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An Introduction to Dungeons & Dragons
by Lewis Pulpisher

This article is the first in a series written for those who have little or no experience of playing Dungeons & Dragons. More experienced players will discover something of interest in most of the articles, for as Gary Gygax (the game's co-inventor) says, there are few DMs so skilled that they cannot improve their campaigns.

Dungeons & Dragons and its successor Advanced Dungeons & Dragons are usually referred to collectively as D&D. D&D is a "role-playing" fantasy game, that is, to say, each player acts as an individual hero, wizard, priest, or other character out of the fantasy traditions of J.R.R. Tolkien, Robert E. Howard, Fritz Leiber, Michael Moorcock, and many others. Pretending to be Conan, Aragorn, Gandalf, Elric, or a Victorian duelist is part of the fun. A referee or "DM" (standing for "Dungeon Master") is required to establish places of adventure, and to control monsters and non-player persons which the players will encounter. The game is best with about four players plus a DM, but any number of players can play. Although competitions can be arranged, normally players do not fight each other; they are on the same "team", and play against the sinister creatures controlled by the DM.

Players create their character persons or "characters" with the aid of dice rolls, and each uses the same character in each game session, trying to become more skilful, wealthy, and powerful, and pursuing whatever other goals they desire. Characters are far from Conner's equal when they begin, and death is an ever-present danger. Commonly, in a game session a group of players will explore a "dungeon" or underground labyrinth (perhaps like Tolkien's Moria), an outdoor wilderness, or a town mapped and populated before-hand by the DM. They hunt for evil monsters to kill, mediocre to recover, secrets to uncover, gold to find, and magical items. An adventure can take two hours or twice a week, depending on the desire of the players. The average group plays once or twice a week.

Appearances notwithstanding, D&D is not a pastime for crackpots. It isn't necessary to believe in the occult, astrology, or other such things to enjoy D&D; in fact, few players do, and their ranks include lawyers, accountants, executives, and scientists—hardly crackpots. Nor is it necessarily a "kid's game"; one of the designers in his early 40's, a minister and former insurance executive—the average age of players is around 21. Some players are accustomed to games of mental skill such as chess, others are parlour game fans, and others still don't play other games.

Anyone who reads fantasy literature knows that a willingness to suspend disbelief is necessary to enjoy these stories. The same principle applies to D&D, and once you accept the game within its own magical context, you can participate vicariously to a depth not found in any other game.

Although Advanced D&D consists of over 400 pages of rules, the Basic version is only 56 pages long and even this version (every page) is easy to play—you imagine yourself in the situation the DM describes and tell him what you intend to try to do. If no rules cover your idea, the DM invents them on the spot. Special 4, 8, 12, and 20-sided dice are used as well as the ordinary 6-sided kind; these are referred to respectively as d4, d8, d12, d20, and d6, and are used to determine the success of or otherwise of certain actions which have less than a 100% chance of success.

Of course, the best players and DMs know the rules fairly well, but there are many play-aid books to make the DM's job easier.

An example, the dialogue during a small part of an adventure might go something like this...

Referee: . . . you come to the bottom of the stairs. A corridor 10 feet wide and 12 feet high—stone, of course—runs east and west.

Players: We go west.

Referee: You travel 50 feet without any change in the corridor. Then you come into a large chamber. 12 kobolds are in the northeastern part, where you also see a chest. A fungus on the walls dimly lights the chamber.

Players: (After consultation) Brok casts a sleep spell, Kneror and Illit shoot their bows, and the rest of us rush the kobolds. (A brief battle ensues, with all unarmored rolling dice to see if their weapons land, and if so, how hard they hit; the DM does this for the kobolds.)

DM: OK, so there are 8 kobolds lying still on the floor, one grazed by an arrow but still standing, the definitely dead: the remaining one runs north, shouting . . .

And so on until the adventurers leave the dungeon or die. If a player mirrors himself actually participating in the adventure, if he keeps alert, then he can have a few minutes while knowing nothing more about the rules than he can learn from this article.

The DM is the vital figure in a D&D game. He must be willing to exercise his imagination to the utmost. Unlike games such as chess, in which the players know all the rules and can extrapolate all possible outcomes, D&D has no rules, towned-down rules. This is insurmountable only when one tries to create an entire world; the DM must not only be able to find quickly what he does not know and be familiar with all the rules, he must also make up his own rules for specific situations.

Much of the attraction of the game is the fear—or anticipation—of the unknown. There are always unusual monsters, plots, tricks, and monsters.

The DM must devise the dungeon or wilderness in which the players adventure. Though there are rules to help him, it is still a matter of long thought and hard work. The dungeon is usually mapped out on graph paper, and typical one might have 5-10 levels, each on one sheet. The DM draws all the rooms, corridors, elevators, pits, stairs and other features, and recoils in a notebook the contents of each. Despite the work involved, many players sooner or later build their own dungeons.

In 1972 Dave Arneson described the original campaign to me, although I didn't know it would become D&D. He sounded like a normal army vs. army campaign, but the role-playing element existed in the backdrop. In the next year Arneson got
together with Gary Gygax, who used his Chairmain fantasy rules written with Jeff Perren (as a base for emphasizing the individual action of the game. The result was Original D&D, three-page rulebook. Chairmain was hired to conduct combat, and the whole game suffered from rushed production. It isn’t surprising that the major wargame companies wouldn’t publish such a revolutionary and undeveloped game. Gygax decided to publish it himself. D&D was the first role-playing game and the first fantasy game to be marketed commercially.

The rules problems, derivation from miniatures rather than from boardgames, a high price, and limited distribution all meant that the game did not immediately become the remarkable phenomenon that it is today. However, with the publication in 1975 of Supplement, Greyhawk, D&D began to take off. Greyhawk introduced a new combat system and clarified many ambiguities of the old rules. It was in popular that three other supplements were produced: Blackmoor, Eldritch Wizardry, and Gods, Demi-Gods and Heroes were published in 1976 and 1978. By this time, however, many role-playing games were on the market, some threatening to overtake D&D.

Gygax decided to refine the rules completely. The result, Advanced Dungeons & Dragons, is much larger, more detailed, and far better produced. All three versions have much in common, but anyone who intends to move around should learn Basic and then Advanced D&D, because those who prefer the original are becoming a distinct minority. A number of D&D play-sets are available. These include maps of dungeons and wilderness, ready-made lists of creature contents, inhabitants and treasures, complete adventure and module. The latter include everything a DM needs to run a game, so that the time-consuming writing-up can be avoided. Experienced DMs only occasionally use such aids, preferring to devise their own worlds, but novices will find them quite useful. So you’ve just heard about this amazing game, Dungeons and Dragons. How do you find other people to play with? It’s a particular reliable group you can comfortably play with frequently? That’s an easy problem for experienced wargamers who live in big cities, but the average novice sometimes sees it as an insurmountable difficulty. I’ll try now to help these unfortunates, and perhaps more experienced players as well.

Firstly, I’ll assume that you don’t own the D&D rules; after all, some people want to play before they buy a game. This eliminates the most common way to find other players — teach your friends — out leaves many possibilities.

If there’s a game shop near you, ask the proprietors if they know of any local groups open to new players. There may even be a weekly session at the shop. Address of players might be found on a notice board. If all else fails, you can ask permission to put up your own notice — be sure to state your age and experience as well as address/phone. Unfortunately, many groups are “closed shops” because they already have enough players; and in many cases age counts for a lot, as school rules. You may not want a 25 year old player, or college students may not want school kids. There are so many different styles of D&D that a newcomer often doesn’t fit into an established group, and age differences can color your experience if you’re a young player. Anyway, don’t be discouraged if your first contact with D&D players is disappointing; the next group may be different. I know of people who tried D&D and didn’t like it, but who became enthusiastic about it as played by my group; and there were those who played frequently elsewhere but never cared for our kind of game.

By the way, I don’t want to emulate Emily Post, but I must say it is bad form to drop in on a group without giving prior warning unless, of course, the group’s announcement invites people to do just that. Write or phone first. This also could save you a wasted trip if a meeting has been cancelled for some reason.

If you’re in a school or university, scan the local notice boards and newspaper for references to wargame clubs. Put your own notices on handouts or in papers. You’re having rotten luck if you can’t find anyone this way; every fairly-sized university seems to have a group.

If you’re still empty-handed, don’t despair; there is at least one active player per 2000 people in the country, so unless you live in a remote area there should be players near you. Look at the “Opponents wanted” and other adverts in wargame magazines. Don’t look just for D&D — any wargamer living near you may know of local groups even if he doesn’t play himself. Write to anyone near you and explain your problem. Sometimes you won’t get an answer, because some gamemasters don’t care about other people, but others go out of their way to help newcomers.

If there are no promising ads, consider placing an ad in the magazine yourself. There may be someone just across the street who needs the magazine, but who never needed to place an ad.

By this time, though, if you still haven’t found any players you like to play with, you’ll have to give up or buy the game and start a group the hard way, by teaching people how to play after you’ve taught yourself. Brothers and sisters are useful first recruits; even if they lose interest, they’ll help you play the first few times.

Tell your friends, especially those who enjoyed The Lord of the Rings, about the game. If you know a local science fiction club you might recruit several players. Many schools and universities allow informal groups to reserve rooms and use regular channels to announce meetings. For example, at Duke University (USA) in 1974 I joined a group in a name of the Duke Gamers, put an announcement in the university paper, and appeared at the appointed time. Fortunately I had earlier encountered someone who played — he was the only person to turn up. But the next week more people came around, and when we changed the time of the meeting, yet more appeared. One needs to persevere. Virtually none of these people had played before, and many had never heard of D&D. The first group announced. After several months, though, I was finally able to play myself, rather than DM, and by the end of the year we had six to eight DMs. In a situation like this you should encourage the new players to become DMs, though not immediately, and have them start with a level appropriate to the state of the campaign. For example, at Duke we ended with a 5th level dungeon and associated wilderness, two independent wildernesses, a third, a fourth, and a sixth level dungeon. If everyone starts with a level 1 dungeon you soon have nothing for the more experienced characters to do. The average newcomer won’t want to construct more than one level in his first six months of play.

TSR’s ready-made dungeon modules can help you establish a new group. You can rely on the author’s experience to establish a good adventure situation, but be sure you get a beginners’ module and not one for novice-level characters. When the players you’ve taught gain some experience they can run other modules before they devise their own places of adventure.

Incidentally, I returned to Duke four years later and couldn’t find a group, so I advertised in the newspaper for wargame players. Several days later someone came by and told me about the D&D group which still exists, but which doesn’t announce its meetings in the paper. I was able to steer to this group nearly a dozen D&D players who didn’t know about it. Moral: never quit looking.

Part II of this article, in the next issue of White Dwarf, will compare and contrast the various styles of Dungeon Mastering.
WD: How long have you been interested in FRP?

MM: I’ve been interested in role-playing games from six or seven, certainly, but I think my real interest started when I was in junior high school. I was interested in Star Trek, and I started reading the novels and playing the boardgames. I became a hobbyist, as it were, and continued to play through high school and college. I’ve been interested in role-playing games ever since.

WD: What are your other interests apart from role-playing?

MM: I’m a big movie buff, a science fiction buff, and I like reading science fiction books. I also enjoy playing video games. I’m a big fan of Star Trek, and I’ve been involved in the franchise since the late 1980s.

WD: What did you study in college?

MM: I majored in English literature and minored in computer science. I was also involved in role-playing games, and I began designing my own games in college.

WD: What is the original inspiration for your novel?

MM: The inspiration for the novel came from my own experiences as a role-playing game designer and author. I wanted to explore the dynamics of power and politics in a fantasy world, and I wanted to create a story that would appeal to fans of both role-playing games and traditional science fiction.

WD: How do you see your novel affecting the role-playing game community?

MM: I hope that my novel will inspire new players to join the role-playing game community and encourage them to become involved in role-playing games. I also hope that it will challenge existing players to think more deeply about the themes and concepts that underlie role-playing games.

WD: Do you think that the role-playing game community is ready for a novel like your own?

MM: I think that the role-playing game community is ready for a novel like mine. Role-playing games are becoming more mainstream, and there is a growing audience for literature that explores the themes and concepts of role-playing games.

WD: Do you have any advice for aspiring role-playing game designers?

MM: My advice for aspiring role-playing game designers is to keep writing and experimenting. Don’t be afraid to try new things and to make mistakes. The most important thing is to have fun and to keep pushing the boundaries of what role-playing games can be.
will you continue to expand the Traveller Universe at the current prolific rate?

WD: Are you going to continue?

WD: Have you surprised at Traveller's popularity, given that most people seem to prefer adventures involving magic?

WD: I was pleased at Traveller's popularity, but not actually surprised. I have been a Science Fiction person from way back, and I always personally felt I would rather role-play in a fantasy setting than in a fantasy setting.

WD: The realization that statement made me about being an adventurer in a modern setting is misleading, because they do so when the game calls for it. Even 2300 AD isn't too far out science fiction role-playing in gaming, because even they see that people like the wide open spaces of the stars and a modern era for an adventuring setting.

WD: A notable feature of the game is the apparent lack of levels and experience points. What was the reasoning behind that?

WD: Traveller is trying to be realistic, and the whole experience thing was one of the first areas to go when Traveller was being put together. We wanted to make the character's advancement a step by step as a way of keeping score, for which it seems the easiest thing for people to accept. The science of the game is realistic, and the even fantasy role-play designers know that this helps to keep amazing story points in place.

WD: In Traveller, a Character and a half of Traveller, this point was one of the most frequent arguments against Traveller players. When I was first in charge, we did have quite a bit, as people plought over other things than looking for and finding in their adventuring.

WD: I think the lack of a point on reality makes it a little more challenging and interesting thing. Most people in real life never improve as much as they do here. They may change marginally, improve, pick up a skill here or there, but probably on an annual basis, not less frequently. The really important thing here is the greater understanding of how life in general works. In Traveller, that translates to experiences with the game and shows itself as the player improves his or her quality of play.

WD: Another unique feature of the game is the beginning adventurers are middle-aged, and have already spent many adventurous years living life. Why bring them back then, Why is that?

WD: The idea started with a reaction to the constant character generation for most fantasy role-playing games. If you are using the same character for a long time, you have to keep him the same, with the background and anything that you have learned in the game through the various levels. My thought was to provide a character whose character, who has already spent years with the character before the game begins, with the characters that are a part of the character then set out on an adventure with a new character. They have already spent a great deal of time with the character before the game begins, and it is one step closer to what the character is and to what he will be like once the character begins in the game.

WD: I think that these are complicated characters that go down during the generation process is intended as a transition for the generation character.

WD: Finally, this character generation system gives a much broader spectrum of characters for the game. The adventuring bands are no longer groups of 18 year old boys, but have wide range of ages and areas of expertise. The player can fly more interactively, and complement each other more for a more complex game.

WD: How many people do you estimate currently play Traveller — and what kind of people are they?

WD: I would put the number of people that are playing Traveller, including players and players in games, plus some of the people who don't play the game, but who are very interested in the game. That number has been around 20,000.

WD: Some of the great personalities of the Traveller are:

WD: That's the basic population of Traveller players. It's a look at the population of Traveller players.

WD: Many game companies that Traveller is too complex for beginners, particularly in gaining empathy and watching, who are often put off by the amount of work required before playing. Similarly, the other side of the fence are people who say that the rules system is too simplistic, not detailed enough. What are your views on this?

WD: If you think at what most role-playing games, or board games, or miniatures games, is like, you are playing in an environment that is not realistic. Traveller, I read the game, is in a world that is the same as real life. In a real world that is the same as real life, everything happens as it should happen. You don't know what will happen in the next moment, and you can't control it.

WD: From what I see, there is a lot of give-off that Traveller players are being involved in the game. You are doing something you don't understand. Without knowing your way around the game, you cannot be involved in it.

WD: Many games complain that Traveller is too complex for beginners, particularly in gaining empathy and watching, who are often put off by the amount of work required before playing. Similarly, the other side of the fence are people who say that the rules system is too simplistic, not detailed enough. What are your views on this?

WD: I think that the publication of the short story "Double Adventures Short, Active, and on Mission in Mars/Bright Facade," is possible for a reference and group of players to literally adventure the same day that the books is bought. The preparation required is simply a knowledge of the Traveller rules and a quick read-through of the adventure by the referee.

WD: For the people who fail that Traveller is too simplistic, I can only say that we are completely at work doing new things for Traveller — new background, new scenarios, and new rules. It makes an open-ended adventure and one can add rules for greater complexity if they want. In fact, the Journal regularly publishes a selection of what is submitted.

WD: My thinking behind this is that Traveller players are all necessarily more advanced and experienced, and who have character generation experience, and who have the knowledge of the characters themselves. For these reasons, I believe that the Traveller player will be more accustomed to the game. After all, it is a game of adventure.

WD: I don't really think so, at least not in the Traveller. There are many, many different characters and which characters are available for generating characters just for fun, and then those are the only characters that are available in the game.
Dear WD,
I am writing to you, as a result of a recent discussion in which I was wondering if you could help me. I am trying to incorporate the concept of a weapon shop into my novel, but I have drawn up these rough ideas:

1. A person with a WSG always gains the initiative.
2. Any energy weapon firing at a person with a WSG and affiliated with the Polonska Institute, they do not advertise their presence – the same procedure as a weapon shop.
3. Any weapon shop working with a person with a WSG and affiliated with the Polonska Institute, the weapon shop must convince the person with a WSG that it is safe to enter the shop.

What I cannot work out is how to do it. If a character is eligible to own a WSG, for in the books no person with divisible inclinations could even enter a weapon shop. Please could you work out your own ideas for WSG and let me know.

Aron,
Cambridge.

We suggest that the Weapon Shops are trusted as being effectively par of the Polonska Institute; they do not advertise their presence – the same procedure as a weapon shop. Furthermore, since the shops advertised the highest energy weapons in the known universe, it is reasonable to assume that the lighter weapons and fusion guns are WSG. Another candidate for WSG are the discriminators from the Twinkle Peak.

Dear WD,
Neither nor any of my fellow players, who have been playing AD&D and keeping WD for quite a long time now, can understand your 'Monstermark'. We have asked many people and read many books but nowhere can we find a reference to it. I would therefore greatly appreciate an explanation so that we may get the most from your advice.

Yours sincerely,
Nigel Saunders, Brizzle.

The Monstermark System is a system used to keep track of a player's relative nastiness. It was devised by Don Turnbull and was serialized in WD Nos. 1–3, and it is considered our revised monster level table.
Flymen may be encountered in one of two forms; either the party and the flymen will both be at their normal size, in which case the Flymen will be about 30" long, or some magical magic aura will be present, and the Flymen will be the same size. In the former form, the following statistics apply:

**FLYMAN**

No. Appearing: 1
Armour Class: 0
Hit Dice: 1
Hit Points: 10
Attacks: 1
Alignment: lawful neutral
Intelligence: Average
Monster Mark: 0.004 (level 1 in 12 level)

*Flyman encountered outside their hive, as a swarm, will be composed of warriors, with a few flyers (or flyman) (see statistics for 'normal size'). They attack the onlooker, and most likely will attack anything. They are difficult to dispatch, as a poison made from various insect venoms, so that a hit on the roll means a 10 to hit roll, a roll of 20 means the victim's allergies to the poison. Note: 'Allergy check' need only be made once, the first time a person is hit. The person who is allergic will be allowed a save throw (see vs. poison) each time on hit. Flymen are known for being quick, leading to inaccuracy and possible death. Not a hit or save of 1-7 results in the area 'swept' off position and left. The effect takes 1-4 turns to set in, and lasts for 24-120 turns. If it hits on the d8, the victim falls into a coma in 1-4 more rounds, and dies in 24-120 turns unless the venom is neutralized.

Flymen may appear in a dense cloud around the head and body of a single victim, which effectively blunts him so that he strikes at -4 to hit and allows -1-4 automatic hits by the flymen's weapons.

When flying, flymen take only damage from the following attack modifiers; edged weapons because the breath from these weapons paralyzes the flyman out of harm's way, and area-wide magic (lightning bolt, flood, area storm, smog, cloud, etc.). Imperfect effects using fire, flymen are also effective. Because of their small size and dark color, they are hard to detect. Flymen can be confused as an Oslo hive when effectively all that they are is 1 burst of the victim's brain by being affected. They may only do this on a high success, or low light background in poor light.

If the party has been magically transformed to the same size as the flymen, it will become apparent that there are several different classes of them.

**DRONES**

No. Appearing: 1-20 in horde
Armour Class: 8
Hit Dice: 4
Hit Points: 4
Attacks: 1
Alignment: lawful neutral
Intelligence: Average
Monster Mark: Not applicable

Flymen are the craftmen of a hive, doing all 'skillful work'. They are organized into a system of workers, each worker is assigned to the council of flymen known as the Fists. They dress in white clothes and are normally armed with darts, which are not poisoned. Their skill, especially when they are in pairs, is in the earthware and the art of carving. The earthware is the Tenth. They are one against one hit by monsters and save as level fighters.

**ARTISANS**

No. Appearing: 1-10 in hive
Armour Class: 6
Hit Dice: 6
Hit Points: 6
Attacks: 1
Alignment: lawful neutral
Intelligence: Average
Monster Mark: 0.67 (level 1 in 12 level)

These are the craftsmen of a hive, doing all 'skillful work'. They are organized into a system of workers, each worker is assigned to the council of flymen known as the Fists. They dress in white clothes and are normally armed with darts, which are not poisoned. Their skill, especially when they are in pairs, is in the art of carving. The earthware is the Tenth. They are one against one hit by monsters and save as level fighters.

**FLYGUARD**

Along with the flying hive command a hive and is usually involved in a saber command of the hive. Like flymen, flyguard have a variety of size-change and have size-code (see notes). They are usually dressed in high-quality armor and a riding hat, mail with a chain shield, their main weapon is a spear, not. They are also able to use the weapons of the hive, and save as level fighters.
FLYMAQLS
(Also called the Fly)
No. Appearing: 1–2
Average Area: 4
Movement: 12
Hit Dice: 40 hit points
Treasure: 2
Alignment: Lawful neutral
Intelligence: Exceptional plus
Monstrous: 170.78 (level VII in 12 levels)

The Fire flies in the supreme spiritual and temporal authority of a hive of Flymen, at least in theory; in practice their authority is often disposed by the Fities. As a representative of the insect god on the Prime Material Plane, each Flymen has special powers given to it by Spoork; certain of these powers are common to all Flymen and others are specific to individuals. The powers are further divided into magical powers, in which case only a mental command is required to use them, and those given by Spoork. In the case of these latter powers, the Flymen must perform a prayer (faulc or incantation), using five magic nodules to cast the spells in their effects, but it must be stressed that the Flymen cannot cast spells or some component like a human spells do.

Flymen’s dance in less roles of grey tender- silk, often embroidered with words of power and straps in this holy shuttle. The holy symbol is a stylized insect, worn around the neck. Flymen have no effect on undead. Their only weapon is an environmental digger.

All flymen carry saws, and have the innate power of sawtooth (see below).

A morbid fact has few flymen. Each carrying for a different aspect of life; these are detailed be-

The Fire Mage, who is a white-robed, black-dressed, and has no soul until the main

The Fire Mage’s power: shield and web twice (per day); protection from灼烧; protection from fire; protection from lightning and protection from magic missile each time; web (as the spell). All flymen have the innate power of sawtooth (see below).

All flymen have the innate power of sawtooth (see below).

Along with the Master Defense, the Master is the primary task of the Fire Mage, which is a major role in the Fire Mage, and in particular the sick or injured. It usually takes a few days to recover full strength from the Masters and Knowledge. It has the following powers: cure light to hit 50 hit points (per day); remove fear (three/day); slow poison (three/day); negative energy, end, and major poison;接触; and remove paralysis.

The Fire Mage’s power: shield and web twice (per day); protection from fire; protection from lightning and protection from magic missile each time; web (as the spell). All flymen have the innate power of sawtooth (see below).
NORTHFLIES

The Northflies, as they are known, live for a large part on the north or temperate lands inhabited by normal flies and even by other flies but their homelands, where they live in large numbers and are in the process of taking over the world. The Northflies have a distinct appearance and are easily recognizable. They are large, black, and have long, thin legs. The Northflies are often found in the same places as normal flies, but they are usually more abundant and can be more aggressive.

SANDFLIES

The Sandflies are a type of fly that is found in desert areas. They are small and have long, thin legs. The Sandflies are often found in dry, hot areas and are known for their ability to bite and transmit diseases. They are often a nuisance to people who live in desert areas.
The Hike of the Hurl

by Daniel Collerton

This scenario should be read in conjunction with the 'Hurl' described in Fiend Factory. It can be used for adventures with a party of any strength and level as it is up to the adventure designer and roleplayers in the adventure. For example, a low level party could enter the hike to gain experience while a high level party could be invited into the hike as part of an intrigue within the fiyren community.

History of the Hurl

Five hundred years ago, in the Athal Belt between the Klarak and Tersik tiles, a group of fiyren men saw a conflict and left to form a new hike in a region away from it. This grew slowly over three hundred years, extending its power over all insects in the area. However, the fiyren had turned to the True Path and were opposing insects rather than helping them. This enraged Serpent's Tail, the insect God, and she struck down nine-tenths of the hike with a sickness which stopped only when the Master Religious offered herself as a sacrifice. The last two hundred years have seen recovery. Links with other hikes were made, the hike having previously been isolated. The first instance of the hike providing information came 200 years ago, and it is this which led to the hike's present wealth. The hike is present at every, the local farmers bringing in cordials terms with it to a mixture of thrills and trade.

NOTES FOR THE DM

1. The temperature in the hike is about 70°.  2. There is acid, mostly small throughout the hike.

3. Wells, fountains and real sea of rough sand, marked by the smoke of iron pyrites, most opening being covered by drakskin screens. What there is does not need roots to open unless locked.

Encounters Outside the Hike

If the party has escaped detection there is a 10% chance per turn that an encounter will occur. If an encounter takes place, roll 1d20:

- 1-14 1 fiyren + 20 warriors on patrol, 18-20 1 fiyren + 50 warriors, 2 encountered of 1 sandfly, 2 fiyren, 40 warriors, and 20 centaured fiyren. Roll 2d6 for the fiyren and 1d6 for the warriors.
- 19-18 Master Attakt, 2 fiyren, 40 warriors, and 10 Master Knowledge + 2 fiyren on patrol, 20 Caraens are worth 1,000 gp and carrying 500. 15-17 1 fiyren + 10 warriors, looking for ex- istence.
- 18-19 Pterax, 15-17 1 fiyren + 10 warriors, looking for ex- istence.
- 20 1 pterax, + 2 flying fiyren.

Caraens will try to avoid conflict, but will try to avoid them and gain the safety of the hike.

Inside the Hike

Normal probability of encounter occurring if not inside the hike.

- 1d20
- 1-14 Master Attakt + 5 warriors, 15-18 Master + 5 warriors, 19-20 Master + 5 warriors, 20-20 Master + 5 warriors, 19-20 Master + 5 warriors, 18-20 Master + 5 warriors, 17-18 Master + 5 warriors, 16-17 Master + 5 warriors, 15-16 Master + 5 warriors, 14-15 Master + 5 warriors, 13-14 Master + 5 warriors, 12-13 Master + 5 warriors, 11-12 Master + 5 warriors, 10-11 Master + 5 warriors, 9-10 Master + 5 warriors, 8-9 Master + 5 warriors, 7-8 Master + 5 warriors, 6-7 Master + 5 warriors, 5-6 Master + 5 warriors, 4-5 Master + 5 warriors, 3-4 Master + 5 warriors, 2-3 Master + 5 warriors, 1-2 Master + 5 warriors, 0 Master + 5 warriors.

5. The hike is lit by ornate metal lamps in most areas, silver in Fiysk and gas lamps in the more remote areas below. It will be throughout the hike, the sight of a fiyren's 6 feet tall, any kind of character wishing to be seen to the height of a fiyren's eye is 6 feet tall and has a 6 foot tall humanoid would shrivel to roughly 1/6th in height, and remain at that size for 20 turns (for until dispelled). Any clothing or person- al effects are also shrunk. The material component is a small teakwood rod 6 ft long, which must be compressed or extended at the spell is cast. It can be moved, but initially contains 1,000 gp must be made by a skilled jeweler of the stair. it is not the stair, but a stair to be moved, and a stair to be moved to be encumbered and used as ordinary stairs, which can be shuffled and dropped by a fiyren as something is used to mark the rest of the stairs. Such a move requires 11-20 turns before disappearing. Each time a stair is moved the park is 5% chance of catching some kind of grudge.

3. Adventures start on the following list of the hike, as background or encounter, being a local specialty: 1. Blush and fast "hurt" parties will generally have un雷斯cuable skills in time.

4. The fiyren's heads are made of a chitin material with eyes that can move enough for the head to be hallowed out and used as rudimentary masks, which can be made and dropped by a fiyren as something is used to mark the floor of the stairs. Such a move requires 11-20 turns before disappearing. Each time a stair is moved the park is 5% chance of catching some kind of grudge.

2. A fiyren's head is a 'shrink' spell cast on the stair. It can be used as a stair, but initially contains 1,000 gp must be made by a skilled jeweler of the stair. it is not the stair, but a stair to be moved, and a stair to be moved to be encumbered and used as ordinary stairs, which can be shuffled and dropped by a fiyren as something is used to mark the rest of the stairs. Such a move requires 11-20 turns before disappearing. Each time a stair is moved the park is 5% chance of catching some kind of grudge.

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12. Master Treasure Room

About 12,000,000 gp completely fill this room, with the exception of a small area to the east allowing passage from north to south. The coins hide the west door, which has a permanent illusion making it appear part of the wall, it is trip-wired and can only be detected 10% of the time by squeezing for hollow sounds or by listening for a creaking in the wooden doorblocks detection spells and powers.

13. Master Treasure Room

This room has the property (see 14 and 15) that any wine-changed articles placed therein remain that way until removed by the room. The room is floor covered by a set of locked and trapped bars. Unluckily the bars with the Master Bysoker's key article setting off the trap. If the bars are not dropped otherwise, the ceiling will collapse for 20' in all directions causing 20% damage to any beneath. In the room are 13 loose chests of silk and sateen, each worth 1,000 gp, each weighing 60 kg (the contents have all been wine-changed); 4 locked chests containing rare woods, spices, and hallucinogenics, worth 1,500 gp and weighing 25 kg each (the contents have not been wine-changed); 3 locked coffers, wine-changed, containing the following items: 100,000 gp, 500 pearls, and 10 lbs of balms weighing 200 kg and worth 600 gp. All these treasures are covered by a permanent illusion of a Type IV Demon IMM trapped in the wall.

14. Master Treasure Room

Locked and trapped bars as in (13) close off this room. Inside, covered with a permanent illusion of an ill-deed IMM are 14 locked chests each containing 20,000 wine-changed gp; 10 locked chests each containing 5,000 wine-changed gp; 5 double locked and poison needle trapped chests each containing 8,000 wine-changed gp; 3 locked and poison-wine trapped chests, each containing 1,000 wine-changed gp; and a poison needle trap containing a wine-changed sheep, and a set of wine-changed iron needles and balms weighing 250 kg and worth 600 gp. All these treasures are covered by the permanent illusion of a Type IV Demon IMM trapped in the wall.

15. Prison

Inside a pedestal is a Type VII Demon (AC-2, HD: 0, TP: 1; AH: 2-13 special; magic weapon to hit IMM) which will attempt any releasing it before vanishing to its own plane. Any attack will release it, as will breaking the pedestal.

16. Throne Room

This is one of the most impressive rooms on the plane. Every is through the double doors 80' wide and 100' high, composed of mithril inlaid with gold one cem. High in each is a diamond 40' which even allowing for its true size would a king. The room is painted with gold 200,000 gp in stucco, but removal would cause ruin. In the center of the room is a gold throne on 8 gold lions.

The interior is astounding. Emerald pillars soar 200' to a vaulting of emeralds under a roof of jet set with diamonds to resemble the night sky. The floor is gold and silver inlay on an ornate and busy wall, while the walls consist of mosaic of various precious stones. At the far end is a triple-tiered dais of platinum exquisitely carved and painted. Over the dais are 5 thrones, each carved from a single diamond, on the middle tier. 15 thrones are carved from amethysts and rubies, and the lowest tier bears 25 thrones similarly carved from sapphires, emeralds, and other gems. The thrones are carved from various metals and gems, depicting Sarrpiick the Intelegent God. The throne is a true gem of gems. The entire room is worth perhaps 90,000 gp, but attempts at removal will reduce value as for the doors. Entrance to the south passage is through a secret door which will only open on command worded Parvick and closed automatically on one metre closing.

The room is used only rarely, when impressing as an ambassador, giving judgment, or con-

17. Temple of Sarrpiick

This is the religious centre of the plane and is decorated in the style of the throne room. The floor is marble inlaid with silver tectiles while the walls are papered with hangings depicting architectural scenes. The focal point of the room is a gold-covered trident symbol of Sarrpiick. The god has the body of a bee, spider legs, a scorpion's tail, three heads (three loucets, file, and clockwork) and stands 60' high. Unlike a service is being held, the temple is utterly empty, it is 60' high.

18. Master Religious Quarters

The room is apart with bare walls and ceiling and a floor covering of slain palm. Two oilstills are on the floor, for 'Tik'rik is the Master and his apprentice K'irx: tables and chairs stand around. Tik'rik wears permanently wine-changed Feathered Boats (SMG) and supports the Master Attack's policies, but is beginning to have second thoughts. Tik'rik is holy, but seriously worried about the possibility of introducing destroying the unity of the hive. A chair in the room is locked, but not trapped, contains 100,000 gp and a pouch with gems (value 12,000 gp inside).

19. Master Knowledge's Quarters

Biovessica (like the walls, and books cover the walls, and are shaped the by parchment and embossed with paper). The Master Knowledge's quarters contain 100 books bound by gold, hidden by books. Out of war like little light air surface. The Master and his apprentice fit the popular and unusual, its special cases key legends and folklore, laws and customs, philosophy, and ethics, and theology and myth. The apogee is a 51-70% sage. Major field flora is special categories fungi and herbs, mind's fields the physical universe and demi-humankind.

The Master Knowledge flies little in into uncivil, saying it isn't the time, but if pressed aligns with the Master Attack since it gets more chance of gathering new data in these politics. Buried under one pile of books is a large vase containing a Potion of ESI (SMG). There are various instruments of precious gems (lactual value 10,000 gp).

20. Library

With rooms (13-15), any article which has
Open Box examines Science Fiction and Fantasy games and rulebooks currently in the shops. The reviews are written by independent authorities who also give the product an overall rating on a 1–10 scale, taking all factors into consideration.

WARLORD

Warlock is principally a fun game covering a battle of wizards, but readers should not be put off by the idea that this is a dumb game, rather it has a fair degree of skill involved while remaining fast and amusing. The wizards draw spell cards from the pack and must then choose whether to enter the arena for combat, basically (and it's rather a sweeping generalisation) there are two kinds of spells - physical and magic; one tends not to work against the other, and as you do not know what your opponent holds, any combat is a risk. You might get some idea of what your opponent has by what he discards (assuming you discard face-up) but as wizards need not fight every turn the chances of the hand one is dealt is considered shrewdly. Wizards either fight or learn new spells and as learning spells means drawing fresh cards and discarding old ones this is no sure fire way of getting a good hand, but it is a reasonably certain way of getting rid of a bad one.

Obviously, the degrees of uncertainty and randomness of the card draw does not make this a game in which study will make you a Life Grand Master, and it is important to stress the fun side of the game, especially as players can seek to deflect an attack by buffing their opponents into staying out of the game. Just when one should enter the arena is something of a gamble because those who sit on the sidelines will not net up winning games, but then neither will those who keep entering the arena with unbalanced hands. The physical standards of the cards and arena help here with the sort of finish which one would expect from the largest companies in the field.

It's interesting for me to look at the final version considering the many changes through which the game went while I was along at test sessions. The final result was worth the work with its much smoother system (now everyone fights his opponent simultaneously, and this introduces plenty of wild action) and the improved balance to encourage gamers to actually come out and fight. The boxed version also contains a spell sheet for each player to allow you to check the relative strengths of your hand.

The game is far from complex and it's an admirable introduction to gaming for the more intelligent, a good subject for a family game, or simply for unwinding with a good workable multi-player game with fine graphics, which can be adjusted easily to the time you have to hand.

Overall: 8

Charles Vasey

GAMES WORKSHOP - £6.95

CULTS OF PRAX

Cults of Prax, which is essentially an expansion of the rather scanty rules given in the RuneQuest rulebook on runemagic, is described as the second book of RuneQuest. It deals with the gods, and their cults, from the plains of Prax, that part of the Chaosium's world of Glorantha covered by the board game Named Gods, one of the Dragon Pass trilogy.

In all 15 cults are dealt with in the book, each laid out in a standard format which is described at the beginning of the book in a simple outline, which I would advise anybody intending to devise their own cults to read carefully before starting. The specific cults have clearly been chosen with great care so as to give as wide a range of areas of worship as possible. For peace loving characters there are the cults of Oshara Arroy the healer and laisses the trader, while for those of a more warlike disposition there is the war god Humakt and the fabulon Sun Dome templars of the sun god Yelmalla that are mentioned in both RuneQuest and the Dragon Pass trilogy. Also included are three non-human cults, Aldyra, that of the elf-goddesses and the two troll cults of Zorak Zoran and Kyker Liere.

For each cult there is a section describing its nature and myths and giving some idea of its organization as well as various other notes such as the cult's view of life after death and its funereal rites. Then several sections follow describing the requirements for, and benefits gained from, being a Lay member, Initiate, RuneLord or RunePriest. These include such things as what skills and spells the cult teaches, including several new ones, and of course the cult's specialism runemagic. Most cults also have one or more subterranean and associate ones from which they can get a limited use of their spells not normally taught by the cult being described. Finally a few miscellaneous notes on each cult describe such additional information as is of major concern to that cult only such as uniforms, payment for services rendered, restrictions on the types of animals usable as familiars, marriage of cult members and similar points.

The book concludes with a number of illustrations that give a variety of other useful pieces of information such as the relationships between the cults, the per-
centres of the common normal tribes that belong to each of them and lists all the new spells and skills given in the cults.

For any gamer interested in running a proper campaign this book is, without doubt, absolutely essential. It serves to give the game much more depth and the interactions between members of differing cults can yield some very interesting and at times highly exciting or amusing situations. Indeed even if, like myself, you would rather design a unique world of your own with its own mythology this book will serve as an invaluable tool and source of ideas in helping make up your own cults. In some cases with a little bit of imaginative alteration a lot of time and effort can be saved by simply adapting some of the cults so that they fit your own campaign world.

For those who are interested in Role-Playing Quest I cannot rate this book too highly. It makes an already excellent, imaginative and highly playable RPG system into a masterpiece that richly deserves a place at the forefront of the hobby. The Chomium Promises to publish more books of this nature depicting the cults of other areas of Glorantha and probably also from periods of Earth's own history; I await the arrival of these impatiently, for if they maintain the excellent quality and depth of detail to be found in Cults of Prax then they will well worth waiting for.

Overall: 10

O. G. Macdonald

DEITIES & DEMIGODS

TSR - £7.95

This, the fourth volume in the Advanced Dungeons & Dragons series, is concerned with the religious aspects of campaigns. Despite the fact that it is billed as a special reference work, it is actually an integral part of the rules.

I find it impossible not to compare this book with Cults of Prax (Chaosium), for it is in many respects quite similar. What we have here is a collection of rituals for AD&D campaigns, together with information on their gods, demigods, heroes and myths; and also details on how their clerics should behave.

The book covers the following pantheons: Amerind, Mallory-Auranthis (this is of necessity more a listing of heroes than gods), Babybom, Celtic, Incan/Mayan, Chinese, Egyptian, Finnish, Greek, Indian, Japanese, Russian and several modern fantasy variants. Nearly all the deities of the Oglakth mythology, Melniboné and Newthir; and some deities which seem to be drawn not from any established mythology, which are worshiped by nonhuman tribes.

Each religion has its pantheon disseminated in a variation of the Membrane standard format. This includes the normal number of deities, myths, stories, points listing plus character and class/level equivalents for the god's abilities. Naturally, since alignment

must be in some way compatible with the god's alignments are given; where the alignment of worshippers might differ - as in the Amerind-Shaak - this is noted. The statistics are accompanied by illustrations; then there is a short descriptive piece detailed under what circumstances the god will appear, and what he might do if he comes, as well as his responsibilities and merchants.

So far the work is simply the AD&D Gods, Demigods and Heroes; what I found particularly worthwhile was the comprehensive reference chart for deities and, similar material. There were what re- mind me of Cults; the AD&D cleric is now told what he should wear (no more clerics in 1st planer), what his holy colours and animal are, when he should worship (and why), what he should sacrifice, and so on.

Provision is also made for the afterlife as it applies to characters, detailing how they may be subject to the various other planes, possibly even back as agents of their god, and even how in extreme cases they may be elevated to deifichood.

Other useful information describes the known places of existence, their relation to each other and what gods may be found in each; Dungeon Master's details; and ecumen, good, bad and misleading.

This book, like the DMG is intended for the DM rather than the players. It provides something as far lacking in the AD&D system in that it gives a detailed, consistent religious background - so important to role-play in general (especially in this period) and the proper use of alignment in particular. While in principle I'd prefer to invent my own religions, it takes a lot of time and ingenuity to do so believably - and you have to explain them to new players. DGD is essentially an alternative to this approach which I expect most AD&D DMs will employ.

Overall: 8

Tony Slack

LEVIATHAN

Games Workshop/CDW - £2.50

Welcome to the Out-Rim Void - beyond the Imperial border, and beyond the law, step aboard the merchant cruiser Leviathan for a trading voyage in search of new markets and personal fortunes.

This book, the cover of Leviathan, Traveller Adventure 4, The Leviathan, an 1800 ton merchant cruiser, is sent on a 6 month mission to explore the Egyen subsector (a hitherto unexplored sector on the edge of the Spinward Marches) and assess its trade potential for the Beryxian Technum, a large multi-system cartel. Pilots are recruited to fill major crew positions, from then on who knows what might happen.

This adventure itself is well thought-out and presented in the logical form usually associated with GW products. It is also the first official adventure written by someone outside of GDW's stable. It was designed by Bob McWilliams of Starbase and Safelee Rogue Science.

Although the whole book is standard Traveller, there are certain excellent novel features.

The subsector map differs from those presented in the Spinward Marcher by using certain symbols to pick out details such as gas giants, asteroid fields, etc., which speeds up play by saving the referee from looking them up in the planetary data. Also each of the uncolonized planets has a separate ship encounter table and a paragraph of information pertinent to it (a few surprises here).

One of the things I look forward to is each adventure in the library data section which allows to open a new last in the mysterious universe of Traveller. And a couple of more pages of library data in Leviathan would have earned it full marks from me. As it is, it's the best adventure yet.

Overall: 9

Travis Grazer
THE ELEMENTALIST
by Stephen Bland

Character Conjuring, edited by Andy Slack, features new character classes and rules submitted by the readers. Elementalists are closely related to magicians and druids. Involved in the control of Earth, Air, Fire and Water. They need an intelligence of 14+ and a wisdom of 16+. Note that this allows them to shake twice to determine whether or not they possess psionic abilities. They need long and arduous studies to increase their skills and do not gain a 10% bonus on experience points unless they have both intelligence and wisdom of 17+. Furthermore, they may never wear any armour. Their weapon proficiency and saving throws are as a magician.

Despite these restrictions and their limited range of spells, they command awesome power at high levels. Although their absorption in the lore of the elements does not allow them to waste time making magic items or strongholds, they may use any magic item employable by a magus or druid — with the exception of a weapon, which is limited to that of a magic user. They have +2 on saving throws versus Earth, Air, Fire, or Water-based attacks and have the power to identify mineral types, fresh water, unsafe walls, ceilings and floors and detect the presence of gas within 60'. These abilities function when concentrated on for one segment.

Any elementals summoned by them have at least 5-6 points per hit dice and can be controlled by minimum concentration (something as spell-casting or melee) with no chance of the elemental breaking free.

The neutral and friendly columns on the level table below refer to influencing elementals. If the required throw is made in the neutral column the elemental will return at once to his plane or, if already on it, ignore the party. If a successful neutral reaction has been thrown, there is a further percentage chance, as given in the friendly column that the elemental will break free of any other control and aid the elementalist's party for one hour. Note that two elementalists trying to influence the same elemental will "cancel each other out"; the lower will have no chance of influencing it while the higher has a chance equal to his normal chance less the percent chance of the lower. If this fails, the elementalist will remain in his former service.

The elementalist's research results in safe-like ability in certain fields, gained on attaining certain levels of experience but only if the elementalist has access to the relevant libraries etc.

<table>
<thead>
<tr>
<th>Level</th>
<th>Minor Knowledge of the Elemental Planes</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>Minor Knowledge of Geology</td>
</tr>
<tr>
<td>4</td>
<td>Minor Knowledge of Mineralogy and Geology</td>
</tr>
<tr>
<td>6</td>
<td>Minor Knowledge of Geology and Cephanology</td>
</tr>
<tr>
<td>8</td>
<td>Major Knowledge of the Elemental Planes</td>
</tr>
<tr>
<td>10</td>
<td>Major Knowledge of Geology</td>
</tr>
<tr>
<td>12</td>
<td>Major Knowledge of the Elemental Planes</td>
</tr>
<tr>
<td>14</td>
<td>Major Knowledge of Meteorology and Cephanology</td>
</tr>
<tr>
<td>16</td>
<td>Specialist Knowledge of the Elemental Planes</td>
</tr>
</tbody>
</table>

In addition to an elementalist's innate telepathic link with any elemental within 60', his or her specialization enables the automatic acquisition of one language from the following for each level increment.

Green Dragon, Hippocampus, Ki-rlin, Merman, Loasthah, Ninix, Pegasus, Pixie, Red Dragon, Sahuagin, Sea Elf, Sprite, Sylv, Titan and Triton.

This specialization, however, means that an elementalist will never learn any other "unnecessary" language, regardless of intelligence.

Elementalists are very jealous of each other, seeing even low level characters as potential rivals for the coveted posts of Master, Grand Master and Lord of the Elements. There will never be more than one elementalist in the same party without bloodshed and an elementalist will do his best to promote conflict between his party and any other encountered which contains an elementalist. Their is no honour among them and any methods may be used to clear their path of any rivals. The three highest levels only have one elementalist. When an elementalist amasses enough experience points to attain one of these levels, he does not gain the abilities until he has killed the occupant of the post. Each will know where to find the other in this case. If the aspiring character has not eliminated his rival within a month or chooses not to take the risk he or she will lose two levels of experience.

### ELEMENTALIST EXPERIENCE TABLE

<table>
<thead>
<tr>
<th>Tier</th>
<th>1st level</th>
<th>2nd level</th>
<th>3rd level</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Affect normal fires*</td>
<td>Create sleep gas</td>
<td>Gall lightning**</td>
</tr>
<tr>
<td>2</td>
<td>Anchor</td>
<td>Fire ring</td>
<td>Cause fear</td>
</tr>
<tr>
<td>3</td>
<td>Burning hands</td>
<td>Fire trap</td>
<td>Fireball</td>
</tr>
<tr>
<td>4</td>
<td>Burning lines</td>
<td>Fire wall</td>
<td>Fireball</td>
</tr>
<tr>
<td>5</td>
<td>Burning lines*</td>
<td>Fire wall*</td>
<td>Fireball*</td>
</tr>
<tr>
<td>6</td>
<td>Fireball</td>
<td>Fireball*</td>
<td>Fireball*</td>
</tr>
<tr>
<td>7</td>
<td>Jump</td>
<td>Levitate*</td>
<td>Lightning bolt*</td>
</tr>
<tr>
<td>8</td>
<td>Locate self</td>
<td>Produce damage**</td>
<td>Lightning bolt**</td>
</tr>
<tr>
<td>9</td>
<td>Predict weather</td>
<td>Pyrokinesis</td>
<td>Protection from fire**</td>
</tr>
<tr>
<td>10</td>
<td>Purify food &amp; drink</td>
<td>Read magic</td>
<td>Water breathing**</td>
</tr>
<tr>
<td>11</td>
<td>Read minds</td>
<td>Sense alignment</td>
<td>Unsee alignment*</td>
</tr>
<tr>
<td>12</td>
<td>Read minds*</td>
<td>Sense alignment*</td>
<td>Unsee alignment*</td>
</tr>
<tr>
<td>13</td>
<td>Senses</td>
<td>Sense alignment</td>
<td>Unsee alignment*</td>
</tr>
<tr>
<td>14</td>
<td>Sense</td>
<td>Sense alignment</td>
<td>Unsee alignment*</td>
</tr>
<tr>
<td>15</td>
<td>Sense</td>
<td>Sense alignment</td>
<td>Unsee alignment*</td>
</tr>
<tr>
<td>16</td>
<td>Sense</td>
<td>Sense alignment</td>
<td>Unsee alignment*</td>
</tr>
</tbody>
</table>

Elementalists have many spells which duplicate those of magic users, illusionists, clerics and druids including all of those directly concerned with the elements earth, air, fire and water. They also have spells which reproduce the effects of certain magic items and have some unique to their class.

Elementalist's spells, unless otherwise stated, have no material component — it is all around them. Also note that all spells, unless stated to the contrary, have both verbal and somatic components.
There are numerous variations of the 100 ton asteroid-mining craft known as the seeker; almost as many, commented one source, as there are asteroids. One of the more popular forms is the Khasad class seeker, which uses a modified type 100 hull. These ships have excellent manoeuvrability in atmosphere and may take off using standard aircraft runways of under 1,000 metres in length. Khasad class seekers are 34.5 metres from wingtip to wingtip, 43.5 metres long, and have a fuselage diameter of about 7.5 metres.

A look at a floor plan of the Khasad class reveals that space normally available for an airship dock and for extra living quarters has been sacrificed to increase the size of the cargo bay, now encompassing 16 tons. A large 4.5 x 6 metre set of doors on the floor of the cargo bay can open to admit materials and specimens gathered during a prospecting mission. A special safety device will prevent opening the bay doors if the bay is still pressurized or if the air valve to the crew area is not secure. The doors may be opened from the cargo bay or from the bridge. Two state rooms are included aboard the seeker; though it is sold with the recommendation that only two crewmen should travel aboard the ship to ensure maximum privacy and efficiency, in practice the ship is used by four people, frequently married couples who have pooled resources to purchase the ship.

The Khasad class seeker comes with a mining laser, which functions as a pulse laser -1 in combat situations. The laser is used to drill core samples, cut out cross-sections of material, shear an asteroidal surface for attachment of mining equipment, and so on. A single turret holds the mining laser and one ton of the ship's mass is taken up by the fire control equipment.

Jump drive-A manoeuvre drive-A, and power plant-A are installed aboard the ship, as well as a Model/1 computer. This type of ship uses an identification prefix of LJ (Light Seeker), followed by a five digit series of numerals. The Khasad class was named for a fictional race of dwarves from a fantasy novel of pre-Imperium dating; individual ships are named for dwarven characters from that novel (Gimli, Dain, Thorin, Dain, etc.), for dwarven characters from Norse mythology (Fafnir, Andvaria, Nidale, etc.) or for dwarf-like creatures from other mythological sources (Ritchie, Blucan, Kobold, Gnome, Kocker, etc.). The cost of this class of ships is 26.37 million credits.

Comments:
This vessel is from Traveller Supplement 4, p15, allowed to Belters as a mustering-out benefit. This is a type of starship adventurers may well end up owning, since it is at the bottom end of the price market.

Roger has produced a generally sound plan and description, but one modification which I would make (and is shown in a scrap view next to the main plan) is to reduce the bridge size, which is rather large for a two-person vessel. This allows room for a galley and fresher. One end of the common area would have a computer console and mineral analyzers to determine ore sample quality. The Universal Ship Profile for this class is:

DECK PLAN KEY
1 - Avionics
2 - Computer
3 - Fire Control
4 - Bridge
5 - Crew Common Area
6 - Ship's Locker
7 - State Room One
8 - State Room Two
9 - Airlock
10 - Cargo Bay and Cargo Doors
11 - Drive Room

by Roger E. Moore

Starbase is a regular department, edited by Bob McWilliams, featuring reader's ideas for Traveller.
DRAGON HUNT OVER

"We're in luck!" said David Groenberg (left) as Kim Hayes displays the original silver dragon before its burial...

...Metagaming's $10,000 treasure hunt featured in Treasure of the Silver Dragon is over. The 31 ounce silver dragon was found by gamer Thomas Davidson buried near the Sacramento Peak Solar Observatory in New Mexico in a matter of weeks although Metagaming had hoped the dragon would have stayed hidden for at least a year. Undaunted, Metagaming have announced a second treasure hunt for mid-1981. Unisys Gold with another $10,000 prize...

...Eon Products have released their new multi-player game, Quirks, the game of un-natural selection as players compete to survive. Expansion Sets 1 and 2 are already planned...

...Game Designer's Workshop continue to expand Traveller. New and future releases are Twilight's Peak, Adventure 3: A witch's cauldron (or Witches in Space (Co-Friends), Adventure 4: 76 Patrons, Supplement 6; The Emperor's Fighting Ship, Supplement 7; Solomani Rim, Supplement 10; Forms & Charms, Supplement 11; and Invasion Earth, Game 4. This game concerns the climax of the Solomani Rim War - the invasion of Earth by the Imperial...

...Fall Force Delta is set to release an Expansion Module for Starfleet Battles...

...Games Workshop are producing both "official and approved for use with Traveller" items in the UK. First of the former is Leithaln, Adventure 4 and first of the latter is the ISSS Starship Files - Vol 1. This despite ship plans and data of 6 ships of the Traveller universe...

...Yeapinto Publications have put out more multi-game games including Asteroid Pirates, a beginner's 8-bit game; Hell Ride, a race of death through space; and Mutant Attack, a soap opera game based on classic horror films...

...Group One have released Port Xenathan: a Traveller adventure set in a city hidden in a hollow asteroid. Coming soon is Hydusian...

...Judges Guild have released The Un-Know Thy Gods approved for use with D&D...

...Heritage USA have launched Knight and Mapmik, a boxed set of rules covering both fantasy role-play and mass-action battles...

...Chippendale Miniatures, a new British figures company have released a range of Adventurers. Two are shown here: CF9 (far right) Elf Fighter/Wizard and CF7, Left-hand Fighter...

...Citadel Miniatures have opened a US factory. In the UK, dwarves have been added to the Fantasy Tribes range.

...shown here: FT6 9 (far left) Dwarf Chieftain and FT 11A Dwarf with Mace and Axe.  

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THE BEST OF WHITE DWARF ARTICLES AND THE BEST OF WHITE DWARF SCENARIONS Selected material from the first three years of WHITE DWARF MAGAZINE

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This article describes a system which relates spell casting to a numerical value for the power that causes spells to take effect. Each spell user is capable of handling and manipulating, for whatever purpose or cause, this other world energy, in limited amounts, dependent on ability and experience, without incurring any untoward physical penalties. Should they try to exceed their allotted power handling capacity however, spells may misdirect or misfire, and possibly affect the spellcaster (at DM's discretion). Likewise the inexperienced (spell user or other) may be tempted to try to cast spells, with similar tragic results. This power is the energy which also causes magical artifacts to cast their charges or take effect, and is available for manipulation by ALL characters and classes. But, it is only effectively usable for spell casting by the clerical/mesmeristic fraternity, through experience, training, and mental ability. It is dependent on a small extent on race, and experience increases are reliant on class. By this latter method, the system attempts to alleviate some of the advantages accrued by class (in particular multi-or dual) ability and race, but yet allowing the classes reliant on magic, a greater scope and usage of their craft.

Determination of Base Power Handling Levels
As aforementioned, all characters have a basic handling capacity. This level is calculated from initial ability scores, by allotting 2 points each, for every point of intelligence and wisdom, to a maximum of 18 & 18 (36 & 36 for power respectively, and 2 points for each point of constitution below 20, i.e. a constitution of 10 scores 2 points and the minimum of 1 point scores 38 points. It is unlikely that characters will appear with the maximum levels, and still be non-spell using classes, as the higher scoring abilities help to determine choice of class, and, in addition, within this system, low constitution is an advantage to spell users. So in the initial ability/class fixing stage of character creation, this system may assist in determining or channeling personalities, by race/ability limitations, and base power calculation, toward appropriate class. Also, in these initial stages of a character's existence, this system will allow the best in each class, the greatest use of their craft, and those of lower ability minimal or lesser use, again discouraging the less suitable.

Experience Level Development Scoring
As each magic using class magic using class advances in experience, so through the normal means of prayer or meditation, and training, they are able to develop their ability and increase the power levels they are capable of wielding. Each class is capable of developing and achieving this power handling capacity, but at differing rates: magic-users/Illusionists for example, being more reliant on, and spending a greater proportion of time in research and development of this skill, gain in power usage levels, more quickly than other classes. Thus the resulting power level gain per experience level is:
Spell Casting Cost

The basic idea behind this system is to allow the spell caster the opportunity of casting the same spell on more than one occasion in a campaign, with a short space of time, without resorting to rest and spell recovery. This is achieved by "spell cost," i.e. to cast a spell, not only does it have to be known, and the material components be available (where necessary), but it will also require the release of a certain amount of energy. Thus the spell is given an energy cost rating applicable to all classes as shown in the chart (note: D.M.'s may cost permanent effect spells at double the normal level). These spell costs have been calculated from the maximum power score available to each class, at each level, to enable 3 castings, within a short period, of the maximum level spell available; e.g. a 5th level Druid with maximum power handling capability, will be able safely, to cast a 4th level spell 3 times (or lesser lone more often).

<table>
<thead>
<tr>
<th>CLASS</th>
<th>Magic User</th>
<th>Illusionist</th>
<th>Cleric</th>
<th>Druid</th>
<th>Bard</th>
<th>Paladin</th>
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<tbody>
<tr>
<td>Spell level</td>
<td>1</td>
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<td>4</td>
<td>5</td>
<td>6</td>
</tr>
<tr>
<td>4th level cost</td>
<td>60</td>
<td>120</td>
<td>180</td>
<td>240</td>
<td>300</td>
<td>360</td>
</tr>
<tr>
<td>5th level cost</td>
<td>80</td>
<td>160</td>
<td>240</td>
<td>320</td>
<td>400</td>
<td>480</td>
</tr>
<tr>
<td>6th level cost</td>
<td>100</td>
<td>200</td>
<td>300</td>
<td>400</td>
<td>500</td>
<td>600</td>
</tr>
</tbody>
</table>

Examples:

- **Int. 17 Wis. 14 Con. 5**
  - Spell-level: 4th level
  - Spell "cost": 40
  - Magic user can cast spells 5 times in any period (or one spell 3 times) without resuming to spell recovery, or losing any one spell.
  - Class level: 62
  - Exp. level: 30

- **Int. 13 Wis. 15 Con. 12**
  - Spell-level: 35
  - Class level: 6th level
  - Exp. level: 54

- **Int. 17 Wis. 15 Con. 15**
  - Spell-level: 40
  - Class level: 6th level
  - Exp. level: 120

- **Int. 14 Wis. 17 Con. 10**
  - Spell-level: 45
  - Class level: 6th level
  - Exp. level: 190

- **Int. 18 Wis. 13 Con. 15**
  - Spell-level: 50
  - Class level: 6th level
  - Exp. level: 280

Other examples may be worked out in a similar manner including base scores for non-spellcasting classes.

### Power Recovery

Although the powers detailed in this article come from exercises in magic, they do not mean that only a person who practices magic can use them to cast spells. All members of the class can use these powers, but only once per level. To utilize these powers, the character must perform a specific action, such as speaking a magic word or making a magical gesture. The specific action required depends on the level of the spell and the type of magic involved. For example, to cast a 1st level magic spell, the character must perform a simple gesture, such as waving a wand or speaking a magic word. To cast a 2nd level spell, the character must perform a more complex action, such as drawing a magic symbol on a piece of paper or reciting a magic incantation.

In conclusion, I feel that this system being somewhat similar to penums, which may also be adapted to fit, will allow the spell casting fraternity a greater flexibility than the current system, without allowing the game to degenerate into one of magical spell battling ad infinitum. It achieves this by limiting the highest levels available at each level of experience, to be cast only once per level, and then as a magic user-at 60+ pts per experience level. At the character level, the only base power level is retained, all experience level gains for the cleric will be disregarded when operating as a magic user. However, it is wished that the player operate as a cleric, then the experience level power gained as that class may be utilized to the extent reached. (Note: the base power level will be the same in both classes.) At no time should any class use any experience level energy gained within the other class. This will prevent the possible occurrence of, for instance, a high level magic user employing the class's high power handling capacity, to operate as a lower level cleric, thus gaining the ability to cast numerous low level clerical spells without resuming to spell restoration.

### Multicultural Characters

Where a character opts to include a spell casting role in a multi- or dual class, only the experience level calculation will be affected. When a multi-class character has a dual spell casting role, either cleric/magic-user, experience level points are gained at the rate of half the combined total class; thus, for the previous stated case: it is at the rate of 25 pts per level [15+ 10] x 2.5.

In this case a character of dual class and the class being played after the changeover determines the experience level gain. If the previously stated cleric/magic-user case becomes a human dual class, then the character is played as a cleric for the majority of the time, and as a magic user at 60+ pts per experience level. At the changeover, only the base power level is retained, all experience level gains for the cleric will be disregarded when operating as a magic user. However, it is wished that the player operate as a cleric, then the experience level power gained as that class may be utilized to the extent reached. (Note: the base power level will be the same in both classes.) At no time should any class use any experience level energy gained within the other class. This will prevent the possible occurrence of, for instance, a high level magic user employing the class's high power handling capacity, to operate as a lower level cleric, thus gaining the ability to cast numerous low level clerical spells without resuming to spell restoration.
This will cause terrible internal bleeding that will result in death in 2–24 hours, unless a cure critical spell is utilized. Only 1–20 will be hit, and one-half of them will not reach the heart as they will stick in the lungs (20% chance of causing cancer of the lung). If treated they will cause a panic of 30% of the time and death 70% of the time. Thus banker seeds are a prized poison. They are worth approximately 200–600 gp per ounce (the seed is worth 10% of the bar on the plantation). There is also a 15% chance that a seed will get in the eye and cause temporary blindness in one eye; it can affect the eyes lasting 1–6 hours (remember the lack of sight in one eye will affect combat as the afflicted will be unable to judge distance). This threat, however, is only present during summer months and during the winter months local inhabitants will harvest the banker root. This root has special properties. If cooked and eaten, it will double healing rate and give 1 protection against poisons. If the root is crushed and mixed with powdered hemalite gems (80 gp worth) and water, a potion will be made that causes any fighter to fight at +2 to hit and +1 on damage.

The green stem is also harvested by alchemists and physicians because it can be poisoned into a addictive drug worth 100–200 gp per 100. Each 10 will induce the taker into a state of moderate intoxication and produces a stimulant effect.

ASSASSIN’S GARROTE
by Roger E. Moore

This is a simple length of wire, about 2 long, with wooden or metallic handles on either end. It can be disguised or part of a belt, hidden in clothing or armour, or made to look like some other item. It can be used against any creature that has an unarmoured head and neck as a means of restraining them. Use of this weapon should be restricted to assassins only, or to evil fighters and thieves. A successful strike will render the victim unconscious in one round, and 1–3 rounds later. Other targets will suffer a loss of 1–4 points of charisma per turn. The victim is not harmed by this weapon, and will receive no points of damage. The victim must use at least one hand to keep the garroting rope from strangling him right away, but may attack with a weapon in the other hand at +2 to hit odds.

STEEL-KNUCKLE DAGGER
by Roger E. Moore

This item is a normal dagger with a special grip of metallic rings. The grip is made of brass, bronze, or brass-steel. When using this item it is 80% likely that the dagger will not be dropped if held, regardless of what happens to the user. The dagger will also double as a pummeling weapon, giving a +2 bonus on all pummeling attack rolls. The grip is used to make a 'grip' with the hand, allowing a +10% bonus on all pummeling attack rolls. When the pummeler's 'grip' is formed, the victim's hand is released, and the victim will be pummeling himself. This is popular with thieves and assassins as well as fighters and rangers. Steel knuckledaggers are not very effective with other sorts of weapons.

DAGGER/SWORD
by Ben Hopkins

This appears to be a normal sword but a bottom may be found in its hilt. If it is pressed a 30% dagger will spring out of the hilt, through the pommel. The force is sufficient to pierce flesh and a 13 must be rolled to pierce leather and 18 to pierce metal or ringmail. It is pressed when the pommel is directly next to the victim. They can only be broadswords, bastard swords or Cimmerian类型的 and are damage. They are thus a normal dagger.

Next issue's Treasure Chest will feature Special Rooms, Tricks and Traps. Submissions must be received by 1st March 1981.
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