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STOP PRESS
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One of the more important features of any fantasy role-playing game is its magic system. Arguments have raged as to which system is best, and as there is no real way of testing the fallibility of each system, the arguments will continue. Not wishing to sit on the fence, I personally believe the Vancian/D&D system (although credit is due for it being the first) is now a little outdated compared with, for example, the power point system of Runequest. It seems to me more logical for a magic user to use whichever spell he wishes to use, two or three times if he has to as long as his energy holds out, rather than using, say, his sleep spell and immediately forgetting how he cast it. I would be interested to know how many readers use power point magic systems in D&D.

Editorial Footnote
I am sure readers are well aware of the names of editors and popular contributors to this and other magazines. But I wonder just how many of you are aware of the names of the people whose efforts help put this magazine together - the typesetters, paste-up artists and production artists. Their names are listed above together with the writers, but probably nobody will notice that one is missing from last issue. Robert Owens, our production artist, was killed recently in a road accident whilst on holiday in France.

Robert gave both energy and ideas to help make White Dwarf what it is today, and also had the knack of keeping us sane with his perceptive humour during deadline pressures. He will be greatly missed, and I would like to dedicate this issue to him.
NEW CHARACTER CLASSES

LORE LORDS

Lords of Lore are combination Magic User/Clerics, invariably of Lawful Good alignment. Only human or half-elf characters may become Lore Lords. The prime requisites are Intelligence and Wisdom, both of which must be 15; all other characteristics must be at least 9.

The Lore Lord combines the spell-using abilities of Clerics and Magic Users, having the spell progression with level of a Magic User, but also to choose from either Clerical Magic User spell lists, and regaining all spells as if he were a Cleric regaining Clerical spells. Lore Lords may use only those weapons usable by Magic Users, they may also use Clerical devices and Artifacts appropriate to Clerics, Rhadamaerl or Lillianrill. A Lore Lord will never use a shield, and is limited to studded leather armour at best.

If more than one Lore Lord is present in a party or area, the most experienced one (who must be above tenth level) is referred to as the High Lord. In the case of a tie for experience, the Lord with the highest combined Intelligence and Wisdom receives this title.

Lore Lords have the following special abilities:

1. Two or more Lords can converse telepathically at any level of experience. They are also able to screen their thoughts from other people using ESP against them. They will also detect ESP attempts against them automatically, and can block thoughts if they wish.

2. Lords can combine their experience levels when spell casting. However only spells known to the spell caster can be used. All Lords involved in the blending of minds must be uninvolved in any other activity. If they are forced to break the blending then the spell will fail 100% of the time, less 2% per level of the highest level Lord casting. Should it then succeed, it will however have the effect of all the Lords involved in the attempt. The blending also effects the duration of spell effect, and the uninvolvement must continue as long as spell has to remain in effect, or it ceases. Delayed action spells will operate as if all Lords are involved if they are initially cast successfully.

3. In melee combat the presence of each Lord increases the fighting level of characters in the party, as long as the Lords are not involved in combat. The effect is one level per normal Lord, and two levels for the High Lord. Should the Lords become involved in fighting themselves this effect ceases, except in case of High Lord, who adds one level to all present (including other Lords).

4. Saving throws are affected also by the presence of Lords. These are treated as follows:

   If a High Lord is present, this character must save first. If the High Lord saves, then Lords save at +1, others at +2. This bonus becomes a penalty if the High Lord fails to save.

   Next Lords save. If they are successful, they add 1 to the saving throw of all other characters, per Lord present. Each Lord who failed to save causes a -1 penalty.

5. Lords use the Magic User or Cleric tables for saving throw, taking the best result. Combat tables for clerics are used by them.

Experience Points   Level   8-sided Dice for
0 - 4,000          1           Accumulated Hit Points
4,001 - 8,000      2           8
8,001 - 12,000     3           3 + 4
12,001 - 24,000    4           4
24,001 - 48,000    5
48,001 - 72,000    6
72,001 - 120,000   7
120,001 - 150,000  8
150,001 - 300,000  9
300,001 - 450,000  10
450,001 - 900,000  11
900,001 - 1,200,000 12
1,200,001 - 1,650,000 13

plus 450,000 per level thereafter.  +2 Hit Points per level thereafter.

RHADAMAERL

These are Magic Users specialising in the Lore of Stone. They must have a minimum of 15 in Strength and Wisdom; alignment must be Lawful Neutral, Neutral, or Lawful Good. Rhadamaerl may only use those weapons usable by Clerics and magical items usable by clerics; their armour is limited to studded leather and a shield. Humans, dwarves and gnomes may become Rhadamaerl.

A Rhadamaerl has the following innate abilities:

1: He can call forth fire from natural stone (not polymorphed stone or enchanted stone items) which will last for one melee round, plus one melee round per level. The fire has a surface area of 10 sq. feet per level, and does 1 dice damage per level to a victim in the fire, using the victim's type of Hit Dice. This fire can be called forth three times per day.

2: He can use any one Magic User or Clerical spell once per level per day which involves stone (polymorph, petrification, stone shape etc.). He can use as many different spells as he has experience levels. 2nd level spells cannot be taken until a first level spell has been selected, etc.

3: In cases of extreme stress a Rhadamaerl can exert supernatural force against rock, and can tear it apart with his bare hands. In such cases the fire effects of (1) are doubled in all aspects. The character must rest for 2 hours without any exertion following such events, and cannot fight, or cast spells in this period.

4: In combat against stone related creatures, enchanted statues, etc., the Rhadamaerl gets a +2 hit bonus, and does double damage. If a natural 20 is rolled, then this counts as triple damage.
Artifacts:
The Rhadamaerl artifact is *Orcrest*, a piece of original living rock. If held in the hand by a Rhadamaerl or Lore Lord it will cause light in a circle of radius 10' per level of experience of the caster. It is very rare and endowed with a certain magical property. A Rhadamaerl can add +1 to his saving throw if he has a piece of this stone in his possession. At he beginning there is a 10% chance that a new Rhadamaerl character will be presented with a piece of *Orcrest*. NPCs will have part of this stone 5% of the time.

**Experience Points** | **Level** | **Accumulated Hit Points** |
--- | --- | --- |
0 - 1,650 | 1 | 1 |
1,651 - 3,300 | 2 | 2 |
3,301 - 6,600 | 3 | 3 |
6,601 - 14,300 | 4 | 4 |
14,301 - 30,250 | 5 | 5 |
30,251 - 60,500 | 6 | 6 |
60,501 - 121,000 | 7 | 7 |
121,001 - 247,500 | 8 | 8 |
247,501 - 495,000 | 9 | 9 |
496,001 - 742,500 | 10 | 10 + 2 |
742,501 - 990,000 | 11 | 11 + 4 |

thereafter 247,500 points and 2 HP per level.

**HIREBRAND or LILLIANRILL**
These are Magic Users specialising in the Lore of Wood. They must have a minimum of 15 in both Intelligence and Wisdom, and are invariably of Good alignment, though never Chaotic. Their armour and weapons are limited to those allowed D&D Druids. Humans, elves or half-elves are eligible for this class.

**Innate Abilities:**
1: The Lillianrill can converse naturally with living things, plants, creatures etc.
2: He can use any spell involving Nature Control (mostly Druid spells) once per day. These are allowed at 1 spell per level of experience. Second level spells cannot be used until a first level spell has been taken, etc.

**Artifacts:**
The Lillianrill Artifact is a piece of so-called High Wood, cut from the One Tree. This is called *Lomillilator*, and has the following properties:
- In the hands of a Lillianrill or a Lord, it can be caused to "burn" shedding light over a circular area of 10' per level. (The wood is not consumed by the fire).
- It can also be used as a test of Alignment for Good or Evil. The Wood is cast at the person being tested and if Evil he will not be able to hold it, as it will slip from his grasp, no matter how tightly he holds it.
- High Wood in the possession of a Lillianrill will add +1 to all his saving throws.
- Powdered High Wood to food will restore 1d4 Hit Points per character once only per meal. It will also remove exhaustion from a party which has suffered from extensive combat etc.

**Experience Points** | **Level** | **Accumulated Hit Points** | **6-sided Dice for**|
--- | --- | --- | --- |
0 - 2,000 | 1 | 1 | 1 |
2,001 - 4,000 | 2 | 2 | 2 |
4,001 - 7,500 | 3 | 3 | 3 |
7,501 - 12,500 | 4 | 4 | 4 |
12,501 - 20,000 | 5 | 5 | 5 |
20,001 - 35,000 | 6 | 6 | 6 |
35,001 - 60,000 | 7 | 7 | 7 |
60,001 - 90,000 | 8 | 8 | 8 |
90,001 - 125,000 | 9 | 9 | 9 |
125,001 - 200,000 | 10 | 10 + 2 | 10 + 2 |
200,001 - 300,000 | 11 | 11 + 4 | 11 + 4 |

100,000 per level and 2 HP per level thereafter.

**BLOODGUARD**
Bloodguard characters must have 16+ Strength and Dexterity and 13+ Intelligence. At least two Bloodguards of second level will accompany any Lore Lord as his bodyguards, being fanatically loyal and prepared to fight to the death to protect him. They are not permitted any armour (optionally leather only) and carry no weapons. They attack using open-hand techniques. Damage is 1d8, +1 point per level vs non-metal-armoured opponents. Against metal armour they do 1d6, +1 point per level. Note that Strength bonuses apply as well.

**Experience Points** | **Level** | **Accumulated Hit Points** | **Attacks per Melee Round** |
--- | --- | --- | --- |
0 - 2,200 | 1 | 1 + 1 | 1 |
2,201 - 4,400 | 2 | 2 + 2 | 2/2 |
4,401 - 8,800 | 3 | 3 + 3 | 3/2 |
8,801 - 19,800 | 4 | 4 + 4 | 4/2 |
19,801 - 38,500 | 5 | 5 + 5 | 5/2 |
38,501 - 77,000 | 6 | 6 + 6 | 6/2 |
77,001 - 137,500 | 7 | 7 + 7 | 7/2 |
137,501 - 275,000 | 8 | 8 + 8 | 8/2 |
275,001 - 550,000 | 9 | 9 + 9 | 9/2 |
550,001 - 825,000 | 10 | 10 + 10 | 10/2 |
825,001 - 1,100,000 | 11 | 11 + 11 | 11/2 |

thereafter 275,000 and +4 Hit Points per level.

There are a few new or modified spells available to Lords, Rhadamaerl, or Lillianrill. The first can be used by any of these three. The second and third by Lords only:

**The Song of Summoning**
This was the method used initially to summon the Unbeliever to the Land. By using the song an NPC of DM determined power can be summoned into the Game. This character will be AC 10 and will not accept any of the actions as being real. One character must be nominated as the Key to the Song. If this person is killed, then the summoned being will return to his own plane of existence. His actions while present will be for the good of the party in the long run. Following an initial summons the same character will always be summoned when the song is sung, unless a score of 91-100 is rolled on % dice. In this case a different person will be summoned, who will believe in what he sees. After this any further summons will bring the original Unbeliever. The two summoned beings will not co-operate willingly.

**Words of Power**
These are both used along the lines of the glyph of warding spell in AD&D but appear as a faint tracery of lines around an object etc. Lords of Lore are able to dispel the word with their staffs, if their combined levels exceed that of the caster.

A *Word of Warning* will act as a form of alarm system, with optional blocking of this entrance if touched. It operates in all forms as does a glyph of warding.

A *Word of Forbidding* is a more powerful version of the previous word. It may only be cast by Lords of Lore, from any level. It will do 1 dice damage, of the victims dice type, per level of experience of Lord(s) casting the spell. It can be used with great effect as it will do damage to every creature caught in its area of effect. Casting time is 1 melee round per 10' of Word cast. The Word can be cast into a valley, along the floor or ceiling of a passage, etc. It can have a trigger placed at any point along its length. This trigger will usually be placed at the furthest point from the victims path of approach, in order that damage be most effective. Delayed triggers are also permitted, but these require a further full game turn to cast upon the trigger object or point. A proximity fuse trigger is also permitted but will require game turns 2 on the trigger.

For a Lord's *Word* no material component is required, but each Lord involved must have a staff to trace the word. Any number of Lords may be involved in the tracing. Mind blending is permitted while tracing the Word.
merchants are persons who make their livelihood from trade and commerce. They place a high value on communicating with opponents, using their wiles and charisma to win potential enemies over into a neutral or friendly status. Skill in combat is de-emphasized and is not nearly as high in quality as for fighting men, though merchants can still defend themselves ably (and often need to). Their verbal powers have some spell-like qualities and are frequently used to talk other beings out of their valuables in exchange for what the merchant has to offer. What the merchant wants to trade may, of course be of considerably less value than what he or she wants in exchange.

Humans, half-elves, dwarves, gnomes, elves, and halflings may become merchants. Dwarves cannot achieve a level higher than 6th (Bargainer) due to the lower charisma dwarves have relative to other races, and none but a human can achieve a level higher than 9th (Merchant) due to the lack of a strong profit motive and various prejudices against dealing with certain other races (limiting their flexibility). Humans have unlimited advancement as merchants. Half-ors, half-ogres, and the like have low intelligence and charisma, and are less interested in talking and trading than in fighting and taking; they may never be merchants.

Merchants may be of any neutral alignment, such as neutral good/evil, lawful/chaotic neutral, or true neutral. An intelligence of 11 or more and a charisma of 11 or higher are required, and merchants with scores of 16 or greater in these two categories may gain an added 10% to earned experience points.

A variety of special abilities and powers is available to merchant-class characters:

1. Merchants gain a +5% bonus on reaction from any intelligent creatures confronting them whenever the merchants attempt to parley. This is because of the general appearance and style of talking of the merchant, and the lack of missile weapons and shield. The merchant must not have a weapon drawn, but may keep one hand near an available weapon if needed quickly.

2. When purchasing standard non-magical items on the open market (and in certain cases, at the referee's option, magical items) a merchant may bargain with the selling agent and buy the items at a discount of 10% to 40%, plus 3% for each 2 points of intelligence of the merchant above 1st level (Street-monger). The referee may adjust this percentage up or down as the situation requires (cordwood might be bought at large discounts, but not so diamonds). This power does not work against other player characters.

3. Merchants acquire a large repertoire of languages in their travels and dealings with other races and creatures. If the merchant's intelligence is high enough to allow knowledge of additional languages beyond those tongues known because of the merchant's race, then he or she is allowed to start the game with the extra languages already known. For example, a halfling with an intelligence of 18 may choose two additional languages before starting the game as a merchant character, in addition to the usual halfling tongues (like gnomish, elvish, dwarven, etc.). As a merchant progresses in levels, more languages may be learned, as shown on the Merchant Abilities Table. The character is allowed to pick which languages are to be received, but only if the language could conceivably be held in the areas the merchant travels through. The Dungeon Master should use discretion in this matter, and may declare some languages as unknowable in the current campaign. Alignment tongues, Druid's Cant, and Thieves' Cant may not be learned in any case by a merchant character.

4. Merchants gain familiarity with opening locks in the course of their business, and from the third level on they may pick locks as a thief two levels below them. Racial and dexterity bonuses are applicable.

5. Merchants are able to appraise items as to their possible sale value and as they increase in experience merchants gain more exact knowledge of an item's worth. A merchant may evaluate gems, jewels, furniture, tapestries, and various other items found in the treasure hoards of a monster for resale later (possibly even the otherwise worthless personal possessions of the monster, which might be sold as souvenirs). Unless the exact nature of a magical item is known, a merchant will only be able to give the value the item would have if it were the least valuable item of its type. For example, a merchant is trying to evaluate a magical sword. If he isn't aware that it is a +3 sword, he will estimate its value as such a +1 sword with no special powers; a magic wand would be evaluated as if it was the least valuable sort, and so on. The merchant does, of course, have the option to sell the item at a much higher price than what he estimates its value at. Appraisal powers may also be used to find out if the merchant is being cheated himself on a deal, by checking the value of the goods he is receiving. Cursed magic items are never recognized as such.

6. The smooth talk of the merchant may sometimes carry magical power. The Merchant Abilities Table shows the percentage chance a merchant has of casting a suggestion spell when speaking with an opponent. Only one person or creature will be affected by this spell; merchants are able to locate a figure in any group confronting them with 90% accuracy (+1% per point of intelligence over 10), and will nearly always direct the suggestion to the person in charge. For every two points of intelligence the merchant has above the intelligence of the being receiving the suggestion, the opponent receives a -1 to its saving throw against the spell. If the opponent is more intelligent than the merchant, it receives a +1 on its saving throw for every two points of intelligence over the merchant's intelligence that the opponent has. No material components are required for this spell; for additional notes on range, duration (substituting merchant level for magic-user level), and effects, see the spell description in the Player's Handbook. One suggestion may be made per day per level of the merchant. Note that if a creature saves against a suggestion, only one more attempt may be made to suggest something to that same creature on that particular day, and the creature will gain a +2 bonus.
against the second suggestion when making its saving throw. If the merchant does not know a language that the opponent also knows, and verbal communication is not possible, then a suggestion will not work.

7. If one or more opponents are attacking the merchant's party, the merchant may utter a command that will be heard by all creatures in a 60' radius for the purpose of combat. All creatures who can hear this command, whether they are associated with the merchant's party or not will stop fighting for 1-3 rounds. The merchant may use this time to make a suggestion to the opponents or attempt to parley. If anyone makes a hostile gesture during this time, the effect will not be broken, but an outright attack (possibly made by persons not in hearing range of the merchant's command) will instantly and the true. There is no save against this spell, unless a creature has some form of magical resistance such as demons, devils, and the like have. One command of this sort may be made per day, per level of the merchant casting the spell. No other action may be commanded except ceasing combat. As with suggestions, the command must be given in a language that all within hearing will understand, or else those who don't understand the order won't obey it, negating the true instantly.

8. A merchant may increase his or her charisma to other beings by making certain gestures, saying certain phrases, or dressing in a peculiar way. This method or heightening charisma is similar to the magic-user spell friends, except that a full turn of preparation is required (10 minutes) and the opponents it is directed to must be known to the merchant. At least, the merchant should know the race, and alignment of the opponents. The merchant's charisma to the opponents will increase 2-5 points, with all appropriate reaction bonuses; the range of this spell includes everyone in the opponent's party within 60'. Saving throws are allowed, but if the throw is made and the spell saved against, the creatures will not necessarily see the merchant in a negative light; they will simply see the merchant with an unadjusted charisma.

Heightened charisma may be used once per day per level of the merchant, and is very useful when attempting to parley with opponents. If the language of the opponents are not understood by the merchant, charisma will be heightened only 1-3 points. Because of the preparation required, this spell cannot be used on the spur of the moment, say when the merchant comes around a corner and bumps into a pair of Evil High Priests. Remember that persons seeing a merchant with heightened charisma are not obligated to do anything the merchant asks them to do, but will make no actions to attack the merchant and will be more disposed to listen to his ideas. If a suggestion is made to a person who failed to save against heightened charisma, he takes a -4 on his saving throw against it.

WEAPONS

The philosophy that merchants have about using weapons is simple: avoid using them as much as possible, but keep them close at hand. Merchants do not use missile weapons, preferring them to gesture, emphasize their ideas. If a merchant does not know a language that the opponent understands, charisma will be heightened only 1-3 points. The saying goes: avoid using them as much as possible, but keep them close at hand. They use simple: avoid using them as much as possible, but keep them close at hand. They use

MAGICAL ITEMS, HIRELINGS, & HENCHMEN

Merchants may use any magical weapons or armour within the restrictions noted above. They may use any other magical items that may be used by any other class of character and aren't restricted to the use of a limited number of classes. Hirelings and henchmen may be taken on at any time, and may be of any sex, class or race, except for thieves and assassins. These latter two classes may be hired on short-term basis only for a single mission.

FINAL NOTES

It is suggested that merchant characters take an assortment of trade goods with them on expeditions for spur-of-the-moment bargaining; exactly what is to be taken is left up to the player character.

The risky part about being a merchant is having to be in the front of one's party facing a potentially dangerous enemy, unarmed, and simply talking it out. A Dungeon Master may decide to time the encounter and adjust the saving throws for suggestion depending on how reasonable the suggestion is, so players should learn to think quickly and develop a "silver tongue" as the saying goes.

Merchant players start the game with 40-160 g.p. for their initial funds.

**MERCHANT ABILITIES TABLE (WITH RACIAL ADJUSTMENTS)**

<table>
<thead>
<tr>
<th>Level</th>
<th>Additional</th>
<th>Race</th>
<th>Locks Range</th>
<th>Open Appraisal</th>
<th>Suggestion</th>
<th>Command</th>
<th>Heightened</th>
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</thead>
<tbody>
<tr>
<td>1</td>
<td>0</td>
<td>Dwarf</td>
<td>+10</td>
<td>15% +/-50%</td>
<td>20% +/-45%</td>
<td>25%</td>
<td>0%</td>
</tr>
<tr>
<td>2</td>
<td>1</td>
<td>Dwarf</td>
<td>+10</td>
<td>20% +/-45%</td>
<td>25% +/-40%</td>
<td>30%</td>
<td>0%</td>
</tr>
<tr>
<td>3</td>
<td>2</td>
<td>Dwarf</td>
<td>+10</td>
<td>25% +/-40%</td>
<td>30% +/-35%</td>
<td>35%</td>
<td>0%</td>
</tr>
<tr>
<td>4</td>
<td>3</td>
<td>Dwarf</td>
<td>+10</td>
<td>30% +/-35%</td>
<td>35% +/-30%</td>
<td>40%</td>
<td>0%</td>
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<tr>
<td>5</td>
<td>4</td>
<td>Dwarf</td>
<td>+10</td>
<td>35% +/-30%</td>
<td>40% +/-25%</td>
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<td>0%</td>
</tr>
<tr>
<td>6</td>
<td>5</td>
<td>Dwarf</td>
<td>+10</td>
<td>40% +/-25%</td>
<td>45% +/-20%</td>
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<tr>
<td>7</td>
<td>6</td>
<td>Dwarf</td>
<td>+10</td>
<td>45% +/-20%</td>
<td>50% +/-15%</td>
<td>55%</td>
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<tr>
<td>8</td>
<td>7</td>
<td>Dwarf</td>
<td>+10</td>
<td>50% +/-15%</td>
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<td>8</td>
<td>Dwarf</td>
<td>+10</td>
<td>55% +/-10%</td>
<td>60% +/-5%</td>
<td>65%</td>
<td>0%</td>
</tr>
<tr>
<td>10</td>
<td>9</td>
<td>Dwarf</td>
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<td>11</td>
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<td>15</td>
<td>Dwarf</td>
<td>+10</td>
<td>90% +/-4%</td>
<td>95% +/-5%</td>
<td>100%</td>
<td>0%</td>
</tr>
<tr>
<td>17</td>
<td>16</td>
<td>Dwarf</td>
<td>+10</td>
<td>95% +/-5%</td>
<td>100% +/-6%</td>
<td>100%</td>
<td>0%</td>
</tr>
<tr>
<td>18</td>
<td>17</td>
<td>Dwarf</td>
<td>+10</td>
<td>100% +/-6%</td>
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</tr>
<tr>
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<td>+10</td>
<td>100% +/-7%</td>
<td>100% +/-8%</td>
<td>100%</td>
<td>-10%</td>
</tr>
<tr>
<td>20</td>
<td>19</td>
<td>Dwarf</td>
<td>+10</td>
<td>100% +/-8%</td>
<td>100% +/-9%</td>
<td>100%</td>
<td>-10%</td>
</tr>
</tbody>
</table>

**MERCHANT EXPERIENCE TABLE**

<table>
<thead>
<tr>
<th>Experience Points</th>
<th>Experience Level</th>
<th>6-Sided Dice for Accumulated Hits</th>
<th>Level Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>0-750</td>
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<td>1</td>
<td>1d6</td>
</tr>
<tr>
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<td>2d6</td>
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<td>4</td>
<td>4d6</td>
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<td>5d6</td>
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<td>6d6</td>
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<td>225,001-450,000</td>
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<td>10d6</td>
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<td>11d6</td>
</tr>
<tr>
<td>1,125,001-2,500,000</td>
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<td>12</td>
<td>12d6+2</td>
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<tr>
<td></td>
<td></td>
<td></td>
<td>Master Merchant (12th level)</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>13d6+4</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Master Merchant (13th level)</td>
</tr>
</tbody>
</table>

**TOTAL EXPERIENCE POINTS:** 4,225,000 experience points for each level thereafter.

Merchants gain 2 h.p. per level after 11th level.

**NEXT ISSUE**

*THE SEARCH FOR THE TEMPLE OF THE GOLDEN SPIRE* - Competition D&D Mini-Module run at Dragonmeet III
*DUNGEON MODULE CONSTRUCTION - How to build 3D dungeons
*ROBE AND BLASTER - Aristocracy in Traveller
*FINDING THE LOST TREASURE CHEST
*CHARACTER CONJURING
This game is fully compatible with GDW's Traveller role-playing game, and in some areas (particularly the combat system) I feel it is of superior quality to the original rules. I suspect that it would be eminently playable for non-Traveller gamers, but being an addict myself I can't really judge that. Certainly Traveller is not a prerequisite to the play or enjoyment of this game, though the two would enhance each other.

The game is played in turns, each of which is subdivided into six phases. The first is a decision phase, in which written orders are plotted for all characters in secret; the remaining five are action phases. A character may expend up to six Action Points in an action phase; these Action Points are similar to those used in one of GDW's earlier SF games, Snapshot. A list of actions and their costs in Action Points is provided, such as walk, trot, snapshot, fire aimed shot, dodge, open door, etc.

Combat is of two basic types: gunfire and melee. Melee first, because it's simpler. This uses a fairly standard looking Combat Results Table of the sort beloved by SPI and Metagaming among others, in which the difference between the Melee Factors of the combatants is cross-referenced with a single die-roll. Armour has the effect of changing the column consulted on the table when the die is rolled.

Gunfire is also resolved in a clean way: Two d6 are rolled to see if a hit is scored, the roll being adjusted for range, cover, and dodging — but not armour — and the standard Traveller Bt being required to hit in most cases. Wounds are then determined; two d6 are rolled again, and two modifiers applied. Each weapon has a penetration factor, which is added to the roll, and each class of armour a defence factor, which is subtracted. The result is then compared with a Damage Table to see if the character in question was lightly wounded, seriously wounded, killed, or unaffected. (In melee, a stun result can also be obtained — this "replaces" the serious wound effect.)

Having long been an upholder of the school of thought that "armour makes you easier to hit, not harder — it just reduces the damage you take" I am in favour of this change, which also speeds up play. At a rough guess, I'd say when converting to Traveller rules — which I expect most buyers of the game will be interested in — a light wound is 1d6 of damage, and a serious 3d6. A formula is provided at the back of the rule book for calculating the melee factors of Traveller character.

There are six scenarios provided with the game, together with suggestions for generating your own. Those provided cover boardings, violent and stealthy both; theft from the holds — and hopefully subsequent escape; salvage — opposed by natives; mutiny; and escape from the brig.

My only criticism of the game is the price; this is a bit on the high side, and although it probably wouldn't stop me buying the game, it would certainly slow me down a bit.

Overall, however, a thorough and excellent game.
presented by individual counters, are scattered over the ship while in several rooms there are inverted counters. Some of these are dummies, others are harmless lab animals who, like the Intruder, have managed to escape, and somewhere is the Intruder who must be hunted down. Each turn, the inverted counters are moved by random dice rolls and the crew can move around examining any inverted counters in the same room. (Movement is room to room with no hexes.) If the Intruder is encountered there will be combat so crew can equip themselves with a variety of weapons including blast pistols, gas cannons, and flame throwers, some of which can be collected from the armory while others must be especially constructed in the station's workshop.

Whenever a crew member is killed by the Intruder, panic ensues. All survivors rush back to the control room, dummies, animals and the Intruder counter are redistributed, inverted and the search must start again. Hence, to make it easier to find the Intruder, it may be worthwhile for the crew to attempt to recapture other lab animals and produce extra intruders. Although the number of powers the Intruder has at any time is known, what these powers are is not known until there is combat when they are randomly chosen by the roll of two dice.

The micro-market is expanding rapidly and on the production standards of their games so far, Task Force seem likely to be able to hold a reasonable chunk of it. In this one, most of the necessary information is presented in an accessible form on the map sheet, the graphics are quite good (although it's a pity the cover design couldn't get away from the sexist stereotype of monster menacing lady with badly torn clothes), and the rules are reasonably well-written and easy to follow although there are a few minor areas not quite clear.

However, in the end, my feeling is that this game is a good idea which needs further development. It would have been nice to have seen a game system that, like The Creature that Ate Sheboygan, allowed the Intruder to be radically different each time. The special powers rules are obviously an attempt to recapture the creatures and produce extra intruders. Although the number of powers the Intruder has at any time is known, what these powers are is not known until there is combat when they are randomly chosen by the roll of two dice.

The micro-market is expanding rapidly and on the production standards of their games so far, Task Force seem likely to be able to hold a reasonable chunk of it. In this one, most of the necessary information is presented in an accessible form on the map sheet, the graphics are quite good (although it's a pity the cover design couldn't get away from the sexist stereotype of monster menacing lady with badly torn clothes), and the rules are reasonably well-written and easy to follow although there are a few minor areas not quite clear.

However, in the end, my feeling is that this game is a good idea which needs further development. It would have been nice to have seen a game system that, like The Creature that Ate Sheboygan, allowed the Intruder to be radically different each time. The special powers rules are obviously an attempt to do this but since a fully developed Intruder will have 7 powers out of a possible 11 and since the 2 dice system means some powers are much more likely to come up than others the results are fairly predictable.

The other problem is the combat result table. Dart guns can put the Intruder to sleep, electric prods enable crew to drive it in front of them but otherwise weapons either kill the Intruder or leave it unharmed and the result is a game too dependent on lucky dice throws. A system of cumulative hits (as in some powers are much more likely to come up than others the

Overall: 6  
Roger Sandell

Valkenburg Castle
Task Force Games - £2.95

In the 532nd year of the Age of Heroes, lived one Lord Keven Van Valkenburg (Noble, Good but Stupid), owner/occupier of Valkenburg Castle. There also lived the Sorcerer Draxnahr (Powerful, Cunning but Evil) who desired a castle, but could not get a mortgage and so lacked the wherewithal. The unsupervising magician tricked the noble Lord into a duel and then fried him with an illegal fireball; there was no appeal Lord Keven's family - the important member if which was Albert (Noble, Son & Heir, but sickly) - fled the castle. Now Albert, like many other impoverished aristocrats, married a suitable commoner - Anne (Strong, Proud, but well, Common). The offspring of this union was Hobart (Fearless, Robust but Halffnoble). Hobart became right-hand hatchet man to King Edward (Noble, Rich but Powerful). Meanwhile, Castle Valkenburg has changed hands more often than a London flat in a property boom - evil quite rightly failing to prosper. When Hobart is 25, his father dies, and he returns home to claim his inheritance. What happens can then be played out using Stephen Cole's game Valkenburg Castle.

Included in the ziplock bag are a 26 page rule book, a map and a single diecut counter sheet. The 54 counters come in black, white, green, red and blue. Only the dungeons of the castle are represented on the two colour map; in five levels. Stairways and ladders connect the various levels. Other features are doors, corridors, rooms, a pit - without a beast - and a cave - with a beast - in this case a dragon. There are no problems with the rule booklet; the fairly complex rules are well written and comprehensive. In the cellars of the noble dwelling one is likely to bump into evil magic users, leaders and squads of various delinquents such as orcs, goblins etc. Also under the control of the evil player (i.e. the bad guys) is the dragon, but he cannot get out of his cave. Lurking in odd rooms, like ticket inspectors on the underground, are random monsters. The one thing you can find in the dungeons which you are very unlikely to find in the underground is treasure!

By now I expect D&Ders are experiencing suspicious twinges of déjà vu, prior to turning over the page and cursing board game ripoffs. Well, cool down lads. Any resemblance between D&D and VC is purely superficial. In fact VC is an out and out tactical wargame which examines the subject of squads of men fighting in restricted spaces - a sort of Mediaeval Cityfight. The damage a squad can inflict on an opposing unit depends not on its numbers but on the width of the space it is fighting in. So units can hold doorways and narrow corridors for ever and a day, but are vulnerable to being outflanked in a wide room. Rules cover charging, forming a shield wall, armour and enchanted weapons. As well as hand-to-hand weapons, rules cover the use of missile weapons, including modern weapons for the psychopathic. Optional rules increase the complexity of the combat system, with reaction fire etc. Magic plays only a relatively small part in this game. The most useful spell is the fireball - of Lord Keven fame. This has a sort of howitzer effect; with excellent results on shield walls. Burglars are mostly used for opening locked doors. Dwarves can use demolition explosives to make holes in walls. When search for treasure is made a large table is used with various modifiers on the die rolls. It is possible to find not treasure, but various unpleasant wee beasties - poisonous spiders and the like.

A certain amount of paperwork is required to play VC but not enough to affect playability. From the limited playtesting this game has been given it seems to play smoothly enough. Move and countermove occur in three dimensions as the player units manoeuvre around the 5 levels. A number of alternative victory conditions are given for the one-game scenarios, hunting treasure, butchering orcs, rescuing damsels in distress or slaying dragons. Different sized adventure groups are suggested - the bigger the group the greater the deed needed to win. The campaign is played as a series of games. The good player, young Hobart, has to clear the castle of hostiles, without getting killed himself. At the end of each game he has to bring out enough treasure to pay his men for the next game. The bad guy gets a fixed number of orc reinforcements each game and simply has to survive to win.

Many SF & F game designers have in the past thought up a number of fun fantasy rules and then hung them on a boring inadequate game system - all chrome and no guts. That is not true of this game. It has a good solid system on which a gamer can hang his own favourite rules. At the price it must be considered excellent value for money.

Overall: 8  
John Lambshad
Dear WD,

I would like to respond to M.T.N. Gascoigne's letter in WD19. Mr. or Ms. Gascoigne's complaints are not reasonable. First of all, there are no plans for a soon-to-be-released third edition of the DMG, "with even more changes". However, this doesn't mean that we won't correct any errors that are brought to our attention, as the book goes into further printings. We keep a continuously-updated list of mistakes and typos for all of the AD&D books, and when one of the volumes goes in for reprinting (as they do every 3-4 months, due to continuous demand), we correct what errors we can. Publishing the DMG was the most ambitious project we had yet undertaken — it contains more than twice as much information as the Player's Handbook, almost 350,000 words. Naturally, there were mistakes and oversights, such as the dropped Monster Summoning VII table. We rectified these errors as soon as we could, in the second edition. This added a bit of new material. Now the DMG is a tight work, very few illustrations and very little slack. After shoe-horning in the corrections, we found that the book was 2½ pages longer. Anybody who thinks about it will realise that you can't add 2½ pages to a book — books are bound in signatures. The minimum we could add was 8 pages, so we tossed in the rolling-up-characters appendix and the tear-sheets. We were happy to be able to give people a little something extra. It didn't occur to us that some people would get upset over such a petty addition. As publishers of rule books, are we seriously supposed to ignore mistakes in our products, just so somebody who bought the earlier edition won't feel jealous? Come on! It's our duty to our customers and to ourselves to make our products as good as possible, and we'll upgrade them every chance we get. It's not as if the previous customers haven't gotten value for their money. (Was anybody greatly inconvenienced by not having the Monster Summoning VII table? I thought not.) The errata for the various books were collected in The Dragon 35, and will probably soon be easily available separately.

The AD&D system was developed over a period of several years, and it is enormously complex. Because of this, there are still minor holes and inconsistencies in the rules. These will gradually be corrected. How can it be a sin to make something better?

Sincerely,
Lawrence Schick, Vice-President, Product Development, TSR Hobbies.

Dear WD,

The editorial of issue 20 invited readers to send in their views on alignment and its role in the game. I play this aspect very strictly as I find role-playing alignment adds greatly to both DM and player enjoyment. Voluntary alignment change may be made at the cost of one level loss for each sector change on the alignment graph; however, I do not record involuntary drift but simply disallow any hostile action which I deem unreasonable and tell the character to 'rephrase' any unallowable lies. This is not only simpler but leads to 'on-the-spot' uses of alignment.

... generally the characters will not know each other's alignments, but if these are discovered good characters cannot work with evil or lawful with chaotic. Even if hostility does not break out the party will split up.

I am not trying to press my rules on anyone, simply presenting them as one way to play alignment — a way which in my experience leads to a great deal of fun. The overall result is that most players employ most alignments at some time.

Yours sincerely,
Stephen Bland, Ely, Cambs.

Dear WD,

I have, in the past few months, discovered that the 'Oil Problem' (currently being fought tooth and nail on the Letters Page of the last few issues) is a combination of two ideas and I offer the following solution.

It seems ridiculous to say that a lantern, which in my campaign is fuelled by oil, will last for 24 turns whereas a hurled flask of oil burns for a feeble round or so. I am not suggesting that flaming oil should burn for longer, but that there should be TWO types of oil.

One is, as Paul Compton points out, a slow burning vegetable oil, suitable for lanterns and torches. It is the oil listed in the Player's Handbook for 1 g.p. a pint. The other is an expensive oil available from alchemists, who possess the necessary equipment to make oil. It burns quickly, and with large (3-18 damage, perhaps?) fierce flames. It is the sort used by adventurers to molest clean-up crew.

I must stress that this is merely a suggestion based on my own observations as a Dungeon Master not as a practising pyromaniac.

Keep the Home Fires Burning,
Andrew Groves, Hornchurch, Essex.

Dear WD,

At last in WD we Traveller Refs have a voice! I thought that Bob McWilliams’ notes on the setting up of playable Traveller situations were superbly succinct.

However, Bob doesn’t emphasise enough the need for fluidity in a Traveller scenario. I’ve found that the best play occurs in relatively unstructured and open-ended games. Players are apprised of gainful possibilities in an initial situation, and once they are on the scent the Ref builds his scenario out of their choices. It’s more difficult than an equivalent D&D scenario, where the limits of action are more clearly defined — also more satisfying, because the game never becomes reduced to ‘bash, grab & run’.

The best play aid a Traveller Ref can have is a consistent, logical Universe in which to firmly root his wandering adventurers.

I didn’t like Andy Slack’s Scout expansion, Star Patrol (WD20). I felt it placed too much emphasis on the collaboration of the Scouts with the military forces. To be fair, Andy’s system is workable and well thought-out.

Wasn’t the ‘Criminals’ article in WD19 by Trevor Graver superb? I really enjoyed rolling up a pair of underworlders. This class was much needed in Traveller.

Yours sincerely,
Frank Burrow, Coventry.

Dear WD,

I think the whole idea that a character should be forced into one of nine types of belief and expected to rigidly conform to it is catastrophic! People don’t always behave the same way — often their beliefs are arbitrary and self-contradictory. Secondly, the idea that men are going to care about the ideals of Law or Chaos seems a little preposterous. As for “good” and “evil” — who will not claim that he is good?

The main difference I have observed is that good people kill evil ones whenever they can, whereas evil people only kill good ones if they get in the way!

In my view, players should role-play their characters, and any inference about beliefs should be made solely from actions.

Yours sincerely,
The planet Coryphire is one of the furthest explored worlds of the Outrim. Uninhabited, man's only mark on it is an Imperial Scout Service Aid Station - reach it and its life-support systems will keep you alive while a Jump space message capsule is dispatched to summon help; fail and the local microbiology will eventually kill you, if the fauna hasn't finished you off first.

All this drifted through Jardine's mind as he struggled out of the lifeboat's control chair. The meagre fuel cell had given out well short of his objective, and he was now faced with the prospect of a long walk to get there: Jardine was alone when his small trader devoured vital bits of its power plant, and though the lifeboat is fully equipped with survival aids, a choice must be made due to weight limitations.

1.0 INTRODUCTION

1.1 Rationale: This game is an introductory science fiction boardgame, though particularly if the optional rules are used it can prove fun for more experienced gamers. An element of skill exists in the choice and use of weapons, and in taking a particular route to reach the Aid Station. Luck in the form of die rolls affects encounters with the native animal life and subsequent combat.

1.2 Objective: Survival is a solitary role-playing boardgame where the player, taking the part of Jardine, must reach the Aid Station to survive until a rescue ship arrives. To do this, the terrain between the landing point and the station must be crossed, and attacks from the local animal population beaten off. A time limit is set by the food supplies Jardine can carry with him.

2.0 PLAYING PIECES

2.1 General: The mapsheet, counters and tables are printed on the centre pages of the magazine and this should be pulled out and mounted on card. The left-hand section containing the counters should then be cut out and cut into the individual counters.

2.2 Mapsheet and Tables: The mapsheet represents a small portion of the planetary surface of Coryphire, showing the possible landing points and the Aid Station and the terrain in between. Coryphire is a terrestrial world, and terrain types correspond roughly to Terran norms. A hexagonal grid governs movement; each hex is about 20 kms across. Various charts and tables, and record tracks, are printed on the mapsheet - once familiar with the rules these contain all the information required to play the game.

2.3 Counters: Counters in Survival represent the person of Jardine, and various markers to aid game play. The information on each counter varies according to the counter's function, as follows:

<table>
<thead>
<tr>
<th>JARDINE</th>
<th>WEAPON (TYPICAL)</th>
<th>ANIMAL (TYPICAL)</th>
<th>GAME MARKER</th>
</tr>
</thead>
<tbody>
<tr>
<td>Defence Strength</td>
<td>Round Allowance</td>
<td>Defence Strength</td>
<td>JARDINE</td>
</tr>
<tr>
<td>7D 2M</td>
<td>(UL)</td>
<td>6D A 4M</td>
<td>GANE-BRACH</td>
</tr>
<tr>
<td>Round Allowance (UL = Unlimited)</td>
<td>Combat Effect (Ranged Fire and Melee)</td>
<td>Combat Effect (Melee)</td>
<td>Description</td>
</tr>
</tbody>
</table>

Each item of information is explained in the relevant section of the rules and is additionally available on the mapsheet tables.

3.0 PLAYING THE GAME

3.1 Setting Up: One die is thrown to determine which hex Jardine's lifeboat has come down in - thus if a four is rolled, Jardine starts the game in the hex numbered 4. The Wound Status marker should be placed in the '6' box of the Wound Status Track, and the Movement Points Expended marker should be placed in the '0' box of the Movement Point Record Track.

3.2 Choosing Weapons: After allowing for food and other survival equipment, Jardine has a carrying capacity of 8 weight units available to take his choice of weapons with him on the trek. The weapons have various combinations of weight, combat strengths and round allowances. After reading the remainder of these rules, the player should consider these factors and make his choice - the total of 8 weight units may not be exceeded. Counters for the chosen weapons should be placed in the Available Weapons Box.

3.3 Sequence of Play: Jardine will spend several days on his trek, if he isn't killed by wild animals. Each day is broken down into three periods - two Day Periods and one Night Period. The playing procedure is different for each type. At the end of each Period the Turn marker is advanced to the next Period on the Turn Record Track.

3.31 Day Periods: During Day Periods, Jardine may move, with the possibility that he might be attacked by animals in each hex entered. The sequence of play for each hex entered during a Day Period is:

Player Movement; Animal Encounter Determination; Player Ranged Fire; Player/Animal Melee.

3.32 Night Periods: These are compulsory rest periods; Jardine camps overnight, and puts up an automatic defence/
alarm system for protection. No movement or animal encounters are possible at night. Sometimes, if Jardine is seriously wounded, it may be necessary to use a Day Period as a rest period; in this case it is treated exactly as a Night Period.

3.4 Game Duration and Result: The game continues until one of three events occur: A. Jardine is killed; B. The total number of Periods shown on the Turn Record Track is used up before Jardine has reached the Aid Station; C. Jardine reaches the Aid Station within the time limit. If C occurs, the player has won; if A or B, he has lost.

3.5 Player Movement: In each Day Period not used as a rest period, Jardine may move up to a total of 6 movement points. Each terrain type (see Terrain Effects Chart) costs a number of points to move into. River terrain is a special case of movement – if the player has to cross a river, the cost of river terrain is added to the cost of the terrain in the hex being entered. If insufficient points remain to move into a particular hex, the player may not do so — the full cost for each hex must be paid, and the total movement allowance cannot be exceeded.

3.6 Animal Encounters: In each hex that Jardine enters, there is a chance that an animal may attack him. Note that an encounter throw should be made for the landing hex on the first turn before any movement is made, and that a throw is made for the clear hex containing the Aid Station when it is reached.

3.61 Procedure: Place the Movement Points Expended marker in the relevant box of the Movement Point Record Track. This is to remind the player of how much he has spent on movement in the Period so far, while any combat is resolved. Next, throw one die. A result of 1 or 2 means no encounter — no attack takes place. A result of 3, 4, 5 or 6 is an animal attack, and should be looked up on the Terrain Effects Chart to see what type of animal is involved. The Combat rules (3.7) should now be referred to.

3.7 Combat: Combat consists of two distinct phases: Ranged Weapon Fire and Melee. For weapons characteristics see that rules section (3.8).

3.71 Ranged Weapon Fire: In this phase, Jardine may fire one Ranged Weapon for which he has at least one round remaining. He may only fire once in this phase. If the animal is killed, combat is over, but if the animal survives Ranged Weapon Fire then play proceeds to Melee. The animal has no attack in this phase.

3.72 Melee: In this phase, combat is simultaneous; both player and animal may make an attack, even if one is killed by the other. If neither is killed in the first round of Melee, then play continues into another round. Play continues in successive Melee rounds until either the player or the animal is killed. The basic game of Survival thus far described is fairly straightforward in which the player (as Jardine) should win with reasonable luck. However, once familiar with the basic game, the player can provide himself with extra challenge by using one or more of the optional rules given below, as most of these rules make the player's task more difficult.

3.73 Attack Procedure: In each attack (Ranged Weapon Fire or Melee) the Attack Strength of the attacker is added to a one die throw. If the total equals or exceeds the Defence Strength of the defender, a hit is scored. If the defender is an animal, the animal is killed; if the defender is Jardine, one Wound Point is deducted from Jardine's Current Wound Status (see 3.74).

3.74 Jardine's Wound Allowance: Rather than being automatically killed by an adverse combat result as for animals, Jardine loses Wound Points. He starts the game with 6 Wound Points. The Wound Status marker should be moved down the Wound Status Track one space when a wound is received. If the marker reaches zero, Jardine is killed.

Jardine may recover from wounds as well. For each rest Period, the marker may be moved up the Wound Status Track on space. Night Periods are compulsory rest Periods; that is, one Wound Point may be recovered each Night Period, but no movement or combat is possible even if the marker is on the maximum six Wound Points. Jardine may never accumulate more than six Wound Points.

The player may also choose to rest Jardine during Day Periods, if he wishes. Each complete Day Period spent resting will also recover one Wound Point, with no movement or combat as for Night Periods. Such a tactic, although losing travelling time, may be desirable where Jardine has lost several Wound Points. The loss of Wound Points in no way affects combat strengths; Jardine always attacks and defends normally.

3.8 Weapons Characteristics: Weapons in Survival are classified by various characteristics: not all of these apply to each weapon. Jardine's and the differing animals' innate combat abilities are also classed as weapons.

Weight refers to Jardine's optional weapons. It is used in selecting weapons at the start of the game (see 3.2).

Ranged Strengths apply to attack at close quarters, and . . . Ranged Fire Strengths apply to attacks at a distance. The two types of strength are not interchangeable.

3.9 Animals: Animals in Survival are members of indigenous species that pose some danger to humans. All other life forms in this part of Coryphire are assumed to present no threat to Jardine's progress. Each animal is defined by code letter (which is a cross-reference to the Terrain Effects Chart), its name, combat effects and general description.

4.0 OPTIONAL RULES

The basic game of Survival thus far described is fairly straightforward in which the player (as Jardine) should win with reasonable luck. However, once familiar with the basic game, the player can provide himself with extra challenge by using one or more of the optional rules given below, as most of these rules make the player's task more difficult.

4.1 Animal Wound Allowances: In the basic game animals are killed if one wound is scored on them. The Animal Characteristics Table gives optional Wound Allowances (WA) for each animal to be used as Jardine's WA. Use the extra Animal Wound Status counters and place the relevant one on the Wound Status Track in the correct space when an encounter is called for. With this rule Jardine has a much tougher time of it — combat continues until one or the other of the combatants is dead. Avoid mountains and especially marshes whenever possible!

4.2 Load for Time: Jardine may add one extra day (i.e. one night turn and two day turns) to the Turn Record Track for each weapon unit not initially used as a weapon. Thus taking seven weight units of weapons would add one extra day's rations.

4.3 Breaking Camp: Jardine is vulnerable to animal attack whilst breaking camp and the alarms are dismantled. Throw for any weapon before any movement takes place to simulate this.

4.4 Perimeter Failure: A perimeter defence equipment malfunction could allow an animal to enter the camp. During each rest period throw one die; a result of 6 means that an encounter should be thrown for (in which a result of 1 or 2 still means no encounter). No Ranged Fire is allowed; combat proceeds immediately to Melee. Jardine does not recover one Wound Point for that rest period if an encounter takes place.

4.5 Extemporised Weapon: Using local materials a Spear (as the Weapons Characteristics Table) may be fashioned using a suitable item of debris. This may be done when at least one weapon has expended all its rounds and there is thus a surplus weight unit available.

4.6 Animal Surprise: Animals D (Cekal) and H (Zeget) are pouncers and hunt by dropping onto their prey. They have surprise if encountered, and no Ranged Fire is allowed; combat proceeds immediately to Melee.

4.7 Multiple Weapon Choice: It is possible that the lifeboat could contain more than one example of each weapon available to Jardine, from which to make his choice. The selection limit remains the same (8 weight units), but more than one of a weapon may be chosen. This rule may be used in several forms; two Auto Pistols and one of everything else, two of all weapons, or any number of any weapon. Players will need to keep track of multiple examples of weapons on separate scrap paper or by making up more counters. It is recommended that this rule be used to help offset rule 4.1.
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### WEAPONS CHARACTERISTICS

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Weight</th>
<th>Rounds</th>
<th>Defence</th>
<th>Melee</th>
<th>Ranged Fire</th>
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<td>UL</td>
<td>7</td>
<td>2</td>
<td>-</td>
</tr>
<tr>
<td>Spear</td>
<td>1</td>
<td>UL</td>
<td>-</td>
<td>3</td>
<td>-</td>
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<tr>
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<td>1</td>
<td>10</td>
<td>-</td>
<td>4</td>
<td>2</td>
</tr>
<tr>
<td>Repeller Field</td>
<td>1</td>
<td>6</td>
<td>+1</td>
<td>-</td>
<td>-</td>
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<tr>
<td>Light Sword</td>
<td>2</td>
<td>5</td>
<td>-</td>
<td>5</td>
<td>-</td>
</tr>
<tr>
<td>Rifle</td>
<td>3</td>
<td>8</td>
<td>-</td>
<td>-</td>
<td>4</td>
</tr>
<tr>
<td>Laser Carbine</td>
<td>4</td>
<td>7</td>
<td>-</td>
<td>-</td>
<td>5</td>
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<tr>
<td>Grenade Launcher</td>
<td>5</td>
<td>5</td>
<td>-</td>
<td>-</td>
<td>7</td>
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### WEAPON ROUNDS REMAINING

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<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
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<tbody>
<tr>
<td>(Pistol)</td>
<td>(Rifle)</td>
<td>(Las Carb)</td>
<td>(Repeller)</td>
<td>(Lt Sword)</td>
<td>(GL)</td>
<td></td>
<td></td>
<td></td>
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</tbody>
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### WOUND STATUS TRACK

<table>
<thead>
<tr>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
</tr>
</thead>
<tbody>
<tr>
<td>(Jardine)</td>
<td>(I)</td>
<td>(A)</td>
<td>(B,D,F)</td>
<td>(C,E,G,H)</td>
<td>DEAD</td>
</tr>
</tbody>
</table>

### MOVEMENT POINT RECORD TRACK

| 0 | 1 | 2 | 3 | 4 | 5 | 6 |
TURN RECORD TRACK
Each turn consists of:
- Move
- Animal Encounter
- Ranged Fire
- Melee
Move etc. again if allowed.

START
AM
PM
NIGHT
AM
PM
NIGHT
AM
PM
NIGHT
AM
PM
NIGHT
AM
PM
END

TERRAIN EFFECTS CHART

<table>
<thead>
<tr>
<th>Movement</th>
<th>Animal Encounter (1 or 2 = no encounter)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Point Cost</td>
<td></td>
</tr>
<tr>
<td>MOUNTAIN</td>
<td>4</td>
</tr>
<tr>
<td>HILLS</td>
<td>A</td>
</tr>
<tr>
<td>ROUGH</td>
<td>B</td>
</tr>
<tr>
<td>WOODS</td>
<td>C</td>
</tr>
<tr>
<td>CLEAR</td>
<td>D</td>
</tr>
<tr>
<td>MARSH</td>
<td>E</td>
</tr>
<tr>
<td>RIVER +3</td>
<td>F</td>
</tr>
</tbody>
</table>

ANIMAL CHARACTERISTICS

<table>
<thead>
<tr>
<th>Code</th>
<th>Name</th>
<th>Defence</th>
<th>Melee</th>
<th>Wounds(Optional)</th>
<th>Remarks</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>Ganebrach</td>
<td>9</td>
<td>4</td>
<td>3</td>
<td>1600kg Carnivore/Chaser</td>
</tr>
<tr>
<td>B</td>
<td>Teklek</td>
<td>7</td>
<td>5</td>
<td>2</td>
<td>200kg Omnivore/Hunter</td>
</tr>
<tr>
<td>C</td>
<td>Corydal</td>
<td>6</td>
<td>4</td>
<td>1</td>
<td>50kg Scavenger/Reducer</td>
</tr>
<tr>
<td>D</td>
<td>Ceekal</td>
<td>8</td>
<td>6</td>
<td>2</td>
<td>200kg Carnivore/Pouncer</td>
</tr>
<tr>
<td>E</td>
<td>Crested Shai</td>
<td>6</td>
<td>5</td>
<td>1</td>
<td>25kg Scavenger/Hijacker</td>
</tr>
<tr>
<td>F</td>
<td>Jalait</td>
<td>8</td>
<td>5</td>
<td>2</td>
<td>200kg Carnivore/Chaser</td>
</tr>
<tr>
<td>G</td>
<td>Shente</td>
<td>7</td>
<td>6</td>
<td>1</td>
<td>50kg Carnivore/Killer</td>
</tr>
<tr>
<td>H</td>
<td>Zeget</td>
<td>7</td>
<td>4</td>
<td>1</td>
<td>100kg Carnivore/Pouncer</td>
</tr>
<tr>
<td>I</td>
<td>Miazzaer</td>
<td>9</td>
<td>5</td>
<td>4</td>
<td>3200kg Omnivore/Eater</td>
</tr>
</tbody>
</table>

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RESTORE MAGIC (Conjuring/Summoning)
By Paul Bowden
Usable by: Magic-User Level: 7
Range: Touch Duration: Until charges used
Area of Effect: 1 creature
Components: V, S, M
Casting Time: 1 round
Saving Throw: None
This spell will restore magic to items such as rods, staves, wands, etc., but only the ones which can be recharged as stated in the Dungeon Master's Guide - i.e., the ones affected by the rule of resurrection cannot be restored. The material components are a gem of at least 100 gold pieces value and the bones of some uncared undead. These should be crushed and ground together and sprinkled over the item while the spell is being chanted. There is also a 10% chance of the magic user losing 1 point of constitution while casting this spell.

TANGLEFOOT (Command) by Stuart Rabson
Usable by: Cleric, Druid or Any Mage Level: 2
Range: 10' + 1' per level Duration: 3 rounds + 1 round
Area of Effect: One creature
Components: V, S, M
Casting Time: 1 round
Duration: Until tanglefoot is removed
This spell creates a construct of sticky, tar-like substance which is transferred to the ground upon which the being is standing (leaving the being free to walk away out of the spell's range). The effects of any non-magical area in the area of effect. The material components are a small piece of lodestone. Druids require mistletoe.

MASCOSHIC FIT (Enchantment/Charms) by Stuart Rabson
Usable by: Magic-User Level: 6
Range: 1' + 1' per level Duration: 1 round
Area of Effect: 2' radius area Components: V, S, M
Casting Time: 1 round
Duration: Until effects
When this spell is cast the creatures within the area of effect must save vs spells or feel a great desire to hurt themselves; any attempt to move faster than a slow shuffle will result in the being taken off the ground and will remain on the ground until the spell is dispelled. The material components are bat guano and sulphur. All those affected by this spell have difficulty in moving about; any attempt to move faster than a slow shuffle will result in the creature being tripped up by its own legs. This effect does not affect any creature that cannot walk or that is affected by a dispel magic. If this spell is cast on a creature it will affect any creature that is affected by this spell. The effects of any non-magical area in the area of effect. The material components are bat guano and sulphur.

ACID RAIN (Evocation) by Stuart E. Moore
Usable by: Magic-User Level: 6
Range: 8' + 8' per level Duration: 1 round/level
Area of Effect: 3' radius area Components: V, S, M
Casting Time: 1 round
Duration: Until effects
This spell creates an area of falling mist and droplets that extends upwards from the ground to a ceiling or to a height of 30'; whichever comes first. This seemingly harmless rain is actually a powerful acidic substance that will cause any being or creature passing through it to take 1d4 + 2 points of damage (3d4 for every 10' of height of the affected area). Acid Rain can also affect the area. Additionally, any creature who moves through the rain will receive a saving throw vs spells to avoid the effects. The acid rain is as strong as iron; from 16th level upwards, as strong as iron. The material components are bat guano, black gnat, and the rope or cord on which the spell is cast becomes a potent magical weapon since whoever or whatever it hits must save versus magic at -2 or, in their eyes, the Magic-User changes to whatever they fear most. Then they must roll again versus magic, if they save they flee for 1-8 melee rounds then revert back to normality. If they fail their save they stand frozen with terror for 2-8 melee rounds before reverting to normality. This spell is especially effective against non-humanoid creatures, and will eat away at solid rock at 1 per round. The spell can be cast on a creature with effects of any non-magical area in the area of effect. The material components are a small piece of lodestone. Druids require mistletoe.

REMOVE PARALYSIS (Alteration) by S.A. Mills
Usable by: Cleric Level: 4
Range: 10' + 10' per level Duration: Permanent
Area of Effect: Creature Components: V, S
Casting Time: 2 minutes
Saving Throw: None
This spell is similar to the 4th level cleric spell neutralize poison, except that it removes paralysis (a bit more effectively than a dispel magic). If this spell is cast on a creature which paralysis, this effect is removed for a number of rounds equal to the level of the cleric.

AIR-MIRROR (Alteration) by Carol Ashley
Usable by: Magic-User, Illusionist Level: 2 for Magic-User, 1 for Illusionist
Range: 2' + 1' per level Duration: 1 round/level
Area of Effect: 1/10th inch/level diameter circle Components: V, S, M
Casting Time: 1 round
Duration: Until effects
Saving Throw: None
By means of this spell the spell caster is able to alter the air to form a kind of mirror which can be used to look around corners, up or down stairs, etc. It works in the same way as a mirror. The material component which is required is a small silver mirror. Druids could also use the mirror to see around corners. The range of the spell the spell is cast is the sum of the distances from the Magic-User or Illusionist to the affected corner, plus from the mirror to the target. Thus a mirror cast by a 2nd level Illusionist 1' away from himself would give him a view of the scene up to 30' away around the corner.

RAINFOREST (Evocation)
Usable by: R.M. Saffle
Area of Effect: 15' Components: V, S, M
Casting Time: 1 segment Duration: Instantaneous
Saving Throw: S/S
This spell creates a small magic pellet to dart from the caster's finger tip and burst, causing a large flash and several damage (2d8, 2d6). Any creatures caught in the area of effect must save against burns of 2d6 - taking half damage if successful - and then use their natural defenses. If the spell is cast on a creature that is cast closer to the caster than 10' away, the creature must save against the effects. The material components of the spell are salt and sulphur, and will work in a small ball.

FAIRIE FOUNTAIN (Illusion/Phantasm)
By Peter Brown
Usable by: Magic-User, Illusionist Level: 7
Components: V, S, M
Casting Time: 1 segment Duration: 4 rounds
Area of Effect: Special
Saving Throw: See below
This spell incorporates limited levitation and telekinesis. The effect of this spell is to be engulfed by fairies with simple magic, and it is similar to the Magic-User's fairy shape. The material components are bat guano, black gnat and the rope or cord on which the spell is cast becomes a potent magical weapon since whoever or whatever it hits must save versus magic at -2 or, in their eyes, the Magic-User changes to whatever they fear most. The spell is activated.

DRAW (Alteration) by T.S. Warren
Usable by: Magic-User Level: 2
Components: V, S, M
Casting Time: 4 segments Duration: 4 rounds
Area of Effect: Special
Saving Throw: None - but we below
This spell incorporates limited levitation and telekinesis. The caster points at the pocket he desires to affect, casts the spell, and uses it to look around corners, etc. As the contents of the pocket is drawn towards the Magic-User it up to 10' per 3 segments. A pouch, pack, etc may be specified as the target instead of a pocket. The chance of this action being detected is equal to that of the victim detecting a Thief of the same level as the caster attempting to Pick Pockets.

AARON'S ROD (Alteration) by Stuart Rabson
Usable by: Cleric Level: 2
Components: V, S, M
Casting Time: 1 round
Area of Effect: 1 rope or cord Saving Throw: None
This spell incorporates limited levitation and telekinesis. The rope may be to any length, and its weight is proportionate to its length. The rope is cast. Stiffened rope can be used as a staff or weapon; or climbed, if captive are properly bound with cord which is then thrown (or it may not be thrown). The strength of the rope or cord in the stiffened state is determined by the level of the caster; at 10th level or less, the rope is as strong as wood; from 11th to 15th level it is as strong as stone; and from 16th level upwards, as strong as iron. The rope or cord remains the same as that of the original rope or cord. The rope or cord can be dispelled at any time before it is used.

Next issue Treasure Chest will feature Magic Items, including weapons, weapons, scrolls, rings, rods, etc.
ueues of weary peasants line the ferry landing. Most have their meagre possessions packed on barrows or in tattered back packs. They are fleeing the area after a long and harrowing conflict with a group of cyclops that have been raiding the area. From the peasants the party would hear the following stories:

The cyclops have continually raided the homesteads, killing the men and capturing the women live for some unknown reason.

The cyclops are believed to be camped in an old dwarf mining settlement somewhere in One-Eye Canyon. None know where the settlement was, but ruins can be seen from the top of Burgmeier’s Bluff; but the bluff and its pine forest are evil places that the peasants have long shunned.

The old man of the mountain, a strange rock formation on the bluff, is a particularly evil spot.

Somewhere over the bluff, there is an old mountain track that is believed to have been made by the dwarfs.

One-Eye canyon had its name long before the cyclops came. Legends indicate that One-Eye was a magic user who dwelt somewhere in the canyon.

The last person to venture into the pine forests and the bluff was Prago, the local hero who was seeking the cyclops camp. He left some months ago and never returned.

Long ago, Crazy Shem (a simpleton) had a lump of platinum ore, believed to have been found by the dwarfs. Now he is dead and never revealed where he had found it.

From the ferry, the mouth of the canyon can be seen, but it is a narrow and rocky waterfall. The pine forest climbs gently up Burgmeier’s Bluff, almost to the foot of rocky crag that rears above the trees. The pine forest is dark; the floor is a thick bed of old needles which dampens the sound of all movement. Even so the forest is unnaturally quiet, for the most populous inhabitants are undead —

The Brothers of the Pine

by Julian Lawrence

No. Appearing: 10–200
Armour Class: 5
Movement: 12”
Hit Dice: 3D8
Treasure: Individuals 0, C in lair
Attack: By weapon type
Alignment: Neutral evil
Intelligence: Average/very
Monstermark: 31.5; Leader: 48; Jarl: 63
(levels III; IV & V respectively in 12 levels)

The brothers of the pine are a foul form of undead created from bloodless bodies by pumping pine sap into their veins. They live in dim woodland and use their fiendish cunning to lure adventurers to their deaths so as to drain their blood and replace it with sap so increasing their brotherhood. This foul operation is carried out by the Jarl of the creatures who will have 6 hit dice and powers as a 6th level druid. All of them possess 1 first level druid spell (chosen at random) usable once per day. For every 20 encountered there will be a leader who will have 4 hit dice and powers as a druid of level 4.

In battle these beings emit a shrieking wail which will cause all N.P.C.’s etc., in ear shot to check morale at -20% or flee for 1-8 turns. The creature’s favourite weapons are jagged sabres and throwing darts.

They are immune to non-magic weapons and cold, take half damage from lightning but double from fire. Only plant based spells affect them. They can be turned as shadows on the clerics vs undead table.

Where the forest ends, at the foot of the bluff, the vegetation is particularly thick and lush around a strange rock formation that looks like the head of an old man. There are many animals (mostly wildcats and wolves) creeping in this thicket for the old man of the mountains is a . . .

Chthon

by Colin Reynolds

No. Appearing: 1
Armour Class: 0
Movement: 0”
Hit Dice: 8D8
Treasure: Id20 gems
Attack: Nil
Alignment: Lawful evil
Intelligence: High
Monstermark: Depends on animals under control (suggest level VI in 12 levels)
Chthon is a mineral intellect which has no regard at all for animal life, and resents animal intelligence with paranoid fervour. It can control non-intelligent to averagely-intelligent animals that fail to save vs spells, as well as all plant life, telepathically, but cannot force the controlled creature or plant to do anything it could not normally do.

Up to twenty animals and/or plants can be controlled in this way at any one time, and the Chthon uses these to protect itself and attempt to wipe out intelligent life in its vicinity. Plants are encouraged to grow in a thick defensive screen about the Chthon for protection.

Beyond this the rocks of the bluff rise up and are easily climbable. From the top it can be seen that the canyon forks in two. Ruins can be seen in the western fork, and below the bluff to the north a small track can be seen that runs in steps down the steep slopes into the canyon. At the foot of the path, by the river bank is a cave, obviously inhabited as there are footprints and the remains of a fire outside. In the cave is a fighting man covered in many scars and fresh cuts of which he is heedless for another physical stimulus; otherwise the person will continue to act much as before. However, the enslaver will frequently use the opportunity to slay any good characters it can through the host body's array of skills or weapons. Enslavers are careless of the condition of the host, and care little if the body is injured or destroyed; there are always other bodies available. Because of their skill at hiding on the host lifeform, only thorough examination, possibly even enforced nudity, will reveal the parasite. The enslaver, of course, will do everything possible to avoid detection and will kill those searching for it if possible.

Hosts who are released from the control of an enslaver must make a system shock roll or die from acute neurological trauma. As a side note, will-force spell or psionic attacks, such as fear, scare, emotion, or charm, are completely ineffective against an enslaver or a person controlled by an enslaver. An enslaver may only attempt to control one person at a time.

Any person who survives domination by an enslaver that is physically removed from his or her body will go berserk (+2 to hit and damage) and attempt to slay the enslaver immediately, by the most expedient means possible.

This is as far as Prago reached, he was heading for the ruins. In a niche in the cave, alongside 2 gems, is another enslaver. The river in the canyon is easily crossed, either by stepping across the rocks where there are narrow or by wading across the slower reaches. The ruins are clearly visible in the west fork of the canyon. On very close inspection it can be ascertained that they are not the work of dwarfs, for this was the home of One-Eye the evil magic-user who is now long dead. In the ruins, however, live the only survivors from One-Eye's day, the elusive Micemen by Stephen Norledge

No. Appearing: 10–50
Armour Class: 7
Movement: 12"
Hit Dice: 1D8-1
Treasure: O, P
Attack: Javelin + dagger
Intelligence: Very
Alignment: Lawful evil
Monstermark: 0.24 (level 1 in 12 levels)

Only the older elves and halflings now remember the tale of how a brownie settlement was invaded by a hoard of orcs lead by Maihatahn, an evil wizard of immense power. The brownies were conquered and for the next 50 years they were forced into slavery, or, if they refused, killed slowly! Then, Maihatahn realized their potential as troops, so he started to cross-breed them with some of his stronger orcs. The result was this stronger, less magical brownie.

Maihatahn, of course, eventually died but the micemen, as they became known, survived. They now live deep in thick forests, remote canyons and dark caverns. They shun bright lights, have infravision 90' and will never fight in direct sunlight. They can tolerate overcast daylight. Their favourite method of attack is to silently surround their intended victim, and then strike noiselessly from behind, in the hope of scaring and directing them into some kind of trap, where the micemen can then kill their victims at their leisure.

They can speak orcish, goblin, hobgoblin, and brownie. Some of One-Eye's treasure can still be found in the ruins along with a small, wooden bronze box bearing the name "Aurelius". Inside the box are 4 canine teeth from the adult gold dragon whose name is on the box. The teeth can be used to create Dragon Warriors by Tony Wilson

No. appearing: One per tooth (normally 1–4)
Armour Class: See below
Movement: 6"
Hit Dice: 5D8+5
Treasure: Nil
Attack: By weapon type
Alignment: Neutral
Intelligence: Non-
Monstermark: Variable (suggest level IX in 12 levels)

Dragon warriors are created by crushing the teeth of a dragon and saying its name aloud. (An identify spell cast on a tooth will determine the dragon's name if this is not already known.) One warrior appears for each tooth.

The warriors cannot speak but will obey the commands of their creator unfailingly until they are either slain or dispelled. Dragon warriors last for only as many turns as the dragon whose teeth they came from had hit points per die (1–8 turns). They...
Grey Sqaargs

by Graham Head

No. Appearing: 1
Armour Class: 2
Movement: 6”
Hit Dice: 6
Treasure: None
Attack: Grapple
Alignment: Neutral
Intelligence: Non-
Monstermark: Variable (suggest level VII in 12 levels)

These very rare, squat humanoid automata were created long ago by a race of evil dwarves. A few of the sqaargs are still around, although the dwarves themselves died out long ago, taking the secret of the creature’s construction with them. The sqaarg do not mate, but, similar to golems, they live forever (or until killed).

The sqaarg were intended as a purely defensive device for the dwarves’ cave complex and as such will not initiate a battle unless somebody tries to go past them (they will of course fight back if attacked). The sqaarg always fight with a strength equal to the combined strength points of those fighting it including those using missiles against it. Thus, the more adventurers that it is fighting, the stronger it becomes. The sqaarg will not use weapons, but instead will try to grapple with its foes in order to incapacitate them. It will use its strength to kill only as a last resort if sorely pressed.

The sqaarg is a 5' tall, hairless, neuter humanoid. Its low AC is explained by the fact that the dwarves made it out of solid stone.

The monster can have a maximum strength of 40, and 6th level fighter. It has 30% magic resistance. If, during the fight, the party withdraws to consider its position, the sqaarg will probably move off in the direction in which it was travelling when encountered.

Some sqaargs have a particular “beat” to which they were assigned when created. If the encounter occurs on the “beat”, the sqaarg will always move towards the intruders until they have been driven from that particular area.

Beyond, is the dwarf mining camp, now crudely repaired and inhabited by...
... Metagaming, a company renowned for its innovation, is at it again. Just released is their new MicroQuest Treasure of the Silver Dragon, and it can be played solitaire. It requires the use of Melee and Wizard for play as an adventure, but here the treasure is for real. Buried somewhere in the continental USA is a solid silver dragon weighing 27 ounces. Clues given to its location will be found in the adventure, and the finder will also win $10,000 in cash. If nobody finds the dragon after five years, and this should interest British gamers, there will be a draw made which can be entered by sending the postcard enclosed in the box to Metagaming. Another new MicroGame is Artifact, a near future game of Lunar combat...

... GDW have announced the release a new Series 120 Game, Asteroid. A malfunction in the computer brain of the asteroid base means possible doom to the world of its creators. Twilight's Peak is to be Traveller Adventure 3, and is due late 1980...

... Judges Guild have released The Fantasy Cartographer's Field Book, a bound collection of graph, quadrille and hex paper. Portals of Torsh is an AD&D adventure set on a "Lost World" type planet reached by a teleportal...

... Yaquinto Publications' Album Games are now out. Swashbuckler is a tavern-wrecking and ship- lootting brawl between Musketeers and Pirates, and Hero is a game of unfair competition between three heroes vying for the hand of a fair princess hidden in the monster-infested labyrinth. Shooting Stars is their boxed game dealing with ship-to-ship combat using a simple, simultaneous vector movement system...

... Ral Partha are trying to bridge the gap between boardgamers and figure gamers. They have released four boxed games and each contains dice, cardboard terrain counters, rules, and a number of figures. In Final Frontier and Galactic Grenadiers there are 40 15mm figures, whereas Caverns Deep and Witch's Cauldon contains 20 20mm figures. There is also a tray to protect the figures (which are of Ral Partha's usual excellent standard) and a painting guide. The rules allow skirmishes between the opposing factions contained in each box...

... Dimension Six have produced The Compleat Fantasist, a booklet of tables for converting characteristics of one set of fantasy role-playing rules to another...

... Gameshop are a new company with new ideas. Hammer of Thor is a boxed game based on Norse mythology. Timelag is a game of interstellar combat in which slower-than-light ships can be confronted by enemies from the past or future...

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**NEWS**

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**GAMES CLUBS**

**KENT/SOUTHEAST**

The Hack and Slay Society
Games: D&D, AD&D, Runequest, Traveller, etc.
Time: Saturday afternoons, 2–6 pm
Place: Folkestone Old Town Hall
Comments: The club name says it all.
Contact: Adrian Coombs-Near, 86 Wood Avenue, Folkestone
Tel: 0303-41842 or
Mick Pearson, 90 Blackbull Road, Folkestone

TUNBRIDGE WELLS

Dark Tower Games Club
Activities: Club games, painting competitions, trade stands
Time: Every Saturday afternoon
Place: St. Barnabus Church Hall, St. James Road, Tunbridge Wells
Contact: Tunbridge 354370

TRURO, AYRSHIRE

Cunningham Boardgames Club
Games: Boardgames, D&D, Wargames
Time: Sundays, 10:00 am – 5:00 pm
Place: Tony Rooms, 152 High Street, Irvine, Ayrshire
Contact: David McClay, 7 Carrick Road, Barassie, Troon, Ayrshire
Tel: (0292) 313714

MID-GLOUCESTERSHIRE

Proposed Gaming Group
Games: AD&D and others
Time: As convenient
Place: Sorceryland, Glos.
Contact: J. Hodge, Wadham College, Oxford OX1 3PN
Tel: 045-382 3750

**CLASSIFIEDS**

Monsters!
Over 40 monsters on file, from Trollocrusher, Beholder, Demonsblood, White Dwarf and others. Special select list of creatures available. Send SAE + 10p with your request to Nicholas Clifton, 2 Child Pins Lane, Lilleshall, Newport, Salop TF10 9AF.

Wanted
White Dwarf 3 & 8, Illusionists' Vision 1, Underworld Oracle 2. Please contact Simon Billenness, 20, Winifred Road, Coulson, Surrey CR3 3JA.
Tel: 01-329 8608.

Gangster
If you play Gangster and have a few old scenarios lying around, I would like to hear from you about your ideas and set-ups for scenarios. Contact: Peter King, 7 Oak Tree Close, Stanmore, Middx.

Wanted
The Dragon magazine, issues 1 and 2 to buy or borrow, excellent prices paid. Please contact Peter Smith, Kingswinford (0348) 270629.

Opponents/Exchange/Penfriends
For Mi/Mod, Wargaming, Role-Playing Gamers and Collectors. For info about this fast-growing nationwide group of people, write to M.P.L. Contacts, 11 Old Town St., Plymouth, Devon. Send S.A.E. please.

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Yet Another SF/FRP Magazine
If you've ever wondered why every fanzine's first issue features a pyramid dungeon, get Dragonlords - already hailed as 'the new Beholder'. Price 50p (+ 10p p&p) from Mike Lewis, 5 Yew Tree Close, Broadstairs, Kent.

Fantasy Convention – Tyne and Wear
Saturday October 16th, St. Bartholomewes Church Hall, Station Road, Forest Hall, Newcastle-upon-Tyne. Near Benton Metro Station. 9:30 till 6:00. Fantasy, S/F and Wild West games for public participation, trade stands. Admission 50p.

Wanted
White Dwarf Nos. 1, 2, 4, 6, 7, 8, 9, 10, 11, 12 and 13. Prices negotiable. Please contact: David Nicholson, 40 Oxford Gardens, Whetstone N20.

The Wanderer Issue Two
Is out now: Marischal Subsector for Traveller; Mini-dungeon; new class for T&T; solo adventure for criminals; fiction; art; reviews etc. Send 60p plus 10p postage to A. Kells, 50 Montgomery House, Claremont Road, Seaford, Liverpool, L21 1AU.

Thormont Model Specialists
Have a wide selection of adventure and science fiction games, also Citadel miniature figures. An S.A.E. will bring you details of our model club, which allows you discount of 10%. Membership free. Write to: Thormont, 10 Albert Walk, Harborne, Birmingham.

Wanted
Tadric of Thellar a renowned mage is looking for new spells, monsters and magic for his Tome of Wonders. Any contribution will be gratefully accepted. Please send your contributions to: Tome of Wonders, Box 2, White Dwarf, 1 Dalling Rd, 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.

New D&D Player
Would like to get in touch with players or clubs in North or Central London. Contact Andy Olgivie, 49 Wellstead Avenue, Edmonton N9.

Games Clubs, N. London
Could anyone who knows of games clubs in the North London area contact David Nicholson, 40 Oxford Gardens, Whetstone N20 9AG.
Tel: 01-446 0633. Interested in D&D, AD&D, Traveller, Gamma World, T&T, most board games.

Help!
16 year old player of D&D seeks other players in area for campaigns. Contact: Jason Taylor, 59 Eversley Road, South Benfleet, Essex. Tel: 0384 5410.

Starship Troopers
Postal players wanted. Write to: T. Salis, "Eureeka", Arnott Avenue, Gorleston, Norfolk NR31 6ML. Please enclose SAE.
...of the storm, that's another story.”

Although well-built, his block ain't gonna buy that sort of layout. Wait fifty, sixty days for the snow crust, as you said, so it's go now before the weather breaks. And I'm coming with you. To supervise delivery.”

"Well, it's your neck, but it looks like you got a deal.”

"You still ain't said what needs moving and exactly who's curious, Louth.”

He hesitated fractionally - “Well, the delivery is one small case, about five kilos. An entirely new type of sponge matrix - that's the main component of a robot's computer brain - about half the weight per unit program capacity of present designs. Bits of matrix packed in padding, that have to go to the Sub-sector capital for patenting. With that patent, the stuff's priceless. The opposition are of course certain business rivals, but they shouldn't bother you. Apart from the Parun excise boys - I know you can deal with them - I figure if even you are uncertain about getting through to Yumach now, so will they. They'll guess I'll wait for the snow crust, as you said, so it's go now before the weather breaks. And I'm coming with you. To supervise delivery.”

"Well, it's your neck, but it looks like you got a deal.”

Referees Notes: The basic objective of this situation is for Wheeler to get himself, Louth and his cargo to Yumach starport in his Hauser Snowmaster (a description of which follows these notes).

Terrain: (see accompanying map). The entire region is deep in the grip of winter, with snow covering all areas. The effects of gradients, roughness and varying snow conditions have been combined to produce three classes of difficulty in movement and event occurrence. Expressways and roads are always Class 1 terrain regardless of surrounding conditions (but, see weather). Paths can be cleared by snowplough. Maelstrom (see Events Tables) is a special form of storm so severe that no movement is possible.

EVENTS TABLE

<table>
<thead>
<tr>
<th>Event Type</th>
<th>Movement Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Exhaustion</td>
<td>immediate rest</td>
</tr>
<tr>
<td>Lose Way</td>
<td>Direction equipment malfunction</td>
</tr>
<tr>
<td>Animal Encounter</td>
<td>Minor Breakdown</td>
</tr>
<tr>
<td>Equipment Lost</td>
<td>Minor Breakdown</td>
</tr>
<tr>
<td>Maelstrom</td>
<td>Maelstrom</td>
</tr>
<tr>
<td>Crevasse</td>
<td>3km detour</td>
</tr>
</tbody>
</table>

Weather: Four types of weather in ascending order of severity are given. The weather starts overcast, and thereafter is thrown for every hour. Storms have the additional effect of turning roads and expressways into the surrounding terrain type until they can be cleared by snowplough. Maelstrom (see Events Tables) is a special form of storm severe enough to endanger all movement.

WEATHER TABLE

<table>
<thead>
<tr>
<th>Present Weather</th>
<th>Clear</th>
<th>Overcast</th>
<th>Poor</th>
<th>Storm</th>
</tr>
</thead>
<tbody>
<tr>
<td>Overcast</td>
<td>1-2</td>
<td>3-4</td>
<td>5-6</td>
<td>6</td>
</tr>
<tr>
<td>Poor</td>
<td>1-2</td>
<td>3-4</td>
<td>5-6</td>
<td>6</td>
</tr>
<tr>
<td>Storm</td>
<td>1</td>
<td>2</td>
<td>3-4</td>
<td>5-6</td>
</tr>
</tbody>
</table>

Movement Effect: normal normal ¾ speed ½ speed
Characters: Wheeler is a typical odd-job independent type who could be from any career background; skills should include at least Tracked Vehicle-3, Admin-I and Bribery-I. Louth is a retired Merchant Officer who has started up in the computer business on his own. At least Computer-3 and Electronics-I should be in his acquired skills.

On a single government world, an Excise section is maintained at Parun to monitor and levy regional taxes on trade goods. On a balkanized world, they perform the other usual functions of customs officers. At Parun, Louth's rivals should pick up some news of him, with a better chance the later he is. These rivals, represented by typical strong-arm types, may elect to chase after Wheeler in whatever transport is to hand or wait until they make the other side of the Glazers — Louth could fail to get that far anyway. Remember that no attacks are possible within the starport, which is classed as Imperial territory.

Further Situations: These notes and tables, and the map, provide basic winter weather rules and a suitable location for other types of winter situation.

Snow Master

Snow Master Tech Level: 7 Cost Cr 30,000 Weight: 5 tonnes Speed: 25km/h in mud and marsh, 15 km/h in water, 35 k/h on snow. Payload: 1 tonne, or ½ tonne with a ½ tonne payload trailer in tow. Refuelling and general specifications are as for the All-Terrain Vehicle (ATV), of which it is a variety. Available with either a six-cylinder petrol engine for low tech worlds, or a rechargeable fuel cell for high tech worlds and ship's vehicle use. Cylindrical screw pontoons filled with expanded plastic foam enhance floatation of the amphibious hull, and propulsion in water and over snow is achieved by spiral blades on the pontoons. On snow, up to fifteen ski troops in full winter combat kit may be towed in place of a trailer.

Various optional extras (all Tech Level 7) are available:

- Ski Outriggers. Cr 3,000. Hydraulically damped outrigger set for particularly difficult snow or ice terrain.
- ½ tonne Trailer. Cr 5,000. Covered amphibious trailer with bolt-on skis. It attached, reduces payload of main vehicle from 1 tonne to ½ tonne. Laden weight 2 tonnes.
- Track Conversion. Cr 10,000. Set of tracks, bogies, mountings and power adaptors to convert to standard all terrain vehicle configuration. Takes about two hours (half this with suitable workshop facilities) to convert to or from pontoons. Class as a small ATV for movement purposes when tracks fitted.

Various other accessories are available, such as snow plough, snow blower, dozer blade, hydraulic loader arm and so on. It is up to the referee to determine costs of these if players require them.

Karl Hauser Fahrzeugwerke GmbH, of Feri/Regina (0405—B384873—B) are the best-known producer of snow masters, having a high reputation for quality and long life. Due to this reputation, Hauser Snow Masters cost Cr 35,000, but gain a DM of -1 on breakdown throws, thus breaking down less frequently than other types.

D&D MINI-MODULE COMPETITION

In issue 20 we announced details of our first Fiend Factory Competition. The response has been incredible, and we have had a hard time sorting through pages and pages of fly tribal statistics (winning entry to be published next issue). Being gluttons for punishment we are now announcing a D&D Mini-Module Competition. It should be presented in the usual White Dwarf format (see Halls of Tizun Thane — White Dwarf 18), and should have around 40 rooms/encounter areas. Preferably a central theme should run through the mini-module, e.g. an indigenous tribe, specific task, etc. The best entry will receive a prize of The Fiend Folio on its publication, kindly donated by Games Workshop Ltd. Entries should be sent to The Editor, White Dwarf, 1 Dalling Road, London W6 to arrive no later than 30th November 1980.

STOP PRESS

Sid Jackson, world famous games inventor (Acquire, Sleuth, etc.) will be flying over to Games Day to promote Spear's new game, Focus..... Brent Nosworthy, head of Operational Studies Group, USA, will attend Games Day.... Games Workshop games: first delivery hopefully expected by Games Day. All games £6.95 each.... Shaun Fuller, figure artist and author of WD 'Magic Brush' article to give painting demo at Games Day.
Background (for players and DM)
Many years ago, there lived a powerful and evil Maharaja. His Followers revered him almost as a God; and upon his death, he was interred inside a great tomb, where his followers guard his "holy" body, now the focal point of their religion, and from which they launch continual bandit raids.

A wealthy local merchant has hired the party to destroy the Maharaja's body, thus hopefully bringing down the religion and the Followers. Survivors will be paid 200 g.p. each, and may keep whatever loot they find except for the Maharaja's Crown, Orb and Sceptre - there is rumoured to be much loot in the tomb. The party is escorted by one of the merchant's agents to the entrance of the tomb in the dead of night; the agent wishes them luck in a whisper, then vanishes into the shadows.

DM’s Notes
1. MM denotes a monster from TSR’s Monster Manual; DMG denotes an item from the TSR Dungeon Master’s Guide.
2. Walls within the tomb are of smooth stonework.
3. All rooms and passages are 10’ high.
4. All the men encountered in the tomb are Followers of the Maharaja. They wear chainmail when on patrol or guard duty, and carry shields and scimitars. Unless otherwise specified, they will behave in all respects as 1st level fighters.

Wandering Monsters
There is a 10% chance per turn within the complex of encountering a patrol. Then, roll a d6 to determine the nature and strength of the patrol.

<table>
<thead>
<tr>
<th>d6</th>
<th>Type of Patrol</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1-4 1st level fighters</td>
</tr>
<tr>
<td>2</td>
<td>2-8 1st level fighters</td>
</tr>
<tr>
<td>3</td>
<td>2-8 1st level fighters and one 3rd level fighter</td>
</tr>
<tr>
<td>4</td>
<td>2-8 1st level fighters and one 4th level magic-user</td>
</tr>
<tr>
<td>5</td>
<td>1-4 1st level fighters and 1-3 fire beetles</td>
</tr>
<tr>
<td>6</td>
<td>2-8 1st level fighters and 1-6 fire beetles</td>
</tr>
</tbody>
</table>

Fire beetles (MM) are AC4; 1d8+2; Att 2-8. They are mainly nocturnal, and glands near the eyes and abdomen give off a red glow, illuminating an area 10’ in radius. This glow will persist for 1-6 days after the glands are removed from the body of a beetle.

KEY TO THE TOMB
1. Entrance Building
This building on the surface is where the party are led to. The huge brazen doors are not locked, but require 40 strength points to push open. Once inside, the adventurers will see stairs descending 80’ into the darkness. On either side of the stairs, the walls bear frescoes showing a procession of creatures lining up to pay homage to a creature which cannot be seen owing to the fact that the procession goes off the end of the wall at the east end.

2. Antechamber
This room is empty - but entrants will be spied on from (3).

3. Guard Room
This room is continually manned by three 1st level fighters on guard duty. They are relieved by comrades every four hours. Tiny peepholes in the south wall allow them to watch any activity in (2). They will hear the party enter unless a silence or some such play has been used, and will immediately cease their game of dice and come over to the peepholes as quietly as they can to watch. Elves or half-elves in (2) may find these peepholes, having the same chance to do this as to find a secret door.

4. Guard Quarters
In here are 15 men (1st level fighters; hit points 5 X 4, 3 X 5, 2 X 6, 2 X 8) asleep on straw palliasses, watched over by three 3rd level fighters (hits 13, 15, 20) and a 4th level magic-user (his spells are: 1st level - charm person, sleep, magic missile; 2nd level - web, stinking cloud) with Intelligence 17 and 12 hit points. There will be some sort of guard watching over these rest of the band; roll a d20 - 1-15 indicates a 1st level fighter, 16-18 a 3rd level fighter, 19 or 20 the guards are asleep - dice again to see which kind they are. The guards will be armourless, but will have shield and scimitar; they will attempt to wake as many of the others as possible at the first sign of trouble. The magic-user will never be found on guard duty, but there is a 10% chance that some particularly difficult philosophical point is keeping him awake. Each of the fighters has chainmail, shield and scimitar close by him; there is no chance that they will be able to don their armour if assaulted, but if warned by the guards they will be able to pick up their shields and scimitars in time to join...
battle with the intruders. Each 1st level fighter will have 2–8 g.p. in a purse, the 3rd level fighters each have 25 g.p., and the magic-user has a small sack containing his spellbook, material components and a gem worth 80 g.p. Occasionally (10% chance per turn) those awake will leave to patrol the tomb.

5. Quarters
This room contains 16 1st level fighters (hit points: 2 X 1, 5 X 5, 4 X 6, 7, 8, 9, 2 X 10), 4 3rd level fighters (hit points: 14, 17, 19, 23), a 6th level magic user (his spells are: 1st level — charm person, sleep, magic missile, shocking grasp, 2nd level — web, scare, 3rd level — slow, haste) of 15 Intelligence and 14 hit points, and the leader of the Maharaja's Followers, who is a 5th level fighter with 18 (76) strength and 36 hit points. He is asleep, and near him are his personal armour and weapons: a suit of +1 chain mail, +2 shield and a +1 broadsword (DMO). His strongbox, which he uses as a pillow, covered with a fur to soften it, contains 13 10 g.p. gems, 3 50 g.p. gems, and a jewelled drinking horn worth 200 g.p.

All the other occupants of the room, with the exception of 4 1st level fighters on guard duty (chosen at random from the ones in the room) will be asleep, near their weapons and armour as in (4). The personal treasure of the men present is also as stated for their comrades in (4), with the exception of the magic-user, who has 230 g.p. and a pair of loaded dice in his backpack as well as his spellbook and material components. There is a 5% chance he will be trying to play dice with the guards, otherwise he will be sleeping the sleep of the unjust. Like their friends in (4), the guards will attempt to wake their fellows if any trouble occurs.

6. Hall
At 10' intervals along the walls are set skulls, each of which has had a green continual light spell cast upon it. A secret panel in the northeast corner controls the trap bars and double doors in (7) and (8), enabling them to be reset or overridden.

7. Antechamber to False Tomb
Ten segments after the first person sets foot on the pressure-sensitive floor of this room, bars will fall down in the areas marked with dots (making retreat impossible) and the double doors to (8) will open, allowing its contents to lapse forth.

8. False Tomb
This contains nothing apart from two giant spitting snakes (ACS, 4dB+2, Att 1–3 bite + poison or poisonous expectation) (MM). Normally, when recently fed, they can be commanded by any of the magic-users who live in the tomb, being trained to obey them. At the moment, though, they are very hungry and will attack anything in (7) when they are released.

9. Quarters
In here are 9 1st level fighters (hits 3 X 3, 2 X 4, 2 X 5, 6, 7) and a 3rd level fighter (hit points: 20) with a +1 sword (DMG). One of them will be awake and on guard at all times; (roll a dl2 unless burned off or fall onto the beams below, taking 10d6 damage. The dazed line in the northeast corner of the room is a false wall, which can be lowered by a lever in the south wall, revealing (14).

10. Fire Beetle Lair
12 fire beetles (hits: 4, 5, 2 X 6, 6 X 7, 2 X 8) live in this room. Roll a dl2 to see how many of them are active at the time they are discovered. Some of them may be absent, being taken out by a patrol. They are not generally hostile, as they have come to associate human beings with food since the flowerers of the Maharaja feed and look after them. Hidden amongst the flith on the floor is the treasure of the 3rd level fighters: Crown worth 200 g.p., a sceptre (500 g.p.); a magic mouth will say: “You have meant harm to the Lord of the Universe — and you shall pay!” Upon which 20 fire beetles shot forth from the middle of the north wall. Each does 2–7 points of damage, and attacks as a 5th level fighter. Man-size or smaller creatures can be hit by a maximum of 3 spikes.

11. Teleportal Trap
If anyone enters this section of corridor, the indicated section of the wall starts to slide westwards at a rate of 10' per segment, until those unable to dodge back around the corner are forced onto the shaded area. This is in fact a teleportal pad; stepping onto it causes the party to be teleported to (7), where the bars will be down and the double doors open.

12. Spike Trap
If anything enters this room, a magic mouth will say: “You have meant harm to the Lord of the Universe — and you shall pay!” Upon which 20 fire beetles shot forth from the middle of the north wall. Each does 2–7 points of damage, and attacks as a 5th level fighter. Man-size or smaller creatures can be hit by a maximum of 3 spikes.

13. Duel Chamber
When the adventurers reach the point marked X, a magic mouth will say: “Let your champion step forth!” The first creature to cross the dotted line is trapped; an invisible but strong barrier will come into being along the line, separating him from his companions. All will be dark inside, when suddenly a voice cries: “Here is your opponent.” At this, a beam of light illuminates a man on the east side of the room. He is a 4th level fighter with 17 hit points and 16 strength; he wears no armour, but is AC9 due to his dexterity of 15. He bears a quarterstaff. The champion’s armour and weapons will be teleported across to this man, and lie at his feet. Impressing to use them, he steps onto the beam crossing the 18' deep pit represented by the shaded area. The pit is filled with a myriad of spears. A quarterstaff appears at the feet of the hapless venturer who has been trapped. If the adventurer is reluctant to step onto the beam, the man will not advance; he will remain on the beam, and the floor on which the champion of the party stands will become unbearably hot, forcing him onto the beam. The magical barrier prevents missile fire or spells from harming the champion’s opponent, stopping all such attempts at aid by the rest of the party. Once both persons are on the beam, the room becomes brightly illuminated and the duel begins. Anyone struck while on the beam must save against his dexterity on 1d20 or fall onto the beams below, taking 10d6 damage. The doted line in the northeast corner of the room is a false wall, which can be lowered by a lever in the south wall, revealing (14).

14. Statue Room
When the room is entered, these statues (one in each corner, except by the false wall) animate and attack the party. They are AC2, 5d8, hit points: 3 X 26, Att 3–18. They are never surprised, but surprise on a 1–3, they will always attack last each melee round unless they have surprise. They are sculpted in the likeness of eastern warriors, and each has a 100-g.p. gem set in its forehead.

15. Antechamber
In here are a multitude of corpses — former enemies of the Maharaja. These bodies are in various states of decay; there is nothing of value on them, but each person inspecting them closely has a 50% chance of being attacked by 4–7 rot grubs (AC9, 1 hit point each, cause death in 1–3 turns unless burned off or cure disease is cast) (MM).

16. Tomb Chamber
The rectangle is a stone block on which rests the body of the Maharaja — now a mummy (AC3, 6dB+3, Att 1–12 + fear + disease, cannot be affected by sleep, charm hold, cold, normal weapons, poison or paralysis, magical weapons do 1/2 damage, takes damage from Holy water or flame (MM), who will attack all intruders on sight. Scattered about the floor is the Maharaja’s treasure: 20,000 s.p., 20,000 c.p., a scroll containing geas, knock, fear and password, and three locked chests. These are guarded by poisoned needles in the locks, and contain respectively the Maharaja's Crown (1,000 g.p.), Orb (500 g.p.), and Sceptre (500 g.p.), a necklace of prayer beads, and a pair of wings of flying. The stone block is set with 50 10-g.p. gems.

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