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TRADE ENQUIRIES WELCOME
Why do people enjoy role-playing games? This a question I am frequently asked, and one I find difficult to answer in one sentence.

Really I think it is the combination of many factors which contributes to the appeal of role-playing games.

First and foremost is the fact that each game is completely different to the next as each referee designs differently and each player plays differently. And to play in a role-playing game is like actually being in a world of monsters, aliens, gangsters or outlaws. The experience is life-like, and the humdrum of daily life can easily be escaped. Not to know what lies around the next bend will always be exciting.

The components of the box are also unique. No board or counters. The referee must create a game-world out of his own imagination in which the other players' characters will live. The players will contrive, connive and co-operate to reap reward. The games have no end in sight as long as the player-characters remain alive, and worlds and legends will grow. The role-playing game goes beyond the normal bounds of a game to become a hobby. Supplemental rules, model figures and magazines like White Dwarf appear! What more in a game could you ask for?
INTRODUCTION

These are an introductory set of adventure rules for Star Trek™ games. They serve as a basis for conducting role-playing games and tabletop battles with miniature figures. Two people may normally play, one playing Admiral Kirk and the Enterprise crew, the other playing the enemy. Multi-player games are also possible, in which case each player becomes one of the Main Characters (see below). In role-playing games, one player will become the Referee.

The emphasis is on playability rather than detail, and no doubt players will modify and add to the rules as they see fit, using portions of their own favourite role-playing and/or skirmish rules. This is a sample scenario which may be used. Further scenarios may be invented by players and White Dwarf will be glad to consider any such scenarios submitted by readers for possible publication.

EQUIPMENT
Apart from the rules following, players will also need:

- 3 Standard 6-sided Dice
- 1 Pair of Percentage (20-sided) Dice
- A Ruler or Tape Measure
- Pencil and Paper
- Miniature Figures

The exact number and types of miniature figures will depend on the scenario being played, but all scenarios are likely to include the familiar Star Trek™ characters: Admiral Kirk, Mr. Spock, Dr. McCoy, Sulu, Chekov, Scotty, etc.

*Star Trek — The Motion Picture™ miniature figures are manufactured by Citadel Miniatures Ltd. Other Science Fiction miniatures may be also incorporated.

START

A Guided Tour

The players agree on a scenario to be played. A sample scenario, A Guided Tour, follows these rules.

If more than two people are playing, each player must decide which of the Main Characters he will play. The Main Characters are: Admiral Kirk, Mr. Spock, Dr. McCoy, Sulu, Chekov, Scotty, etc.

STORY

Before the game commences, each player must determine which of the Main Characters he will play. The Main Characters are: Admiral Kirk, Mr. Spock, Dr. McCoy, Mr. Scott, Decker, Ilia, Sulu, other important members of the Enterprise crew, and any Alien Leaders involved in the scenario. Other members of the Enterprise and Alien crews will be under the control of the Main Characters.

If two players, one will be in charge of the Enterprise crew, the other will be in charge of hostile Aliens.

Before the game commences, each player must determine the relative strengths and weaknesses of his own character and those of all characters under his control (see Ability and Combat Factors below). Miniatures and any model scenery used are then placed in position on the table.

ABILITY AND COMBAT FACTORS

Each character (Main Characters, crew members and aliens) taking part in the scenario must first have his or her Ability Factor and Combat Factor determined, with the exception of the Main Characters. The procedure is as follows:

1. Roll the three 6-sided dice. Add the numbers rolled together. The resulting total will be between 3 and 18. This is that character’s Ability Factor (AF).
2. Roll the three 6-sided dice again. Add the totals. This is that character’s Combat Factor (CF).

The Ability Factor

This reflects a character’s relative abilities in all non-combat situations. During the game a character may take a course of action which would, in real life, stand a chance of being unsuccessful. In these cases, his Ability must be checked.

Example: An Engineering crew member tries to determine the cause of an engineering malfunction. There would be a chance that he does not have the diagnostic experience to be successful. His Ability must be checked.

A character’s Ability is checked by rolling a 20-sided die. If the number rolled (1–20) is less than or equal to his Ability Factor, he is successful. If the number is higher than his Ability Factor, he is unsuccessful. (For those unfamiliar with 20-sided percentile dice, rolling one will generate a number between 1 and 10—note that a roll of “0” is taken as “10.” The numbers 1–20 can be generated by rolling a 6-sided die with a percentile die. If the former turns up 4, 5 or 6, then 10 is added to the number rolled on the latter. If a 1, 2 or 3 is rolled, no addition is made.

Other examples requiring Ability Checks would be a crew member’s attempt to translate an alien language without computer aid, or an alien’s attempt to use a special power.

Players may only have their characters perform or attempt plausible actions, bearing in mind their physical limitations and their relevant skills of occupation. A character could not, for example, walk on the ceiling, nor could a non-engineering character diagnose an engineering fault.

The Combat Factor

This is used in a similar way to the Ability Factor but relates only to a character’s abilities in combat. For a further explanation, see the section on Combat below.

Main Characters

As the Main Characters are the heroes of any scenario, their Ability and Combat Factors are predetermined and are not rolled in the normal way—this applies to both 2-player and multi-player games.

Table 1 — Main Characters

<table>
<thead>
<tr>
<th>Character</th>
<th>AF</th>
<th>CF</th>
</tr>
</thead>
<tbody>
<tr>
<td>Admiral Kirk</td>
<td>18</td>
<td>17</td>
</tr>
<tr>
<td>Mr. Spock</td>
<td>17</td>
<td>18</td>
</tr>
<tr>
<td>Willard Decker</td>
<td>16</td>
<td>17</td>
</tr>
<tr>
<td>Dr. McCoy</td>
<td>14</td>
<td>13</td>
</tr>
<tr>
<td>Mr. Scott</td>
<td>16</td>
<td>14</td>
</tr>
<tr>
<td>Sulu</td>
<td>16</td>
<td>14</td>
</tr>
</tbody>
</table>

*See Alien Abilities & Painting Guide for Individual Alien Leader AF and CF values.

TURN SEQUENCE

The sequence of play is as follows:

1. Discussion Phase: Players may discuss, either across the table or in secret, their plans for this move. This is the only time at which the Enterprise crew, or the Alien(s) may discuss their plans. The Discussion Phase will be relevant mainly to multi-player games.
2. Recovery Rolls: Stunned or unconscious characters roll to see whether they recover (see Combat section).
3. Movement/Combat Phase: Players write down actions for each character under their control. Special abilities may be used here (see Alien Descriptions). Characters may move, use special powers, use skills or knowledge, etc., or fire—any two different actions in any order or fire twice each Movement/Combat Phase. When players are ready, actions are read out and executed as if happening simultaneously.
4. Close Combat Phase: Any two characters in range of hand-to-hand combat will fight.
5. Repeat steps 1–4.

MOVEMENT

Enterprise crew and aliens described here may walk 4” per turn or run 8” per turn. If running, characters may not fire in that phase. Certain actions may modify movement as follows:

Table 2 — Movement

<table>
<thead>
<tr>
<th>Movement in Inches</th>
<th>Normal Movement</th>
<th>Running (Firing prohibited)</th>
<th>Moving Through Door</th>
<th>Moving Around Obstacle</th>
<th>Re-Sealing Door Against Pursuant</th>
<th>Perform Action Whilst Moving (eg. Pick Up Weapon, Move Object, etc.)</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>4</td>
<td>8</td>
<td>Subtract 1</td>
<td>Subtract 1</td>
<td>Subtract 2</td>
<td>Subtract 2</td>
</tr>
</tbody>
</table>
COMBAT

On board the Enterprise, most combat will be hand-to-hand as phasers may only be carried by Security Guards (Starfleet Regulations) during normal trips. Admiral Kirk may order phasers to be issued under certain circumstances, and aliens will of course have their own phaser-type energy weapons in their private quarters. Remember that Starfleet Regulations also require that all phasers carried by Starfleet personnel must be set to 'Stun', 'Kill' or 'Disintegrate'! The Attacker's Combat Factor is then modified according to table 3 below. Roll a 20-sided dice (with a 6-sided dice) for the Attacker. If the number rolled is greater than the modified CF, the shot has missed. If it is less than or equal to the modified CF, then it has hit.

Table 3 - Modifiers on Phaser Attacks

<table>
<thead>
<tr>
<th>Target in Armour</th>
<th>Subtract 1 from Attacker's CF</th>
</tr>
</thead>
<tbody>
<tr>
<td>Target in Force Field</td>
<td>Subtract 5 from Attacker's CF</td>
</tr>
<tr>
<td>Target Behind Cover</td>
<td>Subtract 2 from Attacker's CF</td>
</tr>
<tr>
<td>Fire Under Fire</td>
<td>Subtract 1 from Attacker's CF</td>
</tr>
<tr>
<td>Target Running</td>
<td>Subtract 2 from Attacker's CF</td>
</tr>
</tbody>
</table>

If a hit has been inflicted, roll a 6-sided die on table 4 below:

Table 4 - Hit Effects

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Phaser malfunction - no effect</td>
</tr>
<tr>
<td>2</td>
<td>Phaser's energy exhausted after this hit. Roll again for effect of this hit, thereafter phaser will not function</td>
</tr>
<tr>
<td>3</td>
<td>Phaser slightly off target - treat as stun</td>
</tr>
<tr>
<td>4, 5, 6</td>
<td>Hit has full effect, as specified (stun, kill or disintegrate)</td>
</tr>
</tbody>
</table>

If the result is stun, see effects in Close Combat section.

Close Combat

When two characters are within 1/4' of each other, hand-to-hand combat may take place. Compare the two CF's. The higher rolls the 20-sided dice first i.e. if the CF's are the same, throw one 6-sided die each; higher goes first, in an attempt to render his opponent unconscious. If this attempt fails, the other combatant may try. An Attacker will render his opponent unconscious if he rolls a number on the 20-sided die less than or equal to his own Combat Factor after modifications (see table 5 below).

If a character is attacked by more than one opponent, this number ("N") must be subtracted from his CF as a modification. A character which is stunned or unconscious must roll a "N" on a percentile die (do not roll a 6-sided die here) to recover. Two attempts may be made every turn. Medical attention may also revive the character (check the Medical Officer's Ability). Once a character is revived, he may rejoin the action, but his CF and AF both are reduced by 6 for the remainder of the game. Further stunning may reduce his AF and CF values to 0. When both values reach 0, that character is dead.

Table 5 - Modifiers in Close Combat

| Back Attack on Victim | Add 1 to Attacker's CF |
| Weapon Used to Strike (including Claws) | Add 2 to Attacker's CF |
| Supernormal Strength (eg. Vulcans) | Add 1 to Attacker's CF |
| Opponent Wearing Armour | Subtract 3 from Attacker's CF |
| Attacker Surprised | Subtract 1 from Attacker's CF |
| Opponent in Force Field | Subtract 10 from Attacker's CF |
| Attacker Attacked by N Opponents | Subtract N from Attacker's CF |

Hero's Roll

As befits any heroic adventure, the heroes are more difficult to kill. For certain of the Main Characters the final chance of being saved from death exists. Upon a combat result of death for: Admiral Kirk, Mr. Spock, Willard Decker, Dr. McCoy and certain of the Alien Leaders as indicated in the Alien Abilities & Painting Guide section, that character may roll a 6-sided die. A roll of 4, 5 or 6 will save him from death - treat the result as stun only. A hero's AF and CF values may never drop below 5. Thus they may only be killed by phaser fire.

SCENARIO ONE - A GUIDED TOUR

The Starship Enterprise is in dry dock. Following an important intergalactic council meeting, Admiral Kirk is giving the attending aliens a tour of the Enterprise, along with his higher-ranking officers. As he shows them round the bridge, he begins to feel uneasy upon seeing the Klingon ambassador taking a great interest in the ship's computer. Diplomatically, he sends Dr. McCoy over to have a quiet word in the ambassador's ear. The Klingon grunts in annoyance but turns back to the tour. However, as soon as the Admiral's back is turned, he returns to the computer. McCoy again moves over and is enraged to find the Klingon examining highly confidential aspects of the ship's technical specifications. He firmly forbids the Klingon to use the computer. The Klingon again reacts angrily, but now draws a hidden phaser from his uniform. Security Guards are called in and a fight ensues.

In this scenario, Admiral Kirk must endeavour to capture and render harmless the Klingons and their allies and restore the peace. The Klingons have never had such an opportunity to inspect the Enterprise and will take all steps necessary to further their examination of the ship's specifications.

The other alien races are divided; some dislike the Klingons, others believe that Kirk's actions were unnecessarily provocative and will side with the Klingons.

HOW TO START

This scenario is a two-player one, but more can play if the other players play the different alien races. One player is Admiral Kirk controlling the Enterprise officers, Security Guards and friendly aliens. The other is the Klingon ambassador and will control other sympathetic aliens.

Enterprise Crew: Kirk, Spock, Decker, McCoy and 4 Security Guards.

Klingons & Allies: Each alien ambassador also is accompanied by his bodyguard, thus there are 2 Klingons, The Andorians, Rigellians, Shamin Priests and Zaranites will side with the Klingons.

Other Races Present: Apart from those mentioned above, the other races listed in the Alien Abilities & Painting Guide can be used in this scenario. The exact number and types will depend upon the types of figure available and space limitations on the bridge, which is quite crowded although skirmishes will spread to the service corridor surrounding the bridge. A reasonable number would be 3-4 other alien races. These may be Neutral or Peacekeepers (see below). Remember that each race has an ambassador (treat as Leader) and one bodyguard (dice for the AF and CF of each bodyguard). It is advised to include at least one of the Deltans, Vulcans or Arcturians.

HOW TO PLAY SCENARIO ONE

A plan of the bridge is provided. Miniatures are placed on this as follows: Admiral Kirk, Mr. Spock and Captain Decker stand by the Visual Display. The two Klingons and Dr. McCoy stand by the computer. Four Security Guards, two on either side, start halfway between the Visual Display and the computer, on the raised walkway around the Command Module section. The other aliens stand in the Command Module area in a crowd. Space is tight.

The battle is now started per the instructions given in the preceding Rules section. The following rules relate to this scenario only:

Neutral Aliens

All aliens listed above in the "Other Races Present" section above except the Deltans, Vulcans and Arcturians have undefined allegiances and may be persuaded to either side as the battle progresses. At the start of every turn, their allegiances must be checked by throwing a 6-sided dice once for each race and consulting table A below.

Table A - Alien Allegiance

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>Allegiance</th>
</tr>
</thead>
<tbody>
<tr>
<td>1, 2</td>
<td>Will side with the Enterprise crew this turn</td>
</tr>
<tr>
<td>3, 4</td>
<td>Will remain neutral this turn</td>
</tr>
<tr>
<td>5, 6</td>
<td>Will side with the Klingons this turn</td>
</tr>
</tbody>
</table>
Deltans, Vulcans & Arcturians

In keeping with their philosophies of peace and justice, these races will try as far as possible to intervene and stop fights. They will move every turn towards the nearest Close Combat skirmish between two figures. When within 1/2in. of the combatants, the dice is rolled before the two commence their combat on that turn. A 4, 5 or 6 indicates the figures have been separated (move them 1in. apart).

If attacked by any other race during the scenario, they will fight against that race for the rest of the game.

Weapons

The only weapons (phasers) present on the scene are one each held by the two Klingons, the four Security Guards and the two Andorians (hidden in their tunics).

Cover

The normal bridge artifacts may be used for cover. The Security Guards and Klingons wear armour.

WINNING

The game is won by the Enterprise crew when the Klingons, Andorians, Rigellians, Shamins and Zaranites have been overpowered (stunned). The Klingons win if they either kill Admiral Kirk, Captain Decker and Mr. Spock or if they are able to read from the ship’s computer on 3 successive turns. A Klingon may read from the computer if his Ability is successfully checked. A Klingon may make two attempts to read per turn if no other action is taken.

ALIEN DESCRIPTIONS & PAINTING GUIDE

Aaamazzarites

A race of Therbians from the planet Aaamazzara. They have the ability to manufacture all their normal requirements, from furniture to clothing from inside their own bodies using their own body chemistry. They generate their own clothing from out of their mouths.

Painting Guide: Facial Skin: White; Other Skin: Flesh; Robes: White.

Leader – Ability Factor: 15 Combat Factor: 14 Hero’s Roll: Yes
Andoreans
A musical people, but with violent tempers. They have blue skin and antennae protrude from their foreheads, which they use to communicate over long distances. Males carry flabbjellahs, a combination of musical instrument and weapon.

Painting Guide — Skin: Blue; Hair: Platinum/Gold; Robes: White or Black; Casual Dress: Purple.
Leader — Ability Factor: 15 Combat Factor: 17 Hero’s Roll: No

Arcturians
Federation allies used to provide infantry for federation forces. They are able to clone each other and therefore all are identical; they can be distinguished only by the colours of their uniforms. They inhabit a gigantic planet and have an enormous population. A very militaristic race; from a population of 100 billion, an army of 20 billion can be ready overnight.

Leader — Ability Factor: 15 Combat Factor: 17 Hero’s Roll: No

Betelgeusians
Tall humanoid creatures measuring over 7ft. Their features combine those of an eagle and a leopard, as they evolved from giant leopard-like birds. Their sharp and deadly claws are used in close combat. They have the bone structure of a condor but walk upright.

Leader — Ability Factor: 15 Combat Factor: 17 Hero’s Roll: Yes

Deltans
From the planet Delta-114, Deltans are hairless. They are poised, proud, and aloof and carry themselves gracefully. They have a keen sense of humour and are extremely advanced. While they achieved earth’s present technology a hundred centuries ago, they turned away from the materialism of technology towards the richer rewards of self-realisation and they have learned to live each moment of life to its fullest. They are a sensuous race, with senses much more highly developed than humans. Unlike Vulcans they value and delight in emotion, thus they achieved earth’s present technology a hundred centuries ago, they turned away from the materialism of technology towards the richer rewards of self-realisation and they have learned to live each moment of life to its fullest. They are a sensuous race, with senses much more highly developed than humans. Unlike Vulcans they value and delight in emotion, thus when serving with Starfleet, they must take an oath of celibacy. Their advanced intelligence makes them excellent service members; Lil can handle the most complex spherical trigonometric complexities of space navigation as easily as a human can learn a simple multiplication table. They are great jewelry makers and their jewelry is sold throughout the galaxy.

Painting Guide — Skin: Flesh; Robes: White
Leader — Ability Factor: 18 Combat Factor: 14 Hero’s Roll: Yes

Kazarites
They are from a planet which is a strange mixture of rural simplicity mixed with sophisticated technology. Like shepherds they raise great herds of strange beasts, a sort of combination of camels and goats. They have powers of telekinesis and can transport themselves mentally. They can communicate mentally with animals and are used in the Earth System as Ecologists to look after animals, fish and birds. Their ships are apparently crude, but are run by mental powers.

Leader — Ability Factor: 14 Combat Factor: 15 Hero’s Roll: Yes

Klingons
Enemies of the Federation. They are warlike both in attitude and appearance. Their spines come over their heads and down their foreheads and they are covered in hair.

Painting Guide — Skin: Brown; Hair: Black; Uniform: Black; Armour: Gun Metal.
Leader — Ability Factor: 18 Combat Factor: 16 Hero’s Roll: Yes

K’Normians
Similar to earthlings but they have an additional brain structure which grows in a kind of structural shell formation on the top of the forehead. They grafted artificially crested organs onto the skin and skull giving the appearance of an open brain. This additional brain structure performs functions we are not capable of, including long-distance communication. They also have an eighth sense; they can deal with the dimensions of time and space.

Leader — Ability Factor: 16 Combat Factor: 15 Hero’s Roll: Yes

Megarites
A hydrophilic species with a tough skin similar to that of a rhino’s hide. They have four lips which incorporate a filtering mechanism with which they strain food from the waters of their planet. It is difficult for them to live away from home, but Federation scientists are able to sustain them by weekly intravenous injections. They are a poetic people, communicating with song-like sounds which are admired in our galaxy; these are musical poems. Most of their possessions are made of jade although their clothing comes from sea animals.

Painting Guide — Skin: Brown; Robes: Black with Gold/Silver Trim.
Leader — Ability Factor: 16 Combat Factor: 14 Hero’s Roll: Yes

Rigellians
They are descended from a race of feathered turtles which learned to walk upright and stand anything from 6ft. to over 7ft. tall. They are unisex and lay eggs. Rigellian Lords are merely political puppets and have no real power. Power lies with the attendants of the race, who serve, feed and care for the Lords.

Leader — Ability Factor: 14 Combat Factor: 15 Hero’s Roll: No

Saurians
These lizard-people are able and excellent space officers. Although they have a complicated vocal language of their own, they have learned to communicate in the earth tongue. They are intelligent and can withstand great temperature changes. They are also able to breathe a number of gases. Because of their tolerance to temperature changes, they are extremely valuable in exploration of new areas.


Shamin Priests
Originates from O’Ryan’s planet, discovered in the 22nd Century by Paddy O’Ryan, a fleeing member of the IRA who stole a spaceship — Ireland was still not free. O’Ryan’s planet is a comically political puppetry ruled by priests who make prophecies and foretell omens.

Leader — Ability Factor: 16 Combat Factor: 15 Hero’s Roll: Yes

Vulcans
Unemotional, scientific people ruled by logic. Unusually powerful and knowledge of anatomy such that Vulcans may disable a human with an anesthetic pill. They are unisexual and have no sense of smell. They have an additional brain structure which grows in a kind of structural shell formation on the top of the forehead. They grafted artificially crested organs onto the skin and skull giving the appearance of an open brain. This additional brain structure performs functions we are not capable of, including long-distance communication. They also have an eighth sense; they can deal with the dimensions of time and space.

Leader — Ability Factor: 16 Combat Factor: 15 Hero’s Roll: Yes

PAINTING GUIDE TO FEDERATION CREW UNIFORMS

Captain Kirk wears a pale green Admiral’s uniform when entering the Enterprise, a grey uniform with white chest when briefing the crew on their mission and a white tunic with grey trousers when on the bridge. Other crew members wear sandy brown or pale blue uniforms. Security guards wear black armour and Ilia wears a white tunic as ‘probe’ in the film.
for each tower he holds (with at least three tokens). The plot territories equal to the number shown on the token. A player at player’s hidden tokens, etc. Tokens may move the number of a tower, that domain’s

which are psychic gifts reminisent of those possessed by the

include: doubling of token values, unlimited movement, looking

their next consecutive lower numbered token (8, then 7, etc.)

wise manner, until they each have a home domain. After this,

in his home domain’s tower. All players follow suit in a clock-

clan. The tokens are numbered 1-10 (two each of the odd

game with 15 Clan Tokens, the colour of which represents his

territories and contains a tower and a castle.

The board is a map of Darkove

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 four good and four bad points of the game reviewed. The OVERALL figure, on a 1-10 scale, rates the overall quality of the game components, is easy to learn, and is a very enjoyable game to play.

It is played on a small (10” x 18”) but adequate board. The board is a map of Darkover divided into seven domains and an exile; each domain is divided into about a half a dozen territories and contains a tower and a castle. Players start the game with 15 Clan Tokens, the colour of which represents his clan. The tokens are numbered 1-10 (two each of the odd numbers), representing both the combat strength and movement factor. The plot cards are shuffled and turned face down (each shows a domain), a player chooses the first one and this is his home domain. He places his two nine, and one ten tokens in his home domain’s tower. All players follow suit in a clock-wise manner, until they each have a home domain. After this, all players continue to draw from the plot card deck and place their next consecutive lower numbered token (8, then 7, etc.) into a territory within the domain shown on the plot card until they have only a two and two ones; these are kept off the board and used as replacements. Each domain has a Laran, which are psychic gifts reminiscent of those possessed by the Cosmic Encounter aliens. When 3 or more tokens are moved into a tower, that domain’s Laran is acquired. The psychic gifts include: doubling of token values, unlimited movement, looking at player’s hidden tokens, etc. Tokens may move the number of territories equal to the number shown on the token. A player may always move one token and may move one additional token for each tower he holds (with at least three tokens). The plot card deck determines movement; on a player’s turn, he flips the next plot card over and must move his tokens to the domain shown, his home domain, or Elhalyn. This method can be restricting and is ignored in the advanced game, to increase player skill. The occupation of castles is very important. For each castle occupied, two replacement clan tokens, two peril chips (explained later), or one of each, may be chosen.

During a turn more power must be gained by occupying towers and castles to make a player powerful enough to begin the ‘Wars of Succession’ (explained later). A watchful eye must be kept on the other players to see that they are not getting too powerful. There is a lot of player interaction and diplomacy plays a large role. The object of the game is to occupy and hold the Elhalyn Tower during the Wars of Succession. The Wars of Succession begin when a player has the threshold number of tokens in Elhalyn Tower at the end of his turn (the threshold number begins at four and may be reduced during the game). To win, a player must withstand an attack by one player and have the winning number of tokens remaining (the winning number begins at three and is always one less than the threshold number). I assure you, this sounds a lot easier than it actually is.

Darkover’s two most fascinating features, I believe, are the Ghost Winds and the combat system. These are explained below:

An activity is written on a piece of paper by each player before play starts. These are put aside and kept secret from the players. This is called ‘writing the Ghost Winds’. Upon selection of the Ghost Wind peril chip, the activity written by one player is chosen at random and this is to be performed by the players. The activities may be funny, embarrassing, or almost anything ‘that does not cause harm to the players’. (The example given in the rules is ‘crawl around the room barking like a dog’, but this is a very unimaginative example. The Ghost Winds, if played by an imaginative group of people, can be much more interesting!) Players must then vote whether or not they wish to perform the activity. All players voting no must remove all their tokens from the board and place them in their home domain, thereby losing any castles and towers held outside their home domain. If only one player should vote yes, he need not perform the Ghost Wind and leaves his tokens where they are. If two or more players vote yes, they must perform the Ghost Wind and leave their tokens where they are.

Most people are familiar with the game ‘Paper, Scissors, and Stone’; this is the combat system for Darkover. Three power discs – Sword, Keeper and Starstone – replace the hand movements. The duelling players reveal a disc simultaneously, the Sword defeats the Keeper, the Keeper defeats the Starstone, and the Starstone defeats the Sword. If the same disc is revealed, the highest token value wins (defender wins if same token as disc, winner if two the same). However, if two Starstones are revealed, the outcome is decided by a Psychic Contest. The two duelling players stare directly into each others eyes, the offensive player calls out a word or phrase and begins counting from 1-30 followed by the word or phrase (example, “One Purple aardvark, two purple aardvarks, etc.”). If either player should break eye contact, laugh, smile, or miss two consecutive counts, he loses. If thirty is reached, the higher token wins. The battle winner leaves his tokens where they are and the loser must remove his tokens to the ‘Overworld’ (off the board). When a player loses a battle, he still has one last chance for revenge. He may cast a psychic spell (by using the peril chips). The peril chips are psychic spells numbered 0-3 (spell strength) and specials. To throw a psychic spell, the loser chooses as many peril chip psychic spells he wishes (or none if he wishes to bluff the winner into wasting some peril chips) and casts them. There are two morespecials. If two or more players vote yes, they must perform the Ghost Wind and leave their tokens where they are.

Eon Products – £8.50

Darkover is a 2-4 player game based on the world created by Marion Zimmer Bradley. Eon Products, Inc. have maintained the excellent standard set by their first game, Cosmic Encounter. Darkover, like Cosmic Encounter, has very sturdy game components, is easy to learn, and is a very enjoyable game to play.

OPEN BOX
Darkover is an excellent game and I recommend it wholeheartedly to everyone. I look forward to any future release from Eon Products.

Overall: 9

John Olsen

SWORDQUEST

Task Force Game — £3.95

Task Force Games is a new company operating from Amarillo, Texas. In 1979 they released a number of science fiction and fantasy mini-games. It seems their folio is to expand to include military games and a larger boxed range of games. The driving force behind TFG appears to be Stephen Cole. The new generation of fantasy gamers will probably not recognise this name, but Stephen used to be the editor of a wargaming magazine called Jagdpanther. This mag had a free game in every issue, much like S&T, but the articles were about the theory and practice of wargaming, and, especially, variants to published games. Anyway, to get back to the matter in hand, Swordquest is the most expensive of the TFG mini-games (the normal price is £2.95). The reason becomes clear when you examine the components. A 20 " x 15" six colour map and 84 coloured counters come with the game. The other components are 14 page rules booklet, a tactical display sheet and 2 damage point charts. The hex grid map has mountains, rivers, forests, cities and roads displayed on it. In the very centre of the map is a dragon lair! The game was designed by someone called Vance Buck (developer, Stephen Cole), surely an American, and yet the names on the map reek of British Celts. Cornwall is represented by Holywell city. Wales is heavily represented by, for example, cities called Merthyr, Rhyl, Aberystwyth, Colwyn, etc. and places such as Carnarvon Forest and Llandrindod Lake. Scotland appears to have made its mark as well with names like Troon. Appropriately, Ayr is a devastated ruin (perhaps the designer arrived in Britain via Prestwick Airport?).

Swordquest is a game for 2-3 players. Each player starts in a city on one side of the map, has to find a magic sword, and take it to his fortress on the far side of the map. There are in fact 3 swords. The first one taken into a fortress has a 66% chance of being counterfeit, the second a 50% chance, and, of course, if the other 2 are counterfeit the third is automatically genuine. The game stops as soon as a player gets what proves to be a genuine sword into his fortress. The 3 sides are evil, good, and druids. Each player has 5 active characters which can move independently and initiate combat. To set up the game magic token counters are shuffled and placed face-down on all the city hexes. Guard counters are shuffled and placed face-down on top of them. The game works by the player moving an active character into a city hex whereupon he can examine the guard counter. The guard could be a character or unit friendly to the phasing player in which case it joins the character; or it could be friendly to another player, in which case the phasing player's character has to fight it to get at the magic token counter. The guard could also turn out to be a monster of some sort or another which would have to be defeated. The magic token counter could be one of the swords, a spell counter enabling a character to fly, a know counter enabling a player to examine a guard token stack without combat, a dragon control counter or something to help in combat. Controlling the dragon is a 2- edged sword - both this powerful beast is very good at smiting one's opponents, hip, thigh and everywhere else, it has an unpleasant habit of turning on its controller. The combat system is very unrealistic and is in fact similar to the much criticised system used in SPI's War of the Ring. The rationale is that characters and monsters will only fight on a 1-1 basis because grabbing up on somebody would be dishonourable. Any extra troops on one side wait in a queue for their turn in combat. A quote from Charles Vasey in a review of WarR sums up my feelings on this sort of combat system. "Half a dozen Nazgul are sitting around the camp fire one night discussing the FA cup and the monetarist economic theory, when up steps Gandalf the Grey and challenges them to mortal combat. What happens: 6 Nazgul do the old fool over - Right? Wrong - the Nazgul line up one at a time, fight him like gentlemen and die bravely, thereby proving that Nazgul are Englishmen or the game system is wrong": (N.B. quote from memory!) The combat system also lacks colour. The same CRT is used irrespective of whether the characters are fighting with swords or magic. Magic tokens only act as die roll modifiers etc. Combat can take a while to resolve and is tedious as the only skill involved is the ability to throw dice. In fact the whole game lacks colour. Players have identical forces and identical victory conditions. I can't see this appealing to the involved fantasy gamer.

Overall: 6

John Lambshead
(Ealing Games Group)

DRA’K’NE STATION

Judges Guild — £3.50

Following the release of general playing aids for GDW’s Traveller rules, JG (and specifically, Bill Paley) have now put out their first attempt at a complete adventure. It seems to be mainly free of the misprints and ambiguities that occasionally plague this type of production; the only comment I had in this respect was the fact that one had to decipher the composition of the adventuring party from a short piece of narrative. Surely the player-characters deserve their own short section? Anyone who has read the SABLE ROSE AFFAIR (WD 17) will realise that I am firmly in favour of giving as much information as possible in the introductory sections to cut down on preparation time and allow referee and players to get into the game with a minimum amount of paperwork. On this score, Dra’K’ne Station is rather weak.

Most of the 60 pages of text are taken up with descriptions and floor plans of the station, the remainder being introduction and referee’s notes on playing the adventure. Only one scenario is given, but the notes give some guidance on other uses of the material. It should be possible to fit this adventure into an existing Traveller campaign, even those set in a ‘human-only’ background.

As for playing Dra’K’ne Station, a play-through reveals this to be an interesting example of the problem-solving type of adventure. The sheer size of the station, and, once the initial vigilance has worn off, the seeming harmlessness of much of its contents encourages laxness with possibly fatal failures to identify dangers where they do occur. The dangers are by and large logical, and many may be foreseen by the careful, thoughtful player who will be rewarded with survival and bringing home the fruits of his investigations.

This is therefore a good effort in a new field, and I look forward to seeing further adventures from the JG stable. Please, though, a little more information and clarity in the introductory sections.

Overall: 8

Bob McWilliams
Background (for DM only)
Tizun Thane was a high level evil magic user, who was as cruel as he was cunning. Also sharing Tizun's palace were his brother, Diker, and his half-brother, Sega, though they are nowhere near as powerful as Tizun. However, they had no brotherly love for him and were constantly plotting to overthrow him. Tizun tolerated this with condescending amusement and was confident that his powerful and constant bodyguard, Thraaak—a gu'en-deeko (64), could prevent any threat from them. Sega devised a plan to use the bodyguard against Tizun. An assassin was hired to slay Tizun, he was told that Tizun intended to slay them both and Thraaak, whom he had tired of. The assassin was also informed that Tizun was at his weakest, when transporting through one of the magic mirrors (23). Diker and Sega knew that the assassin would never get past Thraaak, but this was intended. Thraaak killed the assassin and in his normal manner, (64), devoured the brain of his prey. He then knew what the assassin had been told, but not how the assassin had come to know it. Believing Tizun was about to betray him, Thraaak decided to kill Tizun with his newly acquired assassin’s skills. As they returned through a mirror from an adventure, Thraaak struck silently from behind, killing Tizun outright. He then devoured Tizun’s brain. But now Sega’s plan went awry. Thraaak absorbed Tizun’s great knowledge and it drove him insane. Thraaak now believed himself to be Tizun Thane. Since then he has roamed the palace, dressed in Tizun’s ill-fitting robes, insane with power and grief, as if he now knows that Tizun had no intention of killing him. He has proved too powerful for Sega and Diker, so they lure adventurers to the palace, hoping that the will do battle with Thraaak, and so deplete his spells, to weaken him for the Night Things which have been marauding in the woods for the last six months (the Shadow Dancers, see 39). Many villagers have been slain, and now at nightfall the frightened villagers lock and shutter themselves in their homes. Any village will advise the party to stay in the tavern overnight and not venture out. The buildings of note in the village are:

1. The Ferryboat Tavern
   There are a few villagers in the tavern, quietly finishing drinks whereupon they will scuttle home. There are also a few travellers, who like the players, have been forced to stay overnight. Rooms are cheap. As the sun sets, the landlord will lock and bolt the doors and pull the shutters closed and fix them with heavy iron bars. He is quite genial and will tell the players the following:
   That the players should retire to their rooms and not, on pain of death, open their shuttered windows because of the Night Things. (This should be stressed, as the party could well be killed if they do. Should they be foolish enough to ignore this advice, it is 100% certain that they will see dark shapes in the woods and that one will come to the tavern and climb up to their open window.)

2. The Temple of the Shadow Dancers
   Tizun always ensured that there was a live human sacrifice to keep the Shadow Dancers appeased, but since his demise, the supply has dried up. Now, during the night, the Shadow Dancers roam free, terrorising the local population, especially in the nearest village, Cahli, where Diker sometimes sends men for supplies.

DM’s Notes
1. The level or number of Hit Dice along with ability scores of monsters are given for the DM to roll hits and award bonuses depending on whether Advanced D&D or Basic Rules are being used.
2. MM denotes the monster is described in TSR’s Monster Manual; WD denotes a monster from the indicated issue of White Dwarf.
3. Important points are noted, it is left to the DM to complete the descriptions of rooms, other travelers, villagers, etc. Numbers in brackets are cross-references to other rooms.
4. The walls of the palace are of smooth stonework.
5. Remember, not all monsters are hostile. The main characters must be played with care, remembering the storyline, above.
The boat and boatman are locked up for the night. The boatman will (time in this scenario) the party to the yard.

"Allowing them to see the body of a man in armour who has obviously been killed by a rock from above. He still has some weapons in and he is a pile of parchment bearing a wax seal in which the words 'Tizun Thane' are barely legible. Written on the parchment is 'To gain entrance, say to the guard 'Take us to your master.' There is nothing else of interest on the bed. The opposite area in the ravine is a series of caves in which men and horses can shelter. The ravine is wide enough for single file only.

The ravine leads into an old volcanic crater filled with water. A waterfall leading west south west. The water flows fast indicating a subterranean exit. The path leads out onto a rocky plateau. The east wall is lined with wooden stalls. Hay on floor, etc.

The village would reward anyone who could put a stop to the marauding of the Night Things. They could muster 2000gp.

2: The Stable

A large building with a stockade round it. Piles of seasoning timber lay in the yard. There is also a trading store in the village, where the party can buy supplies in the morning.

The path that the villagers say leads to the Hall of Tizun Thane, is a small, overgrown track running south from Cahlil. The only encounters in the forest will be with pixies, who may give advice to the party, depending on alignments and whether they are friendly. After two hours ride (it is very important to keep track of the time in this scenario) the party have reached hill-lands at the foot of a cliff. The track leads through a narrow ravine shown on the map above. Any encounters in the ravine will be either physical projections of berbalangrt (WD11) or nandies (4) who will attack from high ledges by hurling rocks. At the point marked 'x' is the dead body of a man in armour who has obviously been killed by a rock from above. He still has some weapons in and his back pack is a pile of parchment bearing a wax seal in which the words 'Tizun Thane' are barely legible. Written on the parchment is 'To gain entrance, say to the guard 'Take us to your master.' There is nothing else of interest on the bed. The opposite area in the ravine is a series of caves in which men and horses can shelter. The ravine is wide enough for single file only.

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burnt logs. Secret compartment in side of fire place contains wooden sacks and broken barrels leaking flour etc., rotten food, etc. Whole place 7: 1-3 troglodytes: 216 and their pets, who have tunnelled up to the surface world. In each room: All were bedrooms, except 9 standing figures clad completely in plate armour; brooms etc. scattered on floor along with wood. The dots either side of each door mark the positions of swords. They are nothing but suits of plates etc. on; brooms etc. scattered on floor along with timbered surface of the each window opening and a faint groove in the sill of honey; steel mirror; crystal ball with mirrors - the secret doors. The mirrors are one way, viewing into the chambers have the same except plusher. There is a secret steel shutter containing solid stuffing.

4a-1: Bunkrooms: Scattered in each is an amazing amount of debris, broken beds, tables, twigs, leaves, etc. items of interest to be found: morning star; quiver + 20 arrows; large sack; heavy crossbow, 2 flasks oil; pouch of powdered kobold horn; hand-axe; 7 iron spikes; 2-handled sword; military pick; giant insect legs; small sack; small empty earthenware pot; short bow. Plus, in one of the rooms, the nandies' treasure as detailed above. The beast also emits a powerful aura of evil (detectable by magic), will cause horses, dogs, mules, etc. to skitter and start if it is approaching (within 400' radius) even if it is concealed. It has no interest in treasure, but if heading a colony there will be the nandies' treasure as detailed above.

4a-3: Holding Cells

Metal bars, an inch apart, bearing scratch marks; shelving with broken plates etc. on; brooms etc. scattered on floor along with rubbish. The unsavoury smell of putrid food lingers in the room. Amongst the rubbish on floor: garlic; narrow-bone; 27 e.p.; 150 wooden club; sword; 1D4+14 length of pole obviously broken from a longer one; gold wristband; 50' rope; 3 silver tipped arrows; silver mirror. Also: 1-6 giant rats (AC7; 1D4; Att 1-3 + disease) (MM)

6a: Kitchen: 2-6 giant rats as 6. Stewroom with cooking utensils, split sausages, broken mugs, nails leaking fluid etc., rotten food, etc. Whole place smells foul. In rubbish: 9 iron spikes; composite bow; 2 empty water skins; 62 e.p.; 1 wooden stake and mallet; light crossbow; 5 e.p.; 49 g.p. All with iron bolts or tacks in 3W corner; filled with ashes and half burnt logs. Secret compartment in side of fire place contains wooden box in which are 56 g.p. and 2 gems.

7-9 Gp & 45-48: Servants Quarters

All very basic bearing no sign above - and 49 - a storeroom. Most furnishings are now wrecked. Rooms are now occupied by a tribe of troglodytes (AC5; 2D8; Att 1-3/1-2-5 + revulsion odour) (MM) and their pets, who have tunneled up to the surface world. In each room: 7: 1-3 troglodytes: 216 g.p.

B: 1-3 giant ants (AC3; 2D8; Att 1-6 + disease) (MM)

9: 1-6 troglodytes; 315 g.p. Part of the floor is missing. A tunnel leads down following a fissure in the rocks below. This leads deep below to the Troglydote Caverns, a scenario for the DM to develop, if it is desired to extend the adventure.

10-16a: Guest Wing

All are guest bedrooms, the lower were for aides, the upper (s) chambers for their masters. The lower rooms all have wooden beds, horsehair mattresses, plain wash stands and bowls. The upper chambers have the same except plusher. There is a secret steel shutter in the wall above each window capable of sliding down to seal the window (see 5D). The only trace of these are a hairline crack in the upper surface of the each window opening and a faint groove in the sill where they land. There is also a small secret compartment in the ceiling of all rooms (see 50). In each compartment is a fragile bubblecontaining a sleep gas as the spell. The bubbles are so fragile that they shatter on impact with any surface. If a compartment is forced open the bubbles still fall enough to shatter. They may possibly be caught unbroken by someone with 18 dexterity, but even then there is only a 15% chance of success. In the upper rooms there are floor to ceiling mirrors - the secret doors. The mirrors are one way, viewing into the rooms from 90. Any adventurers holing up in one of these rooms for the night will probably fall prey to Diker Thane (69).

In the rooms at the moment:

10-13a: 11 goadlings (AC5; 1D8-1; Att by weapon) armed with sword, mace or hammer. They have on them 389 g.p., 125 s.e.p., 89 c.s.p. a small gold ring, and a parchment as found in ravine. They are emissaries come to meet with Tizun Thane and are at the moment debating what they should do having found him slain.

11-13a: Empty.

12-13a: The barred grids are missing from the windows. 1-6 stiges (AC8; 1D8+1; Att 1-3 plus drain blood, attack as 4 hit dice monster) (MM). 2 dead bodies on floor, both have possessions; one has sword; 50' rope; hammer; spear; 32 c.p.; 108 g.p. the other has: belladonna; pat of honey; steel mirror; crystal ball with clairaudience only (half normal values, including E.P.); 112 g.p.

13-13a: In the corner of 13a, nestling on a ripped up mattress is Tizun Thane's pet carbuncle (AC2; 1D8; Att nil; empathy, telepathy and prophecy) (MM) a fine specimen worth 2000 g.p. (Play wisely - it only attracts wondering monsters as a last resort - to test the morale and loyalty of the party to the limit). It will never portray events contrary to the nature of the subjects in the telepathic pictures; due to its empathy it knows their alignments. It knows every nook and cranny of the palace, including the main treasure but is unlikely to reveal this.
Thane, now just a skeleton, still clad in purple robes, and lying face down, feet towards the mirror. The skull is caved in; there is no trace of the brain. His hand is concealed beneath the body, on this is a ring (see below). Stitched in to the lining of the robe is a scroll with two levitation spells on it. It is old — even Tizun had forgotten it was there. There is solid wall behind all the mirrors, the mirrors reflect as normal unless the viewer is wearing the ring from the body. The ring is gold with a zig-zag bright green line running round it. It enables the wearer to view, and transport through the mirrors. The wearer will see no reflections, but instead will see a scene from another scenario (e.g. in 'a', a deserted, ruined wharf in an underground cavern — the Lithway in WD/D; in 'b', a ring of standing stones around a tranquil pool — Pool of the Standing Stones in WD/12; etc. It is left to the DM to fit the scenes to the scenarios he has available. The scene need not be of the entrance, it may even be of one inside a dungeon.) Anyone wearing the ring can step through the mirror into the scene viewed in it. The point of return to the mirror will be visible to the wearer as a shimmering silvery area from that side through which he can return to the Hall of Mirrors — emerging from the mirror. The ring can pass through on its own i.e. it may be thrown through.

24-29: The Harem

Lavishly furnished but now dingy. All but one of the girls (29) has fled. The girls on the wandering monster tables are ex-harem girls — none of them is the merchant's daughter. While in this area there is a 10% chance/turn that Diker and 1-6 men (51-60) will come.

24: Patio: large silk cushions, empty wine jugs, etc. The door to 29 is heavily padlocked on outside. (Key in S9).

25: Master Bedroom: 3-6 bandits (working down list from top) ex-members of Tizun Thane's guard, now thrown in with Diker Thane (60), wearing chainmail and shield, all armed with swords. They are there to guard the girl in 29. The bandits are:

<table>
<thead>
<tr>
<th>Name</th>
<th>Al</th>
<th>Level</th>
<th>S</th>
<th>I</th>
<th>W</th>
<th>D</th>
<th>C</th>
<th>Ch</th>
<th>Carries</th>
</tr>
</thead>
<tbody>
<tr>
<td>Brazuro</td>
<td>C.N.</td>
<td>2</td>
<td>15</td>
<td>12</td>
<td>8</td>
<td>12</td>
<td>14</td>
<td>13</td>
<td>116 g.p.</td>
</tr>
<tr>
<td>Atama</td>
<td>C.N.</td>
<td>1</td>
<td>14</td>
<td>8</td>
<td>10</td>
<td>9</td>
<td>9</td>
<td>9</td>
<td>24 g.p.</td>
</tr>
<tr>
<td>Ignall</td>
<td>C.N.</td>
<td>1</td>
<td>11</td>
<td>9</td>
<td>10</td>
<td>14</td>
<td>13</td>
<td>32 g.p.</td>
<td></td>
</tr>
<tr>
<td>Jude</td>
<td>C.N.</td>
<td>1</td>
<td>14</td>
<td>12</td>
<td>5</td>
<td>7</td>
<td>9</td>
<td>12</td>
<td>18 g.p.</td>
</tr>
<tr>
<td>Margen</td>
<td>C.N.</td>
<td>1</td>
<td>14</td>
<td>13</td>
<td>15</td>
<td>8</td>
<td>8</td>
<td>48 g.p.</td>
<td></td>
</tr>
</tbody>
</table>

They know nothing of what transpired with Tizun Thane, but they know of Thraak (64).

In the corner of the room are some bamboo flutes and a lute type instrument.

26 & 27: Bed/Chambers: Empty

28: Bed Chamber: Dore musuch (AC5; 4D8+1; Att 1-10) (MM). Former harem guard who has stayed voluntarily to protect girl in 29 for whom he has a dog-like devotion and loyalty. Will berserk should anyone cause her physical injury. Diker Thane allows him to stay to ensure that none of his men injure her. He has 562 g.p. buried under loose stone slab in floor.
29: Bed Chambers: Harem girls named Izis, 18 charisma, still dressed in harem clothes though she is a 2nd level thief!—dexterity 13. Diker has known her since birth (through the ogre in 28 doesn’t know this, to him she is still doing her job) to consort with his men. She is Neutral and would be grateful to anyone who would help her escape. She knows that the merchant’s daughter was killed in the forest by the Shadow Dancers (35a) in the 1st level. Sega Thane will give half the reward for the news of his daughter. In the secret compartment in the W. wall, Izis has concealed items she has stolen from Tizun Thane, and Diker’s men. They are really the background of such small items as a magic golden hilt. He is chaotic evil, has 8 hit points. fights 35–38: Sega Thane and his Minions. The secret compartment in the E. wall contains a large ring of keys. The green gremlins ‘treasure’: the most amazing collection of things’ that have terrorised the villagers of Cahli. They can climb as human blood in the service of some dark lord of the lower planes.

40 – 42: Personal Servant’s Quarters

40: Lounge: tables, chairs etc. A trap is set on the stairs—a weighted net is concealed above and can be released by the guard at N. end of 50. 

41: Bedroom: Bed etc. empty

42: Bedroom: Bed etc. empty

43: Cellblock

44: Torture Chamber

45 – 48: Servant’s Quarters (see 7 – 9)

49: Secret Passage

A passage that opens for attack on lower rooms. The central secret door in the S side is the painting in 3. The eyes are peepholes to look out. It is from here that the boat can be watched before setting sail. The door can be heard as it opens, and the opening and closing of the spells of Private, Door, and Wall. The boat is in the water and will open the door wide enough to allow the boat out into the lake. There are oars, fishing nets etc. stored around the room.

49a – 49b: These are areas of flat roof from which Tizun Thane’s guards fired arrows when ambushing guests in 3.

The two dots mark the position of guards of Diker Thane. They will be two of the men from 51–53 (roll die to determine who is on guard at any time). The 5' wide side running to the south and then west, north, is directly under the sloped rooftops seen over the closets. Chinks of daylight are visible and nandies (4) can be heard scampering across the roof. The secret doors to 10a–16a are all one way. The boat will slide down (as in 5) and into the water (as in 5). When opened they will be secret doors leading to secret passages under, 61. There is a large rowing boat (seats 12) in a water filled cup, and in the E. wall. There is a large secret door in that wall that will allow the boat out into the lake. There are oars, fishing nets etc. stored around the room.

51: Servant’s Quarters (see 7–9)

51 – 53: Barbalang: 2, 4, 3

52: Barbalang: 2, 4, 3

53: Barbalang: 2, 4, 3

54: 3 gems and a book

55: A scroll with the spells of Fireball,wizard, levitate, hold portal

56: 3D8, 3D8, 3D8

57: 1-8 bite, being creatures of magical origins they are immune to all magic weapons

58: A small gold skull. He wields a black 2-handed sword with a gem in the hilt. He is a 2nd level sub-class developed by Lew Pulsipher and as yet unpublished.

He has the following powers (usable once per week):

The door opens as a +1 sword; a blue-gold, strengthening ring of thievery (3rd level); 7 arrows of berbalang slaying which will kill the berbalang if they hit either the berbalang or its projection. They are +1 to hit. Izis knows what the arrows are. She may have some or all of her possessions if a party need persuading to rescue her.

30: Open Courtyard

A covered walkway runs along the W. side. There is a pool, almost completely overgrown with weeds. In the 15' deep pool are two lizard men (AC5: 2D6+1; At 1–2/1–1/1–8). Their treasure is concealed in large clutches of gold and silver. They are 20' tall. They are Neutral evil, have 4 hit points.

31: Guard Hall

Deserted. N. wall decorated with various weapons, crossed swords & halberds etc.

32 – 34 Eunuch’s Rooms

Contain bed, table etc. all plain.

35: Bed, table

33: On the floor are five bodies carrying: A) chainmail; shield; 78 sp.; sword; B) cloak; saddlebag, weapon (pistol); C) lantern, large sack, sword; D) plate mail; hammer, 32 ep.; C3, fur pett worth 1–100 sp., sword; D) plate mail, 2-handed sword, mace, small sack, 100 g.p.; E) chainmail, shield, torch, 42 copper pieces, garlic bulb, gem. They are Neutral evil, have 3 hit points. fights 32 – 34: A companion of Sega Thane to be activated at a later date.

34: Some pets of Sega Thane: 1 – 6 green gremlins (AC7; 1D8; Move 6’). At 1–3/1–3/1–6 plus fear — save as versus spell or flee for one turn) which are limpid, long limbed green, leathery creatures that are equally at home climbing across walls and ceilings as they are on the ground. They have a ferocious visage (wade through weapons, skin and fists) and possess two 1-6 claws and a 2 dragon eggs; door handles, a 1’6” long wooden tube of 1” diameter; door handles; assorted weapons; 2 picture frames; wooden cross; a shepherds crook; etc. (have fun discovering odd items plus ring of thievesh (10% to anybody wearing it to pickpocket); 145 g.p.; gem; 31 c.p.; 87 sp.; gold necklet; 2 rust arrows (have red heads with runs on, will rust any armour they strike—except magic armour— as if affected by a rust monster).

35 – 38: Sega Thane and his Minions.

35: 4 zombies (AC8; 2D8; At 1–8(IMM)

36: 13 large animal bones spread about on floor. A green, harmless insect hiding in with pink mould spots is growing on the bones. The bones are of a large animal and an old white raven.

37: Sega’s Guardroom: The dots mark the position of standing figures with swords and shields, clad completely in plate mail with visors down under the command of Sega Thane (38). They activate if commanded or interfered with. The large double doors to the E. are elaborately carved. The secret compartment in the E. wall contains a large ring of keys hanging on a hook. These are the keys to the cells in 43.

38: Sega Thane’s Chamber: Macabrely furnished. Door to 37 has secret spy hole. Tizun Thane’s half-brother Sega is a tall figure swathed in black. He wears a bladed hood, and behind its silhouette can be seen a large black hood covers his head and shadows his face in the shadow only two gleaming eyes are visible. The clasp of his cape is a small goldusk. He wields a black 2-handed sword with a gem in the hilt. Sega is considered by many to be mentally unstable, he is a loner. Sega is a 2nd level sub-class developed by Lew Pulsipher and as yet unpublished.

He has the following powers (usable once per week):

The door opens as a +1 sword; a blue-gold, strengthening ring of thievery (3rd level); 7 arrows of berbalang slaying which will kill the berbalang if they hit either the berbalang or its projection. They are +1 to hit. Izis knows what the arrows are. She may have some or all of her possessions if a party need persuading to rescue her.
Each will have 1-50 g.p. in their room. Those in 60 will have from 50-100 g.p. each.

59: Diker Than's Chamber
Plush furnishings etc. Diker Than would prefer to make a deal with a party even if they initially attack. If he captures them either with net or by sleep bubbles during night, he will tie them up and then make a deal with them. Basically he wants Thraak attacked and weakened and will free the party to do this, he may even pay them after. Should a party be attacking Thraak anywhere other than in the tower (61-65a) and he thinks he and his men will turn the tide against Thraak, he will come to the aid of the party. If the party are on the verge of defeat, (e.g. have all been slept) he will rescue them from Thraak gaining more power. If Thraak is successfully dealt with he may enlist their aid to get rid of Diker Than. An opportunity presents itself. He is cunning and machiavellian, he may attack the party if he feels it will benefit him, but it is unlikely. He would prefer to leave them in the hope that they battle with and weaken Thraak for him. He places the parchment on the body in the ravine to allow adventurer in. There are many parchment rolls and Tizun Than's seal in his room.

Diker is a 4th level cleric, chaotic neutral, wears plate armour and has a black shield (AC2), 20 hit points, and characteristics of: S 13; i 15; W 15; C 13; D 11; Ch 15. He wields a +1 (to hit and damage) mace. He wears a dark green cape and in a side pouch has the key to 29. He wears a ring identical in appearance and powers to the one on the body in 23. He knows everything about the palace except the location of Tizun Than's treasure, though he suspects it is in the tower somewhere. His spells are:

2nd level: Hold Person
1st level: Cause Light Wounds, Protection from Good.

If AD&D rules and/or being used, the DM should decide which additional spells to use. Hidden in the room is the key to the chest in 59a.

59a: Diker's Treasure: The door to 50 is wired and rings a bell in 59 if opened. In the room against the E. wall is a large chest. It contains 3,539 g.p. and 4 gems. It is locked. The key is in 59.

61a-65: Tower of Tizun Than
All the windows have heavy metal shutters, which are all closed. All rooms are lavishly and ornately furnished. Within the tower, lurking in solitary silence is Thraak, a gu'endeeko, insane since he slew his master. He is a 1st level dwarf and the skills of a 2nd level thief. His assassin's skills have faded, but is a light grey in colour. It attacks with two powerful hands doing 1-8 damage each. Though it eats most things, its preference is for human flesh, particularly the brain. On devouring a human brain, it gains the abilities of the person it devoured, including the last words they spoke. It also gains any spells or abilities that the victim had. Skills and knowledge fade after 1 year but not the spells, although once used, a spell is gone, and cannot be released in the normal fashion. The hit points gained become permanent additions and are regained on resting etc. if the creature is wounded.

Thraak is wearing a Cloak of Displacement (first attack automatically miss, +2 protection thereafter and +2 on saves versus magic and other attacks) and a larger version of the ring in 23. He has the following skills at the moment: detect traps etc. as a dwarf and the skills of a 2nd level thief. His assassin's skills have faded. He has the following spells left:

3rd level: Fireball, Hold person
2nd level: Mirror Image, Phantasmal Forces
1st level: Charm, Sleep, Shield, Protection from Good

When casting a spell he utters a strange laugh — his version of Tizun's laugh when bettering a foe. He knows where Tizun's treasure is though he) is unable to reach it but will protect it.

65: Workroom: Magical tomes abound, including a Tome of Clear Thought. The room is packed with ingredients for potions, phials, pestle and mortars etc. In one phial is a potion of polymorph self in another is a potion of healing.

65a: Minor Treasure Room: A large chest contains 2,390 g.p. 114 p.p. and 2 gems. This treasure is a dupe should any ever invade Tizun's Tower. The real treasure is in the room above 65, accessible only through the trapdoor in the centre of the ceiling 20' above. The ceiling is shaped to follow the lines of the roof above and has beams, rafters etc., as though it were the underside of the roof. In this concealed space is a huge hoard of treasure is though he

65-100: Diker Than's chamber
His basal is written by Dave Arneson, co-author of D&D...

GU’EN-DEEKO
No. Appearing: 1
Armour Class: 4
Movement: 12'
Hit Dice: 3D8 + special
Treasure: Nil
Attack: 1-8/1-8 plus special
Alignment: Chaotic neutral
Intelligence: Low (but knowledge varies)
Monstermark: Varies

The gu'en-deeko is believed, falsely, by the northern tribes to be a human who has been cursed by the gods and turned into a giant ape-creatures, living and stalking in cannibalism. It is similar in appearance to a yeti, but is a light grey in colour. It attacks with two powerful hands doing 1-8 damage each. Though it eats most things, its preference is for human flesh, particularly the brain. On devouring a human brain, it gains the abilities of the person it devoured, including the last words they spoke. It also gains any spells or abilities that the victim had. Skills and knowledge fade after 1 year but not the spells, although once used, a spell is gone, and cannot be released in the normal fashion. The hit points gained become permanent additions and are regained on resting etc. if the creature is wounded.

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He has the following skills at the moment: detect traps etc. as a dwarf and the skills of a 2nd level thief. His assassin's skills have faded. He has the following spells left:

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2nd level: Mirror Image, Phantasmal Forces
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65-100: Diker Than's chamber
His basal is written by Dave Arneson, co-author of D&D...

Gamesience will be re-releasing the Empire of the Eternal Throne which was formerly produced by TSR...

... Judges Guild continue to flourish as manufacturers of play-aids and adventures for other companies' games. New titles include The Mines of Gustalcan, Tower of Ulision and Verbosh being scenarios for Dark Tomorrow, Mice and Temples of Ra Accurately by Set being scenarios for A&D, and Hellpits of Nightfang being a Runequest scenario...

... Task Force Games are to bring out the boxed game of War of the Worlds, H.G. Wells' classic novel about Martians invading the earth in 1898...

... Yaquinto Publications have just released Mythology, a game of Greek gods and heroes. They have also released four titles in their new Album Game range, including Hero, a fantasy game...

Next Issue:
OGRE HUNT - a C&S mini-wilderness
JORTHAN'S RESCUE - a Runequest mini-scenario

TREASURE CHEST
FIEND FACTORY
OPEN BOX
MOLTEN MAGIC
Temperature: If a Temperature of 3–8 degrees is obtained in an Arctic, or Sub Arctic spring, it may be the beginning of the Thaw. (See Duration of Weather for more on this).

Roll a D20, and having found the climate and season, cross-reference for the result:

### WHICH HAND?
by Paul Markovitz

A practical method of establishing whether player-characters are ambidextrous, right-handed or left-handed. Use a six-sided die and a twelve sided die. The two dice are rolled together and the table is then consulted as follows:

If the result of the d12 is higher than that of the d6, then the character is right-handed. If, however, the result of the d12 is lower than that of the d6, then the character would be left-handed. If the d12 is the same as the d6, then the character can make use of either the right or the left hand but not at the same time. Finally, if the d6 and the d12 both show 6, then the character would be ambidextrous, i.e. the character can use both his hands at the same time, in co-ordination.

<table>
<thead>
<tr>
<th>d6</th>
<th>2–12</th>
<th>3–12</th>
<th>4–12</th>
<th>5–12</th>
<th>6–12</th>
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</tr>
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</tr>
<tr>
<td>Ambi-</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
</tr>
</tbody>
</table>

### WEATHER
by Barney Sloane

On a given day, determine the weather for the area to be adventured in, by rolling one D20 4 times, and, depending on the season and the climate of the area, you cross-index the numbers rolled, one on each table, to get a general weather condition: wind, clouds, precipitation, and temperature. All is alright, until you happen to roll for instance, fog and gale! If you do roll such a suspect result consult the following notes.

**Wind:** Gale force or higher, in a desert, will automatically signal a sandstorm. Decide upon your own rules for any hapless souls who get caught in one of those! Wind of any strength (bar Calm, of course) will nullify fog, and leave a clear sky.

**Cloud:** If a **None** is obtained on the Cloud Table, ignore all precipitation unless the temperature is −7 to 2 degrees (see Precipitation). Any desert conditions will contain no clouds, unless a Squall is indicated by precipitation.

**Precipitation:** Any temperature of −7 to 2 degrees changes all rainfall to snow. Any temperature of 3–8 degrees changes all rain to sleet. The only precipitation which can fall under a clear sky is snow at a maximum temperature of 0 degrees C.

If a storm result is obtained for both Precipitation, and Wind, consider it a cyclone with all the usual effects. A storm for rainfall, and a Violent Storm for Wind indicates a Hurricane. A Storm condition in precipitation indicates a 35% chance of a Thunderstorm. Druids may summon lightning (via *Call Lightning*) one bolt every 5 minutes in a thunderstorm.

A Squall in a desert will cause a violent 'Flash Flood,' which will rush down from the dunes, capable of destroying whole towns in its path.
Spring 2020:

sort would probably be gasping and sweating, as the DM rolls 4 times:

Rainfall and temperature. The results are: 97-00 Bale of straw

Example: Characters are adventuring in the Tropics. It is spring, and there is a 20% chance that it will be the beginning of the Thaw, any rolls for Temperature with a result of less than 3-8 17-20 days. If a temperature of

41-45 Old is

20% chance it will last 6 days, if so

15% chance it will last 8 days, if so

5% chance it will last 9 days.

Special Notes

Any Storm result for Tropical Conditions, can be assumed to last for the above duration, but measured in turns.

If a temperature of 3-8 degrees is obtained for an Arctic spring there is a 20% chance that it will be the beginning of the Thaw, any rolls for Temperature with a result of less than 3-8 degrees are to be disregarded until summer.

Any Squall result will last for twice as long as a Tropical Storm.

Example: Characters are adventuring in the Tropics. It is spring, and the DM rolls 4 times: 6, 13, 2, and 19, for wind cloud, rainfall and temperature. The results are:

6-CALM

13-2/8ths covered

2-NONE

19-26 degrees C.

From this, the DM would probably heavily penalise any metal armoured characters. In fact, any characters in armour of any sort would probably be gasping and sweating.

NON-PLAYER CHARACTERS

by Ian Livingstone

<table>
<thead>
<tr>
<th>Roll</th>
<th>Name</th>
<th>M/F</th>
<th>Race</th>
<th>Class</th>
<th>Level</th>
<th>Align.</th>
<th>HP</th>
<th>ST</th>
<th>IN</th>
<th>WI</th>
<th>CH</th>
<th>Weapons/Spell</th>
<th>AC**</th>
<th>Treasure</th>
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</thead>
<tbody>
<tr>
<td>1-5</td>
<td>Drago</td>
<td>M</td>
<td>Human</td>
<td>Fighter</td>
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<td></td>
<td>2</td>
<td>14</td>
<td>16</td>
<td>8</td>
<td>8</td>
<td>15 15 7 7   2</td>
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<td>6-10</td>
<td>Arrion</td>
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<td>10</td>
<td>8</td>
<td>9</td>
<td>18</td>
<td>10 10 9  5</td>
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<tr>
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<td>16</td>
<td>7  7  7  5</td>
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<td>F</td>
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<td>Fighter</td>
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<td>6</td>
<td>13</td>
<td>10</td>
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<td>30p.</td>
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<td>31-35</td>
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<td>Fighter</td>
<td>3</td>
<td>LG</td>
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<td>36-40</td>
<td>Rameal</td>
<td>M</td>
<td>Human</td>
<td>Ranger</td>
<td>1</td>
<td>LG</td>
<td>12</td>
<td>13</td>
<td>15</td>
<td>14</td>
<td>14</td>
<td>15 15 15 15</td>
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<tr>
<td>41-45</td>
<td>Pulax</td>
<td>M</td>
<td>Human</td>
<td>Cleric</td>
<td>2</td>
<td>LG</td>
<td>11</td>
<td>15</td>
<td>12</td>
<td>12</td>
<td>7  7  7  7</td>
<td>7</td>
<td>45p.</td>
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<tr>
<td>46-50</td>
<td>Starce</td>
<td>F</td>
<td>Half-elf</td>
<td>Cleric</td>
<td>1</td>
<td>NE</td>
<td>7</td>
<td>7</td>
<td>8</td>
<td>13</td>
<td>9  16 8  8</td>
<td>2</td>
<td>35p.</td>
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<td>51-55</td>
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<td>M</td>
<td>Half-elf</td>
<td>Cleric</td>
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<td>NE</td>
<td>8</td>
<td>14</td>
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<td>11</td>
<td>15</td>
<td>14 14 14 14</td>
<td>15</td>
<td>45p.</td>
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<tr>
<td>56-60</td>
<td>Hector</td>
<td>M</td>
<td>Human</td>
<td>Cleric</td>
<td>2</td>
<td>LG</td>
<td>9</td>
<td>12</td>
<td>13</td>
<td>13</td>
<td>15</td>
<td>15 15 15 15</td>
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<tr>
<td>66-70</td>
<td>Quast</td>
<td>M</td>
<td>Elf</td>
<td>MU</td>
<td>1</td>
<td>LE</td>
<td>3</td>
<td>13</td>
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<td>35p.</td>
</tr>
<tr>
<td>71-75</td>
<td>Sinwin</td>
<td>M</td>
<td>Human</td>
<td>Cleric</td>
<td>2</td>
<td>N</td>
<td>9</td>
<td>13</td>
<td>10</td>
<td>10</td>
<td>14</td>
<td>14 14 14 14</td>
<td>15</td>
<td>45p.</td>
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<tr>
<td>91-95</td>
<td>Grogan</td>
<td>F</td>
<td>Human</td>
<td>Thief</td>
<td>1</td>
<td>N</td>
<td>5</td>
<td>13</td>
<td>9</td>
<td>10</td>
<td>14</td>
<td>14 14 14 14</td>
<td>15</td>
<td>45p.</td>
</tr>
<tr>
<td>96-00</td>
<td>Rassk</td>
<td>M</td>
<td>Human</td>
<td>Assassin</td>
<td>1</td>
<td>CE</td>
<td>5</td>
<td>13</td>
<td>12</td>
<td>12</td>
<td>11</td>
<td>11 11 11 11</td>
<td>7</td>
<td>55p.</td>
</tr>
</tbody>
</table>

Note: Paupers and slaves, though penniless, should be allowed elementary articles of survival, viz. rags and a weapon such as a club or staff. Similarly, Landed Knights and Princes should have an abode of some sort, and the last three categories should have their pick, within reason, of armour, weapons and transport.

MORE USELESS ITEMS

by Ian Livingstone

<table>
<thead>
<tr>
<th>Roll</th>
<th>Item</th>
<th>Roll</th>
<th>Item</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-4</td>
<td>Tin of dead maggots</td>
<td>53-56</td>
<td>Wig</td>
</tr>
<tr>
<td>5-8</td>
<td>Dunc's cap</td>
<td>57-60</td>
<td>Pauch of tooth fillings</td>
</tr>
<tr>
<td>9-12</td>
<td>Caved wooden cuckoo</td>
<td>61-64</td>
<td>Book of pressed flowers</td>
</tr>
<tr>
<td>13-16</td>
<td>Map of the isle of Wight</td>
<td>65-69</td>
<td>Life-size painting of an emu</td>
</tr>
<tr>
<td>17-20</td>
<td>Can of stinko sauce</td>
<td>70-72</td>
<td>Jar of spanerow skulls</td>
</tr>
<tr>
<td>21-24</td>
<td>Book of Russian macaronies</td>
<td>73-76</td>
<td>Box of dried seaweed</td>
</tr>
<tr>
<td>25-28</td>
<td>Burnt toast</td>
<td>77-80</td>
<td>Dirty towel</td>
</tr>
<tr>
<td>29-32</td>
<td>Rubber sword</td>
<td>81-84</td>
<td>Six-inch high-stone pyramids</td>
</tr>
<tr>
<td>33-36</td>
<td>One boot</td>
<td>85-88</td>
<td>Bucket of sand</td>
</tr>
<tr>
<td>37-40</td>
<td>Two corn dolls</td>
<td>89-92</td>
<td>Bow of serrad butter</td>
</tr>
<tr>
<td>41-44</td>
<td>Old library ticket</td>
<td>93-96</td>
<td>Green flag</td>
</tr>
<tr>
<td>45-48</td>
<td>Jar of soft pickled onions</td>
<td>97-00</td>
<td>Heles of hay</td>
</tr>
</tbody>
</table>

TREASURE CHEST

Next issue we invite readers to submit their favourite non-player characters. Statistics should be given as per the table below, but flavour and personalisation should be added. We suggest physical descriptions, abnormalities, legends, and special abilities. Make those little old men come alive!
are usually rocky catacombs with dead grass or straw as beds. For their fires and stone or tin for their utensils. Their warrens (appearing), or (35%) in a warren (4 to 20 appearing), or in --bush

A mandrake resembles an extremely thin humanoid with very large genitalia and bark-like skin the colour of a beech trunk. Little of his skin actually shows through the great masses of dark-green hair-like rootlets that cover his body. Red eyes glow from deep hollows above a hair-lip mouth with triangular teeth, similar to those of a shark.

The mandrake people are creatures of the forest. Their tie with the woodlands is so great that a mandrake will go to great lengths to avoid destroying living plants. They use coal or dung for their fires and stone or tin for their utensils. Their warrens are usually rocky catacombs with dead grass or straw as beds. Mandrakes are generally nocturnal and have infravision to 60'. When encountered, they are (50%) in a hunting party (1 to 10 appearing), or (35%) in a warren (4 to 20 appearing), or in ambush (15%) (4 to 20 appearing); in all cases the number appearing depends on the size of the group.

The relationship between mandrakes and humans is a tragic one. Mandrake females give birth to a bantling, an acorn-like seed, which must gestate under mistletoe in an oak or ash tree. If the bantling is discovered (their rootlets grow above ground and sprout purple bell-shaped flowers) prior to birth, it can be cut up and used as an extremely powerful aphrodisiac. Mandrake root, as humans call it, will cure any impotency (including that which is magically induced) and will cause in females an extreme desire for sex. Due to these properties, a three-pound bantling will sell for 1,000 to 3,000 g.p. Houris especially prize mandrake root, and will either pay one-and-a-half times normal value or, lacking the money, will use their powers to steal the root.

The mandrake people, quite justifiably, view this practice as genocide. Therefore, mandrakes are hostile to all humans except Druids. Being carnivorous, mandrakes will occasionally eat solitary humans who are caught in the forests. This, and the occasional raids into villages for livestock, will cause self-righteous humans (i.e., paladins), woodsmen, foresters, and peasants to attack the mandrakes whenever within reason.

Druids and treants understand the mandrake people's plight and are extremely sympathetic. Both will intervene, usually peacefully, on the mandrakes' side in a conflict. Druids and treants will either attack immediately or extract revenge later when they witness or hear of a bantling being up-rooted. Mandrakes revere the druids and if they encounter a druid they will usually perform any one non-violent act of assistance they can, within reason. (Mandrakes often have a stock of fresh mistletoe, 1 to 4 days old, in their warrens as a gift.)

The mandrake's favourite mode of attack is to overwhelm their opponents with superior numbers. They will avoid encounters in which they are outnumbered unless there is a bantling involved, in which case the mandrakes attack to the death with (+2) to hit and damage.

Mandrakes attack with their fists or with stone cudgels which hit as maces. However, if a Mandrake is hurt, he will scream in such a way as to cause all unprotected ears within a twenty-foot radius to save vs. magic or sustain 1D4-1 damage. In extreme pain, such as death by a blade, or the eunuching of a bantling, all creatures within twenty feet must save vs. magic or die. Creatures with sensitive ears (elves, dogs, horses, etc.) save at -2. Those with protected ears and those that successfully save must still muffle the sound of the scream (by the blowing of a low-toned horn, for example) or take 1D10 damage. This scream also runs the danger (20% chance) of attracting mandrakes or wandering monsters.

The Holy Symbol for mandrakes is the cross and they can be persuaded from attacking by gifts of small iron crosses. The only treasure a warren will have is a number of gem and jewellery crosses (treat as Type A gems and jewellery only). Because of this worship of the cross, clerics and rangers will not fight them unless forced to defend themselves or their charges.

The final aspect of mandrakes is that their young (from birth to five years of age) females can “pass” as humans. Mandrakes, noting that life is easier for humans, will attempt to trade human babies for their own. These are sometimes viewed as faerie “changelings,” which, depending on the area culture, can be a sign of extreme good or extreme poor fortune. The female mandrake, to preserve her human form, must consume an ounce of human blood daily until her twentieth year in human life. The mandrake-vampires are able to draw the blood straight through the skin-pores, through processes as innocent as breast-feeding or simple kisses. Done with care this will rarely (5% chance) affect the victim. (If it does, the result is blood poisoning.) Even after her twentieth year in human life, the changeling can be detected by her bones, which are porous and dark-brown rather than solid and ivory-white.

Comments: This monster is rare in that it would provide a conflict of alignments within a party (hence the Unlawful). Wise forest-types (elves, druids and rangers) would view them with compassion and sympathy, and even if they don’t aid them, almost certainly wouldn’t harm them. Other woodsmen, foresters and peasants to attack the mandrakes whenever within reason.

Treants will either attack immediately or extract revenge later when they witness or hear of a bantling being up-rooted. Mandrakes revere the druids and if they encounter a druid they will usually perform any one non-violent act of assistance they can, within reason. (Mandrakes often have a stock of fresh mistletoe, 1 to 4 days old, in their warrens as a gift.)
by Graham Staplehurst

**No. Appearing:** 2–12  
**Armour Class:** 3  
**Movement:** 12’  
**Hit Dice:** 3 to 6  
**Treasure:** M, 1½X  
**Attack:** 1D10 bite plus cold  
**Alignment:** Chaotic evil  
**Intelligence:** Low  
**Monstermark:** 3D:48.4; 4D:63.6; 5D:73.6; 6D:99.5  

These creatures are distant relatives of the hell hound that maraud in the icy wastes. They may be found in the company of devil dogs and other creatures of the cold.

The hound of Karenos can breathe a cone of cold ¼”/hit die long and of similar base diameter doing damage of 1 hit point per hit die of the hound unless a save versus dragon breath is made, in which case the victim takes no damage but is slowed by 50% for one turn. This may be used 3 times per day.

These beasts can withstand any degree of cold.

**Comments:** A straight forward monster that is nevertheless a useful addition to campaigns set in icy regions. It comes from *The Bull and the Spear* by Michael Moorcock whose many fantasy novels provide a rich source of ideas.

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**PHUNG**

by Simon Tilbrook

**No. Appearing:** 1  
**Armour Class:** 9–14 for Dex  
**Movement:** 15”  
**Hit Dice:** 3 or 4  
**Treasure:** M, N & Q  
**Attack:** By weapon type  
**Alignment:** Chaotic neutral  
**Intelligence:** Average (exceptionally cunning)  
**Monstermark:** 3D: 15.8; 4D:18  

The phung could, from a distance, be mistaken for a tall, gaunt human, for individuals of the race dress in human garb. However, the head of a phung is that of a giant mantis, with the mouth in constant motion. They are, by human standards, insane.

Phung have only ever been encountered individually, though it is assumed that they have villages or strongholds in secret places. Each individual has a dexterity of 18 and functions as a thief or adept, do they occupy themselves with the plebian skills of monastic life? is 3 times the phung’s hit dice. As far as is known, phung do not use magic; nor, although adept, do they occupy themselves with the plebian skills of physical combat unless necessary. Nothing gives a phung greater pleasure than to terrify its prey. They are countless cases of ‘fun-loving’ phung passing over an easy kill in order to track their victims for hours to wring every last drop of sweat from them. Their tactics are subtle — they rely on the imagination and fears of their victims, presenting them with ‘unknowns’ and ‘unseens’. They rarely close in for the kill, preferring to leave their prey in a state of abject terror.

**Comments:** Not every DM’s monster, but a cert for those who enjoy an opportunity to terrify their adventurers, without actually killing them off. Incidentally, don’t forget to roll for the morale of hirelings, especially if they start disappearing one by one. The phung is from *City of the Chasch* by Jack Vance. Some of Vance’s other books that you may find interesting from a D&D standpoint are *Showboat World*, an enthralling though monsterless wilderness adventure, and *The Dying Earth*, the book that was originally rumoured to be the inspiration of the D&D magic system.

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**COUERL**

by Phil Masters

**No. Appearing:** 1  
**Armour Class:** 4  
**Movement:** 15”  
**Hit Dice:** 7D6 + 1  
**Treasure Type:** Nil — lair at DM’s discretion  
**Attack:** First spring 3D4, then 1D8 + 1 bite  
**Alignment:** Chaotic evil  
**Intelligence:** High  
**Monstermark:** 62.2 (Level IV in 12 levels)

Despite its visual similarity to the displacer beast, this species has its own individual powers. The couerl is a jet black feline with a mass of fairly weak but dextrous tentacles hanging from its shoulders. It has the build of a lion, but is nearer the size of a leopard.

The couerl is ravenous, deadly and very cunning.

They feed by draining fresh corpses of a chemical crucial to life. This is done when the beast has 2 melee rounds in succession with the body and no fighting; once the beast has fed, revivification is impossible without a wish.

Couverl are immortal, with regard to aging, and hate all other intelligent life forms. They are very rare and are incapable of cooperating with each other.

**Comments:** The couerl, like the phung could cause considerable disquiet to a party if its power over technological devices were carefully used — an unmanned portcullis rumbles down behind them etc. The beast was derived from A.E. Van Vogt’s *Black Destroyer*.

Incidentally the Monstermarks given are for AD&D. I hope in the near future to be able to publish updated Monster Level Tables with Monstermark based on AD&D. In the meantime, here are the results of the Fiend Factory voting:

**TOP TEN**
1. Neopheidus (Simon Tilbrook, WD7)  
2. Russian Doll Monster (Mike Ferguson, WD15)  
3. Surt (Erick Hitchcock, WD9)  
4. Needknaak (Trevor Graver, WD8)  
5. Hook Horror (Ian Livingston, WD12)  
6. Gritkyuak (Charles Stross, WD11)  
7. Imps (M. Stollery, WD13)  
8. Volt (Jonathan Jones, WD7)  
9. Unduch (Nick Louth, WD5)  
10. Dahdi (Merryn Lemon, WD10)

**BOTTOM FIVE**
1. Nar Nax (worst) (Roger Musson, WD9)  
2. Dahdi (Merryn Lemon, WD10)  
3. Withra (Don Tumbull, WD7)  
4. Stirlisdesadh (Eamon Bloomfield, WD6)  
5. Bobble Gnome (William Maddox, WD4)

In the main, readers preferred logical, believable beasts with interesting abilities to the ‘one-offs’, although the Russian Doll Monster proved to be a popular and amusing exception. Congratulations to Simon Tilbrook and commiserations to Roger Musson. Perhaps the oddest point about the poll is that the Dahdi came in both the Top Ten and Bottom Five, which demonstrates the editor’s dilemma when choosing entries! Finally, I think that Don Tumbull, who has now stepped down from the post of editing this section because of pressures of work, should be congratulated for the high standard he has maintained in the *Factory* since its inception. I hope I will be able to maintain that standard, but more on that next issue.
Part 2: Step by Step Guidelines

Preparation

The Mix
Stir the paint with the wooden end of your paint brush or simply gouge out a bit of the sticky pigment in the bottom and deposit it on the palette. This is an operation that practice will make perfect. Too much pigment and not enough medium can make for a weak, flaky, finish. Too much medium can make the paint glossy and slow to dry. Obviously, wipe the end clean.

Thinning
Dip the brush into the thinners and add the liquid so acquired to the paint on the palette. When doing this always use the drawing motion, described last issue, so that the hairs are kept straight and the paint flows in the right direction. When mixing don't push the brush, splay the hairs or drive paint into the root. When the mix is fairly liquid but of a usable consistency, wipe the brush, dip it in the thinners and wipe clean again. As a guide to the correct consistency remember that the paints will have to be thin enough to flow but thick enough to give a good cover all over, unless you are using a wash. With a clean brush you will get exactly the amount of paint you want to take up from the mixture in the right place which is, of course, the tip. Remember: too little and you have to keep going back; too much and the paint will go where you don't want it. It is best, perhaps, to err on the side of caution as it's easier to get another brush full than to go back to paint over your mistakes. Don't keep your mixes waiting too long as they get glossy and lumpy.

The Brush

The Use of the Brush
Whatever paint you are using, there is only one proper way to use a sable brush. Draw it lightly along the surface at an angle (fig. 1) so that the properly thinned paint flows naturally off the brush onto the surface in precisely the right place and quantity, without causing blobs or disturbing any paint that may be underneath. The necessity for care here cannot be overstressed.

Holding the Brush
This is very much a matter of personal style, but it is most important to have both hands resting on the table for steadiness and precision. By doing this, and holding the brush close to the bristle, one can do the most intricate work with ease. Try to be as comfortable and relaxed as possible.

Painting

There are two basic ways to paint a figure. The first is simple and quick and only employs two coats apart from the undercoat. The second requires a great deal more attention to be given to shading, and many more blends. This more painstaking method is my own standard treatment of 25mm. Both require a matt white undercoat and the use of black line shading before colouring.

Undercoat
To start, spray, brush or otherwise deposit a matt white or pale green undercoat. Take care not to lay it on so thickly that it obscures the detail or so thinly that it will rub off when painted over. The most effective and economical way to accomplish this is to stand all your figures in a group and spray them from various positions at a distance of one foot. Short bursts are best here. Give the undercoat plenty of time to dry.

If this isn't done, a spirit based paint will run, and a water soluble paint will form little globules covering the figure.

Black Outline
This stage is probably as important as any other. The basic object is to outline and separate the shape of the various different parts by painting a matt black into the recesses that separate them and by blacking out those areas which would be in deep shade anyway.

No matter what sort of paint you are using, the best one for this particular purpose is a matt black Humbrol which flows easily, covers well and dries quickly.

Imagine that you are drawing a three dimensional line drawing – almost a cartoon. Obvious examples of those areas to be painted in figure 2:

1. The cuff of the robe where it meets the bare arm.
2. Either side of the belt.
3. Between the arm on the left and the body.
4. Between the legs.
5. Where the cloak folds over the body.
6. Around the buttons and belt plates.
7. Around the sword and its bindings.
8. Between the lips, under the hair and around the eyeball.
9. In the recesses of the helmet.
10. Between the fingers (unless using full technique).

Finally black out all armour, especially chain mail.

Figure 2: Black Lining

This should pick out the relief of the figure and the different parts look separate, which they would not otherwise have done in a solid figure of this scale. This is the beginnings of a realistic 3-D effect.

Use a fairly thin mix for this because it flows into the cracks more easily. Also, unless dealing with really fine detail, it is best to err on the side of excess and make these black lines as bold as possible.

When you have done this, check to see that you haven’t gone over areas that should stand out. If you have, just pick them out in white again.

You should now have a figure with clearly defined features and proper bordering. When dry, it is ready for the next stage.

‘Painting by Numbers’
This is the easy way. I have called this technique ‘painting by numbers’ and here’s why: at the simplest level you simply colour in the white areas with washes or a simple highlight.
Mix the first colour in a slightly darker shade on the palette than is wanted on the finished model. The reason for this is that thinned out paint is rather transparent, which will mean that the parts in relief will be considerably lighter and brighter because of the white underneath. When darkening, refer to the mixing chart (fig. 4) and remember that the thinner the blend the lighter the result. The right shade and consistency will enable the paint to run naturally into the creases and create its own shading effect. As always, keep the paint on the tip of the brush. Beware of swamping the wrong areas with too much or too thin paint.

Make sure that you paint in the white portions right up to the edge of the black lines. Do this with each successive area in its respective colour. Don’t succumb to the temptation to soak the whole thing, including the blacked out bits, to save time. If this is done, the lighter paint will form pools in areas which should be blacked out. The final touch to this quick method is the highlighting. To do this make a very pale mix of each colour you have used and use them in small but bold strokes on those portions of the figure which stand out the most and would be brightest in a strong light from directly above, i.e. the tops of the outer mix is no way to do this. It is easy and looks bad. Do this lightly and take care not to brush up the previous coat.

Highlighting is one of the areas in which your own personal taste and style comes out most clearly. Bold highlighting looks particularly good on the playing board.

For the armour, simply brush a semi-dry mix of silver and black lightly over the parts where you want the effect to be.

Full Shade and Highlighting
This method uses the four basic elements of line, shade, normal colour and highlight originating from 54mm painting technique. Primarily, with certain exceptions, washes are not used and the shading is done more gradually by careful blending of different hues (in oils the blending goes much further as the paint is actually mixed on the model).

To begin with, put on the undercoats and outlines in black as described. However, in this case, the black outline should be used far more conservatively and not at all in the lighter shaded areas — between the fingers for instance. The lines should be thinner as they will be supplemented by the darker shading.

For the first stage of shading make a very deep, dark mix of the desired colour. Refer to the table (fig. 4). Simply adding black to the mix is no way to do this. It is lazy and looks bad. The colour chart should in no way be taken as gospel (I like it, but I'm not at all sure of it). However, it does seem to work. What I have done is to try and include the different elements that will lighten or darken the colours listed. The quantities and proportions in which you add them are dependent on the exact hue and your own personal judgement. Generally, to shade any colour, use a deeper version of that same colour, at least in the case of red, yellow, blue, green, etc. Highlighting is rather more complicated, especially as something light and whitish — the universal colour of reflected daylight — should be aimed for. But again a straight mix with white isn't really on.

The deep shading should be a fairly strong mix. Use it along the edges of the black line in a thick strip where the edge is recessed and a narrow one where it is slight. Next, use it in the deepest folds of the clothing and — in the case of the hands — between the fingers. Use it to exaggerate the facial features and as a general cover for the lower surfaces close to the ground.

![Figure 3: Simplified Shading Example](Image)

As a guide, stand your figure under a strong light and watch where the shadows fall. Just try to continue picking out the three dimensional qualities.

Next, use the plain shading — a lighter blend of course — and use it to blend in the edges of the deeper shade. Always paint slightly over the edge of the preceding, darker, shading, in order to avoid white patches and also to give a more gradual effect. This is the shade you want to use to emphasise the lesser folds and as a general cover for the remaining lower or shadowed surfaces. It is up to you how many stages of shading you use but in this scale you don’t want to use too many. Obviously the unshaded colour will be over those areas that the shading has left out. When this is done, tidy up mistakes and leave to dry.

Highlighting
If you’re in a hurry one stage of highlighting is usually enough to set the figure off but I prefer to build up an effect by the use of progressively paler mixes covering a smaller, more prominent area each time. The cumulative effect of this is rather impressive and works especially well on flesh. The best plan is to do a fairly dull highlighting on vertical areas and use a really light mix for features that would reflect the light such as on top of finger/ knuckles and cheekbones. Allow plenty of time for separate coats to dry. Care taken in this stage pays dividends.

What to Avoid
The general causes of messy work are:

1. Watery, mucky, cheap or gericatic brush.
2. Crud in the paint pot; dust on the figure; sand in the palette.
3. Mucky fingers, or not holding the figure by the base.
4. Filthy thinner; putrid paint.
5. Impatience and not enough drying time.
6. Mix too thick to dry properly.
7. Exhaustion
8. Forgetting to put the top on the paint pot.
9. Continual alteration.
10. Inexperience.

Additional Points

These are just a few clues as to successful methods. For eyes in 25mm first of all paint out the whole eye in black and then put a spot of white each side of the pupil. This gives you eyebrows as well as whites and pupil. For fur and hair, a thin wash of the desired colour and then a very dry light mix of white brushed lightly over the top works very well. For metals, try painting on the metal paint straight out of a tin, allow it to dry very well, then paint over a thin mix of black and gloss varnish very carefully so as not to raise the previous coat.

For chain mail, paint black overall and then dry brush it with silver and black mix.

When highlighting and shading cloth try to use bold, straight strokes to reflect the way in which the material tends to fold. For leather, use a medium dark wash and leave — don’t highlight it unless you have to — and use gloss varnish.

For the lighter shades of cloth and suchlike, except flesh, remember to shade very lightly as the lighter the colour the more it naturally reflects the light so the shading is less extreme.

For animals, blending and gradual shading are far more desirable. Don’t do too much highlighting. Try an overall semi gloss finish instead.

Finally, if you using a matt spray varnish afterwards, don’t forget to put a little daub of gloss over eyes, metals, leather, painted shields, etc.
CLASSIFIEDS

Job Vacancies
Games Workshop require personnel in their Hammersmith shop and Harlesden warehouse. A lively atmosphere, interesting and varied work make this an excellent opportunity for hard-working and energetic people (ages 17-30) to start their careers in hobby games. Please write with full details to Steve Jackson Games Workshop, 1 Dalling Road, London W6.

Job Opportunity
Games Workshop require an Editorial Assistant to help in the Production Department. Knowledge of role-playing games and board games essential, and the applicant should also be able to type. Please write to Ian Livingstone, Games Workshop, 1 Dalling Road, London, W.6.

Vacancies
Manager and Assistants wanted for new games shop soon to be opening in Central Manchester. General gaming experience necessary. Good salary and prospects for the right people. Applications in writing please to D&D/T&T, Manchester Shop, c/o White Dwarf, 1 Dalling Road. London W6.

D&D Idea Exchange
Willing to exchange ideas, charts, tables, etc, for D&D. Contact Karle Bolt, 30 Donegal Rd., Ipswich, Suffolk, IP1 5NQ. Please enclose SAE.

New Zine
Anyone interested in a D&D related newsletter with some Traveller, Gamma World, etc., please contact M. Hawksins, 128 Hoadsworth Road, Hastings, E. Sussex. Please enclose S.S.A.E. for details and say what you would like to see appearing.

D&D Reading
If there are any campaigns in this wilderness, please contact Dave on 0734 51575 (evenings) or 0734 595314 (day).

Salute '80
At Kensington Town Hall, Hornton Street, London W8 on Saturday, 10th May from 10.00am-5.00pm.

Grimcon II
Fantasy and science fiction gaming convention at the Hyatt Edgewater Hotel, Oakland, California, USA from 25th-26th May.

Nanccon BIII
The premier wargaming convention in the southwest from 4th-6th July. Contact Nan's Toys and Games, 1385 Gallaria Mall, 5015 Westheimer, Houston, Texas 77056, USA (Tel: 713-622-0760 after 4.00pm).

Wanted
Could some kindly soul please send me the Prime Requisites of the Samurai, Alchemist, Healer, Berserker and Aborigine, as well as their capabilities? Write to Peter Vials, 30 Red Post Hill, London, S.E.24.

EggOCentral
Magic or Wizardry were not used to find an opponent for Nigel. It was EggOCentral who discovered someone living in the same village! EggO-Central is the Gamer's Register. Send a S.S.A.E. listing your games preferences and interests NOW to: EggOCentral, 32 Windmill Lane, Southall, Middlesex, UB2 4ND.

D&D/T&T, Helston
Player aged 16 would like to meet fellow players or take part in a postal campaign. Contact: R. Nott, Rosslyn, Wellington Road, Porthleven, Helston, Cornwall.

NEW RELEASES

SF23—Troopers on Jet Cycle 4 for 40p
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SF25—Compran Riding Giant Lizard 2 for 40p
SF25a—Compran Infantry 40p
SF26—Compran Riding Giant Lizard 2 for 30p
SF27—Compran Riding Giant Lizard 2 for 30p
SF28—Compran Riding Giant Lizard 2 for 30p
SF29—Compran Riding Giant Lizard 2 for 30p
SF30—HVY Hover Tank 2 for 50p
SF30a—HVY Hover Mortar Carrier 2 for 50p
SF31—E.C.M. Hovercraft 2 for 40p
SF32—Location Hovercraft 2 for 40p
SF33—Command Centre (Ram) 2 for 50p
SF34—HVY Tank (Ram) 2 for 40p
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