 feet or yards) of it, or from the centre of its lair when it is there. A circle of protection from evil or magic, or one of the globes of invulnerability, protects those inside from possession attempts. A raver may be driven from a host body only by the body’s death or by an exorcise spell — chance of success 10% plus 5% per experience level of the cleric above seventh, regardless of casting time.

When a raver carries a fragment of the Illearth Stone, and its host body is of at least 8 hitdice, it may perform the following two conjurations. Each requires a full day without interruption and may be performed outdoors only.

**Evil Wind:** The raver summons a whirlwind equal in size to that of a 16 dice air elemental but with an hour’s duration and inflicting only one hit per round. Creatures of less than one hit die are swept away unless under cover. About this whirlwind are 10-100 evil cormorants (see below) which attack any creatures within 100 yards of the raver; at that juncture the raver begins to direct it, but it stops whenever it is more than 1,000 yards from the summoner.

**Stone Dead:** 100-1000 sandstone analogs of dead animals rise from a ditch which must be dug in deep sandy soil, at least 20' by 5' by 5'. They attack anything in the direction ordered by the raver. To simplify matters, treat monsters as equals regardless of their appearance (horse, lion, wolf, pig, etc.). All are AC 3, 4 hit dice, attack for 1-8, and move 6". They are enchanted monsters; moreover, sleep, charm, cold, and hold spells have no effect on them, but lightning or fireball automatically disintegrate the target(s). When “killed” the monsters become piles of sand.

**Raver**

**Frequency:** Very rare
**No. Appearing:** 1
**Armour Class:** 2
**Move:** 12"
**Hit Dice:** 10
**% In Lair:** 05%
**Treasure Type:** F
**No. of Attacks:** 1
**Damage Attack:** 1-8 or by weapon type
**Special Attacks:** Possession
**Special Defences:** See below
**Magic Resistance:** 20%
**Intelligence:** Genius
**Alignment:** Neutral evil
**Size:** As body possessed
**Psiionic Ability:** Nil
**Attack/Defence Modes:** Nil
**Level/X.P. Value:** VII(min)/2850 + 14 per hit point (min)

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**UR-VILE**

**FREQUENCY:** Very rare  
**NO. APPEARING:** 2–20  
**ARMOUR CLASS:** 7  
**MOVE:** 3"/18"  
**HIT DICE:** 1+1  
**% IN LAIR:** Nil  
**TREASURE TYPE:** Nil  
**NO. OF ATTACKS:** 1  
**DAMAGE/ATTACK:** 1–6 with  
short sword (loremasters 1–8 with staff)  
**SPECIAL ATTACKS:** See below  
**SPECIAL DEFENCES:** See below  
**MAGIC RESISTANCE:** Nil  
**INTELLIGENCE:** Animal  
**ALIGNMENT:** Neutral evil  
**SIZE:** S  
**PSIONIC ABILITY:** Nil  
**Attack/Defence Modes:** Nil  
**LEVEL/X.P. VALUE:** 11/36 +2 per hit point

Evil cormorants are a cursed relative of the normal cormorant. Their blood is a weak (1–6 hp) acid. If a character hits a bird, 10% of the time the blood splashes on him; 50% if the striker is directly below the bird. These are enchanted monsters and are not subject to the sleep spell.

**UR-VILE**

**FREQUENCY:** Rare  
**NO. APPEARING:** 10–100 (5% loremasters)  
**ARMOUR CLASS:** 7  
**MOVE:** 9", 12" on all 4s, 6" in wedge  
**HIT DICE:** 2 (loremasters 4)  
**% IN LAIR:** 50%  
**TREASURE TYPE:** D  
**NO. OF ATTACKS:** 1  
**DAMAGE/ATTACK:** 1–6 with  
short sword (loremasters 1–8 with staff)  
**SPECIAL ATTACKS:** See below  
**SPECIAL DEFENCES:** See below  
**MAGIC RESISTANCE:** Nil  
**INTELLIGENCE:** Low  
**ALIGNMENT:** Neutral evil  
**SIZE:** M  
**PSIONIC ABILITY:** Nil  
**Attack/Defence Modes:** Nil  
**LEVEL/X.P. VALUE:**  
Ur-vile: 1/20+2 per hit point  
Loremaster: 11/6 +4 per hit point  
Wedge: varies

An ur-vile is a neutral evil form of devil or demon, that is, an enchanted monster. They are black-skinned and have no eyes, but their wide-nostrilled noses and other, unhuman senses enable them to "see" well in dark or light. They normally move very quietly on two legs, but drop down on all fours for greater speed. All limbs are of equal length, short compared to the long torso. Ur-viles bark when fighting, and use a barking language. They are apparently sexless, being spawned in vats.

Loremasters are able to render prisoners unable to communicate specified information after their release, either by spoken or written word. For example, the prisoner might be unable to warn his rescuers of a trap...

Individually ur-viles are not very dangerous, but when they form wedges their combined power is formidable. The ur-vile wedge may include anywhere from 10 to hundreds of individuals. A small, 10 creature wedge takes the same form as 10-pins in a bowling alley, or balls racked up on a pool table. In large wedges the symmetry of place is lost in the rear, which becomes a shapeless mass, but the apex (point) retains an orderly pattern.

While in a wedge the point loremaster may wield several forms of magic. The wedge form gives magic resistance to all individuals in it, and armour class and attack values also increase; but remember that only the creatures on the edges of the wedge are able to attack, and the wedge formation must be maintained.

**Wedge Modifications**

<table>
<thead>
<tr>
<th>Number in wedge</th>
<th>Wedge &quot;level&quot;</th>
<th>Magic Resistance</th>
<th>Attack</th>
<th>Melee</th>
<th>Missile</th>
</tr>
</thead>
<tbody>
<tr>
<td>10–21</td>
<td>1</td>
<td>10%</td>
<td>1–6</td>
<td>3</td>
<td>4</td>
</tr>
<tr>
<td>22–50</td>
<td>2</td>
<td>20</td>
<td>1–8</td>
<td>2</td>
<td>1</td>
</tr>
<tr>
<td>51–200</td>
<td>3</td>
<td>40</td>
<td>1–8</td>
<td>1</td>
<td>2</td>
</tr>
<tr>
<td>over 200</td>
<td>4</td>
<td>60</td>
<td>1–8</td>
<td>0</td>
<td>5</td>
</tr>
</tbody>
</table>

Large wedges have high cohesiveness and momentum. A wedge of 21 individuals would break through a single line of fighters without difficulty. A wedge of 200 could break through 10 ranks of defenders. For such purposes the weight of the entire wedge is in effect transferred to the 10 individuals at the apex.

A wedge of ur-viles breaks up when one third of the individuals in it have been killed or incapacitated, when terrain or powerful enemies literally break the formation (as when a giant dives into a level 1 or 2 wedge), when there is no loremaster at the apex, or when any individual other than a loremaster voluntarily leaves the wedge.

Ur-viles form wedges only when battle is imminent. A wedge cannot be formed without a loremaster at the point. After the ur-viles are in the right places to form a wedge, one round per 20 creatures is required to effectively form a functional, movable wedge.

The loremaster at the apex of the wedge (only) gains additional powers, as follows:

**Additional Loremaster Powers**

<table>
<thead>
<tr>
<th>Wedge Level</th>
<th>Armour Class</th>
<th>Attack (staff)</th>
<th>Hit Dice</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>2</td>
<td>2–12</td>
<td>6</td>
</tr>
<tr>
<td>2</td>
<td>0</td>
<td>3–18</td>
<td>8</td>
</tr>
<tr>
<td>3</td>
<td>–2</td>
<td>4–24</td>
<td>10</td>
</tr>
<tr>
<td>4</td>
<td>–4</td>
<td>5–30</td>
<td>15</td>
</tr>
</tbody>
</table>

Hit dice changes affect hit probability as well as hit points. If the wedge breaks, damage remains the same though the loremaster's hit points revert to normal, so it may die. If the wedge is voluntarily unformed, the damage is transferred as a percentage of total hit points — in other words, it is reduced proportionally as hit points are reduced.

**Magic Powers Gained by Loremaster at Apex of Wedge**

**Acid:** The loremaster projects a strong acid from his staff. Range is 1" times the wedge level. Enough acid is produced each round to strike one individual only. The number needed to hit is listed in the table below. A miss may hit another individual depending on how closely packed the targets are. The victim attempts to save vs. poison, suffering half damage if successful.

The damage depends on wedge level:

<table>
<thead>
<tr>
<th>Acid Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Wedge level:</td>
</tr>
<tr>
<td>1</td>
</tr>
<tr>
<td>2</td>
</tr>
<tr>
<td>3</td>
</tr>
</tbody>
</table>

The number needed to hit is unaffected by the target's armour class, but is modified by a target's high dexterity. If the loremaster is hit in a round then he cannot produce and project acid; unsuccessful attacks on him do not disturb acid production. Acid projections occurs at the end of a melee round.

Ur-vile acid eats away rock, but large quantities are required. In the trilogy, loremasters filled iron catapult cups so that the acid could be thrown against castle walls.

**Forbidding:** The loremaster establishes a field of force, a forbidding, which resists passage of material objects as well as energies. Whether a creature can break through the forbidding depends on its hit dice; if it has more than the level of the loremaster's wedge, the creature breaks through and the forbidding is dissolved. Similarly, a spell breaks through if its level is higher than the wedge level, but the forbidding itself is not broken.

A single loremaster and wedge can create a field with a surface area of 100 square feet, up to 50 feet away. The field must be a plane. If several loremasters and their wedges combine...
to form a field (strength equal to lowest wedge level) the area is 500 feet per wedge, but the loremasters must use their staves as poles for the forbidding so that it will be one long, more or less straight line.

While a loremaster maintains a forbidding, he and his wedge cannot engage in other activity. Missile fire will not distract the wedge, but melee attack will. A forbidding lasts up to one turn. An hour’s rest is required before the participating ur-viles can help form another forbidding.

VILES
These smaller creatures have one hit dice and no loremasters. They form wedges to gain magic resistance and armour class advantages, however. Damage per attack is 1–4 (1–6 in level 2 or higher wedge), treasure type C. Otherwise they resemble ur-viles, though no one could mistake one for the other.

WAYNHIM
NORMAL CHARACTERISTICS:
% hit die, attack for 1–3, armour class 7
CHARACTERISTICS IN WEDGE:
1 hit die, attack for 1–4, armour class 4

A neutral type of enchanted monster related to viles and ur-viles, the waynhim also form wedges to fight, but more than one or two individuals will be found together only in dire emergencies. Waynhim normally stock and maintain travellers’ shelters (waymeets) formed of living trees.

CAVEWIGHTS
FREQUENCY: Uncommon
NO. APPEARING: 10–100
ARMOUR CLASS: 5
MOVE: 9”
HIT DICE: 2 to 4
% IN LAIR: 50%
TREASURE TYPE: D
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1–8 or 1–10
SPECIAL ATTACKS: Nil
SPECIAL DEFENCES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Low
ALIGNMENT: Neutral evil
SIZE: L
PSIONIC ABILITY: Nil
Attack/Defence Modes: Nil
LEVEL/X.P. VALUE: 2HD : 1/20 + 2 per hit point
3HD: 11/35 + 3 per hit point
4HD: 11/60 + 4 per hit point

Caveweights are large, humanoid, cave or tunnel dwelling creatures. They are extremely good stoneworkers. They can detect new construction, sloping passages, and shifting walls 60% of the time. Strong and in some ways agile, a caveweight can gain a climbing handhold by sinking its claws into stone, or it can run, jump and grab a partial handhold in rough stone, and vault higher, to a height of 20 feet or occasionally more depending on the size of the creature.

KHRESH
These are yellow wolves, a few growing to dire wolf size; the latter can carry one ur-vile each. The khresh prey on the Ranyhyn.

RANYHYN
These noble horses, ridden only by the bloodguard and the lords by choice of the ranyhyn themselves, equal heavy war horses but move 24”. A ranyhyn appears immediately its chosen rider whistles for it, regardless of where he is, unless the horse has been killed en route. The horse magically knows where and when it will be called and starts for the place ahead of time! Ranyhyn have low intelligence, understanding what they are told even though they cannot talk.

RAMEN
The ramen guard and tend the ranyhyn, but will never ride them. They are normal men except for those who patrol the plains looking for khresh. These “cords” move silently and out of sight outdoors 75% of the time. The lengths of rope they use for attack do 1–6 damage, and can (75%) break the neck of a running animal (such as a khresh) surprised by a hidden cord. Cords have 4 hit dice (d8). A manethrall, who commands 2–4 cords, has 8 hit dice (d8) and 100% chances in both cases above.

BLOODGUARD
The sworn bodyguards of the Lords, now sleepless and immortal but once human, move 18” and can walk silently when indoors. They attack with hands twice for 3–18 damage, with stunning but not killing chances as for a ninth level monk. Though they know weapons well, they never use them in battle. A bloodguard can dodge or knock away any missile weapon directed toward him if he makes a saving throw of 6 or more. Although they wear no armour, bloodguard are armour class 2 owing to their monk-like combat prowess. They have 8 d8 hit dice.

SEAREACH GIANTS
FREQUENCY: Very rare
NO. APPEARING: 1–4
ARMOUR CLASS: 2
MOVE: 12”
HIT DICE: 10
% IN LAIR: 50%
TREASURE TYPE: E
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 3–18
SPECIAL ATTACKS: Nil
SPECIAL DEFENCES: See below
MAGIC RESISTANCE: 20%
INTELLIGENCE: Very
ALIGNMENT: Neutral good
SIZE: L (12’+ tall)
PSIONIC ABILITY: Nil
Attack/Defence Modes: Nil
LEVEL/X.P. VALUE: VII/2350 + 14 per hit point

These giants are both seafarers and stoneworkers. They rarely have more than two children per family. Non-magical fire does not damage them, but it causes pain as though there was damage.

JHEHERRIN
1 hit point, no attack, Neutral. These small, mud or clay-like creatures live in wet underground tunnels. Sunlight turns them to dust. They are extremely wary if not cowardly, with reason for they are his subject of study. Another studies history as mystically revealed in rock strata, but has few powers beyond great stamina.

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1 hit point, no attack, Neutral. These small, mud or clay-like creatures live in wet underground tunnels. Sunlight turns them to dust. They are extremely wary if not cowardly, with reason for they are his subject of study. Another studies history as mystically revealed in rock strata, but has few powers beyond great stamina.

UNFETTERED ONES
These humans have chosen to go into the wilderness to study one aspect of the world, rather than become Lords. Each has unique powers. For example, one is equal in fighting ability to a bloodguard, and can summon “harmless” forest animals in large numbers, for they are his subject of study. Another studies history as mystically revealed in rock strata, but has few powers beyond great stamina.

A few physical aspects of Donaldson’s world can also be translated into D&D terms:
Arrows made of lor-liarill wood explode on impact, causing 2–12 damage plus starting a fire in inflammable material 50% of the time.

Diamonddraught is the giants’ drink. It increases endurance and restores strength but when its effects wear off (in 6–24 hours) the user falls into deep sleep.

Hurtloam is a healing clay or soil, applied when moist. An application of hurtloam has the effect of the “laying on of hands” of a third level paladin. Hurtloam is quite rare, of course, and won’t be found at all in areas frequented by evil creatures.
EXPANDING UNIVERSE by Andy Slack

SUGGESTED ADDITIONS TO TRAVELLER RULES
PART IV

SOCIAL STATUS

Income
The social status score determines the character's net income in long-term situations. Thus a player getting a job as a clerk, or any non-player in a civilian job, would have this much money left after living expenses were deducted:

<table>
<thead>
<tr>
<th>Social Status</th>
<th>Net Income p.a.</th>
</tr>
</thead>
<tbody>
<tr>
<td>less than 0</td>
<td>0</td>
</tr>
<tr>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>1</td>
<td>3</td>
</tr>
<tr>
<td>2</td>
<td>9</td>
</tr>
<tr>
<td>3</td>
<td>27</td>
</tr>
<tr>
<td>4</td>
<td>81</td>
</tr>
<tr>
<td>5</td>
<td>243</td>
</tr>
<tr>
<td>6</td>
<td>729</td>
</tr>
<tr>
<td>7</td>
<td>2,187</td>
</tr>
<tr>
<td>8</td>
<td>6,561</td>
</tr>
</tbody>
</table>

This may also be used to indicate the amount offered by a patron initially — perhaps 2-12% or 20-120% of the patron's annual income, depending on the danger involved. Also it may represent the income accruing to a noble player due to his ancestral fief.

Special Levels of Social Status

<table>
<thead>
<tr>
<th>Social Status</th>
<th>Situation</th>
</tr>
</thead>
<tbody>
<tr>
<td>-5 or less</td>
<td>Condemned to death</td>
</tr>
<tr>
<td>-2 to -4</td>
<td>Slave</td>
</tr>
<tr>
<td>-1</td>
<td>Imprisoned</td>
</tr>
<tr>
<td>0</td>
<td>Wanted criminal</td>
</tr>
<tr>
<td>1</td>
<td>Suspected criminal</td>
</tr>
<tr>
<td>2–10</td>
<td>Normal</td>
</tr>
<tr>
<td>11–15</td>
<td>Nobles</td>
</tr>
<tr>
<td>16</td>
<td>Prince — next-in-line to rule a planet.</td>
</tr>
<tr>
<td>17</td>
<td>King — ruler of a planet</td>
</tr>
<tr>
<td>18</td>
<td>Emperor — ruler of more than one planet.</td>
</tr>
</tbody>
</table>

Ancestral estates may be portions of large worlds, or small worlds in their own right. The population level of an ancestral fief is equal to the controlling noble's social status less 9, so perhaps the player has a small world waiting for him when his eight older brothers drop dead!

Social Status and Crime
When infringing the law, roll over the law level on 2D6 to avoid arrest. DM: + social status -7 (you can get away with it, you just have to be rich! This gives some meaning to law levels over 12. If arrested, throw law level or under to be convicted, DMs: subtract the prosecution's law expertise, add the defense's law expertise. Forged papers, etc., give additional DMs at umpire's discretion.

If convicted, penalties are in the form of losses of status. One status level will be lost for minor offences; 1D6 status levels are lost for such things as theft, fraud, forgery etc; 2D6 levels are lost for mugging, burglary and assault; and 3D6 levels for murder, treason etc.

These penalties are most effective in reducing income and seldom result in jail unless something really nasty is done. (A player in jail is an unhappy player.)

Lawyers may be hired at the following costs per case:

<table>
<thead>
<tr>
<th>Lawyer</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>-1</td>
<td>3,000 Cr</td>
</tr>
<tr>
<td>-2</td>
<td>9,000 Cr</td>
</tr>
<tr>
<td>-3</td>
<td>27,000 Cr</td>
</tr>
<tr>
<td>-4</td>
<td>81,000 Cr</td>
</tr>
<tr>
<td>-5</td>
<td>243,000 Cr</td>
</tr>
<tr>
<td>-6</td>
<td>729,000 Cr</td>
</tr>
</tbody>
</table>

Incrementing Social Status Level
It is recommended that players retire characters of social status 16+, though they may still participate by being burgled, generating commissions, etc.

Adventurers may increase their family's status by accumulating Status Experience Points or SEP. When a character accumulates a number of SEP equal to his current status level, his status level is increased by one and he loses all SEP so far gained.

SEP may be gained as follows:

1 SEP per 1,000,000 credits amassed
2 SEP per 1,000,000 credits wasted
1 SEP per level of glamorous skill acquired, e.g. Pilot, Leader
1 SEP per promotion
1 SEP per year served as a slave or prisoner.

PSIONIC SPECIAL TALENTS

It is rare for someone to acquire only a special talent, so it is suggested that special talents enhance the other ones. Below are given some examples of additional tricks a psionic can perform if he has the stated talent and a special talent. These extras can only be used when the talisman is in hand; the talisman also confers 1D6 extra psionic strength points, but these do not in any way affect the maximum level attainable.

Clairvoyance and Special Talents
Persons with this combination may use their clairvoyant abilities through time as well as space; count one second forwards or backwards, or one year into the future or the past.
EXPANDING UNIVERSE

backwards as equivalent to one metre of range. In game terms, the player may ask the umpire a number of questions equal to his clairvoyance level, which the umpire must answer truthfully "yes" or "no". (See Frank Herbert's Dune trilogy for a well-handled account of such abilities.) Due to the mechanism of the hyperspace Jump, persons with this combination, whether or not they have their talisman are likely to feel nauseous and confused for 1–6 days after such a Jump. Roll 2D6, DM −7, + endurance. If the score is lower than or equal to the psionic's clairvoyance level, he has fallen ill.

Telepathy and Special Talents
This combination enables the psionic to affect reaction tests. One creature or person per level can be affected, and a DM equal in size to the number of strength points expended is added or subtracted to the reaction test at the psionic's discretion. (This is from an idea in Larry Niven's A Gift from Earth.) Further, such combined talents may be used to penetrate telepathic Shields; when penetrating a Shield, count psionic strength and level as half normal, rounded down.

Telekinesis and Special Talents
This combination gains the ability to affect temperature. Instead of telekinesis on an object in the normal manner, they may choose to raise or lower its temperature by one degree centigrade per telekinetic level per strength point expended. This can be used as a lethal weapon by raising the temperature of the brain by a few degrees—ten should be enough for death. The brain weighs one to two kilos.

Teleportation and Special Talents
This combination gives the power to do two new tricks: First, to teleport another being or object instead of oneself; and second, to teleport forwards or backwards in time. Count one second as equivalent to one metre for range costs. As with normal teleportation, it is up to the player to specify possible hazards and how he will avoid them. This is the hardest talent to use, so it's just as well it's the rarest. (The idea comes from Poul Anderson's There Will Be Time, and reading that will show the best way to handle the talent.)

These persons suffer from Jumps in the same way as Clairvoyance and Special Talents.

Awareness and Special Talents
Such persons may enhance dexterity on the same terms as strength. Further, and I like to think this is part of the reason for anti-psionic prejudice—instead of expending a psionic strength point to enhance one of their own physical characteristics, they may "drain" points from another intelligent being's strength, dexterity or endurance in order to gain an equal number of psionic strength points. However, the range cost must still be paid so this works best at close range.

And there you have it. Since starting this series, there have been new rules sets—notably Traveller 4: Mercenary and Starquest—which duplicate or render obsolete, in a sense, parts of these suggested rules however, I have lethargically not done anything about it.

It is also inevitable that I have unwittingly plagiarised the work of other umpires and rules sets; I apologise in advance for this. A lot of material has been taken from SF books. Where this has been done I have tried to credit the author and book concerned.

Finally, there are inevitably going to be mistakes in my assumptions or working out; and I will be glad to hear from anyone spotting this, but I leave you with this thought: If I knew how starships really worked, I'd be writing to the Patents Office, not White Dwarf.

Next Issue:
* The Sable Rose Affair—a complete Traveller mini adventure
* The Magic Brush—fantasy figure painting as an art
* Fiend Factory—monster monsters
* Treasure Chest—artifacts and relics
The suggested time and place for these encounter tables is 1870-5 in the area where Texas, New Mexico and Mexico meet. Remember that in many cases, the type of person encountered would not be obvious. (e.g. a Bounty Hunter could look the same as a Gunfighter). Note also that this is the romantic West, and so total accuracy is not guaranteed.

ENCOUNTERS

by

Dominic Beddow

The procedure for determining encounters is:
1. Find out the number of encounters by rolling on the Chance for Encounter Table.
2. Roll on Encounter Category Table.
3. Determine exact details.
4. Determine nationality by rolling on Nationality Table.

CHANCE FOR ENCOUNTER
Roll every hour. To determine time within the hour of the encounter(s) roll a d3 and a d10 for each encounter. The d3 determines tens (6=0) and the d10, units. Thus a 2 on the d6 and an 8 on the d10 represents 28 minutes past the hour.

<table>
<thead>
<tr>
<th>US</th>
<th>off road</th>
<th>US</th>
<th>MEXICO</th>
<th>No. of Encounters</th>
</tr>
</thead>
<tbody>
<tr>
<td>01-02</td>
<td>01-06</td>
<td>01-09</td>
<td>1-6</td>
<td></td>
</tr>
<tr>
<td>03-05</td>
<td>06-10</td>
<td>04-07</td>
<td>1-3</td>
<td></td>
</tr>
<tr>
<td>06-10</td>
<td>11-20</td>
<td>08-15</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>11-20</td>
<td>21-00</td>
<td>16-00</td>
<td>0</td>
<td></td>
</tr>
</tbody>
</table>

ENCOUNTER CATEGORY TABLE

<table>
<thead>
<tr>
<th>US</th>
<th>off road</th>
<th>US</th>
<th>MEXICO</th>
</tr>
</thead>
</table>

D: Homesteaders

01-10 1 Foot + 1 Mule
11-60 1-4 Wagon (1 Driver, max. 3 on Horseback)
61-70 2-8 + 2 Wagon (2 Drivers, Rest on Horseback)
71-00 3-8 Wagon and Drivers + 1-20 Others (in Wagon, % on Horseback)

E: Drifter

01-15 1 Foot
16-35 1 Mule
36-00 1 on Horse

F: US Troops

01-30 1-6 + Sergeant (80% chance Cavalry)
31-60 2-10 Ltn. (80% chance Cavalry)
61-80 1-20 + Capt. (80% chance Cavalry)
81-95 20-120 Capt. (80% chance Cavalry)
96-98 1-20 + General (80% chance Cavalry)
99 Wagon + 11-30 Troops (50% chance Cavalry)
00 Field Ambulance

G: Gunfighters

Each party has 50% chance of having horses.

01-30 1
31-60 1-2 + (normal dice) X 1/2
61-80 1-20
81-00 1-3 on Foot

H: Bounty Hunters

01-89 1-3 on Horseback
89-00 1-3 on Foot

I: Indians

01-40 1-6
41-50 1-6 + Warrior Leader
51-70 1-20 + Warrior Leader
71-90 1-20 + Wagon Driver
91-90 1-20 Women, Elderly & Children

J: Army Scout (all on Wagon)

01-80 1
81-00 1-3

K: Despacht Rider

1 on Horse

L: US Civilians

01-10 1-20 Chinese Railway Workers
11-30 1-20 American Farmers (not Cowboys)
31-50 1-4 Hillbilly Types on Foot
51-60 3-10 Builders on Wagon
61-70 1-20 Mexican Peasant Refugees
71-80 6-15 WORKERS (hungry etc.) on Foot or Forman
81-85 1-5 REPAIRMAN + Wagon (Telegraph)
86-90 Teacher + Wagon + 1-10 Children
91-95 Urban Type + 1 in Horse Trap
96-97 Rancher + Wife on Horse & Trap
98-00 Other

M: Mexican Civilians

1-10 Poor Peasants on Foot; all Ages; either Sex.

N: Bandits

In US: 50% chance of being Mexican.
In Mexico: 50% chance of being Mexican.

O: Travelling Salesmen

50% chance has Wagon. Invariably sells ridiculous products.

P: Pinkertons (always on Horse)

01-30 1
31-80 2
81-00 1-6

Q: Businessmen

01-10 Banker + 1-6 Guards on Horseback
11-20 Insurance Salesman on Horse
21-30 1-6 Surveyors on Horses
31-40 Trader + Wagon (Timber, metal etc.)
41-45 1-6 Railroad Engineers on Horses
46-50 Glass Merchant + Assistant on Wagon
51-60 Grain Trader + Assistant on Wagon
61-70 Mechanic + Assistant on Wagon
71-75 Carpenter + Assistant on Wagon
76-80 Wheelwright + Assistant on Wagon
81-90 Doctor with Horse and Trap (10% chance transporting Patient)
91-95 Vet on Horse
96-00 Other

R: Local Officials

01-40 Mayor of nearest Town + 1-6 Men (50% chance Lawmen), all on Horse
41-70 Official from Governor’s Office in Coach + 3 Guards
71-80 Judge in Coach with Secretary + 4 Guards
81-90 State Revenue Officer in Coach + 4 Guards
91-95 Landowner in Coach + 2 Guards + 1-3 Horsemen
96-97 Congressman visit in Coach with 3 Guards + 4 Horsemen
98 Senator (as Congressman)
99 Governor (as Congressman, but 7 Horsemen)
00 Other

E: Clergymen

One in Trap, 30% chance other Passenger

T: Down and Out

One on Foot

V: Entertainers

One of 5-10 Saloon Girls + Manageress & Piano in 2 Wagons
41-55 Opera Singer in 2 Wagons

W: Pinkertons (always on Horses)

86-75 6-10 Actors + 2 Driver/Door Guard in 2 Wagons
76-85 Journalist on Horse
86-90 Photographer on Pony and Trap
91-95 Gunsmith on Wagon
W: Gambler (all on Horseback)

01-75 2
76-00 1-3

X: Miners

01-55 1-10 Men on Horses
56-80 1-10 Men on Foot
91-00 1-10 Men, 1 on Wagon, rest on Horses

Y: Federals

As for P but 10% thrown, roll again.

Z: US Lawmen/Troops South of the Border (Incognito)

01-25 Ltn. + 1-10 Men on Horses
26-40 Capt. + 1-20 Men on Horses
41-75 Deputy US Marshall on Horse
76-90 Deputy US Marshall with 1-10 Lawmen on Horses
91-00 Federal Agent on Horse

7: Referee’s Choice

NATIONALITY

Individual notes above take precedence.

Those in A, F, P, R and Z are always US citizens.

Those in L, D, O, V and W always roll on “In US” Table

and Y are always Mexicans.

Be prepared to make exceptions either way.

Disc Roll | In US | In Mexico
--- | --- | ---
01-90 | US Citizen | Mexican
91-99 | Mexican | US Citizen
00 | Other | Other
OPEN BOX examines Science Fiction and Fantasy games and rulebooks currently in the shops. The reviews have been written by either independent authorities or members of the White Dwarf Test Panel. The summaries are the Test Panel's opinion of good and bad points of the game reviewed. The OVERALL figure, on a 1–10 scale, rates the game itself taking all factors into consideration. Please note that reviews carried out by people not on the Test Panel do not receive a rating.

BOOT HILL

TSR (Hobbies) Inc. — £7.50

Boot Hill, especially in the diminutive form of its first edition, which appeared in 1976, might be seen as an attempt to produce a cheap, light-hearted diversion from the more 'serious' medieval fantasy gaming. Messrs. Blume and Gygax are, however, now clearly taking advantage of the many qualities and attractions which a Wild West role-playing game has in its own right. This new second edition is housed in a colourful box, for which the consumer pays heavily, but which is useful for keeping all those bits of paper which invariably spread themselves around and get trodden on/lost/used for testing old biros. The enlarged (11" x 8½") 34 page rule book actually contains little which is very different from the first edition — the same character, combat, movement and morale systems.

Having said that I will go right back on it by noting that the appendices have been greatly expanded; so much so that they take up more than half the book! A great amount of space is filled by a list of over 100 'Fastest Guns That Ever Lived' (not to be used as typical characters). The rest is split between handy beginners' scenarios, a guide to the new game map, and an innovative and imaginative system for 'time-warping' D&D, Metamorphosis Alpha and Gamma World characters to the Boot Hill world (or the reverse). While the general standard of printing is very high, the separate campaign map is, by TSR standards, extremely shabby and unprofessional. The large scale ground plan of a town on the reverse is, however, quite commendable. The game also includes a set of decimal dice and a set of anonymous counters picturing different fighters doing various things, which can be used if no figures are available.

Thus once the rules are read and the map set out you are just about ready to go. There are no complexities to be designed or supplements to be bought before you start, although in keeping with the generally lazy attitude towards the map TSR asks you to fill in numerous details, claiming that this "creates flexibility."

Why Boot Hill is such an easy yet effective game to play rests on the knowledge of, and feeling for, the Wild West which is within us all. It is fantasy and yet one still has one's feet on the ground. There is no magic, except the gambler's three card trick and no plethora of monster characteristics to remember.

Overall: 8

Dominic Beddow

IMPERIUM

Game Designers' Workshop — £8.50

The Ultimate in Science Fiction Space Wargames!!
(This is not an advertisement.) Combining a simple system of economics with fast and effective movement and combat principles, Imperium is a thoroughly enjoyable, playable and believable game.

The Imperium itself is a vast globe of space centred roughly about Capella, and in fact the action takes place only in the environs of our system. It is a conflict between a race new to the colonisation business, the Terrans, and a well-founded Imperial province, whose governor, based at Gashidda, is answerable to the Emperor if he doesn't make good in the campaign to eradicate the haughty barbaric Terrans.

At the outset the Imperium allocates the Province a budget which may be affected by Civil wars, fluctuations in Imperial economy and even by appeals to the Emperor for aid. The Terrans, on the other hand, gain income directly from worlds and outposts controlled, which means the start of the game is fraught with a massive expansion policy on the part of the Terrans, and attempts to suppress this by the Imperium. Income may be spent on various different types of ships with different offensive and defensive capabilities, outposts to be transported to newly-discovered systems, planetary defenses and ground-based troops.

Movement is simple but effective: between various star systems on the map are printed green lines representing hyperspace lanes; certain colour-coded units may move along these as far as desired during a movement phase provided that no enemy-occupied systems are entered, such an event requiring immediate battle preparations. Other units use the conventional hex-by-hex movement or must be transported by larger craft.

Combat is unusual in that it is carried out off-map, but whilst it is an abstract form it imparts the 'feel' of massive starship manoeuvres in space and the hit and run tactics on the surface. Actual conflicts are resolved in three stages: units entering an enemy occupied system are removed from the map, as are the opponents', and each ship is allocated a target. When the debris has cleared the same process is repeated until one side flees or is destroyed, whereupon successful attacking craft may elect to conduct planetary assault, a sweep of the planet's surface with missile bombardment in an attempt to destroy the land-based defenses and pave the way for the transports to land and debark troops to take and hold the surface.

The game may be played in two forms: a 'war' which involves a short (1½-2 hours) battle for one or more planets or outposts, or a campaign which, simply described is a concatenation of wars and peace, lasting many years (game-time — and perhaps real-time!). During peacetime, armies are disbanded, fleets fall into disrepair and are scrapped, and the economy recovers preparatory to the next war, in which the loser of the
previous war becomes the instigator of the new one, backed by a strong economy whereas the winner paradoxically begins with less funds (due no doubt to complacency).

The whole is extremely well produced, boxed, with a colourful map and large, clear counters and simple, clear-cut rules.

*Imperium* is, without exception, the best game of its kind I have seen to date, and is a valuable addition to any gamer's library.

Overall: 9

Colin Reynolds

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**SNAPSHOT**

**Game Designers' Workshop – £5.95**

Not a game about amateur photography: the title *Snapshot* refers to a quick, unaimed blast from a futuristic anti-personnel weapon, and it is a game for two (or more) players, simulating man-to-man and man-to-monster combat on board small spacecraft. Like GDW's *Mayday*, which simulates ship-to-ship combat in space, *Snapshot* is completely compatible with *Traveller*, a noteworthy role-playing game which by now needs no further introduction.

Unlike *Mayday*, which is produced in a folio format similar to GDW's *Series 120* wargames, *Snapshot* has a distinctly superior presentation. It is packed in a small "bookcase game" box, and consists of a rulebook, a mapsheet depicting floor plans of two different spacecraft, a reference card showing the combat tables, a set of die-cut counters, and two six-sided dice.

The artwork and printing are excellent throughout, and, as is to be expected in a recent GDW product, the rules are logically presented, concise, and easily understood. In sum, good value for money as far as appearance and components are concerned, and an attractive addition to the *Traveller* box sitting on your mantelpiece.

The combat system itself has been extracted whole from the *Traveller* rulebook, and then had extra bits bolted on. Characters are generated in exactly the same way, although only Strength, Dexterity and Endurance are used in *Snapshot*, plus of course the various skills that characters may acquire. The concept of each weapon needing a basic throw on two six-sided dice to hit a target, the basic throw itself depending on the distance to the target and the amount of protection worn by the target, and the idea of adding to or subtracting from the basic throw depending on the skills of the attacker, are taken directly from *Traveller*. However, *Snapshot* also introduces a squared grid to regularise the movement of the combatants, the use of counters or 15mm figures, and the concept of "Action Points" (calculated by adding Dexterity and Endurance) which determines the characters' order of movement and the number of actions that each character may undertake in his turn.

In practice, the system works very well indeed. It is easy to learn, requires only a little book-keeping, and produces some very tense shipboard battles. Not surprisingly, there are some criticisms that can be made. For one thing, an abundance of weapon types is all very well, but I wish they were more easily identifiable: if you're the type who has difficulty telling a revolver from a rifle in real life, it's not easy to decide whether your character should be equipped with a "Snub Pistol HEAP" or an "LAG Discard Sabot", or even a "4cm. RAM HE, FA"; and on top of all that there's the continuing absurdity of all those technologically-trained spacefarers toting an armament of medieval ironmongery: apart from the fact that they would all look like complete idiots carrying crosbays and pikes while on duty in the computer room or the Avionics section, several of my characters could come back from their interstellar graves to vouch for the fact that a spaceman wielding a cutlass is simply not in the same league as a spaceman with a laser carbine.

In other ways, too, *Snapshot* stretches one's credibility. Realism is not necessarily a high priority, even in a game that is supposed to simulate "real" events; but the system of Action Points enables a character to, for instance, run down a flight of stairs, fire a snapshot through a doorway, and move out of sight again, while all the other characters stand around stationary and defenceless, like robots with overloaded circuits. If a character is wounded, even nigh unto death, as we swashbuckling spacers say, his Action Point total, and hence his fighting ability, is not affected in any way — which is also fairly hard to believe.

However, it would be misleading to dwell on the inadequate realism of *Snapshot*: it is an invaluable adjunct to *Traveller*, allowing close combat to be resolved in detail, yet quickly and simply; as a game in itself it is perhaps less satisfactory, although still one of the best man-to-man combat systems on the market; and the presentation is in every way excellent.

Overall: 8

Peter Darvill-Evans

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**DUNGEON MASTERS GUIDE**

**T.S.R. Hobbies Inc – Hardback edition £9.95**

To review a product — book, game, module — properly, the reviewer should be intimately familiar with it. Such cannot be the case here — if I were to postpone writing a review of the *DMG* until I had read every word and become familiar with everything, you would be waiting some time.

So this must be a 'first impression'.

This long-awaited TSR product is physically excellent — well over 200 pages of fine, but legible, print; good (though hardly exceptional) artwork; a hardback format which will stand the test of many years of thumbing.

As for its contents — where do I begin? Off-hand, I would say that only the most severe critic could point at a minor omission, let alone a serious one. (Though, as I said before, my study can hardly be regarded as exhaustive.) As for compatibility with earlier *AD&D* works, again I cannot find any problem, and again must add the same caution.

There is one curiosity which relates to the combat tables and to the 'sneak preview' of those tables which has appeared both in *Dragon* and in *White Dwarf*. In the previews, monks used the same combat matrix as thieves and assassins; in the *DMG* proper, monks use the same combat matrix as clerics and druids. I wouldn't argue about the result — low-level monks in particular need all the help they can get — but it's strange, to say the least, that the change took place so late as to be omitted from the preview; after all, the preview appeared only a couple of months or so before the *DMG* itself.

Some of the contents will no doubt be regarded as spurious by some *AD&D* fans; in my own case I won't be using the sections about outdoor adventures, for instance. But the contents which are regarded as discardable will vary from reader to reader and from *DM* to *DM*, so it's quite hopeless for me to try to guess.

In the end, set the task of reviewing something to which I know I cannot do justice, all I can say is — can you afford to be without it??

Overall: Not applicable

Don Turnbull
The Lil had to survive, it was as simple as that. These creatures had evolved as diminutive beings constantly on the run from larger life forms. From earliest times, these beings had been forced to hide in brambles and tall vegetation of one type or another. As generation after generation progressed and mutated, their hiding places were developed and nurtured into what the Lil wanted.

The Lil
Hit Dice: 6
Armour Class: 8 (6 when fighting human-sized creatures and 4 when fighting creatures over 2.5 metres tall)
Movement: 3/10
Mental Strength (species average): 17
Intelligence (species average): 17
Charisma (species average): 17
Constitution (species average): 8
Physical Strength (species average): 5

Physical Mutations (as a species):
1. Dual Brain
2. Light Generation
3. Physical Reflection (radiation)
4. Shorter (20 centimetres tall)
5. Wings
6. One variable mutation per being to the good

Mental Mutations (as a species):
1. Empathy
2. Force Field Generation
3. Illusion Generation
4. Mass Mind
5. Telepathy
6. Total Healing
7. Total Resistance to Life Leech

The Lil are beautiful symmetrical human creatures with wings of incredible toughness. They are always found in areas of high vegetation and have only one harmful mutation. They glow brightly in the dark. Whenever the area light intensity falls below a certain candle power, these beings light up illuminating a 90 centimetre area. Because of this mutation, these beings are always most active in the dark period of any day. They often use and develop technology, but are forced to have several members of their race work any given item from the past because of their small size and low strength factor.

The Bramble Paths Of The Lil
This vegetation is always the same from Lil group to Lil group because they take seeds with them from old paths as they are forced to migrate. The brambles are always trimmed to be 6 metres tall and the Lil mould paths out of them that are totally covered by a roof of these brambles that reveals nothing from the air. The paths are always 10 metres wide with the bramble vegetation barriers, for the most part, 36 metres wide. The thin parts of all the barriers are areas where the Lil can quickly pass from one section to another because of the unusual nature of these spots. The Lil Brambles have huge thorns that are razor sharp and will rip all things except metal and hard plastic. Every thin area is exactly like the other patches in appearance, but the thorns are dulled so that they do not cut.

While the brambles have no intelligence, they do have the following traits: when touched by anything but a Lil, these plants raise up and cluster against the pressure so that as the movement into them increases so does the grabbing action of the vines. Every melee turn of forceful contact does 1-10 points of damage to the toucher; amongst the brambles of the roof cover (hidden from view from below or above) are berries in clusters of 10 every 25 metres that restore 1 hitpoint of damage per berry; every vine in the path wall grows 2-12 metres a day.

The Lil Path depicted is the oldest of all brambles and the Lil living here are the most advanced of all the groups. Every night, they travel about the patch pruning the growth away from areas where they do not wish vines and forcing new growth where they do. All chopped vines are mulched up and placed around the plant bases.

SECTION A: 5 Lil: HP: 35, 33, 32, 28, 25; AC: 8*; M: 3/10, all abilities and mutations are as the species plus all of these guards have electrical generation (3-18 points of damage with a touch). One member in each group has a stun whip (weapon class 6) that has been cut down so that it seems to be a long pole in the hands of the Lil holder.

These groups, in every case, are there to frighten or otherwise chase away beings, creatures, or things that try to enter the area. They attack by casting illusions of hundreds of their number flying all over and touching or diving at the intruders. Those that do not believe the illusions are identified and taken care of by the stun whip. When stunned, all items of technology are carried into the thin part of any path and the throat of the stunned creature is torn out by the teeth of the Lil. If these attacks all fail, the Lil will attack with electrical charges until one group or the other is dead (hoping to do as much damage as possible so that the next set of guards can have an easier time taking care of the strangers).

SECTION B: 1 Blaash: HP: 60; AC: 8; M: 6/15; this giant moth emits 18 intensity radiation with a range of 5 metres. The Lil have hatched this creature here and it cannot move from the small interconnecting path it is on for fear of damaging its wing membranes. It has been conditioned to attack nothing accompanying a Lil.
SECTION C: 1 Horl Choo: HP: 72; AC: 5; M: None; this one fires 1-6 spear fronds every melee turn for 3-18 points of damage (1d6 die creature for attack) and each frond has intensity 9 poison tips. The creature has been altered so its senses can detect nothing smaller than a metre. The plant is capable of firing down the long path it is near and up the short path it views.

SECTION D: This is a storage area for the Lil and the section facing the path is designed to move away when pulled. Inside are the following: 56 one kilogram sacks of instant plant defoliant, 32 one kilogram sacks of intensified plant fertilizer, 12 vibro daggers (weapon class 4) doing 10 points of damage per strike, 3 small damage packs doing 6-36 points of damage per explosion, 21 solar energy cells, 64 two metre by 3 metre sheets. It takes 4 Lil to use one weapon and they guard the long path they are near. They will each take 2 shots at whatever comes around the corner at either end and then they will scuttle into the brambles in tunnels they have made until whatever creatures they shot at are either dead or have fled back to the corner of the path they guarded or half way along the other path where they will shoot the rest of their energy beams and hide again (to put fresh power cells in the rifles that they have stored under the brambles and begin the process all over again).

SECTION E: 8 Lil: HP: 28, 27, 27, 23, 21, 19, 11; AC: 8*; M: 3/10; all abilities and mutations are as the species. This group uses 2 Laser Rifles (weapon class 13) doing 6-36 points of damage per strike. It takes 4 Lil to use one weapon and they guard the long path they are near. They will each take 2 shots at whatever comes around the corner at either end and then they will scuttle into the brambles in tunnels they have made until whatever creatures they shot at are either dead or have fled back to the corner of the path they guarded or half way along the other path where they will shoot the rest of their energy beams and hide again (to put fresh power cells in the rifles that they have stored under the brambles and begin the process all over again).

SECTION F: 1 Kai Lin: HP: 60; AC: 6; M: 10; this plant will attack with radiated eyes (intensity 12) and if that doesn't kill the being it is attacking (or at least damage it) the creature will use electrical generation for 3-18 points per touch. This creature hides in the ceiling cover and moves with its prey. It only comes down to attack with electricity or feed. The Lil allow it only one seed (destroying all others). They have conditioned it to attack any beings travelling down the middle of the path, but to leave alone beings that walk down the sides.

SECTION G: This is another storage area and it opens towards the village of the Lil. It has the following: 3 wilderness ecology bots programmed to prune plants for the Lil; a wicker chest with 400 healing berries; and a wicker chest of clothing (made of spun spidersilk). The thin areas are easily moved by 2 Lil.

SECTION I: This is the village of the Lil. There are 39 males (not counting the guards), 43 females, and 14 young. These beings all live in wicker huts all over the area. Every hut has the following: a bramble supplied water fountain, a set of poisoned arrows, 3 bows (weapon class 9) doing 1 point per strike plus the 18 intensity poison damage, a wicker chest of dried fruits, and a wicker chest of clothing (made of spun spidersilk). The Lil let it live there because it tells stories to their young. It has the following in an underwater cave down in the middle of the pond: 2 laser rifles, 3 stun whips, 1 mark VII blaster rifle, 4 photon grenades, and 32 metal swords. It always attacks with its life leeching power for as long as possible.

SECTION J: This is a Zeeth patch planted here. (HP: 100 total, growing in a 10 metre area, it teleports 2-20 seeds for 2-12 points of damage per seed when successfully teleported (20% chance of this happening per seed); it has sensing range up to 19 metres and will not attack anything less than 1 metre tall.

SECTION N: There is a pond filling these 3 hexes and a Keeshin dens here. (HP: 49; AC: 7; M: telekinetic flight; all abilities are at 18, its mental mutations include: telekinesis, telekinetic arm, force field generation, life leech, de-evolution, mental blast, cryokinesis, and reflection). It will demand a piece of technology from any strangers that come near and attack if not given something. It will gladly talk about the whole patch if given a powered device. The Lil let it live there because it tells stories to their young. It has the following in an underwater cave down in the middle of the pond: 2 laser rifles, 3 stun whips, 1 mark VII blaster rifle, 4 photon grenades, and 32 metal swords. It always attacks with its life leeching power for as long as possible.

Notes For The World Master
1. All items that are taken off of players are placed in the H storage area by the Lil.
2. People that want to “force” their way through the metres thick brambles should be told instantly of the problems involved (damage, resistance, increasing amount of vines, lack of view as brambles cut off vision, etc.).
3. Don’t let people in power armour or cars tell you they should be able to force their way through (these vines are tough!!!).
4. Burning is made extremely difficult by the high moisture content in all vines, leaves, and roots.
5. Little points of light are visible at night from through the outside of the brambles, prompting stories around mutie and barbarian campfires about vast treasure from ancient times behind the plant walls and also awesome instant death.
6. While the paths are all covered, the leaves of the ceiling area reflect enough light so that all the areas underneath are well lit during the daylight and strong moonlight hours.
7. When the Lil retreat into the briars, their wings mould themselves to their bodies and they always enter the patch from the ground. They are intimately familiar with their patch and they know every thin area for escape purposes.
A regular feature introducing new and interesting monsters, edited by Don Turnbull.

This issue I have concentrated almost entirely on creatures which were originally considered very seriously for inclusion in the Fiend Folio but which, for one reason or another, did not eventually achieve inclusion in that volume. In other words, the monsters this time survived many tests on their way towards the Folio and only just missed inclusion, so I hope you think the standard high.

Of course, there is a note of sadness here — for in the end I suspect the creators of these creatures would have preferred them to have been in the Folio. I just hope there is some compensation for them in knowing that their 'miss' was very near indeed.

by J.D. Morris

No. Appearing: 1–4
Armour Class: 1
Movement: 18”
Hit Dice: 2D8+1
Treasure: Nil
Attack: 1–4
Alignment: Neutral
Intelligence: Non
Monstermark: 100 (level V in 12 levels)

This is less a monster, more a device of magical creation. It is a disc created by the Tenser’s Floating Disc spell on which have been cast animate objects, haste and permanency; the result is a rapidly-spinning disc which hits a creature in its path for 1–4 damage plus a sharpness effect (treat as a Sword of Sharpness for the latter purposes).

Being a narrow disc, it presents a very small target to anyone trying to hit it with missiles (except from vertically above or below) — treat as AC-10.

Use of a slow spell on the device negates the sharpness and lowers the AC to 4. However a haste spell will cause the Tenser beast to disintegrate into 2–8 splinters, each of which will do 1–3 damage if it hits a victim within 30’. The splinters are thrown out in a uniform pattern of symmetry with the disc’s original position as centre.

Comments: Though not, strictly speaking, a monster at all, this is an intriguing creation which displays the ingenuity of the creator. (How many devices can readers concoct by using spells rather than mechanics?).

by Mark Barnes

No. Appearing: 1–6
Armour Class: 5
Movement: 9”
Hit Dice: 3D8+2
Treasure: Type C
Attack: Two-handed
Alignment: Chaotic evil
Intelligence: Average
Monstermark: 35.4 (level III in 12 levels)

Offspring of distasteful liaisons between male ogres and human females (which thankfully have produced young exclusively of the female gender) ogresses have been banished by mankind and roam in vengeful groups determined on the destruction of humans. They are feared and greatly loathed, by men and by ogres alike.

They are larger than men but slightly smaller than ogres, with the same colouration as ogres except that their eyes are bright blue and their hair a dull yellow. These despicable and aggressive villains are more intelligent than ogres and have greatly advanced the art of disguise in their efforts to infiltrate human society in
search of victims. Three artful items aid them in this pursuit — a mask of extremely beautiful features, a brilliant cloak which has limited shape-changing properties and a wig of flowing, shifting human hair. An ogress which wears all three — mask, cloak and wig, one of each of which each ogress obtains on reaching maturity — will appear as a beautiful human female 6' tall. The ogress also has a particularly seductive voice, speaking the common tongue as well as ogriish, and can sing most beguilingly.

Confronted by an ogress thus attired, a male human character will be deceived unless he makes his saving throw against magic at a penalty of -3. If he fails to save, he will be charmed and will do whatever the ogress wills (this is usually to lead the victim to the ogress lair — a cave deep in a nearby mountain — where he will be tortured, roasted alive and consumed.

The ogress has not learned the quality of patience and may reveal its true self after charming a victim (5% cumulative chance per turn after the charm has taken effect). Thus a victim has some chance of attack or escape since the charm will cease as soon as the ogress is revealed in its true nature. If necessary the ogress will fight with bare hands, using a double-fisted attack for 1-8 damage. Aware of its own lack of patience, the first instruction by an ogress to its charmed victim will usually be to discard all his weapons.

Comments: There are those who would say that D&D doesn’t need half-ogres (which is what, essentially, these are) but nevertheless it is logical that some cross-breeding could have taken place with ogres as with orcs. The designer should, I think, have made more clear whether the three items of disguise can be used by humans or other player-characters, and if so what effect they have. Surely, too, the ogress would be able to use a weapon in female form? One of the best methods of infiltration, after all, is to fight alongside a party and ingratiate with them until an opportunity arises to snatch a victim.

Nevertheless, this could be a useful and deployable beast.

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**PLANTMAN**

by Brendon Bulger

No. Appearing: 3D12

Armour Class: 7

Movement: 12’ (leap 30’)

Hit Dice: 3D8+4

Treasure: Variable

Alignment: Neutral

Intelligence: Non

Monstermark: 45.4 (level IV in 12 levels)

A plant/human mutation, the plantman is generally human in form and stands 10’-12’ high. It has two sinuous arms like elephants’ trunks, at the end of each of which is a mouth with razor-sharp teeth. The creature is almost hairless and a gashly blue in colour; a thick mass of jet black hair, each strand looking like a fat worm and in constant writhing motion, tops the head. There is a single, dead-white eye in the centre of the forehead circled by a broad ring of white ‘flesh’. The nose is a ragged, inflamed hole in the centre of the face. The plantman moves on flat, broad feet each 3’ long and the creature has a thick tail 6’ long which is used in attack as well as for balance.

The plantman’s mode of attack varies according to the circumstances. If there is sufficient space for it to do so, it will leap high in the air over its intended victim and lash downwards with its tail, such an attack being rolled as if for a monster with 8 hit dice and delivering 1-20 damage if successful. Otherwise it will attack with the mouths on the ends of its arms, each doing 2-8 damage (these attacks are resolved on the normal table). For each successful mouth attack there is a 75% chance that the mouth will attack to the victim’s body, doing an additional 1-4 points of damage and sucking away body fluids (reduce constitution by 1 point for each successful attack of this type, the lost points being recovered at the rate of 1 point per hour).

The plantman is extremely simple creatures, bearing only the most basic of nervous systems. They will usually be found grazing in valleys of woodlands, for they are basically vegetarian, eating by running their ‘hands’ over vegetation. They have a deep respect for druids and will only attack members of this class if highly provoked; they are in great awe of druids and will never attack members of the druid class. They are too stupid to be trained to obey even the simplest of commands.

Comments: Those who are ‘into’ fantasy literature will have no difficulty in recognising the Plantman; it is not, after all, susceptible to any disguising. Note the special movement rate which applies to the ‘leap’ attack.

During the period of *Fellia* preparation, I rather slowed down on looking at new submissions for the Factory, but now that I have the time I can wade through the pile of new creatures which have appeared in the last few months and make more selections for future issues of the Factory. I must say I am continually amazed at the number of contributions we obtain, and aspiring monster-hatchers are to be congratulated on their energy and inventiveness.

In closing, might I remind readers once more to send in their votes for the Top Five Creatures to have appeared in *White Dwarf* during the last ten issues.
On 20th October 1979, some 4,000 people converged on the Royal Horticultural Hall in London for the fifth annual Games Day. Thus a record was set by making Games Day the highest one day attended games convention in the world! They say pictures speak for themselves, so:

"Is this the queue for the toilet?"

"Have you got the DM's Guide, please?"

"The train now arriving on platform 5 . . ."

A +2 badge helmet

It's all Go at Games Day.

Smile for Uncle Attila.

"Can I have my ball back please?"

Discovering the world of crime.

Trying to beat the inventor at Ephemeris.

All quiet on the (Wild) Western front.

Bring, bring, bring and buy, buy, buy!
Charles Vasey's charisma has its effect on Steve Jackson.

World Silly Walks Champion.

Dave Rotor explains a rule in his computer-moderated Star Trek game.

Gelatinous cube attacks unwary adventurer!

Skirrid pronunciation class.

The horror of the dungeon unfolds.

With the help of White Dwarf, Wargamers' Newsletter, Perfidious Albion, Phoenix, and many shops around the country, the first British Games Day Awards were conducted:

GAMES DAY AWARDS - 1979
RESULTS
1. BEST GAME - ANY TYPE
   1st - Dungeons & Dragons
   2nd - Diplomacy
   3rd - Squad Leader
2. BEST WARGAME
   1st - Squad Leader
   2nd - Third Reich
   3rd - Next War
3. BEST SF/F GAME
   1st - Dungeons & Dragons
   2nd - Traveller
   3rd - War of the Ring
4. BEST ABSTRACT GAME
   1st - Black Box
   2nd - Mastermind
   3rd - Skirrid
5. BEST FAMILY GAME
   1st - Monopoly
   2nd - Sorcerer's Cave
   3rd - Escape From Colditz
6. BEST SET TABLETOP RULES (ANY PERIOD)
   1st - Wargames Research Group
   2nd - Once Upon a Time in the West
   3rd - WRG World War II
7. BEST BOARDGAME (ANY PERIOD)
   1st - Kingmaker
   2nd - Squad Leader
   3rd - Diplomacy
8. BEST ROLE-PLAYING GAME (ANY PERIOD)
   1st - Dungeons & Dragons
   2nd - Traveller
   3rd - Chivalry & Sorcery
9. BEST RANGE HISTORICAL FIGURES
   1st - Minifigs 25mm Napoleonic
   2nd - Ral Partha 25mm 1200AD
   3rd - Hinchcliffe 25mm Napoleonic
10. BEST RANGE SF/F FIGURES
    1st - Ral Partha 25mm 'ES'
        (Personalities & Things that Go 'Bump' in the Night)
    2nd - Citadel 25mm 'Fiend Factory'
    3rd - Minifigs 25mm 'Valley of the 4 Winds'
11. BEST MAGAZINE
    1st - White Dwarf
    2nd - Strategy & Tactics
    3rd - Fire & Movement
12. BEST GAMES PUBLISHER
    1st - Avalon Hill
    2nd - SPI
    3rd - TSR Hobbies
13. BEST FIGURES MANUFACTURER
    1st - Citadel Miniatures Ltd
    2nd - Minifigs
    3rd - Ral Partha
14. BEST GAMES INVENTOR
    1st - Gary Gygax
    2nd - John Hill
    3rd - Jim Dunnigan
15. BEST GAMES PERSONALITY
    1st - Charles Vasey
    2nd - Gary Gygax
    3rd - Don Turnbull & Richard Berg
16. BEST NEW GAME '79
    1st - Freedom in the Galaxy (SPI)
    2nd - The Next War (SPI)
    3rd - Divine Right (TSR)

Photographs by Jo Ashton, Dan Benjamin, Steve Jackson
DRAGON BREATH POTION
by Kathryn George
The potion enables the drinker to breathe, once only, as one type of dragon (determine at random or DM's decision as to which type. (Dragon-turtle, gorgon, etc. can also be included). The potion must be used within 6 turns of drinking. If Alchemists are available, they may be able to tell what type of potion it is, but not what type of breath weapon.

POISON OF ULTRAVISIBILITY
by David Bell
This potion causes the drinker, his armour, his weapons, and other equipment carried, to glow brightly. In darkness he will light the same area as a torch. In daylight he will glow visibly. The effect commences after 1d4+1 melee rounds and persists until the death of the victim or for 1d4 turns, whichever is sooner. Invisibility and hiding in shadows is impossible for the victim, and, because of the diffuse nature of the light, there is a 15% penalty for anyone else trying to hide in shadows within 40'. Darkness acts as a dispel magic, but remember that a potion counts as 12th level. (Player's Guide p. 47, dispel magic description).

The colour of the light has been known to vary with the victim's alignment. The clerical prayer spell has also been known to suffer from a similar side effect, so the potion may affect morale, especially of an enemy. In a melee such a source of light can be invaluable.

It is, of course, easily mistaken for a potion of invisibility, and vice versa, with possibly disastrous results in an emergency.

THE POTION OF MIND REST
by Stephen Bland
The drinker of this potion is only affected if he has psionic power. 25 psionic strength points will be restored and all psionic use in the following 3 turns will only cost half its theoretical amount.

POISON OF TYPHOONERY
by Peter Tarrant
This potion enables the user to exhale vast amounts of air at gale force, non-stop for 5 rounds, causing all movable objects within 100ft to be blown directly away from the user.

POISON OF HEALTH
by John Evans
This potion looks and smells like whisky, has a fortifying taste, though no alcoholic effect. If imbibed, it raises the drinker's constitution by 1-6 points (1d6) and this effect is permanent. Excess constitution points over the character's allowance are lost. Your health!

FOLLICLE PHILTRE
by James Meek
A good swig of this concoction will accelerate hair growth astronomically. Body hair will grow an extra inch and stop, but head hair will grow at three inches per round for 6 hours (also foot hair for halflings and body hair for hairy monsters e.g. the turung). If the drinker is doing nothing else and has a good sharp blade available, he can keep the hair under reasonable control; if any other activity is engaged in the hair will grow unabated; vision will become obscured. The character will embarrass himself and the party; and so on. Note that though the hair stops growing after 6 hours, it will not disappear. By that time there could be about 90' of hair. Note also that a bald man would have a normal head of hair restored to him.

WITCH'S BREW
by John Evans
The drinker of this potion must make his saving throw versus polymorph. If he fails, he turns into a frog as if polymorphed; if he succeeds, he gains 1-6 points of charisma (1d6), excess points over 18 being lost. This potion affects both male and female characters. Dwarves and half orcs may not exceed their maximum charisma score via this potion unless the DM rolls to the contrary.

POISON OF TRUTH
by James Meek
The effect of this potion will last 6 hours but will only become apparent when the drinker tries to tell a lie. As soon as the drinker is asked any question, the DM should hand him a note stating that he must answer in absolute truth. A possible sad example:

Huge Troll Chiefman: Oh tasty little hobbit, am I not the most handsome of all creatures?
Trapped Hobbit Thief: Actually, I think you are so disgustingly ugly that it is hard to see your blackheads for your acne, and I wouldn't be surprised if flies dropped dead on contact with your filthy skin, and I bet you can't see your feet because of your fat stomach, and aghhh..."

POISON OF WALL DELUSION
by M. Gascoigne
Amount Found: 1 swig
Colour: Dark blue, very cold, with condensation up the sides.
Duration of Effect: 5-8 turns (1d4+4).
Effect: The drinker of this potion believes that doorways are in fact walls, and to him some bare walls have doors in them (50%). If his comrades attempt to lead him through a 'wall' he must save versus death magic, or react violently against the madmen/ghosts (?) around him. If he saves, once through the door he reacts as if he had a fear spell cast upon him. The poor character takes 1 or 2 points of damage from repeated attempts to kick or punch a 'door' open.

POISON OF ENTROPY
by James Meek
A 15% penalty for anyone else trying to hide in shadows within 40'. Darkness acts as a dispel magic, but remember that a potion counts as 12th level. (Player's Guide p. 47, dispel magic description).

The colour of the light has been known to vary with the victim's alignment. The clerical prayer spell has also been known to suffer from a similar side effect, so the potion may affect morale, especially of an enemy. In a melee such a source of light can be invaluable.

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**POTION OF WEIGHT**
by James Meek

Imbibing this potion causes the effects of a lifetime of gluttony within the space of one heartbeat. The victim becomes grossly fat; his clothes and armour are rent asunder, his speed is quartered; his charisma and dexterity are both reduced by 2, and he becomes a general encumbrance to the party. His lot is made all the more miserable when he discovers that he presents, a huge and vulnerable missile target, that flimsy bridges will not bear his weight and that doorways exercise a peculiar reluctance to part with him. The victim's hapless state lasts for 12 hours — the duration of the potion's effect.

**POTION OF X-RAY VISION**
by Jim Willoughby

This potion enables the drinker to see through doors, walls, etc. to a maximum radius of 60'. He cannot, however, see through metal. The effect lasts one week. The potion is a purple liquid with a sparkly effect given off when held against light.

**POTION OF BLINDNESS**
by Jim Willoughby

This potion will turn the drinker blind for one week unless he makes his saving throw as against poison. The potion is identical in appearance as the potion of X-ray vision.

**POTION OF NOISE**
by James Meek

Anyone attempting to speak after sampling this potion will find not words issuing from his mouth but a deafening, booming call akin to that of a frustrated moose. Coughing, whispering, singing sneezing, crying out in pain — all emerge as if issued by a foghorn. Note that nervous monsters will not be inclined to hang around to find out what is making the noise. It is recommended that the referee roll every few turns or so to see if the victim sneezes, hic-ups, yawns or belches etc. — a 15% chance seems reasonable.

*Example:* A party of elven thieves, one of whom has drunk the potion, tiptoe past a host of slumbering Wargs towards a golden throne. The referee decides it is time to check the unfortunate elf; he rolls a 7%. The elf begins to sneeze; panic stricken his friends swathe his face in cloaks and mufflers and sit on his head. To no avail; he sneezes and 357 hungry Wargs jump out of their skins and onto the hapless elves.

**POTIONS OF GREED AND SELF-RESTRAINT**
by James Meek

Drinking these potions affects the drinker's mind in such a way that all metals he sees for the first time after drinking appear as one type. In the case of the potion of *greed*, all metals will appear to be platinum; with the potion of *self-restraint*, all metals will appear to be copper.

**ATHENA'S TONIC**
by James Meek

Drinking this oily fluid will bestow the following powers upon the drinker: a *haste* spell; restoration or addition of 2-16 hit points and +1 to dexterity and constitution. These effects last for six hours after which the drinker must rest for 12 hours. Any delay in resting will have the following effects: the 7th hour after drinking — the loss of all bestowed abilities plus slow; during the 8th — loss of 2-16 hit points; during the 9th — a loss of -1 on constitution and dexterity; 10th hour — total collapse (if constitution 10+ then sleep for a week, otherwise death).

Furthermore, if the tonic is thoroughly rubbed on any sleeping, paralysed, petrified, turned to ice, or otherwise suspended creature, it will restore that creature to normal in 1-6 turns.

**POTION OF STEALTH**
by Deidre Evans

The imbiber of this potion will move silently for one hour.

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Continuing with our specialist topics in *Treasure Chest*, next issue we will feature *Artifacts & Relics*.
Dear WD,

I should like to make a few comments regarding the article entitled Useful Dungeon Equipment in White Dwarf 12.

The article makes a comment on the use of burning oil, and says that adventures can turn into "hand grenade raids." I totally agree with this, but this can be prevented, for the following reason. In the medieval world, petrol-based oil did not exist. The oil that was used was a potent vegetable oil, somewhat more concentrated than ours used in cooking today. This implies that a 'wall of flame' is impossible, and there is little or no chance of it inflicting a serious burn. A flame little higher than 2' tall is possible.

In the same article, multi-shot crossbows are mentioned. These (called dōkyū's) existed predominantly in ancient China and Mongolia, and should be readily available to any society of a technology equal to or better than 7th century Europe (i.e., Celtic or Anglo-Saxon times). The normal number of shots at one time is usually 2 or 4, and they should cost the equivalent of about 200 g.p., available from artisan carpenters or metal workers.

Yours sincerely,
Paul Compton, Norwich, Norfolk.

Dear WD,

It was very good of you to publish my spell designs in White Dwarf 13, particularly as, having failed to keep copy of the precise details I sent, I am ashamed to discover certain faults in re-reading. Firstly, the dimensions of iron cuttable by a laser spell are real dimensions while the 'hole melted in a fault' of about 200 g.p., available from artisan carpenters or metal workers.

Yours sincerely,
Paul Compton, Norwich, Norfolk.

Dear WD,

I was not impressed by your statement that the standard of monsters in Fiend Factory has deteriorated so much that it should be criticised, on the contrary it should be praised. Right all right, some monsters have been 'cribbed', but the majority of the material is still excellent. There is nothing wrong with 'one-off' monsters, as long as they have a good 'secret' i.e. the flying fish. Okay, once they're used they are pretty useless, but it's worth using a slightly extraordinary monster once, than just sticking to dwarves, spiders, etc., which turn out just to be a straight fight.

No doubt there will be similar criticism of the special rooms in Treasure Chest (White Dwarf 14) complaining that they are all 'one-off'. They're bound to be to a certain extent. If the DM does not want his players knowing what to do, I suggest he does not use any special rooms or monsters.

I'm glad Martin Stoner managed to praise something (e.g. Rock beast, Urchin, etc.).

Yours sincerely,
Stuart Osgood, Bromley, Kent.

Dear WD,

I agree with Michael Stoner's letter in White Dwarf 13 which states that the standard of monsters in Fiend Factory has lowered slightly, but he must realise that this must be because the contributors' standard has lowered.

As for revamped monsters, most people would view the new entrants in the "factory" as original works, if not, they do not have to use them. Also one could look at the magical items in Michael's magazine The Beholder and find that some of them are merely items that use spells, or even "revamped" items from other works, i.e. shark bolts, - Arduin Grimoire snake arrows in Michael's magazine The Beholder 2. The reason? Simply because the subconscious plays tricks with the mind and makes one believe that one's own work is original. Not that this letter is slamming T.B. as it is a very good "zine", I am just showing Michael how these works.

To change the subject, some comments on The Expanding Universe in White Dwarf. Well done Andy! Perhaps we can see some ideas on actually setting up adventures as I for one have spent many a sleepless hour trying to think of scenarios etc. for Traveller but so far have come up with little. Anybody generous enough to send me ideas will receive the blessing of the Universal Brotherhood and my thanks.

Until Dumarest rolls a fumble,
Trevor Graver, London.
White Dwarf Questionnaire

Following the enthusiasm with which readers responded to the first White Dwarf questionnaire published in issue 7, and also the fact that readership has since doubled, we felt that it was time for readers to vent their feelings once again. If you do not enjoy slicing up dwarfs, send a photocopy or written sheet to White Dwarf, 1 Dalling Road, London W6 to arrive before 1st January 1980.

1. Give ratings out of ten for the following departmental features:
   (a) The Fiend Factory (e) Letters
   (b) Treasure Chest (f) News
   (c) Open Box (g) Help!
   (d) Molten Magic (h) Clubs
   -

2. Give a percentage breakdown for your idea of the perfect content balance of White Dwarf:
   (a) Role-Playing Games (d) Departmental Features
   (b) Boardgames (e) Advertisements
   (c) Table-Top Games (f) Other (state) - 100%

3. Give a percentage breakdown for your idea of the perfect article balance of the Role-Playing Games:
   (a) Dungeons & Dragons (e) Boot Hill
   (b) Traveller (f) Runequest
   (c) Gamma World (g) Chivalry & Sorcery
   (d) Gangster (h) Other (state) - 100%

4. Each issue contains a game or scenario. Give a percentage breakdown for the type preferred:
   (a) Dungeons & Dragons mini-dungeon
   (b) Traveller mini-adventure
   (c) Runequest mini-scenario
   (d) Gamma World mini-scenario
   (e) Gangster crime scenario
   (f) Boot Hill mini-scenario
   (g) Boardgame (as WD15)
   (h) Other (state) - 100%

5. Would you like a Question & Answers page?
6. Would you like a Comic Strip?
7. The best article that ever appeared in White Dwarf was
8. The worst thing in White Dwarf is
9. The best thing in White Dwarf is
10. I think White Dwarf could be improved by

(continue on separate sheet if necessary).
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