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112 Elves
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211 Sand Dwellers
212 Deep Ones
213 Ghouls
214 Law Enforcers
215 Newcomers
216 Inquisitors
217 Intrepid Sleuths
218 Hound of Tindalos with Ghoul and Zombie
219 Winged Horrors
220 Light of Shub-niggurath and Shoggoth
221 Chthonians
222 Nyarlathotep
223 Tindalos
224 Old One and Dimensional Shambler
225 Spawn of Cthulhu
226 Great Race of Yith
227 Great Race of Yith

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4. RuneQuest III (24 places) [ ]
5. Middle Earth Role-Playing (18 places) [ ]
6. Call of Cthulhu (20 places) [ ]

Please state your age [ ]
How many years of experience have you had at this game? [ ]

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GAMES DAY QUIZ
For the first time ever a Games Day Quiz has been organised and will be chaired by Steve Jackson on Sunday Sept/85. This is your chance at beating some of the top Games Workshop celebrities on games systems and science-fiction and fantasy questions.

1. Name the two miniature figure manufacturers licenced to produce official Lord of the Rings figures?
   Answer: ____________________________

2. The Avalon Hill version of RuneQuest is which edition of the game?
   Answer: ____________________________

3. In Call of Cthulhu what is the San loss if an adventurer successfully saves versus San after encountering Serpent People?
   Answer: ____________________________

4. In MERP what are the creatures called which are Ringwraith’s flying steeds?
   Answer: ____________________________

5. What is the battlecry of Disciples of the Red Redemption in Warhammer?
   Answer: ____________________________

Please state in not more than 25 words on a piece of paper stapled to this form why you want to take part in the quiz. All entries will be examined and the top six entries will be selected to take part in the quiz. Closing date for entries: MONDAY 16 AUGUST 1985. Please mark envelope "Games Day Quiz" and enclose s.a.e.

BOOK EARLY TO AVOID DISAPPOINTMENTS!!

Name ____________________________
Address ____________________________
Tel ____________________________

Please cut out and return this form together with individual s.a.e.s for tickets, competitions and the Quiz as stated. Photocopies of forms accepted. Send immediately to: Paul Aagaard, Games Day '85 Games Workshop Ltd., 27/29 Sunbeam Road, London NW10 6JF.

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we've done what you wanted! It's almost a year since we printed our Readers of the Lost Ark questionnaire, and we have just about finished making the changes that you asked for.

The most popular features in White Dwarf turned out to be Open Box, Thrud and Gobbledigook. Ilirian proved to be the most popular scenario, justifying our decision to reprint the six-part series in its entirety in the new Best of White Dwarf Scenarios I. The most requested new department was for Call of Cthulhu - hence our regular Crawling Chaos column.

To end on a statistical note, an average of 2.5 people (two people and one halving?) read each copy of White Dwarf - which means our readership is now well over the 100,000 mark. Our hobby is still growing fast, but we are determined that White Dwarf will reflect the wishes of its readers - so keep the comments rolling in!

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Contributions: The editor will be pleased to consider any previously unpublished articles or artwork for inclusion in White Dwarf. Contributions should be typed, double-spaced on one side of the paper only.
The Artificer
A New Character Class for AD&D
by David Marsh

The Artificer is featured in this issue's AD&D scenario, Star of Darkness.

The Artificer is the herald of the new technological age which is destined never to reach the AD&D world. His (or her) expertise is in the field of things mechanical and the small scale creation: the Artificer is an engineer in the impossible sense of the word. He is able to turn his hand to making a lock, hinge, box, door or jewel, he can design new weapons or even act as an architect. In short, the Artificer will try his hand at almost anything and will always attempt to further the cause of technology whenever he has the opportunity.

The range of talents an Artificer will gain demands a high level of ability from the outset: Strength must be greater than 12 and Intelligence, Wisdorn and Dexterity must all be 15 or greater. No experience point bonuses are available, nor may an Artificer be multi-classed, however, any alignment is allowable, with the proviso that the Artificer remembers the cause he fights for.

Artificers wear any armor except for plate or a large helm (unless made by himself), but may only perform their specific thievish abilities in leather armor or less. They may only use the following weapons: dagger, shortsword, hammer, pick, hand axe and all bows. Initial gold is the same as for a Cleric and the Artificer will ever admit to using magic. In many cases, however, the Artificer will look as if he is carrying out a normal task whilst the spell is cast—verbal components can often be passed off as 'singing while you work'.

Artificers also have limited spell-using capabilities, although no Artificer will ever admit to using magic. In many cases, however, the Artificer will look as if he is carrying out a normal task whilst the spell is cast—verbal components can often be passed off as 'singing while you work'.

When a Master Artificer sends his apprentice off for the first time, he will give him all the level 1 spells. Each time the young Artificer wishes to progress a level, he must return for training for a period equal to his level, in months. The apprentice will be given all the level 2 spells on attaining 4th level if he has shown sufficient promise. Once the charac-ter reaches 7th level he must spend three months working on his own, in a suitable environment, to progress further. A master will not give him the level 3 spells—which must be found. Each time the Artificer achieves a new level (above 6th), he has a (level)% chance of finding one of his choice. Spells are not written down, but are passed on by word of mouth or gained intuitively. When used, a spell is 'forgotten' and must be regained by resting, as for other magic-using classes.

**ARTIFICER FUNCTION TABLE**

<table>
<thead>
<tr>
<th>Level</th>
<th>Experience Points</th>
<th>Hit Dice (d6)</th>
<th>Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>0-2,400</td>
<td>1</td>
<td>Apprentice</td>
</tr>
<tr>
<td>2</td>
<td>2,401-4,800</td>
<td>2</td>
<td>Journeymen</td>
</tr>
<tr>
<td>3</td>
<td>4,801-11,000</td>
<td>3</td>
<td>Technician</td>
</tr>
<tr>
<td>4</td>
<td>11,001-22,000</td>
<td>4</td>
<td>Craftsman</td>
</tr>
<tr>
<td>5</td>
<td>22,001-45,000</td>
<td>5</td>
<td>Artisan</td>
</tr>
<tr>
<td>6</td>
<td>45,001-100,000</td>
<td>6</td>
<td>Engineer</td>
</tr>
<tr>
<td>7</td>
<td>100,001-180,000</td>
<td>7</td>
<td>Craftsmaster</td>
</tr>
<tr>
<td>8</td>
<td>180,001-240,000</td>
<td>8</td>
<td>Artificer</td>
</tr>
<tr>
<td>9</td>
<td>240,001-400,000</td>
<td>9</td>
<td>Master Artificer</td>
</tr>
<tr>
<td>10</td>
<td>400,001-760,000</td>
<td>10</td>
<td>Master Artificer (10th level)</td>
</tr>
</tbody>
</table>

**SPELLS**

**Level 1**
- Airglass
- Disassemble
- Detect Mechanism
- Enhance 1
- Lubricate
- Mend
- Muffle
- Reduction
- Seal

**Level 2**
- Airglass (Disentangle, Alteration)
- Dispel Illusion
- Enhance 2
- Lubricate
- Protect
- Rustproof

**Level 3**
- Airglass (Conjuration, Abolishment)
- Dispel Illusion
- Enhance 3
- Lubricate
- Protect
- Rustproof

**Artificer Spells**

- Level 1 Spells: 1st, 2nd, 3rd, 4th, 5th
- Level 2 Spells: 1st, 2nd, 3rd
- Level 3 Spells: 1st, 2nd, 3rd

**Common Abilities**
Artificers have the following talents arising from their training:
- Detect Traps/Mechanisms (DT). If alert and wary (+30% if concentrating). Includes pits, shifting walls, spring-loaded traps, etc, generally non-magical.
- Find/Remove Traps (F/RT). As a Thief, +DEX bonuses.
- Open Locks (OL). As Thief, +DEX bonuses.
- Spot Irregularities (SI). Noticing cracks, peepholes, secret doors, 20' range, +10% to chance if concentrating.

**Detect Knowledge (KV)**, knowledge of the actual market value of gems, jewellery, etc. Doesn't identify magical properties. Bonuses of +15% if in special area, +8% if part specialist.

**Illusion Immunity (UI)**. In addition to saving throws; Artificers have a great dislike of illusions and Illusionists. Subtract the level of the illusion spell from the % chance to resist.

**Racial Adjustments**

<table>
<thead>
<tr>
<th>Race</th>
<th>Level</th>
<th>DT</th>
<th>F/RT</th>
<th>OL</th>
<th>SI</th>
<th>KV</th>
<th>% Ability</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gnome</td>
<td>0-2</td>
<td>+3</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>3%</td>
</tr>
<tr>
<td>Elf</td>
<td>3</td>
<td></td>
<td>+3</td>
<td></td>
<td></td>
<td></td>
<td>3%</td>
</tr>
<tr>
<td>Half-elf</td>
<td>6</td>
<td></td>
<td>+3</td>
<td></td>
<td></td>
<td></td>
<td>3%</td>
</tr>
<tr>
<td>Human</td>
<td>9</td>
<td></td>
<td>+3</td>
<td></td>
<td></td>
<td></td>
<td>3%</td>
</tr>
<tr>
<td>Dwarven</td>
<td>12</td>
<td></td>
<td>+3</td>
<td></td>
<td></td>
<td></td>
<td>3%</td>
</tr>
</tbody>
</table>

**Level Limit**

- 1: 1
- 2: 2
- 3: 3
- 4: 4
- 5: 5
- 6: 6
- 7: 7
- 8: 8
- 9: 9
- 10: 10
- 11: 11
- 12: 12
- 13: 13
- 14: 14
- 15: 15

**Spells Usable Per Day**

<table>
<thead>
<tr>
<th>Level 1 Spells</th>
<th>Casting Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>Airglass</td>
<td>3 segments</td>
</tr>
<tr>
<td>Disassemble</td>
<td></td>
</tr>
<tr>
<td>Detect Mechanism</td>
<td></td>
</tr>
<tr>
<td>Enhance 1</td>
<td></td>
</tr>
<tr>
<td>Lubricate</td>
<td></td>
</tr>
<tr>
<td>Mend</td>
<td></td>
</tr>
<tr>
<td>Muffle</td>
<td></td>
</tr>
<tr>
<td>Reduction</td>
<td></td>
</tr>
<tr>
<td>Seal</td>
<td></td>
</tr>
</tbody>
</table>

**Approximate Level/Ability**

<table>
<thead>
<tr>
<th>Level 1 Spells</th>
<th>Area of Effect</th>
<th>Power of Spell</th>
</tr>
</thead>
<tbody>
<tr>
<td>Airglass</td>
<td>1 diameter disc</td>
<td></td>
</tr>
<tr>
<td>Disassemble</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Detect Mechanism</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Enhance 1</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Lubricate</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Mend</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Muffle</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Reduction</td>
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<td></td>
</tr>
<tr>
<td>Seal</td>
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<td></td>
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</table>

<table>
<thead>
<tr>
<th>Level 2 Spells</th>
<th>Area of Effect</th>
<th>Power of Spell</th>
</tr>
</thead>
<tbody>
<tr>
<td>Airglass</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Dispel Illusion</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Enhance 2</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Lubricate</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Mend</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Rustproof</td>
<td></td>
<td></td>
</tr>
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</table>

<table>
<thead>
<tr>
<th>Level 3 Spells</th>
<th>Area of Effect</th>
<th>Power of Spell</th>
</tr>
</thead>
<tbody>
<tr>
<td>Airglass</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Dispel Illusion</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Enhance 3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Lubricate</td>
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<td>Mend</td>
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<td></td>
</tr>
<tr>
<td>Rustproof</td>
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</tr>
</tbody>
</table>

**Spells Usable Per Day**

- Level 1 Spells: 1st, 2nd, 3rd, 4th, 5th
- Level 2 Spells: 1st, 2nd, 3rd
- Level 3 Spells: 1st, 2nd, 3rd

**SPENDABLE MANTLE**

<table>
<thead>
<tr>
<th>Level 1 Spells</th>
<th>Power of Spell</th>
</tr>
</thead>
<tbody>
<tr>
<td>Airglass</td>
<td></td>
</tr>
<tr>
<td>Disassemble</td>
<td></td>
</tr>
<tr>
<td>Detect Mechanism</td>
<td></td>
</tr>
<tr>
<td>Enhance 1</td>
<td></td>
</tr>
<tr>
<td>Lubricate</td>
<td></td>
</tr>
<tr>
<td>Mend</td>
<td></td>
</tr>
<tr>
<td>Muffle</td>
<td></td>
</tr>
<tr>
<td>Reduction</td>
<td></td>
</tr>
<tr>
<td>Seal</td>
<td></td>
</tr>
</tbody>
</table>

**Detect Mechanism (Divination)**

<table>
<thead>
<tr>
<th>Range</th>
<th>Casting Time</th>
<th>Area of Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Caster</td>
<td>2 segments</td>
<td></td>
</tr>
<tr>
<td>Rangefinder</td>
<td>3 segments</td>
<td></td>
</tr>
</tbody>
</table>

**Enhance I (Chant, Alteration)**

<table>
<thead>
<tr>
<th>Range</th>
<th>Casting Time</th>
<th>Area of Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Touch</td>
<td>Varies</td>
<td></td>
</tr>
<tr>
<td>Rangefinder</td>
<td>1 object</td>
<td></td>
</tr>
</tbody>
</table>

**Lubricate (Summoning)**

<table>
<thead>
<tr>
<th>Range</th>
<th>Casting Time</th>
<th>Area of Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Touch</td>
<td>9 segments</td>
<td></td>
</tr>
<tr>
<td>Rangefinder</td>
<td>8 sq/level</td>
<td></td>
</tr>
</tbody>
</table>

**Duration**

- Level 1 Spells: 1 day/level
- Level 2 Spells: 2 days/level
- Level 3 Spells: 3 days/level

**Saving Throw**

- None

- 12000 experience points per level for each additional level beyond 10th.

Artificers gain 2HP per level after the 9th.

**Common Abilities**

- Artificers have the following talents arising from their training:
  - Detect Traps/Mechanisms (DT). If alert and wary (+30% if concentrating). Includes pits, shifting walls, spring-loaded traps, etc, generally non-magical.
  - Find/Remove Traps (F/RT). As a Thief, +DEX bonuses.
  - Open Locks (OL). As Thief, +DEX bonuses.
  - Spot Irregularities (SI). Noticing cracks, peepholes, secret doors, 20' range, +10% to chance if concentrating.
  - Know Value (KV). Knowledge of the actual market value of gems, jewellery, etc. Doesn't identify magical properties. Bonuses of +15% if in special area, +8% if part specialist.

- Illusion Immunity (UI). In addition to saving throws; Artificers have a great dislike of illusions and Illusionists. Subtract the level of the illusion spell from the % chance to resist.
Mend (Alteration)
Range: Touch
Components: V, S, M
Duration: Permanent
Saving Throw: None
Area of Effect: 1 object
This enables the caster to make one attack (within a time equal to 1 round/level) as a rust monster, with the same saving throws. The material component is a rust monster’s antenna carried in the hand.

Rustproof (Adjuration/Chant)
Range: Touch
Components: V, S, M
Duration: Special
Area of Effect: 1 object/mechanism
This instills into a blade the power to part the nearest joint living or dead on the first thing it touches. Double ligatures are doubly severed. The object to be severed should be touched within the duration of the spell.

Level 3 Spells

Detach (Evocation)

Rough Touch

Components: V, S, M
Duration: 2 rounds/level
Area of Effect: 1 blade

This instills into a blade the power to part the nearest joint living or dead on the first thing it touches. Double ligatures are doubly severed. The object to be severed should be touched within the duration of the spell.

Enhance III: As enhance I but 50%/level or a 33% saving. Can be cast with rustproof, mingling the two chants.

Level 2 Spells

Disassemble (Divination)

Operate (Evocation/Divination)

Range: Touch
Components: V, S
Duration: 2 rounds/level
Area of Effect: 1 object/mechanism

Restore/Reset (Divination)

Rust (Alteration)

Range: Touch
Components: V, S, M
Duration: Special
Area of Effect: Special

Range: Permanente
Components: V, S, M
Duration: Permanent
Area of Effect: Special
Saving Throw: Special

Range: Special
Components: V, S
Duration: Special
Area of Effect: Special
Saving Throw: None

Proofs objects against rust for 2 years/level, or against one attack by a rust monster per level. Caster must chant whilst creating the object.

Muffle (Alteration, Abjuration)

Range: 0
Components: V, S
Duration: 1 turn/level
Area of Effect: Special
Saving Throw: None

Range: 6".
Components: V, S, M
Area of Effect: 1 object

Muffle (Alteration, Abjuration)

Range: 0
Components: V, S
Duration: 1 turn/level
Area of Effect: Special
Saving Throw: None

Duration: Permanent

Save yourself from the sphere. The material component, a piece of cloth, is bound around the Artificer’s implements.

Muffles sound so that an Artificer’s work cannot be heard outside the sphere. The material component, a piece of cloth, is bound around the Artificer’s implements.

Duration: 2

Range: Touch
Components: V, S
Area of Effect: 1 object

Save: None

Level 3 Spells

Detach (Evocation)

Rough Touch

Components: V, S, M
Duration: 2 rounds/level
Area of Effect: 1 blade

This instills into a blade the power to part the nearest joint living or dead on the first thing it touches. Double ligatures are doubly severed. The object to be severed should be touched within the duration of the spell.

Enhance III: As enhance I but 50%/level or a 33% saving. Can be cast with rustproof, mingling the two chants.

Know (Divination)

Range: 3’
Components: V, S
Duration: Permanent
Area of Effect: 1 mechanism

Save: None

Malleable (Alteration)

Range: Touch
Components: V, S
Duration: 1 turn/level
Area of Effect: Special
Saving Throw: None

Duration: 2 turns/level

Any non-magical metal that the caster touches becomes soft and pliable to his fingers. The area affected is as much as the caster can touch.

Muffle (Alteration, Abjuration)

Range: 0
Components: V, S
Duration: 1 turn/level
Area of Effect: Special
Saving Throw: None

Range: 6’
Components: V, S, M
Area of Effect: 1 object
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**BLOOD BATH AT ORCS DRIFT**

Wargame Scenario
Citadel Miniatures

When you couple a company with the courage of their own convictions to produce a fantasy mass battle system with three die-hard wargamers, the result of this collaboration is something like Orcs Drift, in a word — perfect.

The set consists of a GM’s book — including maps and illustrations by Gary Chalk, Command Sheets giving stats and details of each command, a full colour sheet of non-playing character sheets, a set of full colour cardboard armies, six sheets of full colour cardboard building for construction (like the ones in the Citadel Journal) and a badge bearing the legend: ‘I was in Blood at Orcs Drift’. In short, everything you need to play the whole campaign, except the Warhammer Battle Rules.

The pack contains four separate scenarios: Orcs Drift, Ashkas Pass, Ashak Rise, Lindon Way and the major scenario, Orcs Drift. Each scenario is a game in its own right, forming a series of preliminary moves leading up to the final battle. They may be played in any order, leaving some out or even just playing Orcs Drift itself.

The pack is very ‘user friendly’ with everything being provided, from tables to show you how to split the commands between the 2-7 players to printing all the information in the right place.

Anyone who has seen the film Zulu will know of Rourke’s Drift: Blood Bath at Orcs Drift contains events and characters liberally lifted from this battle. As is the nature of all Warhammer productions, things are amplified and made larger than life.

The referee’s job is really made quite simple. All the relevant information is included within each scenario, with loose command sheets for the players, and the buildings in each scenario can be used to represent the different structures on the maps.

I will not spoil the scenario by telling you anything about the plot. Suffice it to say, a captain of the 92nd Dragoons, in the centre of the action and is determined to revenge himself on those who defeated and humiliated him — all events that follow are his doing.

For Warhammer, you’ll love Blood Bath at Orcs Drift — it’s not often that something like this is attempted and never has it been done so well. The years of wargaming experience behind it really show through. Unreservedly recommended, it’s a must for all Warhammer addicts.

**DRAGONROAR**

Role-Playing Game
Standard Games

Is the market ready for yet another fantasy role-playing game? Standard Games obviously think it is, and have produced Dragonroar, the first major British fantasy role-playing game. Inside the lumpy box you find a single rulebook, a set of good quality dice, floor plane, coloured cardboard counters, a reasonable quantity of play sheets and character sheets, and ... the much trumpeted ‘rules’... which may take some effort to do so. The explanation which opens the first side is sketchy and affairs are not helped by the dull run-through of the history of Home (the Dragonroar campaign world). The rest of the first side consists of a set of facile instructions on where certain items can be found in the rulebook. Deft touches such as the clear explanation of how to use dice, swamped in the general mediocrity.

The second side is almost as bad. Having been given a character at the end of the first side, you are invited to participate in a solo adventure. This mainly consists of a series of combats — useful to get used to the rules but not particularly exciting. The main redeeming feature is that it includes short speeches by non-player characters, possibly encouraging characterisation and role-playing.

The rulebook is impeccably presented, and generally well written. It includes an attractively much of an effort to advance in ‘Life Level’. The chief purpose of players is to gain honour’ the rules say, swiftly making it clear that if you want to get anywhere in Dragonroar, you have to play by the rules.

One system that does stand out is the skills system. This is organised in a set of hierarchies becoming more specialised as you move down the hierarchy. For example, the skill of knowledge of Combat is divided into two specialisms: ‘Individual’ and ‘Group’ — each of which is in turn divided into a number of ‘Areas of Expertise’. The knowledge characteristic determines the number of areas of knowledge that may be learned per level, and one of these must be used to acquire any one level in the hierarchy. General knowledge of a field must be gained before a specialisation is obtained. While it is mostly used to deal with ‘knowledge’ proper, it is an elegant way of handling skills, and it is a pity it is combined with such a ludicrous method of advancement.

Magic uses a standard spell-points system based on endurance. There aren’t very many spells listed, but new ones will be given in future supplements (a frequently encountered feature of the rules — and one which will instantly alert experienced gamers’ suspicions). Similarly, only a handful of magic items are given.

The dozen monsters given vary from the hackneyed goblins, trolls and so on, to the wacky originality of the war hedgeshogs and killer penguins, none described in any depth.

The game rounds off with ‘The Kalonth Dive’, a sample party adventure. This is sketchy, to say the least, and displays no relation with any of the rest of the game. It consists of a small complex with a handful of different monsters, who must be fought. This demonstrates the designer’s apparent attitude to role-players — namely as a cute variation on wargaming.

As a beginner’s game, Dragonroar is clear and simple, but narrow in scope and restricting to those who want more out of game than combat. Experienced role-players will find it about five years out of date. It may be the first British fantasy role-game, but it isn’t anything to be proud of.

**CHAO**

Computer Game (48K Spectrum)
Games Workshop

The game represents a duel between two to eight wizards, all of whom may be controlled either by a human player or by the computer. Each wizard starts with a number of randomly chosen spells which will be listed in general, the player cannot use only once. The game consists of the wizards taking turns to cast spells, then to move or engage in physical combat. The winner is quite simply the last one alive.

The vast majority of spells are ones to create monsters, ranging from giant rats to golden dragons. Successful casting is not automatic, and the chance depends on the strength of the creature you wish to create. More, all spells are either Lawful, Chaotic or Neutral. As the game progresses, the balance of the universe changes and some spells become easier to cast, others more difficult.

If you think the chance of casting a creature spell is too low, you may produce it as an illusion. Illusory creatures are cast automatically and have all the abilities of all the real thing. However, all magics have use a ‘Disbelieve’ spell which they can cast as often as they wish. If this is targeted at an illusory creature, that creature is dispelled. This allows for an element of bluff. Do you risk the chance of your spell failing in order to make it invulnerable to Dis-
beliefs? Do you possibly waste a valuable
turn by casting Disbelief on that golden
dragon wandering through your ranks?
As well as creature spells, there are a
variety of special ones. These include
magic castles, lightning, raise dead, etc.
In particular, 'Magic Fire' and 'Gooey Blob'
are great fun – once cast, they
spread across the board slowly, con-
suming all enemy units in their path! As
with creature spells, casting is not
automatic, although there is no equiva-
 lent of the Illusory creature.
The programming is good. It is user-
friendly; pleasant to use and practically
bug free. The screens are nicely laid out
and presented, if not spectacular. The
creatures are represented by animated
sprites, although the animation is not
spectacular they are recognisable and
do their job.

My major complaint against the game
is the instruction booklet that comes
with it. This is badly written and omits
many vital points (such as the fact that
the game consists of consecutive spell-
casting and movement rounds). Given
the amount of white space on the leaflet
and the pretty picture occupying a quar-
ter of it, there is no excuse for such
omissions.

Chaos does not have rapid arcade-
sty le action, its graphics are fair but
unexciting and it is certainly not the
most intellectually stimulating of games.
None of that matters. Chaos is fun.

Complexity: 3 Value: 8
Playability: 8 Production: 7
Overall: 7 Trevor Mendham

LEGACY OF EAGLES
RPG Scenario
Games Workshop

£4.95

Simon Burley’s Legacy of Eagles is the
first adventure for Golden Heroes,
Games Workshop’s Superhero RPG,
and has been designed to launch
superhero teams and to give maximum
help to a novice referee. The pack con-
sists of a 24-page book, two large double-
sided colour map sheets, 30 coloured
cardboard NPCs and vehicles, and eight
coloured file cards for the principal
NPCs. All will fit in the standard Golden
Heroes box. The pack is profusely
illustrated by several artists, including
a spectacular Brian Bolland front cover, a
rear cover by Kev Hopgood, and interior
illustrations and graphics by Brian
Cumming, Albie Fiore, Kev Hopgood,
and Mark Bentham.
The plot of Legacy isn’t particularly
complicated. The heroes learn that a
former Superhero, Protector, who has
been hopelessly insane since 1964, will
be transported to a new asylum. A
supervillain group attempt to hijack
the van carrying the drugged Protector, and
take him back to their sinister leader,
Overlord. After the subsequent fight the
heroes learn that Overlord has
discovered the base used by Protector’s
former Superhero group, the EAGLES,
and needs Protector to enter part of the
complex.

Background information on the
EAGLES suggests that the group was
wiped out by some mysterious force,
which may still be penned in their base.
If Overlord opens the base, it may
escape and devastate the world...
The book contains nine
recommended scenes, each with
suggestions for dialogue and action,
and a reduced-scale map for figure
placement (if combat is required), plus a
section of background information and
full dose s for all the characters
involved. Occasional flashes of humour,
reminders of mortality (the base
contains a few dead Superheros), and
generai l high production standards are
bonuses which compensate for the
straightforward plot. The ultimate
reward of the adventure is a base, which
is extremely useful for a Superhero
group in an ongoing campaign, less
useful if the adventure is run as an open
scenario. It follows the games usual
emphasis on campaign development
and continuity.

I played in this scenario before
reading it, and found it very enjoyable.
However, the form at does seem to
emphasise combat rather than detection
or role-playing, a common flaw of most
superhero scenarios. My other main
reservation was the price, which makes
Legacy more expensive than some US
imported

The ratings following are based on
White Dwarf’s, new improved, and
slightly tougher marking scheme, and
may seem slightly low compared to my
ratings for the original game. Don’t be
misled; I liked this a lot.

Complexity: 6 Ease of Use: 6
Production: 8 Value: 8
Skill: 6 Usefulness: 8
Overall: 7 Marcus L Rowland

TWILIGHT 2000
Role-Playing Game

£24.95

Twilight 2000 is a role-playing game set
in Europe during a spasmadic war,
two years after an exchange of nuclear
weapons. The player characters are
American soldiers or their allies.
The physical contents of the box are
well designed and presented: two rule
books, a sheet of charts for players,
an 8-page set of charts for the referee,
an 8-page scenario ‘Escape from Kalisz’
with two players’ handouts and a map of
Poland, a 12-page equipment list with a
separate price list, an assortment of
card and vehicle record sheets, five
dice (four 6-sided, one 20-sided), a list
of contents, and an errata slip. The system
is based on the use of a moderately
complex equation of characteristics and
skills to determine the base chance of
doing something, then a percentile die
the implication that characters can include civilians suffering from third-wor- mised goverments remain. The war described is the favourite of the game. A rating of 30 minutes, any halfway compet- pet group of players will not allow anyone to win—allying in unison against anyone who gets dangerously close to the crucial eight worlds. A good strategy (of matching up Character cards with their corresponding World Tiles, thus doubling the value of the card) can alleviate this to a certain extent, but in practice the game will stretch on for a couple of hours, well beyond its capacity to sustain interest.

While the basic game is intended for 2 to 6 players, rules are also included for a solitary game and the object is to reach your 'Home World' by working your way through a succession of combats against randomly dealt defences with a small band of characters. If you like solitary games with virtually no skill, that are simply a succession of counting exercises, then you might find this one exciting, otherwise don't bother.

In conclusion, this is a highly deriva- tive game — its systems all originated in other games, and work better in those games than here. The game strikes me as a cynical attempt to cash in on the popularity of Boris Vallejo's artwork, which displays a very low opinion of its intended market.

THE WORLDS OF BORIS VALLEJO
Boardgame
Mayfair Games
£23.95

Boris Vallejo is probably the most popular fantasy poster artist, yet it still seems rather strange that Mayfair Games should have chosen to base a game on his creations. A cursory glance at the game reveals that his art is completely incidental to the mechanics of the game. The physical components of the game are variable—the cardboard 'World Tiles', which form the basis of a flexible game board, carry immaculately printed Boris pictures in glorious colour. The cards which are used to control the game system are competently produced, with most having miniature Boris pictures in black and white (although one has its pictures printed upside-down!). The counters, however, are the worst kind of plastic rubbish.

One of the major flaws of the game becomes obvious. Although the playing time is listed as 30 minutes, any halfway competent player will not allow anyone to win—allying in unison against anyone who gets dangerously close to the crucial eight worlds. A good strategy (of matching up Character cards with their corresponding World Tiles, thus doubling the value of the card) can alleviate this to a certain extent, but in practice the game will stretch on for a couple of hours, well beyond its capacity to sustain interest.

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The game is an abstract strategy game with elements familiar to players of Cosmic Encounter, Risk and Talisman. The winner of the game is the player who successfully captures three worlds in addition to the five he starts with. Capture is achieved by moving a pawn on the game board to an opponent's World Tile, and then playing cards to try and defeat the opponent's defence force. The cards played are of three kinds — Character, Artifact and Scroll, though all have a numerical strength value which determines their worth in combats. Characters are of five types: Warrior, Wizard, Guardian, Priest and Death, each with their particular abilities. Characters are of five types: Warrior, Wizard, Guardian, Priest and Death, each with their particular abilities. Characters are of five types: Warrior, Wizard, Guardian, Priest and Death, each with their particular abilities. Characters are of five types: Warrior, Wizard, Guardian, Priest and Death, each with their particular abilities. Characters are of five types: Warrior, Wizard, Guardian, Priest and Death, each with their particular abilities. Characters are of five types: Warrior, Wizard, Guardian, Priest and Death, each with their particular abilities. Characters are of five types: Warrior, Wizard, Guardian, Priest and Death, each with their particular abilities. Characters are of five types: Warrior, Wizard, Guardian, Priest and Death, each with their particular abilities. Characters are of five types: Warrior, Wizard, Guardian, Priest and Death, each with their particular abilities.

Against this background, the players are supposed to choose goals; survival is the obvious choice, but further objectives are left to the discretion of the referee and players. The suggested theme (with beautifully explains the attitude of this game) is to 'return home' to America: Europe evidently isn't worth anyone's time or effort. The rules never say anything about the possibility of rebuilding settlements, negotiating local peace treaties, or doing anything else to start civilisation working again. The box blurb says 'They were sent to save Europe... Now they're fighting to save themselves', and it's evident that the game has been written by and for Americans, with little or no understanding of European attitudes or desires.

Production: 8 Ease of Use: 6 Complexity: 5 Value: 5 Overall: 5 Marcus L Rowland

THE BOX RATINGS

Products reviewed in Open Box are rated on a 1 (poor) to 10 (excellent) scale according to the following headings (when appropriate):

- Complexity: General level of complexity indicated in playing or running the game. A rating of 1 indicates a simple game, one of 10 a complex game.
- Ease of Use: How easy it is to learn and play the game. Clarity of rules both in definitions and ease of location.
- Production: Physical quality of the game and its components.
- Value: Value for money.
- Usefulness: Indicates how much a supplement adds to its parent game.
- Playability: A measure of how play- able a boardgame is.

Skill: For scenarios, this indicates the level of skill needed by players to cope with the adventure. For boardgames, it indicates the amount of skill required as opposed to luck of the dice.

Overall: The reviewer's general opinion of a game: it is not an average of the other marks.
Last time I tried it I had a nosebleed; this time, five days of raging toothache (really). A hernia is the usual symptom of trying to lift it. I allure, of course, to try and untangle itself, that boith the buttick of literature, Battlefield Earth — about whose paperback edition I'm preserving a dignified silence. Isn't that nice of me?

Ian Watson's The Book of Being [Gollancz 184pp £8.95] concludes an ambitious, inventive and daft trilogy. Not content with previous deaths, reincarnations and cosmic insights suffered in the journeyman space-operas of Interstellar Empire has the same weaknesses but a far more sophisticated stuff ("A slave with the hot brown skin of a Marzon and theatrophy, and everyone rushes to investigate the solar chromosphere in a whirl of intrigue (human and a boot). What's that boiling uncomfortable as players are eliminated solely to help Brin's plot: but this is a first novel. His second won the Hugo.

Fond of King-style horror, chainsaw massacres, maggoty putrescent hands clawing up from your breakfast, Clarke reprints several stories which form the bulk of a book wickedly mistitled Elric at the End of Time [Granada 208pp £1.95]. The amusing semi-apoopt title story; one early, inferior Elric tale; nonfictional bits; Moorcock's hilarious (but very short) self-parody 'The Strange Thing'; 'Seeds that cannot sprout'... Gene Wolfe's fine The Devil in a Forest [Granada 208pp £1.95] is billed as 'haunting fantasy' but is more a poetic historical novel in Wolfe's unclassifiable manner: good vs evil, rationalism vs superstition, and the outcome deeply ambiguous. Read this.

Octagon [Penguin 272pp £2.50] is more lightweight hard SF fun, from Fred Berserker Saberhagen. Dating from 1980, it has the musty flavour of an up-to-the-minute book whose minute has passed: in five short years we've got too sophisticated about computers to believe naive visions of kids who gain Total Power by effortlessly guessing Master Passwords (two, in fact, which by the boot into it all - as a result of which it's rumoured that an outraged Heinlein had to be restrained from biffing him. Plenty of good things here: too many, really, as Clarke reprints several more lightweight SF texts than is necessary to make his point in the same words. Where was his editor?

More reissues! One minor classic, George R Stewart's Earth Abides [Black Swan 364pp £3.95] in a well-deserved bubblegum edition. Science fiction's Holocaust novel by which others are judged. Reviewed here in hardback: Geoff Ryman's excellent Warrior Who Carried Life [Unicorn 173pp £2.95], compulsory reading; Walter Tevis's Stars of the Sun [Corvus 275pp £2.95], well-written and entertaining despite silly science and a self-pitying hero; Robert Silverberg's Valentine Pontifex [Pan 367pp £2.50] — if you liked the science-fiction of Lord Valentine's Castle you'll like this paler but literate sequel, but not as much. Also: Jack Vance's skeletal but triffic The Dragon Masters [Granada 123pp £1.95] and two inferior Heinlein's The racist Day After Tomorrow [NEL 141pp £1.95], theicky Podkayne of Mars [NEL 157pp £1.95].

Unreadables: The Sable Moon by Norman Spinrad [Granada 362pp £2.50], concluding a trilogy whose first volume's prose style made my gonads atrophy, and V: The Pursuit of Diana by Allen Wold [NEL 186pp £1.95], about which the less said the better. (If you, review it! Ed.) Very well, I will speak out, pillaging the uttermost depths of my thusesaurus and — (On second thoughts, don't bother — Ed.) Let's just say I had more fun in my long afternoon at the dentist's. □
...that between the years when
the oceans drank Atlantis and the years
of the rise of the sons of Aryas, there was an
age undreamed of, when shining kingdoms lay spread
across the world like blue mantles beneath the stars. Hither
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Of all the Orcish raiders to have plundered the Old World from the World’s Edge Mountains, none have been so feared, or so hated as the Great Black Orcs of the Mother Crusher tribe. Their Great Raids of Hunger continued almost completely unchecked for nearly forty years, leaving in their wake a trail of butchery seldom equaled in Orcish history.

Despite many efforts to capture and destroy them, the Mother Crushers always managed to avoid traps set for them. On the few occasions they were brought to battle the outcome invariably favored the Orcs - using their famous juggernaut columns to push aside any resistance.

Their success was due mainly to the inspired leadership of one Orc. Known throughout the tribes as Eeza Ugezod, Orcish legend abounds with stories of this huge and cunning Orc. One such story, typical of the time, concerns the skirmish on the Great Crossing - a huge, natural span bridging one of the few routes through the mountains to the fertile foothills and valleys of the Old World. It was upon this bridge that a group of Orcs led by Eeza Ugezod were attacked by large numbers of Dwarfs and at least one mountain Giant. An extract from the Orcish ‘Wolves’ Adjeti’ translates as follows.

'We goes miles this day. Last dark we kills many wittering souls, poking and cutting them - but not having times to make it slow close, but cannot help a little wimpering. But Eeza Ugezod’s got no wimper. He waves his axe and swears he’s going one way, its great screaming whiskers goes another. The Great One’s feet off and pop them in its face. With this he goes off fast forward and sharp hacks the Great One. Its knees goes

No one is quite sure what happened to Eeza Ugezod - he certainly wasn’t amongst the hundreds of shots at Great One. We gives his headskin with hair on it and ties it to our belts. We paints their juices all over the Great Crossing and we calls it the Red Warrior - the outcome invariably favors them.

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Crawling Chaos is our regular column for players of Call of Cthulhu, edited by Marc Gascoigne.

FREE THE SPIRIT

This month we present a pair of useful additions to the Call of Cthulhu rules from the busy pen of Graeme Davis. The first item is by way of a follow-on from last month’s article on ghosts and spirits, Haunters of the Dark, and concerns itself with . . .

THE CLERGYMAN

Skills: Read/Write Other Languages*; Credit Rating; History; Library Use; Occult; Oratory; Psychology; Psychoanalyse; Exorcism (see below).

Other Languages*: Greek and Latin, plus commonly one or more of Hebrew, Aramaic, Syriac and Coptic.

Salaries: $1000 x 1d6+1, as a Professional.

Notes: A Clergyman may not use Mythos spells, and may attempt to prevent others from doing so. This profession will need very careful role-playing, perhaps more so than any other. It might be used purely as an NPC profession, interfering with the players’ investigations for the sake of their souls and generally causing difficulties.

Exorcism: Exorcism is available as an initial skill to Clergymen only, at a basic score of 20%. Others may learn to perform exorcisms under the instruction of a Clergyman by making a successful Occult roll (or EDU x 3 if the Keeper prefers); this will gain an initial score of 05%, which is improvable in the normal way.

In order to perform an exorcism, the traditional materials of bell, book and candle must be used, and a small amount of preparation is necessary; obviously a ghost which realises that an exorcism is about to be performed (at the Keeper’s discretion, an INT × 5 roll may be used to determine this) will use every means at its disposal to prevent the ceremony going ahead.

On a successful Exorcism roll, the exorcist is permitted to engage the ghost in a POW vs POW confrontation, against the ghost’s original POW.

If the exorcist is successful, the ghost is destroyed and the exorcist loses POW equal to (ghost’s original POW – exorcist’s original POW). Where the ghost has a lower POW, the exorcist loses one point. This lost POW may be regained in the normal way. If the exorcism is unsuccessful, the exorcist loses double this amount, and must make a SAN roll or lose SAN as from a Major Attack (WD67).

More than one character may contribute POW to an exorcism by adding their prayers to those of the exorcist. Those without Exorcism skill may contribute up to 10% of their original POW, while exorcists may contribute up to 50%, all fractions being rounded off to the nearest whole number. All POW contributed to an exorcism is regained normally.

Other: A Clergyman also has the ability to set up a circle of holy water or crushed communion wafer in order to keep a ghost at bay; the chance of success is POW x 5 for a Clergyman, while other characters may attempt to do so using half an Occult roll. The protection of the circle will last until the holy water dries or the host is scattered, and the ghost will normally attempt to disrupt it by any means at its disposal. It cannot cross the circle or attack those within it, but may use its abilities to lure people out or otherwise disrupt the circle. If any living thing crosses the circle once it has been set up, it will be disrupted.

HYPNOTISM

Hypnosis is probably best treated as a Communication skill with a basic score of 00%. It might be available to para-psychologists as a professional skill, but Keepers may wish to restrict its availability by stipulating that instruction is difficult to obtain, or by requiring an INT or POW roll from any character wishing to learn it.

Any willing subject may be hypnotised on a successful Hypnotism roll; an unwilling subject will be more difficult, requiring the hypnotist to match one-fifth of his or her skill score against the subject’s INT before a Hypnotism roll can be made.

Once the Hypnotism roll has been made successfully, the subject is in a trance. An entranced subject will obey simple commands in a zombie-like fashion, but may be permitted a POW x 5 roll to resist any command which is homicidal, reckless or strongly out of character. Successfully resisting a command will break the trance, as will the hypnotist’s command to awaken, and the subject will have no recollection of his or her actions while in trance.

Hypnosis can be used to make a subject recall information or events with more clarity than is normally possible in a conscious state, and in some cases it has been claimed that a subject may be hypnotically regressed beyond birth, to recall the events of previous incarnations. Information can also be absorbed very efficiently under hypnosis, by a process essentially similar to sleep-learning.

When combined with Psychoanalysis to speed recovery from insanity and to cure phobias and similar afflictions, if a psychoanalyst makes both Psycho-analysis and Hypnotism rolls while treating an entranced patient, one 1-4 hour session of hypnotherapy will have the same effect as one week of conventional treatment (see pp 25-27 in the Call of Cthulhu rulebook).

A post-hypnotic suggestion may be placed on an entranced subject if the hypnotist makes two successful Hypnotism rolls. A post-hypnotic suggestion is a command which takes effect when the subject is out of trance, and is subjected to a certain stimulus or set of stimuli. This can range from a command to feel revulsion every time that the urge for a cigarette strikes to an order to set the timer on a bomb concealed beneath Scotland Yard on receipt of the news that the hypnotist has been arrested, although the Keeper should modify the chances of success according to the complexity of the command and the danger involved for the subject. The subject will not be aware of the implanted suggestion while he or she is out of their trance, and when the suggestion is ‘triggered’ must match INT against one-fifth of the Hypnotism score of the hypnotist who implanted the command. If successful, the subject will resist the command, being aware of an irrational urge but unable to explain it, but if unsuccessful he or she will relapse into trance and carry out the command, regaining consciousness on completion of the task and with no recollection of having performed it.

Hypnosis may also be put to other uses, such as self-hypnosis to resist pain or fear, or the placing of a subject in trance to act as a medium, but these are left to the discretion of the individual Keeper.
Part Six

Thrud has joined up with a group of mercenaries, who are defending a distant village against the 'Black Currants' in the village. Thrud, laden with weapons, is ready to attack. The black currants may have attacked the village - Thrud, laden with weapons, has taken on the main force, while Mr. K. Lymera and the Villagers are defending the back of the village against surprise attack.

Where is Lymera?

In there! She's still putting her makeup on.

I don't believe it! I've been ten thousand years back in time and still run into the 'B Team'!!

What are you waiting for? It's only a name...
Aquatic Adventures in AD&D
by Peter Blanchard

This series of articles will deal with the problems of adventuring in a marine environment. It is intended for DMs and players alike since it provides background information and a common ground for understanding. Since there are more aquatic lifeforms to be found in the oceans than in inland waterways, the freshwater environment will be ignored, although many of the principles remain the same. Most life is to be found in the upper reaches of the oceans since there are numerous problems (which will become apparent) associated with living at greater depths which prevent sea-creatures from venturing there, and it is these more suitable depths that will be covered here. The general viewpoint of the surface-dweller is taken to make things easier for all!

The First Plunge
Underwater adventuring poses a number of problems to the land-dweller wishing to explore beneath the surface of the sea. Many of these problems defy solution, except by the use of magic (or high-technology) and the role of magic will be examined closely in the second part of this series.

The most obvious problem is ensuring you can breathe underwater, or more generally, how to keep the tissues supplied with oxygen. Holding your breath is a short-term answer — about five minutes is the best a highly-trained and super-fit human could manage. Hyperventilating with pure oxygen isn’t particularly recommended in addition to this since it causes hallucinations and possibly brain damage. Otherwise, for the average adventurer, the practical limit is about two minutes. Other humanoids will have much the same limit to their underwater endurance.

Near the surface the snorkel is a useful tool — any deeper and the user must return to the surface at frequent intervals. Long snorkels offer very little in the way of a solution — underwater pressure acting against the user’s lungs to force the air back out again; this would occur with a snorkel about two feet underwater. The effect is similar to that obtained by filling a petrol can up with steam, sealing it, and allowing it to cool — the external pressure causes it to collapse. Imagine the rib-cage in place of the can and you can see how unpleasant the effects would be. For the same reason, deep-sea divers of the past had air pumped down to them under pressure.

By bringing air down in containers, however, you provide an air supply at the correct pressure. This idea developed into the form of the diving bell, a device that allows divers to stay underwater for as long as a week, but not one without its own problems.

Assuming that technology is still primitive, it would be unable to produce a pump capable of feeding air to a bell at depth due to the pressure. In this case, the bell must be raised periodically to replenish the air supply — something of a disadvantage. Diving bells do also have limitations as to the depth they can be used at — external pressure can fracture the bell if it is used beyond its operating depth. Quality of materials and construction will be deciding factors in this matter. Added to this there are the necessary operating requirements such as a stable platform with adequate winching gear; the ship would have to be quite sturdy. Bad weather and strong currents further limit the bell’s usage in that they endanger the ropes supporting the bell with the result that it might overturn or sink to the bottom. Conditions inside the bell are far from pleasant — cramped, either very cold or very hot (depending on local conditions), and the usual side-effects of being stuck inside a small space for any length of time. (Divers have been known to go mad after spending more than a few days in a diving bell.)

The physical limitations on breathing underwater are rather depressing, therefore. One common solution which is favoured is an ingested substance which allows whoever takes it to breathe quite happily underwater (and perhaps even talk!). Older readers may well remember the awful cartoon ‘Marine Boy’ and the wondrous ‘Oxygum’... In fantasy, however, unless this substance is magical there isn’t any real alternative. Any animal or plant which provided a non-magical equivalent would be highly in demand (and probably extinct!), or at least, the product derived from it would be very expensive. Similarly, with magical substances, they are of sufficient rarity to be equally unobtainable (caches of Potions of Water Breathing are an all too convenient cop-out in many games).

Getting About
The next pressing problem is that of movement: water, being denser than air, requires a greater amount of force to move an object through it. The average person would find this impossible, and indeed all humans would find it very tiring except for those trained to it, or those designed for it. To get about underwater without the aid of magic requires some ability to swim — given the typical populace of a pseudo-mediaeval West European setting, there will be very few able to do so. Society at the time was generally hydrophobic (or rather afraid of cleanliness!) and the only times they really succumbed to water were if they were fat or when they were baptised. Curiously enough, the majority of mediaeval sailors couldn’t swim, which probably accounts for the very high mortality rate. However, all humans have the potential ability to swim: whether or not they are able to will depend on their social conditions.

Whether or not other races can swim is a far simpler problem. The various literary and game sources give them a far more uniform culture than humans. Elves, being generally a clean and healthy lot, presumably splash around in water a bit to keep clean; the fact that they have given rise to an aquatic race tends to reinforce this belief. The same can probably apply to halflings depending on whether or not the ability to swim is a genetic or cultural trait. Dwarfs, on the other hand, would be incapable of swimming, especially given the usual background of being made from the earth itself — they would
due to the density of the water (damage at greater ranges will slow - preventing them from capturing fast opponents, the environment, however, although their range is reduced at a

Common
your mouth and you allow large quantities of water in, forcing water out through

suffer due to the fact that if they are thrown by hand they are also be reduced). Nets, much lauded as underwater weapons, effective since drag prevents any great force being behind a

althouah the newcomer to the underwater world may well be

vibrating. Anyone wearing an air-filled helmet should, to

therefore sink like a stone in water. Gnomes are subject to the same disadvantage. Halflings, of course, are well documented in this regard, having a known fear of boats, although there are the notable exceptions in the racial stock. If half-orcs inherit traits from their orcish parent, they probably can swim - orcs being perverted elves after all. Their style, however, would be more animalistic in nature - no doubt they would adopt a doggy-paddle as the best way to get around. It would, how-

take something drastic to force an obnoxious snaga into the water and lose his filth collection that has taken him a good seven years to build up.

Magic items can, of course, be used to assist those who can't swim, although will do little to reassure their lack of confidence. However, they will tend to tire quickly due to the new physical demands placed on them. Three-dimensional movement becomes easier, requiring far less energy than it does on land except at great depths when pressure gets too much for muscles designed to work at around one atmosphere pres-

ure; activity at such depths will fatigue anyone much faster.

The density of water has a great slowing effect on many objects - including weapons. Swinging weapons aren't overly effective since drag prevents any great force being behind a blow: minimal damage would be caused by even the sharpest weapons. Missile weapons such as the crossbow are suited to the environment, however, although their range is reduced due to the density of the water (damage at greater ranges will also be reduced). Nets, much lauded as underwater weapons, suffer due to the fact that if they are thrown by hand they are slow - preventing them from capturing fast opponents, although the newcomer to the underwater world may well be at a severe disadvantage. Thrusting and prodding weapons such as shortswords, tridents and spears are most suitable for underwater use.

Common Senses
Communication underwater has an obvious hazard - open your mouth and you allow large quantities of water in, causing severe damage and possibly death. Assuming, therefore, that submarine adventurers prevent this by a magical (or what-

ever) device, there is still the problem of getting the vibrations from the local chords being transmitted through the water; forcing water out through the vocal chords will not result in the production of sound. The average diver is going, therefore, to be reduced to using sign language; if possible by using both light and touch since visual sign language is only effect-

ive where there is light. Divers refer to the sea as "The Silent World" - outside pressure on the ear-drum preventing it from vibrating. Anyone wearing an air-filled helmet should, how-

ever, be able to communicate with someone similarly clad by having good contact between the helmets. The general level of sound audible to land-dwellers is of a low pitch - heard by

the whole body. (The calls of some whales fall into this

Part 1: Hazards of the Environment
category.) Besides problems with sound, vision also can be difficult since seawater cuts out the red end of the spectrum - the part human eyes are most sensitive to. At great depths this has most effect - besides all the suspensions, seaweed and the like which also get in the way.

Final Points
The density of water has an effect on the development of the creatures that live in it. Aquatic denizens are, to a greater or lesser extent, streamlined: slow moving and sessile organisms have little need of it, but any fast-moving creature has need of it. The fastest aquatic creature, incidentally, is the Sailfish which is capable of reaching 50mph - something to bear in mind regarding relative speeds. Interestingly, these fast-swimming fishes are only really found in tropical and sub-tropical seas, although there are two really fast sharks, the Mako (which has been known to chew people) and the Tope (a more tidder at a hundred and a bit pounds) to be found off the British coastline.

The density of water also acts as a support: a whale out of water, for instance, will die very quickly since its rib-cage cannot bear the entire weight of the whale and will thus collapse, causing the whale to die from suffocation.

Organisms adapted to living at certain depths in the ocean are incapable of living outside that range; their physiology prevents them from surviving for very long elsewhere. At shallow depths, for instance, deep sea fish are rather fragile, and their muscles tend to tear easily. Some creatures such as the Sperm Whale and sahuagin seem perfectly happy at most sea depths, however. Any intelligent race could find a solution to the problem of moving between zones of different pressures.

Water conducts both heat and sound extremely well. Warm-blooded creatures will get cold very quickly unless they are well-insulated or kept warm. Fur and feathers are good insulators, using a layer of trapped air close to the skin to keep heat in, but work less well at increased depth (the air barrier is decreased); both are also dependent on waterproof proper-

ties. Fat, whilst not being as good as feathers and fur, doesn't suffer from the same disadvantages. As far as sound is con-

cerned, be careful of noisy machines (if you can get them to work!) - whales, such as the Humpback, can communicate over thousands of miles and this carrying power should be borne in mind.

Generally, however, the aquatic environment is more stable than the terrestrial one: the only real variation in conditions occurs at the surface where temperature and salinity will vary depending on the seasons. Once you've overcome the major problems in the water, there aren't going to be the same problems regarding extremes as there are on the surface world. □

Next issue: Developing underwater civilisations
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Heroes & Villains is a bi-monthly column about Superhero gaming, edited by Simon Burley and Peter Haines.

SOLO SERIES

Individual Adventures for Superheroes by Simon Burley

Role-playing games, being a social pastime/experience, are necessarily based around the group situation. In fantasy role-playing this can lead to problems with player characters being organised in 'parties' when few such arrangements appear in fantasy novels. With the exception of groups such as the Fellowship of the Ring, fantasy books tend to be based around the exploits of solo heroes such as Conan, John Carter and the like.

Fortunately, in Superhero RPGs, a comicbook set-up does exist which is analogous to the player character grouping, that of the Superhero team such as the X-Men or Teen Titans. Consequently, almost all Superhero role-playing is based around a team of player Superheroes, and I still recommend that referees organise their Superheroes into a coherent team at the earliest possible opportunity because of the benefits this renders to campaign organisation.

However, by far the majority of Superhero comics are based around solo heroes such as Superman or Spiderman. This is because such stories are easier to write. Writing, illustrating and choreographing a team-fight in a Superhero comic is one of the most difficult tasks authors and artists face. A battle featuring one hero is so much easier to handle. In the world of Superhero RPGs, however, the multi-sided battle is handled for you by the combat system of your chosen game, and thus, the need for solo handling of heroes is greatly reduced.

Despite this, there are still situations where a referee will need to handle solo heroes in his/her game. For example:

1. The multiple threat: A standard plot element is to have two or more plots reaching a climax simultaneously so that the main hero has to split into two or more groups.
2. Divided we fall: Together a team may be invincible but separately, against opponents who they are unsuited to fight, they could be more easily captured or defeated. This is a method often utilised by comic-authors which referees can use to effect, when they need to defeat and/or capture a particular hero or group of heroes. The team is split; they each face an individual opponent who defeats them; they are captured; they escape and, as a team, they are far more effective than the villains; the villains are defeated.
3. A chance to shine: Many 'mini-series' are now appearing which spotlight one or more minor superheroes. Apart from the desire to make a quick buck, these comics are also produced to allow under-used characters to show their full potential. The same idea can be used in a game situation. Suppose the team energy-zapper were put out on his own without his screen of Superstrong brawlers. Would he still be able to manage or would his lack of hand-to-hand and defensive abilities be his downfall? By playing them without back-up, players should be able to develop those facets of character personality and style which can be stifled in a team situation.

4. Bring on the wimps: Against a Superhero team, the referee must always use high-powered opposition, either a supervillain team or a megavillain. Solo heroes, on the other hand, could be challenged with far weaker opposition. A dozen thugs might be a challenge for some characters. By splitting the team, the referee gains the option of using some of the less-powerful bad-guys in his/her repertoire. So it is useful to have one or more methods of handling solo heroes during play. Here are a few suggestions with their advantages and disadvantages noted:
   A. The referee could fight the solo battles out on a one-to-one basis with each player in turn. Whilst this will be essential in some situations, it is generally not an acceptable solution since it leaves the other players with nothing to do.
   B. The 'spare' players could be allowed to run the supervillains. This is an elegant solution in that it allows the referee to concentrate on the game rather than the action of individual characters. However, player-supervillains tend to be far nastier than those run by a beleaguered referee, so this option should not be used unless the supervillains being run are pretty obviously out-classed. Also, it will require careful role-playing from the players to keep the supervillains within the referee's concept of the character. (It must be said, though, that it is an interesting experience as a referee to watch others run characters you have created and see exactly what sort of impression they have made on the players.)
   C. The 'spare' players can run NPCs. This is similar to the above except that, in this case, the characters being run will be subsidiary ones and may help the hero or be neutral to them. In this case, the players would need to be very carefully briefed on their NPC and the referee should try to ensure that they don't go around saving the hero's bacon! Also, since running subsidiary characters can pall after a while, care should be taken that everyone gets a turn to run the Superhero.

A useful variation on this them is to have a team wherein each player runs two heroes — their main player character and a minor NPC team-member who could be a trainee or a back up character or a supervillain who has been converted to the cause of good and is in probation with the team. If the secondary character is different from the main PC, then every player should have something to do when the split team is split since the main character would be in one group whilst the NPC for which they are responsible would be in the other.

D. A neat and workable solution to solo battles is to run them all simultaneously. This might sound difficult, with the referee running four or five different battles at once, but it is really no different from running a normal multi-sided battle. There are no more combatants on either side to deal with. The only difference between the simultaneous battles and a battle featuring a team of heroes is that the heroes cannot help each other. Apart from that, treat it as one big battle, rolling the same initiative for every hero, and you'd be surprised how easy it is.

Better still is to work out some links between the battles. Imagine the scene: Solaris is battling Jet in the power station whilst Dr Doom is duking it out with Powerhouse and a bunch of robots at the rocket base. Solaris smashes Jet into the device the villain had rigged to the reactor but Powerhouse comes to the rescue. Halfway across the city, the robots suddenly stop moving leaving Powerhouse to fight on alone.

Finally, if you decide that you really would like to run solo adventures as solo characters, rather than in a team with occasional team-ups and crossovers, then the only way to handle it is postally. Solo fights should be handled on paper with team-ups being settled as face-to-face meetings. If you don't want to run the game postally then you must organise the heroes in a team with only the occasional solo adventure to spice things up. 
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INTRODUCTION

Referees running this adventure will need Starter Traveller and Book 4, and are advised to have Book 5. Use of Striker rules may also be desired. Characters with a wide range of technical and weapons skills will be useful in this campaign.

The referee should, of course, familiarise him or her thoroughly with every section before play begins. However, it will be very little of this information be freely available to players; they should gain some small advantage (and interest) from researching details as matters progress.

THE PATRON

The scene is a rich, populous planet with fairly relaxed laws. A news-sheet carries a small advertisement:

wanted: adventurous, capable individuals, preferably with military experience or technical skills, for short-term employment. All legal, good money. Videophone...

The number is that of a rented answering service. Following this trail will bring the party to a meeting in a secure room in a hotel.

The referee should prepare the following scene. The hotel, the following afternoon. There, they (and any NPCs the referee might provide to strengthen the party) will meet an aristocratic man in his early 30s.

He will introduce himself as ‘Lord Jallion’, and will state his problem. He needs cash — real cash — which he knows he can most easily obtain by means of a jewel-journey trip to his home world. Unfortunately, that world is currently in a state of conflict, and banditry is rife; although Jallion can get his ship down easily enough, he will need guards. This is to be the party’s job.

Jallion admits to being no expert at tactics, so if the players accept the job, he will discuss equipment requirements with them. He can say that his ship has two double turrets; the ventral weapons — a sandcaster and a beam laser — are for ground attack, but regrettably useless when the ship is on the ground, while the dorsal turret is fitted with a missile tube, capable of being used for long range air defence but unsuited for close range or low level attack. When discussing the ship’s equipment, he must also mention the ship’s business, and a personal working budget of 100,000 credits, which should allow the party to request most reasonable types of weapons and equipment.

In the course of the interview, however, if any player suggests taking any ship but Jallion’s own, this man will veto the idea, saying that his planet’s bureaucracy bars alien vessels from the area he wishes to visit, and will react with overwhelming force to any such insinuations.

The only further details Jallion will provide is that his ship carries a light airraff, actually a four-seater — and that the position to be defended is a large island, open to approach by air or sea, and large enough to gain laser range.

The expedition must kit up and leave within 24 hours (local time) because of Jallion’s involvement in a local arms business, and a personal working budget of 100,000 credits, which should allow the party to request most reasonable types of weapons and equipment. The ship is negotiable around 800,000 credits, but any reasonable offer can be considered.

Referees’ Notes

Inquiries in the twenty-four hours available before take-off are unlikely to discover much about Jallion, although they may obtain permission to inspect his hotel; perhaps the guards might offer a view of the patron’s papers, but the only data on those that he will not have mentioned is the man of his home planet — Koa.

‘Street-level’ inquiries are unlikely to pro-

FLIGHT AND ARRIVAL

On arrival at the starport the party will be directed to Jallion’s ship — a 300-ton trader, yacht, totally unmistakable in that it has been painted with a gaudy blue by striking dra-

The referee should make a list of the number and types of ITSs the characters have, the ship’s maintenance level, and the ship’s cargo and any passengers. The ship has no fuel scoops, no provision for fuel scavenging, and a ‘highly tuned’ powerplant and drive that would behave nicely in a sur-

The ship is capable of excellent performance in atmosphere, including VTOL manoeuvres; a special programming allows individual character skills will allow a character with Jet Aircraft skill to operate the thrusters.

The ship’s computer has an entry for the destination:

KOA (Koa Dartho. 056637-9-0604). A minor, non-industrial world, within the Imperial border but semi-autonomous, the ruling elite having reached special agreements with the Imperium. The Koan government restricts contacts and trade; association with a Koan patro is essential before travel to this system should be considered. TAS Amber Zone.

Referee’s Notes

Only careful checking by a character with Computer-2 will have any chance of dis-

ARRIVAL

When the Long Dragon returns to normal space, Jallion will again be brisk, comment-

The referees plan must treat him as someone who is not the best. He will take the vessel as for a verbal landing on the previously described island. The players, as usual, will be surrounded by a publicly respectable natives.

Jallion will insist on leaving the ship first, possibly displaying a degree of amused conten-

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ship airborne, on the grounds that this would attract undesirable attention, but he will admit to the occasional air-raft patrol as being innocuous enough.

**LONE DRAGON**

*High Guard statistics for this 'armed trader-yacht are as follows:*

- **Lone Dragon** MYN-3132S 1-02000-20020-2
  - Tonnage: 300 tons (Batteries bearing 1, 2, 1; TL=14)
  - Batteries 1, 2, 2; 3: Crew 8
  - Fuel: 100.0 F3, Agility: 2. Cargos: 51
  - Passengers: 2

*Construction:* 'Dragon' class vessels are constructed by LD4AG to the special order of the Koon nobility, hence 'limited volume' standard design techniques are applied. Most models have minor variations.

**Hull:** 300 ton 'needle' with extensive aerodynamic surfaces.

**Crew:** Nominally 8; pilot, co-pilot, navigator, two engineers, two gunners, medical steward.

**Electronics:** Ichiban Modular/2001 main computer with extensive security features, both 'bitching' and incorporated into the comprehensive software package by 'Pro-Logic Systems LIC. Terminals on bridge and in all cabins, the latter also linked into an Ichiban recreational games system. Independent security systems by Interstellar LIC.

**Armament:** Dorsal double turret with 8mn laser and sandcaster, integral fire control. All standard Ictastellar LIC equipment. Ten missiles (5 nuclear, 5 HE) and five sandcasters can be fired.

**Craft:** One light air-raft.

**Fuel Treatment:** None.

**Drives:** All standard GEAG systems, giving jump-3 and 2-G. These, and the (factor-3) power plant, are all sophisticated, if temperamental, designs.

**Key (Figure One)**

Movement between floors on this vessel is achieved using sophisticated (and expensive) 'grav-lifts.' In event of power failure, metal ladders built into the grav-lift shafts may be used. All controls follow standard patterns; ship's gravity is set to 1G, and may be cut off fairly easily from the bridge, but more delicate adjustments would require extensive engineering work. Emergency switches can seal off the lift shafts in emergencies. External doors and hatches may only be opened to vacuum if the computer receives a safety override command from the bridge.

**Upper Deck (Bridge)**

1. Pilot/co-pilot console.
2. Bridge.
4. Main engineering console.
5. Secondary Engineering/Damage control display board.
6. Dorsal turret controls.
7. Secondary scanner units.

**Main Deck**

1. Primary scanners. (IA: Main scanner aerials.)
2. Computer CPU.
3. Emergency Low Berths (accommodate 10).
4. Staterooms: station will take 4A. 4G is equipped with basic medical facilities, scanners, monitors, etc. 4H is linked by special intercom to all the rest of the ship, and is normally the steward's berth.

**Notes:** A vessel built to this standard would probably cost around £150,000 (including the extensive anti-gravity units, which occupy 20 tons of space, and the special-aerodynamic fittings, which take up another four); this does not include the cost of the luxurious interior decor, or the special locking and security systems.

Two non-standard computer programmes are carried in the data banks, both specific to this vessel;

**Avionic Control** – Space 3, Price 3.5. Allows the craft to be flown in atmosphere as a jet aircraft, by any person with Jet Aircraft skill.

**Gun Guidance** – Space 2, Price 2.5. Allows operation of either turret by character without Gunner skill. **Target** must be run simultaneously; Gunner Interact and Selective cannot be run simultaneously.

Other programmes carried are: Predic 3, Gunner Interact, Target, Selective 2, Multi-Target 2, Launch, Auto-Deploy, Anti-Missile, ECM, Maneuvre, Jump 1, Jump 2, Jump 3, Library, Navigation, Generate, Anti-Hijack.
BACKGROUND

Jallion has been a reasonably honest patron, but he has not mentioned everything. To begin with, the following entry on his home world runs as follows:

Koa (Koa/Kardath-76568D-4-9-004) A minor non-industrial planet, within the Imperium but autonomously governed by a powerful theocratic aristocracy, with Imperial-Koan relations governed by treaty. The general level of technological development on Koa is believed to be quite low, but the planet's aristocracy occupies a limited contact with Imperial culture, and are known to purchase quantities of high technology equipment. Data on Koa is limited, however, as the Koan government restricts access to licensed and controlled dealings, transfers of cargo taking place in orbit above the planet, or in other systems reached by Koan freighters. The Imperium accepts the Koan right to impose such restrictions. TAS Amber Zone.

The full story is different again. The Koan nobility was founded in about 610, during the Civil Wars, by an alliance of the world’s already powerful theocratic aristocracy and a fugitive group of nobles who had escaped all the major wars. The new alliance used their wiles and guile to purchase and combine a large arsenal of sophisticated military equipment, thus allowing the new government to protect itself. This fusion of the two great social forces has enabled the aristocracy to set themselves up as virtual demigods, ruling vast estates peopled by superstitious and fearful serfs.

When the Imperium contacted Koa, the local lords refused to accept either the obligations of Imperial membership, or the restraints of interdiction. They threatened to declare any Imperial personnel landing on the planet to be demons, raising the peasants against the government, and turning the world ungovernable. They also took steps to create limited trade links with the Imperium, using their exclusion to bar others purchased with the resources of an entire planet.

The Imperium—soon to grudgingly resign from the situation, although cautious attempts are made to discourage trade with Koa. This has proved difficult, however, as a number of merchants are happy to accept the restrictions placed on those receiving Koa’s trading permits, from the ‘God Lords’. Exports of jewellery, gem shells, minerals extricated from the planet’s rich deposits, and organic goods unique to Koa and rare foodstuffs have paid for a fleet of four Dragon class trader-yachts (including the Lorne Dragon) for running a more permanent trade system, as well as feasting the peasants and simple joy-rides, seven Dragonguard System Defences Boats for seeing off unwelcome visitors, three standard-type ninety-five ton ground-to-orbit shuttles, and various other use-of-goods. No political system is indestructible. Cracks have appeared in the Koan lords’ unity, and there is dispute over policy. Jallion is, in fact, a renegade Koan aristocrat, the Lorne Dragon has been appropriated rather irregularly. Jallion fled Koa a few months ago, and has spent the time since having minor work done on the ship, then taking it on a test flight, and now in the Koan defence, and in various other, private tasks. Now, his cash has run low and he is getting nervous. A quick trip to his own estates to raise more will succeed; the Koan lords have showing disunity, particularly in front of the Imperium; the Lorne Dragon is less an ordinary fighting force and he left the whole scene in some disorder.

This judgement is a serious misjudgement. An individual, non-authoritarian group has attained ascendancy on Koa, and having detected his ship when it arrived in system, will elect to capture or destroy him.

Koa System

The referee should take note of certain facts in running this scenario. Two Dragonguard class boats are always in low orbit around the planet, two more are generally grounded for routine maintenance, and the other three are usually patrolling the system’s gas giants. These are not ordinary monitors, but are fully equipped with missile directors, and will intercept, interrogate, and usually chase off any unauthorised vessel entering the system. (Authorised vessels include a number of high-quality merchant, mostly free and fair traders, who are very discreet in their activities, wishing both to avoid Imperial displacement and to escape the inevitable confronations with the Koan lords, whose exports provide them with large profits.) The boats are crewed by the smaller manor nobles of whom are carefully selected for their loyalty to their elders and general incorruptibility.

Koan Troops

Koan forces represent more of a heavily-handed security force than an army, although their fanatical courage and obedience make them useful troops. Organisation is rather loose, although hierarchy is clearly defined. Command is exercised by the aristocracy; their soldiers are recruited from young peasants, chosen for strength, toughness, loyalty, and fanatical devotion to the ‘gods’, but not for intelligence. Most guard police work is done by the ‘Haven Warriors’ with moderate weapons training, but youths of really extreme loyalty and slightly greater degree of intelligence may be chosen for the ‘God Guard’—the aristocrats’ personal bodyguard.

IRONOMERY

A variety of unusual devices and craft appear in this scenario; the notes that follow describe each in turn, with appropriate data.

System Defence Boats

These have High Guard statistics as follows:

- Dragonguard Class
- SDB-29658D-C3000-20002-296
- 200 tons
- Batteries 1, 3, 2; TL:13; Crew:9
- 8 batteries 1, 3, 2; TL:13; Crew:8
- Fuel:20:20; PP:1:4:5;
- Hull: 200-ton flatbottomed sphere with integral amour.
- Crew: 8.
- Electronics: Computer model 4tbf, (Treat as model 4, but gains +2 on saves vs malfunction after hits).
- Craft: No.
- Fuel Treatment: Integral fuel scoops. No refinement facilities.
- Drives: Thruster 9-A and Manoeuvre 5.
- Give 5TG. No jump capability.
- Armament: Factor 12 armour. Forward triple turrets with beam laser and two missile tubes, aft triple turret with sandcaster and two beam lasers.

The Gray Sleds

The Koan nobility uses a large, armed, open-topped air-rift design in a military-cum-police role. This has the following characteristics:
- Price: About G200,000
- Top Speed: 200 kph
- Acceleration: 1.3 g (no pilot, co-pilot/gunner)
- Cruising speed: 125 kph
- Cargo: Personal military gear only.
- Armament: Dual 20mm guns on dual rails, plus low power laser target designator for same, fixed forward-firing gun equal to to gauge rifle with integral auto-loading mechanism.

Note: These vehicles are painted in a colourful ‘dragon’ design similar to Jallion’s ship and are a notable target to the peasantry who regard any vehicle lacking such marking as the craft of an evil demon.

Neuronic Whips

These are tech 12+ devices using a complex electronic reaction effect that triggers electrical discharges. They are fitted with bulky pistols attached to small power packs, and produce a field focussed into a tight beam; on Koa they are known as ‘wraith scourgers’, as their function is to induce pain.

On most worlds, neuronic whips are banned for more reasons; as their military usefulness is severely limited, there are rarely any practical objections to this. On Koa, however, they are carried as marks of rank, and are useful service with nobles seeking to keep the peasantry cowed. Traveller statistics are as follows:

Defender’s Armour

Nothing: Jack Knife; Crop. Ablat Battle

Range

Close Short Medium Long Wound Inflicted +2 +2 +2 2 0

Required Dexterity Level DM Advantageous Dexterity Level DM

-1 -1

Special +2

Note: ‘Pistol’ skill is applicable to this weapon.

A note on armour: the only real defence against the whip’s field is heavy radiation shielding—as provided by battle dress—but an all-enveloping metal plating ‘coat’ is as good as none. Some limited defence against this weapon.

Effects: The neuronic whip triggers every nerve in the victim’s body, producing brief paralysis and a sensation often compared to being eaten by red-hot ants. The practical result is temporary incapacitation; lasting 1-2 rounds if the hit was at medium range, 2-7 otherwise. In addition, the victim suffers a cumulative —2 on morale throws for the rest of the turn. Therefore, the experience of the field effect may cause permanent psychological damage.

Power Pack, Data:

- Weapon Weight: 900 grams
- Power Pack Weight: 1000 grams
- Shots/Pack: 30
- Length of Weapon: 185mm
- Base Cost**: G2000
- Spare Power Pack: G1000
- Recharge Cost: G100
- Recharge Time**: 5 hours

*When available, which is rare. Black market copies are higher in cost.** Requires a high-energy power source; a ship’s power plant is one possibility.

SPECIAL COMBAT RULES

Space combat occurs in this scenario. The referee will probably find the starter rules more useful than the High Guard system. In such a case, the following notes on other rules should be kept in mind:

A. Koa has Earth-type density (D=1), and an atmosphere providing resistance equal to sand against laser fire up to a few miles from the surface.

B. The SDBs use nuclear missiles (small tactical devices) in combat; these do the standard 1d hits. The HE missiles carried by the Lorne Dragon do 1d+1 hits, if used.

C. Both types accelerate at 10G.

D. Landscapers are able to produce 100 mile (160km) diameter clouds of particles, giving —3 on laser fire, up to 100 miles from the launching ship, with its move vector at the time of use. These are subject to gravitational effects.

E. Dragonguard class SDBs are crewed by individuals with skill levels 2 in their work. They have all standard combat computer programmes; their fibre-optic back up computes +2 on all saves against malfunction.

F. The heavy hull armour of the Dragonguard craft gives opposing laser fire a —2 hit DM, and reduces the number of hits inflicted by opposing missiles by one.

Note: From the Koan viewpoint, nothing in this incident is likely to justify activating their planetary defences, which are sited in extremely well-protected positions in various mountain regions round Koa, particularly
round the capital. These are designed to prevent major assaults on surface installations, and include batteries of short-range missile launchers and fusion guns.

**Ground**  
Any land-based battles occurring in the course of this adventure can be resolved using the following rules and a little referee's initiative. The following notes apply:

- The rules are designed to cover role-playing situations. The referee is free to apply, as the referee might require, at any time, any number of the above-mentioned effects.

**Nobles**  
- Mesh + Reflex (cf Jallion), short-range comm, IR goggles, foil, laser rifle, neuronic whip.
- Heaven Warriors: Mesh, short-range comm, IR goggles, ornate staves (treat as cudgel), SMG with three magazines, four tech-14 HE grenades, one tech-14 HE round, and a tech-14 HE missile.
- God Guards: Cloth, Reflex, short-range comm, IR goggles, jewelled dagger (value Or250), laser carbine, neuronic whip.

Nobles' skills are noted later. Heaven Warriors have SMG-1, Cudgel-1, while God Guards have Laser Carbine-2, Neuronic Whip-2, Daggers-1. The former have average UPP value around A79515, the latter around A8A728.

**The First Engagement**  
The first attack will come shortly after dawn on the third morning of the party's time on the planet. Three grav-sleds will come in fast and low to use the cover of the rising sun, one 'command sled' and seven Heaven Warrior groups. The leader this time will be Lord I'Kath (UPP 64883AE, age 28, skills: Air Rathi, Leader-1, Cudgel-1, Foil 2, Laser Rifle-2, Medic-1), who will seek to disable Jallion's ship as soon as possible, but will wise enough to deploy his infantry as quickly as possible if the defenders look well-entrenched.

The Kanos expect this attack to succeed. If it should fail, another will appear eight hours later, with eight grav-sleds - one 'command sled' and seven Heaven Warrior groups. The leader this time will be Lord Volmic (UPP 64883AE, age 28, skills: Cudgel-1, Foil 2, Laser Rifle-1, Neuronic Whip-1, Admin-2, Tactics-2, Leader-1, Survival-1, Hunting-1), who will be more cautious than I'Kath, but he is ruthless and just, and will ask the advantages of knocking out the Long Dragon.

Both commanders will know Jallion slightly, and will have a more extensive acquaintance with the party to be even more arrogant. Should the second attack fail, the Kanos will continue the Long Dragon after about an hour, deserting I'Kath and threatening to annihilate the island. The threat is deadly serious: a few minutes later, a pair of DSDs will have appeared, and their nuclear missiles are quite capable of such destruction. If the party actually uses any of these, these boats will be captured or destroyed when they arrive. If the nuclear missiles are set off, they will start from fairly low orbits over the planet. (Note that the yacht will need at least 15-16ateau, 10 men, 10-12 men, 3 to 4 years. For a mid-morning, a boat, and a Dragon class yacht, will be able to lift from the palace of the God-Lords after 2-3 hours.)

**The Villagers**  
As soon as the first attack appears, the natives will panic, rush around blindly, and eventually take cover in their huts, where they will probably remain until starvation forces them out. These religious primitives will be impossible to influence to any extent, as they believe in widespread group thinking. If the natives are set off at any time, even a few of them may make multiple attacks on this roll. The Kanos are known for their intense pride and will eventually take care of the huts, where they will be terrified to do anything about this thing.

**Jallion**  
The party's patron will also react. He did not expect to be attacked on Koa, and the consequent nervous strain will cause him to become less tractable. He will ask himself rather easily that the first attack will not be followed up, and he will tell the party little with the natives. His attitude will become highly subject to the demands of a forceful party moving in.

**Capture**  
If the party lose a fight but survive, they will be separated from Jallion, disarmed, and treated with total contempt. They will be under heavy guard, and eventually transported from the island (1) in a cargo grav-sled, (2) first be taken to a rather Spartan military barracks, and (3) after some months, from there to the capital of Koa. The Palace of the God-Lords (3). This has the appearance of a wealthy non-industrial town on a high plateau in a mountain region, but the party will be held in a spartan gaol in the Heaven Warrior barracks (Map 3, K1).

**The Palace**  
The community has a population of about 550 aristocrats, 700 God Guards, 2,000 Heaven Warriors, 400 specialists (mechanics, cooks, etc.), and 2,000 low-level servants. The social hierarchy is rigid, and well disciplined. Transport around the site is either by small, fast monorail cars, or by lightweight electrically driven 'dagger' (capable of transporting people), as most of the open spaces are grass or gravel covered.

**The Position**  
A captured off-world party represents a problem for the Lords, given the complex political situation. The aristocrats theoretically take all decisions in council, but in practice such parliaments are rare, for convenience; day-to-day decisions are taken by a twelve-man 'inner council', which actually wields considerable power; it is this group which has become highly authoritarian, and which took the decision to attack Jallion. Opinions are the most matters vary widely within the nobility, but the present inner council is composed of forty hard-line traditionalists excluding the chairman - and two 'moderates', who believe in flexible response to circumstances. The Party can be captured perhaps sixty to seventy hardliners, two hundred and eighty moderates, thirty or forty 'progressivists', who seek better relations with the Imperium for the planet. The men of the military forces are generally 'hardline'; most of the yacht pilots are 'progressive'. The party will be held in a spartan gaol in the Heaven Warrior barracks (Map 3, K1).

**Escape**  
A number of possibilities are open here. A progressivist sympathizer in the military might offer aid in return for help in freeing Jallion - actually a progressivist extremist - from captivity in one of the Lords' mansions, but such generous characters should have limits to their resources. Heaven Warriors might be foiled or diverted, but not bribed or coerced; 'Licensed' mercenaries might help in the party, and the planet in return for bribes, or in repayment of favours from progressivist lords, but they will be desperate not to offend the party to the point.

Escape into the Kanos wilderness could be dangerous. Animal encounter tables should be used, but the野外 forage rates outside the party; they are probable, but not absolute. The party's option is open, and might enter into an extended version of this scenario.

**Off Koa**  
A party that escapes this world is probably safe, but the referee is quite free to consider the group and the party should be a force to neutralize or recapture the party; equality, the Imperial Secret Service is probably involved in any stories about this annoying world.
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FLINN, Horatio TERRAN 8A5998 Age 32
Marines 3 terms Captain
Shrapnel in leg (1- Dex), Brawling-2, Gun Combat-5, Tactics-3,
Preferred weapons: Maus-R Auto Pistol, Shmeiss-R SMG,
Kauff Throwing Knives.

Responsible owner of the Osprey II acquired from rich gas giant
businessman Shiek Rattolunrowl while gambling.

After fighting as a mercenary in the Motara Civil War he became a
Merchant Navy Member, scrapping a meagre living as a Vacc-suit
salesman. But the current rate of the Cred against the Altarian Dollar
has meant less than legal dealings in the space lanes which have
brought him to the attention of Law Enforcement Agencies.

An understood relationship with Syrena: 'So long as it doesn't
interfere with the running of the ship'. Flinn takes tranquilizers on a
regular basis.

Flinn's hobbies include collecting antique Space Shuttle modules,
attractive girls and a secret subscription to the Inter-system Fantasy
Role-Playing game; 'Real life: 20th Century '85' held every Friday
night by Laser Link-up, in which adventurers take on the roles of the
Heroic Unemployed, or the Evil Trade Union Leaders, or the Mystical
Politicians, doing such great deeds as walking the dog or putting on
the telly saying 'No' to a Watchtower Guardian, all with the roll of
a computer-generated dice.

Likeness: Gene (Blazing Saddles) Wilder.

MEDUSSA, Syrena EPICUREAN 6A7767 Age 25
Medical 4 terms Nurse
Blade Combat-1, Gambling-1, Forgery-3,
Preferred Weapons: Hunts Blade, Lug-R Artillery,
Parabellum Auto Pistol.

A college romance with Flinn was soon broken up when Syrena went
on to study medicine and Flinn finished cleaning the windows. Earning
her living as a trained nurse, Syrena moonlighted as an exotic
dancer in order to live. It was in one of these Seedy Space Rangers
bars she re-encountered a battle-seasoned Flinn whom she
immediately accosted and thoroughly embarrassed. Flinn of course,
immensely fell in love with her personality. A torrid relationship
with Flinn followed, free from the barriers of inhibition or practicality.

Hobbies include poetry, making daisy chains, saying nice things
and being a member of many political pressure groups such as CDSD
(Campaign for Death Star Disarmament) and 'Save the Wampa' (Anti-
Wampa culling by shifty Atari Land Trawlers). This makes her a
dangerous subversive element that must be kept under constant sur-
veillance. Better still; locked up and the key thrown
away/disintegrated. Favourite Pop-groups: Frankie Goes To Tatooine, Big Universe
and Barbarella Barbarella.

Favourite Color/Colour/Kulah: Green
Likeness: Kate (Indiana Jones) Capshaw
Dear WD,
I was very pleased and refreshed to read Mike Lewis' article (Balancing Act) in WD65. I have been arguing along similar lines for some time. I have been associated with various clubs and informal groups, but in the last five years have recoiled from them because of the sanctity placed on rules and the way they are wielded by some as though they were the sword of righteousness.

An experienced DM rarely needs to look at tables, rules and the like. He can make decisions on a hit on the roll of the dice, the effect of a spell, or a given course of action for a character from his experience of dungeon experience and real life.

As for the dice rolling itself, I find that letting the players do as much rolling as they want and being prepared to accept the consequences even if they displease me, and only getting involved when they ask me to help with something, helps to maintain the excitement and atmosphere of the game.

What the group I play in call 'arbitrary decisions' by the DM are accepted 95% of the time without question. Rule books are only consulted for guidance. Here's to... Yours faithfully,
D A Ramsbottom, Hayling Island.

Dear WD,
I disagree with Mike Lewis' article in WD65. The role of a good DM is to guide the players through their adventures, not to micromanage every detail. The players are the ones who are supposed to be having fun, not the DM.

I would like to congratulate Mike Lewis on finally realising the essential issues of role-playing games. The days when there were merely Adventure Worlds and RPGs were presented to them. It was a great advance last year to extend RPGs to a much wider public, but the way in which they were presented was totally patronising, especially with the use of the players' games and solos. The more mature issues of WD such as AD&D 46 would be much better to introduce a beginner to RPGs than ones that contained 'Name of the Game and Castle of Lost Souls'.

Give newcomers a chance. Only by treating them maturely will they be mature in their playing.

Yours in anguish,
Tom Conway, Musselburgh.

Dear WD,
I felt I had to reply to the views expressed in WD65 by John Grandidge. The editorial staff of WD must feel really got at. When I first started buying WD back in the early days, the Letters page was full of letters demanding more diversity. Now we get people wanting a return to the previous all AD&D 'mix'. Calling Traveller, RQ and Cthulhu minority systems has to be ludicrous. I would say that players of these games represent more than 'a handful of people'.

With the change in WD subject bias, some reduction in single-system content is necessary. This probably means that either adventures and large articles are replaced by cameos and thumbnail-sketch notes, or that the articles become more generally applicable. I suspect that players of RO would really appreciate Fiend Factory stats, and monsters could be presented with Traveller, Cthulhu and Golden Heroes statistics. A three-page creature column of use to virtually every reader is far better than two pages of use purely to the monster-saturated AD&D players.

Yours,
Paul Harcourt, Harlow.

To Yen Wok
FLYING TONIGHT
LETTERS PAGE,
WHITE DWARF,
27-29 SUNBEAM ROAD,
LONDON NW10 6JP.

Dear WD,
I feel very strongly of the need to complain about the views of David Eagles, expressed in his letter (WD65). Things have come a long way in the world of role-playing over the last couple of years. The days when there were merely a handful of games to choose from are long dead, the number of games available today is enormous. (I can think of over twenty different titles with very little effort.) If a magazine can adapt to suit the needs of a new market, so much the better for it. If Mr Eagles cares so much for his beloved D&D, I would suggest that he reads a certain other magazine (mentioning no names of course!)

My own opinion is that Mr Eagles' letter demonstrates the kind of 'role-playing snobbery' which I find so annoying. 'It's our hobby, we did it first, so we're more important than you!' Yours nit-pickingly,
James Broughton, Lincoln.
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SEE OPPOSITE FOR ADDRESSES OF OUR STORES
This scenario makes use of the Artificer character class and DMs should be aware of the special abilities of this class before running the adventure.

PLAYERS' INTRODUCTION
With evening fast approaching, you have reached the edge of the Great Forest. The sun has set far enough to cast its light under the storm clouds which have been gathering all day and the valley of the River Tissel lies below, bathed in a ruddy orange glow.

DM'S INTRODUCTION
Some thirty years ago Kaebel, a young dwarven artificer, persuaded the village elders of Faefehel to allow him to build a water-powered wool-processing mill—a complete innovation of his own devising. Working on the project, he became friendly with Agath, a sage from the village of Tisselles.

Agath brought Kaebel's attention to the Window of Peace, a curious artifact in the Forest of Hahfor which defends the forest against harm. Agreeing that the device hindered progress within the valley, the pair have resolved to do something about it.

With Kaebel's skills and Agath's occult knowledge, they managed to devise a great warped pentagram of evil that would corrupt the Window. Kaebel sought an artifact to power the pentagram, and returned, 21 years later, with the Black Pin, also bringing his pet dragon, Bachgast, and two apprentices, with whom he took up residence in caves just north of Marhurl. Whilst the pentagram was being established, he has worked on his masterpiece—a great labour saving invention, the 'steam harness'.

The Pentagram
A normal pentagram has powers of protection from evil, but if one vertex is correctly positioned outside the circle, its powers are corrupted.

The Tissel pentagram obtains its powers from the Black Pin, passing between the vertices along the straight lines of construction. To cut the 'supply' to Neslahm, the vertices at Cesille and Sarl Timhel must be destroyed. To save Faefehel, the players need only visit three of the vertices.

When the players arrive, the vertex at Dragons Back is still two nights away from completion. If all goes according to plan, on that evening, a night on which there is no moon, a rite will be celebrated by the dwarfs that evening, a night on which there is no moon, a rite will be celebrated by the dwarfs that evening, a night on which there is no moon, a rite will be celebrated by the dwarfs that evening, a night on which there is no moon, a rite will be celebrated by the dwarfs that evening, a night on which there is no moon. The players need to be aware of the general area the pentagram is being established, the 'steam harness'.

The Valley
The valley of the River Tissel is for the most part fully cultivated; where once the Forest of Hahfor stretched almost as far as the Great River, Tisselles is now as far west as it reaches. Thus nearly all the land north and west of Sarl Timhel, Tisselles and

Marhurl is covered with fields (mainly bare, since it is autumn) and lined with hedgerows. Higher up the Tissel, and along the banks of the Fserheh, the land is mainly used as pasture for sheep and goats. The forest itself is mainly deciduous, the main trees being beech, ash and oak. The undergrowth is patchy, although thickens around the streams and the Window.

Random Encounters
DMs should use the Temperate Wilderness table in the DMG (p184) with any resulting 'character' encounter being one of the NPCs detailed in the text.

River Crossings
The Fehel may be forded throughout its length. The Tissel may be forded upstream of its junction with the Fehel, but from there on down a crossing is very risky until Cesille, where wading becomes possible (4' deep). Wading across the Fserheh is always very risky downstream of the Whispering Pool.

An AD&D Adventure for 3rd-4th Level Adventurers, by David Marsh

S * T * A

DMG

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pleted, its complete destruction would allow the Window to distort the forest's growth. The wood the intruders task are left to druids rather than artifacts of dubious origin. The cave contains supplies of berries, roots, blankets and clothes. In a large fire-trapped chest is a scroll (speak with animals, cure light wounds, heat metal, light), a Potion of Holy Water, Breathing, two 100gp gems and 150sp.

B. Window of Peace. In the centre of a clearing stands a wall about 50' in length (E-W) and curved to a height of about 30'. Set into the wall is a large window upon which there is a picture of a rotting corpse lying in a grassy meadow, with thin-stemmed, dark blue tulip growing out of one eye and ivy climbing over its legs and arms. The clearing is full of light, the colours seeming to flow out from the picture.

On approaching the clearing, the undergrowth will seem to get thicker and higher, and the party will be split up. Characters of a non-good alignment will simply pass the clearing by without noticing it, other characters not. A 50% chance of death. Those who reach the clearing will be unable to see anyone else who has done so.

In the clearing, a great feeling of power will be noticed; characters may leave the clearing if they so wish. If a character prays or kneels in front of the Window then it will grant visions (eg cryptic hints on how to destroy the pentagram), or it may heal wounds, cure disease, or act as a commune spell as the DM wishes. Attempts to destroy or defile it will result in an alevix being summoned to defend it.

Should the pentagram be completed, the powers of the Window will wane: the undergrowth will become normal in four weeks and the glass will shatter after three months.

C. Nesrah (Map 2). On top of the hill is a 40' high tower constructed of rough-hewn stone blocks. It is supported by four thick pillars at its base, each of which is about 12' high. In one pillar there is a concealed door (detect magic or true sight to spot) beyond which is a spiral stairway leading down to 1.

1. Upon each of the five ivy-covered slabs which line this room is impaled a human corpse: these gruesome figures will slowly turn towards anyone entering the room, their arms groping towards the intruders. These figures surround a low wooden plinth upon which sits a jewelled skull: they may be rendered inactive for a turn by Holy Water or a D result on the turning table. The skull contains 27 amethysts (100gp each). Anyone touching one of the corpses will suffer 14HP cold damage and age 1-4 years.

2. Lined along this corridor are suits of plate mail, nine on each side. It appears that two of them could touch anyone passing through the SW door.

3. This room is filled with a terrible stench: the floor is covered in dried blood and dirt, and along each wall hang seven corpses (mindjammer). It appears that two of them could touch anyone passing through the SW door.

4. On 17 of the 24 slabs here lies a corpse. It appears that two of them could touch anyone passing through the SW door.

5. A non-too-clean latrine.

6. The floor of this room is lined with silver in the form of a thamaturgic triangle, within which is a skull with jewels with it. Any non-evil creature entering the circle must save vs spells or be unable to get out. For each complete turn trapped in the circle he will age 1 year and lose 1 point from a random attribute. Many spells will free a trapped character including: protection from evil, light, remove curse or sanctuary. A vial of Holy Water poured on the silver will also suffice.

The body within the pentagram is that of the necromancer whose residence this is. To lift the curse on Faefehel he must be blessed, but to perpetrate the pentagram, the glass must be broken, a feat which requires 50STR points. If the glass is broken but the necromancer is not blessed, he will rise as a wraith with 1d4+2 rounds. The chamber also conceals the bones of the Window (AC3, AC7, MV12', HD+3, HP198, 14, Att 2+ STR drain). The statuettes are worth 1000gp each and weigh 50lb.

D. Faefehel. On approaching this village, the characters will sense that something is amiss: as they approach, the wind carries towards them a monotonous incantation, and a strange queue of figures wends its way and from the tower (C). All the villagers appear to be in a trance; they look very tired and chant incomprehensible words (comprehend languages will reveal them as 'May you forever visit the Tower of the Black Spear'). This is a result of the dying curse of the necromancer (CB), made powerful by the Black Pin. Until the necromancer is blessed, 1d10 of the 41 surviving villagers will be the characters, each day.

One boy, Alneth, is still free of the curse: he was away from the village and returned to find the villagers in their current state. He will beg adventurers to help set his parents free. Of Nesrah's village, it is obvious only that it is the resting place of old kings—kings that sleep but never die (myth).

E. A crevase slope gives access to an enclosed area from which a number of caves stem, all of which are hidden from the valley. These are home to a group of CN bandits whose interests lie in keeping the upper reaches of the valley uninhabited— they are unlikely to be concerned with events at Faefehel. Their leader, Raebollal, has posted guards on the approaches to the complex and thus they will seldom be surprised; they will prefer to barter rather than fight, however.


15 bandits: AC4, HDLVL1, Fighter, CN. Bastard swords, +3 heavy crossbows, +5 longbows, +2 shortbows.

F. This lake is the lair of 6 lacedons (ambiphasic ghouls "MM", AC6, MV9'/12", 2HD, HP15, 5,6,9,10,10, Att 1-3(1-3/1-6, paralysis), which roam the valley at night looking for corpses. In a cave beneath the lake, their daytime home, is a collection of 13 rings (10-40gp each), a Ring of Weakness, a Ring of Free Action, 2700ep, 700ep and 15pp.

G. Located in a small, sheltered rocky valley stands a large stone hut by the side of a small brook. Within are two full giants, Hochra and Ethach (AC4, MV12", 8HD, HP38, 26, Att 2-6 (hurri rocks), CE). Hidden under one stone of the floor (SW, 1-6 to lift) are 1200gp, 100ep, 2 gems (200gp and 150gp), Hochra's bag (100 rope, 20gp, 2 catapults, haunch of meat) and Ethach's bag (40gp, bone comb, 2 small boulders, full wine stopper).

The two giants have been receiving visits
from a talking goat (Gek from Cesille), which has more than once led them to meals, so they now listen to its suggestions with respect. They are Trosham’s trump card, which she will attempt to play in cases of extreme need.

H. Sarl Timhel (Map 3). This apparently abandoned and overgrown fort is now the home and training ground of ten LE monks, although the only signs of life within are a few birds.

Kaelbel, in his wandering days, was a regular visitor to a monastery hidden in the mountains, the order of monks there being devoted to the supremacy of man over magic. On learning that the monastery was overcrowded, he suggested that the monks use Sarl Timhel as an annex. With some reluctance the leader of the monks, Mellas, has been helping Kaelbel to use the magic of the pentagram against the greater magic of the Window. Mellas’ loyalty to Kaelbel is, however, sorely strained by Trosham’s blatant reliance on magic. The monks will deny, the council has great powers within the boundaries of the village: his force is too small to go chasing all over the countryside and still protect the village. He likes to think of himself as being military governor, but has bucked out of his only confrontation with the council so far. If asked, Prebeh will explain that Seshesel is an unnatural interest in politics for a man of the cloth (an opinion based on fact).

(a). The watch-tower overshadows the village although its local rulings would not be approved by higher authorities. The villagers are very proud of their democracy. (b). A clean room with blanket rolls, a latrine.

(c). Village well. Water is charged for at 1 sp per fill.

(d). The Council House. A single-storied building raised on pillars with stairs leading up to the centre. Every person aged 16 or over is entitled to sit on the council if they are recorded as being born in the village.

The council has great powers within the village although its local rulings would not be approved by higher authorities. The villagers are very proud of their democracy. (e). A twelve-sided, domed temple built of glass and stone. Inside, seats are arranged in a circle around a richly carved wooden altar. The priest of Tisselles is Seshesel.

1. An overgrown courtyard of which the SW area is badly damaged. Parties approaching the building all but likely to be spotted by the monks and they will have prepared an ambush for them. With two of the LVL3 monks covering any magic-using classes with heavy crossbows, another 3rd level monk will approach the party, at the top of the main steps, and speak pleasantly to them. He will request that the party states its business and will apologise that he is unable to help, since his order frowns upon communication with material entities (a half-truth). Even if the party leave, the monks will remain alert, using their thieving skills to sneak up on the party if necessary.

2. A dark, pillared area designed to support the Great Hall, lit very dark, dirty and smelly — an ideal spot for an ambush!

3. A latrine.

4. A cell littered with chains, bones and filth, whose native lifeforms include fleas and rats: proportions at the DM’s discretion.

5. A scrupulously clean, pillared room. At the north end is an altar upon which is a candlestick. In the top of the candlestick is a black gem — one of the vertices of the pentagram. The altar is surrounded by a 12’ diameter circle. Anyone venturing into the circle must save vs magic or be stunned for 1d6 rounds. The jewel is worth 1000gp, but touching it will change the holder to LE alignment unless a save vs wands can be made. The jewel must be washed in Holy Water to nullify its effects (50% chance per vial).

6. A kitchen, fairly clean with signs of use.

7. The Great Hall, now a pale shade of its former glory. Faded and dirty tapestries still hang from the walls, the images showing examples of the former fine life in the castle.

8. Clean room with blanket rolls stacked neatly to one side. There is a chance that one of the monks is still sleeping here if they have not been alerted.

9. Two chests in one of the old towers. One is locked and used for training, the second is used for the monk to have a spare set but contains a needle trap (1-2 HP damage, save vs poison or paralysed for 1d6 hours).

Mellal: AC5, HP20, LV7, Monk, LE, Human, STR:15, INT:16, WIS:17, DEX:18, CON:12, CHA:17, +2 Staff.

Ismir: AC7, HP20, LV5, Monk, LE, Human, STR:15, INT:16, WIS:17, DEX:18, CON:12, CHA:17, +2 Heavy crossbow, +2 Staff.

4x 3rd Level Monks: AC8, HP10,7,11,9. Staff, 2x javelin.

4x 3rd Level Monks: AC8, HP9,7,11,9. Staff, 2x heavy crossbow, 2x javelin.

4x 1st Level Monks: AC10, HP3,6,8,10,2x javelin, 2x staff.

10X 1st Level Fighters: AC6, HP8,10,8,5,10,3,1,7,5,6,2. Longbows, 6X heavy crossbow.

At any one time, three guards are on duty at the gate, one at the rear gate, four on the wall and two will be resting. Strangers to the village will be ushered into Prebeh’s office to complete a few formalities.

Prebeh is a strict disciplinarian and enjoys the nature of his duties include and he will therefore refuse to act beyond the boundaries of the village: his force is too small to go chasing all over the countryside and still protect the village. He likes to think of himself as being military governor, but has bucked out of his only confrontation with the council so far. If asked, Prebeh will explain that Seshesel is an unnatural interest in politics for a man of the cloth (an opinion based on fact).
Tissel is a minor LN god (maximum cleric level 4), whose doctrines advocate great loyalty to the family and to the extended family (in the village). The temple contains cloth and gold to the value of 300gp.

Whatever Prebeh may think, Shesesseh is the real power in the village, exercising strict control over spiritual and temporal matters. He is fiercely evangelical and will always try to convert people whenever possible. He is deeply suspicious of Morhal, who seems to have more money than customers, but can think of no good reason to indict the assassin. Shesesseh is concerned at the way Lemosol controls large votes on the council, by spreading her favours around.

This group includes a bakery, bowyer/fletcher and a cloth merchant. The bowyer is Lemosol, an artificer who simply enjoys making bows for a rich and privileged clientele. Although she left the bustle of the town to set up here, demand for her wares has not lessened, but at least here she can choose the materials she needs from the forest.


Lemosol will not work on crossbows, although she will work to order, creating bows especially for others (artificer quality). She only really cares about creating her great bows, for which she needs special woods from the forest: anything that threatens this also endangers her livelihood.

(g) A group of shops including a grocer, leatherworker, and ' procurer and disposal engineer' (funerals a speciality). The latter is the cover of Morhal, who stocks a number of interesting items (even some hidden armour, weapons and poisons).


Morhal is on a long-term contract from a secret organisation, the Herrem, to locate and eliminate a dwarf (Kaelbel) whose penchant for machinery is seen as a threat to the status quo. Morhal is careless with his cover, knowing that Prebeh is the local representative of the Herrem, although Prebeh does not know of Morhal. To all intents and purposes Morhal is a jack-of-all-trades. Morhal will claim that the innkeeper, Olmehir, is out to get him, ever since Morhal realised that he has Shesesseh and Prebeh under a charm and is controlling the village (a lie).

(b) Home of Agath the sage - a room that is piled high with books, scrolls and dust. Agath will happily tell the party about the 'abomination in the forest', giving the impression that the Window is evil and that it is growing in strength. She will hazard a guess, if pressed, that it is establishing a pentagram to enhance its power or that it could be the front for an evil sorcerer.

Agath: AC10, HP8, LE, Age:60. Specialities: heraldry, signs and sigils, dweomercraft, legends and folklore. Spells (as 10th level MU): comprehend languages, read magic, legend lore, unseen servant.

(i) The Griffin. This inn has two single rooms, four doubles plus plenty of room in the common room for visitors. Olmehir, the innkeeper, was a captain in the guard before retiring and is disgusted with the way Prebeh is now doing the job. Firne, his young wife, is involved in an affair with Prebeh, although it would be a foolish man who told Olmehir since he has a quick temper.

At the inn, characters may pick up several rumours: one of a water-demon living up the Fsereth (Sesep); of an evil sorcerer living in the forest just north of the village, with a veil of trees about his house (Agath's story retold); of Firne's affair (variously with Morhal and/or Shesesseh as well as Prebeh) and of the weird monks' strange activities at San Timthel (no details known).


J. Marhurl (Map 5). Marhurl is a small village of about 40 houses arrayed around a central green. The villagers, who are mainly farmers, are in league with Kaelbel. The new and newly-built village cleric, Trosham, has failed to realise this, and continues to adore the artifact in the sunken temple (A), a huge iron rod which sticks vertically out of the ground: it is said to be one of the pins holding the Earth in place, but looks misleadingly like the painting of the pin at Neslahm.

The villagers will try and reach the adventurers first, however, to convince them that it is the other way around. They don't agree with his new rituals - 'it'll be human sacrifice next!' - sounding as if Trosham is going to introduce it (although it will be they who initiate such a happening!). North of the village is a well-worn trail leading to M.

Notable buildings are: A - Temple, B - Communal Barn, C - Inn/Village Hall, D - Timthel's house (the headman and chief troublemaker).

K. Cesille (Map 6). Protruding from dense woodland is the tower of Cesille, a squat, bluish structure sited on a low hill in the lower reaches of Tissel. It is currently the home of Trosham and her familiar, Gek, who are hiding here out of necessity.

Trosham is on the run from an assortment of enemies and was befriended by Agath, who suggested that she might find Cesille was a good place to hide out. (Although she didn't mention the pentagram in the attic.)

Trosham's first reactions to intruders will be that they have been sent to assassinate her: together with Gek she will harry the party, using the chimney as a secret passage (Trosham has lengths of rope down them). (There is a 25% chance that Gek will be on an errand.)

She is beginning to have her suspicions about the 'greater events' around Tisselles and she has recently discovered the existence of Kaelbel, to whom she took an instant dislike. If she didn't believe that Morhal had a contract to kill her, she'd probably get on quite well with him. Were she to lose faith in Trosham, her future would be undetermined and would probably improve.

Trosham: AC4, HP21, LV5/6, MU/Thief, Elf (female), LE, STR:7, INT:17, WIS:14, DEX:16, CON:10, CHA:5. +2 Dexterity, +2 Leather, dagger: Spells (1st) Read magic, charm person (x2), find familiar, erase, magic missile (x2), jump, write; (2nd) Continual light, sinking cloud, ray of enfeeblement, levitate; (3rd) Dispel magic, flame arrow.

Gek: AC2, HP10, HD2+2, IMP, MV6'/12', Att: 1-4, Magic Resistance 25%. Polymorph to goat/raven, detect good,
detect magic, invisibility, suggestion, regenerate 1HPround.

1. **Kitchen.** Rarely used and quite bare as a result.

2. **Storeroom.** Although most of the barrels here are empty, a few still contain supplies of wine, salted meat and fish, etc. Two galtrits ([FF]), AC2, MV3'/18", HP2, 2, Attack 1-2 + blood drain, difficult to detect have made this their home: they use the grille in the floor to get in and out. Concealed in a sack of mouldy flour are three 10gp gems.

3. **Barracks.** Unused fore-years.

4. **Deserted Harem.** Some soiled silks are still here and could fetch up to 2000gp.


6. **Dressing-room.** Items of interest include two 2’ square silver mirrors (800gp each) and a selection of fine clothes (150gp).

7. **Study.** A heavily paneled room complete with desk and bookcases. Amongst the many books is Trosham’s spell book.

8. **Attic.** A low ceiling and many beams make movement harder than usual. It is quite full with a number of boxes and sacks. Two chests have obviously been used recently; both are locked and poison trapped. The first contains 400gp, 100pp and 800pp; the second, 3,500gp gems, potion of poison, *Potion of Heroism*, and a rune-inscribed box which contains three blocks of *Incense of Obsession*. At the far end of the attic, hidden in a sack which radiates evil is a piece of ebony which is the vertex of the pentagram; the sack is a *Bag of Holding* (weakest type) and the ebony must be broken to destroy the vertex.

9. **Bedroom.** Dilapidated furniture in each of these, increasing in its elegance higher up the tower and further out.

10. **Guard Room.** Contains a few benches and tables.

11. **Audience Chamber.** A high seat upon a raised dais has scars where gems have been removed. The two pillars at the one end resemble thin females (but aren’t carvings of columns).

12. **Bathroom.** There are plenty of tapestries, broken chairs, tables, etc in here, everything being in poor condition.

13. **Trosham’s Bedroom.** Well-kept and well-used. There is a secret panel in the bedhead, leading to a secret room from which there are stairs to the attic.

14. **Third Floor.** Stairs. These lead from the boulder K*E*N*S*S. Would be a great deal to make them overcome their fear of Kaebel.

M. **Pit of the Black Pin.** The path from Marhurl leads across the fields and into the forest where, after a mile, it stops at a huge boulder about 10’ in diameter. The boulder is held from beneath but if freed will pivot smoothly and easily (although doing so rings a warning bell in the workshop). Stone shape could move enough to crawl through and free it, otherwise knock, 50 strength points or Bend Bars (at -15%) are required to break the restraining bolt. Kaebel’s motives have already been exposed. Now that the vertices are arranged he leaves the pit only rarely, busying himself with work on his ‘steam Barnes’ should things go wrong he is unlikely to leave his laboratory. The ‘final confrontation’ will probably take place at this location; clues to the existence of the pit are rarer than clues to the other vertices – the villagers of Marhurl are sworn to secrecy. Even should things go wrong he is unlikely to leave his laboratory.

1. **Day room.** 2 guards here, one by the window (20% chance of not looking out).

2. **Bathrooms.** Eight beds per room, 4d8x20pp.

3. **Brig.** One orc is locked up in here.

4. **Stelo’s Bedroom.** Contains a locked chest with 1200gp, 2x100gp gems, *Potion of Invisibility* and a piece of zircon (200gp).

5. **Unfinished escape tunnel.**

6. **Temple.** Lit by braziers, a 15’ statue of a squat humanoid with a single eye socket (empty, ready for the vertex) is revealed. The zircon in 4 is destined to become the final vertex. Once completed, the statue will be able to command everyone in the room, seven times per day. Once activated, the vertex has to be touched by a holy symbol to destroy it.

7. **Workforce.** The pickaxes used by the workers can make do as weapons.
down into Kaebel’s domain.

2. Trap Door. Either side of this floor trap, at points a and b, are two raised portcullises. If the alarm bell has been sounded, Kaebel (or one of his apprentices) will be in room 4 to operate this trap. The portcullises will be released, trapping and/or separating a party, with the trap door being sprung seconds later, releasing some of the characters into room 14, 50' below.

3. Moving Stairs. These stairs can lead down to one of two positions. They are initially set to lead into level 2, although their position can be altered by means of the controls in room 4 to reach level 3.

4. Control Room. Given enough time, Kaebel will be here to operate the necessary traps to delay an intruder’s entrance. Various levers here operate the boilers entrance mechanism, the portcullises and trapdoor at the entrance (2) and the movable stairs (3). There is a heavy crossbow (with 12 bolts) by one of the observation slits which one of the dwarfs will use to harass the party.

5. Wheel Room. A huge, skeletal form of a wheel (able to spin) is set tightly into this room. It is Kaebel’s planned power source, although he has yet to decide whether to make it water or slave-powered. The access door is at the bottom of the wheel.

6. Rotating Drums. Opening the double doors to this room rings a bell in the main workshop, alerting one of the dwarfs and enabling them to start the mechanism in the room. Two contra-rotating drums will slowly start moving in the centre of the room, with the only way through being to cross from one to another. This feat will require a character to roll against DEX on a d20 to keep upright on one drum, and another roll against DEX — 4 on a d20 to make the cross-over without falling over. The delay this causes will allow the dwarfs to further prepare themselves.

7. Sinking Room. The secret door leading to the workshop is trapped so that a failed attempt at picking it causes the room to sink slowly into a large, recessed area below — trapping all who have entered the room. An identical room takes its place, thereby allowing access to the workshop through a similarly placed secret door. (5' of stone acts both as ceiling and floor.)

8. Workshop. Lit by the fires from the huge furnace, this is the home of Kaebel and his two apprentices, Sohter and Femyr. The workshop contains many tables and benches, with many tools and partly-completed works. A large rack of tools hangs on the northern wall, although the uses of many of them will not be readily apparent. The three dwarves will have prepared to ambush the party, harassing them with crossbows, rather than taking them on in hand-to-hand combat.

The furnace harbours a fire mephit, a supernatural helper for Kaebel’s great task.


If things are going against Kaebel, he will flee via the escape tunnel behind his pivoted chair in the SE corner.

9. Kitchen. A slightly disorganised room; stores are carelessly placed and little attention appears to have been given to the utensils, etc.

10. Sohter’s Bedroom. Sparsely furnished, this room has a very functional appearance. A locked chest contains Sohter's belongings: 1000gp of mixed coinage and a quiver of 12, artificer-made, +1 Crossbow Bolts.

11. Femyr’s Bedroom. Similarly furnished to room 10, the chest contains 600sp.

12. Kaebel’s Bedroom. Still a spartan room, but the furnishings appear to be well-made. A locked chest beneath his bed contains 400gp and four 100gp gems. Behind the bed, a secret panel leads to the outside escape route.

13. Pit of the Black Pin. The general aura of this room is one of immense evil. Tapestries on the walls depict evil rites, and an eerie, flickering light is cast over the room by the wall braziers. Set in the middle of the east wall in silver fittings is a small, black pin, from the end of which blood drips slowly into a tarnished silver trough of burning red liquid.

The pin radiates protection from good 10' radius, and any good creature managing to touch the pin will take 2d6 damage. An evil character taking the pin gains 10% on experience, 2 points of WIS (max 17) and moves to the beginning of the next level. Once accepted, remove curse is needed to drop the pin.

The pin may be destroyed by casting slow poison and continual light upon it, or it must be immersed in Holy Water and exposed to sunlight. When destroyed it will do 6d damage to all within 2’.

14. Bachgast’s Lair. Bachgast, a small, sub-adult, green dragon, waits here for unexpected meals from 2, or the odd visit from his master, Kaebel. If he learns that Kaebel has been killed, he will wish to escape from this place, his service to the artificer done. Green dragon: [MM], AC2, MV9’/24’, HP21, HD7, Att: 1-6/1-6/2-20, breath weapon, spears.

His hoard amounts to: 3000gp, 4000ep, 100sp and 8 gems (DM should decide values). □
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Treasure Chest is a regular department for readers' ideas on AD&D. This issue, more from White Dwarf's spell book.

**WORDS OF WONDER**

**KNOW VALUE**  
(>Divination) Reversible  
by John Rudd and Steven Cairns  
Usable by: Magic-User, Cleric, Druid  
Level: 2  
Range: 1”  
Duration: 1 turn  
Area of Effect: One object or group of alike objects/round  
Components: V, S  
Casting Time: 1 round  
Saving Throw: None

By means of this spell the caster can discover the exact value of a single object or group of alike objects, eg a pile of coins. The reverse of this spell, hide value, will affect the nature of the object, making it appear to be anything up to 50% different from its true value. Thus a pile of 100gp could be made to seem to be worth 50gp or 150gp (even counting will be affected in this way. A know value spell is cancelled by a hide value spell.

**WIND SHIELD**  
(Evocation, Alteration)  
by Robert Hextall  
Usable by: Magic-User, Druid  
Level: 2  
Range: Touch  
Duration: 2 rounds +1/level  
Area of Effect: 5’ radius  
Components: V, S  
Casting Time: 3 segments  
Saving Throw: None

On casting this spell the affected person is surrounded by buffeting winds which reduce attacking creatures' control over weapons. Attacks for the first round are at -4, but any attacks thereafter are at -2 since opponents will have become used to the winds. Hand-hurled and missile weapons also suffer a penalty of -2. Creatures attacking with natural weaponry only suffer a -2 on the first round and -1 on subsequent rounds due to their greater control.

**INVISIBLE SAFE**  
(Alteration)  
by Arthur Woodworth  
Usable by: Magic-User, Illusionist  
Level: 3, 5  
Range: 0’  
Duration: Permanent until 'opened'  
Area of Effect: 3’ cube  
Components: V, S, M  
Casting Time: 1 turn  
Saving Throw: None

An invisible safe may be used as a temporary store for looted treasure or as a more permanent hiding place in a stronghold. The spell opens a 3’ by 3’ door in any solid object which is larger than 1 cubic yard, eg a dungeon wall, pillar or large tree. The material component, a Bag of Holding, determines how much the safe will hold – the Bag is absorbed into the opening when the spell is cast. On speaking the closing words, no trace of the position of the door will be visible, even to elves, although Detect Magic or Detect Invisible will show the outline of the door.

The safe will continue to hold its contents until the opening words are spoken by someone touching the door. Any sequence of words or digits may be chosen by the spell-caster. Since the opening words are the reverse of the closing words, the MU should be careful not to be overheard whilst casting the spell. The Bag of Holding is not destroyed in the casting and may be reused once the spell has been broken.

The door should be treated as a wizard-locked door and may be forced open by a knock spell. Dispel magic will permanently remove the safe and its contents to another dimension.

**FUSION**  
(Alteration) Reversible  
by Jason Revell  
Usable by: Magic-User  
Level: 3  
Range: 3’  
Duration: Permanent  
Area of Effect: see below  
Components: V, S  
Casting Time: 1 round  
Saving Throw: see below

This spell can be used to fuse two inanimate touching objects. Thereafter they are treated as a single object and cannot be separated. The objects to be joined need not be of the same material and they gain a save vs disintegration (use the lowest value of the two materials). If the two objects are made of the same material then they save at -1, otherwise they save normally. A magical object joined by a fusion spell conveys a variable bonus to the saving throw at the DM’s discretion.

The spell could be used to fuse two gems together (although their value would be the same) or to fuse a door to a wall, thereby trapping the occupants of the room. The objects to be joined must be in contact for the duration of the casting time. Two immiscible liquids could be forced to mix using this spell, although they would still react if possible. Only matter in the same state can be fused.

The reverse of this spell, separate, can be used to split apart a fused substance or otherwise mixed or combined materials or objects.

**WINGED MESSENGER**  
(Conjuration, Summoning)  
by Paul Richards  
Usable by: Magic-User  
Level: 4  
Range: Infinite  
Duration: Special  
Area of Effect: Special  
Components: V, S, M  
Casting Time: 1 round  
Saving Throw: None

The effect of this spell is similar to an unseen servant except that it produces a glowing, vaguely bird-like, shape. A
message of up to ten words (on a parchment) may be tied to the bird's leg, and the bird may then be sent to deliver the message to the subject regardless of distance, but not onto another plane of existence.

The material components are the parchment to be sent (inscribed with a write spell), and a likeness of the subject manufactured in advance (this need not be accurate or expensive).

On delivering the message, the bird simply vanishes and no reply can be given. The original spell-caster has no means of determining whether or not the message is safely delivered (eg if the subject is dead or on another plane).

The bird travels about 100 miles a day, tirelessly, until its mission has been fulfilled.

**PHANTASMAL MIRROR**

(Conjuration) by Martin Currie

Usable by: Magic-User

Level: 4

Range: 1'

Duration: 10 rounds

Area of Effect: Special

Components: V, S

Casting Time: 1 round

Saving Throw: None

This spell is used to halt and confuse a charging opponent and so deny them the advantages conveyed by impetus and to give the adventurers battle initiative.

It creates a phantom two-way mirror 10' in front of the magic-user: it will be 50' long by 20' high if cast outdoors, but 10' in front of the magic-user: it will be 100' long by 20' high if cast indoors. The spell is cast by speaking the spell's name and any material components specified by the spell. The material component for this spell is a small paper-knife.

The mirror will be invisible to all but the spell-caster. If anyone looks into the mirror, the mirror will return an image of themselves with the object of their attack having suddenly disappeared. Creatures will be hesitant about walking through the mirror, but will incur no damage nor meet any resistance should they do so. The INT of the victim affects their reaction to the spell.

<table>
<thead>
<tr>
<th>Intelligence</th>
<th>% Chance of Hesitation</th>
<th>Length of Hesitation</th>
</tr>
</thead>
<tbody>
<tr>
<td>Animal</td>
<td>95%</td>
<td>1d6 rounds</td>
</tr>
<tr>
<td>Low</td>
<td>75%</td>
<td>1d6 rounds</td>
</tr>
<tr>
<td>Normal</td>
<td>50%</td>
<td>1d4 rounds</td>
</tr>
<tr>
<td>High</td>
<td>20%</td>
<td>1d2 rounds</td>
</tr>
</tbody>
</table>

Any creature struck by a weapon, etc., comes out of its hesitant state immediately.

**MAGIC NOOSE**

(Conjuration, Summoning) by Simon Watkins

Usable by: Magic-User

Level: 4

Range: 6'

Duration: 1 round/level

Area of Effect: See below

Components: V, S, M

Casting Time: 4 segments

Saving Throw: See below

When this spell is cast, the MU causes a magic noose to appear round an opponent's neck. As soon as this occurs, the affected creature must roll its DEX or less on a d20 to grasp the noose before it tightens. If this succeeds, there is a 5% chance per point of STR to pull the noose free. Failure on either count will result in death from strangulation in two rounds. The noose, being enchanted, is free from the effect of blades.

Alternatively, the noose may be cast so as to bind a limb of less than 1' diameter. Used on a weapon arm it can make an opponent drop their weapon, or it could be used on his feet in order to trip him up. The saving throw against DEX is allowed in either case.

The material components of this spell are a short rope and a lock of hair from a corpse that has been hung.

**MINDMERGE**

(Alteration) by Simon Kind

Usable by: Magic-User

Level: 9

Range: Touch

Duration: 1 turn/level

Area of Effect: 2 people touched

Components: V, S, M

Casting Time: 1 round

Saving Throw: None

Mindmerge unites the best factors of two characters and combines their skills temporarily into one extra-powerful person. The two characters can be any class as long as the two do not conflict (ie paladin and assassin). In all cases the best ability score out of the two people merged is kept for each ability of the merged character. If two characters of the same class are merged then their level is the sum of the two levels they have as separate people, eg 5th level thief + 6th level thief = 11th level thief.

Merged spell casters have the spells of each merged person. Hit points are those of the new characters with the highest amount plus a possible bonus from a new constitution score. Height, weight etc. of the merged character are the averages of the two merged characters.

If merged characters are of different classes then the merged character is a multi-classed character (even if human) with the same restrictions as apply in the Players Handbook.

Different races and/or sexes cannot be merged.

There is a 2-6(d4+1)% chance each turn (or round when in combat or under stress) that the merged character will develop a split personality and have no powers or abilities until the spell wears off.

The spell may be removed by a dispel magic spell. If either of the merged persons are against this they are entitled to a saving throw (perhaps with bonuses for highest wisdom score).

The material components of this spell are powdered diamond and sapphire mixed together and sprinkled over the characters to be merged. The cost of the gems must exceed 8000gp each. 

---

**INVISIBLE WARRIOR**

(Conjuration, Summoning) by Kieran MacDonald

Usable by: Magic-User

Level: 8

Range: 0

Duration: 1 turn/level

Area of Effect: 60'

Components: V, S, M

Casting Time: 2 rounds

Saving Throw: None

On casting this spell, the magic-user calls into existence an invisible warrior to aid him or her in battle. The warrior will always obey the caster, whether or not the caster is concentrating or not. The warrior appears next to the caster to start with.

Fighting as a sixth level fighter, the invisible warrior is armed with a huge sword (+2 to hit, 2-16 damage) and has 6 hit dice and AC 0. Those unable to see invisible creatures suffer the usual -4 penalty in addition to this.

Should the warrior leave the 60' radius of the spell, the caster must make a save vs spells. If he makes the save, the warrior dies instantly. If he fails, however, the warrior turns on the caster, although he will be visible and the MU will suffer no penalties to hit. The warrior dies when the duration of the spell is past.

The material component for this spell is a small paper-knife.
Tabletop Heroes is a regular feature covering figures, painting and modelling tips by Joe Dever.

THE MAGIC FRAME

The Low-Down on Close-up Photography Part Two: Techniques

This month I shall be detailing two basic techniques for photographing miniatures. The first will make use of the equipment listed in last month's feature, and the second is intended for those of you who wish to cause reasonable photos of your models with the very minimum of equipment and expense.

When your camera is positioned to a certain distance away, there will be a zone in front of and behind this point that also appears sharp on the film: this zone is called depth of field. Depth of field can be controlled because it is affected by changes in aperture size: an f-stop of f16 or f22 maximises the depth of field. One general photographic principle is that the greater the distance between lens and subject the greater the depth of field; thus shallow depth of field becomes a big problem when photographing miniatures at very close distances. However, the size of your subject model and its advanced positioning allows you to set up on a tabletop indoors and use inexpensive lighting to good effect.

Lighting the subject with one single light source will result in heavy shadows with little detail and a second light source must be introduced to fill-in this shadow. Lighting must be directed so that it accentuates the best aspects of your model. The set-up illustrated in Fig 1 shows the effective use of two anglepoise lamps with one set at approximately 45° to the subject, and the other directly above. The front lamp is being used to create a shadow-cast by the overhead lamp, which, in its turn, is accentuating the painted highlights of the figures. You will find that the lamps need to be positioned relatively close to your subject. This often causes annoying reflections, but this problem can be overcome by diffusing the light through a screen of greaseproofed paper positioned in front of the lamps. Diffused lighting is recommended for model photography because it eliminates the 'shadow-line' that is often cast across scenic backgrounds or backing papers, which often model photographers look very artificial. Additional fill-in lighting can be provided by making use of light that is wasted. A piece of white card (A4 size) used as a reflector and positioned approximately 90° to the frontal light source, will bounce wasted light back onto your subject without harshness or creating secondary shadows.

The simplest way of showing your model is to have him against a plain background, such as a sheet of coloured paper. This paper must be large enough so that the background edges are not seen running down behind the figures. When using a landscape photograph as your background ensure that it is held flat and at 90° to the lens, and that your overhead lamp is not positioned in such a way that unwanted glare or 'background sheen' is reflected directly into the lens. When arranging your figures against a scenic background, it is invariably best to begin with the most dominant one (whether it is the strongest due to its size, shape or colour), placing it first into your photographic diorama. Other figures and props can be added, arranged and rearranged until they are in their most advantageous relationship. Never hesitate to change your mind and experiment with different positions, both with the figures and the camera. During the arranging process it is also important to be aware of the juxtaposition of tones and colours, details and mass, highlights and shadows. The fine detail of chainmail, for example, may be lost or at best confused if placed in front of a landscape with a detailed texture of its own.

Having set up your subject, you can now return your attention to the camera once more. A light reading should now be taken through the lens, and because your lens aperture is at its smallest a very slow shutter speed will result. The first problem you now face is that when the shutter release button is pressed, camera shake will occur and blur the photograph. To avoid this, use a cable release to activate the shutter; if your camera has a mirror lock feature, be sure to lock the mirror up before taking a picture to prevent additional vibration while the photograph is being taken.

For those of you who wish to try your hand at model photography but are limited by a tight budget, I would recommend the following cheap and simple set up. It consists of a lightweight frame made from dowel or split bamboo sticks one of which is stretched and taped to a 'toto' of greaseproof paper. A hole is cut in the front large enough to accommodate your choice. Coloured papers can be used as a backing to the frame, much the same way as in the previous 'open' set up. The box acts as a diffuser and scatters the light from its source, in this case a simple camera flash. You will need to invest in an extension lead and (possibly) a high shoe adaptor, but these are both relatively inexpensive items. Ask a friend to hold the flash in position, just above and to one side, avoiding the framework of the box for best effect. Lastly, when calculating the f-stop, remember to measure the distance from the flash to the subject and not from the camera to the subject. Although this technique is very basic and simple, you will find that it produces very fair results.

Have you taken any photographs of your figures of which you are pleased or particularly proud of? If so, why not let us all enjoy them. If you would like to see your prized photograph featured on the Tabletop Heroes photopage, send a colour print (glossy or lustre finish but no larger than 6" x 4") to Joe Dever, White Dwarf Magazine, together with your name and address and some brief details about your subject. If the response and the standards of print submitted to the Tabletop Heroes Reader's Picture of the Month! This month's photographs

Tabletop Heroes is photopage, send a colour print (glossy or lustre finish but no larger than 6" x 4") to Joe Dever, White Dwarf Magazine, together with your name and address and some brief details about your subject. If the response and the standards of print submitted to the Tabletop Heroes Reader's Picture of the Month! This month's photographs

TABLETOP HEROES
The 'tent' diffuses the flash to lessen harsh shadow.

Photographs (Figs 1-4 and 6) by Joe Dever.
Photographs (Figs 5 and 7) by Phil Lewis.
**Reaper 15mm Fantasy Characters**

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**Metal Magic**

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**New 15mm Reaper Figures**

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**Fantasy & Role-Playing Rules**

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<td>Assassin</td>
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**Goblins**

- Standard 25p
- Attacking with Axe 25p
- Attacking with Sword 25p
- Attacking with Spear 25p

**Chariots**

- 2-Horse Chariot 25p
- 4-Horse Chariot 25p

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EXHIBITIONIST REVEALS ALL AT GAMES DAY

Paul Aagaard, mild-mannered Conventions Manager, has a number of special events planned for this year's Games Day on the 28th and 29th of September. Ian McCaig, the famous fantasy artist, will be setting up an art workshop. Now's your chance to create a piece of artwork under his guidance. Chris Achilles will be bringing along his original MERP artwork and revealing its secrets. He will also be signing copies of the game.

Ian Livingstone will be auctioning off his rare selection of miniature figures whilst partner in crime, Steve Jackson, will be chairing the Games Day Quiz. A completely new format for the figure painting competition has been organised. On Saturday, the Open Competition will be held for two age groups - Under 16's and Over 16's. On the Sunday there will be a painting showcase - Masters. This will involve some of Britain's top painters. Prominent writers for White Dwarf, Marcus Rowland and Phil Masters, will be present and talking about how to write scenarios. And just to add a little madness and mayhem, members of the Cthulhu Miniatures is the new Managing Director of Games Workshop, Piers Darmill-Evans, until now in charge of trade sales in London, is now looking after White Dwarf and exhibitions. He is currently seeking to expand the publication's side of the company. Other changes include the appointment of Ian Bailey as Financial Controller and Ian Waddell as Marketing Manager. (This predilection for employees named Ian escapes me! — Ed.)

HOW TO BE THOROUGH

Contrary to popular belief, the founders of Games Workshop, Steve Jackson and Ian Livingstone, are not about to retire to some sun-drenched tax haven. They have no intention of slowing down. They will be keeping their eyes on White Dwarf, of which they have been editors since its inception eight years ago. Two of the new board members should be familiar to WD readers. Bryan Ansell, better known in his capacity as figurehead of Citadel Miniatures, is the new Managing Director of Games Workshop. Piers Darmill-Evans, until now in charge of trade sales in London, is looking for more information in this issue. Send an SAE for any enquiries to: Games Day, Games Workshop Ltd, 27-29 Surbeam Road, London NW10.

NEXT ISSUE

Strange happenings near Guildford as Marcus Rowland unravels The Surrey Enigma - a Cthulhu adventure set in the 1920's. Underwater civilisations are uncovered in Keeping Beneath the Waves. Will ADD & D&D adventurers be able to clear up the mysteries of The Master in Plague from the Past, winner of the WD scenario competition? Having trouble with your characters' attitude towards religion? You'll find out Peter Tamlyn's Rational Behaviour is an indispensable aid.

All this plus three pages of cartoons and all the regular features.

NEW BOARD

Adventure Enterprises is a new entrant into the field of role-playing. Having been working on a traditional fantasy game, they hope to progress to Gothic Horror and Science Fiction in the near future. This year they are offering fantasy modules and theme weekend specials, with weekend holidays to follow in August. Adventure Enterprises stress that their fantasy is primarily directed at the 13-15 age group and that all the CTHULHU HURST CAVES IN SOUTH LONDON: an all-weather setting endowing a steady temperature of 5°F all year round. Brrrr!

A PLAGUE ON THE COMPETITION

The scenario competition in White Dwarf 61 attracted a large number of entries, so many that it has taken longer than expected to judge. ADD & D&D of Cthulhu provide prizes for the top systems, they the setting did not hinder them. Traveller fans are especially likely to enjoy the scenario. Richard Andrews has won the JACOBS AND CARROLLS FESTIVAL. The judges were impressed with the setting's atmosphere, the atmosphere's setting, and the atmosphere's setting.
ALL ADS

Production Assistant For pastys-and-to the Art Editor. Essential qualifications: Good command of written English; typing ability; duties to include dealing with correspondence, filing and typing. For paste-up and to assist the Art Editor. Send CV and references to: White Dwarf 15-17, The Wynn, Dalgety Bay, Fife KY11 5SH.

WANTED. Novel character classes for D&D. Send two and I send three back. Contact: J. M. P. Deare, 3 Letchworth Place, St George, Bristol BS2 6HR. 0117 967 8024.

WANTED. Any character classes for D&D. Please send for details. From: Nick Walnald, 84 Kandak Lane, Sidcup, Kent. 01322 501972. 01322 501972.

WANTED. Any character classes for D&D. Please send for details. From: Adam, 1 School Street, Leatherhead, Surrey. 01372 862790.

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