WHITE DWARF
THE SCIENCE FICTION & FANTASY GAMES AND MINATURES MAGAZINE

THE IMPERIAL SECRET SERVICE
A New Traveller Career

HELL'S PORTAL
An AD&D Mini-Scenario

No. 27
75p

USA 8.00
Canada 8.50
Australia 8.50
Printed in England
YOU ARE EARTH'S ONLY HOPE!

The professor and his team of experts work frantically to perfect the "Ad Astra" project at the university's science center. Just moments before they are ready to conduct their final test the outer halls of the building shatter as the radioactive mutants of a devastated Earth attack!

Can you as the Human player hold off the fearsome attack of the Mutants? Can you as the Mutant player defeat the humans and their brave little robots before they escape?

You'll only know after you have played your FREE copy of

ATTACK of the MUTANTS

This special introductory version of "Attack of the Mutants" is yours FREE when you send £1.00 ($2.00) for our catalogue of games.

Our beautiful full colour catalogue has dozens of games from science fiction, history, fantasy and war. Whether you are new to Adventure gaming or an old hand you'll find many exciting titles to select from in this beautiful catalogue.

U.K. Send £1.00 to
GAMES WORKSHOP
27-29 Sunbeam Road
London NW10

U.S.A. Send $2.00 to
YAOQUITO PUBLICATIONS
P.O. Box 24162
Dallas, Texas 75224

SPECIAL BONUS OFFER

Order any of these exciting games and we'll send you both the game catalogue and the special version of Attack of the Mutants absolutely FREE.

- Sentinel 90 (90.00)
- Demons Run 89.95 (90.00)
- Battle 65.95 (80.00)
- Fast Attack Boats 45.95 (80.00)
- Asteroid Patches 65.95 (80.00)
- Time War 65.95 (814.00)
- Shooting Stars 115.95 (816.00)

Check or Money Order must accompany all orders. Sorry no C.O.D.'s. Allow three to four weeks for delivery.
STARFORCE PERSONNEL

25mm Starship crew, plus Aliens. 25p each.

STARSHIPS

1/10,000th Scale Starships. Complete with their own Base from as little as 40p.

STARDRIVE

15mm StarDrive Vehicles. From 50p. Also in stock: 15mm Tabletop Figures and Lasbarn Rules for 15mm Wargaming.

THE LARGEST SELECTION OF GAMES IN THE WORLD

VISIT OUR SHOP FOR ALL YOUR SF • FANTASY • WARGAME NEEDS


NEW!

• Open
9.30 am-10 pm
Mondays to Saturdays

22 OXFORD ST. LONDON W1 (1st FLOOR)
Near Tottenham Court Rd. Tube Station.
BOX 1: ADVENTURES
1. Adventures in the Past
2. Adventures in the City of the Shady Pub
3. Adventures in the City of the Shadow of the Rose
4. Adventures in the City of the Greedy Rat
5. Adventures in the City of the Stolen Shadows
6. Adventures in the City of the Lost Knight
7. Adventures in the City of the Hidden Treasure
8. Adventures in the City of the Forgotten Heroes
9. Adventures in the City of the Lost parchment
10. Adventures in the City of the Lost parchment
11. Adventures in the City of the Lost parchment
12. Adventures in the City of the Lost parchment
13. Adventures in the City of the Lost parchment
14. Adventures in the City of the Lost parchment
15. Adventures in the City of the Lost parchment
16. Adventures in the City of the Lost parchment
17. Adventures in the City of the Lost parchment
18. Adventures in the City of the Lost parchment
19. Adventures in the City of the Lost parchment
20. Adventures in the City of the Lost parchment

BOX 2: CITIES
1. Uninhabited City with Market
2. Uninhabited City with Market
3. Uninhabited City with Market
4. Uninhabited City with Market
5. Uninhabited City with Market
6. Uninhabited City with Market
7. Uninhabited City with Market
8. Uninhabited City with Market
9. Uninhabited City with Market
10. Uninhabited City with Market
11. Uninhabited City with Market
12. Uninhabited City with Market
13. Uninhabited City with Market
14. Uninhabited City with Market
15. Uninhabited City with Market
16. Uninhabited City with Market
17. Uninhabited City with Market
18. Uninhabited City with Market
19. Uninhabited City with Market
20. Uninhabited City with Market

BOX 3: MINIATURES
1. 15mm Miniatures
2. 15mm Miniatures
3. 15mm Miniatures
4. 15mm Miniatures
5. 15mm Miniatures
6. 15mm Miniatures
7. 15mm Miniatures
8. 15mm Miniatures
9. 15mm Miniatures
10. 15mm Miniatures
11. 15mm Miniatures
12. 15mm Miniatures
13. 15mm Miniatures
14. 15mm Miniatures
15. 15mm Miniatures
16. 15mm Miniatures
17. 15mm Miniatures
18. 15mm Miniatures
19. 15mm Miniatures
20. 15mm Miniatures

BOX 4: ADVENTURES
1. Adventures in the Past
2. Adventures in the City of the Shady Pub
3. Adventures in the City of the Shadow of the Rose
4. Adventures in the City of the Stolen Shadows
5. Adventures in the City of the Lost Knight
6. Adventures in the City of the Hidden Treasure
7. Adventures in the City of the Forgotten Heroes
8. Adventures in the City of the Lost parchment
9. Adventures in the City of the Lost parchment
10. Adventures in the City of the Lost parchment
11. Adventures in the City of the Lost parchment
12. Adventures in the City of the Lost parchment
13. Adventures in the City of the Lost parchment
14. Adventures in the City of the Lost parchment
15. Adventures in the City of the Lost parchment
16. Adventures in the City of the Lost parchment
17. Adventures in the City of the Lost parchment
18. Adventures in the City of the Lost parchment
19. Adventures in the City of the Lost parchment
20. Adventures in the City of the Lost parchment

Approved For Use With TRAVELLER.

Each set contains 20 individual figures, with a variety of costume and equipment. They can be used to represent player characters, NPCs, and random encounters. Each full-colour box also contains a special foam inner to protect and store the figures in once painted.

£2.95 per set

AVAILABLE MID-OCTOBER

All the figures photographed on this page are from Set S: Aliens.
The Dungeon Architect

Roger Mission

Robert McMahon

Lewis Pughther

Marcus L. Rowland

Will Stephenson

DEPARTMENTS

Open Box

A look at some new games by independent reviewers

11

Letters

Readers' views, questions and comments

16

Starbase

On the Cards — a reference system for weapons in Traveller

21

Character Conjuring

Ssimmons — a new magic-using sub-class

edited by Andy Stack

22

Fiend Factory

Near Misses — creatures that almost made the Fiend Folio

edited by Albie Fiore

24

Treasure Chest

A collection of new spells

edited by Andy Stack

26

News

What's happening in science fiction and fantasy gaming

27

Clubs, Help! and Classified

28

Readers' information section

28
THE DUNGEON
ARCHITECT
Part 3
THE POPULATED DUNGEON
by Roger Musson

It is one of the axioms of D&D that a populating mechanism is necessary, even in most games one can discern relative as well as active enterprise, the proportions vary from game to game. In this, unless one cannot think of any special plan there is a route to fall back on making general-purpose developing moves. In something like Millipede, move by move is reaction, throw the dice, move the right number of spaces and so on; one’s course of action is prescribed by the game system. The greater the element of randomness, the easier the game is to play.

With role-playing games, the position is different. The rule explains how to generate characters, how to resolve combat, and so on; not how to play the game. That shows is thrown squarely on the game master’s shoulders, and it is who is responsible for shaping up sufficient interesting happenings to keep the game going. So, with, say, Traveller, for an ongoing session a particular adventure must be devised in advance, and over a long period this is a considerable strain on the game master’s ingenuity. If it has imagination takes a holiday, one day or two, the game stutters.

D&D is different. Though the success of any campaign will depend on the social norms and adventures, there is a route to fall back on, so-called home-building. Given that you have a large dungeon set in a wilderness with further potential for expansion, you have large sections of dungeon levels containing a mosaic assortment of treasures and monsters to which the player can retreat at any time when no special adventure presents itself. This is the usual approach. Firstly, it’s silly. There is nowhere the question what do we do now? since there is a simple route to follow of room to room. Kill monsters, target identification and looting. Secondly, it’s profoundly uninteresting. No experience, no up levels, no magic items, and become better prepared for the special adventures when they appear. Indeed, one of the best means of having fun is for the DM to shape the adventure specifically before the player can discover it. Players can find things that the players can’t find. They can find things that if they were trying to find them by the dungeon master, this is the set up for today, today, frightening. They can’t be enjoyed in its own right. The one negative point is the lack of strategy involved. However, it makes the game work, and we’re kiss justified.

One big bonus is the reduced dungeon sizes, filling up those three rooms. One thing that is done, it has considerable potential player time in dungeon-walking experience to fall on as well as the players can’t think of anything specific. But it a fair chance of player time is going to be given, just choosing around the weaving, then it is a space that is a good job of at least the routine areas.

So there you are, with six hundred empty rooms to populate. What do you do now?

THE CYBERETIC DUNGEON

The first question is, how many rooms are you going to do? Do you sit up everything with complete fidelity to the rules, make the throne move and when you throw a bronze or two, or do you throw most of the decisions? I have experimented with every degree of randomness, from choosing a room from a complete list of rooms on a card, or even by choosing a room from a list of the areas it is connected to. You can do anything you like, just don’t be too random. If you let the players have a room in which the computer generated nothing, they would probably get a little frustrated at having no control over the game. The problem is to hit the right balance.

A game rule to keep the room list in perspective is not that the player can never see the same area twice. Once owned a game being played in a dungeon which relied heavily on output from the finish of the area in question. The party found a room with the computer generated nothing with six rooms connected to it. They then found a room, and after further random efforts, found a room connected to the six rooms. They then moved to eight rooms, and after another random effort, found a room connected to the eight rooms. This went all the way to thirty rooms, at which point, I’ve program only goes more of a chance of having goodies. The players were furious. “All those corridors and no treasures” they cried. “It’s not my fault,” complained the DM. Roger’s conciso later saw there’s no treasure.” Point one: any DM is responsible for what he says a room contains. Point two: there are plenty of parts replaced available, amongst which serves you right for not posting the first floor deserves to be high. One might also consider that there’s nothing worse than something unimproved, or that their treasure is actually loaded with the nearest building society. Point three: many fail to subject to random determination. If you don’t know for the idea is an improved ware, you lack game sense, or have no experience.

There is also a warning to be played freedom doing everything yourself: you have one hundred and fifty minutes. Now work out how many times you’re going to need, and roll that number. Now you set the situation process – randomness. This way you make sure all the monsters are well-matched. The next point is that interestingly placed areas are not empty just as a result of a dead end, so that the encounters of a level are evenly spaced out, and not concentrated to have huge empty boring areas. You stop keep the right balance of level and location.

THE SILENT DUNGEON

There is one problem which will crop up eventually, as being prepared to deal with it in advance. Sooner or later, players read part of the dungeon which they haven’t got round to populating yet. When they wander off that corridor is unoccupied rooms, what do you do? What do you not do in a way ‘Please don’t do that, I haven’t done it yet.’ This is a quick way to put the bubble of inexpertise, and reduce any feeling of viability, make the players might have with the flow of action. There are several better alternatives.

The first of trap is the quick heavy approach. You say ‘Twenty feet ahead of you, you see ten cone heads each an impromptu union meeting in the middle of the corridor.’ Exit players. The drawback is that they think they should make their own way that easy, and sooner or later for fear of them.

The second trap is the slow, credit thing go to Peter Roberts; this is the incomparable clean-shaven crew of dungeon master’s friend approach. The players will discover that there is something uninteresting just to, purple, and much bigger; big enough to send a continent-shaker, magical or otherwise; it is also quite frightening. The party finds a room, which is full of chests in the corner, and a coffee sipping up. If the party want to keep the players out of a not really great trap, you’ve already cut down some of the room’s exploration. The舂es are full of coachmen, a lot of locked doors, in which case you might not know if the contents of the room is locked, and not concentrated to have huge empty boring areas. You stop keep the right balance of level and location.

Do you get bored? This page is full of ideas. Happy reading.
The Dungeon Architect, Part III

The DUNGEON ARCHITECT: Part III

paper away. Magic items include the Celestial Ring of Forte making, which allows one to work on solid earth as if it were solid rock. The Celestial Ring is a powerful item that allows the wearer to manipulate solid objects effortlessly. This feature is particularly useful in the dungeon as it allows you to overcome obstacles and navigate through challenging terrains. The ring is also useful in crafting magical items, as it provides a means to focus your energy and creativity in a powerful way.

The DUNGEON TRAP is designed to be challenging and unexpected, forcing players to think on their feet and adapt to the ever-changing environment. The dungeon is divided into several areas, each with its own unique challenges and hazards. The map below provides a visual representation of the dungeon layout, which will help you navigate through the various zones and encounter the different types of threats.

Maps

Maps are an essential part of any dungeon adventure. They provide a visual representation of the dungeon layout, which helps players understand the environment and plan their strategies. Maps also serve as a reference for players to track their progress and avoid getting lost. Maps can be created using a variety of tools, such as paper, digital software, or even simple Ragpaper.

In this particular map, you will find a detailed representation of the dungeon's layout, including the positions of traps, hazards, and other obstacles. The map is divided into several sections, each marked with a unique symbol or color to indicate the type of threat present. The map also includes a legend that explains the symbols and their meanings.

While creating a dungeon map, it is important to consider the scale and perspective. A dungeon map should provide a clear and accurate representation of the environment, allowing players to understand the layout and navigate through the dungeon effectively. The map should also be easy to read and understand, even for players with limited drawing skills.
A new Traveller career. Releasing using the sytem will add 1 Doctor Brains if the basic set, plus Mercenary and High Guard.

Background
Although an intelligence service of the Imperium maintains the Imperium's joint intelligence section, such as the Clavis Secrata, the needs of the Imperial Secret Service are met out of the Imperial Secret Service. This is a massive organization estimated to employ about forty million persons throughout known space.

The service is divided into three sections:
- Special Intelligence, which undertakes the most important and sensitive missions: the GC is the Defense, the Secret Service. This is a massive organization estimated to employ about forty million persons throughout known space.

Enlisted
At the beginning of any term of service after his first term, a character may receive a transfer from his current service to the GC. A character may make a general application, or a special application.

The general application requires a roll of 90 or above in Intelligence to transfer (DA) or 75+10, & 91, 92, 93 or a transfer to Intelligence. At any level of Intelligence 1 or 2, the successful applicant is assigned Special Intelligence in the main section of mission 175 if the score was 91 or 92, he enters the General Intelligence. An unsuccessful applicant remains in his original service.

The special application requires a modified roll of 13+ or 16+ for success: DAs are those 40, 41, 42, or 43. Special Intelligence to Intelligence: Intelligence, per level of specialization. Special Intelligence, 1. The successful applicant is assigned to Special Intelligence in the main section of mission 175. Historical evaluations continue in their original service, with a Dm of -10 on all evaluations on that term. If one rejects, a character may apply again at the beginning of the next term, but cannot receive a cumulative DM of +2 per previous rejection on the enrollment roll.

Service
The GC provides no training programs for its members. The divided service's primary focuses on the GC is training in the same way as assignments in Book 4, Mercenary, or Book 5, Imperial. The selection process is done at the discretion of the Imperial Intelligences agents only may receive one promotion per term. The Imperial Intelligences agents only may receive their training in the same way as assignments in the term is Imperial Attitude, in which case training is possible. General Duty Branch members achieve success on any promotion by DM 3. General Duty Branch members achieve success automatically to Special Intelligence with a rank of 1. Rank members are not

ASSIGNMENT TABLE

MUSTERING OUT
Muster-out benefits vary from month to month. The character's career's initial service, in the normal way. Characters who retire (footed the retirement benefit) are retained in the Deteriorated Duty Branch. At the beginning of each year thereafter the relief rolls 266 to determine if the service requires the character to perform any mission that year a roll of 2-6 indicates no task assigned, 9 mercy service, 10 surveillance, 11 kidnapping or recasl, and 12 assassination. The service days are then for each duty in this way, and in addition to members of the De-

ASSIGNMENT REGULATION TABLE

SPECIAL INTELLIGENCE

BRANCHES TABLE

 appears.

When an IN, a character may consult with the Hag's Guide to find the appropriate number for his skill on his current assignment. Ability on Military Duty, such as the character's current assignment. Ability on Military Duty, such as the character's current assignment, is assigned on a die roll of 6 or more, the SEI is retained, with an attendant DM. The Hag's Guide to find the appropriate number for his skill on his current assignment. Ability on Military Duty, such as the character's current assignment, is assigned on a die roll of 6 or more, the SEI is retained, with an attendant DM. The Hag's Guide to find the appropriate number for his skill on his current assignment. Ability on Military Duty, such as the character's current assignment, is assigned on a die roll of 6 or more, the SEI is retained, with an attendant DM. The Hag's Guide to find the appropriate number for his skill on his current assignment.
GRIFFIN MOUNTAIN
Chasskar — £11.95

This book presents a RumleQuest campaign which is both complete and capable of expansion. It includes, in 202 pages, the history, geography, economy and politics of a large area to the north of Dragon Pass and Prax, with details of inhabitants, encounters, and places of interest.

The book is divided into eight chapters, followed by well-organised indexes, which save fanatics reading through at critical moments. Alas, useful to those unfamiliar with RQ supplementation is a note on How to Read the Stats.

I particularly liked the introductions by the three co-authors. It was good to glimpse something of the book's development.

In the first chapter is a summary of the history and geography of Gronfult's northern continent. This is well written and contains additional interest even to those already familiar with the RQ-mythos. There is a section on determining weather in Balzar (the area of the campaign). It is simple to operate, produces realistic results and, like so much of the rules presented in Griffin Mountain, is readily applicable to many another campaign.

The second chapter describes the people of Balzar and their general style of life (late Iron-age). Included here is a section on starting a Balzaring player character, notes on religions to be found in the area, and two outfits: Plain-Folk and Hard-Case.

At the end of the chapter are suggestions for related...

In Open Box, Science Fiction and Fantasy games and rulebooks currently in the shops are reviewed by independent authorities.

Deluxe Edition
TRAVELLER

Game Designers' Workshop — £14.95

The game comes in a boxcase carto, containing three rulebooks a 12" x 22" colour map, Book 0 — An Introduction to Traveller, and an adventure, the Imperial Fringe as well as 2/6.

A good role-playing game is realistic, easy to play, and captures the imagination; Traveller is such a game. Players take the part of adventures in the far-future. Characteristics are diced using 2d6, and comprise the familiar strength, dexterity, endurance and intelligence common to most role-players, education and social standing. The character then enlists in the Imperial service of his choice — Navy, Marines, Army, Scout, Merchant, or Other — where he serves a number of four-year terms, gaining rank and skills thereby. This procedure is a mixture of chance and design; a player may choose what type of skills he learns, but not the actual skill needs of the Service modify individual desires. The player must balance the skills he gains against the chances of dying in service, or gaining feeble — from his mid-thirties onwards — a character must make saving rolls every term to avoid losing points from his strength, dexterity and endurance. The character then musts out, gaining youth and other benefits; he is now ready to start adventuring.

Weapons range from sides and stones to lasers; a disappointment here is that there are no blasters, no shurikus — mostly just old-fashioned, shockproof slingshotguns. Armour ranges from heavy leathers to powered battle armour. A character rolls 2d6; add or subtracts modifiers based on skill, range, weapon and target armour, and if the result exceeds or equals the hit, he has hit, and dies for damage. Damage is inflicted from a target's strength, dexterity and endurance in one die packers at the victim's discretion; if one characteristic fails to zero, he is non-movin; if both do so, he is a hospital case; and if all three vanish, he is dead.

Characters and combat are dealt with in Book 1. Book 2 deals with spacecraft. The combat rules play well, being two dimensional and based on true vector movement, and the construction rules on the being the main adventure feature. Three types of weapon are presented: lasers, missiles, and a kind of anti-laser 'shkif' called rand. Combined ships range from 100 to 5000 tons; starships are capable of making an interstellar Jump, and non-starships lack this facility. Ships' auxiliary boats present fewer options: a ship and performing an action for each one, together with the ADF and a list of items to fill it. Interstellar travel is a two-dimensional h scream, with a ship's Jump capability determining how far it can go in each Jump.

The third book deals with Worlds and Adventures. Worlds are diced using 2d6 for major features — starport, size, atmos- phere, population, government etc. and each is assigned a technological level. Encounter tables are provided for both people and animals; the latter are classified by their biological niche, and described in terms of size, weapons, armour and speed. Appearance is left to the reader to describe. This book also contains a list of equipment and vehicles; it has a useful ADF, a list of items in order with their price and where to find them. All text is tabulated.

Worlds are grouped in subsectors — a subsector is 10 x 16 hexagons, each hex having a 50% chance of a world being present. Since the scale is one parsec to the hex, this is a bit close together, but it is playable and is the main point.

At this point in the original the main fault of Traveller became apparent; there was little advice for the inexperienced role-player on how to set up a campaign or an adventure. This puts many gamers, but has been rectified in the Deluxe set by the inclusion of a large Book 0, which describes how role-playing is done and how Trav- eller should be played, based on exmple and essays. The Imperial Fringe provides a ready-to-play adventure, which will lead them on to one of the 16 subsectors of the map. A brief background details and statistics listings are provided. A couple of alien races are described, which again was missing from the original. The adventure would be better if its true size was longer, but the course of the off the reader will generate his own ideas.

What of the differences between this and the old set? The whole is better laid out, and ommissions and typos have been rectified. Ship combat a new module. More detail is given — tech levels for drugs, more sample spacecraft, rockstar encounter tables, more equipment and so on. The starship construction rules seem to have been slightly rewritten to fit in with High Guard. Descriptions or skills have been updated, and some character and ship sheets are included.

However, the rules of characters, combat, ships, trade and worlds remain unchanged. While this edition provides more variety than the basic set, it doesn't supersede it.

Overall: For newcomers, 10 Andy Slack
For old hands, 4

11
scenarios. Throughout the rest of the book, each chapter concludes with an appropriate scenario idea to meet the material found in it. These allow for the whole range of player-character ability and give an insight into the character of the campaign.

Chapter Three is concerned with the citadel-towns of Balazar. Principally it deals with town encounters, giving an encounter table for each citadel and details of personalities encountered. There is a very good system for tavern encounters including a small selection of fully-personalised NPCs. These are beautiful examples of what NPCs could be. They all have personality traits, interests and connections with other people in the area worked out. These connections and interactions with others are what makes the whole work into a living, breathing campaign. There is a section on each of the citadels giving personalities, its history as the locals see it, and detailed maps. Principal buildings are keyed to concise descriptions in the text.

The following chapter describes in detail the leaders of the many power groups to be found in Balazar, including the citadel kings and the mysterious shahar, Blukraka. It also includes a new NPC, record form. This scenario would suit the most powerful PC.

The fifth chapter covers caravans — why they are necessary, schedules, etc. A complete list of goods and prices, with prices updated to details of caravans to be found in the area. Streamlining giving relays to caravans, and proved very useful in playtesting. You don't get rich, but you do gain contacts and opportunities for an adventurous experience — especially learning foreign tongues.

The next chapter on information is liable to revolutionise many campaigns. Presently, here is an extensive catalogue of information, identified both by source and subject, its availability, price and accuracy. Many players devised a major objective, i.e. out of the need to raise money to purchase valuable items on sale. A section covering trade, with maps from the various cities and towns from which goods are available from Lankhor Mithy temples to vassel sketches and verbal descriptions. A desultory half page covers information-gathering scenarios, with a nice paragraph on on-men.

Chapter Seven, on encounters, would need expansion for a long running campaign, but gives you a lot to be going on with and shows you how to expand it. The chapters open with descriptions of terrain and its effects, a movement point system for the umpire's hex-gridded maps, and a reaction table. An encounter table follows, cross-referencing encounters with various maps to enable more realistic actions for each possible encounter. The chapter concludes with a section on odd finds that characters may come across.

The eighth and final chapter covers nine major adventure scenarios, including the one in the title Griffin Mountain. These all provide at least one full playing scene and space and range from an interesting evil mephit spell, to a fallen god and a couple of money-hungry dungeon-type complexes. They are all presented in a perfectly clear manner with full stats for inhabitants and some rather amusing twists in the way of tricks, traps and one-off monsters.

Fleeting inconclusively in the back of the book, ready for easy removal, is a large unlabelled hex-gridded map of Balazar and the Elder Wills, printed on stiff paper. I was rather disappointed with the black-on-red map, with its rather crude shading and cross-hatching to indicate terrain. It would have been nice to see the more pictorial style of cartography used in the PO companion. It would also have been nice if many of the tables had been collected together or provided as reference sheets.

This is an exemplary work, full of imagination, clever thought and hard work. It contains much material relevant not only to itself or for a single use, but to many situations and for repeated use. In short, it's a labour of love and I must for all Glantria-oriented RuneQuest umpires. Overall, B

Murray Wettle

By Ty's solid reputation for good products I hurried into the highly detailed rules and unapologetically confirmed that point (a) and (b) have no relevance to this game, although I see I have already fallen foul of point (d).

Star Fleet Battles is a fairly complex tactical level game which examines ship-to-ship combat in the fictional universe of Star Trek. The designer has put a great effort to recreate this universe and, in doing so, has given the game a solid storyline with an impressive internal consistency. Wherever reality is in conflict with the TV storyline the designer has plumped for the story, and quite rightly. Menhinde's game system only uses two dimensions as my brain overthinks to trying to visualise in 3D.

Overall, this game is related to WII battlesimulation as the spacecraft involved are 'Doc' Smith's mighty vessels of space rather than Star Wars fighters. Each turn every player upplies the energy available from his ships engines and then allocates it to various functions.

First energy must be put into essential equipment such as 'life support systems'; dropping dead of cold or lack of oxygen hits a detrimental effect on crew morale.

Next the remaining energy is distributed between shields (for defense), weapons (for offense) and drive (to move). Naturally there is never enough energy for all requirements so you effectively end up removing one or other system every turn, so of course does your opponent. Actually when you sit there in your swivel chair powering your shields, putting up the helm, raising your phonor torpedoes etc it's very nice to have the Scots voice wailing in the distance, 'Captain — the engines, they will fail stand it.'

On each ship there is a separate shield for every hussle. These shields can be increased by locating to increase their defensive capabilities. An important tactical tactic to 'harden' one of the shields and then keep this side facing the enemy. Conversely, you must try to work out your way round to your opponent's weak side, wherever you conceive it to be, and concentrate fire on this spot until his shield is down. I have played a lot of Star Trek to do irrelevant things to his linellars; once a +25's power source start to fail the battle is lost. A game of manoeuvre needs a sophisticated movement system and Stephen Cole (our friendly designer) has not failed us here. A simultaneous movement technique has been adopted, starship commanders plot the movement of their ships in advance. Then the ships are moved independently but coupled, any ship crossing a common square must which they move at different rates according to relative speed (km, clear as mud that — never mind buy the game and you will see what I mean). The movement sequence is as follows:

1. Turn the page over and you will find the next one. A movement sequence — once. Fine skill is therefore required to judge just when the moment of decision has come to 'let them have it' for maximum effect. Finally after the last time I saw this type
of movement system used it was an on ancient galley naval gun, which goes to show that there is nothing new under the sun, for any on-click verb book from a single ship duel to be fought, if more ships are to be used by the players. This result was to be made to a photocopiable. One or two solo sections are provided but not the best for background play.

At first sight the expansion kit might seem a little expensive but it contains a fair number of components, more ships, two new races and new scenarios. I was impressed by the designer's ability to include only genuinely new ships and weapons, too often expansion kits are merely more of the same. This is the sort of game that gets under your skin so an expansion kit is a welcome extra. Apparently more kits are to follow. I also understand that a strategic game Federation Space is ready for release which will enter into Star Fleet Battles. Now there is an idea for a club campaign.

I have no hesitation in recommending this game. The only worry of warning I would give is that it may be a little complex for beginners or younger gamers (who might want to look at TFG's summit game as a similar subject Starkiel) it is true that this is not max for beginners and there are many ways to go. I have no hesitation in recommending this game. The only worry of warning I would give is that it may be a little complex for beginners or younger gamers (who might want to look at TFG's summit game as a similar subject Starkiel)

I-ie Ship Files

Gamers Workshop - £1.95

TRADERS AND GUNBOATS

(Traveller Supplement 7)

Gamers Workshop - £1.95

Two booklets have recently been released for Traveller dealing with starships. Travels and Gunboats is an official GWD supplement covering eight starships and four spacecraft in common use throughout the Imperium. Ship Files is an approachable game, a x-boat, a x-boat tender, a type S scout, a type J acker, a fast trader, a type P subsidised merchant, a system defence boat and a Gazelle class three escort. The starships of Ship Files are freight carriers, a cargo x-boat, a Zhodani Frigate, an Imperial troop carrier, an interstellar gazelle and a Vargon tradeboat. Ship Files give far more information on each vessel than Travels and Gunboats which is a very useful advantage.

The ships described in Ship Files are not fully key and full specifications are not always present. Ship Files, on the other hand, gives a full history, specifications, crew and detailed refite notes.

Travels and Gunboats is a useful addition to the Traveller library, providing plans for 'official' ships. Ship Files on the other hand cover unofficial starships but the deck plans are excellent, providing very useful material that all refitee could benefit from. These two books are both very good, but Travels Ship Files deserves full marks for giving the Traveller ship plans for Traveller yet.

Overall: 9

Robert McMahon

10

IS5 Ship Files

Overall: 8

Robert Travels and Gunboats, 9

ASTEROID

Gamers Workshop - £4.50

It is difficult to remain serious when playing ASTEROID. GDW has a reputation for producing space opera; this is their first attempt at the earlier art of fiction melodrama. One is tempted to forcibly remind the rules.

For Astroid draws in the ubitash from pulp of all the old characters are there. We have the mad (but deceased) scientist who has programmed an automatic mining asteroid to plunge into the Earth, causing the end of life as we know it. This possible fabulous project is about to be interfered with by a bickled of typical gondoliers: Professor Delacroix and his daughter, Scoop Phillips the ace reporter, Lucky and Muscule McGee, Suha the dog and others, who must shut down the computer and activate a self-destruct sequence, barring the computer's robotic aides to do so. To achieve this the players interactions would spoil your enjoyment, this is essentially a game of fun and devign. A bonus is that it is simplicity itself to turn the game into a Traveller or Snapshodt adventure by merely altering the characters to the format of the chosen game.

Asteroid contains a 24 page rule and background booklet, one disc, and eight geomorphic maps representing the interior of the asteroid. It is harder than it appears to distill all the elements included into such a concise and playable format, and Astroid offers a lot of fun to those willing to play their parts to the hilt.

Overall: 8

Bob McWilliams
An Introduction to Dungeons & Dragons

Part V: Characterisation and Alignment

by Lewis Pulipher

The average Dungeons & Dragons player is not the stuff adventurers are made of — otherwise he would be doing something more active. But the player must act as though he were an adventurer. There are two ways to approach this characterisation. Most war gamers tend to put themselves into the game and the character's goals are the goals the player would pursue in a fantasy world. The character's personality is not too different from the player's.

Many non-war gamers, on the other hand, create elaborate personas for their characters different from their own. The idea is to play in accordance with the stereotypes of that person. For example, if the character has a low intelligence, the player will refuse to mention things which he is intelligent enough to perceive but the character would not. If for some reason the character is terrified of rats, he will flee from them, even though the player knows there is little danger. The character becomes a separate person with a will of his own.

One player succeeds by acting out an interesting persona, while the other succeeds by building maleable power, wealth, or whatever. There is nothing wrong with either method, they are just different ways of viewing the game. The two kinds of players can play together, though with some friction, as long as the DK does not force players to play in persona.

Some players want to create personalities for their characters different from their own, but don't know how. The easiest method is to add a fictional personality — Conan, Fafnir, or Gandalf. Don't let away from experienced players bother you — they started the same way. Another method is to add a personality using the Non-Player Character tables on pp. 1012 of the Dungeons & Dragons Guide. A third method is to decide for the character's reactions to events during his first few adventures. Write down how he reacts and after a while you'll know his personality. If sometimes have a character unnamed for several adventures so that I can pick a name appropriate to the character I play (very nearly). The final method is to choose one or two particular characteristics — any dislike of certain weapons or races — and work from their consequences. In any case, you should develop the character's background — where he was born, what happened during his childhood, etc. Don't forget that personality doesn't remain static; it develops. If remember the cleric who, after a bad experience, collapsed in terror whenever he met a kobold, though stronger monsters didn't scare him. One more thing — don't feel that you can't play a character of the opposite sex. Even the most macho male can learn from being a woman for a while, and vice versa.

Every D&D player must adopt a persona to some extent, unless he plays only one character, the one corresponding to his own. Those who dislike the idea of alignment are usually extreme proponents of the idea that only their character's ideas, though occasionally appens a member of the opposite sex. The idea of the characters are aligned, the elements of human, German, and war. Religious war has been responsible for innumerable deaths and fearful destruction, and a fanatic world is a good setting because the gods do exist and can affect human actions. The reason for the virtues of changing alignment is that otherwise players change alignment whenever they wish, and alignment then has no meaning. Moreover, there are advantages to being good or evil, everyone would be neutral. The obvious advantages of being good are a more positive response from people of different alignments, and resolution. In my campaign, it is easier for a good character to find a means of resurrection than a neutral or evil character. If the GM allows the resurrection to be resurrected as often as good types, or villains neutral to attack anyone at any time without alignment change, to evil, then everyone will be neutral and the whole point of alignment differentiation of character would be made irrelevant.

How do you force character players to do anything at all, as far as the character would have in the actual situation. The rules recommend real-time play, but most players prefer a more relaxed atmosphere. After all, though the characters are trained adventurers who make life and death decisions in seconds, the players are just people who play once a week. Why expect them to make such decisions?

Having said that, the ways to force players to act characteristically is to either have immediate decisions, or make players write down who they think they are, how they feel, etc. You don't have to tell the players what to do, but you must let them know what is going on.

Treasure distribution also offers an opportunity to force chaotic behavior on players. Lawlins might distribute treasure evenly, but chaos might roll dice to see who gets each item, or a "good shepherd's" method might be used.

Finally, give experience points for deeds. Outlandishly consistent with alignment. For example, if good characters save a village from destruction, or evil characters destroy a friendly village, or village. Again, experience points per village should be divided among the party. Double experience should be given for a creature converted to a good player's alignment, or formally tortured and sacrificed by an evil player.
This article is a sequel to The DM’s Guide to the Galaxy in White Dwarf #20, and deals with combat, spells and equipment for D&D spacemen.

**Fireball Magic**
This depends on direction, mass and speed. Each turn, any character who attacks of takes damage must make a save vs. his direction on 1d6. The die roll is modified by the factors of Table 1.

<table>
<thead>
<tr>
<th>Table 1: Fireball Magic Modifiers</th>
</tr>
</thead>
<tbody>
<tr>
<td>Attack roll</td>
</tr>
<tr>
<td>Damage taken this turn</td>
</tr>
<tr>
<td>Experience in fireball magic</td>
</tr>
<tr>
<td>Name</td>
</tr>
<tr>
<td>Little</td>
</tr>
<tr>
<td>Some</td>
</tr>
<tr>
<td>Much</td>
</tr>
<tr>
<td>Character distance (in feet)</td>
</tr>
<tr>
<td>Under 75</td>
</tr>
<tr>
<td>75-100</td>
</tr>
<tr>
<td>100 (roll 1-12)</td>
</tr>
<tr>
<td>Over 175</td>
</tr>
<tr>
<td>Weapons/projectile</td>
</tr>
<tr>
<td>Under 50</td>
</tr>
<tr>
<td>50-100</td>
</tr>
<tr>
<td>Throwing weapon</td>
</tr>
<tr>
<td>Sludgegoring weapon</td>
</tr>
<tr>
<td>Cutting weapon</td>
</tr>
<tr>
<td>Character class</td>
</tr>
<tr>
<td>Thief, monk, bard</td>
</tr>
<tr>
<td>Bard, druid</td>
</tr>
<tr>
<td>Ranger, mage</td>
</tr>
<tr>
<td>Dwarf, cleric</td>
</tr>
<tr>
<td>Character race</td>
</tr>
<tr>
<td>Halfling</td>
</tr>
<tr>
<td>Human, elf, half-elf</td>
</tr>
<tr>
<td>Dwarf, gnome, hobbit</td>
</tr>
</tbody>
</table>

NPC and monsters are generally just experienced in fireball magic.

**Ship to Ship Combat**
Shipboard weapons have minimal recoil, only under exceptional circumstance, such as firing several at once to one direction, will the ship aim around its center of gravity. Add together the structural damage all such weapons would do to a ship of the same class in the fleet, and divide by the mass of the ship in tons, and subtract one. The result is the number of revolutions per round at which the ship will spin, a result of 0 or 2 means there is no rotation. If a ship is struck by projectiles, use the same formula, but use the number of rounds equal to the ship's gun in revolutions per round up to as under and twice, this is therefore. Ships under very mild wind will tend to steer course. Course and speed, normally spinning but the gams affect the same.

**Equipment**

<table>
<thead>
<tr>
<th>Type</th>
<th>Cost</th>
<th>Armour</th>
<th>Air Combat</th>
<th>ACS Air Hose</th>
<th>ACS Air Hose</th>
<th>Alchemy Air Backpack</th>
<th>Chemicals for 10 Turns Air from Above</th>
<th>Acme Sulfurous Caps</th>
<th>Lodestar Boat Plates</th>
<th>Leetheo Suction Rods</th>
<th>Octopus Suction Rods</th>
<th>Tower: Large</th>
<th>Small</th>
<th>Smaller</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>3900</td>
<td>25 p.</td>
<td>90 p.</td>
<td>20 g.p.</td>
<td>30 g.p.</td>
<td>150 p.</td>
<td>160 p.</td>
<td>5 p.</td>
<td>15 p.</td>
<td>1 p.</td>
<td>1 p.</td>
<td>50 cm.</td>
<td>22 cm.</td>
<td>40 cm.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Spells**
Deals which depend on the target wearing a phial of nano-contents of material that are not normally worn in a vacuum. A few additional spells are:

- **Purity Air:** Editor—edical, level 2 component: 10% range 3; casting time 1 minute; permanent; no saving throw effect 30 cubic feet per level of caster. This spell creates fresh, breathable air, possibly changing pressure in the ship. The material component is a small vial of pure air.
- **Protection from vacuum:** Editor—edical, level 4 component: 20% casting time 2 minutes; permanent; no saving throws effect 30 cubic feet per level of caster. This spell creates fresh, breathable air, possibly changing pressure in the ship. The material component is a small vial of pure air.

- **Observers from vacuum:** Editor—edical, level 4 component: 30% casting time 1 minute; permanent; no saving throws effect 30 cubic feet per level of caster. This spell creates fresh, breathable air, possibly changing pressure in the ship. The material component is a small vial of pure air.

- **Monsters and Magic Items**
Virtually every creature can be modified to suit spacebarbaric encounters with little difficulty — it seems unnecessary to go into details. A few measures not related to planetary forms should be found, of course. Similarly with magic items, a few examples of the more peculiar sorts are:

- A Ring of Vacuum Survival: An Amulet of Safe Ascent; Chains of Fractal Mobility; and Beads of Walking Without. DMs of course want to clad items from higher technology; I advise a lot of rehearsing.

**References**
Dean Loughland, Var in Dark #200; Harrington J. Bales, Star Riddles; Larry Niven, Neuromancer and Ringworld.
Dear WD,

I have a big problem with one of my D&D players; he has a vampire character. When his character had touched evil magic items, he had the idea of becoming a vampire. When he came across one in a dungeon, he stood in front of it and was soon killed from successive bites. Therefore, he became a vampire. A fellow char-acter then killed the commanding monster and so the character vampire became free-willed. It is AC -6 and due to his vampi- re abilities is virtually invincible. This means he can go round my dungeons evading virtually any monster out because he has magic weapons. If monsters do, I am accused of being biased and going up on the character. Do you see my problem?

Should I ban the character and take no notice of the accusations or have a sufficiently high level NPC with a magic weapon kill him as quickly as possible? There, however, is another problem: the vampire has many vampire servants that he has killed in the way, therefore, under his command. Would I try attack my NPC if I killed their master or would they love and not bother me? What is my best course of action?

Sincerely,
William Stanbury, Nottingham.

A vampire character has problems which the DM should make obvious to him. First, local clergy and paladins will con- verge on him with the idea of killing him. Any Magic items will need to be fire and stake. These are the natural en-emies of the vampire, and he must take the touch with the smooth. Second, a vampire has an unusual life style. In the earth he often needs to protect the airquality of daylight, all those who breathe to feed. Assuming any ritual is needed to enough to adventure with a known vampire, will who tell and beguile his (and at night, too) whom is known? What sort of (or woman) will be so much as speak to them? What about quiet paladins/clergy/villagers capturing and torturing them to find out the vampire's habits?

No one in such a party can claim to be Good for Jump. They will have trouble with holy symbols, the there is no reason why another unusual should have like them just be- cause they have diabolical power. A high magic item (or is he?)? Monsters who have magic weapons in their hoards use them, and if someone argues, you can always remove the magic items.

The most logical thing is for NPCs (probably high-level) to attack the vampire so as soon as they find out what and where is. The need not succeed, but they will keep trying. Whether vampire arranges A is NPC or not doesn't matter — there are plenty more away there. It was why they said servants be loyal, and they can't all want to be vampi- res, they can be away without dis- abusing him. Also, out to the rest of the party — a word of advice from an NPC, for example — that adventuring with a vampire is inadvisable and dangerous to say the least, after all he is usually evil and should act as evil as he can. But overall, to continue to adventuring, he should do so alone. —Ed

Dear WD,

Flipping through Supplement 7 of Traveller, Traders & Gunboats, some questions enter my mind. These are:

a) Can a normal Jump-4 ship make a Jump-2 or a Jump-3? To me, the obvious answer is yes but I have found nothing in the rules which prove me right or wrong.

b) Secondly, what is the number fol- lowing the Jump range of a ship? For ex- ample, in the statistics for the Cassville (indicated it twice, "Range: Unlimited manoeuvres. One Jump 4, 100 days.") The hundred days seems to be the time for a Jump-4 but this is surely too long, as Block 2 says that a Jump, regardless of its distance, takes approximately one week.

I didn't much like Bob McWilliams' article on the light spacecraft in WDM. I feel that this now-famous weapon is more potent than he describes and also that it should not require a power pack.

In my campaign, the damage is increased to a massive ED but power is certainly sufficient for 10 combat rounds (2 minutes) of continuous use. Also, the only people who actually have access to these weapons are the rebellious Jedi Knights (now preat- tached and independent) that are not made by Imp- erial weapon smiths, being a very tricky, time consuming, and expensive thing to make.

Still, I cannot complain about the standard of Traveller in WD now Starbase has appeared. Keep it up, Bob, may the Force be with you.

Mark Coulston,
Cardiff, Spain.

—Provided it has the relevant computer program, a Jump-4 ship could make any of the following combinations of jumps: on one fuel load: one Jump-4, two Jump-2, one Jump-3 and one Jump-1, or four Jump-1. In your example, the '100 days' refers to the endurance of the ship — it must re-supply every 100 days. This is based mostly on the amount of power plant fuel available in most ships, whereas a Jump takes one week, a full load of power fuel will operate the ship for 4 weeks. Addi- tional fuel allows for longer voyages. This allows for maneuvering and orbital work in between jumps. Another factor to be borne in mind is the amount of food and water required by the crew.

As to light sabers, while flash dehyl- dration would cause extra damage, they catalyze their own wounds as well. Since the light sabers are thin and hollow, the same sort of damage should apply. Also, the amount of power required is several megawatts, so a belt power pack 'seems to require a large requirement. Further, if the light sabers is tricky, time consuming and expensive to make, the Imperium should have them rather than a bunch of impoverished rebels. But always, a ref- erence is the final arbiter for his campaign, especially in the Full of things which currently do not exist. —Ed

Dear WD,

In response to Lew Pulipher's Intro- duction to D&D, a point or two about Dungeon-Mastering styles.

First, in any group that meets regularly, there must be read back between DM and players if the DM does not to some ex- tent adapt himself to the style of game his players like, he will have no players. At the same time, players become acclim- ated to the DM's style, and indeed, become familiar with his foibles. I have recently realized that my players regard all torch-holders with great suspicion — I have reasons to believe that I am one of them as potential triggers for traps until this. Second, there is no point in a DM designing traps which wipe out a whole party, or effective so. This is, to move with a group of friends, not a band of heroes. My players know that most will probably come through an escape safely — the suspense lies in that they are equally aware that some of their characters may get killed. A well thought-out command system can be very helpful in ensuring that if a party gets a hard fight, they are not completely overwhelmed.

Overall, I would say that unless one is dealing with a group of complete novices, the players in a regular group will tend to get the dungeon they deserve, or else a new DM. Yours sincerely,
N F White, Hong Kong.
Helt’s Portal

An AD&D mini-module suitable for 1-9 characters of around 4th level run by experienced players.

Background

The legions of the Empire of Colos conquered this region some 400 years ago; they were withdrawn a century ago to fight in the Dynamic Wars, and never returned. (The new dynasty never reconquered this area, and its nearest fortress is 400 miles away.)

During the occupation they built a stone tower in Hark Gorge, a rocky region well away from trade routes, which became a notorious prison, known as Helt’s Portal.

One of the fortresses was a revolutionary named Ketsa, who perished under torture. The Empire would like to possess his equipment as a prestige symbol. A certain intra-Imperial group would also like to use Ketsa’s possessions — as a catalyst to stir rebellion.

Murg, the groll, accompanied by his allies and monsters, recently occupied the tower in order to perform his horrendous surgical experiments. When he arrived, he found Ketsa’s equipment, long thought to be lost.

Murg immediately contacted the Empire, which sent agents to the tower (without the money demanded by the groll) with orders to recover the relics. Murg’s messenger has a liking for mead, and the revolutionary group soon found out where the relics are kept. They have hired the party to recover them.

DM Notes

1. Rooms 1, 15, 26, 30 and 31 are 20‘ high. Other ceilings are 10‘ high.
2. All walls are smooth but cracked. Only the outside walls of the tower are slippery.
3. It is impossible to penetrate the roofs of rooms 27 – 30.
4. The following abbreviations indicate a reference to the appropriate work: DMG — refer to TSR’s Dungeon Master’s Guide; MM — refer to the Monster Manual, FF — refer to the Fiend Folio; WC — refer to the indicated issue of White Dwarf.

Two abbreviations separated by a slash mean that one set 20‘ down to the basement level. Just beyond the doors (shown by a broken line on the map) is a line of holes in the floor — evidence of the barred gate which will be lowered (see room 15).

Player’s Introduction (to be related by DM)

A mysterious, dastardly man has contacted you, claiming to be a relative of the long-dead revolutionary hero, Ketsa. He has given you directions to an old tower in Hark Gorge, where Ketsa was held. He knows Ketsa’s equipment is in the tower, and will pay for its return as follows:

For Ketsa’s golden helm, wrought with platinum — 400 gp. For his large shield, which is red with a diagonal white cross — 300 gp. For his chainmail — 600 gp. For his bronze dagger, with a silver pommel — 400 gp. For Ketsa’s iron longsword, with three gems in the hilt — 600 gp. The patron warns that he will not be easily fooled by imitations.

The Imperial Task Force (for DM only)

This consists of a 5th level fighter, a 4th level magic-user, and six 2nd level fighters. All have light warhorses, and the fighters are in chainmail with shields. They will arrive at the tower 1620+4 hours after the party, make a reconnaissance and set up an ambush. The mage has a staff, the fighters longwords and short composite bows. Under his robes, the mage has a medallion with the symbol of the Empire — a black dragon — worked into it. The force’s objective is to recover Ketsa’s equipment.

Descriptions for the DM

1. Two studded oaken doors, 8‘ high and slightly ajar, lead into this room, which is dusty and has an air of decay. Two sets of stairs lead up to doors, and one set 20‘ down to the basement level. Just beyond the doors (shown by a broken line on the map) is a line of holes in the floor — evidence of the barred gate which will be lowered (see room 15).
2. This room is empty except for a locked chest on the south wall, and guards from room 8 at the northern and western doors, each of which has a small siphole. On detecting the party, these two will run to room 3 and sound the alarm using the northern torch. Then they will take up positions behind the northern 'one-way wall'. The chest is empty, and has no bottom. Fine wires lead through holes in the floor to a trap mechanism, and are attached to the sides and lid of the chest. If the chest or its lid are lifted more than 3", 10 darts shoot from the south wall, attacking at 0th level characters for 1-3 damage. If any darts hit a party member, a magic mouth says: 'The darts are coated with an exquisite jungle poison — in two hours, you will begin to die...This is untrue.

3. This room is completely black. In the centre of the eastern wall is an 8' copper statue of a demon. Cressets in the northern and southern walls hold unfit torches. Before the statue is a black altar smeared with bloodstains and with manacles at each corner. The statue is hollow, having tiny preholes in its eyes and a secret door in the stomach. If the northern cresset is pulled down, bells ring in rooms 8 and 10; if the southern one is pulled down, the secret door in the statue swings open. It can be closed from inside the statue with a handle, but will open again unless the southern cresset has been pushed back up.

Two 20' long sections of wall, 8' high, are illusory and can be penetrated easily by normal matter; however, they are invisible from outside room 3, allowing that room to be safely observed from the corridors alongside. These are known as 'one-way walls'.

On hearing the alarm, the 8 remaining guards in room 8 hide behind the southern one-way wall and await an opportune moment to leap out and attack, aided by the guards from area 2. The guards worship the copper statue, and do not know of the secret door in it.

4. This secret passage to the outside was originally a postern gate; the guards know of it and use it.

5. Lying in this room is a human body in chains with a golden helm; its arms have been folded across its chest. On the ceiling is a huge painting of a spider. The body and accoutrements are illusory; if touched they will disappear, and emits shoot forth from the spider's painting to fill the room. Then the phase spider from area 6 enters through the secret door, or from the ethereal plane.

6. The lair of a phase spider (5d8+5; 33 HTK; AC 7; Atk 1-6+ poison; phase shifting power) (MM). Strewed about the floor in the straw and dung are a small golden key, 113 gp, 64 sp, and 2318 sp. The spider is fed by the guards, and will not harm them.

7. This room contains a flea-ridden bed and a sack with a few valueless items inside. The guards believe this to be their leader's room, and have orders never to enter it. In emergencies, they will knock on the door and move to attack positions. The leader is usually in area 15.

8. Guard's Quarters. There is an alarm bell attached to a rope in the north-east corner, 5 two-tier bunk beds along the walls, two barrels of water and three large chests containing food on the south wall. A fire burns...
in a hollow at the room's centre. Concealed beneath the floor is a small iron box protecting a beautifully worked silver casket (worth 150 gp) and its contents: a large topaz worth 500 gp.

The north wall of the western corridor is a dial with the numbers 0 to 20 around its outside, and a movable pointer currently set on 10 (see room 9 for a description of the function). There are 10 guards, all 3rd level fighters with AC 4 and longswords.

9. The doors to this room from the western corridor can only be opened by touching the pointer in room 8. Above them is carved the word 'Danger!'. The apparent floor is a permanent illusion, penetrable by normal matter. The pointer in 8 sees the depth below the apparent floor at which the movable real floor is found. The real floor is covered with iron spikes 6" long; if a character falls through the illusory floor, he takes 1d6+6 damage per 10' depth of the 'pit' formed by lowering the real floor.

10. The leader’s real quarters. He is a 5th level Illusionist (14 HTK; AC 10; Att 1-6 by staff; memory-implicated spells colour spray, detect illusion, hypnotism, light, mirror image, detect magic, spectral force.). Upon hearing the alarm bell, he moves to the secret door in the idol, whence he will aid the guards by casting spells, looking through the perisopes.

The room contains an alarm bell similar to that in area 8, a four-poster bed worth 250 gp (cushions and frame together), and a small table with a silver bookcase worth 60 gp. Beneath the bed is an unlocked chest containing three robes; one red, one yellow and one blue. The robes in the chest are torn and burnt, but still wearable. The illusionist is cunning, and fanatically devoted to an evil god.

11. Behind each secret door in this passage is a heat skeleton (5d8; 27, 32 HTK; AC 4; Att 1-6/1-5; heat source as 3rd level druid, unaffected by cold)(G27). They find anyone not wearing a yellow robe.

12. On the door to this room is a message in illusory script, reading: 'Place the golden key in the lock, turn it 90° clockwise, then 180° anti-clockwise.' Below the script is a keyhole. The doors are warded locked, but may be opened by the (normal) key from room 6 using these instructions. Behind the door is Kerab's shield.

13. When the party reaches the stairs leading up from level one they hear female screams coming from beyond this corridor. If they activate the trip-wire, a barred gate drops 20' ahead of it. If anyone tries to lift it, it scoots of boulders fall through ceiling trapdoors into the corridor between gate and tripod. Each character in this area has a 50% chance of taking 1d6 damage. The impact of these rocks collapses the floor, precipitating the party into a 15' pit. The bottom 3' is filled with sand, in which lurks a spirit worm (5d8+10; 40HTK; AC 7); Att special — any hit slawsas target, which can then attack the AC7 inside of the worm (W7). On the worm's rear is one Potion of Incapacitable Location, destroyed by a roll of 20 from a real attack. The worm is dormant, but is alerted by the vibrations of falling characters.

Skilled players may think of drinking the potion to find Kerab's equipment.

14. Empty Torture Chamber. This contains assorted implements of torment and a magic mordil in the southeast corner, which is the source of the female screams. It will not be activated if the first step of the stairs from the first level is tapped twice before the party ascends.

15. The lower 7' of this room, from floor up, is normal; above the 7' height level is what appears to be (and is) thick smoke, in which two smoke mephit ilk (5d8HTK; AC 4; Att 1-2) 1-2+1-4 plus blinding effect breath weapon (5FG) on a 5' wide wooden ledge 15' above floor level around the room's walls. The mephit is fugitive from their kind and will not gate in others. They have a mechanism of pulleys, ropes, levers and metal plates which allows them to drop an 8' high metal plate blocking the space between any two pillars at will from out of the smoke. The floor is covered in a heavy layer of dust, in which can be seen the occasional cloven hoofprint. The arrow slits in the walls have been mortared shut. In the centre of the room is a 3' pedestal supporting a 3' diameter glowing orange globe. At the western end of the room is a portcullis, with a peephole in the floor.

The mephit will lower the portcullis behind the party when they enter area 1. They will use their metal plates to split the party as to overpowered isolated members who will be deposited unconscious in the northernmost eastern passage, which is 10' above the floor. The globe is spectacular to look at, but worth only 1 sp.

16. The four trapdoors in this room were used to reach 16a-d for food, spying etc. as the doors from area 9 were always opened regularly. Each is of iron and has a central peephole with flaps. From inside the cells, they are concealed.

16a-d. The doors from area 9 to these have no locks, however just to the left of each door, outside the cell, is a lever on the wall. This will slowly open the door next to it if pulled down. The doors can be forced open as if warded locked, or by a knock spell. The doors were once blocked by mortar, but this is old and will crumble when the door opens.

Each cell is dank and gloomy, and 16c contains a human skeleton against a wall, its fingers jamed in a small crack as if digging.

17. In the centre of the south wall of this room has been painted a 10' wide icy. The 2' wide pupil and iris section is a secret door, which opens if pushed. In the room are two squad-up zombies (7d8, 35, 3HTK; AC 5; Att 1-8)(Otherwise as MM), which are turned as vampires. These zombies’ "see" by means of the eye, hence if the pupil is covered they are rendered blind. Note that this may effect backstabbing — consider the position of the eye.

18. This room contains Kerab's helmet, in an alcove halfway up the south wall.

19. On the north wall at this point is a 2' square metal plate pierced by many small holes. These slowly exude an explosive gas; all naked flames within 10' explode, causing 1d6 damage to their bearers.

20. This corridor is blocked by rubble.
21. The walls of this corridor have been painted to show a procession of Imperial troops carrying loot and dragging prisoners. The imperial symbol is carved on the north side of the door.

22. Around the walls of this room is a fresco of a battle between Imperial legions and barbarians. It starts in the north-east corner and progresses clockwise, finally showing the barbarian leader laying his arms at the feet of the Imperial general. If the barbarian's shield is twisted, the secret door opens.

23. The first 10' of this passage is a covered and concealed 20' pit. The bottom 10' of north and south walls of this pit close together when the weighted net suspended 5' above the pit bottom is jerked, for 2-8 points of damage per turn. Anyone forcing the doors from 22 has a 4 in 6 chance of falling into this pit.

24. This room has a tapestry around its walls apparently depicting the orgies and games of a decadent human race, in which 3'6" humanoids are thrown to small lizards (in fact, this depicts hill giants throwing humans to normal lizards).

25. Two subterranean guards (6d8; 32, 36 HTK; AC5; Att 2-19/MM) which have been trained to attack simultaneously — one on the floor, one on the ceiling — when the tapestry in 24 is disturbed. On the floor of the room are 500 gp.

26. Huge stone doors, each requiring 30 strength points to move, open into this room, which is the lair of Gorbus the hill giant (4d8; 54 HTK; AC4; Att 2-16/MM). He has one rock, which he may hurl up to 200’. There are various scaled-up mundane items, and in a sack is Kethb's chainmail.

27. Empty turret rooms, each of which has a 5' square trapdoor concealed in its ceiling.

30. The turrets have conical roofs, 10’ high in the centre, the tower has a roof in the shape of a square-based pyramid, 20’ high in the centre and supported by a large central column and many smaller and porch columns, in which is one of Muqg's experimental results — a box constructor with a poisonous sting (6d8+1; 30 HTK; AC5; Att 1-4 + construction + poison sting) (As MM apart from sting).

31. The headquarters of Muqg the grell (5d8; 31 HTK; AC4; Att d4 + paralysis x10/1-6)(FF/WD12). The furniture includes a scum-covered pool in the south-east corner, a putrid-smoking brazier in each corner, and distorted fungal growths along walls and floor, 10’ above the floor in the south-west corner is a 10’ high natural passage which eventually leads outside.

32. This room is empty except for a large blood-stained stone slab on which are various items of primitive surgical equipment, worth a total of 100 gp.

33. A bunch of keys on a ring hangs on a nail outside the door of this room. Inside are various cages containing: a large harmless snake; a horse; six rats; a scorpion; a domestic cat; a leopard; an elf and a human messenger. Lorsam the elf is a 9th level neutral good male, HTK 4; Sabene is a true neutral woman, HTK 2. Neither is armed or armoured in any way. There are also two empty cages.

34. Several motionless creatures (in fact they have been paralyzed), including: a horse with a rat's head; a cat with ioovesa; a leopard with snake's fangs and tongue.

35. On the walls of this room are hooks, from which depend various tools — knives, saws, chains, rope etc. Which Muqg the grell uses in his surgical experiments. It is these experiments which have created the monsters in area 34.

36. A chest in the centre of this room contains 170 gp and Kethb's sword.

37. The western pair of doors is here open, the eastern shut. Only one pair of doors can be open at a time; so to open the east doors, the western ones must be shut.

38. Dancing in a circle around this otherwise empty room are 13 goblins (5d8; 11 HTK each; AC6; Att 1-3d1-4 + paralysis/MM). On the north and south walls are unlinked chests. The northern chest contains an electrum rod studded with amethysts and worth 300 gp. The southern one contains a scroll which reads:

   At one point in passage long
   In slage last not in size a gong
   This is the means of moving on
   If great treasure shall be won,
   If the gong then be released
   Five times and more in Hell you'll faint
   The way to take the waiting gold
   It: Strike the gong; and fast it hold.

39a. Normal door.

39b. A door with a small button in the jamb which can only be found by searching. When the door opens, it is released and activates feature 39c. The sixth time it is released by opening the door, the walls and floors of 39d and 39e heat up, causing 4d8 damage per turn to anyone touching them.

39c. When activated by 39b, this otherwise normal door upon being opened will teleport anyone in 39d to 39e with no chance of this being detected. Therefore, on opening 39c the party will be teleported so that they open 39b.

39d-e. Normal corridor sections.

40. In each of these rooms, south-western and north-western corners is a sarcophagus with a fire mephit (5d8+1; 16 HTK each; AC5; Att 1-3d1-4 + breath weapon/FF) painted on the lid. When either scorpion's lid is opened, four fire mephits are gated in and attack. There is no treasure.

41. In this room is a chest, magically filled with a harmless blue smoke. Inside is a jewelled rod worth 40 gp. Under the lake bottom lies Kethb's dagger.

Note: Fire and smoke mephits originally appeared in White Dwarf 13 as fire imps and smoke imps.
ON THE CARDS
A Ready-reference System for Weapons
by Bob McWilliams

ON THE CARDS is a regular column devoted to ideas on Traveller. This issue, a way to wind up combat.

Sub-Pistol

**Wi:** 250 g
**Wi:** 100 mm
**Assn Wt:** 70 g per 6 or 125 g per 20
**Base Pr:** C0.125
**Base Pr:** C0.40
**Amrg:** (w/Pr): C0.17
**Amrg:** (w/oPr): C0.40

**SKILL CLS:** Zwi
**DEX REQ:** 14-16DM:2.79:DM:0.10:DM:1
**HEAP:** 2
**ARMOUR:** None
**CLSI:** 1
**Tn:** 1
**RANGE:** Hit, n/a
**WOUND:** 0
**BD:** 1

**Note:** From either single shot or three could auto burst.

Accelerator Rifle

**Wi:** 2588 g
**Wi:** 80 mm
**Assn Wt:** 500 g per mpr
**Assn Wt:** 9.5 kg
**Base Pr:** C0.60
**Base Pr:** C0.90

**SKILL CLS:** Zwi
**DEX REQ:** 14-16DM:1-2DM:0.5-DM:2
**ARMOUR:** None
**CLSI:** 1
**Tn:** 1
**RANGE:** Hit -6.06.0 -6.1 -6.2 -6.3 -6.4 -6.5 -6.6 -6.7 -6.8 -6.9 -6.10
**WOUND:** 0

Every time a personal combat occurs in Traveller, you'll need a reference list for the armament in use. The Traveller screen from Judges' Guild should have an end to this, but unfortunately it omits the strength and dexterity DMs and requirements and does not cover cases where new weapons you may have added to your campaign, so, unless you are blessed with a good memory, which I am not, some quick reference system has to be devised.

I decided to construct a set of tactical cards each bearing all the details on each weapon. Though there is some work involved in writing out the cards initially, I have found this system a great timesaver in actual play.

Using postcards or file cards, decide on the most suitable indexing system for your own use before you start. I decided to use a different felt-tip pen colour for bladed weapons and gun weapons (along the top edge of the card) and thereafter filed alphabetically, but you can be as complex as you wish, perhaps with different indentations cut into the top of the card; however, you think will be the best way of finding the right card quickly.

The examples given here should make the system self-explanatory—the name of the weapon along the top, followed by general data on the weapon and ammunition, then the four combat information classes: strength/dexterity requirements, armours/more DMs, and wound inflicted. Four typical cards will be shown, a blade weapon, and three guns—one simple, one with two rates of fire, and one with different types of ammunition.
Summoners
by Penelope Hill

Summoners are a subclass of magic users, solely concerned with summoning, binding, and controlling creatures from other planes. These include elementals, demons, devils, spirits of the dead, and others. They require 18-intelligence and wisdom, and 12-constitution, due to the complexity and danger of their rituals. While adventuring, they may wear leather armor and use light weapons, such as throwing knives, rapier, etc striking on the magic-user's table, because they rarely cast spells on an expedition. Their powers come instead from long preparation prior to joining a party. Their use of magic items is restricted, because they have constructed themselves, but they can read magic-user and illusionist scrolls.

The chance of controlling any summoned creature is calculated as follows:

\[
\text{chance of control} = \text{level of summoner} \times \frac{\text{hit} \times \text{level of creature} \times 5\%}{\text{level of summoner} + \text{level of creature}}
\]

+5% per intelligence and/or wisdom point of summoner over 18, -5% per intelligence and/or wisdom point of creature over 18.

Thus there is a base 20% chance of controlling a creature of equal intelligence whose hit dice are equivalent to the summoner's level.

Once a summoned being has been controlled, it can either be commanded to perform a given task, or bound in some way. (See spell explanations).

An uncontrolled creature has a (Hit Dice/10 x Level/10) chance of controlling the summoner instead (with the reverse intelligence modifier). Thus it is always a 1% chance of a summoned creature being uncontrolled. If an uncontrolled creature cannot control its summoner, it will return to its plane 70% of the time. Otherwise its behavior will depend on its alignment, that of the summoner, and its intelligence. An un-intelligent creature will probably go on the rampage; a highly intelligent devil may try to foil the summoning's plan thinking that it is controlled.

The essential condition for any summoning or control is the knowledge of the creature's unique name. This can be discovered by research (summoners are always looking for books of lore, both magical and non-magical), or by spell. Thus its creature summoned is a specific one, and will always be the same creature (with differing abilities) for a specific name. The chances of controlling an unsummoned creature encountered normally are half those of controlling a summoned one, proved that the creature has been identified, and its name is known. An unsummoned creature cannot be controlled unless the summoner has a scroll with the appropriate nonspecific magic-user spell.

Any creature normally resident elsewhere destroyed on the prime material plane cannot be summoned again for a number of weeks equal to its number of hit dice. A creature that is des-
tried utterly on its home plane cannot be resummoned at all. Knowledge of the self-discipline needed for their rituals summon- ers must be lawful, but they can be chaotic, neutral, or evil.

SPELL USE

Summoners do not cast their spells from memory. Instead their work requires long complex rituals, involving carefully prepared components, and the recitation of flurries from characteristics of lore. A single spell can take hours to cast, and days, or weeks to complete. As a result they do not gain spells as do other magic using spells, but as they increase in levels they gain the self- discipline to attempt the more complex rituals.

Spells of 1st Level Summoners

- **Reveal Name**: Reveals the unique name of one creature of the type specified. Takes two hours to cast and, as many days to complete as the creature has Hit Dice. Requires the presence of a piece of scrap metal or an incense burner filled with prepared spices and linework. If this is disturbed the spell must be begun again.

- **Reveal Rites**: As **Reveal Name**, but reveals the specific ritual and components required to summon a named creature.

- ** Summoner**: Requires one day per hit die of the creature to appear, and takes one turn per two hit points to cast. The creature appears an equivalent number of times after the completion of the ritual.

- **Pencacle**: Contains one summoned creature in a specified area up to twenty feet square. Requires the careful chalking of runes and patterns in the area required. Uncontrollable creatures will be contained physically, but spells will pass the barrier. Breaking any part of the pentacle will release the creature. At fourth level or higher the summoner can prepare a permanent pentacle which can be uncontrolled as required. This ritual can be carried out during the preparation of a summoner creature.

- **Dismend**: Returns a summoned creature to its plane of origin. Takes one turn to concatenate, and requires a perishable inscribed with the creature’s name, which must be burnt in a fragrant flame.

- **Omndal**: The instruction of a summoned and controlled creature. It must be precisely worded. An instructed creature will remain until the task is completed, for one week per level of summoner. If the task has no time limit. **Identify**: Will identify any type of creature in the crea- ture’s presence, or the name of one creature if the type is known. Takes one turn and requires a mirror backed with prepared calf skin, in which the answer appears.

**Spell of 2nd Level Summoners**

**Provincial Command**: As **command**, but the creature can be given two tasks, and will stay for two weeks per level of sum- moner.

**Spell of 5th Level Summoners**

**Lesser Binding**: Sums one creature to a prepared object, thus bestowing a specified power on the item, for one month only. At the end of this time the creature is released to return to its plane of origin. This spell produces non-permanent magic items — eg a 5th level bound to a ring may produce a ring of Warmth, or a Ring of Fire Resistance, the powers of bound creatures depending on type. Each item must be worth at least 105 gp per hit point of the creature to be bound. It takes one day to prepare, and one turn to bind the creature. The item is personalized, and can only be used by the person bound in the ritual.

**Spells of 7th Level Summoners**

**Greater Binding**: As **lesser Binding**, but creature bound until the destruction of the item. The item is destroyed.

- **Binding to Command**: The creature is bound to serve a named person at the speaking of its name. The creature must be bound to an item worth 1000 gp per hit point. The binding binds until the item is destroyed. The item must be worn, carried, or touched in order for the creature to appear when its name is spoken. It can be called up to five times a day. The item takes three days to prepare.

**Spell of 11th Level Summoners**

**Greater True Binding**: As greater binding, but powers are permanent, and the item can be used by anyone. Item must be worth at least 5000 gp per hit point.

Above fifteenth level summoners can use their powers to create artifacts, summon the spirits of the dead, converse with gods, etc. DMs must use their discretion when allowing the rituals of such high-level summoners. Remember that the more powerful the creature, or more confused the creature produced, the longer it will take to complete the necessary processes. Players take warning — it will take years to produce this powerful artifact in magic items, and every bound creature will take what liberties it wishes. The resulting side effects are probably fatal.

**Experience**

<table>
<thead>
<tr>
<th>Level</th>
<th>Hit Dice (HD)</th>
<th>Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>0-2500</td>
<td>2</td>
<td>Apprentice</td>
</tr>
<tr>
<td>2501-5000</td>
<td>2</td>
<td>Speaker</td>
</tr>
<tr>
<td>5001-10000</td>
<td>3</td>
<td>Caller</td>
</tr>
<tr>
<td>10001-20000</td>
<td>4</td>
<td>True Caller</td>
</tr>
<tr>
<td>20001-40000</td>
<td>5</td>
<td>Master Caller</td>
</tr>
<tr>
<td>40001-60000</td>
<td>6</td>
<td>Summoner</td>
</tr>
<tr>
<td>60001-120000</td>
<td>7</td>
<td>True Summoner</td>
</tr>
<tr>
<td>120001-180000</td>
<td>8</td>
<td>Master Summoner</td>
</tr>
<tr>
<td>180001-240000</td>
<td>9</td>
<td>Lord Summoner</td>
</tr>
<tr>
<td>260001-360000</td>
<td>10</td>
<td>Commander</td>
</tr>
<tr>
<td>360001-480000</td>
<td>11</td>
<td>True Commander</td>
</tr>
<tr>
<td>480001-1000000</td>
<td>12</td>
<td>Master Commander</td>
</tr>
<tr>
<td>900001-1500000</td>
<td>13</td>
<td>High Commander</td>
</tr>
<tr>
<td>1500001-2000000</td>
<td>14</td>
<td>Lord Commander</td>
</tr>
<tr>
<td>5000000 per level thereafter</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Level of Summoner**

<table>
<thead>
<tr>
<th>Type</th>
<th>Creatures Summmonable by Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Weak Elements 1-2 HD</td>
</tr>
<tr>
<td>2</td>
<td>Weak Elements 2-4 HD</td>
</tr>
<tr>
<td>3</td>
<td>Weak Elements 4-8 HD, Quails</td>
</tr>
<tr>
<td>4</td>
<td>Lesser Demons 1-2 HD, Wizard Wards</td>
</tr>
<tr>
<td>5</td>
<td>Lesser Devils 1-2 HD, Heed them</td>
</tr>
<tr>
<td>6</td>
<td>Elements 8-16 HD, Succubi</td>
</tr>
<tr>
<td>7</td>
<td>Lesser Demons 3-8 HD, Nightmares</td>
</tr>
<tr>
<td>8</td>
<td>Lesser Devils 3-6 HD, Savalmarks, Xorn</td>
</tr>
<tr>
<td>9</td>
<td>Type I Demons</td>
</tr>
<tr>
<td>10</td>
<td>Elements 16 + HD, Lesser Devils and Devils 7-10 HD, Diab. Invisible Stalkers</td>
</tr>
<tr>
<td>11</td>
<td>Type II Demons</td>
</tr>
<tr>
<td>12</td>
<td>Devils 6-10 HD, Type III Demons, Efreet, Aerial Brovants</td>
</tr>
<tr>
<td>13</td>
<td>Type IV, V, and VI Demons, Night Garg.</td>
</tr>
<tr>
<td>14</td>
<td>Greater Diab. 10+ HD, Greater Devils</td>
</tr>
<tr>
<td>15</td>
<td>Greater Efreet 15+ HD</td>
</tr>
<tr>
<td>16</td>
<td>Lesser Titans</td>
</tr>
<tr>
<td>17+</td>
<td>At DM’s discretion</td>
</tr>
</tbody>
</table>

**Notes for DMs Regarding Summoners**

Summoners can become very powerful, very quickly, if not judiciously controlled. Read each monster description before allowing one to be summoned, don’t let its doing anything out- side its nature. No unlimited wishes produced by bound demons — the granting of them. Remember to use opposite creatures bound together — fire and water elements do not cooperate. Summoned creatures will not generally serve willingly, commands will be interpreted literally, and intelligent creatures will try to prevent the command to their favour. Practicing the summoner, for instance, may mean sealing him in solid rock for the period of command, and how many creatures would be thought enough to release him afterwards?

Be firm with your summoners, and that means the NPC too. Remember that these rituals take time — the personalized items for every member of a party, unless they are prepared to wait months before the next expedition.
NEAR MISSES

In the Fiend Factory of White Dwarf 16 & 17, Don Turnbull required monsters that almost made the AD&D Foul Folio. That tome has since been released, and a few more creatures have fallen by the wayside. Mostly these were for copyright reasons, as many were derived from various SF and fantasy novels. Here, then, are the final batch of "Near Misses".

SPIKEHEAD

No. Appearing: 1–20
Armour Class: 4
Movement: 9"/
Hit Dice: 4d8
Treasure: Individuals: K; L:
O; G in lair
Alignment: Neutral
Intelligence: Low
Monstermark: 106 (level VI in 12 levels)

These inhuman creatures are squat, six-legged beings with powerful limbs and abnormally long arms. A wicked bone borne projecting 2" from the centre of the forehead. Spikeheads do not speak and communicate with each other by grunts. The creatures are ferocious fighters and will attack any party of any size. A spikehead will charge on a chosen victim and attempt to grapple—a successful hit indicates that it has delivered a powerful hug for 2d8 damage. In the next round it will automatically hug again for the same damage if it can. Later, it will also attempt to gore its victim, striking at 2" hit probability. A successful hit with the horn inflicts an additional 1d10 damage.

The spikehead will break off from grappling a victim only if it receives, in a single round, a hit equal to or more of its remaining hit points. Otherwise it continues to hug and requires no to hit roll to inflict the appropriate damage.

WIRNN

by Ian Beckingham

No. Appearing: 2–20
Armour Class: 2
Movement: 8"/
Hit Dice: 4d8 (1d8 (small) tube)
Treasure: C
Attack: Special
Alignment: Neutral
Intelligence: Semi
Monstermark: 37.5 (level III in 12 levels)

The wirrn is a huge maggot-like creature which grows up to 7' in length. This rare stone-coloured creature usually roams the underground in search of prey. Its main weapon is its egg-tube which resembles a 12" long, forward pointing spike emerging from a cavity in the creature's underbelly. If the spikehead's tail is attacked, this will strike a blow at its victim, dealing 2d8 damage. A successful hit means that the wirnn has struck its victim to the throat and is sprawled on him, the victim being disabled but unable to move. In the next few rounds the wirnn will insert its egg-tube into the victim's body, doing no immediate damage but piercing its armour and to other protection. This process is automatic and requires no to hit roll. During the insertion process, a nearby ally of the victim may (50% chance) be able to join enough of the egg-tube strike to knock the creature off balance. Once the egg-tube is inserted, it may be made at it as it is in the victim's body. In the round immediately after insertion, the wirnn will lay 20 tiny eggs in the victim's body, causing further damage in the process. It will continue to do this each round to a maximum of 10 rounds. Once the egg-tube has been inserted, the wirnn will go voluntarily withdraw itself until the minimum of 200 eggs has been implanted. Only the death of the creature will halt the hatching process. While the creature is laying its eggs, it will try to ward off attacks by muffling sound from tiny apertures near the 'head'. The acid oozes that slide down the tube of the wirnn and pour down through these apertures. The acid is called "wirnnic acid" and is a very effective weapon against all creatures and obstacles. It is a renewable acid and must be replenished with the minimum of 200 eggs. The wirnnic acid can be used against any creature or vehicle in the area. The wirnn is of a nature that the acid will stick to any creature, in which case it is immediately blinded (80% chance that only one eye is affected—determine which at random or according to the relative position of the victim to the wirnn). For 2–4 days after eggs have been implanted in a victim, it will suffer no ill effects except constant gnawing hunger. During this period, a number of spells will kill the eggs and restore the victim to normal—neutralise poison, cure serious or critical wounds, or heal. After this period, the eggs will hatch progressively inside the victim's body, and four days after the first hatchings 1–4 small wirnn ("8"–12") hogs will emerge from his body for every 10 eggs implanted, the victim dying instantly as they emerge. During the hatching period, any unit or animate reality will save the victim. Wirnn grow to full size in 5 days after emerging from the victim's body (which constitutes their first meal).

GREENMAN

by Brendon Bulger

No. Appearing: 1–8
Armour Class: 5
Movement: 12"/
Hit Dice: 6d8 + 2
Treasure: B
Attack: 2 attacks for 1d12 each of 2 weapons
Alignment: Variable
Intelligence: Average
Monstermark: 111.4 (level VI in 12 levels)

The greenmen are a tribal nomadic race, each tribe usually being named after a ruined site that the tribe returns to from time to time. They have domesticated various animals but prefer to obtain their needs from others by force. They are humanoid with hairless olive-green skin, 12'–15' in height and have a second set of arms set midway down their
sides of their body. Their eyes promote and operate independently, as do their ears, which are dare-like antennae. They also have two ivory tusks curving upwards from their lower jaw.

Giromen are equal to human-kind in intelligence and can use any weapon type available to man, being able to wield two weapons at the same time and, if necessary, attack a different opponent with each. If a Giromen is disarmed or is encountered without its weapons, it will attack with its two tusks (high- and low-strike) for 31/2 damage each. Despite the fact that they can do more damage with their tusks, giromen prefer to use weapons where possible in the belief that this adds to their status as civilized beings. Giromen speak the common tongue, their alignment language and their own secret tongue. So far as is known, greimmen have neither magical nor psionic abilities as no aptitude for the magicall arts. Nor have any been encountered with clerical or thaumating abilities.

As yet, no encounters have been reported in or near a giromen lair—so far to date only small group-parties and patrols have been met and these are uncommon. However, it is rumoured that large communities exist, hidden in ruined cities, with great powerful leader heroes, females, children and possibly gremmen with abilities in war or the fighter class.

All giromen encountered so far have been of chaotic alignment, but it is almost certain that particular gremmen tribes are of neutral or even lawful alignment.

COLD BEAST
by Dan Luckwood
No. Appearing: 1
Armour Class: 5
Movement: 5'15
Hit Dice: 6d12
Treasure: Nil
Alignment: Neutral
Intelligence: Average
Monstrousness: 74.2 (level V in 12 level)

This rare, graceful, slow-moving creature is very similar to a 10-inch white-furred fox. Its fur is pure white, soft and fur. Most individuals have bright, fiery, ruby-red eyes but a few have grey eyes like blue-sparkling ice. The eyes are in fact gemstones with an intrinsic value of about 150 gold per pair, though the market value is often about three or four times this amount. The beast is therefore blind, but has an extremely well-developed and acute sense of smell which allows it to attack without any induction in its probability. The eyes can fire a cone of cold once per day, functioning as a pair, or mental command even when removed from the creature. They respond to a minor command, long as they are physically in contact with the operator who requires to special powers of telepathy etc. The cone of cold has normal dimensions and inflicts 31/2 damage (halved if the victim makes his saving roll). When removed from the creature, the eyes retain this property for only a limited period depending on the age of the creature they come from (roll 2d6 for the number of weeks that they retain their power).

The beast will use its eyes when such an attack is likely to be most effective (usually before melee). When in melee, the beast will either use for 1d10 or positive on its victim and smother him with its body. When it is lying flat on the meadow round, it is a hard task to remove the beast. There is no saving roll permitted against the smothering attack. To remove the beast when it is smothering a victim requires a minimum of 30 strength points. Those contributing to this must, as well as the victim of the smothering, can take no other action during the melee round required to remove the beast.

The cold beast is imperious to cold and fire-based attacks. When confronting a potential victim, the beast utilises its thin, barely audible white, then opens its mouth to reveal sharp conical fangs. Although neutral in alignment, it will usually attack humans and even out of fondness for its flesh.

Despite its peculiar metabolism, the beast is not necessarily found in cold environments when it is its lair will be an icy cave.

FRIEND FACTORY POLLY: It is now 2 years since the last report, so now’s the time for you to put pen to paper and give, in your opinion, the best Gardner monsters to have appeared in White Dwarf, either in Friend Factory, a monster or an article. Pick out in order of preference and write up; Friend Factory Poll, White Dwarf, 27–28 Sandwell Road, Park Royal, London NW10. To arrive no later than 1st November, 1981.
LEPHOSY (Illusion/Phantasm) by Paul McGree

SPELLS OF AWAKENING (Enchantment) by Mark Ray

CORRODE (Alteration) Reversible by Chris Robinson

THUNDERCLAP (Conjuration/Summoning) by Roger E Moore

MESSIANIC MESSAGE (Enchantment) by Julian Haselindle

ALKALINE SPRAY (Evocation) by Roger E Moore

GLAMOUR (Enchantment/Charm) Reversible by C Barton

---

Treasure Chest is a regular feature comprised of readers' ideas for D&D. This issue, some new spells...
LIVINGSTONE LASHES OUT AT ALIEN

FROM OUR BIRMINGHAM REPORTER

Joe's home is his castle

Joe's home is his castle

Beyond the Fringe

University Don Exposes Cult Shock

University researcher David Collins has just written a book titled "How to Effectively Manipulate Cults". The book, endorsed by Professor David Collins, is said to be the first to provide a comprehensive guide to cult manipulation. The book is claimed to be the first to provide a comprehensive guide to cult manipulation. The book is claimed to be the first to provide a comprehensive guide to cult manipulation.

Beyond the Fringe

The latest issue of the magazine has just been released. The magazine features an interview with John Doe, a noted expert on cults. In the interview, John Doe discusses the latest developments in the cult manipulation field. The magazine is available for purchase at major bookstores.

University Don Exposes Cult Shock

University researcher David Collins has just written a book titled "How to Effectively Manipulate Cults". The book, endorsed by Professor David Collins, is said to be the first to provide a comprehensive guide to cult manipulation. The book is claimed to be the first to provide a comprehensive guide to cult manipulation. The book is claimed to be the first to provide a comprehensive guide to cult manipulation.

Beyond the Fringe

The latest issue of the magazine has just been released. The magazine features an interview with John Doe, a noted expert on cults. In the interview, John Doe discusses the latest developments in the cult manipulation field. The magazine is available for purchase at major bookstores.

University Don Exposes Cult Shock

University researcher David Collins has just written a book titled "How to Effectively Manipulate Cults". The book, endorsed by Professor David Collins, is said to be the first to provide a comprehensive guide to cult manipulation. The book is claimed to be the first to provide a comprehensive guide to cult manipulation. The book is claimed to be the first to provide a comprehensive guide to cult manipulation.
New book-out soon

YEMITARY ROYAL PLAYING GAMES

By Eric Holmes, M.D.

- Arms & Armour Press, 2–6 Hampstead High Street, London NW3 10Q.

- 91½” x 6½”, 224 pages, 125 line illustrations, £7.50

- BOOKS TO BE AVAILABLE FROM:
  - 5th May 1982
  - At all good dealers

ORDER:

If you do not wish to wait for the A&D&O Open, send the following:

NAME/ADDRESS

TO:

Mr. E. Clyma
GAMESFAIR 82

At arriving at the Gamesfair, you may send in your orders and collect your books

Please mention WHITE DWARF when replying to advertisements.
CRASIMOFFS WORLD

CRASIMOFFS WORLD is a new type of fantasy postal game in which players use their chosen characters to roam an intriguing world of magic and danger. The aim is to improve your character's points and the amount of people in your group so that you can dominate a particular area.

Towns are scattered all over the continents and at these it is possible to buy and sell, trade, and gather information. Each town is separate and there is often fighting between them.

There are the powerful descendants of Crasimoff's dying race and other savages, wild beasts, and animals that need to be watched.

There are the old power halls vanishing towers, and gods' temples from Crasimoff's days that are now unused and forgotten by now.

Players meet to fight, trade, make pacts, and join alliances; but the main rule is that, within the confines of the game, anything is possible.

Crasimoff's World can be joined for £5.00. For this you get a rulebook, the first five rounds, and all necessary equipment. Future rounds are £1.00 each. Rulebooks may be bought separately for £3.00.

Send to K.J.C. Games, 5 Vicarage Avenue, Cleveleys, Lancashire FY5 2Bd

more fascination from

NEW!

Expansion Sets 6 & 7 for COSMIC ENCOUNTER
Add 24 new aliens and LUCRE, a monetary system, with these two new sets.

ALSO NEW!

HOAX—the game of imposters
RUNES—a different kind of word game

AND DON'T FORGET.

DARKOVER
based on the novels by MARION ZIMMER BRADLEY
Ask for EON games at your local hobby and game store.

QUIRKS
the game of un-natural selection

EON PRODUCTS, Inc., 96 Stopleton Street, Dchester, MA 070

Tired waiting for your games to arrive?

Visit our shops in the north and take time to browse at your leisure around our huge range of Fantasy, Sci Fi and Wargames.

You will find all the new titles from leading publishers in stock and we willingly offer advice and help you find the game to interest you. Puzzles, Tarot Cards, Reproduction Cards, Jigsaw, Electronic Chess and Backgammon, Mah Jong, Go, Books and magazines and much, much more.

NEWCASTLE SHOP NOW OPEN

GAMES GALLERY
13 Forth St, Edinburgh 031-226 3364
538 Great Western Road, Glasgow 041-334 2111
103 Grey St, Newcastle-Upon-Tyne 0632-612999

OPEN MONDAY TO SATURDAY 9.30 TO 5.30

Please mention WHITE DWARF when replying to advertisements
THE BEST SELECTION OF SCIENCE FICTION, FANTASY & WAR GAMES IN THE MIDLANDS.

John W. Bagno Ltd
41 Piccadilly, Hanley
Stoke on Trent. Tel: 263574

GAMES UNLIMITED

Probably the largest selection of Games you will ever see

2, Castle St., Kingston
Tel: 01-549 648b

NEW GAMES SHOP NOW OPEN IN HIGH WYCOMBE

"NOT JUST STAMPS"
17/19 CREDON ST.,
HIGH WYCOMBE, BUCKS
Tel: HIGH WYCOMBE
(0494) 41717
Come & see the BIGGEST & BEST
Selection of Games, Rules & Accessories in the South

Fantasy - Role Playing
Dungeons & Dragons R
• Basic Rule Book
• Advanced Dungeons & Dragons
• Player's Handbook
• Monster Manual
• Arms & Armour
• Deities & Demi-Gods

The Fantasy Trip (MCG) R
• In the Labyrinth
• Nazis at the Center of the Earth
• Eldritch Horror

The Mortal Combat R 3.90
Sets I, II, III, IV

Fantasy Games
• Mage-Face 7.50
• Demons
• Midgard
• Dragon-Lord
• Necromancer
• Fantasia

Sports Games
• Walking Football
• Triathlon
• Soccer

SEDEVIE GAMES
LOW COST MAIL ORDER SPECIALISTS
SHOP OPEN 9.30 - 1.30, 2.30 - 5.10
Mon - Sat, Thurs, Thurs, Fri, 9.15 to 5.15 on Saturdays

SF - Traveller R.S (GDW)
• Basic Rule Book
• Alien Sourcebooks
• SpacePorts
• Galactic Empire
• Galactic Empires Layout Pad 10
• Traders
• Traveller Sourcebooks
• Traveller Role Playing
• Railways
• Traveller Space Freighter

Runequest (R) R 7.95 (2nd Edn)
Around the World 9.95
• Quests
• Anytime

Chivalry & Sorcery (FGU)
Riddles 0.60
Cry Havoc 0.25
Chivalry 0.50

Special Offer
• New Arrival
• Role Playing Rules
• Play Solo
• Boardgame
• Miniature Rules

These very top terms of our game. Our catalogue contains details of many of our
board games and miniature ranges at ESDEVIE and our online store.
In stock and available now. For more information, visit ESDEVIE's online
shop on our website. We offer fast, reliable delivery to all areas within the
United Kingdom. Contact us today to learn more about our exciting new
products and services.
FOREVER PEOPLE
NOW HAS TWO LOCATIONS

Bristol
59 Park Street
Tel. 0272 25454

Bath
1A Kingshead Square
Tel. 0225 66474

Both shops are open six days a week, 10am-6pm.

S. F. Books
Dungeons & Dragons
Marvel & D. C. Comics
Miniature Figures
Posters, Badges

Underground Comix
Warren Magazines
Traveller, Runequest
High Times, Art Books
S. F. Film Magazines Etc.

Send S. A. E. for Mail Order

TRAVELLER
Science-Fiction Adventure in the Far Future

This is Free Trader Beowulf,
calling anyone
Mayday... Mayday... we are under attack... main drive is gone,
turret number one not responding...

Mayday... losing cabin pressure
Fast... calling anyone... please help...

This is Free Trader Beowulf...

Mayday...

TRAVELLER
Science-Fiction Adventure in the Far Future

Game Designers' Workshop
P.O. Box 1646,
Bloomington, IL 61701
USA

Military Simulations
18 Foncette Street
Montreal, QC 3195
Australia

GDW's award winning SF role-playing game!

Games Workshop
1 Dalling Road
HammerSmith, London W6
UK

3 when replying to advertisements
GAMES OF LIVERPOOL
50-54 MANCHESTER STREET, LIVERPOOL 1 ER Tel 051-236 2665
OPEN: Mon.-Sat. 9 a.m. to 5.30 p.m.
FOR WAR, FANTASY AND SCIENCE-FICTION GAMING

FANTASY GAMES UNLIMITED

PLACE YOUR ORDER NOW!
GAMES ARE GROWING UP

GAMES USED TO BE JUST FOR KIDS, BUT NOW THERE ARE A NEW GENERATION OF GAMES. GAME WORKSHOP'S GAMES ARE SPECIALLY DESIGNED FOR ADULTS AND OLDER CHILDREN. THE RULES MAY BE A BIT LONGER THAN YOUR AVERAGE GAME - BUT THESE ARE NOT AVERAGE GAMES. THEY DEMAND SKILL, STRATEGIC PLANNING, AND DIPLOMACY, YET THEY ARE EASY TO PLAY AND ARE GREAT FUN!

VALLEY OF THE FOUR WINDS

VALLEY OF THE FOUR WINDS is designed as an introduction to the hobby of fantasy board gaming. In a world of magic and monster, the forces of good and evil are locked in an epic struggle. Often seen as the help of powerful protectors being in a quest linked to the battle where the undead forces are unifying the days. The discovery of the secrets ensures variety and demands quick-wittedness in tactics. For 2 players, aged 11 and older, each game costs £1.99, including postage and packing.

WARLOCK

WARLOCK is a spectacular duel between wizards, each with a selection of beautifully illustrated spells to cast. They must be chosen skillfully, as they may be reflected, or order off target, and they use power, the exhaustion of which eliminates the wizard. The novel play-system involves all the players continually in a fast, flowing game, 'one of the most promising games to come our way for a long time.' Games & Puzzles - Spring 1997. For 2-4 players, aged 12 to adult.

APOLCALYPSE

APOLCALYPSE requires diplomatic skills and a poker face as players attempt to build nuclear armaments. The die is not used as a random element, but in the medium for out-tricking your enemy in a totally unique combat system. Powerful nuclear weaponry adds the spice to a game that combines simple rules with high skill and great fun. (Previously published as Warlord.) 'A work of genius,' Military Modelling magazine, August 1996. For 2-4 players, aged 10 to adult.

GAME WORKSHOP

Discover these and more at top game shops, including our own: London: 1 Poland Road, Hammersmith, W6. Tel: 01-741 3440. Manchester: 8 St. James's Square, Manchester M2 Tel:01-232 4905. Birmingham: Unit 37, Birmingham Shopping Centre, Birmingham B2. Tel: 021-633 4854. Or by sending a cheque/PO for 70p (inc P&P) for our 84 page catalogue.
The Official AD & D™
Figures Collection is here

Now you can add a fantastic, new dimension to your AD&D game
with the first ever collection of AD&D figures recognised and
approved by the game originators. Three 25mm high white metal
stand-up figures, each moulded with intricate detail of fighting
stances, clothing, weaponry, armour and accessories enable you
to achieve a new level of imaginative involvement in AD&D and in
your particular adventures.

These characters are available in packs of 10 and 20, costing
around £2.50 and £5.50 respectively. There is also a special
AD&D™ “Action Art” pack which contains 12 different figures plus
a selection of durable acrylic paints, a brush and a painting guide.
With this you can colour the characters and their equipment to
your own design. The Action Art pack costs around £6.50.
All prices include VAT.

The only
officially
approved
AD&D
figures.

All 3 packs are available
from your local AD&D stock-
ister. If in difficulty, write to
TSR Hobbies (UK) Ltd,
The Mill, Rothbourne Road,
Cambridge CB1 4AB. Tel:
0223 217157.
The trade marks™ and the
heroic logo are trade marks
of TSR Hobbies Inc.,
Lake Geneva, Wisconsin, USA.

Figures painted by
Michael B. Reardon
Photography by
Anna Anthony Martin.