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This issue bears a significant change in our editorial content. Not one, not two but three cartoon strips are included. Few cartoon strips are liked by all people as humour varies from person to person. Please give our strips a chance to settle in, but give your initial reactions by answering question 1 in The Reader Strikes Back on page 37. I hope you take the trouble to complete the questionnaire as we would rather react to constructive criticism than publish material that we think you will like. Besides, we are all robots here and it is our duty to serve you. We apologize for the mistake.

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Independent reviewers take the lid off some current games.

**Open Box**

_Wizards_ is a moderately complex game for two to six players. The setting is a world of fantastical Enchanted Islands, within which the players must seek six Sacred Gems and bring them to Ruktal, the Druid High Priest, so that he can permanently banish the evil Spirit from the world. The first player to achieve this epic goal wins the game.

The beautiful artwork in pastel shades on the box cover is mirrored by the beautiful and exotic language of the Rulebook. The Introduction describes a sub-Tolkien struggle of Good versus Evil, in which Elves, Druids and Capital Letters abound. This pretentious style is retained throughout and reaches its climax in the Designer's Notes, which explain to the Awe-struck Reader that: 'In Gaming, as in Ritual and Art, players act out truths...When Wizards is played and these truths are acted out, their reality is established both in the Wizard's world and in our own world, and the Game has Power to affect the course of events.'

Can we really improve the world by playing Wizards? Shied of its spiritual overlay, Wizards contains a mass of fine ideas. The players must first set up the board, choosing themselves the precise location of each Enchanted Isle. Each island is a full colour die cut tile, covering 19 hexes of sea. This method of placement ensures that each game will be different, and also enables players to co-operate, so that the terrain is placed in most advantageous positions. Unfortunately, a disadvantage is that the islands tend to wander unexpectedly as players attempt to move their pieces. A clumsy wizard can make a shambles of the board.

Next, the wizards must find an elusive High Wizard, Sorcerer or Ruktal, in order to become initiated into a Magical Order. After initiation, players then have to accomplish Tasks, described on Task Cards, which are obtained from the player's mentor or through encountering the inhabitants of the Islands. Successful completion of Tasks increases a player's Knowledge, Perception and Power and, when a certain number of points of each commodity has been reached, the player will rise a Level. When he reaches Level IV, the player may start to collect the Sacred Gems, and eventually, if he can avoid the despicable False Wizard who steals Gems, he can present them to Ruktal and claim the victory.

Sound simple, doesn't it? Regrettably, movement around the Enchanted Islands is complicated by Demons, Dragons and Traps, not to mention local boat shortages, which can leave a wizard stranded for days. Movement rates are slow compared to the distances covered, especially as many Tasks involve visits to half a dozen or more widely separated points. Only in the later parts of the game do the players obtain 'Transporting' spells which greatly speed up movement. Players can also obtain animals which may help.

Players must co-operate with each other for the progress of the Islands. Each night of game-time the Evil Spirit will attack and spread darkness over one island, making it impassable. The players can thwart an Evil Spirit's attack for every ten Tasks completed. Naturally, if all the Tiles are taken over by the Evil Spirit, all the players have lost, so there is a premium on mutual assistance, such as rescuing each other from Traps or from being stranded on an Island without a boat. In fact, there is little other player interaction, and it is very difficult to hinder another player's progress.

The Rules are not easy to understand, because there are so many special cases, worthy of overrule by the Awe-struck Reader's interpretation, and it is very difficult to hinder another player's progress.

**Rules:**
- **Enjoyment:** 8
- **Playability:** 7
- **Balance:** 6
- **Overall:** 7

*Alan E Paul*

**DUNGEON MODULES**

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<thead>
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<th>Module</th>
<th>Title</th>
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<td>I2</td>
<td>Tomb of the Lizard King</td>
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<td>Pharaoh</td>
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<td>M1</td>
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Brigands are wreaking havoc with the southern trade routes, merchants are wringing their hands and tearing their hair while demanding that the Count does something to put an end to this outrage. The Count of Eor is looking for brave adventurers to eradicate the evil brigands and to seek out the power behind the attacks. I2 - The Tomb of the Lizard King is a difficult adventure for 7-9 characters of 5th-7th level designed to test a party's mettle and playing skill. It is a fast paced adventure which kicks off with quite a bang or more accurately a roar. A short wilderness adventure follows which leads players to the tomb. Here the real challenge begins. Make no mistake this is not an easy adventure to complete, players reluctant to risk their own characters are encouraged to play one of those provided with the module. Getting through with your own characters is, however, worth it, there are some nice goodies to be had. Competent and experienced players will face a challenge commensurate with their abilities. Failure to use those abilities to the full will prove fatal, the tomb is no place for blundering around in.

DMs who enjoy hamming up their role-playing will have fun portraying the local merchants in an unsettling light as they come and likely to drive a party crazy. I2 suffers in places by sloppy printing; fortunately mistakes are fairly
obvious and should pose no problems to a competent DM. A good module for those who enjoy gaming sessions with plenty of opportunity to be cautious, thoughtful and aggressive.

Modules I3 Pharaoh (5th-7th level) and I4 Oasis of the White Palm (6th-8th level) are the first two parts in the Desert of Desolation series. Driven into the desert for a crime they did not commit the players soon become involved in some excellent adventure situations. In I2 they encounter a secret cove, Ammon, Re, Pharaoh, cursed to wander the desert until his tomb is robbed. He begs the players to remove his Staff of Ruling and the Star Gem from his tomb so the curse can be broken. Built as a thief proof tomb the pyramid has so far lived up to its reputation, but who can resist the lure of the Pharaoh’s wealth? The design of the pyramid is very imaginative and the use of wall carvings to provide background information to the adventure really brings it to life making it more than just a collection of rooms.

I4 seen the players arriving at the Qaul, a large and magnificent palace which is on the brink of turmoil. Shaddala the bride to be of the shiek’s eldest son has been kidnapped and the shiek believes he will be held by his enemies somewhere in the desert. The party is given as a role-play their way around the oasis trying to discover the missing Shaddala. I3 and 4 contain wilderness maps and a number of smaller adventures which complement the main ones. Presentation is high and a new format is introduced utilising a short paragraph to quickly describe how the adventure should be run. This is followed by details of NPCs, Monstros, Treasures, etc. This system makes it far easier to find information quickly and reduced the chance of leaving something important out in the heat of play.

In non-adventure areas, they are imaginative, colourful and challenging. If I5 The Lost Tomb of Martek is as good as these two the Desert series will be one of the best yet ranking with the other greats. I1 Blizzard Pass is a new departure in module design. A solo adventure for a thief of 1st-3rd level, it uses the Basic Rules and deals with the thief’s attempts to cross Blizzard Pass. Instead of simply printing all the entries clearly TSR has opted for an invisible ink format. The module comes with a special pen and numerous blank boxes, by rubbing the pen over a box a hidden message is revealed. Otherwise a standard solo format is followed.

I1 is fairly easy to complete given a reasonable amount of luck (if you can’t hit anything you are going to die!) and is quite short. The invisible ink novelty soon grows a bit thin after you’ve tedi-ously filled in your 4th and 5th box. The module also contains a short and straightforward 2nd-3rd level party dealing with the exploration of the Pass. I1 is simply not as good as the Fighting Fantasy Gamebooks, which have the advantage of being considerably cheaper and longer. I1’s main appeal will lie with children; any just getting into D&D will no doubt greatly enjoy it.

After a disappointing start in I1 [WD40] the I series is fast becoming one of the best available. Presentation is high and the adventures are excellent. To anyone looking for interesting and exciting adventures at these levels I recommend them most highly. At £4.50 M1 is hor-rendously overpriced and not worth consid-ering, it’s just too much to pay for what you get.

**Overall:** 9

---

**PAVIS: THREATEN DANGER**

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I should begin by declaring an interest: my name is on the front of this pack, with many others. The reason is that it includes a Griselda story, The Great Chart Caper, also written by myself. Griselda and Wolfhead, and the two dives mentioned in the stories, Loud Lilina’s and Rowdy Djoj Lo’s are among listed establishments. All of which is very gratifying, but I do not intend to let it affect my independence as a reviewer, particularly since none of my offerings have appeared in precisely original form (agh; sometimes it mattered). I hope that readers can accept this.

Pavis should be familiar to all RO players as the city on the eastern edge of Prax. It has in fact been the site of one of Chaosium’s house campaigns, and as a result it is probably better known than any other city of Glorantha, and is a natural for Chaosium’s first purely RO city-pack.

As is now usual in Chaosium products, the information provided is divided in different booklets, one for the players, one for GM’s, and a third containing scen-arios. Two large maps are provided, one of New Pavis and its immediate neigh-bourhood, and a map of Zola Fal valley, both repeated on a smaller scale in the booklets; the latter is essen-tially repeated from Borderlands, which can be easily co-ordinated with the Pavis pack. The players’ booklet gives an account of the rich complex history of Pavis, shedding further light on that of Glorantha as a whole, and contains infor-mation on major personalities of the city, a list of prices, and accounts of local cutts, some previously unknown (Pavis, Zola Fal, Flintnail and the local Mostali, and Lanbri, the Thieves’ Cult of Glorantha, filling a long-held want). Also described is Gimpy’s Tavern, a major hangout for adventurers, and The Great Chart Caper recounts a recent event of some interest. In the GM’s booklet are accounts of the climate, geography, and population of the Zola Fal valley, much fuller detail on the city, including a breakdown by districts, with close-up maps, showing the most prominent businesses and residents, a list of current rumours, and encounters with NPCs. All is presented clearly and well; no stats are given for the major figures, perhaps because encounters with them that would require this are not expected.

There are a few discrepancies—the Chief Administrator’s name is variously spec-ified as Cran and Wolfram. Wolfram is stated to wear a chainmail hauberk frequently, which seems to clash with the rule that no metal armour can be worn in city-limits, cited in the Welcome to the City scenario. This was done by the Lunar forces, as stats show. But such cases are very rare; in general pre-sentation is excellent (with the fewest misprints I can remember!), the maps good, and illustrations, although occasionally misprinted, are very gratifying, but I do not intend to let it affect my independence as a reviewer, particularly since none of my offerings have appeared in precisely original form (agh; sometimes it mattered). I hope that readers can accept this.

Pavis is a short burglary scenario for one or two characters and the Cradle scenario is a Griselda story, The Great Chart Caper, also written by myself. Griselda and Wolfhead, and the two dives mentioned in the stories, Loud Lilina’s and Rowdy Djoj Lo’s are among listed establishments. All of which is very gratifying, but I do not intend to let it affect my independence as a reviewer, particularly since none of my offerings have appeared in precisely original form (agh; sometimes it mattered). I hope that readers can accept this.

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Overall: 9

Oliver Dickinson
Critical Mass is a regular science fiction and fantasy book review column, edited by Dave Langford. This issue Dave looks at some Donaldson poetry, C J Cherryh's latest novel and some books that aren't ostensibly fantasy or SF in nature.

### Downbelow Expectations

_A. A. Galloway, Caffyr, Book 1_, C.J. Cherryh (Vista $2.75; Methuen £2.50) is a fantasy novel within a realistic frame, letting the author (a) make ironic connections between the superstitious in the Colonial Alliance, and the author the 'real' Cherryh Agaard, a young man distorted into a giant by glandular imbalance; (b) sneak a fantasy allegory through the very noses of suspicious lit-crit academics. The inner fantasy is rather good, and oddly reminiscent of R A Lafferty's work, in particular _The Flame is Green_.

If on a Winter's Night a Traveller by Italo Calvino (Picador £2.50) is a splendidly bitty book about books. The hero is you. The first chapter opens, 'You are about to begin reading Italo Calvino's new novel, _on a winter's night a traveler..._ and goes on to chronicle your efforts to locate chapter two in a spreading maze of fascinatingly varied first chapters and elusive authors. Offbeat and fun. (You get the girl in the end, by the way.)

**Finally, The Rebel Angels by Robertson Davis (King Penguin £2.95) looks like the traditional novel of university life but is packed with the fantastic. Witchcraft, forgotten secret arts, erudition, mysticism, a semi-mad scientist called Ozias Froats seeking the answer to life, the universe and everything in carefully gathered and dissected human, er, faeace... Not for the squeamish, it features a murder whose inventive nastiness makes the destruction of whole shiploads of people in _Downbelow Station_ pale into insignificance.**

There's even something for games addicts in all those books. _Downbelow Station_ could be translated chapter by chapter into the universe of _Traveller_; without being 'gameable' in that sense, each of the other three contains bizarre and novel stuff which might inspire a receptive GM to create some fiendish set-piece. If you only read conventional SF/fantasy you'll only have conventional SF/fantasy ideas; if you take time out to patrol the borders between the limits of the conventional, then who knows? Aaargh. I can write no more. I have set down this brief account of my final hours; but now it is scribbling at the door. Ed. I tacked, loathed, partly rugeous and partly squashed. Verily, it comes forward unspeakable, indescribable, that hellish spawn of the Ancient Old Ones, the _deadline_.
Demonology in RuneQuest by Dave Morris
Part 2: The Lesser Demons

In WD44 the basics of demon magic and summoning in RuneQuest were covered. This issue we present the lesser demon races and their abilities and weaknesses, the ways in which they should be dealt with and the ‘benefits’ they can give the summoner. It should also prove an easy matter to convert this series to other Fantasy Role-Playing Games.

Hajpool the Wary finished laying out his third row of copper rods. ‘No Storm Demon’s going to heatshock me!’ he exclaimed. His master paused in mid-ritual, and turned incredulously to his apprentice. ‘But we’re summoning a B’krath, you idiot!’ he screamed.

It is a rash student of demonic magic who expects to start his career by summoning the great demon lords and princes. Such a career would be short lived. It is best to begin with the lesser demons, even though their services are scant beside their masters’ powers.

To the would-be summoner, knowledge is most definitely power. His Demonology score determines how much he knows about each type of demon. Any novice will know the names and general skills of common demons such as those listed here, but their exact strengths and vulnerabilities can only be found out through exhaustive study and calculation. For example, a character who had done no more than to leaf through a few compendia of demons would know that B’krath are stealthful killers which operate to best effect in shadow—but it is hardly common knowledge that these demons do not barter, and will only serve in exchange for a precise quantity of gold.

Demonology rolls are usually made by the Referee on the character’s behalf, so that the character can never be entirely sure that his information about a demon is correct until he has actually tested it out. Information is broken down for convenience into five categories:

1. The demon’s abilities - POW, hit points, fighting skill and damage, etc. A successful Demonology roll means that each ability is known to within ±25% (randomly determined by the Referee).
2. Special wards against the demon, if any.
3. The demon’s tractability - the proportion of friendly, neutral and hostile individuals among a given demon race.
4. The demon’s probable requirements in bargaining.
5. The demon’s resistance to Binding. A successful Demonology roll lets the character know this to within ±10%.

Characters trying to discover these facts for a particular type of demon check for them after every 2-20 days (roll two d10). This represents the time taken in research and meditation. The check is made for each of the five information categories separately. In each case, if the Referee makes the character’s Demonology roll then he gives the player the correct information —within the limits given above. On a fumble the Referee gives the player completely erroneous information. Any other result on the Demonology roll simply means that the character has turned up nothing useful and will need to spend another 2-20 days in study.

A character might want to double-check his results: he can go on devoting study time to a demon as long as he wants. For example, Hajpool the Wary is a student with a Demonology ability of 30%, trying to find out about Storm Demons. Hajpool’s Master has told him most of what he wants to know, but insists that as an exercise he determines for himself any wards that can be used. After his first study period, Hajpool is informed by the Referee (correctly, because a 27 was rolled) that the appropriate ward is a fence of sharp copper rods around the perimeter of the pentacle. Wanting to make sure, Hajpool spends another 2-20 days in his Master’s library. This time he turns up no further information. After six more study periods Hajpool has twice been told that copper rods are the proper warding, four times drawn a blank, once been told to use garlic and once that the proper ward is a gold Life Rune. He realises that the last two must be incorrect results from fumbles and that the two answers which agree are almost certainly the right answer.

Note that because Demonology is a complex subject, highly liable to error and miscalculation, the chance of a fumble is twice what it would normally be for any other skill. A Demonology skill of 30%, for instance, leads to a fumble on 93-00 rather than 97-00.

The following is a list of lesser demons.

The first paragraph is general information about the demon that any demonologist would know or that could be found in some demon bestiary. The second paragraph is specialized information that can only be discovered through the right Demonology roll.

B’krath
B’krath are slender, prowling killers — roughly humanoid in appearance but with musculature and stance reminiscent of a jaguar. The jet-black fur of a>
B'krath makes it particularly adept at stalking in shadows (its Defence and Stealth abilities are halved in bright light). B'krath fight with their long powerful talons and needle-sharp teeth.

**Specialized knowledge:** B'krath when summoned always appear in groups of three. The summoner thus temporarily loses 3d3 points of CON! The three B'krath are identical in their characteristics, reaction to the summoner, etc., and are in permanent mental rapport (not mind link) with one another so that they hunt and fight as a team. B'krath will not haggle over payment for their services - indeed, they never communicate with humans except to receive their instructions. B'krath will undertake only assassinations, and must be paid 3000L worth of gold dust for this.

**Porphyrs**
Vampiric blue-skinned demons, porphyrs are very tall and gaunt and have all the normal powers of a RuneQuest vampire. They have bald, veined heads, eyes of limpid yellow and long seemingly delicate nails. Over its robes a Porphy will wear a silver cuirass with intricate designs worked upon it.

**Specialized knowledge:** Porphyrs have all the vulnerabilities of any vampire. They have great difficulty controlling their passionate thirst, and the summoner should wear a garlic sash as this gives an effective Defense bonus of +10% against a Porphy's attacks. The Porphy will demand at least one bound spirit familiar as payment. From this it will drain all blood and POW, destroying it.

**Demon Wolves**
Large, black wolves with red eyes. They have excellent tracking skills and are best employed as hunter-killers.

**Specialized knowledge:** Demon Wolves are partially resistant to weapons of non-Runic metal (which cause them only half damage), and moreover anyone striking a Demon Wolf with such a weapon must resist its POW or suffer one of these curses:

1. Arms paralyzed
2. Struck blind
3. Struck dumb
4. Transformed into a rat
5. Leg withered (halves movement)
6. Horribly disfigured (-10 from CHA)

A curse can be removed with *dispel magic*. Demon Wolves take double damage from aconite-based poisons. The minimum payment for a Demon Wolf's services is the sacrifice of a sentient being. They must be summoned by night, as daylight *demoralizes* them.

**Amorphs**
At first glance an Amorph could be mistaken for a Gorp - an oozing blob of grey-mauve protoplasm. But the form of the Amorph is full of eyes and chattering mouths, and it will occasionally extrude temporary appendages.

**Succubi & Incubi**
These are respectively the female and male demons of carnality. Their true forms are clawed and bat-winged, but they appear to victims as beings of perfect beauty, matching their CHA against the victim's POW. Success means that the victim succumbs to seduction. If the character resists, succubi and incubi will appear as a beautiful woman or man, and try to convince him to leave his present life and join them. Failure means the victim is charmed, and the succubi and incubi will proceed to make love to him or her.

**Specialized knowledge:** What makes these demons particularly hazardous to summon is the fact that, if hostile, they may turn their charms against the summoner and convince him to leave his Pentacle of Protection. The summoner must thus chain himself or herself within the Pentacle's bounds and have some trusted servant take the keys. Wearing a silver ankle chain reduces the demon's chance of charming by 15%. Another defence is to drink the juice of limes, which further reduces the demon's chance of charming by 05%. Succubi and Incubi barter for payment of any kind - jewels, spell potions, etc - to a value of about 500L. When they sleep with a victim they can drain him or her of 1d12 CON (which recovers at the rate of one point a week). An Incubus has a 3% chance of impregnating a female victim, who will later give birth to a demon child with its father's powers.

**Sraim**
Sraim have a giant maggot's body on four long spider legs, with a face which is lumpish and misshapen as though made of putty. They can detect items that the summoner has lost and will lead him towards such an item.

**Specialized knowledge:** Sraim serve in return for at least one dose of potency 20 acid. In addition to biting in combat, a Sraim is also able to spit its own acidic venom (potency 5) up to 10m, with an accuracy of 50%.

**Pazuzu**
These demons are thin and manlike. Their taut, glistening skin is russets bronze in colour, their leonine manes are dusty grey and their eagle-like wings and talons are darkest black. They can breathe flame up to 10m.

**Specialized knowledge:** Pazuzu make particularly useful servants because of their powers of illusion (they can cast *image creation* at will for no POW cost) and their partial resistance to magic (one-point battle magic spells cannot affect a Pazuzu). Pazuzu require payment of about 750L worth of ivory. Offering a Pazuzu water brought from an oasis causes it to become more tractable (-10 from its reaction roll).
man who has murdered more than once. They will hedge for gold, silver and gems—a Rult usually requires about 1000L. Rult have two special abilities. First, they can teleport over distances of up to 3 kilometres, with the restriction that some living or once living body which they have encountered is at each end of the teleport. Secondly, Rult can breathe a poisonous vapour doing 1d3 damage which cannot be healed with magic. Any character wearing a Man rune amulet has a +10% bonus to his chances of harmonizing a Rult.

Nightmares
These large, black demon horses are usually summoned as a mount for the demonologist, as they can cross any terrain at 30 kilometres an hour. Specialized knowledge: Nightmares can only be evoked after sunset, and dissolve into mist if exposed to sunlight. There is no other special defence against them. A nightmare will require a pint (equivalent to 1d3 STR) of the summoner’s blood in return for its services.

Storm Demons
These creatures of living lightning can only be evoked in the midst of a thunderstorm. They appear as flickering, electrical humanoid figures up to twice the size of a man. Specialized knowledge: Storm Demons are much like elementals in that they have no specific hit locations or CON. A Storm Demon can hurl bolts of energy up to 20m, which inflict 1d8 wounds on the target (armour giving half normal protection) or can grasp an opponent, causing heatshock like a fire elemental. A paling of sharp copper rods will cause 4d6 damage to any Storm Demon which tries to cross it and will deflect lightning bolts cast by the demon so that their accuracy is halved. Storm Demons require 800L worth of sulphur dust for their services.

Gremlins
These small (two and a half feet tall), thin humanoids with elongated toes and fingers like a lizard’s and a globular head perched on a narrow neck. They have pale green skin and their large, saucer-shaped eyes give them a rather comical look. Gremlins are demons of (bad) luck. Specialized knowledge: Gremlins are ineffective fighters, but their special ability is that anyone within 5m of a Gremlin suffers bad luck—any rolls that the character makes are adjusted by 1d3×5% so as to be less favourable. Any luck rolls must be made by the character rolling POW as a percentage (instead of the usual POW×5%). Gremlins have 85% natural camouflage in all surroundings, and utilize this to skulk near their victims and bring down upon them the vicissitudes of disaster. If forced to fight, Gremlins use long straight-bladed knives. Gremlins will require a minimum payment of 350L. They cannot harm anyone tied to the Luck Rune.

Afterword
This list of demons is not intended to be exhaustive. Referees are encouraged to shift abilities around and invent demons of their own to prevent players from becoming complacent. Demons may have Battle Magic and (in very rare cases) Runestone spells. Assume an 80% chance of 1d8 points of Battle Magic and a 10% chance of 1d3 Rune spells.

Next Issue: Part 3, The Greater Demons
I hope occasionally to include in Starbase a few cameos—not complete adventures but small scenes or themes that could be fitted into an ongoing campaign. In each case I will assume a background to help the narrative along which can of course be changed to suit your own needs. The first of these cameos follows—a rare alternative form of interplanetary travel for about six characters.

It is assumed the players have arrived on the planet Tsyn in a well-equipped TL12 trade/exploration ship, far beyond human space in the old, ruined Dyrwan empire. Our intrepid explorers have discovered a Gate—an interplanetary transport mechanism long known to have been used by the Dyrwan but not discovered in operative condition. Until now.

The blue shimmering surface beckoned—some small pitting and fine scoring. Of course there was no question about the Gate. He paused, squinting in the glare of the unknown sun. "What's that by the 'tree'—a Dyrwan? Is it hostile?"

The blue shimmering surface beckoned—some small pitting and fine scoring. Of course there was no question about the Gate. He paused, squinting in the glare of the unknown sun. "What's that by the 'tree'—a Dyrwan? Is it hostile?"

The players have no trouble recognising the Gate nor in knowing that return is possible. Enough ruined Gates have been found to determine their general characteristics though not how to repair or duplicate them. The Gate load allowance is absolute. For the purposes of working out what players may take, calculate a character's weight as Strength x 10kg. This will use up probably 600-800kg. Any remaining weight may be used for equipment and weapons, bearing in mind the usual encumbrance rules. The actual Gate aperture is 2.5m high by 1.2 wide, about the size of a normal door, so only man-portable equipment may be taken. Characters proceed through the Gate one after the other. The operation requires enormous energy, hence the load restriction and re-powering delay. The Gate has safety interlocks so that objects (or persons) trying to pass through at speed bounce back off the Gate face (the Gate must scan all objects passing through and needs time to do it), and will also reject in entirety any object or person that exceeds the load restriction (for example seven people pass through with a total load of 980kg. A person with a total body and equipment weight of 110kg attempts to pass through. He is rejected—the Gate is solid to him. In other words the Gate would not take 70kg of the person!). The re-powering delay applies to both sending and receiving Gates—in other words you can't come back before four hours have passed.

Two types of Gate have been found—the Branch or Fixed Gate with only one destination, and the Main or Choice Gate with between three and six destinations controlled by a simple dial. The Tsyn Gate is a Branch Gate.

Characters may be equipped with anything from Books 1 and 3 (within reason) up to a total of Cr25000 per character (some or all of which may be pooled with other characters for particular items), plus one TL12 vacc suit (weighs 2kg, costs Cr10000 inclusive of short range comm and six hours oxygen). No item higher than TL12 may be chosen.

The referee may, if he wishes, modify these limits for example to include items from FASA's P & R Consumer Guide and low mid-tech weapons from Book 4). Bearing in mind the overall load limit and the personal encumbrance rules, but should not allow such trickery as fitting a grav belt on a security robot so it weighs nothing! The Gate load restriction is a restriction on mass, not apparent weight—any items with gravitic aid 'weigh' their full normal weight in the Gate. Lastly, once the players have double-checked everything bearing in mind they will spend four hours beyond the Gate (perhaps more if the air is breathable), the referee should ask for the order of the characters through the Gate. This could be important depending on what is encountered beyond the Gate. Make sure the players have a note of what each character is carrying. At all times hereafter, the onus is on the player to prove his or her character has a certain item if it is to be used.

What will they find beyond the Gate? Well, that is up to you—an advanced race, the ruins of a once-great city, the last degenerate survivors of the Dyrwan, etc. There is one point to bear in mind: if you feel there should be some reward beyond the Gate, make sure it's something portable!
by Marcus L Rowland

"By the Gods, the jemmy's snapped!", muttered Grabbo under his breath. As he turned from the gold idol to his kit, he saw a flutter of movement out of the corner of his eye. Acolytes. Four of them...

When you consider the huge range of tasks performed by a typical AD&D thief, it seems surprising how little attention has been paid to the tools of their trade. The Players Handbook only mentions the kit, giving its price as 30gp but no data on weight or encumbrance. In the following list, items are listed by name, by their weight in gps (1/10lb), their size in inches and by the cost of a replacement. A few tools can be used as weapons (with a DM for lack of proficiency).

When considering the huge range of needs unusual tools and devices available, some special assignments will only be purchased from specialized shops.

The Thieves' Toolkit in D&D

Table 1 - The Standard Thieves Toolkit

<table>
<thead>
<tr>
<th>Item</th>
<th>Weight</th>
<th>Size</th>
<th>Cost</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Leather case*</td>
<td>9</td>
<td>6x4x1</td>
<td>12gp</td>
<td></td>
</tr>
<tr>
<td>Jemmy/claw</td>
<td>25</td>
<td>18x2x1</td>
<td>4gp</td>
<td>2-5 blow</td>
</tr>
<tr>
<td>Screwdriver</td>
<td>16</td>
<td>12x1x1/2</td>
<td>2gp</td>
<td>1-4 blow</td>
</tr>
<tr>
<td>Pliers</td>
<td>8</td>
<td>5x2x1</td>
<td>3gp</td>
<td></td>
</tr>
<tr>
<td>Scissors</td>
<td>6</td>
<td>5x1x1</td>
<td>10sp</td>
<td>1-3 (stab)</td>
</tr>
<tr>
<td>Bradawl (1/10&quot; tip)</td>
<td>3</td>
<td>3x3x1/2</td>
<td>6gp</td>
<td></td>
</tr>
<tr>
<td>Chains (3 wood, 2 masons, in pouch)</td>
<td>18</td>
<td>12x5x1</td>
<td>4gp</td>
<td>1-3 (stab)</td>
</tr>
<tr>
<td>Small hammer</td>
<td>15</td>
<td>8x2x1</td>
<td>1 gp</td>
<td>1-2 blow</td>
</tr>
<tr>
<td>Metal saw (steel)</td>
<td>6</td>
<td>10x1x1/2</td>
<td>2 gp</td>
<td></td>
</tr>
<tr>
<td>Keyhole saw (brass)</td>
<td>6</td>
<td>10x1x1</td>
<td>30gp</td>
<td></td>
</tr>
<tr>
<td>150 TWine</td>
<td>2</td>
<td>2&quot; ball</td>
<td>2 sp</td>
<td></td>
</tr>
<tr>
<td>Bag tack</td>
<td>10</td>
<td>12x6x6</td>
<td>10sp</td>
<td></td>
</tr>
<tr>
<td>Carrying bag, belt loops, etc</td>
<td>10</td>
<td>12x6x6</td>
<td>10sp</td>
<td></td>
</tr>
<tr>
<td>Totals: Weight: 1.4lbs Cost: 31gp</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

* Only available from Thieves Guild.

The standard toolkit is fairly heavy, at over twelve pounds, and would be a fairly awkward load if improperly stowed. Typical packing would be to put the lockpicks, a small screwdriver, and pliers in a belt pouch, loop the jemmy and possibly the prybar into the belt, and keep everything else in the bag until needed. The cost of a full set of replacements is slightly more than that of the normal toolkit, since items would have to be purchased from specialized shops or toolmakers rather than through the Thieves Guild.

A lot of thieves will need additional equipment, most of it (lanterns, daggers, etc) already listed in the PHB. However, some special assignments will

In most circumstances the possession or lack of a single item of equipment will make little difference to a thief's performance—several items would have to be lost from the standard kit before the thief could not deal with a normal lock, for example. If the DM wishes to introduce unusual locks requiring long picks, or a mission requiring the copying of keys, he should give the thief time to make preparations. However, the referee should not allow thieves to suddenly have every item on both lists in their toolkits, since such an assortment would be an extremely awkward load. If a thief attempts some feat with his tools and rolls 100, the tool will be broken and the thief will perform the feat with a DM of -5% until a replacement is purchased. (If the tool is part of a set of similar items, eg lockpicks, this DM is reduced to -2.)

Example:
El Grabbo, Lv14 thief with 15 Dex, scouted the local temple and discovered that the door has an unusually deep lock. He also noticed that the floor echoed loudly when he walked (giving a DM of -5% on Moving Silently). He visits the local guild and market and buys a set of long picks and some oversocks.

On returning next night Grabbo successfully picks the lock. Had he used normal picks there would have been a DM of -10%. Grabbo next sneaks along the aisle, muffling his footsteps with the oversocks to cancel the echoes. On reaching the altar Grabbo tries to play a gold statue free with a jemmy, but rolls 00. The jemmy tip snaps. He tries again with his prybar, luckily rolling 05 and succeeding. As he turns to leave he notices four acolytes, summoned by the noise of the breaking jemmy...

In the above example the referee decided that although the statue was not trapped it would still require a Remove Traps roll to free it from its socket. He rolled d10 to establish the muffling effect of the socks, by chance getting a result of 6 which exactly cancelled the clap of feet. Although Grabbo did not try it he would have suffered a DM of -5 on any climbing roll, also due to the socks. DMs should be able to make similar rulings on the use of any other specialized tool— for example, I assume that a thief has the same chance of making an accurate copy of a key (given blanks, files, and a wax impression) as he would have of picking the lock.

A disarmed thief may still have several useful weapons if his or her caper neglects the toolkit. If, however, a caper carefully searches the thief and removes all tools all chances to pick locks, defuse traps, and otherwise aid escape, should be reduced. Thieves will also rattie as they run, although not while trying to Move Silently, and will be as likely to avoid the attention of a run much as any fighter or cleric. Referees should take care to allow sufficient time when a thief tackles some obstacle, since at least three rounds will be needed to repack the toolkit. If this time is omitted the thief will take twice as long in the next use of his skill, since tools will have been returned to the wrong places in the kit.
A lone figure makes his way down a dark alley... a mighty warrior, with the strength of twenty men; with the swiftness and stealth of a black panther... and the intelligence of a garden snail. His name is... **THRU**

**THRU** **TH**

**RUD THE BARBARIAN**

**THRU** reaches his lodge... but finds it in darkness!

**TH**

**RUD**

**THE BARBARIAN'S INSTINCTS WARN HIM HE IS NOT ALONE!**

**HACK! SNAP!**

**OUR HERO FINDS A CANDLE TO IDENTIFY HIS**

**THRU**

**THE FIGHT IS BOTH SHORT AND ONE-SIDED.**

**HAPPY BIRTHDAY THRU!**
Not so long ago... in a galaxy just down the road... 5 humanoids meet once a week to take on fantasy roles...

For they are the bold, the brave, the totally insane, they are...

**THE TRAVELLERS**

**Gavin:** Every Traveller group has one of these – The Killer. “He lives by the gun and they die by the thousand.” Nice guy when you get to know him. Getting to know him’s the problem...

**Capt. Flinn:** Silent, brooding, nervous merchant, vacc-suit salesman and owner of the Osprey. Will attempt to sell a vacc-suit at every opportunity. Not what he seems...

**Dinall:** The space pervert. No matter how many legs, heads, arms or eyes it’s got, as long as it’s female it’s Dinallts. Also the proud owner of every issue of Play Being...

**Syrena:** Sensual space siren with a great attitude but a lousy sense of timing. Important functions include pressing the button on the Auto-Chef and taking the ships mascot, Felix the Dawril, for a float...

**Hayes:** The klux! He spells trouble for anyone who flies with him – which is why he hasn’t told the crew.

This fumbling five in their amazing flying ship the Osprey dice with death in sinister space scenarios!

THE TRAVELLERS PROGRAMME HAS COMMENCED...

NEXT MONTH: 'DIE DIE DIE'
A Complete AD&D City by Daniel Collerton

Part 4: In Quest of a Sceptre

This is the fourth in a series of six articles describing a small, AD&D town, and providing a scenario for it. Rising of the Dark is the first of these. The other five being the conclusion of the series, this episode is intended for a fairly large, thinking party of 2nd-5th level characters. The DM should decide if assistance is needed from the Abbé before considering the scenario and his or her party. See Part 1 (WD42) for nomenclature and glossary. In Part 3, the players should have concluded the scenario just before visiting the Abbé. Part 4's scenario continues directly where Part 3 left off.

The Abbé. Teral will confirm it is the Tzuth Ag Necrozth and jump to the (wrong) conclusion that it is attracting the Dark to Tzul. In fact it was brought by demonic forces (WD25). Best of WD Scenarios II at the Dark's command to spread fear and confusion. She knows the Tzuth Ag Necrozth's authors are unknown as are its exact content. But it is thought to have strong links with evil and chaos with the correct precautions (as far as she knows, no-one knows them), the book may be read and the reader becoming more and less than before.

The book should be destroyed but to do so would require enormous power. Teral can only think of the Sceptre Aaf Lagu, a relic of the God of Law kept in the Monastery. Perhaps if it were smashed against the book? The party should go there immediately, taking the book with them.

Rubis Weg. As the party leaves, Rubis Weg, Gealgard, Teal and Abbé Weg will be cordoned off by soldiers with bowmen lining the windows of 2 to 4 story Rubis Weg and 5 and 6 Luft Abbé Weg. A small group will be in front of the Abbé gate.

The soldiers are the five Irman of the Stormwealcan and the 1st and 3rd Irman of the Hillehman; the Osman are in reserve to the south of Rubis Weg and the 4th and 5th Irman of the Hillehman are guarding the Herbarium Gate and the Abbé Walls. The Captain of the Stormwealcan (swords ready) and the Garde, Stormwealcan and Hillehman Commanders. With the exception of the Garde, the Stormwealcan will be nervous and itching bow fingers. The Abbé gatekeeper won’t let anyone back in until he finds out what is happening on the Rubis Weg for Abbé Weg map. Once the party is out, the Garde Commander, flanked by his two lieutenants, will step forward and 'ask' the party to accompany him to the Counsell Hus, there to account for themselves to the citizens of Illirian.

If the party agree, they will be allowed to keep their weapons and escorted to the Counsell Hus by the Garde Commander, Scouts and three Irman of the Stormwealcan. If not, they will be attacked and, unless successful, stripped and then taken to the counsell along with their equipment, including the book. Note that, as the lawful executors of Illirian’s will, the Garde should be obeyed by lawful characters. As it moves across the Mark, the party will be unable to escape the sight of Alsas and her pendant; still hanging, still burning, still screaming.

The Counsell Hus. Around the table in the Counsell Hus, with members from Deorcotung, the Leaden, will rise to his feet. "Several days ago, the Khuzul caravan arrived in Illirian with yet another of its escort in tow. Since this is a common event, I needn’t go into details. It left a few days ago, this time without you, but returned after two days; this time with the escort nailed to the sides of the wagon. Yesterday, you were poking around Khaledon and carting around Alsasardar corpse whilst Alsas, the leader of our church, appeared on the temple roof, and after some nonsense about it being Dark, caught fire along with five of our citizens. They are still there! In the panic which followed many of our citizens were killed and more injured. You were later seen in her quarters. Is there, I wonder, any connection? Some of our citizens, about three hundred in all, left Illirian yesterday evening heading south. Our patrols now inform us of those that returned that that their heads now form a ring around the town. You were also in the Griffin when that brawl developed and at the Astrogasters when she had her “accident”, what is going on?"

If the party explains, the Counsell will become split. Daron, Eara, Garos and Tirou will join in the Council for they continue in their search; Airos, Paland and Pelas are against them, wishing them dead and quickly Erithom and Leitlos will be undeclared and depending upon the party makers will come down on either side.

Soon, the sound of walking will become noticeable as crowds of mourning Illirians gather outside. After a while they will start chanting, "Bring out the Burners." In a few minutes rocks will begin clattering off the Counsell Hus walls. If not already decided, the Counsell will hold an immediate vote on whether to allow the party to continue with their mission or to immediately execute the protagonists and rock the Mok outside. After the mumur went round that the party were responsible for the various Dark manifestations.

If the party asks permission to let them go, they will be shown to the secret passage leading to 2 Luft Temple Laren. If not, they will be shown to the mob. In either case, as they leave the Counsell Chamber, the Mob will burst through the Mark Garde doors, the Irman on duty having opened them to ingratiate themselves with the rioters. The front rank of the rioters will be 14 normal Illirians. Provided the party appears sufficiently awe-inspiring, by using a spectacular spell or cutting down five or six for example, these will panic and flee, giving the party a round of grace to hit the doors again. The doors will hold the Mob for five rounds, enough time to escape to the house on Temple Laren. Initially the Mob will be too busy looting the Counsell Hus to pursue them. However, unless the party take precautions such as changing their clothing or altering their appearance in some other way, for each round that they escape, in the street they will have a 5% chance of being recognised and a Hue and Cry sent up.

The Monastery. To get the Sceptre, the party can call on the Paladins from the Abbé or borrow any of Tzuth Ag Necrozth’s magic items (the Staff of the True Emperor, the Flail of the Tzuth Ag Necrozth). They will not agree to an actual attack on the Monastery; at most they will provide a diversion while the party does the dirty work.

If the party approaches the Monastery directly, they will be questioned at the Gatehouse and then escorted across the courtyard to the refectory. After a few minutes, a flow of men, women and children, the Gran Mareschal, will exit from the library and ask the party their business. After listening impatiently, he will refuse pointblank to allow them access to the Sceptre unless they are bound to the Monastery's prestige should the Sceptre be revealed as a fake. If that appears, the party still want the Sceptre, he will have them followed out and ask after them. In any case, he will order increased vigilance on the part of the normal guards.

The party will be forced to face the Monastery Chapel disguised as pilgrims; the gate guard (Quan and two men-at-arms) waving the flail through a cursory questioning provided they appear as normal pilgrims, i.e. no 2-handed swords and plate mail. They will arrive at the Chapel as a service begins involving the Priest, Arkis, Brother Sar and three of his men and 22 pilgrims (all as normal Illirians). This will last three turns and, unless one of the party is a Lagu worshipper, then the 10%, cumulative chance of Arkis becoming suspicious of the party will increase. With the service and ritual complete, the priest will ask the party to leave and after the service they will be left alone but for Brother Sar and one of his men who will be praying to the Sceptre with their backs turned.

In either case, a random number of Dispel magic is cast around the Sceptre, all of the spells in the area of effect, except for the create false relic, must be destroyed. Thus one dispel magic could conceivably negate all of the wizard locks and magic mouths. See Bangor, 195. Dispel magic will be barred in 1 round and Brothers with their men-at-arms arrive at the rate of 1 per round. There is a 20% chance the priests will arrive at thearriving and 1 in 5 that the party will attack or do anything which might possibly harm the Sceptre unless the party appears about to destroy it or escape.

If the party hits the book with the Sceptre there will be a loud crack as the Sceptre snaps to reveal a tightly wound piece of parchment. The Book will be unharmed. Anyone able to read magic will see the parchment is a scroll from a create false relic spell. It is dated thirty years previously and signed Zotesquaen Aaf Tor Wyssard.

If the Sceptre is destroyed in the presence of the Brothers, all but the Gran Mareschal (who join in the fray) will be genuinely shocked by the revelation of its true nature. The party will be able to continue on their way as golden rings to the freedom to investigate further. The Gran Mareschal will keep very quiet but mark the party down for later correction. The party may be able to try some judicious blackmail but would need to be very careful; the Brothers are notorious for their hatred of lawbreakers. The party can escape from the Monastery; its spell-protecting tower into the lowering, storm-lashed sky.

Outside Illirian. Enquiring about the 300 refugees, will reveal that their heads are impaled on crude stakes a couple of hundred feet from Illirian’s walls. Five of them bleed that, a bank of black mist cuts off all further vision. Patrols which ventured into the mist did not return. If the party investigate themselves, they will find that they are protected against illusion spells. Four apparitions (FF) materialise. AC 0, HP 80, Move: 24", No of Attacks: 1, Damage: Fear, Spear, Magic Defences: None. logical and silver weapons, HP 40, 38, 35, 32. They will attack but only follow the party as far as the mist edge. If they appear to be in danger of being defeated, a further 4 apparitions materialise and attack and so on until either the party retracts or all of its members are killed. This may happen whenever the party enters the mist.

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Background Information

Gates/Towers (See Part 2 for further details) (See Part 2 for further details)
Blauquet, Towers 34 DPV each, Gates 9 DPV, 1 Ballista on each tower. Towers 15x15x30ft, Gate 20x20ft, Towers 2 Storeys each. Occupied by: Left Tower, Commandere Aef Man, Right Tower 6th Iman of the Bldomarchant. In the distant past a large fire left some of the stones cracked and the whole blackened with soot. The gate is lased and only half the Iman will be on duty at any time. The bridge is rickety and can be destroyed in one turn by pulling out two of the main supports; each requiring 50 strength points to remove, in all other respects it corresponds to the Gaalgagat (Part 2).

Tor Dauthr. 24 DPV, 1 Ballista, 20x25x40ft, 3 Storeys. Occupied by the 6th Iman of the Stormweacian.

Tor Dagung. 40 DPV, 1 Ballista, 30x30x40ft, 3 Storeys and cellar. Occupied by the 4th Iman of the Stormweacian.

The Irianian Garde

Garde Commandere Comareschall. Traditionally carries with it the post of Mareschal and overall responsibility for Irianian’s defence. The present Commandere is Leifos Gefasteofran R/H, SX M, AL LN, LV F, HP 71, AC 2, AG 54, WE 10198, BL 500, ST 18(28) (+1/-3), IN 7, WI 4, DE 20, CO 17, CH 13, MI +3 Plate mail, +1 Shield, +2 Longsword (NSA), 10 +1 Arrows, Poison of Heroism, Poison of Invulnerability [DMG]. LN Worldgord. Leifos is a tall distinguished old soldier who is becoming senile. He does not recognize his condition and will not accept the judgement of anyone who points it out.

Commandere Aef Hors. Iirim Deorsuus: RA H, SX M, AL LN, CL F, LV G, HP 33, AC 1, AG 99, WE 4632, BL 250, ST 17 (+1/-1), IN 14, WI 12, DE 13, CO 14, CH 15, MI +1 Chainmail, +2 Shield, +1 Cursed Longsword (NSA), LN Worldgord. Iirim is short and stout and because of his sword, has quite undeserved reputation for reckless daring. He is the deadly rival of Helas Neathiel, the Commandere Aef Man, for the post of Garde.

N.B. Commandere and will do almost anything to discredit him. He is, however, an extremely competent soldier and under his command the Ornidan have become a fighting force far more potent than their numbers might suggest (+30% on morale).

Orcridan. Named in memory of a famous charge at the Dammer Battle in which he smashed the orc armies menacing Irianian. The Orcridan are the cavalry arm of the Garde. They are divided into five Ridan each of 9th level men-at-arms and 1st level Laiden. All have scale mail and shield, use a lance, longsword or dagger in battle or a quarterstaff when dealing with civil disturbances and ride a medium warhorse. Average member of the Orcridan: R/H, SX M, AL Any; tending towards LN, CL F, LV Laiden 1; Men 0, HP Laiden 6+1d4, Men 4+1d4, AC S, AG 20+1d20, BL 5+1d10, ST, IN, WI, DE, CO, CH, AI 6+1d4, MI None, LN Lance, sword or quarterstaff. The Orcridan do not get on well with the other members of the Garde.

Commandere Aef Man. Helas Neathiel: RA H, SX M, AL LN, CL F, LV G, HP 41, AC 1, AG 42, WE 5803, BL 100, ST 16 (+0/-1), IN 13, WI 12, DE 13, CO 15, CH 14, MI +1 Plate mail, +1 Longsword, LN Worldgord. Helas hates the Commandere Aef Hors because he feels that Iirim is going to steal the post that should rightfully be his — that of Garde Commandere. The feeling is mutual. Helas is a medium sized non-entity of a man and, while a fair fighter himself, he is unable to control his sub-commanders. Thus the infantry portion of Irianian’s military forces is gradually falling apart under the pressure of the Stormweacian, Hilehmanian and Bldomarchant Commandere’s squabbles. Helas feels betrayed and is nursing his grievances until he can gain revenge; meanwhile sounding out the Assassin’s Guild representative (Part 3) about the cost of having Iirim ‘removed’.

Commanderes of Stormweacian, Hilehmanian and Bldomarchant. Basel Flamhaer, Nirel Langscana and Sesil Reaffan. Hilehmanian and Bldomarchant are not on speaking terms after a series of disputed victories in the last Daeg Aef Victoriee’s mock battles. Individually they are pleasant enough, typical soldiers, but their personal animosity colours almost everything they attempt.

This filtered down to the three divisions of the infantry with the result that they have taken up their leaders’ causes with such fervour that brawls often break out between rival patrols and it is a rare day that someone is not hauled before the Court Militia for fighting. Each of the three divisions consists of five Iman with the same organisation and equipment as the Ridan except that the lance is replaced by a long-bow. Personal statistics are the same.

Militia. About 750 men are divided into three groups according to whether they come from north of west, east of, or south of the Mark Geard; each group has roughly 250 members. The force is armed and armoured as follows: 500 No armour (AC 10), Spear. 150 Padded armour (AC 8), Spear. 75 Leather armour (AC 8), Shortsword. 25 Studded leather armour (AC 7), Longsword.

In addition, 15% of the militia have shortbows and 25% slings. Statistics are those of normal Irianians. The militia has not been seriously called out in the last 76 years and its training and morale are, to say the least, suspect. Each year, on Cu – Rivere – Monadeg, an inspection and training session is held in the Mark Geard but the results are lamentable. If the militia were actually put into combat, the most likely result would be the mass desertion of the militiamen (+30% on morale). The militia musters in the Mark Geard on the sounding of the War Drums; the muster being complete one hour after the drums are...
IRILIAN

NAME RA SX AL CL LV HP AC AG WE BL ST IN WI DE CO CH WN
Brighin 24 15 9 2 1672 100 18(92) 12 9 12 9 13 Sword (2-6)
My Bastard Sword +1/+0 vs MU (DMG)
Brehen 3 13 2 27 1450 150 17 12 11 12 10 12 Longsword
My Potion of Flying (DMG)
Mael 4 40 2 34 970 200 18(98) 13 14 9 15 14 Longsword
My Longsword +1/+3 vs Lycanthropes (DMG)
Elia 6 14 3 17 6410 350 16 17 12 11 11 7 Longsword
My Elven Longbow +2/+1 vs MU (DMG)
Yhoudeh 5 12 7 29 32 50 9 16 13 6 12 14 Daggar
My Ring of Protection +3, Scroll Confusion (DMG)
Marcella 5 13 4 41 670 400 11 16 8 10 7 9 Dagger
My Brace of Area 3 (DMG)
Felase 6 20 2 37 104 100 14 12 17 12 13 10 Flail
My Potion of Extra-Healing (DMG)
Imor 3 14 4 27 760 150 12 15 12 17 9 11 Sword
My +1 Leather Armour (DMG)

COUNSEL HUS

Position Area of Responsibility/ Annual Income/ Held by Current Holder

Laaden Overall control of the Counsel 16000/20000 Counsel Member Elisir Deornucune
Cimman Mint and Treasury 800/15000 Counsel Member Erea Gashmiri
Kamarling Tax assessment and collection 5000/25000 Counsel Member Arlos Shnakaege
Clerc Town Records 800/10000 Irish Citizen (Hereditary)
Markan Regulating the market 2000/18000 Irish Citizen (Hereditary)
Stwadie Regulating extra-Tullen trade 1000/30000 Counsel Member Darose Aelfhaar
Corone Civil Law 1000/50000 Irish Citizen (Hereditary)
Landvogt (x2) Assisting the Corone, serving writs etc 4000/12000 Counsel Member Peleis Irilisunnu
Scirgerufa Criminal Law 1000/20000 Irish Citizen (Hereditary)
Tyrpofel (x2) Assisting the Scirgerufa, serving writs etc 4000/6000 Irish Citizen (Hereditary)
Mareschel Irish's military safety 600/10000 Garder Commander Leflos Gefaeldeion
Walmann Ukepkep of the Town Walls 500/10000 Counsel Member Erhil Stormbol
Gaetan Ukepkep of the Town Gates 600/15000 Irish Citizen (Hereditary)
Sargents Aelf Ares' safety 800/000 Irish Citizen (Hereditary)

Because of their general cheapness of manufacture, they are .1 to damage (minimum 1 point damage). The Hus is looked over by the Gild of Haeshlily (Port 3) and located behind double-locked iron doors (5 DPM) protected by a variation of the fire trap spell which will be triggered by anyone not wearing one of the special miniature copies of the Great Seal of Irilian set into a ring. Magic mouths are set to sound the alarm if characters without rings attempt to enter.

The ground floor holds the Counsel Chamber; a large room with a semi-circular table where the Council sits, and a robing room. A secret passage leads from the Arsenal to the cell of 2 Lust Temple Laen.

The Irilian Bureaucracy. The posts (see table) which may be held by an Irilian citizen are each in the hands of a single family and, although by law open to election, are by custom hereditary. Officers open to Counsel members are distributed by lot at the beginning of each ten year term of office. The Bureau is both exceedingly inefficient and corrupt.

The Counsel. Composed of 8 elected citizens and the current Gild Faector and Garder Commander; one of which is selected by lot to be the Laeden. Elections are held every ten years with bye-elections as needed. Each elected

Wall Guards. A watch is kept on the surrounding countryside from the gates and towers; each having one guardsman on duty. At night, this guard is joined by two others who patrol the wall to a point midway between towers. Because of the less than exemplary manner in which this duty is executed, there is at least a 30% chance of someone being able to slip across unnoticed.

Each guard carries a horn to alert the nearest two towers. After four rounds delay, each watch sends half of their available manpower to investigate. Each tower has a differently toned alarm bell and an alarm beacon. There will be a bell or watchman turning a wheel with half an Irilian or Ridan arriving in each succeeding round; those from the nearest towers first. Each gate also possesses a set of War Drums which are beaten if a major attack develops. These signal the militia to muster, warn the hapless citizens, and signal the release of whatever pigmies or goblins are seeking aid from neighbouring countries.

C1 The Counsell H'sus. ST 3, N1 3, N2 5, N3 19, CN AV. It is built (30 DPM) of large stone blocks like a castle keep with macaboulitions and arrow slits at five foot intervals in the higher floors. Layered doors (10 DPM) open into the Mark Gerard where an Irilian or Ridan of the Gardew will always be on duty. In the cellar are the Town Mint, Treasures and Arsenal while the upper floors hold the offices of the various town officials. The Treasury holds all Irilian's wealth. 35000gps worth of silver and copper
Counsellor member represents one of Iriilan’s 8 elected senators. At the age of 15 are allowed a vote but all votes in a household are cast by the head of that house; often as directed by the Gilds which in turn take the lead from the Counsellor member. A character wishing election has a basic -50% chance plus 1% for every 100gp spent buying votes. Membership of the Counsellor is theoretically unpaid but there are many opportunities for corruption. The funds needed to buy a Counsellor seat are such as to have the effect of making Counsellor into a hereditary oligarchy, places being restricted to the 8 richest families in Iriilan. The Counsellor member represents a segment of society, such as the Criminal and Civil Courts, declares holidays and festivals, conducts Iriilan’s relations with its neighbours and generally looks after other things. Laws are passed by majority, the Laedi having the casting vote, and come into law when stamped with the Great Seal of Iriilan. The Counsellor is deeply conservative; distrusts all changes, especially rapid ones, and uses its powers to protect itself and preserve the status quo. Since Iriilan’s fall it has done little, meeting only a few times a year and then only when business is pressing.

Counsellor Members. The Counsellors are (elected members have their Ward and which Gilds they control given): Tyriv Polariun (Gilds of Armourers, Gilds of the Gilds, Furnace Owners (Garde Commandere)); Alros Snakeage (Irii Ward, Gilds of Armourers and the Gilds and Companies of Metallers); Daren Aelfheer (Masons, Painting and Decorating, Learning and the Lighter Companies); Elisi Deoctung (Seorra Ward, Gilds and Companies of the Gilds); Erea Gnenturi (Lue Ward, Gilds and Companies of Weapons); Erith Stormbui (Rubis Ward, Gilds and Companies of Leatherworkers); Goris Treowegefa (Gilds of the Gilds, Gilds of Armourers and the Gilds and Companies of Metallers); Pelos Irisduor (Orc Ward, Gilds and Companies of the Gilds and Companies of Woodworkers); Pelos Irisduor (Temple Ward, Gilds and Companies of Victualers), Iriilan’s Gilds and wards (wards are like borough divisions within the city) are described in a later episode.

C2 Alros Snakeage, 3 Mark Gard (GS). ST 3, N15, N26, N37, CN PO. Until Iriilan’s fall, the Snakeage were lower middle class metalworkers. With the exodus of most of Iriilan’s upper classes after the gems failed and the Snakeage’s purchases of large parts of the remaining Iriilan metalworking community, their wealth has increased enormously. Alros, the present family head, has

NAME | RA SX AL CL LV HP AC AG WE BL IN WI DE CO CH WN
---|---|---|---|---|---|---|---|---|---|---|---|---
Alros | H M CE ME | 10 42 6 57 50968 | 500 9 | 15 12 11 14 14 Dagger | 1085 100 16 12 9 16 14 8 Longsword (+0/+1)
Mil Bracer of AC 6 | F/A 4/6 31 8 41 | Ml +1 Longsword (NSA)

concentrated power in his own hands by a combination of wealth and power and has assured that Alros, his 4 year old son and sole child, will succeed him by the simple expedient of having him elected. Not content with either owning or controlling all of the metalworkers in Iriilan Ward, Alros is trying to extend his domination over Alros Snarky, his favorite workers in his house building to the Abbie metalworkers. Consequently, Goris and Alros are at daggers drawn in the ward and the two factions are not uncommon. Alros is accompanied everywhere by his bodyguard/killer, Daergne Barge.

C3 Daren Aelfheer, 10 Mark Gard (FS). ST 3, N14, N25, N38, CN BA. A highly successful career military man who has moved into politics to judge the success of his position as Stiware, Daren is a rising star in Iriilan being young, enterprising, dynamic and ambitious. As a result of this,

NAME | RA SX AL CL LV HP AC AG WE BL IN WI DE CO CH WN
---|---|---|---|---|---|---|---|---|---|---|---|---
Erith | H M ME ME | 10 41 10 43 18508 | 500 9 | 14 12 10 9 12 Dagger | 1085 100 16 12 9 16 14 8 Longsword (+0/+1)
Pelas | H M CN ME | 10 40 10 38 67480 | 1000 8 | 13 13 7 6 17 Dagger | 1085 100 16 12 9 16 14 8 Longsword (+0/+1)
Eria | H M FN | 4 20 32 32 43 46 | 50 16 | 8 14 13 10 Longsword | 1085 100 16 12 9 16 14 8 Longsword (+0/+1)
Iraz | H M CN ME | 10 41 10 43 18508 | 500 9 | 14 12 10 9 12 Dagger | 1085 100 16 12 9 16 14 8 Longsword (+0/+1)

is a doppleganger who took Erith’s place after he was captured. AC 5, HD 4, Move: 9’. No of Attacks: 1, Damage: 1d12 Special: Attaches Stiware’s actual clothes to his body. Must be in Stiware’s clothes to be a Mutatable form. Saves as 16th level fighter. HP 23. The doppleganger is using Erith’s position to insinuate the rest of its clan into

NAME | RA SX AL CL LV HP AC AG WE BL IN WI DE CO CH WN
---|---|---|---|---|---|---|---|---|---|---|---|---
Elisi | H M MN ME | 10 42 6 57 50968 | 500 9 | 14 12 10 9 12 Dagger | 1085 100 16 12 9 16 14 8 Longsword (+0/+1)
Arenka | H M LF | 5 30 2 8 | 863 50 16 14 15 12 14 12 Sword | 1085 100 16 12 9 16 14 8 Longsword (+0/+1)
The Mob. Unpopular moves by the Council or anyone else will almost certainly lead to a riot. The mob take 2d4 turns to form and is made up of 3d6 hundred citizens who will burn and loot until either dispersed, their demands are met or they run out of steam; usually in one or two daeg. The mob begins by attacking the object of its anger, in most cases the Council Hall, but soon moves on to other targets; the richer merchants’ houses and the inns for example, the religious are never attacked. The Garde is of little use against the Mob since it usually provides a proportion of the rioters.

The Monasterion, 1 Munuc Geard (G7). ST 1, N136, CN AV. Home of the Brothers Aef Lagu; a militant order of warrior-monks (not AD&D monks) whose outlook on life is Order through Discipline. See above for stats. The Brothers have the surname Aef Monasier. Kris Aef Monasier is the current Gran Mareschab or Abbob. The brothers hate Chaos with an all-consuming passion and can often be heard in the Mark Gard warning of the Evils of Loose Thinking. Each has a full plate armour and shield (AC 1) and a banded heavy warhorse AC 5, HD 3+3, Move: 15", No. of Attacks: 3, Damage: 1d8/1d8/1d3, HP 16. All have magic longsword, longbow and lance and are fearless in battle (+50% on morale). The Monasterion also maintains a force of 50 super-heavy cavalry armed and equipped as the Brothers expect that they wear plate mail rather than full plate and have non-magic swords. RA H, SX M, F, AL LN, CL F, LV 0, HP 4 +1d4, AC 2 WE, BL 100, ST 11 +1d4, IN, WI, DE, CO, CH AL 8 +1d4, MI None, WN Longsword. Each Brother is responsible for a unit of five men-at-arms. Together the Brothers and their troops form the most powerful fighting force within 100 miles of Irilian. The spiritual guidance of the Monasterion is in the hands of two clerics of Lagu.

The Sceptre is a completely plain two foot long slim white wood relic (see later) which is in turn a ward relic (see later) makes the rod give off a white light and aura of cold and fear. Stored inside it are 5 limited wish and 5 disintegrate spells of which one of each remains. Zotaquan set it to trigger if the words “Lagu! hear my prayer” are spoken to it. In return, he receives 2d4 silver pieces or philtres of any magic item found on the Brothers’ raids.

The Sceptre is kept inside a wizard locked box case (25 DPV) which is in turn a ward locked onto the High Altar of the Chapel of Lagu. Each of the case, the sceptre, and the altar has 5 magic mouths cast on it so sound sequentially if the case is touched by anyone but the Gran Mareschab. One of the Brothers constantly keeps watch on the Chapel. Pilgrims are not allowed closer than 20 feet.

The Monasterion’s outer wall (25 DPV) is battlemented, battista topped towers (IST 3, N11, N21, N31, CN AV, DPV 40) guard its corners and the gatehouse is equipped with a portcullis (15 DPV, Gates 10 DPV), machicoulis and murder holes. Around the central courtyard are the pilgrims’ hostel, a series of bare rooms; the extensive armoury, barracks and stables, a small hospital and library and the refectory and chapel where the walls and drift occupies the courtyard.

CREATE FALSE RELIC (Alteration)
Level: MLI 6th, III 5th
Range: 0".
Duration: Permanent
Area of Effect: 1 item
Components: V, S, M.
Casting Time: 4 days
Saving Throw: None

This spell gives an object the appearance of a relic or artifact and, depending upon the spells stored inside it, either rewards or warnings those who invoke it. The spell may be cast upon any object which is smaller than two feet in its largest dimension. It has the following effects: 1. So long as its general shape does not alter substantially, the object may take on the appearance the caster wishes. 2. A 15" zone around the relic may be set to radiate one from each of the following pairs: light or darkness, heat or cold, fear or well-being, a smell of perfume or rot. 3. Up to 10 each of up to 3 spells may be stored in the relic and set to trigger by any combination of up to 10 words in any language. Any spell may be stored in the false relic but the trigger

THE MONASTERION

NAME RA SX AL CL LV HP AC AG WE BL ST IN WI DE CO CH WN
Kris H M LN F 11 84 -3 67 - 900 18(80) 14 13 18 14 12 Longsword (+3)
Mi Javelin of Lightning (7/4)
Ras H F LN F 8 57 -5 54 - 900 17 13 10 16 13 10 Longsword (+3)
(8/1)
SIL H M LN F 5 42 0 47 - 900 15 14 9 15 17 14 Longsword (+2)
Ml +2 Longbow
Nak H F LN F 3 16 1 36 - 900 15 12 14 13 15 Longsword (+1)
(2/3)
Rai H M LN F 3 21 1 38 - 900 16 16 12 9 17 12 Longsword (+1)
(1/1)
Sar H F LN F 2 15 1 27 - 900 15 13 8 14 12 Longsword (+1)
(2/3)
Quan H F LN F 2 13 1 25 - 900 15(67) 14 12 10 12 Longsword (+1)
(1/1)
(2/3)
Toc H M LN F 2 9 1 26 - 900 12 15 12 13 11 9 Longsword (+1)
(2/3)
Sanc H M LN F 2 1 1 24 - 900 12 15 14 16 13 17 Longsword (+1)
(1/1)
Sig H M LN F 7 1 27 - 900 15 13 12 13 16 14 Longsword (+1)
(2/3)
Ged H M LN F 1 8 1 17 - 900 15 15 12 14 15 8 Longsword (+1)

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NAME RA SX AL CL LV HP AC AG WE BL ST IN WI DE CO CH WN
Tenq H M LN C 4 21 1 38 - 1000 16(18) 14 17 14 16 16 +2 Flail Flail Flail (+1)
Arkis H M LN C 26 1 47 - 1000 16 17 18 12 9 14 +2 Flail Flail (+1)
Spells: Tenq: 1st, bless x2, cure light wounds x3, 2nd, charm x2, hold person x2, spiritual hammer, 3rd, prayer.
Arkis: 1st, command x3, cure light wounds x2, 2nd, hold person, silence x2, spiritual hammer.

The Garde is of little use against the Mob since it usually provides a proportion of the rioters.

level 39
IRILLIAN

combination will only actually work 1 time in 100,000; all other attempts being ineffective. Which spell of the possible alternatives takes effect on the person triggering it is completely at random and their effect cannot be predicted. The relic must be cast at it within 1 day of the create faeless relic spell being completed.

Casting the spell requires that the disembodied spirit of the person going to go to the place where the relic is to take effect, the more usual practice is to write it on a sheet of vellum which is then secreted inside the tomb. This spell costs as a permanent spell if any item is found in the flask. There are 200g per component.

B Thiri Secora, 5 Temple Court (G5), ST 2, N1, 7, N15, CN PO, CM 1, 0, NC 810d99d12d1012d1010+1d6, NS 12, RC 1, BC 1. The Thiri Secora is named after the three Star Sapphires that sparkled off Irlillian's gem rush when they were discovered by a gnome wandering along the banks of the Iril. Large glass replicas of the famous stones are on display in the Thiri Secora for all to see.

The Thiri Secora provides a drinking house for those too frightened to go to the Keel Inn. It has a bar on the ground floor and is therefore popular with normal Irlillians. It has private rooms for 20 visitors and a common room which will sleep another 15. There are 25 eladrin staffed by Eral and Rizgil and Rigiel Drekken, both of whom are usually drunker than the customers. As a rule, the eladrin customers, the following may also be present. Bracketed numbers are percentage chances.

Commander Aelf Hors (10), Hithelmaran Commander (5), 3d10 of the Guard (100), Aychy the Druid (15), Ministry of the Temple (20), Pelcon of the Temple (20).

The Thiri Secora is a popular stopping place for less merciful customers and their more often hired for Gild and Company meetings.

NAME RA SX AL CL LV HP AC AG WE
Erzielka H M F 3 10 5 48 907
Rigiel M NE F 3 21 5 31 783

Shops (See WD43 for shop nomenclature)

c51 Alchemist (DMG & WWO), 27 Rith Monastery Lenn (G6), ST 3, N1, 22, N6, 35, CN PO, CM 1, 1 1, 1850363, WE 105947, Irlillian’s residence. Independent eladrin alchemist is Eliaz’ 6th Herzon. RA SX, 3 M, M, N, CL, AC, CL, 64, 5', 40, 76, 0.99999, Baronshaper (5), ST 17, IN 18, W12 15, DC 14, CH 12, MI Shop available, CN Dagger.

Spells: One-deg from protection from evil, darkness detection, detect illusion, detect good or evil, know alignment, slow poisons, stinking cloud, fool’s gold, enchanted item, legend lore, true seeing, enchanted weapon, stone to flesh. Any number/deg from: pyrotechnics, conjure elemental, transmute rock to mud. Because he has thrown out the Mages Academy for cheating, Eliaz has a hatred of MUs and will only work with them for twice the normal price. He will not accept permanent employment with any in addition to casting spells for the usual fees. Eliaz brews poisons and sells them for a fee. For RM 10, he will mix a poison that will cause temporary blindness for 10 minutes. For RM 50, he will mix a poison that will cause permanent blindness for 10 minutes. If Eliaz has a recipe for a Dusting, Feather, or other powders, he will make it for RM 100. He will also make a potion that will make an object invisible for RM 200. He will discount prices considerably for those who have sold him items in the past.

c52 Fuller (beads cloth). 13 Rith Ile Iad (R), ST 2, N1, 15, CN PO, CM 1, 0, 6014, We 1908.

c53 Gemcutters. 5 Mark Geard (G5), ST 3, N2, N2, 6, CN AC, CM 12, 1 0, 750169, We 307569. 0.99999. Elized by Era.

c54 Girdler (belts). 3 Rith Ile Iad (R), ST 2, N1, 5, CN PO, CM 1, 0, 8897, We 3497.

c55 Glover (gloves). 10 Munuc Geard (G6), ST 2, N1, 3, N6, CN PO, CM 1, 0, 7896, We 3207.

c56 Groenreger (vegetables). 9 Rith Ile Iad (R), ST 2, N1, 3, N6, CN PO, CM 1, 0, 7896, We 3497.

c57 Guide or Messenger. 13 Rith Ile Iad (R), ST 3, N1, 24, N6, CN PO, CM 1, 0, 10089, We 4281. Available for the area around Irlillian to a distance of 50 miles. After 24 hours, the messenger is a light dragon who can cover 40 miles/day. Cost: 3g/piece. c58 Haberdasher (small articles of dress, ribbon, trinkets). 9 Rith Ile Iad (R), ST 2, N1, 6, CN PO, CM 1, 0, 73087, We 9078.

c59 Hats (wigs). 9 Rith Ile Iad (R), ST 2, N1, 3, CN PO, CM 1, 0, 7896, We 4010.

c60 Housier (triumbus). 15 Rith Ile Iad (R), ST 2, N1, 6, CN PO, CM 1, 0, 7896, We 3107.

Irlillian Thieves. Irlillian has many amateur thieves but only five professionals; Iriel Devancou, Kordel Luttege and Korsa and Pirel Turgum—collectively the Gealagian—and Gildas Sandys, a visitor from the east. The Gealagian specialize in inincisively detailed planned blaggeries and never descend to mugging passers-by, much though Iriel and Pirel are sometimes tempted. All four are members of the guard’s ‘Thieves’ gild to the south of Irlillian and, if necessary, will call upon it for assistance. Some additional thieves discovered by the Gang will be asked to join; the alternative being death. A similar procedure to that followed by the Gild of Hashhady (Part 3) will determine the outcome if conflict develops. The Gang will provide training to members at the normal prices.

The Gang own a butchers shop (T1csga) at 6 Rith Sloege Road (Rb) as a cover for their activities. They are as yet unaware of the independent innkeeper, Gildas Sandys, with whom cover as a market stoolholder, RA SX, 5F, AL CL LV HP AC AG WE BL ST IN WI DE CO CH WN. Hirane H M CN T 5 20 6 61 1409 50 14 9 12 10 3 Shortsword. Mi 1 + Dagger, 1 + Leather Armour, 1 Korsa 11 8 27 198 20 10 14 14 7 14 7 7 Shortsword. Mi Potions: Speed, Levitation. Korsa HF NE T 5 4 19 78 5 11 14 7 11 7 7 Shortsword. Mi Potion: Flying. Pirel CE T 1 2 4 13 21 1 8 12 5 15 13 5 Dagr.
Dear WD,

To continue the correspondence on Dave Morris’s article Zen and the Art of Adventure Gaming begun by Daniel Oppenheim in WD42, here are a few hints on role-play for samurai, taken from the excellent Zen in the Art of Archery by Basham. The samurai master holds himself in reserve, without the least desire to show off. Under the influence of Zen, his profi-
ciency becomes spiritual and his sword, which has now become his ‘soul’, is only drawn when unavoidable. He avoids comb-
bat with an unworthy opponent, accepting the charge of cowardice with indiffer-
ence; on the other hand, out of esteem for an opponent, he insists on a combat
which cannot bring anything but an hon-
ourable death to the latter. Through
meditation he grows daily less access-
table to fear and values the search for
Truth or Enlightenment above fame, vic-
tory, wealth and even life itself.

This leads me to feel that meditation
ought actually to be included as an ability
which will directly affect all other
abilities. Perhaps someone else would
want to deal with this knotty problem.

Let me add that WD’s scope has
always seemed rather limited to me
(D&D, RQ and Traveller mostly). While
accepting the criticism more or less
RPGs and therefore deserve most cover-
age, there is no reason why new FRP
systems shouldn’t be created in your
magazine, and that ideas and views of
people with their own systems couldn’t
be included. For example, let’s see Dave
Morris’s Zen extended, rationalised and
improved on in the Letters Page and in
further articles. And then, there’s the
possibility of a scenario – The Seven
Samurai and Kagemusha spring readily
to mind.

Yours,
Mark M Peckett, Staffs.

Dear WD,

I liked the new impale/critical rule
given in WD43’s RuneRites very much,
mainly because the damage such as arrows back into line with slings: the
former can do a maximum of 18, whereas
the latter has a maximum of 8 no matter
what special hit is used.

The suggestions that armour and
shields gradually get whittled away I
think is an unnecessary complication.
It’s enough for me to handle the attacks,
parrys and spills of 20 broods without
having to search down their stats to see
now the extra shields are absorbing this round, or what armour
points the right vambrace of broo 7 has
when an arrow hits it at SR5 when at SR4
a bastard sword would do it.

For the player handling one character
on one piece of paper, this kind of
‘realism’ sounds OK, but as a Referee, I
would prefer shields and armour to take
damage only on criticals, perhaps at a
rate of 1AP lost per 4 of damage done,
rounded down. I have always consid-
ered the characters capable of doing
minor repairs to their equipment, such
as stitching up cuts in their boots and replacing
straps. The cost of spares I have always
included in the living costs I charge my
campaign characters. And anyway, as
soon as one character buys repair, most of
the above goes down in flames!

Your shield ideas I totally reject, for
this reason. Your suggestions are writ-
ten purely for the benefit of impaling
weapons. A mace or great-sword wield-
er would not try to smash/slash his way
through the shield – he would attempt
to knock the shield aside so that the
weapon hits the person. If the shield is a
small one, its getting to get knocked
aside a lot easier than a large one would
simply because it is so much lighter.
I think the APs given in the rules strike a
fair balance for all types of weapons.

Yours mixed-feelingly,
Graham Cobyie, Leicestershire.

I sympathise with Graham’s point on
the extra book-keeping, and find his
suggestion for damage from Criticals
also very appealing, also the ratio
suggested. Of course, once repair is
available, damage need not be perma-
nent; but it will matter if, in the course of
a melee, a shield’s protective capacity
drops from 12 to 9. On missile-impales:
we have in fact had a ruling that
slingstones and thrown rocks ‘impale’
while the weapon passes through
the body, I believe. I feel that the new
convention allows little damage to an
arrow-impale, unless it is from a cross-
bow; this may be realistic, though I have
doubts. On the topic of damage to equip-
ment generally, Simon Basham informs
me that gear he has used in re-enacting
Viking mayhem gets used up very
quickly: a shield worn at least 10 com-
bats or a hafted weapon one campaign
season, a sword would be tough to last
two seasons but armour is ‘fairly
everlasting’. He supports damage of a
serious kind being delivered by a special
or critical hit. –OD.

Dear WD,

Thom Price’s article Happy Land-
ings concerning starport design [WD43]
is one of the best and most useful I have
seen in a long while. The excellent
accompanying diagrams were just what
I’ve been wanting to help with my own
starport layout.

However, I think the suggestion that
the Landing Ground will be a ‘preferred
part of any commercial starport’ is push-
ing the theory a bit far. While it would be
included in most higher class starports,
a lot of the ships using the starport
(including the ports own vessels) will be
unable to use it. All those cylinder
shaped cutters and ship’s boats would.
I imagine, glide about as well as the aver-
age grand piano and as Thomas points
out, gliding in depends a lot on the
pilot’s skill. Thus, the diagram of the
E Class starport, showing the only landing
facility to be a Landing Ground is also

Dear WD,

If I were to name the best and
the flourishing of irrelevant qualifications, it
seems that Lew Pulsifer failed to fol-
low my point in my letter in WD40. Let
me explain myself in order to make my
point more clearly.

Firstly, the use of Moria - surely if D&D
is incapable of simulating the Fellow-
ship in Moria, then if the players have
more than a superficial knowledge of
Tolkien, the inadequacies will become
obvious; and if the players do not have
this information, the specific example
becomes irrelevant.

Secondly, the question of introduc-
tory articles – I did not question the sin-
cerity of the scenario, merely lamented its execution. It is undeniable
that FRP has expanded into wider fields
over the last five years; the ‘dungeon’ is
now one face among many. Introductory
articles should reflect these trends,
not ignore them, so that the beginners
can benefit from the broader experience
of others, and not be condemned to
repeat our mistakes, and be forever
years behind.

There is certainly more to FRP than
skirmish wargaming in an underground menagerie. The horizons that open up
when the scenes from the underworld
are wide indeed. Political interactions,
and the proper use of NPCs (rather than
as the crew of stubborn and selfish types
urged in the DMG), fields which I know
that I have yet to master, within the
actual game session, and coherent
world design are the first topics that
spring to mind.

The general applicability of Lew’s
latest article, Magimart, [WD43] is a
welcome expansion of scope from the usual
dungeon-centred approach, even
though I disagree slightly with some of
the conclusions drawn.

Get out into the open, and enjoy the
fresh air!

Cheers,
Steve Gilham, Stevenage.
Divinations

Some Clarifications by Oliver Dickinson

In the course of frequent Divinations, I have picked up many useful snippets of information from the Creator Gods, and present the most significant here; some answer queries that I have raised in reviews. My special thanks to Greg Stafford, Steve Perrin, and Sandy Petersen for the Ragnarok notes.

Human Statistics. Trollpak 2, p3 suggests raising human SIZ and INT to 2d6+6, thus giving a 8-18 range; the reason suggested to me is that all PC's are potential heroes. I feel this is a very narrow range, and doubt whether all PC's have such lofty motives: some may be out to make a quick buck and retire, and others may not wish to commit themselves to a cult, the only way to get far on the road to hero status, I suspect. An alternative, especially for NPC humans, could be 2d8+2.

Healing. A Healing spell may be 'thought' to the desired part of the body, but if healing someone/thing else you must use touch. Damage caused by disruption can heal naturally, in the course of time, like an ordinary wound.

Spirit. Changes in spirits' statistics and the means of acquiring bound spirits are recommended in Different Worlds 22. I will take this opportunity of recommending regular reading if not purchase of this magazine, in which RQ matters frequently appear; there is now to be a regular feature, of which the first appeared in DW28.

Conversation. It has been pointed out that under present rules two people having respectively 100% and 1% in a language could converse easily; a suggested remedy is to require at least 10% knowledge for any attempt at successful communication. On learning languages, see DW22, also. Whatever actual INT, native speakers of a language should probably be allowed 50% skill in it.

Dwarfs. Many fighting dwarves, especially in their elite units, and not simply their equivalent of Rune Lords (Diamond Dwarves), will be armed and armoured with iron (cf Trollpak 1, p55). This iron is communal property, and it would be very unwise for an adventurous dwarf to walk off it or for adventurers to steal it. Luckily, dwarves are rarely met above ground these days.

Troll Drinks. These take effect once you have finished the drink, though it carry them through Dark Season over feelings more visible. Should a Trollpak原料, but it's something of a status symbol in Balazar, hence its cost. Ransoms. I commented that not all characters had ransoms stated. Greg replied that ransoms were very important, for life was still worth much if someone would pay your ransom. Since no one will pay the ransoms of some types of character, their lives are worthless, and this is a handy way of alerting players to the social status of their PC's. There is nothing to stop them baring their ransom with their cult, even if lay members, of course; but it means laying aside a tidy sum — I doubt if anyone would bother trying to collect less than 200.

Slaves. The figure of 0L for Dragonewt slaves is correct; it signifies that no one will buy one.

Truestone. I commented that Gareki's piece [p100] seemed to have been overvalued on the scale suggested on p169, and that in other sources [eg Cults of Prax] it also seemed to fluctuate wildly. His reply is worth quoting extensively: 'Truestones have aroused much curiosity, desire and fear. Much of it is because people forget that the incidents shown are always subjective. I wish I had included Biturian's accounting sheet because that would have underlined his attempts throughout the whole saga. Truestone is a very, very rare and valuable commodity. To most of the known world there is only one source of it, the Block. To have and hold a piece of the rock is something really rare and extraordinarily fortunate: it is not something which is available to anyone. The price is excessively high, but no one (not even temples) can afford to buy such a thing. The value is beyond price! Why doesn't everyone run to the Block and gather it up? Because the Block is a holy place to the Storm Bulls, who believe that removing a single piece of the rock is endangering the world by lightening the load which holds down the Devil. Merchants visit there and often try to buy or steal chips of the stone, but the Storm Bulls are not always dummies. However, if approached properly they can often be amused, entertained, or otherwise manipulated into distributing their sacred treasures. Biturian was very fortunate, and I regret not making his feelings more visible: he left the Block a very rich man. You should understand that the Storm Bulls recognised Morak for what he was, a son of the Storm Bull; that's why they traded the rocks to Biturian.' The Wind Sword. Although Humakt has formally severed his links with the Air Gods, any Humakti Runenmaster would be very glad to own this weapon, and would proudly display it on the wall and demand the right to fight for it if refused. Note that the Rune spells stored in the sword's Truestone are not renewable; this is an ancient Witchrune of Yahkkepus from Duck Tower.

Fatigue. A promised article on this subject never materialised, but GM's should give it careful consideration. A suggested effect is loss of POW points, together with a case for deducting from CON, DEX, STR, even INT.

Griffin Mountain: Clarifications and Errata. I don't know how many readers have gone adventuring in Balazar, but GM's may well have found many minor problems and errata (eg references to Speedart 2—Speedart is not a variable spell). I passed on a fair number to Greg Stafford, and his replies are often interesting.

Bluebird. His total ENC is very high, and this is deliberate: he's no good off his horse (I haven't checked whether the horse can carry it all under Graham Cobley's system in WD42). He should have a good Speak Balazarian ability (language skills have often been left out), but only 5% General Knowledge.

Caravans. If you are a Lunar-hater and thought you could make things hot for the Eric, you were wrong. His supply caravan just before Dark Season, when no supplies are sent, forget it. They build up the surplus needed to make you wait until its effects wear off before your next drink.

RuneRites is a regular RuneQuest column, edited by Oliver Dickinson. This issue, some general runic clarifications.
This scenario is designed as a Warhammer mass battle adventure for 2, 4 or 6 players plus one umpire. The ideal playing area is eight by four feet in size (an average table-tennis table) but this can be reduced so long as the relative positions of troops and scenery remains the same. Dungeon Floorplans should be used when fighting occurs within buildings. It is recommended that an area away from the main table is used to resolve this sort of action. When figures enter buildings on the table, transfer them to the floorplans and resolve searches and encounters there. Each player can position any or all of his army up to 12 inches away from his baseline at the start of the game, anywhere along its entire length. If reserves are being held back for use later, the player must inform the umpire at the start of the game exactly which game move and area of the table he wants them to enter. They may only enter on the player’s baseline.

Scenario. Foro Malas, an accomplished thief of a foreign guild, has successfully stolen the legendary golden chalice of Landemar, reputedly the most securely guarded treasure of King Amias’ rich kingdom. The King has mobilised his army to hunt and capture the thief and to restore the holy relic to the cathedral altar before the news of its disappearance becomes widespread. From snatches of information the King has deduced that the thief is in hiding in the small northern village of Thistlewood.

Lord Vassago, evil necromancer and ruler of the King’s neighbouring Northlands, has learnt of the theft and is anxious to intercept the thief on his flight from the King. He has also discovered that Foro Malas is in hiding in Thistlewood and that the King is less than one day away, but Vassago is determined to capture the chalice despite the risk of a costly battle. The relic is reputed to have great magical properties; should it fall into the hands of Vassago the security of the entire kingdom would be jeopardised as he would be able to command great power and influence over its populace.

Victory objective. The objective of the game for both players is to locate the chalice and return it to their baseline. The first player to do so is the winner.

Army Lists. The figures shown in brackets after the character or unit denote the recommended number of figures used in the game. Dependent on how many figures are available to you, choose one of the recommended game sizes (Skirmish Level, Engagement Level, Mass Battle Level) and field the troop totals shown by the respective number eg: if you decide to play Thistlewood as an Engagement Level action, then the number of figures needed for play are those shown as the middle total in parenthesis. Obviously, for the purpose of game balance it’s essential that both players decide on the same level of action.
Background.
The lawful good feudality of Amias’ kingdom is characterised by its rigid class structure and strong code of chivalry. Honour is more important than any other value and the conduct of noble and common soldier alike is judged by the church and its holy order of fighting clerics - The Knights of the White Lord. Although relatively stable and civilised in comparison to neighbouring states, the kingdom is large and fragmented, with many areas dominated by Barons aligned against each other, all resisting the King’s attempts to bring about strong central government. Through the unifying influence of the church, the King has hoped to subdue the Barons and achieve his ambition of ‘One King, One Land’. The chalice symbolises the power and dominance of the church. Its theft and possible acquisition by the enemy will undermine the King’s efforts to unite his land. Chaos will prevail as the Barons fight for power, and in the midst of this Civil War, Vassago and his dark minions will await their opportunity to invade and conquer. Because of the need for secrecy and swift action, only a small but elite fraction of the army have been mobilised in time to march north to Thistlewood. All are loyal and sworn to silence about the nature of their mission.

Thistlewood. This sleepy little northern border town owes its allegiance to Baron Galen, a loyal and courageous noble. The mayor of Thistlewood is a wizard by the name of Polias, who resides in a tower to the east of the town. Although magic is treated with suspicion and contempt in the kingdom, old Polias is respected and loved by the townsfolk as his arcane skills have on many occasions defended them from bandit raids and plague. The population number roughly sixty of which 65% are women and children.

Special Notes. King Amias, Baron Galen and Bishop Milendon are all immune to the effects of Fear and Terror. The King possesses an enchanted blade that gives +2 to strength and counts full effect against Undead, Gods and Demon types. Baron Galen suffered a serious head wound several years ago that sometimes affects him in combat. When involved in base-to-base combat throw % dice and consult the following chart prior to making a throw to hit:

\[
\begin{array}{|c|c|c|}
\hline
\text{Effect} & \text{Dice} & \text{Roll} \\
\hline
\text{Double Vision} & \text{Id6} & 1-6 \\
\text{Nausea} & \text{Id6} & 1-5 \\
\text{Weakness of Arms} & \text{Id6} & 1-5 \\
\text{Weakness of Legs} & \text{Id6} & 1-5 \\
\text{Berserk} & \text{Id6} & 1-5 \\
\hline
\end{array}
\]

If Galen goes berserk, he will attack friend and foe alike for 1d6 rounds, during which time he is controlled by the umpire. When the effect wears off he will collapse unconscious for 1d6 rounds.

King’s Army

<table>
<thead>
<tr>
<th>Character/Unit</th>
<th>No of Figures</th>
<th>Move</th>
<th>WS</th>
<th>BS</th>
<th>Strength</th>
<th>Toughness</th>
<th>Wounds</th>
<th>Initiative</th>
<th>Attacks</th>
</tr>
</thead>
<tbody>
<tr>
<td>King Amias</td>
<td>(1-1)</td>
<td>3</td>
<td>10</td>
<td>6</td>
<td>3</td>
<td>C</td>
<td>4</td>
<td>10</td>
<td>2</td>
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<tr>
<td>Baron Galen</td>
<td>(1-1)</td>
<td>3</td>
<td>8</td>
<td>4</td>
<td>2</td>
<td>B</td>
<td>2</td>
<td>8</td>
<td>2</td>
</tr>
<tr>
<td>Imperial Guard</td>
<td>(3-5-10)</td>
<td>3</td>
<td>6</td>
<td>4</td>
<td>2</td>
<td>B</td>
<td>2</td>
<td>6</td>
<td>3</td>
</tr>
<tr>
<td>Royal Centaurs</td>
<td>(3-5-10)</td>
<td>8</td>
<td>3</td>
<td>4</td>
<td>3</td>
<td>C</td>
<td>2</td>
<td>3</td>
<td>2</td>
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<tr>
<td>Kings Pikes Regt</td>
<td>(10-15-20)</td>
<td>3</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>B</td>
<td>1</td>
<td>3</td>
<td>1</td>
</tr>
<tr>
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<td>(10-15-20)</td>
<td>3</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>B</td>
<td>1</td>
<td>3</td>
<td>1</td>
</tr>
<tr>
<td>Kings Mace Regt</td>
<td>(10-15-20)</td>
<td>3</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>B</td>
<td>1</td>
<td>3</td>
<td>1</td>
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<tr>
<td>Loyal Half-Elves</td>
<td>(10-15-20)</td>
<td>4½</td>
<td>4</td>
<td>5</td>
<td>2</td>
<td>B</td>
<td>1</td>
<td>6</td>
<td>1</td>
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<tr>
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<td>(10-15-20)</td>
<td>3½</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>C</td>
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<td>2</td>
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<td>Galen’s Cavalry</td>
<td>(10-20-30)</td>
<td>8</td>
<td>4</td>
<td>4</td>
<td>2</td>
<td>B</td>
<td>1</td>
<td>3</td>
<td>1</td>
</tr>
<tr>
<td>Bishop Milendon</td>
<td>(1-1)</td>
<td>4</td>
<td>6</td>
<td>4</td>
<td>3</td>
<td>C</td>
<td>4</td>
<td>14</td>
<td>3</td>
</tr>
</tbody>
</table>

Mastery Level: 4
Constitution: 23
Spells: Level 1: Cure light injury, blessing x 2, flight, gift of tongues, aura of mighty resistance.
Level 2: Telepathy, aura of steadfastness x 2, hold door, mystic mist.
Level 3: Aura of invisibility, banish undead, invisibility, inspiration.
Level 4: Wall shaker.
Talismans: Silver Crucifix, Golden Horn of Power, Mace of the White Lord (= +2 to hit, +2 to kill.)

NB: No more than 20% of total army should be armed with missile weapons.
Background.
The area over which Lord Vassago claims sovereignty is a bleak, inhospitable wasteland sparsely populated by feuding tribes of orcs and goblins. To the dwellers of the rich southlands, the inhabitants of the north are but legend with which to frighten wayward children.

The tribes of the goblin races are the scattered remnants of a destroyed army that once threatened the Kingdom thirty years ago, when an evil wizard called Vassago attempted to invade and contaminate the rich farmlands of the south. His defeat was ignominious and total, his army was destroyed and his arcane powers faded. Bitter and humiliated by defeat, he swore revenge on the King.

Through the practice of vile and unspeakable ritual his skills slowly returned until exactly one year ago, the Ceremony of Utter Degradation deep within his Temple of Death brought an end to his life and a beginning to his existence as a lich undead. Several Orc tribes, fearful of his terrible power, have been enslaved to his dark cause. A patrol of Vile Rune orcs, the largest tribe under Vassago's control, captured two humans in hiding near the border of the Kingdom. Before their deaths under torture they revealed their part in the plot to steal the chalice, the whereabouts of their accomplice Foro Malas, and the close proximity of the King's Army. To kill the King and capture the famed chalice of Landemar would indeed be a most fitting revenge for Vassago.

Vassago's Army List

<table>
<thead>
<tr>
<th>Character/Unit</th>
<th>No of Figures</th>
<th>Move</th>
<th>WS</th>
<th>BS</th>
<th>Strength</th>
<th>Toughness</th>
<th>Wounds</th>
<th>Initiative</th>
<th>Attacks</th>
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<tr>
<td>N'aarsh</td>
<td>(1 1 1 1)</td>
<td>3½</td>
<td>8</td>
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<td>2</td>
<td>E</td>
<td>3</td>
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<tr>
<td>Ugrash-Ka</td>
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<td>6</td>
<td>3</td>
<td>3</td>
<td>4</td>
<td>D</td>
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<tr>
<td>Wyvern</td>
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<td>5</td>
<td>-</td>
<td>5</td>
<td>E</td>
<td>5</td>
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<td>2</td>
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<tr>
<td>Trolls</td>
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<td>4</td>
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<td></td>
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<td>-</td>
<td>2</td>
<td>C</td>
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<td>Pack Wolves</td>
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<td>-</td>
<td>2</td>
<td>B</td>
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<td>2</td>
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</tr>
</tbody>
</table>

Lord Vassago

Mastery Level: 4
Constitution: 19
Spells: Level 1: Raise recent dead, curse, detect hidden doors, flight, wind blast.
Level 2: Blood lust, cause severe wound, cursed repugnance, banish undead x 2.
Level 3: Create zombie, inspiration, invisibility, summon undead.
Level 4: Restore life, blast.
Talismans: Hell Knife, Darkstone, Sceptre of Power (over orcs/goblins/trolls) Range - 12".

NB: No more than 25% of total army should be armed with missile weapons.
Thistlewood Church. The town priest is in the tower. He will throw holy water at anything entering the trapdoor, which is the only entrance. Holy water causes two wounds to undead. He will leave with the King’s men but will fight to the death any of Vassago’s army:

**Figure Recommendations**

<table>
<thead>
<tr>
<th>The King’s Army</th>
</tr>
</thead>
<tbody>
<tr>
<td>Any two of the Citadel</td>
</tr>
<tr>
<td>Knights of Law</td>
</tr>
<tr>
<td>Royal Centaurs</td>
</tr>
<tr>
<td>Kings Pikas</td>
</tr>
<tr>
<td>Kings Swords</td>
</tr>
<tr>
<td>Kings Mace</td>
</tr>
<tr>
<td>Half-Eves</td>
</tr>
<tr>
<td>Dwarves</td>
</tr>
<tr>
<td>Eagles</td>
</tr>
<tr>
<td>Bishop Milendon</td>
</tr>
</tbody>
</table>

Vassago’s Army

| N’arsal | Citadel | C01:4a-d |
| Vile Tallos | Citadel | C01:4a-d |
| Wyrwers | Citadel | C03:1d |
| Trolls | Citadel | C20:1a-d |
| Black Unks | Citadel | C15:16 |
| Black Sun Goblins | Citadel | C13:1a-f |
| Skeletons | Citadel | C17 |
| Ghouls | Citadel | C18:1a |
| Pack Wolves | Citadel | C18:1a |
| Lord Vassago | Citadel | C03:1a-f, or |

**Priest Varius**

Move WS BS STR Toughness Winds Initiative Atk 9 2 2 2 8 1 1 1

A concealed trapdoor under the altar in the church crypt. Gold plates, silk robes and a gold chalice (not the chalice of Landemir, all worth C250) have been hidden inside an altar cloth amongst a pile of books in the SW corner. The northern wall of the church has an ornate arched portal. This will teleport anyone passing through it to the crypt of Lord Pellon.

**Cottage No 1.** Contains 6 peasants who will try to repel any of Vassago’s troops, with improvised weapons. Average rating:

Peasants Move WS BS STR Toughness Winds Initiative Atk 5 2 1 2 8 1 1 1

**Cottage No 2.** Holds 8 peasants preparing to leave; each has an average of C5 in cash. They will accompany any King’s men evacuating them, and will rout from any of Vassago’s troops.

**Cottage No 3.** Thistlewood General Store. Ground floor contains hardware, clothing, food and provisions. All doors are barred and need strength 8 to break. A trapdoor behind the counter leads to a cellar where 1d4 x 4 women and children are hiding. The storekeeper will defend them to the death against Vassago’s troops.

**Malin**

Move WS BS STR Toughness Winds Initiative Atk 5 1 2

**Cottage No 4.** Behind this dwelling is a small blacksmithy. Inside, above the fireplace, a large painting depicts the death of Lord Pellon. It shows a plate armor-clad skeleton warrior, amongst the ghostly outlines of a demonic hand holding the blade of his sword preventing him from striking back at his adversary. The painting is identical to an embossed crest on the lid of the tomb. The two occupants of the cottage will surrender to either side without a fight. They will only explain the picture if asked directly about it. In a wardrobe upstairs hides their small son.

**Cottage No 5.** 12 peasants, armed with improvised weapons. The doors are barricaded – strength valued to break down. They will fight the King’s men and will fight any of Vassago’s troops that attempt entry.

**Cottage No 6.** In disarmarry, shows signs of a hasty evacuation. Trapdoor leads to a wine cellar containing a vicious dog that will attack anyone attempting to enter:

- **Bad Dog**
  - Move WS BS STR Toughness Winds Initiative Atk 5 2 2

**Cottage No 7.** Just inside the front door lies the cold and stiff body of a male villager, stabbed to death. Lying face down on the stone floor is the body of a female villager, killed by a crossbow bolt. The furniture has not been disturbed and there are no signs that a search has been made. Upstairs behind the bed covers a frightened and beaten girl. She saw the murder of her parents by a human stranger who entered their cottage at dawn demanding food and shelter. He had a foreign accent, darkly tanned skin, a small red velvet sack, a curved dagger and a light crossbow. The village alarm bell was sounded shortly after he entered the house, which panicked the stranger and a struggle ensued between him and the girl. The stranger opened the trapdoor to the cellar and closed it after him. He did not take the small red velvet sack with him. Foro Malas is hiding in the cellar. He will crossbow anyone at that enters:

- **Foro Malas**
  - Move WS BS STR Toughness Winds Initiative Atk 5 8 2 2 8 2 1 1

He has hidden the alcove above the fireplace of the ground floor. He will not reveal its location unless tortured or charmed.

**Wizard’s Tower.** A ladder to a door on the east wall of the 1st floor is the entrance. There are four levels to the tower:

- **Ground Level.** Large storage area with barrels, packing cases, sacks of food and provisions. Access is via a double trapdoor with a winch device on a beam above it.
  - **1st Floor/Access Level.** Large open entrance hall with ornate tapestries on all walls. An old man in blue robes lies dead at the foot of the stairs to the next level. In his right hand is some chalk with which he has scrawled the letters MALAS on the stone floor.
  - **2nd Floor.** Kitchen and dining area. The remains of two meals still lie on the large oak table. Stairs lead up to the next level.

3rd Floor. The living quarters of Wizard Polias, the owner. An ornate throne stands in the NE corner surrounded by the paraphernalia of one who practices the arcane arts. A double door occupies the SW corner next to a large bookcase of ancient tomes. A writing desk next to the fireplace on the north wall contains several documents. A thorough search of these papers will reveal a letter from Foro Malas confirming his intended visit to the tower. He claims to be an accomplished mage of a foreign land, on his way home after a successful tour of the Kingdom. Polias had discovered the thief after dinner the previous evening, when he had sneaked a glimpse into the red velvet sack. Foro Malas, murdered him and fled the tower at dawn.

**Tower Roof.** Open stone watchtower roof with a trapdoor leading to the 3rd floor.

**Village Well.** Contains a -1 hit broadsword wrapped in chamois leather in the well bucket. This has been hidden there by a villager before he fled.

**Advice to Umpire**

Read all sections of the scenario and familiarize yourself with the backgrounds of both sides. Each player must remain unaware of the village details and the search progress of their opponent. It is best that all information regarding spell use, questions relating to search and encounters in buildings with non-player characters be given to the players as a written note or discussed in private. Maintaining suspense and surprises is a very enjoyable game for everyone.

Buildings can be bought or scratch built from card or plastic, trees and hedges from lichen and twigs, and inexpensive stream sections, bridges, and walls are available from the Bellona range of wargame accessories.

If the figures recommended in the army lists are unavailable to you, total up your points and make an equal number of two roughly equal sides based on the relative strengths of the troop types involved.
Sand demons, or dust scurries as they are sometimes known, are para-elemental beings from the Plane of Dust. Though rare, they are most commonly found in arid deserts, near mines and pyramids, or billowing along sand-filled corridors in underground caverns and dungeons. They choose these locations as they are most comfortable here, as well as being assured of encountering magic to which they are attracted.

When attacking, they form whirlwinds akin to those of djinni but only take two melee rounds to form and to dissipate. Their 2d6 points of damage is inflicted by the abrasive qualities of the whirlwind dust and sand particles. Any being within 20' of such a whirlwind not covering their eyes will be blinded for 2d4 rounds. The whirlwind will also disperse any creatures in gaseous form within 20'. It will also etch such surfaces as glass, crystal and even soft metals giving them a “sand-blasted” effect.

Sand demons also have some magical abilities. They may create gust of wind (as a 5th level magic user) twice per day, and heat metal (as the spell) once per day. These are inherent abilities and may be used at any time by the beast, even when in whirlwind form. Sand demons also have a “mirage creating” power which they use to attract prey. Mirages may only be used outdoors, in hot climates, and usually take the form of oases, ruins or even piles of treasure. (Treat as hallucinatory terrain as cast by a 6th level illusionist, though the sand demon may use the power at will.)

In addition to their whirlwind form, the sand demon can assume a rough humanoid shape for only short periods of time as they gradually lose the cohesion necessary to maintain it. Its most common form is that of a 10-15 foot high, shifting eddy of dust, sand, leaves and small twigs.

Due to their aerial nature, sand demons may only be hit by magic weapons and are only affected by the following spells: dispel magic and similar spells which will act as a slow spell on it; weather summoning which will drive the demon back to its para-elemental plane; and control winds which will bring the creature under control for as many melee rounds as the number of turns level the spell would normally have effect (for example, a 10th level druid could control the creature for a full turn).

FIRE TONGUES
by Alan Craddock

These strange, rare beings are lesser creatures of the Elemental Plane of Fire. They generally appear as dancing tongues of fire, hence their name, and can range from small (4") to medium (man-sized) in size. They roam the Prime Material Plane, delighting in setting alight combustibles or giving creatures a swift burn and then darting away.

Fire tongues have certain inherent abilities due to their magical nature. They may affect normal fires, as per the magic user spell, at will. They may also alter their appearance to form spheres of light similar to those of will o’ the wisp, or to the form of a faintly glowing, vaguely man-shaped being. If a fire tongue hits its target on two or more consecutive melee rounds, anything on the target that is combustible will ignite. (Note the effect of this on non-magical clothing — treat as an additional 1-3 points of damage per round if the clothing fails a save versus fire.)

Being elemental in nature, these creatures can only be harmed by certain spells and by +1 or better magical weapons. Spells with a fire based component will do no damage while water based spells will only do half damage as the creature’s intense heat will turn most of the water to steam before it can do any damage. Cold based spells will do double damage, and all other spells do normal damage where applicable.

The fire tongue can detect invisible creatures 75% of the time due to changes in the air pressure affecting its flickering form.

When reduced to zero or fewer hit points, a fire tongue explodes as a 3 hit-dice fireball, causing damage to all within 10' radius (normal saving throw applies).

It is believed that these fiery creatures were brought about by high level experimentation by magic users, and gaining freedom have since found their place in the scheme of things on the Prime and Elemental Planes. They are often found in the service of fire elementals, efreeti, or high level magic users and druids.

SERVANTS OF THE FLAME
by Alan Craddock

These fiery creatures appear as 4' tall, hairless monkey-like beings with large flame red eyes and clawed hands. If encountered on the Prime Material Plane, licks of flame can be discerned running along the legs and backs of the creatures.

Servants of the flame, or fire-monkeys as they are sometimes known, normally dwell on the Elemental Plane of Fire, where they act as servitors, subservient to beings such as efreeti, fire elementals, and even salamanders.

They are very rarely encountered on
the Prime Material Plane where they most often act as servants or guards to greater fire creatures, though they are occasionally used (much in the same way as mephits) as messengers.

When encountered on the Plane of Fire, they are much more numerous and common, for here they are the equivalent of serfs, and all the menial tasks fall to them.

If pressed, or encountered on guard, the fire-monkeys will first dispatch a messenger to alert their masters and other outposts before rushing to the attack. They attack with their clawed hands and their jaws. Part of the damage they inflict is from their fiery bodies, so if the victim is protected from fire, subtract one spot from each damage roll, (to a minimum of one).

For every 10 of these creatures encountered, there will be a stronger leader-type with 18 hit points (attacking as a 3 hit-dice monster) and Armour Class 4.

For every 50 of these servants encountered, a 'greater servant' or pyro will be present. These have 22-24 hit points, AC3, and attack as a 4 hit-dice monster. Pyroes are able to cast flame equivalent to a burning hands spell causing 4 hit points of damage to any creature in a 120° arc extending for 10' in front of the pyro. They may use this power twice per day and it is evoked by will only, it does not have to be concentrated upon as would a spell.

Normal weapons will harm these fiery spirits as will most offensive spells, excepting those of a fire-based nature. Cold based attacks will do double damage.

Servants of the flame appear to have their own language, for it is obvious that they communicate, but whether by physical signals or patterns of flame on their bodies is unknown, for they are completely silent.

It is said that these creatures were formed by Imix, the Evil Lord of Fire, as he was desirous of slaves to carry further his insidious schemes and designs against Olhydra.

Fire monkeys are generally black or dark tan in colour with reddish orange flames running along their back and limbs. Eye colour is predominantly red, though a small percentage have yellow eyes. Pyroes are lighter in colour for the most part, shading through the tans, and their eyes are orange-red.

<table>
<thead>
<tr>
<th>No Appearing</th>
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<th>Ice</th>
<th>Vapour</th>
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<td>8, 12 or 16d8</td>
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<tr>
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<td>6&quot;</td>
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<td>Attack</td>
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<tr>
<td>Intelligence</td>
<td>Low</td>
<td>Low</td>
<td>Low</td>
<td>Low</td>
</tr>
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</table>

**General Notes**

These elementals conform in most ways to other elementals. They can only be hit by +2 or better weapons and may be conjured or summoned as any other elemental. For the purposes of the 5th level magic-user spell conjure elemental, material components for each version of the spell are as follows:

- Dust elemental — dry sand
- Heat elemental — igneous rock
- Ice elemental — cold water
- Vapour elemental — hot water

**HEAT ELEMENTAL**

These elementals appear as a mass of air shimmering with heat. They attack once per round with a hot blast concentrated on one target and doing 3d10 points of damage due to the stifling heat. A heat elemental cannot pass through anything cold but melts ice at the rate of 10 cubic feet per round for each hit dice it possesses.

**VAPOUR ELEMENTAL**

This elemental is a billowing cloud of steam which has one attack per round doing 3d8 points of damage. Also, a save versus breath weapon must be made (at -2 if wearing bulky armour or equipment) or the victim will fall unconscious for 2d4 rounds due to the dense, almost unbreathable air in the elemental’s vicinity.

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**FIEND FACTORY**

**ELEMENTALS OF THE PARA-ELEMENTAL PLANES**

by Jason Micklewright

**DUST ELEMENTAL**

Dust elementals appear as large (15’ tall and 5’ diameter) pillars and rotate about a central axis. They have one attack per round for 2d10 points of damage and any victim must save versus petrification or be blinded for 1d6 rounds. If any creature is hit 3 times in succession, they must save versus poison or choke to death in 1d4 rounds due to the inhaled dust.

**ICE ELEMENTAL**

An ice elemental is humanoid in shape but is made up of many jagged pieces of ice. Because of this their fearful attack, once per round, inflicts 4d10 points of damage. Also, there is a 1 in 6 chance that when a hit is made a jagged fragment of ice will break off and remain in the victim doing 1d4 points of cold damage per round for 5 rounds or until it is removed or melted.

---

**HEAT ELEMENTAL**

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It is said that these creatures were formed by Imix, the Evil Lord of Fire, as he was desirous of slaves to carry further his insidious schemes and designs against Olhydra.

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Elemental Items

by Daniel Hooke

Treasure Chest is a regular department for D&D ideas. This issue we have a collection of Magic Items for use with this issue’s Fiend Factory. The Magic Items for summoning the Fiend Factory para-elements and their cursed counterparts are:

**Bellows Commanding Dust Para-Elementals**
These bellows appear as normal leather bellows bound in brass, unless magic is detected for. It enables a magic user to summon a 9 hit dice dust para-elemental from that para-elemental plane. Dust must be purred down the nozzle, the bellows pumped nine times, and a command word spoken. If oaken ash is used in place of dust, the para-elemental will be of +1 on each hit dice.

**Bellows of a Dust Storm**
These bellows appear as those of commanding dust para-elementals. However, on the ninth stroke, dust will blast forth, blinding all those in a 1' radius, who fail their saving throw versus magic. It will blast uncontrollably for nine rounds, causing 2-12 hit points of damage per round, and force any who haven't already been blinded to save versus magic each round, or be blinded. The blindness can only be removed by the sight restoring spells. The bellows are AC 0, and take 9 hit points to destroy.

**Crucible Commanding Heat Para-Elementals**
This container appears as a large crucible. On heating, however, it will radiate heat which grows stronger by the round. The heat causes all those within 5' to take 1-4 hit points of damage, per round, cumulative, in 1-4 the first round, 2-8 the second, 3-12 the third. On the fifth round, the heat effects those between 5' and 10' as it did those within 5'. On the tenth round it effects all between 10' and 15'. Attacks will be at -1 per round of being near the crucible. There is, after the first two rounds, a 1% cumulative chance that any within 5' will spontaneously combust, dying in four rounds. If the person is 'put out', he or she will have lost 1/4 of his or her hit points per round of being alight. This crucible takes 5 points of damage to destroy, and those wishing to strike it must hit armour class five and save versus breath weapons at -4.

**Crystal Commanding Ice Para-Elementals**
This crystal appears as any gem stone. It is made of ice, although it will never melt. It emanates cold, and if held for more than a round, will cause its bearer to fight at -1. If the command word is spoken, and the crystal blown on, a 9 hit dice ice para-elemental will appear. If a cold spell is cast upon the crystal, just before summoning, the para-elemental will have +2 on each of its hit dice.

**Kettle Commanding Vapour Para-Elementals**
This metal container appears as a normal kettle unless magic is detected for. When water is placed within it, boiled, and a steam of steam is issuing from its spout, at a command word, a 9 hit dice vapour para-elemental will appear. If Sweet Waters is boiled, the para-elemental gains +1 on each hit dice, and will willingly obey its summoner.

**Kettle of Obscuring**
This kettle appears as any normal or magical kettle. On boiling water in it, steam will billow out, reducing vision to 2' in a 1' radius. There is a 1% chance per point of constitution below 18 for a character to fall unconscious for 3-6 rounds. At the same time 1-3 enraged vapour para-elementals will appear, and attack all the creatures within the steam cloud. The para-elementals will not return to their para-elemental plane until the summoner has been killed, or, if he or she had sense enough to leave the cloud, everybody within the cloud has been killed.

**Note:** As with the elemental conjuring devices, and their cursed counterparts, these magical devices are only usable by magic users. See Fiend Factory for the para-elemental descriptions and see Elements in the Monster Manual for other information.
DO IT AGAIN

PRODUCER: Citadel Miniatures
STARRING: Or17 Soldier Orc with Shortsword, Great Orc with Scimitar

This latest extravaganza from the Asgard studios stars a cast of thousands. After a slow build up through cave orcs, black orcs and greater orcs, the range reaches a fitting finale with the appearance of the wolf riders.

Chaos Marauders
PRODUCER: Citadel Miniatures
STARRING: Arralrack the Ogre Champion

This smash production from Citadel is the latest in the hit series of boxed Personality Sets. A sort of Dirty Dozen (less five), the cast of seven runs through the gamut of threatening poses from A-Z in fine style.

Heroic Adventurers
PRODUCER: Citadel Miniatures
STARRING: Redshirt the Wizard, Garlan the Lawful Knight

This boxed Personality Set, a quick sequel to Chaos Marauders, is an all-star remake of The Magnificent Seven (plus two). These nine heroic characters are obviously destined to meet the Marauders in many adventures.

Broo
PRODUCER: Citadel Miniatures
STARRING: Two-Headed Broo, Bird-Legged Broo

A series of short features from the Citadel studios starring mutant and regular broo blister-packed in twos.

Respected members of Fanzine editors' stand.

Pete Tamlyn of Imagine showing his true colours...

Joe Dever moves in for the kill.

Gary Chalk enjoying a game of Warhammer.

A refreshing end to the day for the organisers!

NATIONWIDE MAG GUIDE

Next month, the White Dwarf show hits the road for a world-wide tour. The top ranking line-up includes (comic) strips from the Barbarian, The Travellers and Gobbledigook; Wordly Power — futuristic political sounds in the Traveller mould; a new act, Lew's Views from ace US supa-rapper, Lew Pulsher; backing supplied by support groups Fiend Factory, Open Box and others; with the AD&D city/scenario Inian building up to a really heavy metal finish! Not to be missed.

NEW RELEASES

REISSUE OF THE MONTH
DUNGEONS & DRAGONS BASIC SET: E. Gary Gygax & Dave Arneson (TSR Hobbies Inc.) This remix of the long-standing number 1 hit comes in flashy 10" red cardboard. With the words re-written by Frank Mentzer, the set has a lot that's new to offer. Best track is 'Solo Adventuring' featuring a funky solo piano adventure. Exhilarating cover art is by Elmore: well, shake your money-maker, TSR!

HERO & VILLAINS
HERO OF WASHINGTON SQUARE: Rose Estes and VILLAINS OF VOLTURNUS: Jean Blashfield (TSR Hobbies Inc) These two are the latest in the Endless Quest series. They are both based on hit titles, Hero, featuring a group of heroes on the sleeve, is derived from Top Secret while Villains is out of Star Frontiers. Solo rhythms for the young to pop their imagination to.

AND NOW FOR SOMETHING COMPLETELY DIFFERENT
CALAMITY: Andrew Lloyd Webber (Games Workshop) This marks a new direction for the Workshop label with this latest offering from the productive pen of millionaire songwriter Andrew Lloyd Webber. Naturally, it's more in the classical mould than their usual offerings. Based on the world of high finance international insurance, it has one track that runs round the entire board, à la roots hit Money Sounds clichéd, but the groovy variations on movement and claim settling are sure to lure the audience into the world of high finance risk-taking and back-stabbing. Could be the Christmas hit of the year.

White Dwarf does it once a month - Keith Sandle
TSR do it - a friendly lawyer C&S players don't do it, they roll a dice instead - Andy Bannison Wiz says do it with crystal balls - Williams?
Gary Gygax does it all the way to the bank - Graeme Davis
The winner, with a nice pun and double meaning giving a subtle variation on a popular theme was: Monks do it out of habit - Ted Day.
Ted receives the autographed set of Fighting Fantasy Gamebooks.
Super Mole

Welcome to the first in our new gossip column, the author of which, not unnaturally, wishes to remain anonymous. He shall be referred to only as Super Mole — rumour monger extraordinaire!

A few weeks ago, the Dwarfsters asked me if I would like to write a gossip column for them. Not being one to miss the chance of having a good snipe and spreading juicy rumours, I agreed. I mean, who could refuse the chance to write for White Dwarf? I asked for only two conditions: that I remained anonymous (I wouldn’t want anyone to write nasty letters about me) and that I get a free ticket to Dragonmeet — “hit em where it hurts” is my watchword.

Anyway, come July, I duly sauntered down to Central Hall, Westminster to check out Dragonmeet '83.

On a day hot enough to neuter an ice elemental, the masochistic FRP fans turned out in droves to cram themselves into the hall to experience the most successful Dragonmeet yet. Some 1,500 gallons of sweat were mopped up during the day and enough Coke cans were found to build a space shuttle! Dragonmeet '83 was a who’s who of role-playing: Games Workshop’s own Fighting Fantasy Funboys Ian Livingstone and Steve ‘Ask me any question—you like about Car-Wars’ Jackson, smiled at everybody; Daniel Collerton, Phil Masters and Marcus Rowland were seen arguing at the White Dwarf stand about who had had the most articles published, with staff editor Jamie Thomson agreeing with all of them; Paul Cockburn, Mike Brunton and Pete Sibbons were seen putting each other on the back foot—and magazine style; Fanzine editors, including Ian Marsh and Mike Lewis of that wonderfully objective and impartial little ‘zine Dragonlords, outnumbered gamers by about 30 to 1.

Treasure Trap showed us some real blood when one of their members decided to thrust his nose onto the blade of a steel sword. The competitions ran smoothly despite the fact that Inaudible Glamour had been cast on the PA and instructions were being barked out on a megaphone. (I mean, where did they dig up a megaphone, for crying out loud!) The proprietors of the trade stands all looked mildly embarrassed strolling about with their pockets bulging with £5 notes. The last attendees finally wilted at 8.30pm, many then crawling away on all fours to the nearest pub for a session of that infamous RPG Friday in Dundee. I’m already looking forward to Dragonmeet '84.

So what else is happening? Well, TSR are doing a bit of summer pruning. 100 of their 300 plus staff have recently been told that they are no longer wanted and it’s goodbye Lake Geneva for them. Also, Kevin Blume is now EI Presidente of TSR Inc, replacing Gary Gygax who seems preoccupied with getting the D&D movie off the ground (Aerial Manoeuvrability Class E!).

After no interest for several years, suddenly three companies are chasing the Marvel licence for a Superhero RPG. TSR, Games Workshop and Mayfair Games are all in the running, although GW are fed up with the delay and intend to publish their game, Golden Heroes without the Marvel characters. The game should arrive faster than a speeding bullet in the Spring of '84 and is designed by Simon Burley and Pete Haines.

And what’s happening to RuneQuest? I couldn’t believe that Chaosium were selling out, so I rang Greg Stafford and his chums in California and asked them what was going on. Apparently, they prefer being a design house. The excitement of printing, selling, credit control and other humdrum activities is too much for them. Funnily enough, the game is credited to Gary Gygax and(!) the almost-forgotten Dave Arneson. I wonder what the out-of-court settlement was? My beady eyes also alighted on the words Set 1. Will the revised Expert Set be Set 2 or will there be even more boxed editions of D&D for us to spend our shekels on?

Following the success of the Endless Quest books, again by TSR, there has been talk of a new series entitled Heartquest aimed at teenage girls who wish to find adventure and romance in a medieval fantasy world. Since the original Silver Princess module was censored, you can bet that the first in the series won’t be called ‘Someday My Prince Will Come’.

Talking of books, the Fighting Fantasy Gamebooks published by Puffin now occupy places 1, 2 and 3 in the UK children’s best-sellers list and have sold over 350,000 copies. Numbers 4 and 5 are also due out in September. I could have had lots of fun asking the authors embarrassing questions about their royalty checks if they’d been around, but Ian snuck off to Bali, and Steve went to ground in Venice. What some people do to avoid the press. Oh, by the way, two more are planned for release in March 1984.

Many Traveller players, including me, find the game too constraining in its scope—not enough rip-roaring alien bashing for my tastes. This is because Marc Miller, the designer, sees Traveller as a serious, logical projection of the future and not a world of fantasy. How-ever, with declining sales it looks like the cracks are appearing. Already a 25mm range of figures by Grenadier Models has been approved (in the old days it was 15mm, like it or lump it) and full-colour artwork is being used in the game. Rumour has it that Marc’s manuscript for the Traveller Adventure hardback book has been given a cool reception at GDW and now the brothers Keith are playing around with it; hence the delay.

Ah well, no more space left for me this issue. The Dwarfsters have promised me a page every other issue if I get good ratings in The Reader Strikes Back. Don’t forget to vote for me, I need the free ticket to next year’s Dragonmeet.
As we put the finishing touches to White Dwarf, we thought it only fair to let you have your say. Don’t mess around, give it to us straight. Only by voicing your opinions can you hope to influence our selection of material for publication. If that incentive is not enough, people wishing to tell us their name and address will be eligible for a prize draw. The winner will receive a White Dwarf subscription for a year, a binder and a badge. Send your completed questionnaires to The Reader Strikes Back, 27-29 Sunbeam Rd, London NW10 by 1 October 1983.

1. Rate the following Departments between 1 and 10:
   (a) Open Box .............................................. (i) Small Ads ..............................................
   (b) RuneRites ............................................. (j) Letters .................................................
   (c) Fiend Factory ....................................... (k) Starbase ...........................................
   (d) Microview .......................................... (l) Super Mole ...........................................
   (e) Treasure Chest ..................................... (m) Gobbledygook ....................................
   (f) Critical Mass ....................................... (n) Thrud the Barbarian ............................
   (g) News ............................................... (o) The Travellers ....................................
   (h) Counterpoint ......................................

2. State what topics you would like to see added to Departments:

3. Which is the best Feature you have read in White Dwarf?

4. Which issue featured the best cover art?

5. Which has been the most enjoyable scenario to date?

6. Do you like the new White Dwarf lettering? Yes/No

7. Would you prefer multi-system scenarios to single system scenarios? Yes/No

8. List any other games magazines that you:
   Buy .................................................. Read ..................................................
   ...........................................................................................................................

9. List any fanzines that you:
   Buy .................................................. Read ..................................................
   ...........................................................................................................................

10. List your favourite role-playing games in order of preference:
    (a) ......................................................... (b) .........................................................
    (c) ......................................................... (d) .........................................................
    (e) ......................................................... (f) .........................................................

11. List your favourite SF/F authors:
    (a) ......................................................... (b) .........................................................
    (c) ......................................................... (d) .........................................................
    (e) ......................................................... (f) .........................................................

12. List the best SF/F films you have seen:
    (a) ......................................................... (b) .........................................................
    (c) ......................................................... (d) .........................................................
    (e) ......................................................... (f) .........................................................

13. Do you own a TV games console? Yes/No
    If yes, which one?

14. Do you own a home computer? Yes/No
    If yes, which one?

15. Do you play games on your home computer? Yes/No

16. Do you use miniatures when playing RPGs? Yes/No

17. Do you find the style of White Dwarf:
    (a) Exciting ........................................ (b) Dull ........................................
    (c) Lively .......................................... (d) Boring ....................................
    (e) Satisfactory ................................

18. Do you object to the number of advertisements in each issue? Yes/No

19. List any games on which you would like to read:
    (a) An article ..................................
    (b) A scenario .................................

20. What is the most enjoyable aspect/topic/Feature/Department of White Dwarf?

21. Is there anything you really loathe about White Dwarf?

22. Would you like to read the occasional piece of fiction in White Dwarf? Yes/No

23. Would you like to see the same, more or less articles and scenarios on the following RPGs featured in White Dwarf:

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24. Do you think White Dwarf continues to improve in quality? Yes/No

25. Which issue of White Dwarf did you read first?

26. How old are you?

27. If you wish to enter the prize draw, please give your name and address below:

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