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Dear Bob,

You wrote asking for information about TSR in the UK and what new products are expected from Lake Geneva. Well, events at TSR are moving so rapidly that it is difficult to keep enthusiasts up to date, but let me tell you about just a few of the things which are going on at the moment and answer at least some of your questions.

We now have TOP SECRET in the UK - the new role-playing espionage game. This is yet another top-quality TSR game which I am sure will please and intrigue gamers in the US and UK alike. No - it is not simply D&D/AD&D transposed into a new format but a completely new game and game-system in a modern and topical setting. From what I know of your tastes in gaming, you will like it!

MODULES - you can expect a number of new and exciting modules from us in the next few months, mainly for D&D/AD&D but also for other games. Here are a few of the titles which are in work or already on their way:

- S3 - EXPEDITION TO THE BARRIER PEAKS (AD&D)
- B2 - THE KEEP ON THE BORDERLANDS (D&D/AD&D)
- Q1 - QUEEN OF THE DEMONWEB PITS (AD&D)
- GW1 - LEGION OF GOLD (Gamma World)

and there are more to come. Our newsletters will announce their arrival (you know that we send out regular newsletters to the trade and hobby?); now that your name is on our mailing list, you will get the information soon after it reaches us.

WORLD OF GREYHAWK is being printed and should be here in August, while DEITIES & DEMIGODS (the AD&D version of Gods, Demi-Gods & Heroes) is nearly ready for printing; we expect this, too, to reach the UK in August. The new board game KNIGHTS OF CAMELOT is in its final stages of development; we will let you know when to expect this.

You will, I think, be interested to know that two other games are also proving extremely popular with UK gamers. DIVINE RIGHT, as you know, is a board game for 2-6 players who, as monarchs, build up their empires through diplomacy, warfare and magic. Then there are THE AWFUL GREEN THINGS FROM OUTER SPACE. This is probably the most amusing, yet far from trivial, 2-player game available - easy to learn and fast in play. (It's at least as good as SNITS REVENGE which I know you particularly enjoy). Even D&D and Gamma World enthusiasts welcome a change from their favourite game from time to time!

Forgive the brevity of this letter - we are dealing with many enquiries about D&D, AD&D, Top Secret and Gamma World in particular, so time is short. Please let me know if you want more information.

Best wishes and good gaming!

P.S. I know you have done some design work in the past - have you any current ideas for new games or modules? Please let us know - we are always interested in new designs.
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| Saorus | £4.95 | British Forces |
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Newcomers to the hobby of adventure gaming, after buying a copy of *White Dwarf* are often keen to buy all the back issues for their collection. Unfortunately, many of the earlier issues are out of print, and these days it is uneconomical to reprint. (In fact, due to recent increased printing costs, we have been forced to raise the price of *White Dwarf*, but have added four extra pages with this issue.)

In an effort to help those people who are without those early issues, we have decided to publish two *White Dwarf* compendiums. One will be entitled *The Best of White Dwarf* Articles, and the other, *The Best of White Dwarf Scenarios*. These will be published sometime in the autumn.

Looking towards future issues of *White Dwarf*, please note that we are always ready to receive material and artwork from outside contributors. We are not stupid enough to think that we know everything there is to know about SF/F games, and hope that budding authors will send in articles, scenarios, and ideas.

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Display advertising rates and trade enquiries available on request.

Contributions: The Editor will be pleased to consider any previously unpublished articles or artwork for inclusion in *WHITE DWARF*. Contributions should be typed, double-spaced, on one side of the paper only.
An alternative livelihood for Travellers
by Trevor Graver

In Traveller the armed forces of the galaxies are covered in great detail, but what about the people who escape the draft and turn to crime for a living? This article aims to bridge the gap and expand part of the ‘Others’ section of the Traveller rules.

To become a criminal, you must escape the draft into the armed forces by rolling 6 or less on 2D6; DM’s: 1 Education 5 or less; 2 Social 5 or less.

Failing this roll means that the authorities have traced the individual and drafted them into a service. (NB: it is still possible to get drafted into the ‘Others’, but the character cannot use these tables and must use the book 1 tables, and he must serve out his time.)

If enlisted into the criminal world, roll 1D6 to determine the type of activity:

1: Pirate
2: Thief
3: Thug
4: Assassin
5: Con Man
6: Player’s Choice

When criminal type is known consult the list below to find the basic skills for the appropriate criminal type (CT). Learning these takes 1 year.

Pirate: Gun Cbt—1; Streetwise—1
Thief: Recon—1; Streetwise—1
Thug: Brawling—1; Streetwise—1
Assassin: Disguise—1; J—O—T—1
Con Man: Liaison—1; Forgery—1

After basic skills are noted, the character must serve all terms of crime in the same service, unless he goes to prison in which case when he comes out he may Cross-Train in another CT. This means that he may change CT and use another CT table to roll criminal activities on.

Each term has 4 yearly types of criminal activity, basic training is the 1st year in the 1st term. For resolution of the other years roll 2D6 for each year on Table 1 below:

Table 1: CRIMINAL ACTIVITY TABLES

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>Pirate</th>
<th>Thief</th>
<th>Thug</th>
<th>Assassin</th>
<th>Con-Man</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Going Straight</td>
<td>Going Straight</td>
<td>Going Straight</td>
<td>Going Straight</td>
<td>Going Straight</td>
</tr>
<tr>
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<tr>
<td>3</td>
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<td>Going Straight</td>
<td>Going Straight</td>
<td>Going Straight</td>
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<td>4</td>
<td>Going Straight</td>
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<tr>
<td>5</td>
<td>Going Straight</td>
<td>Going Straight</td>
<td>Going Straight</td>
<td>Going Straight</td>
<td>Going Straight</td>
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<tr>
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<td>8</td>
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<tr>
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<td>Going Straight</td>
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<tr>
<td>11</td>
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<td>Going Straight</td>
<td>Going Straight</td>
<td>Going Straight</td>
<td>Going Straight</td>
</tr>
</tbody>
</table>

CRIMINAL ACTIVITY SUBTABLES
Numbers in Parentheses mean Reversed Results e.g. Lose Rep etc.

**PIRATE**

<table>
<thead>
<tr>
<th>Survival</th>
<th>Battle</th>
<th>Crimes</th>
<th>Fugitive</th>
<th>Lying Low</th>
<th>Going Straight</th>
</tr>
</thead>
<tbody>
<tr>
<td>6+</td>
<td>5+</td>
<td>6+</td>
<td>4+</td>
<td>3+</td>
<td></td>
</tr>
<tr>
<td>Record</td>
<td>6+</td>
<td>9+</td>
<td>10+</td>
<td>11+</td>
<td>(9+)</td>
</tr>
<tr>
<td>REP</td>
<td>8+</td>
<td>None</td>
<td>11+</td>
<td>None</td>
<td>(8+)</td>
</tr>
<tr>
<td>Skills</td>
<td>5+</td>
<td>6+</td>
<td>10+</td>
<td>None</td>
<td>10+</td>
</tr>
</tbody>
</table>

DM’s for Survival: +1 INT 8+; +1 Streetwise 3+

**THIEF**

<table>
<thead>
<tr>
<th>Survival</th>
<th>Battle</th>
<th>Crimes</th>
<th>Fugitive</th>
<th>Lying Low</th>
<th>Going Straight</th>
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<tbody>
<tr>
<td>7+</td>
<td>5+</td>
<td>5+</td>
<td>4+</td>
<td>2+</td>
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<tr>
<td>Record</td>
<td>9+</td>
<td>9+</td>
<td>10+</td>
<td>11+</td>
<td>(9+)</td>
</tr>
<tr>
<td>REP</td>
<td>9+</td>
<td>None</td>
<td>12+</td>
<td>None</td>
<td>(9+)</td>
</tr>
<tr>
<td>Skills</td>
<td>7+</td>
<td>5+</td>
<td>12+</td>
<td>None</td>
<td>10+</td>
</tr>
</tbody>
</table>

DM’s for Survival: +1 if CT Skill 3+; +1 if INT 9+

**THUG**

<table>
<thead>
<tr>
<th>Survival</th>
<th>Battle</th>
<th>Crimes</th>
<th>Fugitive</th>
<th>Lying Low</th>
<th>Going Straight</th>
</tr>
</thead>
<tbody>
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<td>4+</td>
<td>5+</td>
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</tr>
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<td>8+</td>
<td>9+</td>
<td>10+</td>
<td>(11+)</td>
</tr>
<tr>
<td>REP</td>
<td>10+</td>
<td>None</td>
<td>12+</td>
<td>None</td>
<td>12+</td>
</tr>
<tr>
<td>Skills</td>
<td>5+</td>
<td>4+</td>
<td>11+</td>
<td>10+</td>
<td>12+</td>
</tr>
</tbody>
</table>

DM’s for Survival: +1 INT 10+; +1 if CT Skill 3+

**ASSASSIN**

<table>
<thead>
<tr>
<th>Survival</th>
<th>Battle</th>
<th>Crimes</th>
<th>Fugitive</th>
<th>Lying Low</th>
<th>Going Straight</th>
</tr>
</thead>
<tbody>
<tr>
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<td>4+</td>
<td>6+</td>
<td>4+</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>Record</td>
<td>9+</td>
<td>9+</td>
<td>9+</td>
<td>12+</td>
<td>None</td>
</tr>
<tr>
<td>REP</td>
<td>10+</td>
<td>None</td>
<td>12+</td>
<td>None</td>
<td>None</td>
</tr>
<tr>
<td>Skills</td>
<td>3+</td>
<td>5+</td>
<td>11+</td>
<td>None</td>
<td>10+</td>
</tr>
</tbody>
</table>

DM’s for Survival: +1 INT 10+; +1 if CT Skill 3+

**CON-MAN**

<table>
<thead>
<tr>
<th>Survival</th>
<th>Battle</th>
<th>Crimes</th>
<th>Fugitive</th>
<th>Lying Low</th>
<th>Going Straight</th>
</tr>
</thead>
<tbody>
<tr>
<td>6+</td>
<td>4+</td>
<td>6+</td>
<td>4+</td>
<td>3</td>
<td></td>
</tr>
<tr>
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<td>9+</td>
<td>12+</td>
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<tr>
<td>Skills</td>
<td>3+</td>
<td>5+</td>
<td>11+</td>
<td>None</td>
<td>10+</td>
</tr>
</tbody>
</table>

**Crimes:** Crimes are those appropriate to CT.
**Going Straight:** Trying to give up the life of crime. The character immediately rolls 2D6 again; 10+ he will go straight and lead a normal life, getting a job etc. He will spend all of his remaining years in a good job. This means that he rolls on the Criminal Activity Subtables only until he leaves the service. Less than 10 and he goes straight for that year only and then rolls on Table 1 for the subsequent years as normal.
**Battles:** The character is involved in fights, gunbattles, car chases, sometimes even space battles with customs/rival gangs/policе/etc.
Fugitive: The character is on the run and may sometimes have to escape by leaving the planet.

Lying Low: The character has been subject to scrutiny by the authorities and has to keep a low profile to shake off 'the heat'.

Now to determine the results of each activity for each year, roll 2D6 on the appropriate Criminal Activity Subtables for each of the following:

Survival: Any criminal activity has some danger of injury or arrest. If the dice roll (including DMs) exceeds the number needed, the criminal has escaped arrest. A number 1 less than or equal to the number needed means that the character has been arrested and will be sent to prison on a 2D6 roll of 9+; DMs +1 per previous arrest, or conviction. (1st arrest automatically gives 1 EP, (see below). Less than that and he has been killed.

Record: Any criminal activity will leave some sort of evidence, finger-prints retina-prints, hair etc. If the number needed is rolled, then the authorities have 1 evidence point against the character, (EP's) a number higher than needed gives EP's equal to the number the dice roll exceeded the number. E.g. The number needed is 8+, if the dice roll is 12, the character has 4 EP's on his record.

Rep: Certain activities give the criminal a reputation, and will move him deeper into the web of corruption. A high rep means that the criminal will be accepted by other criminals easier. It may even help him gain skills.

Skills: If the number needed is rolled the criminal has gained a skill. Skills are rolled for on the appropriate CT Table or the Criminal Life Table (See Table 2) but the player must state which before the dice are rolled. Criminals who go to prison may gain skills, roll 2D6 per 3 years in prison: 8+ and a skill has been gained. This is rolled on the Prison Skill Table. Ex-criminals roll on the Ex-Criminal Table.

### Table 2: SKILLS

<table>
<thead>
<tr>
<th>Criminal Life</th>
<th>Pirate</th>
<th>Thief</th>
<th>Thug</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>+1 Stren</td>
<td>1 Forgery</td>
<td>1 Locksmith</td>
</tr>
<tr>
<td>2</td>
<td>Gambling</td>
<td>2 Ships Tactics</td>
<td>2 Recon</td>
</tr>
<tr>
<td>3</td>
<td>Brawling</td>
<td>3 Ships Boot</td>
<td>3 Streetwise</td>
</tr>
<tr>
<td>4</td>
<td>Streetwise</td>
<td>4 Gun Combat</td>
<td>4 Bribery</td>
</tr>
<tr>
<td>5</td>
<td>Blade Cbt</td>
<td>5 Engineer</td>
<td>5 Vehicle</td>
</tr>
<tr>
<td>6</td>
<td>Liaison</td>
<td>6 Bribery</td>
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</tr>
<tr>
<td>7</td>
<td>+1 Endur</td>
<td>7 Streetwise</td>
<td>7 Demolition</td>
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<tr>
<td>8</td>
<td>+1 Dext</td>
<td>8 Gunner</td>
<td>8 Gun Cbt</td>
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<td>9</td>
<td>Vehicle</td>
<td>9 Engineer</td>
<td>9 Interrogation</td>
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<tr>
<td>10</td>
<td>J-O-T</td>
<td>10 Blade</td>
<td>10 Mechanics</td>
</tr>
<tr>
<td>11</td>
<td>Gun Cbt</td>
<td>11 Vace Suit</td>
<td>1 Electronics</td>
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<tr>
<td>12</td>
<td>Lockpick</td>
<td>12Pilot</td>
<td>12Streetwise</td>
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</tbody>
</table>

#### Assassin Skills

- 1 Disguise
- 2 Demol
- 3 Dom
- 4 Forgery
- 5 Vehicle
- 6 +1 Dext
- 7 J-O-T
- 8 Electronics
- 9 Unarmed Cbt
- 10 Recon
- 11 Tactics
- 12-J-O-T

#### Con-Man

- 1 Computer
- 2 Forgery
- 3 Disguise
- 4 Forgery
- 5 Vehicle
- 6 +1 Dext
- 7 J-O-T
- 8 Electronics
- 9 Streetwise
- 10 Forgery
- 11 Common
- 12 Computer

#### Prison

- 1 EP: The character may turn stool pigeon, roll10+, if so he is given surgery and set free. If any years remain in his term he uses the lie low chart, and any arrest result means that the character has a contract out on him. Death also means that he has a contract out on him, but it has been successfully carried out!
- 2 EPs: 1 year in prison.
- 3-5 EPs: 3 years in prison.
- 6-9 EPs: 6 years in prison.
- 10-15 EPs: 10 years and rehabilitation. (Lose 1 skill level in non-combat criminal skills, E.g. Streetwise, Forgery, Bribery etc.)
- 16+ EPs: Vapourisation . . . . . . . . . . . DEATH!!!

#### Re-enlistment

Throw 5+; DMs +1 per Rep level (Rep=6 gets +6) -1 per year 'straight'.

#### Mustering Out

Use the normal Money Benefit Table as bk 1, but substitute Table 3 below for material benefits.

### Table 3: MUSTERING OUT

| 1 | Low Passage |
| 2 | +1 Intel |
| 3 | +1 Educ |
| 4 | Tools |
| 5 | Vehicle |
| 6 | High Passage |
| 7 | Vehicle |
| 8 | Surgery |

DM's: 1+ REP 3++; +2 REP 6+

#### Tools

A set of burglar's tools, electronux (electrified knuckle-duster for a heavy), a forger's kit, or an assassin's weapon (a gun he has expertise in, complete with carrying case, sights folding stocks etc.) appropriate to CT.

#### Surgery

The criminal has surgery (normally costing 30,000cr) from a 'discrete' surgeon, which changes his appearance.

#### Wheels

An old term meaning getaway vehicle, the criminal receives any vehicle listed in the vehicle skill section of Mercenary (Not High Guard).

### CRIMINAL RANKS TABLE

| Rep 1: | Suspected Criminal |
| Rep 2: | Criminal |
| Rep 3: | Known Criminal |
| Rep 4: | Galactic Enemy 50+ |
| Rep 5: | Galactic Enemy 30 |
| Rep 6: | Galactic Enemy 20 |
| Rep 7: | Galactic Enemy 10 |
| Rep 8: | Galactic Enemy 5 |
| Rep 9: | Galactic Rat (Steel) 2 |
| Rep 10: | King Rat (Stainless Steel) 1 |

*GEN: Galactic Enemy Number, this number is the number of 'O's that follow the criminal rank E.g. GEN 5 = 100000, that is, any number between the GEN and the next lowest number.

#### Skills Gained Through Rank:

- Rp 3: Streetwise; Rp 5: Forgery; Rp 9: Computer

#### Bounty

To find how much a criminal is worth, subtract his GEN from 51 and multiply this by his criminal record times 1000 Cr.

#### New Skills

**Disguise:** This skill gives the ability to change one's appearance, for a certain amount of time, to a certain extent.

Basic Chance: throw 8+ (DM's: +1 per level of expertise; -1 per 2 hours of having the disguise on without touching up the disguise – make the basic throw again +DM's). DM's for extent of the disguise depend on the situation and are up to the Referee. E.g. If a male wookie wants to pass himself off as a female belly dancer from earth, he loses 3pts of INT.

Failure to make a disguise roll means that suspicion may arise if the situation dictates. E.g. In a bank raid the criminal has knocked out the manager and attempts to disguise himself as the bank manager. Roll 1st to see if any notice is taken of the character, roll on the reaction table, a negative response or worse indicates that someone may realise the manager is not acting normally, DM's to the reaction roll +1 if Recon Skill 2 or more (because the character may have studied the bank manager before the raid). Then roll to see if the disguise works with DM's for how long the person took putting the disguise on etc.

**U A Combat:** This skill gives a +1 to all damage done with hands or feet in hand to hand combat: per skill level.

**Lockpick:** This skill aids in picking any type of lock when using the lockpick kit. DM's: -1 per skill level (see bk 3 page 15).
his friend in the back). A saving throw vs magic negates the effect of the empathpath's aura as regards the individual, but it should be noted that the more emotional the individual is to begin with, the greater the likelihood of him succumbing to the effects. The empathpath feeds by absorbing the violent energies released by the affected individuals and those around them as they try to cope with their troubles.

Empipaths are very difficult creatures to find as they can hide in shadows and move silently as a 14th level thief. Empipaths are small four legged creatures with large black eyes and silver-grey fur. They have no tail and possess tiny claws only on their front paws, they do not possess a mouth. They speak and understand no languages and communicate with each other by body movements and chemical secretions. It should be noted that they are unable to use their emotion boosting talents whilst under attack and/or being forced to run or defend themselves.

Comments: A record low Monstermark, but despite that, this small beast still has considerable potential. It could only really be used in games where the players are genuinely role-playing otherwise the DM would have some problems distinguishing between the players' and their characters' emotions.

Minimdead Horses
by John Webster

Skeletal
No. appearing: 2-20
Armour class: 6
Movement: 15"
Hit Dice: 2D8
Attacks: 2 hooves (1-4 each) and bite (1-2)
Alignment: Neutral
Intelligence: Non-
Monstermark: 16.71 (level II in 12 levels)

Zombie-Like
No. appearing: 2-16
Armour class: 7
Movement: 7"
Hit Dice: 3D8
Attacks: 2 hooves (1-6 each) and bite (1-3)
Alignment: Neutral
Intelligence: Non-
Monstermark: 20.48 (level III in 12 levels)
These animated corpses of horses can be used as steeds by skeletons or zombies (each of which ride only the appropriate type). Mounted skeletons cannot carry more than 50 g.p. weight of equipment; mounted zombies no more than 75 g.p. All special characteristics, attributes and defences of skeletons and zombies apply to that particular type of undead horse.

Normal horses are afraid of undead horses. A saving-throw against fear must be made for them to attack either sort. Mules are worse. When in sight or smell of undead horses they must save against fear or turn and run. If the holder has 14+ strength, the mule's saving-throw is at +2. If there is no holder, i.e. a mule trained to follow or pushed along between the ranks, the mule's saving throw is at -2.

All werefoxes can since wolf form, and appearance as a bipedal woman; in its animal form as a skeletal black falcon. It...
IORTHAN’S RESCUE


This mini-scenario by stephen R. Marsh & John T. Sapienza, Jr.

INTRODUCTION

This adventure takes place somewhere in the hills off the trail between Boldhome and Pavis Rubble. The rich noble Jorthan was captured by trollkin, who demand a ransom of 5,000 lunars. His wife, Ilessa, has hired the party to rescue him. She will pay 2,000 lunars for his safe return, or 1,000 lunars for his body.

START

Approach to the trollkin lair is through rolling hills from the east. To the right is a burnt out ruin, about a month old, another burnt out ruin to the left, both partway up their respective hills, and with 3 decimeter spacing between the logs. There is a two meter gap in this wall, on the left side. The trollkin main house is barely visible through the wall. Unless the party detect hidden object successfully, they will not see the trollkin guardposts (A & B) on the two hills. If they go through this wall, both will attack at once. If they go round to either side, the guards on that side will attack at once, followed ten rounds later by the others. Roll 1D6; on a roll of 1 someone was smart enough to run to the main house for help.

POST A:

TEENY

RACE: Trollkin SEX: Male
STR: 8; INT: 12; POW: 15;
CON: 10; DEX: 14; CHA: 10; SIZ: 6
MOVE: 5
DEFENSE BONUS: 20%
TOTAL HPS 10

WEAPONS:
DH Spear: SR3; Dam: 1D10+BV2; Att: 35%; Par: 85%; HP: 15
1H Spear: SR5; Dam: 1D6+1; Att: 30%; Par: 25%; HP 15
SHIELD:
Small: Par: 20%; Arm Pts: 8
ABILITY:
Hear Noise 30%

POST B:

UGLY

RACE: Trollkin SEX: Male
STR: 16; INT: 13; POW: 12
CON: 11; DEX: 10; CHA: 12; SIZ: 10
MOVE: 5
DEFENSE BONUS: 10%
TOTAL HPS 11

WEAPONS:
1H Spear: SR5; Dam: 1D6+1; Att: 35%; HP 15
Main Gauche: SR7; Dam: 1D4+1
SHIELD: Medium; Par: 40%
SPELLS: Fireblade (4)
ABILITY: Hear Noise 40%

NERFLE

RACE: Trollkin SEX: Male
STR: 10; INT: 9; POW: 13
CON: 15; DEX: 14; CHA: 9; SIZ: 9
MOVE: 5

WEAPONS:
DH Spear: SR5; Dam: 1D10; Att: 15%; Par: 20%; HP: 15
Light Mace: SR7; Dam: 1D6; Att: 15%; HP: 10
Sling: SR1; Dam: 1DB; Att: 25%
SHIELD: Small; Par: 25%; Arm Pts: 8
SPELL: Countermagic 1
ABILITY: Hear Noise 25%

POST C:

SNERD

RACE: Trollkin SEX: Male
STR: 10; INT: 10; POW: 4
CON: 15; DEX: 14; CHA: 8; SIZ: 9
MOVE: 5

WEAPONS:
DH Spear: SR5; Dam: 1D10; Att: 15%; Par: 20%; HP: 15
Light Mace: SR7; Dam: 1D6; Att: 15%; HP: 10
Sling: SR1; Dam: 1DB; Att: 25%
SHIELD: Small; Par: 25%; Arm Pts: 8
SPELL: Countermagic 1
ABILITY: Countermagic 1

POST A:

TEENY

RACE: Trollkin SEX: Male
STR: 8; INT: 12; POW: 15;
CON: 10; DEX: 14; CHA: 10; SIZ: 6
MOVE: 5
DEFENSE BONUS: 20%
TOTAL HPS 10

WEAPONS:
DH Spear: SR3; Dam: 1D10; Att: 25%; Par: 25%; HP: 15
Sling: SR1; Dam: 1DB; Att: 25%
SPELLS: Disruption; Healing 1
ABILITY: Hear Noise 35%

The trollkin main house is a two storey, greenwood building partially set into the hillside. It has only one door, and its
only windows are arrow slits. It has a roof of sunhardened clay tile.

Jellessa’s party (see Room 7) raided the trollkin bandits a month ago, and all but she were killed. In ruin I lurks her once-bound 10 point, INT 7 spirit waiting to possess a body. It knows mobility and xenohed 2.

All three ruins (I, II, and III) contain burned bones of both humans and trollkin.

**TROLLKIN MAIN HOUSE**

**Room 1**: Only entrance to house. There are stairs going up and down, and two obvious doors, one on NW wall and one on W wall. The door is wood bound in bronze, and can be barred, but isn’t. It contains Sleepy the trollkin guard, whose spear is leaning on the door. It will fall and wake him if door is opened. Also, any noise in this room will travel up and down stairs, alerting the others. The trollkin upstairs will wait for arrow shots before charging down (they’re on guard duty upstairs), but the ones downstairs will come running. Also in this room are Angry and Balky, the mules, with 4 saddlebags and 15m of rope.

**SLEEPY**

**Race**: Trollkin  SEX: Male  STR: 12; INT: 16; POW: 7  CON: 16; DEX: 16; CHA: 12; SIZ: 9  MOVE: 5  TOTAL HPS 16  
**Defence Bonus**: 5%  
**Weapons**:  
1H Spear: SR4; Dam: 1D6+1; Att: 35%; Par: 30%  
1H Spear: SR5; Dam: 1D6+1; Att: 35%; Par: 30%  

**Spell**: Countermagic 1

**ANGRY**

**Race**: Mule  STR: 12; INT: 12; POW: 16  CON: 16; DEX: 18; CHA: 18; SIZ: 21  MOVE: 5  TOTAL HPS 16  
**Defence Bonus**: 10%  
**Weapon**:

**Kick**: SR7; Dam: 2D6; Att: 25%; Par: 15%  

**Notes**: Will kick only if approached rapidly.

**BALKY**

**Race**: Mule  STR: 12; INT: 12; POW: 16  CON: 16; DEX: 18; CHA: 18; SIZ: 21  MOVE: 5  TOTAL HPS 16  
**Defence Bonus**: 10%  
**Weapon**:

**Kick**: SR7; Dam: 2D6; Att: 25%; Par: 15%  

**Notes**: Will kick only if approached rapidly.

**Room 2**: The eating room. Contains the dark troll Shamus, leader of the trollkin, and Clumsy and Thinker, both trollkin.

**SHAMUS**

**Race**: Dark Troll  SEX: Male  STR: 15; INT: 15; POW: 18  CON: 15; DEX: 14; CHA: 16; SIZ: 15  MOVE: 6  TOTAL HPS 17  
**Handedness**: Right  
**Weapons**:

**Maul**: SR4; Dam: 2D8+1D4; Att: 50%; Crit: 2%; Par: 40%; HP: 15; Fum: 98%  
**Heavy Mace**: SR6; Dam: 1D8+1D4; Att: 30%; Crit: 1%; Par: 20%; HP: 20; Fum: 97%  
**Heavy Crossbow**: SR2; Dam: 1D12; Att: 30%; Crit: 1%; Fum: 7%  
**Shield**: Medium; Par: 30%; Arm Pts: 12  
**Spells**:

**Bludgeon**: 2; Countermagic 2; Detect Gold 1; Glamour 2; Multimissile 2; Speedart 2; Healing 2  
**Abilities**:

**Sense Ambush**: 75%; **Set Ambush**: 50%; **Eval. Treas.**: 50%  
**Oratory**: 50%  
**Notes**:

**Speaks Sartar**: 30%; **Lunar**: 30%; **Pavis Trade**: 50%  
**Equipment**:

**Has a 2pt power crystal and 4 wheels in his pocket; wearing scalemail and padding and an open helm.**

**THINKER**

**Race**: Trollkin  SEX: Male  STR: 11; INT: 16; POW: 12  CON: 11; DEX: 12; CHA: 14; SIZ: 10  MOVE: 5  TOTAL HPS 14  
**Weapon**:

**Carving Knife**: SR7; Dam: 1D6; Att: 25%; HP: 10  
**Club**: SR6; Dam: 1D6; Att: 30%; HP: 20  
**Thrown Plate**: SR3; Dam: 1D2; Att: 20%  
**Shield**: Small (Chair); Par: 15%; Arm Pts: 5  
**Spells**:

**Healing 4**: Darkwall; **Disruption**  
**Notes**:

**Speaks Pavis Trade**: 60%; **Storm Tongue**: 40%  
**CLUMSINESS**

**Race**: Trollkin  SEX: Male  STR: 12; INT: 12; POW: 8  CON: 11; DEX: 3; CHA: 16; SIZ: 8  MOVE: 5  TOTAL HPS 6  
**Weapon**:

**Meat Cleaver**: SR6; Dam: 1D8; Att: 15%; HP: 15  
**Pot Full of Stew**: SR3; Dam: 1D6; Att: 20%  
**Thrown Pan**: SR3; Dam: 1D6; Att: 15%  
**Shield**: Small (Pot); Par: 15%; Arm Pts: 5  
**Spells**:

**Glamour**

**Room 3**: Storeroom. Its arrow slits are fastened shut. It contains weak beer and mouldy bread and cheese. Half a goat is also here. There are some half-fletched arrows at the south end, and at the middle of the west wall is a sack, half empty, of seed grain worth 10 lunars a kilo. There are 20 kilos salvageable.
Room 4: Strawroom for mules. A dark, dank room with a pile of loose straw and some horseshoes. A very small gorp hides in the straw: 10 hit points, 9 power points, does 1D6/hit.

Room 5: Common sleeping room for the trollkin. Contains Winner, Loser, and Fool, who are gambling with dice worth 5 lunars, and have 50 lunars in piles on the middle of the floor. There are 3 selfbows and 60 arrows racked on the walls, but no armour. It is a semi-basement to house.

**WINNER**
- **RACE:** Trollkin  
- **SEX:** Male  
- **STR:** 13  
- **INT:** 14  
- **POW:** 9  
- **CON:** 12  
- **DEX:** 12  
- **CHA:** 10  
- **SIZ:** 13  
- **MOVE:** 5  
- **DEFENSE BONUS:** 5%  
- **TOTAL HPS:** 12  
- **WEAPONS:**  
  - 1H Spear: SR5; Dam: 1D6+1; Att: 15%; Par: 25%; HP: 15  
  - Shortsword: SR7; Dam: 1D6+1; Att: 30%  
- **SHIELD:**  
  - Medium: Par: 20%; Arm Pts: 12  
- **SPELLS:**  
  - Healing 1  
  - Countermagic 1  
  - Selfbow: SR3; Dam: 1D6+1; Att: 20%  

**LOSER**
- **RACE:** Trollkin  
- **SEX:** Male  
- **STR:** 10  
- **INT:** 6  
- **POW:** 15  
- **CON:** 12  
- **DEX:** 13  
- **CHA:** 12  
- **SIZ:** 10  
- **MOVE:** 5  
- **DEFENSE BONUS:** 5%  
- **TOTAL HPS:** 11  
- **WEAPONS:**  
  - 1H Spear: SR5; Dam: 1D6+1; Att: 15%; Par: 25%; HP: 15  
  - Shortsword: SR7; Dam: 1D6+1; Att: 30%  
- **SHIELD:**  
  - Medium: Par: 20%; Arm Pts: 12  
- **SPELLS:**  
  - Countermagic 1  
  - Selfbow: SR2; Dam: 1D6+1; Att: 20%  

**FOOL**
- **RACE:** Trollkin  
- **SEX:** Male  
- **STR:** 11  
- **INT:** 4  
- **POW:** 11  
- **CON:** 11  
- **DEX:** 13  
- **CHA:** 11  
- **SIZ:** 11  
- **MOVE:** 5  
- **DEFENSE BONUS:** -10%  
- **TOTAL HPS:** 11  
- **WEAPONS:**  
  - 1H Spear: SR5; Dam: 1D6+1; Att: 30%; Par: 20%; HP: 15  
  - Shortsword: SR7; Dam: 1D6+1; Att: 20%  
- **SHIELD:**  
  - Medium: Par: 20%; Arm Pts: 12  
- **SPELLS:**  
  - Countermagic 1  
  - Selfbow: SR6; Dam: 1D6+1; Att: 30%  
  - Light Mace: SR6; Dam: 1D6  
  - Countermagic 1  
  - Selfbow: SR3; Dam: 1D6+1; Att: 25%  

Room 6: Guardroom upstairs in middle of upper floor. Contains Grumpy, Nasty, and Wimpy, all trollkin, with selfbows. They are on guard duty, and occasionally look out the arrow slits on each side. They will stay upstairs guarding the prisoners unless things get bad downstairs.

**GRUMPY**
- **RACE:** Trollkin  
- **SEX:** Male  
- **STR:** 9  
- **INT:** 6  
- **POW:** 15  
- **CON:** 12  
- **DEX:** 12  
- **CHA:** 10  
- **SIZ:** 8  
- **SOCIAL CLASS:** Barbarian  
- **NATION:** Pure Horse Tribe; -16  
- **MOVE:** 5  
- **DEFENSE BONUS:** 5%  
- **TOTAL HPS:** 12  
- **WEAPONS:**  
  - 1H Spear: SR5; Dam: 1D6+1; Att: 30%; Par: 25%; Arm Pts: 12  
  - Light Mace: SR6; Dam: 1D6  
- **SHIELD:**  
  - Medium: Par: 30%; Arm Pts: 12  
- **SPELLS:**  
  - Healing 2  
  - Countermagic 1  
  - Selfbow: SR5; Dam: 1D6+1; Att: 30%  
  - Light Mace: SR6; Dam: 1D6  
  - Countermagic 1  
  - Selfbow: SR3; Dam: 1D6+1; Att: 25%  

**NASTY**
- **RACE:** Trollkin  
- **SEX:** Male  
- **STR:** 9  
- **INT:** 7  
- **POW:** 4  
- **CON:** 11  
- **DEX:** 15  
- **CHA:** 11  
- **SIZ:** 10  
- **MOVE:** 5  
- **DEFENSE BONUS:** 5%  
- **TOTAL HPS:** 11  
- **WEAPONS:**  
  - 1H Spear: SR5; Dam: 1D6+1; Att: 30%  
  - Light Mace: SR6; Dam: 1D6  
- **SHIELD:**  
  - Medium: Par: 20%; Arm Pts: 12  
- **SPELLS:**  
  - Countermagic 1  
  - Selfbow: SR5; Dam: 1D6+1; Att: 30%  
  - Light Mace: SR6; Dam: 1D6  
  - Countermagic 1  
  - Selfbow: SR3; Dam: 1D6+1; Att: 20%  

**WIMPY**
- **RACE:** Trollkin  
- **SEX:** Male  
- **STR:** 7  
- **INT:** 7  
- **POW:** 4  
- **CON:** 12  
- **DEX:** 12  
- **CHA:** 9  
- **SIZ:** 9  
- **MOVE:** 5  
- **DEFENSE BONUS:** 5%  
- **TOTAL HPS:** 11  
- **WEAPONS:**  
  - 1H Spear: SR5; Dam: 1D6+1; Att: 30%  
  - Light Mace: SR6; Dam: 1D6  
- **SHIELD:**  
  - Medium: Par: 20%; Arm Pts: 12  
- **SPELLS:**  
  - Countermagic 1  
  - Selfbow: SR5; Dam: 1D6+1; Att: 30%  
  - Light Mace: SR6; Dam: 1D6  
  - Countermagic 1  
  - Selfbow: SR3; Dam: 1D6+1; Att: 20%  

Room 7: Prisoner room. Door is trapped with deadfall with spikes, 40% chance of hit @2D4. Hits first one through; if party open door and wait a bit, it will fall without hitting anyone. Location %: D10: 1-2 L Arm, 3-5 Head, 6-7 R Arm, 8 Chest, 9 L Leg, 10 R Leg. Jorthan is tied to bed A. His flail and other property are in a pile next to it. Jellessa is on bed B; she is drugged and will sleep for 12 hours. She will teach +5% riding free to party if escorted to the pure horse (bastard) tribe. Hidden under bed A is a flask of 3 doses of blade venom 2, and under bed B a sack with 40 wheels, under a flagstone in floor. Jellessa's broadsword and other property are in a pile next to bed B.  

**JELLESSA TIGERBANE**
- **RACE:** Human  
- **SEX:** Female  
- **SOCIAL CLASS:** Barbarian  
- **NATION & CULTS:** Pure Horse Tribe; -16  
- **Rune Priestess of Waha the Butcher:** -16  
- **MOVE:** 5  
- **DEFENSE BONUS:** 5%  
- **TOTAL HPS:** 16  
- **WEAPONS:**  
  - 1H Spear: SR16; Dam: 1D6+1; Att: 20%  
  - Countermagic 1  
  - Selfbow: SR16; Dam: 1D6+1; Att: 20%  
  - Countermagic 1  
  - Selfbow: SR16; Dam: 1D6+1; Att: 20%  

**STRIKE RANK BASE:** 3(2 SIZ + 1 DEX)  
**DEFENSE BONUS:** 20%
WEAPONS:
- Lance: SR4; Dam: 1D10; Att: 70%; Crit: 3%; Imp: 17%
  HP: 15; Fum: 99%
- Halflord: SR5; Dam: 3D6; Att: 50%; Crit: 2%; Imp: 12%
  Par: 50%; HP: 12; Fum: 98%
- Broadsword: SR5; Dam: 1D8+1; Att: 60%; Crit: 3%
  Par: 30%; Fum: 98%
- Selfbow: SR1/7; Dam: 1D6+1; Att: 60%; Crit: 3%
  Imp: 15%; Par: 5%; HP: 6; Fum: 98%

SHIELD:
- Small: Par: 60%; Arm Pts: 8

SPELLS:
- Healing 6; Dispel Magic; Dispel Spirit; Demoralize; Disruption; Harmonize; Glamour; Spirit Binding; 1Pt Small Water Elemental; 1Pt Small Salamander (from Oakfed); 3Pt Divination; 3Pt Modify Moon (Makes it equal to dark of moon; returns wearer to human form.)

ABILITIES:
- Sense Ambush 50%; Set Ambush 50%; Climbing 30%; Oratory 60%; Riding 85%; Tracking 50%

NOTES:
- Follow Trail 50%; Read Pavis Trade 90%; Sartar 60%

EQUIPMENT:
- Her armour, if she gets it put on, is cuirboill with one point of padding: Armour 4.

JORTHAN

RACE: Human
SEX: Male
SOCIAL CLASS: Lunar Noble
STR: 14; INT: 16; POW: 12
CON: 14;DEX: 12; CHA: 12; SIZ: 14
HANDEDNESS: Right
TOTAL HPS: 15

WEAPONS:
- Greatsword: SR6; Dam: 2D8+1D4; Att: 50%; Crit: 2%
  Par: 50%; HP: 15; Fum: 98%
- 1H Spear: SR6; Dam: 1D6+1D4+1D4; Att: 50%; Crit: 2%
  Imp: 12%; Par: 20%; HP: 15; Fum: 98%
- Curved Flail: SR8; Dam: 1D8+1D4; Att: 50%; Crit: 2%
  Par: 20%; HP: 12; Fum: 96%

SHIELD:
- Medium: Par: 50%; Arm Pts: 12

SPELLS:
- Healing 4; Countermagic 3; Glamour; Disruption; Blade-sharp 2

ABILITIES:
- Eval. Treats 80%

NOTES:
- Speaks Lunar 95%; Dark 40%; Pavis Trade 60%
- Alchemist Associate; Guild Member. Is member of a trade family – they have a royal franchise.

EQUIPMENT:
- His armour, if he gets it put on, is ringmail with one point of padding: Armour 5.

Room 8: Shamus’s private quarters. The door is concealed, but poorly; +15% on detect hidden object. It contains a large bed, a decorative club, an extra coat of scale armour, a small brazier with warm coals, clothing, etc. It also contains Stilletto, the ogre who is Shamus’s lover, and the brain’s of the outfit. She is wearing a necklace worth 600 lunars, and has a 2-point power crystal.

Hidden under loose flagstones in the floor are a flask with a sleeping drug (for mixing with victim’s food), 2D4 doses good for 12 hours each, and a chest containing a snake (12 HP, 30% bite 1D4+1D6 blade venom, SR10, 30% defense) guarding 68 wheels and 3,200 lunars.

STILLETTO

RACE: Ogre
SEX: Female
STR: 15; INT: 17; POW: 18
CON: 14; DEX: 16; CHA: 16; SIZ: 13
HANDEDNESS: Right
MOVE: 7
TOTAL HPS: 16

STRIKE RANK BASE: 3(2 SIZ + 1 DEX)
DEFENSE BONUS: 0%

WEAPONS:
- DH Club: SR5; Dam: 1D12+1D4; Att: 30%; Crit: 1%
  Par: 30%; HP: 20; Fum: 97%
- Long Dagge: SR6; Dam: 1D6+1D4+BV2; Att: 50%; Crit: 2%
  Imp: 12%; Par: 30%; HP: 15; Fum: 98%

SHIELD:
- Small: Par: 30%; Arm Pts: 8

SPELLS:
- Blade-sharp 2; Detect Enemies 1; Disruption 1; Healing 5; Shimmer 2

ALTERNATIVE MAP FOR JORTHAN’S RESCUE SCENARIO

Or, ‘How to run the same scenario twice with some of the same people and get away with it.’

This is set up to eliminate the initial fight with the trollkin guards in the first version, but to provide for two fights, one going in and one going out. The party gets a chance to sneak in and overcome Sleepy, the guard in the first cavern (Room 1 in the scenario key). If they fail, he’ll flee in either direction (choose randomly), and the party can either chase him and take on the trollkin on that side only, or go the other way and get trapped between the trollkin on the side they went to and those on the other side, returning with Sleepy to deal with the invaders. Assuming the party is smart and chase Sleepy, they will fight their way into the first cave (5 or 9), which are trollkin sleeping rooms, each of which has three trollkin in (5 as described in the scenario, 9 with the first three from the guardposts). When the fight starts there, the inhabitants of the next room will come in (2 as described in the scenario, 3 as in the scenario, except it contains Stilletto and the remaining three trollkin from the guardposts). Note that rooms 2 and 3 have secret doors leading to room 8, which is Shamus’s sleeping room as described in the scenario. Room 7 is the prisoners’ room as described in the scenario, with a door on each end that the party can open with the keys that Shamus and Stilletto have, or must force open. After the party has rescued the prisoners, they can go out the other door, or back the way they came (which is more likely). If they keep going, they will run right into the other half of the bandits. If they go back out the way they came, they will have to fight their way out of room 1, which will then have the rest of the bandits in it, trying to figure out what happened to Sleepy.
...berserkers are a subclass of fighters, representing those warriors who concentrate upon offensive ability and regard battle as an end in itself. They derive certain special powers from their lust for combat, but are weaker than other fighters because of their scorn for armour. Berserkers are brave in the extreme and many regard dying in battle as an honour. Berserkers are neutral in alignment, but may be of lawful, chaotic, good, evil, or true neutral nature. Only humans may become berserkers and a minimum strength of 14, a constitution of 14 or greater, and a minimum dexterity of 13 are required. If both strength and dexterity scores equal or exceed 16, then a 10% bonus on earned experience is gained.

For each level of experience, from first through ninth inclusive, berserkers gain an eight-sided hit die plus two hit points (d8+2). Thus at third level a berserker has 3d8+6 for hit points, in addition to any other points derived from his/her constitution score. From tenth level on, berserkers also gain three hit points per level as do normal fighters. There is no limit to how high a berserker may rise in experience levels. The increase in hit point averages for berserkers is a result of protection granted by the berserker's deity (if any) and high level of physical toughness and endurance.

**BATTLE LUST**

*Battle lust* is a special power of berserkers, gained when he/she decides to attack and has a target within striking distance. *Battle lust* remains effective for 2-8 melee rounds, plus two melee rounds for every level of experience the berserker has. A fifth level berserker gains battle lust for 12-18 rounds, after which attacks are made at normal rates per melee round. After combat ends, a berserker cannot go into battle lust for the rest of that day unless he/she rests for as many turns as he/she spent rounds in combat. No berserker can withdraw from combat once *battle lust* has been initiated, unless all opponents are dead, *battle lust* ends, or no effective means of inflicting damage on an opponent are at hand. A berserker could not harm a gargoyl with a non-magical weapon, and so would immediately attempt to locate a magical weapon, or otherwise take actions to render the opponent dead or incapacitated.

*Battle lust* confers the following special abilities upon a berserker:

1. Multiple attacks per melee round at normal "to hit" odds, or normal rate of attacks per round made at +2 to hit. Only one of these two methods of attack may be used during a melee round though a berserker may alternate between them from round to round. See the attack table for further information and details.
2. Immunity to magical spells and psionic powers related to will force, skrying, or control, and all forms of psionic attack. This includes ESP, rulership, charm, command, beguiling, hypnotism, emotion, fear, scare, domination, empathy, telepathy, invisibility (psionic form only), and the like. Psionic blasts will not affect a berserker in battle lust, and crystal balls, medallions of ESP, and other magical skrying devices are likewise ineffective. No berserker may ever possess psionic ability, as battle lust is a form of temporary insanity that destroys all such sensitivity. Berserkers are subject to all of the above attacks when they are not berserker.

**BATTLE-LUST ATTACKS PER MELEE ROUND**

<table>
<thead>
<tr>
<th>Level</th>
<th>Attacks Per Round</th>
<th>Attacks Per Round</th>
</tr>
</thead>
<tbody>
<tr>
<td>Berserker 1-6</td>
<td>2/1</td>
<td>1/1</td>
</tr>
<tr>
<td>Berserker 7-12</td>
<td>5/2**</td>
<td>3/2**</td>
</tr>
<tr>
<td>Berserker 13 and up</td>
<td>3/1</td>
<td>2/1</td>
</tr>
</tbody>
</table>

This table applies to attacks using thrusting and striking weapons.

* - May be made with one two-handed weapon, one one-handed weapon, or divided between two one-handed weapons in either hand.

** - 5/2 - Two attacks are made in the first round, three in the second, etc.

3/2 - One attack is made in the first round, two in the second, etc.

When battling creatures with less than one hit dice (e.g., Kobolds, goblins, O level halflings and men, etc.) berserkers in battle lust strike twice for each level of experience they have, per melee round against such creatures.
a new Character Class
by
Roger E. Moore

BERSERKER'S EXPERIENCE TABLE

<table>
<thead>
<tr>
<th>Experience Points</th>
<th>Level</th>
<th>Hit Points</th>
<th>Level Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>0-2,000</td>
<td>1</td>
<td>d6+2</td>
<td>Shieldbiter</td>
</tr>
<tr>
<td>2,001-4,000</td>
<td>2</td>
<td>2d6+4</td>
<td>Challenger</td>
</tr>
<tr>
<td>4,001-7,500</td>
<td>3</td>
<td>3d8+6</td>
<td>Destroyer</td>
</tr>
<tr>
<td>7,501-15,000</td>
<td>4</td>
<td>4d8+8</td>
<td>Foeslayer</td>
</tr>
<tr>
<td>15,001-30,000</td>
<td>5</td>
<td>5d8+10</td>
<td>Deathwielder</td>
</tr>
<tr>
<td>30,001-60,000</td>
<td>6</td>
<td>6d8+12</td>
<td>Scourge</td>
</tr>
<tr>
<td>60,001-120,000</td>
<td>7</td>
<td>7d8+14</td>
<td>Warmonger</td>
</tr>
<tr>
<td>120,001-240,000</td>
<td>8</td>
<td>8d8+16</td>
<td>Battlelord</td>
</tr>
<tr>
<td>240,001-500,000</td>
<td>9</td>
<td>9d8+18</td>
<td>Berserker</td>
</tr>
<tr>
<td>500,001-750,000</td>
<td>10</td>
<td>9d8+21</td>
<td>Berserker Chief</td>
</tr>
<tr>
<td>750,001-1,000,000</td>
<td>11</td>
<td>9d8+24</td>
<td>Berserker Chief (11th level)</td>
</tr>
</tbody>
</table>

+250,000 points for each level thereafter.

WEAPONS
Berserkers may use any weapons. A berserker may carry one weapon in either hand if possible, and if he has multiple attacks per melee round may divide the attacks as desired between the two weapons. Hurling weapons (maces, hammers, spears, etc.) may be cast at double the normal rate of fire during battle lust, but missile weapons can be fired at the normal rate of fire only, regardless of level or presence of battle lust. Berserkers are proficient with four weapons, gaining a new weapons expertise with every three levels they rise in experience. A -2 'to hit' penalty is incurred for using weapons without proficiency. Berserkers attack on the fighter's attack tables.

MAGIC ITEMS & ARMOUR
Magical items usable by normal fighters are also used by berserkers, with the exceptions of all forms of magical armour, and items that involve the use of psionic energy. Note that berserkers may not use magical shields, bracers, rings, and other items such as a lucksword that lower armour class. Magical helmets, protective or non-protective, may not be worn either. Only leather armour or furs will be worn for bodily protection.

LYCANTHROPY
Lycanthropy (in whatever form used by the Dungeon Master) is in no way a requirement to be a berserker, and does not necessarily offer any advantages to the berserker. When insane or in battle lust, a berserker with lycanthropy will assume were-shape and become enraged, attacking all nearby, making two times the number of attacks a lycanthrope normally does. In this state, friends and enemies appear the same and both are subject to attack. The berserker will, of course, be immune to normal weapons, but not to silvered or magical ones.

HENCHMEN & HIRELINGS
Berserkers may not gain henchmen until they reach ninth level, but hirelings may be gained at any level. Henchmen may be either berserk fighters, berserk clerics, or regular thieves or assassins. Berserkers do not establish freeholds as do regular fighters. Berserkers often travel wilderness areas, searching for loot and combat. Note that berserk followers never check morale.

BERSERKER CLERICS
As noted in the Monster Manual, some clerics have berserker abilities. Such clerics conform in all ways to the berserker subclass of fighters, with the following exceptions:

1. No spell use is permitted if the berserker cleric initiates battle lust, until such time as the battle lust ends.
2. When in battle lust, berserker clerics make two attacks per melee round at normal "to hit" odds, or one +2 attack per round, regardless of level.
3. Only non-edged weapons may be used by the berserker cleric.
4. Spell casting is made at the normal rate; this cannot be hurried up in any way by the berserker.
5. Only deities representing war, combat, or physical prowess may be worshipped. This includes such worthies as Cernunnos, Tyr, Thor, Odin, Ares, Mars, Athena, etc.
6. A minimum wisdom of 9 is required, in addition to the strength, dexterity, and constitutional minima.
7. Experience progression is the same as for a normal cleric, but for each level up to and including 9th level (High Priest), substitute a d6+2 for a d8 of hit points.
A C&S MINI-WILDERNESS SCENARIO

Suitable for 4-7 moderate to low-level characters

INTRODUCTION
The action is set in the forest west of the sleepy village of
Harlow, which lies on the Southern border of Arden in the
region of Southmarch.

With the conflict renewed between the Empire of Arch-
aron and Arden, Earl Hawkston had summoned his knights
to Castle Guard. They then marched south into Archaeron,
and accordingly, Sir Henry, master of the village of Harlow,
had left with his squire and sergeants to serve his overlord.

However, two nights after his departure, an ogre, aware of
the defencelessness of the village, broke in killing a farmer
and his family and carried off their dismembered bodies for
food.

The scenario begins the day after the incident, as the characters
arrive at the village. Lady Cynthia, holding the manor in her
husband's absence, has approached the party offering them
each 2-10 g.p. (varying with their numbers, experience levels,
wealth, etc.) for the slaying of the ogre, as she (rightly) believes
that it will run havoc in the area if not killed.

Assuming that the characters agree, they will be told to
start straight away (unless it is already dark). An old farmer
leads them through the fields to the edge of the forest at point
'A'. He tells them to follow the path until it reaches a bridge,
about a mile beyond which the path splits, the right-hand
path leading off into the forest, and the left-hand path to the
hut of a wise man, who the former believes can help the party
find the ogre.

Movement, Food and Encounters
Each hex is \(\frac{1}{4}\) mile (440 yds) across; using the guidelines and
the C&S Sourcebook, this approximates to 1 hex per 5 minutes
on paths and 1 hex per 10 minutes through forest, when walk-
ning or riding (NB if the party leaves the paths, check at the end
of every 24 hours to see if they are lost (p.108)). Contours
are gentle and thus have no effect on movement, and neither
do the streams, the crossing points being merely for con-
venience.

The characters can use their own supplies of food and
water and can supplement these by either purposeful
hunting/trapping (see Sourcebook) or simply killing animals
they encounter. They may also search for vegetable foods,
such as berries and nuts. All the streams can be drunk from.

For the purpose of this scenario, characters will only en-
counter wild animals, using the following guidelines:

- On Path: 01–90 Small Animal(s); 91–00 Large Animal(s) *
- Off Path: 01–80 Small Animal(s); 81–00 Large Animal(s) *
  * re-roll if 'Legendary Animal' is indicated.

Roll every two hours, day and night.

B: THE WISE MAN
Following the left-hand path, the party will eventually arrive
at a small glade ('B') bordered by the forest on three sides
and a stream on the fourth. The path leads through the glade
to a small log cabin surrounded by a vegetable and herb garden,
circles the cabin and leads off into the forest on the other
side. In the cabin lives Istacon, the wise man:

| AGE: 60  | CON; STR; DEX: 12 |
| CLASS: Forester | VOICE; APP: 9 |
| EXPERIENCE LEVEL: 10 | INT: 17 |
| (Non-fighter) | WIS: 19 |
| ARMOUR: None | CHR: 13 |
| WEAPONS: Quarterstaff | ALIG: 3 |
| MKL: 5 | CONCENTRATION LVL: 22.9 |
| PMF: 9.8 | EXPERIENCE FACTOR: 20 |
| PRIMITIVE TALENT MAGICIAN | MENTAL HEALTH: Demophobia and Claustrophobia |
| SPELLS: Circle of Protection, Detect Tracks, Find Direction, Hold Small Animal, Hold Large Animal, Detect Life, Detect Observation, Command Small Animals, Animal Messenger | See 'Non-Fighter Table' (C&S p114) for Body, Fatigue, etc. |

Istacon will greet the party and invite them in for some bread
and gooseberry wine. He already knows what has happened
(if asked how, he will answer abstrusely, such as 'I know many
things'), and suggests that the party go to the magical stone
pool and under the light of the moon, throw in a silver coin
and a sprig of hazel — if this is done, the pool will reveal in
a vision a clue as to the whereabouts of the ogre. To get to
the stone pool, Istacon tells them to follow the path out of
the glade ignoring the crossroads, to where the path splits in
two; here, he says, the party's own wisdom will tell them which way to go. He also tells them that the nearest hazel trees are to be found 1/2 a mile to the north of the pool (NB He will tell them how to recognise hazel, and if the party have no silver, he will give them 1 s.p. from a pouch containing 10 s.p. which he has hidden under his bed.)

C: THE TWO PATHS

Beyond the crossroads the path splits in two. Looking down either path, the party can see that the left-hand path leads off in a straight line through idyllic woodland with bright flowers and strawberry plants growing on either side, whereas the right-hand path twists and turns between dark and densely growing oak trees and bramble bushes. Travel down the left path is at normal speed, but travel down the right counts as though passing through forest, as the briars impede progress and there are many areas of boggy ground. However, the left-hand path is the least safe of the two, for if the party travel down it they will be attacked half-way down from behind by a raging wild boar — they will automatically be surprised (NB This will occur however many times the party use this path, and they will always be surprised unless they use magic (e.g. spells of detection)).

D: THE STONE POOL

The two paths rejoin and resume to normal conditions before crossing a stream, beyond which lies a clearing in the forest (point 'D'). In the centre of the clearing is a megalithic stone table consisting of two squat, pillar-like blocks supporting approximately 3'x15'x7' high. The Stone Pool is a shallow basin of rain water on the top of the table (and thus out of sight from the ground) measuring 4' across by 6' deep.

If the characters wish to use the pool's magic, they must collect a sprig of hazel from the area 1/2 a mile north of the pool: assume that they will find the hazel tree copse if they move into the hex.

The party may have to wait several hours (roll D6) before there is a break in the clouds letting the moonlight fall onto the pool. However, this will occur at least once during the night after/of arrival. As the moon is reflected in the pool, the characters must throw in the sprig of hazel and the silver piece, both of which will sink to the bottom and disappear. The pool then turns an absolute, non-reflective black. After seven minutes a black and white image of a cave mouth and the entrance is placed at one of the apexes and is 4' high, of sorts, the party may chance upon this opening in the rock wall. It is a small, dry cave, roughly triangular in shape measuring approximately 12' each side by 7' high. The entrance is placed at one of the apexes and is 4' high by 2' wide. The floor is covered with dry rushes and leaves, apart from the area around the far left corner, where there is a small, stone-enclosed fire with a billy-can hung above it. In the far right corner, a cloak lies over a thicker pile of rushes. Several rabbit skins hang from cracks in the wall.

The cave belongs to John Pebble, a poacher by profession:

AGE: 40 INT: WIS: APP: 10
CLASS: Forester VOICE: ALIG: 10
EXPERIENCE LEVEL: 7 CHR: 11
(Armour): Light or Heavy Club
ARMOUR: Leather Jerkin STR: 12
WEAPONS: Short Bow and 20 CON:DEX: 15
Arrows, Light Club, Dagger

Mental Health: -

Having lived as a poacher for over twenty years, he knows the area intimately, though he does not know of the magical property of the Stone Pool and steers clear of old lstacon believing him to be a wizard of sorts. It is because of his knowledge of the area that he can help the party.

A week previously, John had just left his cave when he saw the lumbering shape of an ogre pass through the trees less than one hundred yards away. Overcoming his fear, he had followed the ogre southwards to see if it was going to stop near to his cave. However, after a few miles the ogre had still not stopped, so John returned to his cave believing that it would find the ruined tower (point 'G').

If the party mention that they are looking for the ogre, he will tell them all he knows and suggest that they look near the ruined tower, which, he tells them, is roughly eight miles south from the cave. He will not aid them in the finding or slaying of the ogre unless he is persuaded to do so (e.g. by the use of magic, threats, heavy bribes (not of money) etc.).

G: THE RUINED TOWER

The tower is over three hundred years old and was once used as a lookout post. However, it has been deserted for more than two centuries, and through time it has deteriorated and the forest around it has regrown.

All that remains of the tower is the ground floor and its ceiling, which also acts as the floor of the now ruined first storey. It is circular, with a diameter of 25', the walls being 1' thick granite and windowless. The ground floor is split from North to South into two semi-circular rooms, with a doorway in the middle of the dividing wall. The entrance to the keep is opposite this inner opening (These are rough edged stone, approximately 7' by 3' wide, with loose stones lying on the inside of both. There are no doors; these have long-since rotted away.). The spiral stairs up to the first floor are in line with both entrances. All that is left of the first storey is a crumbling 1-3' high wall around the lower edge and several loose blocks scattered on the floor (now the tower roof).

The only resident of the tower is Moribund the ogre, the monster the party are looking for. He lives in the inner ground floor room amongst the chewed and gnawed remains of his many victims (NB He had to enlarge the doorways to get in, hence the rough edges and debris.). If the party arrive during the daytime, he will be asleep in the north corner on a thick pile of sheepskins and torn clothing; but even if the party see him, they will have a difficult time trying to sneak up on him, for it is extremely dark and bones cover the floor. A lit torch or lantern will wake him in any event. If the party arrive at night, he will be out hunting, but will return before dawn.

Moribund the OGRE
LEVEL: Variable, depending on party numbers and character levels (suggest average of character levels + 1 level per 3 characters)

ARMOUR: Variable with level
WEAPONS: Light or Heavy Club

Treasure: 30 s.p. on person, Copper and Silver as printed on tables, Copper hidden loosely amongst bedding, Silver hidden in crack under Stone Block (weight 160 Dr.) on 1st Floor.
I decided to engage more closely — and was quickly annihilated. That never happened to Beatty! As you can see the large ships heavily dominate the game.

A lot of thought has gone into the combat system. The scenarios in the rule book are obviously designed to show the relationships between the various offensive and defensive weapons, as they are unbalanced. The combat system can get rather tedious when large ships are used due to the method of recording hits and the large amount of die-rolling needed. Each weapon is fired individually (and in the case of missiles defended against individually). As a capital ship could have a dozen or more weapons you can appreciate the problem. In addition to the standard rules the designer (Stephen Coles) has added a number of interesting optional rules. The game board can be cut into 4 segments and used as a geomorphic map. Firing can be prohibited to the rear of a ship, giving a dead 'space', and some reason for manoeuvring. By far the most interesting rules addition is an explanation of how to custom build ships using a points system. This allows the tactical game to be integrated into a larger strategic game or campaign. It is great fun thinking up a tactical ploy and then designing ships tailor made to carry it out.

I am impressed by the thought that has been put into this design. For a small, inexpensive game it has enormous potential and is good value for money.

Gordon Paterson
An essential in all boardgames is the need for quick and easy reference to all data. The various charts and tables in *Magic Realm* allow for easy accessibility: all necessary information is clearly and logically presented. Similarly, rules clarity and layout is all-important in a game of such complexity, and Avalon Hill have used their familiar ‘learn a little, play a little’ system found in *Starship Troopers* and *Squad Leader*. The rules are organised into seven ‘Encounters’, each one adding more rules to the previous ones, although it may take a while, the rules are grasped thoroughly.

Whilst elimination of a referee also eliminates the common arguments between Creator and minions, and frees another player to adventure, there is no avoiding the fact that it also does away with the scope of umpired FRP games. ‘All Hope Abandon, Ye Who Enter Here, For There Shall Be No Pre-

Overall: 7 Colin Reynolds

### HIGH FANTASY £3.95

**FORTRESS ELLENDAR** £3.50

Fantasy Productions Inc.

Announced as ‘the ultimate adventure game’, High Fantasy is the brain-child of Jeffrey C. Dillow and is marketed by Fantasy Productions – a newcomer to the field, so far as I am aware. *HIGH FANTASY* itself is a set of rules for a fantasy role-playing game very much on the lines of D&D et al. The booklet has been carefully produced and is well presented, with eminently readable text and tables. To the fantasy game aficionado, the format is quite familiar — how to create your character, melee, spell tables and descriptions, weapons and armour tables, monster tables and descriptions, play examples and notes on creating the milieu of the adventure. Magical items are hardly mentioned, and the assumption appears to be that the DM will prepare these himself according to rather loose guidelines.

Most of the rules are not the blatant copies of D&D rules which many of these spin-off games contain; the melee system, for instance, is entirely different and relies solely on the use of percentile dice — essentially, each character and monster has a chance to hit and a chance to dodge, and it is the difference between these which determines whether a hit has scored or not. In fact this system-type pervades all the rules — it is a good clean one which reduces the amount of arithmetic to an essential minimum.

One section of the rules which will strike most D&D fans is the monster list; every single monster has its counterpart (and in most cases, the same name) in the D&D rules; it’s a pity more originality wasn’t brought into play here.

**FORTRESS ELLENDAR** is an adventure module designed for use with High Fantasy but is easily adapted for other role-playing games. Again, the booklet is attractive and well-presented; despite the newness of the game, there is a flow to the text which is not noticeably present in, for instance, many of the Judges Guild ‘modules’. Apparently this is merely the first of about half a dozen such adventure modules, and if the others are as good as this one, they should be worth getting even if you don’t intend to play the High Fantasy rules.

However, as in the case of any new role-playing game nowadays, any rating on review has to take account, not just of the adventure judgement of the game but also of its likely impact on a market which is already dominated by D&D and D&D in the fantasy field, by Traveller in the sf field and so on. Whether you are likely to enjoy the game-system is not entirely the point; the question is — will the game-system contain enough material which fits your personal taste to the extent that it tempts you away from whatever system you are using at present, probably D&D. I believe that the High Fantasy rules are too lightweight and too limited for that. So my ratings are based on the degree to which High Fantasy materials will compete with D&D or be compatible with D&D and (in the case of modules) the degree to which these make a significant contribution to material which would be grafted onto a D&D format.

**High Fantasy Rules:** 4

**Fortress Ellendar:** 7

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### THE KINUNIR

*Game Designers’ Workshop* — £2.50

This is the first of a series of ‘official’ adventures to be produced by *GDW* for Traveller players, the equivalent of TSR’s *Dungeon Modules* for D&D in the SF sphere. Marc Miller and the rest of the lads at GDW have obviously thought a great deal about the amount and type of information required by Referees in order to run a Traveller adventure, for this is a remarkably well-produced and comprehensive piece of work.

*As GDW* have emblazoned on the cover this volume is strictly ‘For Referees Only’. For this reason it would be giving things away to say much about the contents, so I shall merely make one or two general comments. For example, calling this an adventure is a little misleading, since in fact it contains a number of adventure situations, and hints for the Referee to construct more. The book’s worth is not therefore expanded in one fell swoop. Both Referee and players will get more out of the situations if they have integrated *Mercenary* (Rule Book 4) into their campaign, though of course it is completely possible to play with just basic Traveller. Lastly, even if your campaign has veered significantly from the standard rules, very little of the material in *The Kinunir* will prove useless or unadaptable. It is similarly useful to other SF role-playing systems, and even if the Referee never uses the situations given, it is worth purchasing as an example of cogent presentation of all the necessary material for an adventure.

I refrain from giving this the maximum rating only because *GDW* may well do even better in future — recommended without hesitation.

Overall: 9 Bob McWilliams
With the aid of wards, spell-casters may create powerful magical barriers. Wards are very hard, small, transparent, stone-like objects. Non-magical means cannot destroy them, and they receive a saving throw of 10 vs. magical fire or lightning; such spells may not affect some wards at all while their field is operating. There are four classes, of increasing efficacy. Type One (Primus) is like a thick plane of glass. Type Two (Secundus) is a thick cylinder. Type Three (Tertius) is a three-sided pyramid. Type Four (Quartus) is a cube. According to legends, a full set of a fifth type once existed, but no man knows where. Each ward is two to three inches in its longest dimension and weighs one pound.

Two to five wards of the same type must be used to create a field. The shape of the field is a regular solid with the exception of when two are used. Two wards create a plane, three create a three-sided pyramid, four create a cube, and five create the top half of a dodecahedron (a d12 cut in half with one number facing directly up). The field created is as high as the distance between each ward, and (except when there are only two) extends over the wards to completely enclose the space. Maximum distances are: two or three - 6½ feet; four or five - 10 feet. The field looks opaque and shining from outside, and like a light mist from inside.

Wards cannot be moved by any means while operating. The maximum duration of the field is 8 hours, but it may be dispelled at will by any of the activators, or by a dispel magic spell cast by a sufficiently high level character: Primus can be dispelled by a 9th level magic user or 8th level cleric; Secundus, by an 11th level magic user or 9th level cleric; Tertius, by a 12th level magic user or 11th level cleric; and Quartus, by a 14th level magic user or 12th level cleric. Wards must be recharged before they can be used again. This requires ten weeks divided by the number of wards used. If five wards are used for a field and a pentagram is drawn between them, they act as the next higher type, e.g. Secundus act as Tertius. However, wards are very rare and seldom found more than two or three at a time.

Whenever a wardfield is touched magically (except by a detection spell) or physically, all activators are silently warned, and are awakened if asleep. Wardfields prevent certain creatures and spells from passing through, inwards or outwards, except that any spell of any level may pass out. If a creature is prevented from going through a field, so are its manifestations such as breath, gaze, etc. Manifestations are thus either totally stopped, or, if powerful enough, they break completely through. No matter how often things break through, a field remains in operation until dispelled.

Wards are activated by the casting of certain spells on them while they are in position. The spells may come from scrolls, magic users, or any other possible spell casting method. All those who cast spells to set a wardfield are the 'activators'. The necessary spells may be cast any time during the activation, and if the activation is interrupted, it may later be resumed at the point of interruption.

The following list includes ward type, activation type, which must be cast (with possible substitutes in parentheses) and the defensive capabilities of the field thus established. (Magic spells of the level listed are prevented from entering the field from the outside, no matter what the caster's level.)

**PRIMUS (5 minutes)**
Activated by: detect evil, protection/evil (protection/evil, 10' radius), shield (protection normal missiles), wizard lock.
Defends against: creatures up to and including one hit die except those using +1 or greater armour, shield or weapon; normal missiles; first level spells; spells inside won't register on detect evil/good; phantasms won't be believed; all inside/behind wardfield gain +1 on all saving throws; acts as protection/evil vs. enchanted monsters.

**SECUNDUS (10 minutes)**
Activated by: protection/evil, 10' radius, wizard lock, dispel magic, protection normal missiles (wall of fire/fire).
Defends against: as Primus capabilities plus: creatures up to three dice except those using +2 or greater armour, shield, or weapon; wraiths; those inside won't register on ESP; detect/audience, clairvoyance, or wizard eye; second level spells; illusions won't be believed; +1 missiles; and gives +2 saves for all protected.

**TERTIUS (15 minutes)**
Activated by: wall of fire/ice, wall of stone/iron, fear (confusion), dispel magic cast by at least seventh level MU.
Defends against: as Secundus capabilities plus: creatures up to five dice except those using +3 or greater armour, shield, or weapon; undead up to and including vampire strength; invisible or hidden creatures outside may be seen as though normally visible; third or fourth level spells; +2 missiles; and gives +3 on all saves.

**QUARTUS (15 minutes)**
Activated by: anti-magic shell, wall stone/iron, repulsion (reverse gravity), dispel magic cast by at least ninth level MU.
Defends against: as Tertius capabilities plus: creatures up to seven dice except those using +4 or greater armour, shield, or weapon; fifth level spells; +3 missiles; and gives +4 on all saves.
Dear WD,

I was very pleased to read The Magic Brush in White Dwarf 17, as at that time I was starting to paint some 25mm figures. When Sean Fuller said in The Brush that he'd rather paint with a matchstick, well I went one step further, I used wooden cocktail sticks, because their point is very useful for painting eyes.

Yours sincerely,
Craig Robertson, Keynsham, Bristol.

Dear WD,

I am writing to congratulate and praise Lew Pulsipher on his article Chronicle Monsters in White Dwarf 16. At the time when I first saw them, the ur-iles looked excellent monsters to use in D&D. Now, after reading The Chronicles of Thomas Covenant, I think that they are not only excellent monsters, they are also excellent translations from the books. When I had finished the Chronicles I felt really inspired to try and use them in a dungeon — I usually stick to the regular monsters of the Monster Manual — and the fight which ensued was one of the most enjoyable that I have ever experienced since I started playing D&D. Then I placed a larger number in against a much higher level party, and the result was equally enjoyable. I have to conclude from this that Lew Pulsipher has done a great job in making the ur-iles a practical proposition as far as D&D goes, and also that he has made them into the best monsters in the game, which are usable at any levels.

As far as any of the other Chronicle Monsters go, the only other ones which I have tried are the cawveights, upon which I can give no judgement for they were too strong when I placed them on a first level. From what I could judge, though, they are all excellent renditions of the creatures which I had grown to love in the Chronicles.

While I'm in the business of praising Lew Pulsipher I think I must also praise the articles which he wrote in the first few editions of WD on D&D campaigns. Myself and my brothers had only been playing for a couple of months when we first read them, and although we thought that most of his ideas were against our style of play, we can now see that his recommendations have given us practically all the bases of our campaigns.

I would like to conclude by saying that I believe Lew Pulsipher ought to be given some credit for his articles which have appeared in WD since the dawn of time (when it was first published). Of course, credit also has to go to the others who have given articles of great value also — Don Turnbull, Roger Musson and Albie Fiore to name but a few.

So, you guys out there in the Outer Planes, please keep up the great standard — for us boffins here you're all we've got!

Yours sincerely,
Malory Nye, Aberllefenni, Powys.

Dear WD,

In White Dwarf 17 Simon Downs complained about the numerous different editions of the Monster Manual. Just reflect on all those who have bought a first edition DM's Guide, only to find that the new second edition has two more appendices, and such luxuries as the tables for Creatures Generated by a Monster Summoning VII spell, and also a detachable playset!

But even now, those people who sit, smugly grinning because they bought a second-edition DMG will soon be laughing on the other sides of their faces as the THIRD edition comes out, most probably with even more changes. As for Simon Downs' comment that the apparent revision time for the AD&D system was down to 9–12 months, it would now seem to be more like 2–3 months.

Yours sincerely,
M.T.N. Gascoigne, Margate, Kent.

Dear WD,

I would like to comment on the night rider in the Fiend Factory of White Dwarf 17. Most of us will instantly recognise this creature as one of the most powerful and terrifying to step from the pages of fantasy literature, and yet it is insulted with a Monstermark of 54. The creature that could control hordes of orcs because of the fear it instilled in them — there is something wrong. I suggest the armour class be changed to —1 and the hit dice to 13D8 plus 13. This gives a Monstermark in excess of 2000, more reasonable I think.

However, to me the Fiend Factory is a superb feature, though I think the emphasis should be more on lower level monsters, which will see more use in the majority of dungeons. So can we have more of the war, nasas and githyanki types please?

Yours sincerely,
Jonathan Barrett, Bournemouth, Dorset.

Dear WD,

I must take exception to the ill-conceived remarks of David Bell (Letters, WD17) regarding dexterity and armour class. The links between hit points, armour class and dexterity are obviously very important when dealing with the problem of a realistic, yet simple to operate combat system.

Hit points reflect combat ability, extent of combat fatigue, and luck in terms of damage sustained by the victim's body. Someone with high hit points is lucky enough or skilful enough to deflect blows away from vital areas of course, continual minor wounding will result in progressive loss of hit points, representing increasing battle fatigue, until the weakened character's desperate parrying fails and the victim takes a mortal blow — or, in hit point terms, reaches zero or lower.

As David Bell points out, "If a creature is highly dextrous it will dodge well!". But it does not follow that it will attack well, as he suggests. My hobbit thief has an 18 Dexterity so he dodges well, but only a 4 strength, which means he does not fight well. A creature which is highly dextrous cannot necessarily absorb a lot of damage. A low level thief may gain armour class advantage, through dexterity, but his few hit points mean that if he fails to dodge he will suffer greatly.

Furthermore, armour class advantages gained through high dexterity will generally not apply when being shot at. The extraordinary ability to dodge projectiles should be confined to high level special characters, such as Monks. The eye can follow the flight of an arrow, but cannot predict the point of impact with any degree of accuracy. If in doubt, try watching a beginners' archery class and try to predict which shots will hit the targets!

To sum up: hit points represent ability to sustain damage; high dexterity represents ability to dodge blows. And long live the 4 hit sneak-thief!

Yours sincerely,
Alan Paull, Luton, Beds.
TREASURE CHEST

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

This issue we present the DM’s delight . . .

NON-PLAYER CHARACTERS

EDWIN
by Julian Lawrence

4th Level, Neutral, Half-Elf Magic User:
AC10; 11HP; S5; I14; W9; C10; D8; CH10; Weapons: Dagger

This mage on discovering he was host to a warlock cat (WD10) decided to drown his sorrows and now spends all of his time totally drunk, and pestering people saying ‘Are you my friend’. If the answer is ‘no’, he will ask again and again, but if it is ‘yes’ he will smile and tell them of their fate as his familiar’s next meal.

ADONDELI
by Will Stephenson

3rd Level, Chaotic Good, Half-Elf Thief:
AC8; 13HP; S10; I19; W13; C15; D14; CH13; Weapon: Longsword; Treasure: 19 g.p.

Adondel is slightly taller than average, with dark hair and blue eyes. He is the product of a meeting between a magic-user and a drunken elf serving wench, who later became the mistress of the mage. His father taught him the rudiments of magic use, and the art of picking pockets, but was disappointed when he chose the latter vocation. He was bitten by a mad dog early in his life (but luckily survived), hence his fear of these animals.

Upon leaving his parents, he did well in life until he contracted a noxious disease from a mummy. A good church was prepared to solve this problem, provided he worshipped their god. He did so, and was cured, but is hounded by assassins from his previous church, whose efforts to eliminate him he has narrowly dodged several times. During one assassination attempt, he was forced to commit triple murder and had to flee the city. Since then he, with his mistress and son, has been fleeing from kingdom to kingdom, his would-be killers close behind.

He has understandably developed paranoid tendencies, and is constantly on the watch for assassins, real or imagined. Adondel makes whatever living he can from the occasional theft.

BROMOSEL (The Torch)
by Callum Forbes

2nd Level, Chaotic Good, Human Fighting Man:
AC6; 12HP; S7; I10; W9; C12; D17; CH12; Weapons: Hand-Axe, +2 Neutral Broad Sword; Treasure: 10g.p.

Bromosel is a tidy, cheerful and well-spoken 23 year old. The third son of a successful tradesman and city born, he stands 6'2", is of medium build and has red/brown hair, brown eyes and a tanned complexion.

His sword is usually for hire to parties of generally good alignment, who will find him to be a trusting and witty companion, not above taking risks which might reward him (this is how he came by the +2 sword). Unfortunately, he is also a pyromaniac (see Dungeoneer Compendium) hence his nickname and his habit of collecting torches, lanterns, etc. He can’t resist fire and usually acts of arson follow him around.

He has a flash pellet (one only) which is hidden in the seam of his tunic sleeve to be used as a last ditch in emergencies only. He is +2 on all fire-based attacks and +1 on saves versus fire.

DOMESTUS
by Will Stephenson

2nd Level, Chaotic Neutral, Human Barbarian:
AC6; 22HP; S6; I9; W8; C18; D17; CH10; Weapon: Longsword; Treasure: Nil

A slightly short type, with dark blond hair and blue eyes, plus a week’s beard, he is of dubious parentage and frequents seedy taverns. This barbarian is dirty, sweaty, and smelly — he breeds all known germs. In one pocket he keeps his pet rat, “FANG”, and in the other an ever-ready pint of cheap ale, plus some garlic to chew upon. Early in life, he learnt the art of fist-fighting, and has a greater skill in this than most men, although he prefers to use a dirty sword in his right hand, and a battered shield in his left.

None but the cheapest inns will accept him as a lodger, and he may fight rather than wash.
KELMAR
by Stephen Mills

3rd Level, Chaotic Good, Human Fighting Man:
AC-1; 22HP; S17; I6; W9; C15; D16; CH12; Weapons: Battle-Axe; Treasure: +1 Shield, Scroll of Protection from Lycanthropes, 357g.p.

Kelmar is at the moment trying to take part in some good to purify his alignment after he somehow got mixed up with an almost totally evil party. He holds his alignment very highly and condemns all evil (which didn’t done down very well with the last party). He is a pessimist due to the fact that up to now his luck has all been bad. There is one legend surrounding Kelmar which concerns a hobbit spirit; it is rumoured that the medallion he always wears around his neck puts him in constant contact with a halfling demi-god whom he freed from a trap while he was still a boy. This is untrue and only arose as quite frequently he makes contact with a halfling by the name of Matado. The medallion is in fact the holy symbol of his chaotic good god. His general appearance is not all that stunning although he is slightly over-weight.

FRED, BILL & CHARLY
by Andrew Lucas

1st Level, Neutral, Human Fighting Men:
Fred: AC7; 8HP; S11; I10; W12; C11; D8; CH10; Weapons: Short Bow; Longsword; Treasure: 4 gp.
Bill: AC2; 10HP; S10; I8; W9; C14; D11; CH7; Weapons: Spear; Longsword; Treasure: 4 gp.
Charly: AC4; 7HP; S13; I8; W9; C9; D9; CH12; Weapons: Battle Axe; Treasure: 6 gp.

Fred, Bill and Charly are an inseparable group of 3 Fighting Men who tend to overshadow even the best of their masters, and also to outlive them. Their main characteristic (one shared by all of them) is their incredible loyalty but this is offset by their ability to bungle nearly every task set, often involving deadly traps, and while this usually kills off their hirers they always seem to survive. They are all moustached (but not bearded) men of average height, build, looks (and characteristics!) with rather worn armour and weapons and numerous battle scars. They are all jolly and friendly but with no sense of style and can be quite troublesome due to their ability to come up with ill-timed statements, e.g. “Is he dead?” (a corpse with his head missing and 6 arrows in the back); “Are you all right?” (to a character who has fallen down in a 20' deep pit full of poisoned stakes and vipers); “What’s this do?” (button marked “Danger Poison Gas Release”!, which is, of course, duly pressed).

GORNLI
by Andrew Lucas

3rd Level, Lawful Neutral, Dwarf Fighting Man:
AC8; 18HP; S18(00); 113; W11; C13; D13; CH6; Weapons: +3 Hammer; Treasure: 300g.p.

Gornli is a short, swarthy dwarf with a huge bushy beard and large work-worn hands. He is lawful in the extreme, hating all chaoticians but with a particular disliking for Elves. He has a violent temperament and is given to hurling his +3 war-hammer about at all and sundry once enraged. He is skilled as a weaponsmith/armorour/blacksmith and is often found running a smithy, where he is known to have used his anvil to ward off thieves.

His most notable feature is the absence of his right leg. This is a legacy from the time he worked as a dragon keeper for the legendary lords of the Dragon Isle. He is extremely knowledgeable about dragons and can converse freely with them, often supporting their causes (slanderous dragon makes him very angry).

FELIX THE NEWSTELLER
by Graham Brand

6th Level, Neutral, Human Fighting Man:
AC8; 43HP; S15; I12; W13; C15; D9; CH16; Weapons: Cudgel/Mace

The Newsteller is a portly man, balding slightly, but in magnificent health for his age, with that talent granted to only a few of being able to cause a hush merely by entering a room. He invariably wears coarse brown robes, and is accompanied on his travels by his apprentice-boy, the tawny-haired Caspian.

At each town Felix makes his way to the best tavern, strides up to the small platform usually provided for travelling jugglers, tricksters, minstrels and the like, and raises his arms above his head.

"Who will pay me for my news?" he booms in a voice rich with years of laughter. The boy then goes round the inn, collecting coins — silver, copper, electrum, even gold, all go into Caspian’s hat. When enough has been collected for the Newsteller’s dinner, the sumptuousness being decided by the quality of the news, Felix begins, and recites all he has heard from neighbouring districts in the recent weeks.

Felix has been doing this for many years, travelling hard and fast, but obviously while local news is always fresh anything he has to tell of distant lands is necessarily months out of date. Still, he and his creed are still the fastest and most reliable news service available.

The purpose of Felix is to provide parties with information vital to quests and dungeon adventures. Felix will always require receipt of a hot meal and flask of mead, his profession is his new.

Marte is 64 years old and decidedly decrepit. He is also very jealous of the man he hangs around with, Roban Rodan (see below). He envies the younger man’s success and his completely amazing luck. Poor old Marte has become mean, cowardly and depraved in the time since he met Roban and is in danger of losing his Paladinhood. He is particularly envious of the younger man’s sword, and keeps staring at it, for the only treasure he has managed to obtain is a Potion of Hill Giant Breath that has evaporated anyway.

ROBAN RODAN
by M. Gascoigne

8th Level, Lawful Good, Human Paladin:
AC3; 51HP; S17; I114; W16; C14; D14; CH18; Weapon: Longsword; Treasure: 8 s.p.

Roban is 29 and incredibly handsome. He is a born leader and has done very well in the world. He feels sorry for old Marte and attempts to arrange quests in an attempt to cheer him up, but all these seem to do is depress the old man even more. He has a warhorse called Conqueror and often goes riding with Marte in tow on his own tired out nag. He is so brave and courageous and good looking and dashing and pious, he is almost a crashing bore.

For next issue, we invite readers to submit non-magical items of interesting but dubious use e.g. a Whistle of Pig Calling or a Jar of Jellied Stirge Repellent. Costs in g.p. or s.p. should be given along with all relevant details.
t is turn 17 and the position looks very bad. The Computer has just informed you that Berserkers have landed on three of your planets and are slaughtering the populations there. You are also under attack in four areas by the GROMON empire, and the vitally needed fleets bringing in raw materials have been ambushed by pirates at World 115. Moreover even your home planet is at risk as a religious maniac known only as "The Apostle" has converted almost half your population to his own pacifistic religion. A few more converts and your own people will disown you. And if all that wasn't enough, there's some nut outside your office door waiting to see you to try to buy something called "The Lesser of Two Evils" for 1,000,000 credits. It has been a bad day.

Does that sound like the ultimate gamer's nightmare or the sort of SF game you read about in books? Well, thanks to the "computer revolution" it is neither. The situation outlined above could happen to anyone of several thousand people who are currently playing a Computer Moderated (hereafter known as CM) wargame. STARWEB is probably the most popular of many such games now on the market and it is almost certainly the first one to provide literally massive amounts of unique information to each player.

CM gaming began back in the late 60's (Remember the 60's?) with a company called Flying Buffalo Inc. (FBI). FBI then was running a simple CM game called Nuclear Destruction, which was so popular that it led to the programming of a second game Battle Plan. Both these games have retained their popularity over the years but it is with STARWEB that the hobby has really taken off.

So what is different about a CM game? Well, firstly it is the amount of information provided for the players. All CM games are played by mail (PBM) and, as such, have a slight resemblance to Diplomacy, itself probably the one PBM game of which most gamers have heard. In Diplomacy, however, the amount of information given to the players is very small. So small that it can all be duplicated on one sheet of paper which is circulated to the players. There is no secret or unique information; every player knows what every other player ordered. With a CM game it is different. For example, in Nuclear Destruction the production that each player orders his country to make is secret and only by utilising spies can other players find out a little of his plans. In Battle Plan there are production schedules for everything from aircraft to missiles, navies, and industry -- and all this is secret. Moreover when play reaches turns 14/15/16 in STARWEB the sheer volume of unique information being put out would effectively rule out running the game without a computer to handle the data. For example, a player in a current UK game of STARWEB is on turn 17 and has 95 separate lines of highly compacted information to soak up. Try typing that 15 times, because that is how many players there may be in a game of STARWEB.

The term "Computer Moderated" tends to put people off from this growing side of the hobby, but unnecessarily so. A player need have no knowledge of computers to play the games, and indeed most players haven't even seen a computer. CM gaming could be one of the biggest growth areas for wargaming in the next few years. STARWEB, for example, has already spawned a similar game called PELLIC QUEST which is even more expensive, and many companies in the USA are bringing computers into their PBM systems for record keeping. Flying Buffalo could justifiably be called the leader in the field today and they are working on a new gigantic Space Battle game with 40 players per side.

The Final Frontier? Not by a long chalk.
Molten Magic takes a look at some of the new science fiction and fantasy figures which are becoming available. The code letters and numbers shown on the photographs are purely for identification purposes and not those used by the manufacturers. The manufacturers' codes are shown in brackets after the title of individual figures.

A. Ral Partha
1. Djinn (ES69)
2. Armoured Giant (ES67)

B. Asgard Miniatures
1. Barbarian (ADAS1)
2. Female Magician (ADAS3)

C. Superior Models
1. The Invincible (TS01)

D. Citadel Miniatures
1. Young Dragon (FF56)
2. Giant Snakes (FF57)
3. Mummy (FF60)
4. Giant Frog (FF56)
5. Skeleton Warrior (FF52)
6. Left Handed Fighter (FA26)
7. Amazon with Sword (FA27)
8. Amazon Priestess (FA28)
9. Houri with Dagger (FA20)
10. Large Beasts (FS41)
11. Large Spider (FS40)
12. Rats (FS48)
13. Large Slugs (FS46)
14. Large Bugs (FS42)

Games Workshop have announced the forthcoming release of four boxed games, Continuing with their heavy involvement with SF/F, the titles are Valley of the Four Winds, a hex-gridded fantasy battle game based on the story of the same name serialised in White Dwarf; Warlock is a card and boardgame of dwelling wizards; Dr Who has been licenced from the BBC and is a boardgame in which players travel through the cosmos in search of the Key of Chronos; and an updated version of the currently out of print nuclear wargame, Warlord, which will be released under a new title. Anticipated release date is September...

The Empire Strikes Back, the latest episode in the continuing Star Wars saga, has been released and carries on where Star Wars left off. Creator George Lucas now plans to make Star Wars into a nine part series in three trilogies, each concerned with a different period in the Star Wars universe. The original Star Wars and now The Empire Strikes Back are episodes 4 and 5...

TSR continue to expand their number of products. Hot off the D&D production line comes The Rogues Gallery, a booklet of pre-rolled NPC’s; Non-Player Character Records, which are blank sheets for the referee to record NPC details; Permanent Character Folder & Adventure Records, for players to keep an accurate record of their favourite characters; and Module C1 - The Hidden Shrine of Tamoachan, the first official D&D competition dungeon...

Judges Guild have released Viridistan, The City State of the World Emperor, a massive 3 book, full colour 34" x 22" city map and 2 22" x 17" wilderness maps playing aid for D&D; Inferno is a dungeon for AD&D and enables the referee to send his players to Hell; The Treasure Vaults of Lindoran is a dungeon in which players search for the fabulous treasure of an elven king; Duck Tower is a Runequest scenario based on a ruined citadel...

The Chaosium have just released All the World’s Monsters Vol III which includes details on how to convert monsters to Runequest. Also new is Foes, a statistical profile of 1200 Runequest monsters...

SPI continue to increase their SF/F range with John Carter of Mars, the game of the books; Time Tripper with an American soldier journeying through time; Worldkiller involving an alien attack on a human frontier planet; Against 4 Worlds being a battle game in outer space. Also new is their own SF/F magazine, Ares...

Games Workshop have announced the dates of their two conventions. Dragonmeet III will be on 2nd August at Chelsea Town Hall, and Games Day ’80 will be on 27th September at the Royal Horticultural Hall...

Phoenix Games have released a samurai role-playing game entitled Bushido. They also have three more FRP scenarios for future release: The Courts of the Uncrowned Kings, The K’nai Gorath, and The Demon Pits of Caeldo...

Next Issue:
DUNGEONS &... DRAGOONS? - Historical troops for D&D
GRAKT’S CRAG - A D&D mini module
STAR PATROL - Scout Service in Traveller
HEIDELFACER
TREASURE CHEST
CHARACTER CONJURING
OPEN BOX
Magazines
White Dwarf, Fantasy and Wargames magazines are available in Bourne-
mouth from G. Baines (newsagent), 2-4 Richard Hill; D. Gritten, 131
Richmond Park Road; and "Moonraker", 5 Grand Parade, High
Street, Poole, Dorset.

Wanted!
Wyrm's Footnotes Nos. 1-4. Name your price! Write to Mitch Ferley,
436 Truro Street, Penticon, B.C., Canada V2A 4C7.

Wyrm's Claw
Britain's answer to axe. Issue 1 out in June. All role-playing games,
masters, NPCs, Dungeons, etc. 32pp, AA size, high quality print - 60p.
Contact: Lazarus, 37 Fanshaw Crescent, Hornchurch, Essex (Tel:
Hornchurch 54819).

The Wanderer
A new role-playing 'zine, devoted to all RP games. Issue 1 now available
from A. Kells, 50 Montgomery House, Claremont Rd., Seaford, Liver-
pool, L21 1AU. Price 60p including postage, and includes: a Runequest
scenario, DM's guide to Headhammer's House, a solo dungeon, and
much more!

Job Wanted
By male (20). Intelligent but a bit inept; well up on basic D&D, Traveller,
T&T, and wargames in general. Knows a lot about SF/F literature; writes
good English; try anything interesting. In Scotland maybe? Please write to
Box 01, White Dwarf, 1 Dalling Road, London W6.

HELP!
Clubs, contacts and events can be advertised once at no charge up to a
maximum of 40 words. Further insertions at the rate of 5p per word.

D&D Christchurch, (Dorset)
Experienced Player/DM would like to contact group or players for
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Lane, Westbury-on-Trym, Bristol BS9 3DP or Phone 0272 505656.

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and some permanent such as 'WAR OF THE RING'
(SPI) @ £8.95 & 'NAPO-
LEON AT WAR' (SPI) @
£6.50.

Clubs, Contacts
A contacts and clubs list is being started in the Leicester area. Could
all wargamers who are looking for contacts, and all clubs, send details
and addresses to Robert Harrison, 17 Canon Close, Oadby, Leicester.

Traveller Swindon
Am running a Universe in the Swindon area and am looking for players.
Anybody interested please contact: Ken Mandle, 3 Chester Street,
Swindon, Wilts.

Is Anybody Out There?
14 year-old player of D&D and Ardvin Grimoire seeks exchange of
ideas, rules, monsters, etc. Contact: Edmund Chattoe, 318 Reaburn
Ave., Surbiton, Surrey.

Wanted
To buy or sell, the Tekumel Journal from issue 2, and also a copy of
The Book of Ebon Bindings. Contact: Christopher Dodd, 8 Skipton
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Starbase
Does anybody know where I can get Starbase Scenics in this country?
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Dungeons Convention
To be held around July/August. Potential attendees or dealers should
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PacificCon
Golden Gate Gamers will again be presenting PacificCon at the Dun
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1980. More Information from David Hinkley, PacificCon, PO Box 5833,
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